

Dan's Diminutive d20

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PLAYER'S BRIEF

Abilities

Organic Characters: Abilities are rolled 4d6-drop-lowest, in order. Reroll one, then switch any two.

Races

Human: No ability modifiers or special traits. They count any class as favored.

Elf: Abilities +2 Dex, -2 Con. They have low-light vision, a +2 bonus to Search checks, and a +2 bonus to Will saves. Their favored class is Wizard.

Dwarf: Abilities +2 Con, -2 Cha. They have darkvision, 20 foot base movement, and a +2 bonus to Fort and Will saves. Their favored class is Fighter; they cannot be Wizards.

Halfling: Abilities +2 Dex, -2 Str. They are Small, with 20 foot base movement, and a +1 bonus to all saves. Their favored class is Rogue; they cannot be Wizards.

Classes

Generic Classes: Three basic classes are available, with some restrictions and replacement names (as per *Unearthed Arcana* p. 76). Details are as follows:

Fighter: Fighters (Warriors) get medium armor proficiency (plus shields), all simple and martial weapons, d10 hit dice, +1 attack bonus per level, good Fort saves, and all Str-based class skills.

Rogue: Rogues (Experts) get light armor proficiency, all simple weapons (plus one martial weapon), d6 hit dice, +¾ attack bonus per level, good Reflex saves, and all Dex-based class skills, plus Spot and Listen.

Wizard: Wizards (Spellcasters) get no armor proficiency, one simple weapon, d4 hit dice, +½ attack bonus per level, good Will saves, and all Int-based class skills (including Knowledge (Arcana)). They cast spontaneous arcane spells from the sorcerer/wizard list.

Skills

Level-Based Skills: No skill points or ranks are recorded. When using a class skill, roll d20 + class level + modifiers; when using a non-class skill, roll d20 + modifiers. The "Skill Knowledge" feat can be taken to add one new skill at the character's total level (see *Unearthed Arcana* p. 81).

Feats

Uniform Feats: Feats are acquired at the same basic rate as the attack bonus for each class. Fighters gain a feat every level; rogues every level not divisible by 4; and wizards every odd level. No other feats are awarded, and metamagic feats are not used. (For feat prerequisites, any class skill functions as level +3 ranks.)

Magic

Limited Magic Items: A character can only carry 5 magic items at once. If this limit is exceeded, the items cease to work, and may become spoiled or cursed. A batch of ammunition counts as one item; so does a large potion or long scroll (up to 6 doses or spells).

Core Mechanic

System Reference Document: The d20-based core mechanic is used (roll d20 + modifiers, to equal or exceed a target DC). Other rules from the SRD are generally used as the basis for play. The judge can make modifications to any spells, monsters, or magic items as desired.

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JUDGE'S BRIEF

Characters

Level Range: The Diminutive d20 campaign assumes that characters start at 3rd level, and advance to no more than 12th level. Monsters are limited to those less than CR 15. See also the spell level limit, below.

Starting Choices: Low-level characters should pick from a limited selection of feats and spells. A recommended list is provided in Appendix A: New PCs.

Iterative Attacks: High-level attack bonuses do not grant iterative attacks. Add a new feat called "Rapid Attack" (as Rapid Shot, with prerequisite Combat Reflexes).

Bonuses of 3/4: To quickly compute a Rogue's attack bonus, take half the level, half that again, then add the two.

Equipment

Coins: All prices are assumed to be in copper pence. 12 copper make a silver shilling; 20 silver make a gold pound. In general, 1,000 coins weigh one stone.

Encumbrance: Weight is measured in "stone" (14 pound units). Characters can carry up to their Strength score; over 1/3 Strength is a Medium load, and over 2/3 Strength is Heavy.

Critical Hits: All weapons critical on a natural 20 for double damage. No confirm rolls are needed.

Reach Weapons: Using reach effectively requires a readied action; this threatens a space 10 feet away and causes opponents to stop movement when they enter that space.

Armor, Weapons, and Gear: An abbreviated equipment list is provided in Appendix B: Equipment.

Adventures

Initiative Sequence: At the start of combat, each side rolls 1d20 and applies their highest Initiative modifier (both rolls can be made by the GM, if desired). Initiative occurs cyclically from that point – players will be prompted for actions in the order that they sit around the table.

Attacks of Opportunity: Actions that would provoke AOOs are prohibited while adjacent to an armed enemy figure. Spells can be cast with a Concentration check. Withdrawing from an adjacent enemy takes a full-round action. A free 5-foot step cannot be used to withdraw from an adjacent enemy.

Special Attacks: Note that due to the above rule, the following attacks can be used only if the attacker has a special feat, weapon, or ability – unarmed strike, disarm, grapple, bull rush, sunder, and trip. Alternatively, an ally can use the "aid another" action to permit the use of these attack types.

Tough Environment: The "massive damage" rule from the PHB is ignored. In its place, all environmental damage (such as falling, heat, cold, starvation, and thirst) is added cumulatively for each time unit. For example, falling 30 feet does 6d6 damage (1+2+3).

Trap Design: The GM should focus on "encounter traps" that feature some interaction (instead of just random damage application). Good traps are pits, poison spiders, diseased corpses, buzzing saws, flooding chambers, magic curses, etc. They should be infrequent, but things that can kill an intruder. A portal or container might trigger an arrow, spear, or falling block (something the PCs see in advance); hidden shooting traps in a passageway or stairs are frowned upon.

