

Argo

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It is the dawn of history. Your characters are heroes of ancient Greece, who sail the waters of the Aegean, trek through the vast stretches of unknown land beyond the few points of light comprising the first civilizations. This is not the history of our world, it is a world where magic exists and the gods still walk the Earth.

Direct influences are movies such as the old Ray Harryhausen sword and sandal epics and games such as *Titan Quest*, *God Of War* or *Mazes and Minotaurs*.

Warning, this does make some use of the SRD, because retyping lists really sucks. The design goal is to make a somewhat different-flavored D&D that remains compatible with the SRD, but plays fast...with a much smaller barrier to entry for newbies.

Stats

Argo uses four stats: **Strength, Dexterity, Intelligence, and Charisma.**

Roll 4d6, dropping the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for the remaining stats.

Your stat bonuses are **(STAT-10)/2, rounded down.**

Races

Human. Humans get one extra Mastery ability (for a total of 2 at first level).

You also have the option of declaring yourself to be of an **epic bloodline**. In exchange for another Mastery ability (for a total of 3 at first level), the gods decide to take an interest in you because of your ancestry. This is rarely a good thing.

In exchange for the extra ability, whenever you roll a natural 1 on a d20, roll d6: 1 Wandering monsters show up, 2 Everyone in the party takes a -1 to all rolls for the next hour, 3 An important item disappears from a random party member's inventory, 4 Something nearby catches on fire, springs a leak or otherwise takes damage, 5 The weather takes a turn for the worse, 6 Roll twice.

Additional Mastery picks at level 1 must be different—you can not stack them initially.

Primordial. "Primordials" represent a broad category of creatures that borrow elements of animals or magical creatures and blend them with human stature and intelligence. Satyrs, Centaurs, Harpies, Nymphs, they all fall under this category. Describe what you are, then give +2 to one stat. Another stat is penalized by -2 and you gain a special ability.

Talk over the specifics with your GM—examples could be flight, the ability to put foes to sleep by playing the pipes, thick scaly hide, +2 to an ability score, claws, the ability to breathe underwater, etc.

If you take another -2 penalty on top of that, you can have 2 special abilities.

Examples:

Centaur. +4 Str, -2 Dex, -2 Cha. Centaurs have four legs. They are fast, more stable than bipedal creatures and can carry more.

Naiad. +2 Cha, -2 Str. Naiads can breathe underwater and swim with preternatural ability.

Satyr. +2 Dex, -2 Int. These goat-legged creatures can play the pan flute, causing a magical drowsiness in all who listen (victim's Int+Know vs the Satyr's Cha+Subt, takes a few minutes to have any effect). At the GM's option, this ability can cause more varied effects as the Satyr grows in experience.

Note that these are only suggestions. It's perfectly acceptable for 3 different versions of the same "race" to appear in the same party, if their respective players want to emphasize different aspects. One Satyr could be Dexterity-intensive, while another could be Charisma-based, for example.

Classes

	Hit Points	Mastery
Hero	10+Str bonus/level	War
Rogue	8+Str bonus/level	Trickery
Sorcerer	6+Str bonus/level	Elemental, Nature, or Prophet
NPC	4+Str bonus/level	None

Heroes are warriors, masters of hand to hand combat. Play a Hero if you want to go toe to toe with your enemies and find glory in battle.

Rogues are cunning, masters of deceit. Be a Rogue if you want to outwit your enemies, like Odysseus.

Sorcerers are masters of magic. Be a Sorcerer if you want to control the forces of nature, the elements or find wisdom in the flows of time.

NPC's are non-adventurers. The village black smith, the local priest, the scholar who teaches in the town square—they do not have access to Masteries but can choose as many Trained Skills as they need to perform their jobs adequately. This is not a player character class—it is simply listed here for completeness.

Hit point totals in this version of Microlite start out smaller, but inflate faster. They are also not randomly rolled. Monsters, however, have random hit dice, as per the standard d20 SRD.

Skills

There are four skills : **Communication**, **Knowledge**, **Physical**, and **Subterfuge**.

