



Swords & Wizardry

BY MATT FINCH

PLAYER BOOK



PLAYER BOOK

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ISBN: 978-1-6656-0035-4

PDF

TABLE OF CONTENTS

Foreword	4	Dual-Classing	28
Introduction	4	Taking the Vows of a Paladin	28
Getting Started	5	Choose a Character Race	29
Dice	5	Dwarfs	29
Common Terms	5	Elves	30
Creating a Character.....	7	Half-Elves	30
Setting Up Your Character Sheet	7	Halflings	30
Roll Attribute Scores	7	Humans	30
Strength	7	Multi-Classing in Swords & Wizardry	31
Dexterity	7	Hit Dice	31
Constitution	8	Abilities and Limitations	31
Intelligence	8	Saving Throws	31
Wisdom	9	Experience Points	31
Charisma	9	Level Advancement	32
Choose a Character Class	9	Choose an Alignment	33
Assassin	10	Buy Equipment	34
About Assassins	10	Starting Gold	34
Assassin Class Abilities	10	Equipment Tables	34
Cleric	12	Item Descriptions	35
Cleric Class Abilities	12	Armor.....	37
Druid	14	Weight and Movement.....	38
About Druids	14	How to Play	39
Druid Class Abilities	15	Gaining Experience	39
Fighter	17	Time	39
Fighter Class Abilities	17	Saving Throws	40
Magic-User	18	Combat.....	41
Magic-User Class Abilities	18	Initiative and Order of Battle	41
Monk	20	Surprise	41
About Monks	20	Declare Spells	42
Monk Class Abilities	20	Roll Initiative	42
Paladin	22	Movement and Missiles Phase	42
About Paladins	23	Melee and Spells Phase	45
Paladin Class Abilities	23	Complete the Round	45
Paladin Advancement Table	23	The Attack Roll	45
Ranger	24	Attack Tables.....	46
About Rangers	24	Cleric, Druid, and Monk	
Ranger Class Abilities	24	Attack Tables.....	46
Thief	26	Fighter, Paladin, and Ranger Attack	
About Thieves	26	Table	46
Thief Class Abilities	26	Magic-User, Thief, and Assassin Attack	
Changing Character Class.....	28	Tables.....	47
		Monster Attacks Tables	47

Specific Situations	48	Terrain Features	49
Attacking from Behind	48	Two-Weapon Fighting and Two-Handed Weapons	49
Critical Hits and Fumbles (House Rule)	48	Unarmed Combat	50
Invisible Opponents	48	Turning the Undead	50
Melee Attacks	48	Turning the Undead	51
Missile Attacks	48	Damage and Death	51
Movement within Melee	48	Healing	51
Negotiation and Diplomacy	48	Morale	51
Retreating	49	Gameplay Example:	53
Spacing	49	The Brave Adventurers Prepare to Enter the Dungeons	53
Second Rank	49	Trouble Develops	54
Spells	49	Traps and Loot	56
Subdual Damage	49	High Level Adventuring	58



PLAYER BOOK

FOREWORD

By Tim Kask, founding editor of Dragon Magazine

For thirty-five years, I have been telling roleplaying gamers to ignore rules that they do not like. The essence of RPGing is in the story, not the accomplishment of arbitrary goals and benchmarks. We all take part in creating the story; the GM writes an outline, tots up a list of "plot elements," and then sets the players loose to fill in the details. This has never changed.

What you hold in your hand are guidelines; this is one set of "rules" that has an internal integrity that makes it work. Is it the only way to play? Certainly not; from the very beginning of role-playing GMs have been encouraged to extrapolate and interpret, to make the game their own. If a given rule does not seem "right" to you, then ignore it! Or, better still, change it! Make your game or campaign your own. All GMs need to worry about is keeping a "logical reality" active in their campaigns; the players rely on that logic to find their way through the perils and puzzles of the adventure.

The truest test of whether or not you are doing it right has always been two-fold: are you having fun, and do your players keep showing up every session? If you can answer yes to either, you're on the right path. If you can answer in the affirmative to both, you have the "right" of it. From the very conception of RPGing, the whole idea was to have fun. We showed the world a new way to do it, but we never said there was only one way.

Have fun adventuring.