A notable change under these rules is that it is Wizards who have default skill in searching and disabling traps (those being Int-based skills). Rogues can take Knowledge Skill (Search) if they wish to serve that role. The special Trap Sense feat is only required to find magic traps; the DC 20 limit on finding difficult nonmagical traps is removed here.

Generally common-sense methods of disabling a known trap should work, irrespective of the Disable Device skill.

Spell Changes

6th Level Limit: No spells above 6th level exist in this campaign setting. Other restrictions may apply (see below).

Components: You can disregard any inexpensive material components. However, somatic components, and any items being wielded in hand, should be strictly observed.

Planar Travel: Spells that allow planar travel are generally prohibited, including *rope trick*, *planar binding*, and so forth.

Summon Monster: The *summon monster* spells serve only to summon elementals, according to the following schedule – level III, small elemental; IV: medium; V: large; VI: huge. They must appear in a large body of the same elemental type (for example, air elementals can only be summoned under an open sky).

Size Changing: In general, it's very difficult to change the size of intelligent creatures. *Enlarge* is prohibited. *Polymorph* spells cannot increase a creature's size. *Animal growth* is allowed as written. There may be other, higher-level spells in the campaign that reproduce some of these prohibited effects.

Darkness: The *darkness* spell is given Medium range. It extinguishes any lights and dispels any light spells in a 20-foot radius, and such items cannot be re-lit for the duration of the spell (10 minutes/level). It does not "radiate" darkness.

Healing: Without any clerics, magical healing will be less frequent. *Potions of curing* should be made available to PCs, perhaps by certain natural or divine creation points (a mystic spring or fountain, for example). Note that the *philosopher's stone* magic item can provide a resurrection capability.

MONSTER BRIEF

Monster Statistics

In this campaign, monsters are reduced to the following statistics: CR, Init, AC, HD, Saves, Speed, Attacks, and Specials. (A roster for basic monsters is given in Appendix C: Monster Stats.) Other statistics, when required, can use the Hit Dice number as a replacement, as described below:

Ability Scores: If physical abilities are needed, assume Str, Dex, and Con scores of 10+HD for any creature.

Special Attacks: Any special attacks without a listed DC should assume a difficulty class of 10+HD.

Skill Checks: Spot and Listen checks can be made by rolling d20 + HD. Other skills are summarized below.

Skills Bonuses

Guidelines for skill bonuses are abbreviated here by type of creature. The most commonly used skills are Spot, Listen, Hide, and Move Silently. If not listed here, use a creature's number of Hit Dice for Spot & Listen checks.

Construct, Ooze, Plant: No skills.

Elemental, Outsider: Spot/List HD+2.

Undead: Spot/List HD+4, Hide/MSil HD+4.

Fey, Shapech.: Spot/List HD+8, Hide/MSil HD+4+Size.

Giant: Spot/List HD-6, Climb/Jump = HD.

Animal, Vermin: Spot/List +6 fixed bonus. Vermin also get Hide +8+Size fixed bonus, Climb HD+6.

Advancing Monsters

Adding Class Levels: Normally only humanoids and giants advance by class levels. When doing so, one racial hit die is replaced by the first class level; further levels are added normally. Note that all humanoid "warriors" listed with 1 HD are *unclassed* in these rules (there are no NPC classes).

Most commonly, monster characters will be adding Fighter class levels. Such creatures gain only d8 hit dice for those levels (they don't have the sophisticated training to gain full d10 hit dice). Generally, add +1 attack bonus, +1/2 to Fort, +1/3 to Refl/Will saves, a proportional hit point bonus, and one Feat per level. Note that 1 HD humanoids have the same Saves as 1st-level Fighters.

Changes from the SRD

Dragons: Dragons have been reduced in maximum Hit Dice; only 4 age categories are used. However, size and damage have been increased (young dragons are Large, all others Huge). Green and Gold dragons now have poison gas breath, doing Constitution damage.

Giants: Giants have been modified in much the same way as dragons, with iterative attacks removed (hill and stone giants are Large, all others Huge). Trolls have their Constitution lowered to 17.

Humanoids: See above for changes to class level advancement. All humanoids are given a good Fortitude save. Some changes to armor and weapons have been made.

Undead: The Toughness feat has been eliminated from all undead, and ghouls advanced to 3 HD.

Vermin: Most vermin poison types have been converted to do potentially lethal Constitution damage.

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APPENDIX A: NEW PCs

Fighters

Fighters should start by choosing from the following initial feats -- Skill Knowledge (Ride), Armor Proficiency (heavy), Point Blank Shot, Power Attack (Str 13), Expertise (Int 13), or Two-Weapon Fighting (Dex 15).

Rogues

Rogues should choose from the following initial list -- Skill Knowledge (Search), Sneak Attack, Point Blank Shot, Alertness, or Dodge (Dex 13).

Wizards

Wizards should choose from the following initial feats -- Skill Knowledge (Heal), Find Familiar, Scribe Scroll, Combat Casting, or Improved Initiative.

Magic Colleges

In addition, starting wizards should choose from one of the following magic colleges, which dictate their beginning known spells. (The numbers shown are appropriate for 3rd-level wizards; for 1st-level wizards, delete one spell of each level).