Communication skill covers interaction with other people and creatures. Bluffing, seduction, diplomacy, bribery, out-and-out lying, it's all here.

Knowledge is your grasp of the occult, how the world works, philosophy, history and the ways of the gods.

Physical. If it's something physical that you do, this skill probably covers it. Jumping, riding a horse, climbing and so on.

Subterfuge. Skulduggery, sneaking around, disarming traps and other such things.

Trained Skill. Each character must choose 1 skill they are best at (called your "**Trained Skill**"). Your rank in that skill will be at your level+3. All other skills will be at half your level, rounded down, plus one ((Level/2)+1).

Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers

Roll equal to or higher than the given Difficulty Class to succeed. Difficulty Class (or DC) is a number chosen by the GM to represent the difficulty of a skill roll. It ranges from 10 on the low end (dead easy) to 30 – 40 on the high end (nearly impossible). An average DC would be around 20.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + INT bonus. Disabling a trap is Subterfuge + DEX bonus.

Note that there are no "saving throws" in this game; use Physical + STR or DEX for Fortitude and Reflex saves. Will saves are usually Know or Subt + INT. Whenever a "saving throw" is referenced, this is what it is referring to.

Taking 10. When your character is not under direct pressure or otherwise being distracted, you can "take 10". Instead of rolling d20 for the skill roll, treat the result as 10 and calculate the skill check accordingly.

Taking 20. If the task in question allows the leisure of repeated attempts and you have plenty of time—at least 5 – 10 times more than usually required to perform a skill and are not under direct pressure or otherwise being distracted, you can "take 20". Instead of rolling d20 for the skill roll, treat the result as a 20.

Masteries

Masteries represent special skills and class abilities. Every time you advance a level, choose one ability from the list. Many abilities can be taken several times—if it stacks, it will say so in the description.

Every 4th level, you can choose from any Mastery, including your own, if none of the other Mastery's abilities appeal to you. This replaces your normal level pick.

Companions, henchmen and followers will be created and statted out by the GM.

Elemental

- **Cast Air Spells**
- **Cast Earth Spells**
- **Cast Fire Spells**
- **Cast Water Spells**
- **Elemental Companion.** Can be any creature within reason—just describe it. Tiny elementals, miniature dragons, and small demons are all appropriate. It will be half your level, rounded down. If taken again, your companion's level will increase to your own.
- **Existing companion** gains a special ability (fire breathing, another exceptional movement ability, spellcasting, etc).
- **Forceful.** Once per day, reroll any spell result, picking the more favorable of the two rolls. Can only be taken once.
- **Gain** +1 to saves vs the elements, with a maximum of +5.
- **Gain** DR 1 vs elemental damage, with a maximum DR of 5.
- **Gain** +5 SP, can only be taken once.

Nature

- **Cast Animal Spells**
- **Cast Healing Spells**
- **Cast Plant Spells**
- **Cast Sun Spells**
- **Animal Companion.** Can be any animal within reason. It will be half your level, rounded down. If taken again, your companion's level will increase to your own.
- **An additional companion** if you already have one.
- **Gain an enhanced sense.** Sharp hearing, keen eyes, can track by smell, see in the dark, whatever you like, with GM approval.
- **Immune to diseases and poisons.**
- **Intuition.** An innate ability to sense trouble in the air. Once per adventure per level, you can make a Int + Subt roll vs DC 15. If successful,

you get a hunch that everything is all right, or you get a bad feeling about a specific situation, based on the GM's best guess relating to the circumstances. In addition, all initiative rolls for the character will be at +1.

- **Shapeshift into medium or small creatures.**
- **Shapeshift** is extended to Large creatures.
- **Shapeshift** is extended to Tiny creatures.
- **Vital.** +1 hp per level, takable once. Increases are retroactive.