Tim Kask

July 10, 2010

INTRODUCTION

In 1974, Gary Gygax (1938-2008) and Dave Arneson (1947-2009) wrote the world's first fantasy role-playing game, a simple and very flexible set of rules that launched an entirely new genre of gaming. In 1976, the first supplement to these rules was published, with Rob Kuntz as Mr. Gygax's co-author, along with three other supplements. We call these rules the "Original Game."

What you are reading is an unofficial, "restated" version of the rules of the Original Game, created using the Wizards of the Coast Open Game License. It is not an exact reproduction, mainly for legal reasons; but in the 1970s, no group of gamers played precisely the same version of the Original Game anyway. The '70s was a decade of freaky improvisation, weird fantasy, and rebellion. And that's **Swords & Wizardry**. If that's how you roll, all the rest is just details.

The **Swords & Wizardry** rules are short compared to the multi-paged rule-libraries required to play most modern roleplaying games, yet this game contains within itself all the seeds and soul of mythic fantasy, the building blocks of vast complexity, the kindling of wonder. The Original Game is so powerful because it is encapsulated in a small formula, like a genie kept imprisoned in the small compass of an unremarkable lamp. Take this framework, and then imagine the hell out of it!

Enjoy!

Matt Finch



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Treasure and glittering gems; dark places beneath the earth where monsters dwell; magic circles, pentagrams and pentacles; runes of evil import, and iron-banded doors of mouldering oak; wizards of vast power, living in their isolated towers above black seaside cliffs; great-horned demons in their bloody lairs; massive stone idols with jeweled eyes and hieroglyphic pedestals, carved in the distant eons before the young civilizations of humankind; strange and glowing orbs, floating in the air above rusted metal grates leading to deeper levels of the underground passageways ...

It is about flying carpets and cursed blades, about hooded priests gathered for unspeakable rites in their forgotten temples; it is about adventure and about perilous undertakings, forcing back the evil creatures of Chaos from the borderlands of embattled civilization; it is about battle-scarred warriors and deadly sorcerers...

It's about **Swords & Wizardry**!

GETTING STARTED

Most likely, you already know basically how this game works. One of you is the "Referee," who runs the game world: The Referee designs the adventures, makes decisions and rolls dice for the monsters, describes what the characters see, and judges the effects of their actions. The rest of you are the "players," each of you taking on the role of a "player character" who might be a powerful wizard, a hard-bitten warrior, or any other sort of fantasy avatar representing you in the game world. You do not need to use miniatures, although they can sometimes help clarify who was standing underneath the stone block when it fell, and other such important questions.

The first step is to complete a character sheet, recording your character's statistics and equipment; the next step is to sit down around a table with some dice and start playing! Unless, of course, you are the Referee, in which case you will have to prepare the adventure first. You have the Referee Book to help you with your role!

DICE

Swords & Wizardry uses several different kinds of dice, abbreviated according to how many sides they have. A four-sided die is called a d4, and if you roll 3 of them (adding the results together), that is written as 3d4. The six-sided die is a d6,



the eight-sided die is a d8, the 10-sided die is a d10, the 12-sided die is a d12, and the 20-sided die is a d20. When the rules mention d100 (or percentile dice), roll two 10-sided dice, treating the first roll as the "tens" and the second roll as the "ones." If you were to roll a 7 and then a 3, the result would be 73. A roll of 0 and 0 means a result of "100."

COMMON TERMS

You will discover several common terms (and their abbreviations) while reading. **Swords & Wizardry** itself is a roleplaying game, shortened to RPG. The Referee may also be known as the Game Master, or GM. As a player, your character will be a player character (PC), while the Referee will provide non-player characters (NPCs). "Experience points" (XP) are the measure of a character's growing expertise and ability. "Hit Dice" (HD) are the number of dice a character or monster rolls to determine total "hit points" (hp), the amount of damage a one can handle before becoming incapacitated. "Armor Class" (AC) is a measure of protection against attack. A "Saving Throw" represents the attempt to avoid or mitigate some type of unusual attack. Gold pieces (often just called gp) are the most important medium of exchange. Do not worry about trying to memorize all this; most of it will be evident as you read through.