White College (LG - Cold, Protection): 1st -- shield, magic missile, protection from evil; 0th -- detect magic, read magic, resistance, light, ray of frost.

Green College (CG - Storms, Enchantment): 1st -- obscuring mist, shocking grasp, sleep; 0th -- detect magic, read magic, resistance, daze, dancing lights.

Gray College (N - Illusion, Divination): 1st -- silent image, color spray, identify; 0th -- detect magic, read magic, detect poison, dancing lights, ghost sound.

Red College (LE - Fire, Transmutation): 1st -- endure elements, burning hands, expeditious retreat; 0th -- detect magic, read magic, resistance, flare, light.

Black College (CE - Necromancy, Conjunction): 1st -- mage armor, ray of enfeeblement, grease; 0th -- detect magic, read magic, acid splash, disrupt undead, message.

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APPENDIX B: EQUIPMENT

Cost is in copper pence. Weight is in "stone" (14 lbs.)

Armor	Cost	Bonus	Weight
Leather	10	+2	1
Studded	25	+3	1
Scale mail	50	+4	2
Chainmail	150	+5	3
Plate mail	600	+7	4

Shields	Cost	Bonus	Weight
Shield, small	3	+1	1/2
Shield, large	7	+2	1

Weapons, Simple	Cost	Damage	Weight
Sling	-	1d4	-
Dagger	2	1d4	-
Mace, light	5	1d6	1/2
Shortspear	1	1d6	1/2
Quarterstaff	-	1d6	1/2
Crossbow, light	35	1d8	1/2
Crossbow, heavy	50	1d10	1/2
Bolts, crossbow (40)	4	-	1/2

Weapons, Martial	Cost	Damage	Weight
Axe, throwing	8	1d6	1/2
Sword, short	10	1d6	1/2
Battleaxe	10	1d8	1/2
Flail, light	8	1d8	1/2
Longsword	15	1d8	1/2
Greataxe	20	1d12	1
Greatsword	50	2d6	1
Halberd	10	1d10	1
Lance, heavy	10	1d8	1/2
Longspear	5	1d8	1/2
Shortbow	30	1d6	1/2
Longbow	75	1d8	1/2
Arrows (40)	2	-	1/2

Adventuring Gear	Cost	Weight
Backpack	2	-
Bedroll	2	1/2
Candles (10)	1	-
Case, map or scroll	1	-
Crow bar	2	1/2
Flint and steel	1	-
Grappling hook	3	1/2
Hammer	2	-
Ink (1 oz. vial)	8	-
Lantern, hooded	7	-
Mirror, small steel	10	-
Oil (1-pint flask)	1	-
Parchment (6 sheets)	1	-
Pitons (10)	2	1/2
Pole, 10-foot	1	1/2
Pouch, belt	1	-
Rations, trail (1 week)	5	1/2
Rope, hemp (50 ft.)	1	1/2
Sacks (2)	1	-
Spade or shovel	2	1/2
Torches (6)	1	1/2
Waterskin (1 gal.)	2	1/2

Mounts and Tack	Cost	Weight
Cart	15	15
Donkey or mule	8	-
Horse, light	75	-
Horse, heavy	200	-
Warhorse, light	150	-
Warhorse, heavy	400	-
Saddle, riding	10	2
Saddlebags	4	1/2
Wagon	35	30