Prophet

- **Cast Good (or Evil) Spells**
- **Cast Knowledge Spells**
- **Cast Law (or Chaos) Spells**
- **Cast Luck Spells**
- **Cast Trickery**
- **Cast War**
- **Foresight.** Reroll any failed skill check, once per day. Can be taken again, up to two times, for a maximum of 3 uses per day.
- **Powerful.** Gain +1 per level to your Spell Point total, takable once. Increases are retroactive.
- **Soothsayer.** Gain +1 to your Communication skill, up to a maximum of +5.
- **Wise.** Gain +1 to your Knowledge skill, up to a maximum of +5.

Trickery

- **Agile.** +1 to AC in situations where the character can move freely, up to a maximum of +5.
- **Backstab.** +2d6 damage if the character can sneak up behind a target, maximum of +10d6.
- **Crafty.** One of your other skills is now Trained.
- **Deceitful.** Gain +1 to your Subterfuge skill, up to a maximum of +5.
- **Luck.** Once per day, you can reroll any damage taken, taking the lesser value. This can be taken again two more times, each time giving an extra use.
- **Traps.** You can set traps, if given enough time. If the enemy fails to notice them (Int + Subt vs Int + Subt), they either take 1d6 damage per level (10d6 max) or are temporarily set back in some nonfatal way (1 round/level or -1/level to some appropriate roll or ability score).
- **Tricky.** There's a +5 DC penalty for enemies to detect a Trap. Can be taken twice.

- **Henchman.** The henchman will be half your level, rounded down.
- **Gain 2 extra henchmen** if you already have one.

War

- **Armor Mastery.** When wearing armor, the character gains DR 1, with a maximum DR of 3.
- **Flurry.** Can perform a flurry of attacks. A flurry allows you to gain an additional attack per round in exchange for a -2 to hit on all attacks per round. Choosing this repeatedly gives you an additional attack at an additional -2 penalty on all attacks (e.g. 2 attacks at -2, 3 attacks at -4 and 4 attacks at -6). 4 attacks per round is the maximum. You can opt to attack fewer times than you are capable of in order to be more accurate.

- **Shield Mastery.** +1 AC when using a shield, with a maximum +3 bonus on top of the shield's bonus.
- **Tough.** Gain 5 hp, can be taken repeatedly.
- **Vigorous.** Gain +1 to your Physical skill, up to a maximum of +5.
- **Weapon Mastery.** +1 to hit and damage with a maximum bonus of +5.
- **Gain a follower.** This follower will be half your level, rounded down.
- **Gain 2 extra followers** if you already have one.

Magic

Once you choose a Cast ability, you immediately gain a bank of spell points equal to 4 SP/Level, plus or minus your Int bonus (or penalty). Your intelligence bonus is NOT added per level, it's a one time bonus (or penalty).

Spell points are spent when casting spells, at the following rate:

Spell Level	1	2	3	4	5	6	7	8	9
SP Cost	1	3	5	7	9	11	13	15	17

Any SP spent are recovered after a full night of rest.

Which spells can be cast depend on what abilities you've chosen from your Mastery list. Each ability corresponds to the list of Domain spells in the SRD under Clerical spell lists. So, if you can cast Fire and Water spells, then you may choose any of the 18 spells listed under the Fire and Water domain lists in the SRD. You do not get domain powers.

Choosing another "Cast" expands your spell selection, but not does not give you additional SP per day.

You can cast a maximum spell level equal to one half your level, rounded up, or your Intelligence modifier, whichever is higher.

Spells are subject to GM approval—for example, if the text says you can summon and control high level monsters and you're still low level, then the GM can rule that the monsters that do show up are fairly weak...or he can make the spell unreliable in other ways.

Combat

If HP reaches 0, you are unconscious and dying. If you aren't bandaged or otherwise healed by the end of combat, you must roll Str+Phys vs DC 20 or die. If you make the save, you recover to 1 hp after a few hours. If a dying character is struck again, he dies instantly. Hit points heal naturally at the rate of 1 point per level per day, double that if under full bed rest with medical attention.

A combat round lasts 6 seconds. The order in which characters and NPC's act is called "initiative order".

Roll d20 + DEX bonus for initiative order. Highest total acts first, then next highest, etc. Only roll once, on the first round of combat—the order stays the same for subsequent rounds.