CHARACTER SHEET



Character Name: _____

Class: _____ Race: _____ Gender: _____

Alignment: _____ Deity: _____ Age: _____

Prime Attribute: _____ XP Bonus: _____

LEVEL: _____ Experience Points (XP): _____

HIT POINTS:

SAVING THROW:

ARMOR CLASS:

STRENGTH Attribute Bonuses

Bonus to Hit (STR): _____

DEXTERITY Open Doors (STR): _____

Damage Bonus (STR): _____

CONSTITUTION Carry Modifier (STR): _____

Bonus to Missiles (DEX): _____

INTELLIGENCE Armor Bonus (DEX): _____

Hit Point Bonus (CON): _____

WISDOM Raise Dead Survival (CON): _____

Additional Languages: _____

CHARISMA Max # of Special Hirelings: _____

Spells

Class Abilities

Items & Equipment

Thieving Skills

Climb Walls _____ Delicate Tasks _____

Hear Sounds _____ Hide in Shadows _____

Move Silently _____ Open Locks _____

Gold & Treasure:

Coins _____

Gems _____

Other _____

Roll Needed to Hit Armor Class

0 1 2 3 4 5 6 7 8 9

CREATING A CHARACTER

Your first step as a player is to create a character. A Referee who is just learning the rules should also become familiar with how this part of the game works.

SETTING UP YOUR CHARACTER SHEET

Information about your character goes on a character sheet, which can be a simple sheet of paper or you can use a preprinted form.

The blank character sheet provided in this book may be photocopied or otherwise reproduced for personal use, if desired.

ROLL ATTRIBUTE SCORES

The basic attributes of a character are numbers representing Strength (muscle power), Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and IQ), Wisdom (common sense), and Charisma (leadership). The first step to creating your character is to roll 3d6 for each of the six attribute scores. If this is a long-term game and you want to play a specific character class, the Referee will probably allow you to shift the scores around — in some fashion — if your dice rolls are a disaster for that particular kind of character. Keep in mind that your character will almost certainly have at least one score that is lower than average. This is not a game of armored superheroes! The great wizards and knights of the world do not begin as superior specimens of human perfection; they are flawed like anyone else. What truly makes heroes of legend, in the end, is not what they were born with; it is what they achieve, in a risky life full of adventure, peril, and courage — and sometimes lots of trickery and guile, too.

STRENGTH

Roll 3d6 for your character's Strength score and write it on your character sheet. High strength lets the character force doors open more easily and allows much more weight (treasure!) to be carried. For Fighters only, high strength gives bonuses to hit and to inflict damage. The table below shows the effects of your character's Strength score. Write down these bonuses on your character sheet. Strength is the Prime Attribute for Fighters, Paladins, and Rangers, and one of the Prime Attributes for Assassin characters. (The Prime Attribute is important for calculating bonuses to your experience points when you get them and is described later in the rules.)

STRENGTH

Score	To-Hit Modifier*	Damage Modifier*	Open Doors	Carry Modifier (in pounds)
3-4	-2	-1	1	-10
5-6	-1	+0	1	-5
7-8	+0	+0	1-2	+0
9-12	+0	+0	1-2	+5
13-15	+1	+0	1-2	+10
16	+1	+1	1-3	+15
17	+2	+2	1-4	+30
18	+2	+3	1-5	+50

- Penalties apply to any character, but only Fighters get the bonuses. The Referee may perhaps choose to allow other classes to have a +1 bonus, but most certainly no more than that. Your Referee might also rule that only hand-to-hand weapons gain the Strength bonus, but the bare-knuckles Original Game allowed Fighters to be deadly archers — and so does **Swords & Wizardry**.

DEXTERITY

Roll 3d6 for your character's Dexterity score. A high Dexterity score gives your character bonuses when attacking with a bow or other missile weapon, and improves your Armor Class (explained later in the rules), making you harder to hit. Fighters with high Dexterity can even parry enemy blows while fighting defensively in battle. Dexterity is the Prime Attribute for Thieves and one of the Prime Attributes for Assassin characters.

DEXTERITY

Score	Missile Weapon To-Hit Bonus/Penalty*	Effect on Armor Class
3-8	-1	Worse by 1 point
9-12	+0	None
13-18	+1	Better by 1 point

- For Fighters, this bonus is in addition to any bonuses for Strength, unless the Referee tells you otherwise.