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APPENDIX C: MONSTER STATS

Basic Monsters

Kobold: CR -4; Init +1; AC 15; HD 1d8-2; hp 2; SV +0/1/0; Spd 30; Atk s-spear -1 (1d6-2), sling +2 (1d4-2); SQ light sensitivity
Goblin: CR -3; Init +1; AC 15; HD 1d8-1; hp 3; SV +1/1/0; Spd 30; Atk lt mace +0 (1d6-1), dagger +2 (1d4-1); SQ light sensitivity
Orc: CR -2; Init +0; AC 15; HD 1d8; hp 4; SV +2/0/-1; Spd 20; Atk battle axe +1 (1d8+1), s-spear +0 (1d6+1); SQ light sensitivity
Hobgoblin: CR -1; Init +1; AC 15; HD 1d8+1; hp 5; SV +3/1/0; Spd 30; Atk longsword +2 (1d8+2), s-spear +1 (1d6+2); SQ -
Gnoll: CR 0; Init +0; AC 15; HD 2d8+2; hp 11; SV +4/0/0; Spd 20; Atk greataxe +3 (1d12+3), longbow +1 (1d8); SQ -
Bugbear: CR 1; Init +1; AC 17; HD 3d8+3; hp 16; SV +5/2/1; Spd 30; Atk hvy mace +4 (1d8+2), s-spear +3 (1d6+2); SQ -
Ogre: CR 3; Init -1; AC 16; HD 4d8+8; hp 26; SV +6/0/1; Spd 30; Atk h-greatclub +8 (2d6+7), l-spear +1 (1d8+5); SQ -
Troll: CR 5; Init +2; AC 18; HD 6d8+18; hp 45; SV +8/4/3; Spd 30; Atk 2 claws +9 (1d6+6), bite +4 (1d6+3); SQ rend 2d6+9; regeneration 5, scent
Skeleton: CR -3; Init +5; AC 13; HD 1d12; hp 6; SV +0/1/2; Spd 30; Atk 2 claws +0 (1d4); SQ undead, cold immunity, DR 5/blunt
Zombie: CR -2; Init -1; AC 11; HD 2d12; hp 13; SV +0/-1/3; Spd 30; Atk slam +2 (1d6+1); SQ undead, partial actions only
Ghoul: CR 0; Init +2; AC 14; HD 3d12; hp 19; SV +1/3/5; Spd 30; Atk bite +3 (1d6+1), 2 claws +0 (1d3); SQ paralysis (DC 14), create spawn; undead, turn resistance +2
Wight: CR 3; Init +1; AC 15; HD 4d12; hp 26; SV +1/2/5; Spd 30; Atk slam +3 (1d4+1 & energy drain); SQ energy drain (remove DC 14), create spawn; undead
Wraith: CR 5; Init +7; AC 15; HD 5d12; hp 32; SV +1/4/6; Spd 60; Atk incorporeal touch +5 (1d4 & 1d6 Con); SQ create spawn; undead, incorporeal, turn resistance +2, unnatural aura, daylight powerlessness
Mummy: CR 3; Init -1; AC 17; HD 6d12; hp 39; SV +2/1/7; Spd 20; Atk slam +6 (1d6+4 & mummy rot); SQ despair, mummy rot; undead, resistant to blows, DR 5/+1, fire vulnerability
Spectre: CR 7; Init +7; AC 15; HD 7d12; hp 45; SV +2/5/7; Spd 80; Atk incorporeal touch +6 (1d8 & energy drain); SQ energy drain (2 lvls, remove DC 15), create spawn; undead, incorporeal, turn resistance +2, unnatural aura, sunlight powerlessness
Vampire: CR 10; Init +7; AC 17; HD 8d12; hp 52; SV +6/7/5; Spd 30; Atk slam +14 (1d6+6 & energy drain); SQ dominate, energy drain (2 lvls, remove DC 15), children, spawn; undead, DR 15/+1, turn resist +4, cold & elec resist 20, alt form, fast heal 5, weaknesses
Cockatrice: CR 3; Init +3; AC 14; HD 5d10; hp 27; SV +4/7/2; Spd 60; Atk bite +4 (1d4-2); SQ petrification (Fort DC 15); immunity
Basilisk: CR 5; Init -1; AC 16; HD 6d10+12; hp 45; SV +9/4/3; Spd 20; Atk bite +8 (1d8+3); SQ petrifying gaze (30 ft, Fort DC 13)
Medusa: CR 7; Init +2; AC 15; HD 6d8 +6; hp 33; SV +3/7/6; Spd 30; Atk shortbow +8 (1d6), dagger +6 (1d4), snakes +3 (1d4 & poison); SQ petrifying gaze (30 ft, Fort DC 15), poison (DC 14, 1d6/2d6)
Gorgon: CR 8; Init +4; AC 18; HD 8d10+24; hp 68; SV +9/6/3; Spd 30; Atk gore +12 (1d8+7); SQ breath weapon (60 ft, Fort DC 17, turn to stone), trample 1d8+7; scent
Manticore: CR 5; Init +2; AC 16; HD 6d10+24; hp 57; SV +9/7/3; Spd 50; Atk 2 claws +9 (2d4+5), bite +7 (1d8+2), 6 spikes +6 (1d8+2); SQ scent
Hydra: CR 7; Init +1; AC 15; HD 8d10+40; hp 84; SV +11/7/2; Spd 20; Atk 8 bites +8 (1d10+4); SQ scent
Chimera: CR 7; Init +1; AC 16; HD 9d10+27; hp 76; SV +9/7/4;