Everyone can do one thing each round: move, attack, dodge, etc.

Melee attack bonus = STR bonus + Level
Ranged attack bonus = DEX bonus + Level
Armor Class (AC) = 10 + armor + DEX bonus + other bonuses.

Add attack bonus to d20 roll. **If equal to or higher than your opponent's Armour Class (AC), it's a hit.** Natural 20 is automatically a critical, doing maximum damage.

Rogues and Heroes can use DEX bonus + Level as their Melee attack bonus instead if wielding a light weapon.

This version of Microlite20 does not use iterative attacks. All additional attacks that do occur (from a Hero's flurry, for example) do so more or less simultaneously.

Add STR bonus to Melee damage, x2 for 2-handed weapons.

Cover. If you duck behind an object, you can gain +2 to +10 to your AC against ranged attacks, depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this AC bonus may also apply to saves if the GM allows it.

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll Dex + Phys. The total is your effective AC until your next attack comes up. If it's lower than your real AC, well, you zigged when you should've zagged.

The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed Phys+Str rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC (if positive). If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple.

Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the GM's judgment call if an action is reasonable or not.

Ranged Combat. Shooting an arrow into a crowded melee is not a good idea—if you don't take a -4 to hit, there's a 50% chance you'll hit a friendly instead of an opponent.

Ranged Penalties. If your target is relatively close, there is no penalty to hit for range. If it's mid-range for the weapon you're using (judgment call), take a -2. If it's farther out than that, the GM will assign a -4 to -10 penalty to hit, depending on his judgment of how far away the target is.

Smash. The player can take a -4 penalty to hit and deliver a powerful blow to his enemy, causing an additional die of damage. For a -8 penalty, they can cause two additional dice. If the weapon is not magical and causes more than twice its maximum damage (e.g. $8 \times 2 = 16$ for a spear), then it causes the listed damage and shatters.

Two weapons. You can wield two light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. It's up to the GM what counts as a light weapon. This does stack with a flurry.

Other Hazards

Falling: 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet, maximum DC 30, maximum damage 20d6.

Extreme Heat & Cold: If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Lava: 2d6 damage per round exposed; much more if completely immersed. Damage continues until lava is removed or quenched.

Poison: Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

Spikes: add +1 point to falling damage per 10' fallen, max +10.

Level Advancement

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. e.g.: 1 skeleton = EL1. 2 skeletons = EL2. 4 skeletons = EL3, etc.

Add up the Encounter Levels (EL's) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

- +The class's listed Hit Points (plus or minus Strength bonuses)
- +1 to all attack rolls
- +1 to your Trained skill(s)
- +1/2 to all other skills

Example: The 1st level adventurers have just completed a mission, and defeated 5 EL1 encounters, an EL2 trap and the EL3 leader. That's a total of EL10, so they all advance to level 2. They need to defeat another 20 Encounter Levels to reach Level 3.

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX, INT or CHA.

A new Mastery pick is gained every level. Every 4th level this Mastery pick can be from any Mastery list.

Equipment

For simplicity's sake, wealth is tracked as per the SRD.

1 gold piece = 10 silver pieces = 100 copper pieces.

Barter is also fairly common and is handled by opposed Cha + Comm rolls. Every 1 point the roll is won by adjusts the resulting price by 5%, to a maximum of 50% or 150% of the cost, depending.

Hero	150 gp
Rogue	125 gp
Sorcerer	75 gp

Weapons	Damage	Cost	Ammo Cost	Notes
Axe, Battle	d8	20 gp		
Axe, Hand	d6	6 gp		Ranged
Club	d6	5 gp		
Dagger	d4	2 gp		Ranged
Dart	d4	5 sp		Ranged
Javelin	d6	1 gp		Ranged
Net	--	20 gp		Ranged, Entangles*
Short Bow	d6	30 gp	1 gp per 20	Ranged, Two-handed
Short Sword	d6	10 gp		
Sling	d4	2 sp	1 sp per 10	Ranged
Spear/Trident	d8	15 gp		Ranged
Staff	d6	2 sp		Two-handed
Sword	d8	15 gp		
Unarmed Strike	d3	--		

* Entangles the opponent if he fails a Str + Phys check versus your Str + Phys.