CONSTITUTION

Roll 3d6 for your character's Constitution score. A high Constitution gives your character extra hit points for each hit die. It is not the Prime Attribute for any character class, but those extra hit points can come in very, very handy. Constitution is also used to determine a character's likelihood of successfully being raised from the dead, or surviving other truly major shocks to the system. (For other shocks, use the same percentage chance as shown for "Raise Dead Survival" on the table below.)

CONSTITUTION

Score	Hit Point Modifier (per hit die)	Raise Dead Survival
3-8	-1	50%
9-12	+0	75%
13-18	+1	100%



INTELLIGENCE

Roll 3d6 for your character's Intelligence score. High Intelligence allows a character to speak additional languages, as shown on the table below. Intelligence is the Prime Attribute for Magic-Users, and one of the Prime Attributes for Assassin characters. Only Magic-Users with high Intelligence are able to learn the highest-level spells. There are also limitations on how many spells a Magic-User can learn, based on the character's intelligence.

INTELLIGENCE

Score	Maximum Additional Languages	Maximun Spell Level	Chance to Understand New Spell	Min/Max Number of Basic Spells Understandable per Level
3-7	0	4	30%	2/4
8	1	5	40%	3/5
9	1	5	45%	3/5
10	2	5	50%	4/6
11	2	6	50%	4/6
12	3	6	55%	4/6
13	3	7	65%	5/8
14	4	7	65%	5/8
15	4	8	75%	6/10
16	5	8	75%	6/10
17	5	9	85%	7/All
18	6	9	95%	8/All

Available languages include the Common Tongue (known by all characters), Dwarven, Elvish, Dragon, Giantish (which includes ogres), Goblin (which includes orcs), and various other possibilities depending on your Referee's campaign. The alignments of Law and Chaos have rudimentary "alignment tongues," allowing simple converse between those who serve the same alignment. One cannot learn the common tongue of an opposing alignment, and Neutrality does not have any sort of alignment common language, although there is a secret druidic language (druids are of Neutral alignment).

WISDOM

Roll 3d6 for your character's Wisdom score. Wisdom is the Prime Attribute for Clerics and Monks, and one of the two Prime Attributes for Druid characters. If a Cleric has a Wisdom score of 15 or greater, the character gains an additional first-level spell. Note: The potential for a bonus spell is not a feature of the Original Game, but it is a way to give low-level parties a bit more stamina and flexibility during an adventure. Your Referee might choose not to grant the bonus spell, but it is strongly suggested. Any character with a Wisdom score of 13 or higher receives a +5% bonus to all experience point awards. (Clerics with high Wisdom receive both this bonus and any bonus for Wisdom as their Prime Attribute.)

CHARISMA

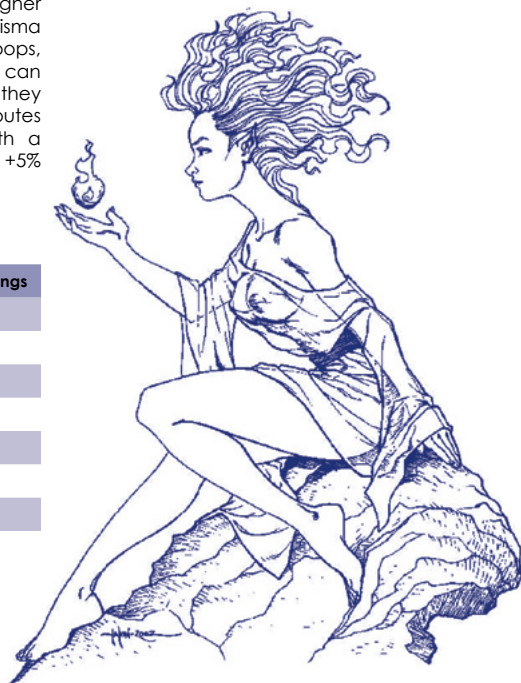
Roll 3d6 for your character's Charisma score. Highly charismatic characters have a better chance to talk their way out of trouble, and can lead more followers than characters with low Charisma. Charisma also limits the number of "special hirelings" your character can attract into service as vassals. This does not mean normal men-at-arms; it means henchmen who are character-types: Magic-Users, Clerics and others. Once your character reaches higher levels, you will need those minions! Charisma does not affect the number of regular troops, lantern-bearers, and pack-carriers you can employ, although it might affect how loyal they are. Charisma is one of two Prime Attributes for Druid characters. Any character with a Charisma score of 13 or higher receives a +5% bonus to all experience point awards.