Spd 50; Atk bite +12 (2d6+4), bite +10 (1d8+2), butt +10 (1d8+2), 2 claws +10 (1d6+2); SQ breath (40 or 20 ft, DC 17, 3d8); scent
Wyvern: CR 6; Init +1; AC 17; HD 7d12+14; hp 59; SV +7/6/6; Spd 60; Atk sting +9 (1d6+4 & p), bite +4 (2d8+2), 2 wings +4 (1d8+2), 2 claws +9 (1d6+4); SQ poison (DC 17, 2d6 Con), improved grab, snatch; scent
Gargoyle: CR 4; Init +2; AC 16; HD 4d10+16; hp 38; SV +8/6/1; Spd 75; Atk 2 claws +6 (1d4), bite +4 (1d6), gore +4 (1d6); SQ DR 15/+1, freeze
Purple Worm: CR 12; Init -2; AC 19; HD 16d10+112; hp 200; SV +17/8/4; Spd 20; Atk bite +20 (2d8+12), sting +15 (2d6+6 & poison); SQ imp grab, swallow whole, poison (DC 24, 1d6/2d6 Str); tremorsense
Minotaur: CR 4; Init +0; AC 14; HD 6d8+12; hp 39; SV +6/5/5; Spd 30; Atk huge greataxe +9 (2d8+6), gore +4 (1d8+2); SQ charge 4d6+6; scent, natural cunning
Centaur: CR 3; Init +2; AC 15; HD 4d8+8; hp 26; SV +3/6/5; Spd 50; Atk greatclub +7 (1d10+4), 2 hooves +3 (1d6+2), mty cmp longbow +5 (1d8+4); SQ -
Unicorn: CR 3; Init +3; AC 18; HD 4d10+20; hp 42; SV +9/7/6; Spd 60; Atk horn +11 (1d8+8), 2 hooves +3 (1d4+2); SQ magic circle against evil, spell-like abilities, immunities
Sprite, Nixie: CR 1; Init +7; AC 14; HD 1d6; hp 3; SV +0/5/3; Spd 30; Atk dagger +4 (1d4-2), crossbow +4 (1d8); SQ water breathing, charm person; SR 16
Sprite, Pixie: CR 4; Init +4; AC 16; HD 1d6; hp 3; SV +0/6/4; Spd 60; Atk dagger +5 (1d4-2), cmp shortbow +6 (1d6); SQ spell-like abilities, special arrows; SR 16, natural invisibility
Dryad: CR 1; Init +6; AC 12; HD 2d6; hp 7; SV +0/5/5; Spd 30; Atk dagger +1 (1d4); SQ spell-like abilities; symbiosis
Gnome: CR 0; Init +0; AC 16; HD 1d8+1; hp 5; SV +3/0/0; Spd 20; Atk shortsword +1 (1d6-1), crossbow +1 (1d8); SQ gnome traits, spells, speak/animals
Dwarf: CR 0; Init +0; AC 16; HD 1d8+1; hp 5; SV +3/0/0; Spd 15; Atk battle axe +0 (1d8), crossbow +0 (1d8); SQ dwarven traits
Elf: CR 0; Init +1; AC 15; HD 1d8-1; hp 3; SV +1/1/0; Spd 30; Atk longsword +0 (1d8), longbow +1 (1d8); SQ elven traits
Treant: CR 8; Init -1; AC 20; HD 7d8+35; hp 66; SV +10/1/6; Spd 30; Atk 2 slams +12 (2d6+9); SQ animate trees, trample, double damage to objects; plant, fire vulnerability, half damage from piercing
Pegasus: CR 3; Init +2; AC 14; HD 4d10+12; hp 34; SV +7/6/4; Spd 120; Atk 2 hooves +7 (1d6+4), bite +2 (1d3+2); SQ scent, spell-like abilities
Hippogriff: CR 2; Init +2; AC 15; HD 3d10+9; hp 25; SV +6/5/2; Spd 100; Atk 2 claws +5 (1d4+4), bite +0 (1d8+2); SQ -
Roc: CR 9; Init +2; AC 14; HD 18d10+126; hp 225; SV +18/13/7; Spd 80; Atk 2 claws +21 (2d6+12), bite +16 (2d8+6); SQ snatch
Griffon: CR 4; Init +2; AC 17; HD 7d10+21; hp 59; SV +8/7/3; Spd 80; Atk bite +8 (2d6+4), 2 claw +3 (1d4+2); SQ pounce, rake 1d6+2; scent
Invisible Stalker: CR 7; Init +8; AC 17; HD 8d8+16; hp 52; SV +4/10/4; Spd 30; Atk slam +10 (2d6+6); SQ elemental, nat invisibility, imp track
Genie, Djinni: CR 5; Init +8; AC 16; HD 7d8+14; hp 45; SV +7/9/7; Spd 60; Atk slam +10 (1d8+6); SQ spell-like abilities, air mastery, whirlwind; plane shift, telepathy, acid immunity
Genie, Efreeti: CR 8; Init +7; AC 18; HD 10d8+20; hp 65; SV +9/10/9; Spd 40; Atk slam +15 (1d8+9 & 1d6 fire); SQ spell-like abilities, heat; plane shift, telepathy
Ooze, Ochre Jelly: CR 5; Init -5; AC 4; HD 6d10+27; hp 60; SV +4/-3/-3; Spd 10; Atk slam +5 (2d4+3 & 1d4 acid); SQ improved grab, acid, constrict 2d4+3 and 1d4 acid; blindsight, split, ooze
Ooze, Black Pud: CR 7; Init -5; AC 3; HD 10d10+60; hp 115; SV +7/-2/-2; Spd 20; Atk slam +8 (2d6+4 & 2d6 acid); SQ improved grab, acid, constrict 2d6+4 and 2d6 acid; blindsight, split, ooze

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Ooze, Gray: CR 4; Init -5; AC 5; HD 3d10+10; hp 26; SV +1/-4/-4; Spd 10; Atk slam +3 (1d6+1 & 1d6 acid); SQ imp grab, acid, corrosion, constrict 1d6+1 and 1d6 acid; blindsight, cold & fire immunity, ooze, camouflage

Horse, Light: CR 1; Init +1; AC 13; HD 3d8+6; hp 19; SV +5/4/2; Spd 60; Atk 2 hooves +2 (1d4+1); SQ scent

Horse, Heavy: CR 1; Init +1; AC 13; HD 3d8+6; hp 19; SV +5/4/2; Spd 50; Atk 2 hooves +3 (1d6+2); SQ scent

Horse, Light War: CR 1; Init +1; AC 14; HD 3d8+9; hp 22; SV +6/4/2; Spd 60; Atk 2 hooves +4 (1d4+3), bite -1 (1d3+1); SQ scent

Horse, Hvy War: CR 2; Init +1; AC 14; HD 4d8+12; hp 30; SV +7/5/2; Spd 50; Atk 2 hooves +6 (1d6+4), bite +1 (1d4+2); SQ scent

Mule: CR 1; Init +1; AC 13; HD 3d8+9; hp 22; SV +6/4/1; Spd 30; Atk 2 hooves +4 (1d4+3); SQ -