Armor	Rating	Cost
Leather Armor	+2	30 gp
Scale Armor	+3	80 gp
Cuirass	+4	180 gp
Helmet	+1	20 gp
Shield	+1	10 gp
Shield, Tower*	+4	30 gp

* When using a tower shield, all attack rolls are at -2 due to the weight of the shield. However, the shield can count as cover, especially when used as part of a phalanx.

Cuirass and Leather Armor do not stack. Helmets and Shields, however, can be worn without armor, adding their respective bonuses.

Other Equipment:

For the sake of simplicity, equipment and services are per the SRD, with GM approval.

Magic Items:

Magical equipment exists in this setting, but is almost always either legendary (e.g. "The Mask Of Agamemnon") or of divine origin. There is no generic nameless "Sword +1", or if it does, it has a name like "Telus' Last Stand" and has a story behind it.

In any case, magical items can not be bought as part of the character creation process and if they do appear on the market, they tend to be rather expensive and sought after.

Foes

Templates:

Colossal. Turns a "normal" monster, creature or NPC into something several times as big.

- Double HD (or add 8, if greater)
- -4 initiative if based on a monster or creature, -2 if based on a PC race
- Double number of damage dice
- Add +5 damage to their melee attacks
- Add an additional +5 hp per hit die
- If any of their special attacks allow a save, increase the save DC by +5.
- If Strength is important, add another +10 to their total (already figured into previous bonuses)

Colossal versions of creatures often have special attacks involving throwing objects, grabbing victims or stomping on them.

Extra hit dice count for attack bonuses and hit points, but do not otherwise count as experience levels if the creature originally had class levels.

Example: Cyclopes. Hero-3, Colossal. 3 levels PC class + 8 HD. Str 26 (+8), Dex 10, Int 6 (-2), Cha 6 (-2). HP 154 (54 for Hero, plus another 8d8+64 for the colossal HD bonus, average result used). AC 15 (+4 Cuirass, +1 Shield). Initiative -2. Club +19 (2d6+8) or Fists +19 (2d3+8). Physical +6, all other skills at +2. Armor Mastery DR 2, Flurry. Has a quiver of magic javelins that cast a 6th level lightning bolt when used. Using a

Potions work as per the SRD and are relatively common. The existence of other types of magic such as scrolls is up to the GM.

Example items:

The Sandals of Apollo. When worn, the player can fly at a fast running pace with no fatigue for up to 30 minutes per day.

Xenophon's Edge. A short sword +2 with unusual script along the blade. When a critical strike is achieved, the writing briefly glows and cures 1d6 hit points of damage to the wielder.

javelin expends it.

Another example: Colossal Snake, Giant Constrictor. 22d8+69 (168 HP), AC 15, Initiative -1, Bite +24 (2d8+15) or Tail Lash +22 (2d8+15, target must roll Str+Phys vs DC 17 or go flying several yards and fall down). If the bite hits, it can Grab at Str 35. It then squeezes for 2d8+15 per round.

Construct. Greek mythology and (more importantly) the modern retellings of Greek mythology brim with wondrous mechanical constructs—metal soldiers, mechanical bronze bulls, clockwork owls and all other sorts of wonders.

Take a creature, NPC or monster as a base.

- Base hit die type becomes d10
- Add 2 hp per hit die or level
- Increase damage to the next higher die type
- Add +2 damage to their melee attacks
- Increase Strength by +4, if important (already figured into previous bonuses)
- If man-sized, add DR 1/magical weapons
- If bigger than man-sized, DR 3/magical weapons
- If gigantic, DR 10/magical weapons

Constructs can't heal—they can only be repaired and they are unaffected by poison, disease or mind-affecting magics. They are also slower than their biological counterparts, moving half as fast.