CHARISMA

Score	Maximum Number of Special Hirelings
3-4	1
5-6	2
7-8	3
9-12	4
13-15	5
16-17	6
18	7

CHOOSE A CHARACTER CLASS

Once you roll up your attribute scores, the next step is to choose a "character class." The available classes are: Assassin, Cleric, Druid, Fighter, Magic-User, Monk, Paladin, Ranger, and Thief. Your Referee may also have invented other character classes that are available to you. Decide what sort of character you want to play, keeping in mind that certain attribute scores work well with certain character classes. Later you will choose your character's race and "Alignment," which is the character's alliance with Law or Chaos. Some classes can be of any race and alignment, but others have restrictions, so you should be aware of this when you are considering your choice.





ASSASSIN

Assassins are a rare sub-class of Thieves; they are trained killers, members of secret guilds and societies of their kind. As an Assassin, you begin the game as a very minor member of the nearest assassins' guild, a secret organization to which you and your fellow Assassins have given dire oaths and pledges of loyalty. The first rule of the assassins' guild, one might say, is that no one talks about the Assassins' Guild. You are not an indiscriminate killer for hire, for the guild strictly regulates the actual assassination missions its members are permitted to undertake. As an Assassin-adventurer, you provide your allies with a mixture of thieving skills and combat capabilities, although you are not as proficient with thieving skills as a true Thief, nor are you truly a front-line fighter. However, your ability to disguise yourself can be of great advantage in certain situations, and your ability to use poisons and poisoned weapons can often turn the tide in a desperate combat.

ABOUT ASSASSINS

Alignment: Assassins must be of Neutral or Chaotic alignment. In the Original Game, Assassins could only be Neutrally aligned, presumably since their allegiance to a guild is similar to the Druidic allegiance to the powers of nature, and they are not indiscriminate in their actions. However, for purposes of **Swords & Wizardry**, the Referee has the flexibility to allow Chaotic alignments even for player character Assassins. A Chaotic alignment, however, means that a creature is utterly bad, down to the very bones (see the section on "Alignment" later in the book).

Prime Attribute: Dexterity, Strength, and Intelligence all 13+ (+5% experience bonus)

Hit Dice: 1d6/level (Gains 1hp/level after 13th level)

Armor/Shield Permitted: Leather armor only, shield permitted

Weapons Permitted: Any

Race: Only humans may be Assassins

ASSASSIN CLASS ABILITIES

Disguise: Assassins can disguise themselves with great skill, allowing them to blend into other groups without causing suspicion. A person of average Intelligence and Wisdom (both scores averaging about 10) has only a 5% chance to see through such a disguise, unless it involves considerable fakery such as posing as a member of the opposite sex. In these cases, the base chance to detect the disguise is 10%. The Referee will modify these chances to take the observer's intelligence into account. As a rough guideline, if the observer had the brutish intelligence of an orc or a particularly foolish human, the chance to detect the disguise might drop by 1% or 2%. If the observer were a captain of the guard, a Cleric, a Magic-User, or were otherwise of greater than average mental capacity, the chance to detect such a disguise would increase by 1% to 3%. The Assassin's disguise is more than just a matter of costume; it encompasses mimicry of speech and behavior as well. However, if the character is impersonating a specific individual, the disguise can make the Assassin look only vaguely similar — anyone at all familiar with the original would spot the imposture immediately. Disguises are more about blending in, mimicking a different social class, and — especially — not being recognized afterward.

Magic Items: Assassins can use any magic items usable by Thieves, plus any magic weapons, armor (leather only), and shields.

Poison: Assassins are able to use poison on their weapons without the risk of making basic errors. Fighters who coat their swords with poison might — just might — make the mistake of absentmindedly rubbing their eyes before remembering to wash the deadly toxin from their hands; Assassins are trained not to fall prey to such basic errors when using poison. Assassins are not, however, trained at concocting poisons; most guilds employ an alchemist for such purposes.