Giants

Giant, Hill: CR 5; Init -1; AC 20; HD 8d8+16; hp 52; SV +8/5/6; Spd 30; Atk huge greatclub +10 (2d6+7), rock +4 (2d6+5); SQ rock throwing, rock catching

Giant, Stone: CR 6; Init +2; AC 25; HD 9d8+18; hp 58; SV +8/8/6; Spd 30; Atk huge greatclub +11 (2d6+9), rock +7 (2d8+6); SQ rock throwing; rock catching

Giant, Frost: CR 7; Init -1; AC 21; HD 10d8+30; hp 75; SV +10/6/7; Spd 40; Atk gar greataxe +12 (4d6+10), rock +5 (2d8+7); SQ rock throwing; rock catching, cold subtype

Giant, Fire: CR 8; Init -1; AC 21; HD 11d8+33; hp 82; SV +10/6/7; Spd 30; Atk gar greatsword +14 (4d6+12), rock +6 (2d8+8 & 2d6 fire); SQ rock throwing; rock catching, fire subtype

Giant, Cloud: CR 9; Init +1; AC 21; HD 12d8+48; hp 102; SV +12/9/9; Spd 50; Atk gar morningstar +16 (4d6+13), rock +8 (2d8+9); SQ rock throwing, spell-like abilities; rock catching, scent

Giant, Storm: CR 10; Init +2; AC 27; HD 13d8+52; hp 110; SV +12/10/11; Spd 40; Atk gar greatsword +17 (4d6+15), gar mty longbow +9 (2d8+10); SQ spell-like abilities; elec immunity, rock catching, water breathing

Dragons

Dragon, White: CR 8; Init +0; AC 21; HD 12d12+24; hp 102; SV +10/8/8; Spd 200; Atk bite +15 (2d8+3), 2 claws +10 (2d6+1), 2 wings +10 (1d8+1); SQ breath (50 ft, DC 18, 4d6), spell-like abilities; blindsight (120 ft), cold subtype, immunities

Dragon, Black: CR 9; Init +0; AC 22; HD 13d12+26; hp 110; SV +10/8/8; Spd 150; Atk bite +16 (2d8+3), 2 claws +11 (2d6+1), 2 wings +11 (1d8+1); SQ breath (100 ft, DC 18, 8d4), spell-like abilities; blindsight (120 ft), immunities

Dragon, Green: CR 10; Init +0; AC 22; HD 14d12+42; hp 133; SV +12/9/11; Spd 150; Atk bite +17 (2d8+4), 2 claws +12 (2d6+2), 2 wings +12 (1d8+2); SQ breath (50 ft, DC 20, 1d8 Con), spells (1st); blindsight (120 ft), immunities

Dragon, Blue: CR 11; Init +0; AC 23; HD 15d12+45; hp 142; SV +12/9/11; Spd 150; Atk bite +18 (2d8+4), 2 claws +13 (2d6+2), 2 wings +13 (1d8+2); SQ breath (100 ft, DC 20, 8d8), spells (1st); blindsight (120 ft), immunities

Dragon, Red: CR 12; Init +0; AC 24; HD 16d12+64; hp 168; SV +14/10/12; Spd 150; Atk bite +24 (2d8+9), 2 claws +19 (2d6+4), 2 wings +19 (1d8+4); SQ breath (50 ft, DC 22, 8d10), spells (3rd); blindsight (120 ft), fire subtype, immunities

Dragon, Gold: CR 13; Init +0; AC 25; HD 17d12+68; hp 178; SV +14/10/14; Spd 200; Atk bite +25 (2d8+9), 2 claws +20 (2d6+4), 2 wings +20 (1d8+4); SQ breath (50 ft, DC 22, 8d10 or 1d8 Con), spell-

like abilities, spells (3rd); blindsight (120 ft), fire subtype, immunities

Lycanthropes

Wererat: CR 2; Init +3; AC 16; HD 1d8+1; hp 5; SV +5/5/4; Spd 40; Atk rapier +3 (1d6), bite +1 (1d4); SQ curse of lycanthropy; rat empathy, scent, DR 15/silver

Werewolf: CR 3; Init +6; AC 16; HD 2d8+4; hp 13; SV +7/5/2; Spd 50; Atk bite +3 (1d6+1); SQ trip, curse; wolf empathy, scent, DR 15/silver

Wereboar: CR 3; Init +4; AC 18; HD 3d8+9; hp 22; SV +8/3/3; Spd 40; Atk gore +4 (1d8+3); SQ ferocity, curse; boar empathy, scent, DR 15/silver

Weretiger: CR 5; Init +2; AC 16; HD 6d8+18; hp 45; SV +10/7/4; Spd 40; Atk 2 claws +9 (1d8+6), bite +7 (2d6+3); SQ pounce, imp grab, rake, curse; tiger empathy, scent, DR 15/silver

Werbear: CR 5; Init +1; AC 17; HD 6d8+24; hp 51; SV +11/6/4; Spd 30; Atk 2 claws +11 (1d8+8), bite +9 (2d8+4); SQ improved grab, curse; bear empathy, scent, DR 15/silver

Elementals

Elemental, Air: CR 7; Init +13; AC 21; HD 16d8+64; hp 136; SV +9/19/5; Spd 100; Atk slam +19 (2d8+6); SQ air mastery, whirlwind; elemental, DR 10/+2