Reduce initiative to -1 if larger than man-sized, otherwise +0. They may also be vulnerable to rusting or corrosion, depending on what material they are made from.

Sample Creatures:

Bear. 6d8+24 (51 hp), AC 15, Initiative +1, Claw +11 (1d8+8) or Claw +11/+11 (1d8+8)/Bite +6 (2d8+4). If a claw hits can attempt to Grab with Str 27.

Boar. 3d8+12 (25 hp), AC 16, Initiative +0, Gore +4 (1d8+3).

Bull. 5d8+15 (37 hp), AC 13, Initiative +0, Gore +8 (1d8+9).

Chimera. 9d10+27 (76 hp), AC 19, Initiative +1, Bite +12 (2d6+4) or Dragon Head Bite +12 (2d6+4)/Snake-Tail Bite +12 (1d8+4)/Goat Head Gore +12 (1d8+4)/Claw +10 (1d6+2)/Claw +10 (1d6+2).

Has a breath weapon that can be used every 1d4 rounds for 3d8 damage—Dex + Phys vs DC 17 to save for half. For type of breath weapon, roll d6: 1-2 Cone of fire, 2 Bolt of lightning, 3 Poisonous spray, 4 Blast of cold, 5 Gout of acid. Also has keen senses and can fly clumsily.

Dog. 1d8+2 (6 hp), AC 15, Initiative +3, Bite +2 (1d4+1).

Golem, Bronze. 18d10+30 (129 hp), AC 28, Initiative -1, Slam +23 (2d10+11) or Slam +21/+21 (2d10+11) or Roar, DR 15/magic weapons.

Immune to most spells that allow spell resistance, metal body makes it vulnerable in unpredictable ways to earth spells. Electricity slows it for a few rounds and fire heals it. Roar can be used once per encounter, anybody within immediate ear shot must roll Str+Phys vs DC 20 or be stunned for 1d6 rounds. Can also throw boulders for 2d10+11 damage, +18 to hit.

Golem, Stone. 14d10+30 (107 hp), AC 26, Initiative -1, Slam +18 (2d10+9) or Slam +16/+16 (2d10+9), DR 10/magic weapons. Immune to most spells that allow spell resistance, stone body makes it vulnerable in unpredictable ways to earth spells.

Horse, Light. 3d8+6 (19 hp), AC 13, Initiative +1, Hoof -2 (1d4+1) or Hoof -2/-2 (1d4+1).

Kraken. 20d10+180 (290 hp), AC 20, Initiative +4, Tentacle +28 (2d8+12) or Tentacle +26/+26 (2d8+12). DR 1 (rubbery hide).

Can opt to do a Str 34 Grab with either tentacle. If grabbed, the Kraken will either crush for 2d8+12 with the tentacle or transfer the victim to one of its 6 shorter arms. These can maintain the hold and crush for 1d6+6. The kraken can also attack the victim with its mouth for 4d6+6. Tentacles have 20 hp if attacked directly, arms have 10.

Can also use sea-related weather magic, control weaker sea creatures and spray an enormous obscuring ink cloud over an area.

Lion. 5d8+10 (32 hp), AC 15, Initiative +3, Claw +7 (1d4+5) or Claw +7/+7 (1d4+5) and Bite +2 (1d8+2). If the bite hits, it can Grab at Str 21. When grappling, it can Rake +6 (1d4+2).

Manticore. 6d10+24 (57 hp), AC 17, Initiative +2, Claw +10 (2d4+5) or Claw +10/+10 (2d4+5)/Bite +8 (1d8+2) or Volley of 6 Spikes +8 (1d8+2, roll separately for each spike).

Medusa. 6d8+6 (33 hp), AC 15, Initiative +2, By weapon +8 (base weapon damage, no Str bonus). In addition to weapon attack, can also attack with Snakes +8 (1d4 plus poison). Str+Phys vs DC 15 to avoid poison. If failed, 2d6 Str damage, which heals at a rate of 1/day.

Also has a petrifying gaze, roll Str, Int or Dex plus Phys, Subt or Know (whichever's higher, depending on how the player describes their attempts to avoid the attack) vs DC 18 to avoid. Failure means being turned to stone permanently.