Thieving Skills: Assassins have skills similar to those of Thieves, but comparable to a Thief two levels lower than the Assassin character. (See the Thief class for an explanation of abilities in the table.)

Backstab: Assassins may attack from behind with a to-hit bonus of +4 and inflict double damage. This damage multiplier increases at the same level as that of a Thief.

The original rules did not provide any "automatic kill" abilities for Assassins, other than for hired Assassins, as a way of determining success or failure on a mission. The Referee might choose to allow Assassin characters to add the Assassin's level of experience to damage inflicted by a backstabbing attack.

Establish Guild (14th): At 14th level, the Assassin may establish (or take over) a guild of Assassins. The guild need not be located in a large city and can even be established as a barony in the wilderness. However, if the new guild is within the territory of an existing guild, there will unquestionably be a battle to the death between them. Assassins' guilds do not — ever — share their territory. An existing guild of Assassins will generally not accept the leadership of a new guildmaster who does not claim that rank by killing the former guildmaster.

THIEVING SKILLS FOR ASSASSINS

Level	Climb Walls	Delicate Tasks and Traps	Hear Sounds	Hide in Shadows	Move Silently	Open Locks
3	85%	15%	3 in 6	10%	20%	10%
4	86%	20%	3 in 6	15%	25%	15%
5	87%	25%	4 in 6	20%	30%	20%
6	88%	30%	4 in 6	25%	35%	25%
7	89%	35%	4 in 6	30%	40%	30%
8	90%	40%	4 in 6	35%	45%	35%
9	91%	45%	5 in 6	40%	50%	40%
10	92%	50%	5 in 6	55%	60%	55%
11	93%	60%	5 in 6	65%	70%	65%
12	94%	70%	5 in 6	75%	80%	75%
13	95%	80%	6 in 6	85%	90%	85%
14+	Remains at 95%	Remains at 80%	Remains 6 in 6	Remains at 85%	Remains at 90%	Remains at 85%

ASSASSIN ADVANCEMENT TABLE

Level*	Experience Points Required for Level	Hit Dice (d6)**	Saving Throw
1	0	1	15
2	1,500	2	14
3	3,000	3	13
4	6,000	4	12
5	12,000	5	11
6	24,000	6	10
7	48,000	7	9
8	96,000	8	8
9	192,000	9	7
10	275,000	10	6
11	400,000	11	5
12	550,000	12	5
13	700,000	13	5
14	850,000 (Guildmaster)	13+1 hp	5
15	1,000,000	13+2 hp	5
16	1,150,000	13+3 hp	5
17	1,300,000	13+4 hp	5
18	1,450,000	13+5 hp	5
19	1,600,000	13+6 hp	5
20	1,750,000	13+7 hp	5
21+	+150,000 per level	+1 hp/level	5

* Assassins were capped at 13 levels of ability in the Original Game.

** Hit points shown for levels after the character no longer gains full hit dice are the total combined number. A 15th-level Assassin has 13 HD plus 2 hit points total, not 13 HD plus one hit point gained at 14th level and another 2 hit points gained at 15th.



CLERIC

Clerics are armored warrior-priests (or -priestesses) who serve Law or Chaos. Most Clerics have a patron deity or serve a particular religion, although the unified power of Law is paramount for Lawful Clerics and has an existence in and of itself. You are a champion of your faith and moral alignment. You might be a shining knight of the faith, an exorcist of demons, or a sinister witch-hunter. Because most of a Cleric's abilities are oriented toward healing and protecting, Clerics tend to play a support role during combat: backing up the front line, but able to stand shoulder to shoulder with the party's Fighters if the need arises — at least for a while. As your Cleric grows in power and reputation, the character might establish a stronghold for the faith: a fortified monastery, a soaring cathedral in the wilderness, or whatever strikes the Cleric as the best way to protect and serve a growing flock of acolytes and loyal peasant followers.

Prime Attribute: Wisdom, 13+ (+5% experience bonus)

Hit Dice: 1d6/level (Gains 1 hp/level after 9th level)

Armor/Shield Permitted: Any

Weapons Permitted: Blunt weapons only (club, flail, hammer, mace, staff, etc.). No missile weapons other than oil or slings if the Referee permits.