Elemental, Earth: CR 7; Init -1; AC 18; HD 16d8+80; hp 152; SV +15/4/5; Spd 20; Atk slam +19 (2d10+13); SQ earth mastery, push; elemental, DR 10/+2

Elemental, Fire: CR 7; Init +11; AC 19; HD 16d8+64; hp 136; SV +9/17/5; Spd 50; Atk slam +17 (2d8+6 & 2d8 fire); SQ burn; elemental, DR 10/+2, fire subtype

Elemental, Water: CR 7; Init +4; AC 21; HD 16d8+80; hp 152; SV +15/9/5; Spd 90; Atk slam +17 (2d10+10); SQ water mastery, drench, vortex; elemental, DR 10/+2

Animals

Dire Rat: CR -2; Init +3; AC 15; HD 1d8+1; hp 5; SV +3/5/3; Spd 40; Atk bite +4 (1d4); SQ disease; scent

Dire Weasel: CR 2; Init +4; AC 16; HD 3d8; hp 13; SV +3/7/4; Spd 40; Atk bite +6 (1d6+3); SQ attach, blood drain; scent

Dire Badger: CR 2; Init +3; AC 16; HD 3d8+12; hp 25; SV +7/6/4; Spd 30; Atk 2 claws +4 (1d4+2), bite -1 (1d6+1); SQ rage; scent

Dire Bat: CR 2; Init +6; AC 20; HD 4d8+12; hp 30; SV +7/10/6; Spd 40; Atk bite +5 (1d8+4); SQ blindsight

Dire Ape: CR 3; Init +2; AC 15; HD 5d8+10; hp 32; SV +6/6/5; Spd 30; Atk 2 claws +8 (1d6+6), bite +3 (1d8+3); SQ rend 2d6+12; scent

Dire Wolverine: CR 4; Init +3; AC 16; HD 5d8+20; hp 42; SV +8/7/5; Spd 30; Atk 2 claws +8 (1d6+6), bite +3 (1d8+3); SQ rage; scent

Dire Wolf: CR 3; Init +2; AC 14; HD 6d8+18; hp 45; SV +8/7/6; Spd 50; Atk bite +10 (1d8+10); SQ trip; scent

Dire Boar: CR 4; Init +0; AC 15; HD 7d8+21; hp 52; SV +8/5/6; Spd 40; Atk bite +12 (1d8+12); SQ ferocity; scent

Dire Lion: CR 5; Init +2; AC 15; HD 8d8+24; hp 60; SV +9/8/7; Spd 40; Atk 2 claws +12 (1d6+7), bite +7 (1d8+3); SQ pounce, rake 1d6+3; scent

Dire Bear: CR 7; Init +1; AC 17; HD 12d8+48; hp 102; SV +12/9/9; Spd 40; Atk 2 claws +18 (2d4+10), bite +13 (2d8+5); SQ improved grab; scent

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Dire Tiger: CR 8; Init +2; AC 16; HD 16d8+48; hp 120; SV +13/12/11; Spd 40; Atk 2 claws +18 (2d4+8), bite +13 (2d6+4); SQ pounce, rake 2d4+4; scent

Dire Shark: CR 9; Init +2; AC 17; HD 18d8+54; hp 135; SV +14/13/12; Spd 90; Atk bite +17 (2d6+9); SQ imp grab, swallow whole; keen scent

Snake, Constrictor: CR 2; Init +3; AC 15; HD 3d8+3; hp 16; SV +4/6/2; Spd 20; Atk bite +5 (1d3+4); SQ improved grab, constrict 1d3+4; scent

Snake, Giant Const: CR 5; Init +3; AC 15; HD 11d8+11; hp 60; SV +8/10/4; Spd 20; Atk bite +13 (1d8+10); SQ improved grab, constrict 1d8+10; scent

Snake, Viper, Tiny: CR -2; Init +3; AC 17; HD 1/4 d8; hp 4; SV +2/5/1; Spd 15; Atk bite +5 (poison); SQ poison (DC 11, 1d6 Con), scent

Snake, Viper, Small: CR -1; Init +3; AC 17; HD 1d8; hp 4; SV +2/5/1; Spd 20; Atk bite +4 (1d2-2 & poison); SQ poison (DC 11, 1d6 Con), scent

Snake, Viper, Med: CR 1; Init +3; AC 16; HD 2d8; hp 9; SV +3/6/1; Spd 20; Atk bite +4 (1d4-1 & poison); SQ poison (DC 11, 1d6 Con), scent

Snake, Viper, Large: CR 2; Init +3; AC 15; HD 3d8; hp 13; SV +3/6/2; Spd 20; Atk bite +4 (1d4 & poison); SQ poison (DC 11, 1d6 Con), scent

Snake, Viper, Huge: CR 3; Init +4; AC 15; HD 4d8+4; hp 22; SV +5/8/2; Spd 20; Atk bite +5 (1d4 & poison); SQ poison (DC 13, 1d6 Con), scent

Vermin

Giant Ant, Worker: CR 1; Init +0; AC 17; HD 2d8; hp 9; SV +3/0/0; Spd 50; Atk bite +1 (1d6); SQ improved grab; vermin

Giant Ant, Soldier: CR 2; Init +0; AC 17; HD 2d8+2; hp 11; SV +4/0/1; Spd 50; Atk bite +3 (2d4+3); SQ improved grab, acid sting; vermin