Pegasus. 4d10+12 (34 hp), AC 14, Initiative +2, Hoof +7 (1d6+4) or Hoof +7/+7 (1d6+4)/Bite +2 (1d3+2). Can fly.

Rat, Giant. 1d8+1 (5 hp), AC 15, Initiative +3, Bite +4 (1d4 plus disease). Str+Phys vs DC 11 to avoid disease. If failed, 1d3 days later, character develops a nasty fever.

Shark, Large. 7d8+7 (38 hp), AC 15, Initiative +6, Bite +7 (1d8+4).

Skeleton Warrior. 1d12 (6 hp), AC 15, Initiative +5, Rusty Sword +1 (1d6+1). DR 5/bludgeoning.

Snake, Giant Constrictor. 11d8+14 (63 HP), AC 15, Initiative +3, Bite +13 (1d8+10). If the bite hits, it can Grab at Str 25. It then squeezes for 1d8+10 per round.

Snake, Viper. 1d8 (4 HP), AC 17, Initiative +7, Bite +4 (1d2-2 plus poison). Str+Phys vs DC 10 to avoid poison. If failed, 1d6 Str damage, which heals at a rate of 1/day.

Spider, Large. 1d8 (4 hp), AC 14, Initiative +1, Bite +4 (1d4-2 plus poison). Str+Phys vs DC 10 to avoid poison. If failed, 1d3 Str damage, which heals at a rate of 1/day. Often lurks in webs which can ensnare weaker opponents.

Wasp, Giant. 5d8+10 (32 hp), AC 14, Initiative +1, Sting +6 (1d3+6 plus poison). Str+Phys vs DC 14 to avoid poison. Poison does 1d6 Dex damage, which heals at a rate of 1/day

Wolf. 2d8+4 (13 hp), AC 14, Initiative +2, Bite +3 (1d6+1).

Other appropriate creatures to convert from the SRD would be various animals and vermin, particularly of a giant or dire variety. Dinosaurs could also be very appropriate if you're planning on going with a more Ray Harryhausen tone.

Supporting Cast

Satyrs, Centaurs, human bandits and such are usually built the same way as characters, using the NPC class. Exceptional types such as main villains are built exactly as player characters.

Sample NPC's:

Child. NPC-1. Str 6 (-2), Dex 10, Int 8, Cha 10 (+1). HP 2. AC 12. Fists +1 (1d3-2). All skills at +1.

Farmer. NPC-1. Str 12 (+1), Dex 10, Int 10, Cha 10. HP 5. AC 10. Club +2 (1d6+1) or Fists +2 (1d3+1). Physical +4, all other skills at +1.

Guard. NPC-2. Str 14 (+2), Dex 10, Int 10. Cha 10. HP 12. AC 14 (+2 Leather, +1 Helmet, +1 Shield). Spear +4 (1d6+2). Physical +5, all other skills at +1.

Noble, Typical. NPC-4. Str 12 (+1), Dex 10, Int 14 (+2), Cha 14 (+2). HP 20. AC 15 (+4 Cuirass, +1 Helmet). Sword +5 (1d6+1). Communication +7, all other skills at +3.

Princess. NPC-4. Str 8 (-1), Dex 12 (+1), Int 10, Cha 16 (+3). HP 12. AC 11. Dagger +3 (1d4-1). Communication +7, all other skills at +3.

Oracle. Prophet-4. Str 6 (-2), Dex 12 (+1), Int 16 (+3), Cha 12 (+1). HP 16. SP 19. AC 11. Communication +7, Knowledge +10, all other skills at +3. Cast Knowledge, Cast Magic, Wise (x3). Blind.

Veteran. NPC-8. Str 16 (+3), Dex 14 (+2), Int 12 (+1), Cha 8 (-1). HP 56. AC 18 (+4 Cuirass, +1 Helmet, +1 Shield). Sword +11 (1d6+3) or Spear +11 (1d8+3). Physical +11, all other skills at +5.