Race: Half-elves and Humans may be Clerics

CLERIC CLASS ABILITIES

Spell Casting: Clerics cast "divine" spells from a specific list, with numbers as per the Cleric Advancement Table. Clerics of specific deities might have different lists of available spells, as designed by the Referee. Each day, the Cleric selects and prays for a particular set of spells, choosing any spells from the standard list. Once a spell is cast, it cannot be cast again until the next day unless the Cleric prepares (prays for) the spell more than once.

Banishing Undead: Lawful Clerics can "turn" undead monsters (see "Turning the Undead" in the Combat Section), making them flee from the Cleric's holiness. Whether Chaotic Clerics can affect undead at all is up to the Referee.

Saving Throw Bonus: Clerics gain a +2 bonus on saving throw rolls against being paralyzed or poisoned.

Religious Stronghold (9th level): At ninth level, a Cleric character may establish a stronghold and attract a body of men-at-arms who swear fealty to the character as loyal (or perhaps even fanatical) soldiers and retainers.

CLERIC ADVANCEMENT TABLE

Level	Experience Points Required for Level	Hit Dice (d6)*	Saving Throw	Number of Spells (by level)**						
				1	2	3	4	5	6	7
1	0	1	15	—	—	—	—	—	—	—
2	1,500	2	14	1	—	—	—	—	—	—
3	3,000	3	13	2	—	—	—	—	—	—
4	6,000	4	12	2	1	—	—	—	—	—
5	12,000	5	11	2	2	—	—	—	—	—
6	24,000	6	10	2	2	1	1	—	—	—
7	48,000	7	9	2	2	2	1	1	—	—
8	100,000	8	8	2	2	2	2	2	—	—
9	170,000	9	7	3	3	3	2	2	—	—
10	240,000	9+1 hp	6	3	3	3	3	3	—	—
11	310,000	9+2 hp	5	4	4	4	3	3	—	—
12	380,000	9+3 hp	4	4	4	4	4	4	1	—
13	450,000	9+4 hp	4	5	5	5	4	4	1	—
14	520,000	9+5 hp	4	5	5	5	5	5	2	—
15	590,000	9+6 hp	4	6	6	6	5	5	2	—
16	660,000	9+7 hp	4	6	6	6	6	6	3	—
17	730,000	9+8 hp	4	7	7	7	6	6	3	1
18	800,000	9+9 hp	4	7	7	7	7	7	4	1
19	870,000	9+10 hp	4	8	8	8	7	7	4	2
20	940,000	9+11 hp	4	8	8	8	8	8	5	2
21+	+70,000 per level	+1 hp/level	4	9	9	9	8	8	5	3

* Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 11th level Cleric has 9HD plus 2 hit points total, *not* 9HD plus one hit point gained at 10th level and another 2 hit points gained at 11th.

** Clerics continue to gain spells after 21st level according to the same pattern.





DRUID

Druids are part of a mysterious religious order of priests and priestesses who worship and serve the powers of nature. As a Druid, you have great reverence for the natural world, and are more comfortable with plants and animals than with other people. You can cast spells to talk with wildlife, or enlist animals and even plants as your allies, but you are also an able fighter in defense of your forest and your friends. You share some characteristics with Fighters, Clerics, and Magic-Users, but you are not as strong as those classes in their own specialties. However, you are better in physical combat than a Magic-User, while still having some healing ability and offensive spell power. Some of your nature spells are unlike anything a Cleric or Magic-User can cast. You are ready to extend the balance of nature to human affairs and have little tolerance for those who go to excess either for good or evil, Law or Chaos. You keep your rituals secret and prefer to live in the wilderness rather than in cities. Your ability to control fire helps to protect your sacred groves, but also can be effective in battle. One day, when you gain all your powers, you might choose to leave the life of adventuring and retreat to the ancient forests, never to be seen again. Or you might choose to establish a druidic citadel in a forest or around a newly-raised henge of stones. The decision is yours.