Giant Ant, Queen: CR 2; Init -1; AC 17; HD 4d8+4; hp 22; SV +5/0/2; Spd 40; Atk bite +5 (2d6+4); SQ improved grab; vermin

Giant Bee: CR 0; Init +2; AC 14; HD 3d8; hp 13; SV +3/3/2; Spd 80; Atk sting +2 (1d4 & poison); SQ poison (DC 13, 1d6 Con), vermin

Giant Beetle, Bomb: CR 2; Init +0; AC 16; HD 2d8+4; hp 13; SV +5/0/0; Spd 30; Atk bite +2 (1d4+1); SQ acid spray; vermin

Giant Beetle, Fire: CR -1; Init +0; AC 16; HD 1d8; hp 4; SV +2/0/0; Spd 30; Atk bite +1 (2d4); SQ vermin

Giant Beetle, Stag: CR 4; Init +0; AC 19; HD 7d8+21; hp 52; SV +8/2/2; Spd 20; Atk bite +10 (4d6+9); SQ trample 2d8+3; vermin

Giant Pray Mantis: CR 2; Init -1; AC 14; HD 4d8+8; hp 26; SV +6/0/3; Spd 40; Atk claws +6 (1d8+4), bite +1 (1d6+2); SQ imp grab, squeeze; vermin

Giant Wasp: CR 3; Init +1; AC 14; HD 5d8+10; hp 32; SV +6/2/2; Spd 60; Atk sting +6 (1d3+6 & poison); SQ poison (DC 18, 1d6 Dex), vermin

M Centipede, Tiny: CR -4; Init +2; AC 14; HD 1d8-6; hp 1; SV +2/2/0; Spd 20; Atk bite +4 (1d3-5 & poison); SQ poison (DC 11, 1 Con), vermin

M Centipede, Small: CR -2; Init +2; AC 14; HD 1d8-2; hp 2; SV +2/2/0; Spd 30; Atk bite +3 (1d4-3 & poison); SQ poison (DC 11, 1d2 Con), vermin

M Centipede, Med: CR 0; Init +2; AC 14; HD 1d8; hp 4; SV +2/2/0; Spd 40; Atk bite +2 (1d6-1 & poison); SQ poison (DC 13, 1d3 Con), vermin

M Centipede, Large: CR 1; Init +2; AC 14; HD 2d8; hp 9; SV +3/2/0; Spd 40; Atk bite +2 (1d8+1 & poison); SQ poison (DC 16, 1d4 Con), vermin

M Centipede, Huge: CR 2; Init +2; AC 16; HD 4d8; hp 18; SV +4/3/1; Spd 40; Atk bite +4 (2d6+4 & poison); SQ poison (DC 18, 1d6 Con), vermin

M Scorpion, Tiny: CR -2; Init +0; AC 14; HD 1d8; hp 4; SV +4/0/0; Spd 20; Atk 2 claws +2 (1d2-4), sting -3 (1d2-4 & poison); SQ poison (DC 11, 1d2 Con), improved grab; vermin

M Scorpion, Small: CR 0; Init +0; AC 14; HD 1d8+2; hp 6; SV +4/0/0; Spd 30; Atk 2 claws +1 (1d3-1), sting -4 (1d3-1 & poison); SQ poison (DC 11, 1d3 Con), improved grab; vermin

M Scorpion, Med: CR 1; Init +0; AC 14; HD 2d8+4; hp 13; SV +5/0/0; Spd 40; Atk 2 claws +2 (1d4+1), sting -3 (1d4 & poison); SQ poison (DC 15, 1d4 Con), improved grab; vermin

M Scorpion, Large: CR 2; Init +0; AC 14; HD 4d8+8; hp 26; SV +6/1/1; Spd 50; Atk 2 claws +5 (1d6+3), sting +0 (1d6+1 & poison); SQ poison (DC 18, 1d6 Con), improved grab; vermin

M Scorpion, Huge: CR 6; Init +0; AC 16; HD 16d8+32; hp 104; SV +12/5/5; Spd 50; Atk 2 claws +15 (1d8+5), sting +10 (2d4+2 & poison); SQ poison (DC 26, 1d8 Con), improved grab; vermin

M Spider, Tiny: CR -2; Init +3; AC 15; HD 1d8-2; hp 2; SV +2/3/0; Spd 20; Atk bite +5 (1d3-4 & poison); SQ poison (DC 11, 1d2 Con), web; vermin

M Spider, Small: CR 0; Init +3; AC 14; HD 1d8; hp 4; SV +2/3/0; Spd 30; Atk bite +4 (1d4-2 & poison); SQ poison (DC 11, 1d3 Con), web; vermin

M Spider, Med: CR 1; Init +3; AC 14; HD 2d8+2; hp 11; SV +4/3/0; Spd 30; Atk bite +4 (1d6 & poison); SQ poison (DC 14, 1d4 Con), web; vermin

M Spider, Large: CR 2; Init +3; AC 14; HD 4d8+4; hp 22; SV +5/4/1; Spd 30; Atk bite +4 (1d8+3 & poison); SQ poison (DC 17, 1d6 Con), web; vermin

M Spider, Huge: CR 4; Init +3; AC 16; HD 10d8+10; hp 55; SV +8/6/3; Spd 40; Atk bite +9 (2d6+6 & poison); SQ poison (DC 22, 1d8 Con), web; vermin

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