ABOUT DRUIDS

Alignment: Druid characters must begin with a Neutral alignment. Separate druidic-oriented orders might exist, but these would draw their powers not entirely from nature and not entirely from the powers of Law or Chaos. A trade-off of some kind would have been made, resulting in something druidic but not Druid. Chaotic "druids" conduct human sacrifices and their deeds are dark indeed, drawing strength from ancient and best-forgotten cthonic chaos-beings steeped in earth and blood. Lawful "druids" are even less common, for Chaos has a stronger link to the wild places of the earth than do the powers of Law, but such Lawful "druids" also exist, often setting themselves against the darker, fallen druidic orders. Again, however, the members of such orders are merely druidic — they differ in subtle ways from the true Druids represented by the character class.

Mistletoe: A sprig of mistletoe serves for Druids much as a holy symbol serves for Clerics, but is even more important. A Druid can barely cast spells at all without the mystical or symbolic connection provided by the mistletoe sprig. The connection of a Druid to nature is not the same as the Cleric's connection to a divine being; it is inherently more inchoate, less focused, and more diverse. Although Druids are considered a sub-class of Clerics, their magic bears some partial similarities to that of Magic-Users: they require more of a symbolic focus, more of a ritualistic style of casting, and rely to a greater degree on learning and lore than upon the faith, devotional, and crusading aspects that are so crucial to the power of a true Cleric of Law or Chaos.

Druidic Hierarchy: The Druid character is a member of a Druidic Order (or the Druidic Order, if there is only one), a hierarchy of power and authority — essentially a pyramid — culminating in the person of the Grand Druid. This august and mysterious personage is the ultimate leader of all Druids in the order. There might be more than one Grand Druid, each ruling different far-flung regions, but in the specific locale where a Druid character begins play, there is, and can be, only one. Moreover, in this area (however large or restricted it might be), there are limited numbers of Druids who may serve in the less-lofty positions of the hierarchy as well. The levels of druidism represent the sequential introduction to higher knowledge — secrets that are dangerous for those of lesser power to know — and also the initiation of the Druid into increasingly smaller "circles" of higher-ranking druids. Once a Druid reaches 11th level, having learned the full scope of the mysteries of druidism, the character gains the title of Druid. (This is just a title in the order; obviously, the character has been a "druid" since the beginning.) Gaining the position of an

Archdruid, or rising to the highest authority of the Grand Druid, requires more than just gaining the necessary experience points; it requires supplanting the current holder of that position. If the Druid character cannot challenge and defeat one of the current Archdruids (to gain 12th level), or the current Grand Druid (to gain 13th level), the character cannot advance to the higher level without departing from the true order of druids and becoming an outcast. The nature and "rules" of the druidic challenge are kept a deep secret from all non-Druids. Losing a druidic challenge causes a loss of experience points to the beginning of the level of advancement below the challenger's current level, so it is a grave setback. (For example, an unsuccessful challenger for the rank of Archdruid would be reduced to the beginning of 10th level.) However, a determined Druid may gain more experience and then return to challenge again, as many times as he or she needs or desires.

The Grand Druid may continue to gain levels, although the progression and benefits gained from these levels are minor — the character has already learned the significant mysteries — and all that remains is to refine and polish the use of this knowledge. A Druid who has lost a challenge, regained the necessary experience to make another, and then declines to make that challenge, becomes an outcast. Such druids can continue to advance in levels, but those who forgo the challenges and strike out on their own path are forever separated from the protection, assistance, and community of the druidic hierarchy. They are considered, for all intents and purposes, to be renegades. In rare cases, a Druid who declines to challenge may be accepted into the hierarchy instead of becoming a renegade if the Druid swears an oath never to further seek a place in the druidic leadership. At that time, the Druid would become a counselor and/or an agent of the Grand Druid, and gain a title such as "Counselor of Forests" rather than becoming a renegade.

Prime Attribute: Wisdom and Charisma, both 13+ (+5% experience bonus)

Hit Dice: 1d6/level (Gains 1 hp/level after 9th level)

Armor/Shield Permitted: Leather armor, wooden shield

Weapons Permitted: Dagger, sickle-shaped sword (treat as short sword), spear, sling, oil

Race: Only humans may be Druids

DRUID CLASS ABILITIES

Spell Casting: Druids cast spells from a specific list, with numbers as per the Druid Advancement Table. Each day, the Druid selects and prays for a particular set of spells, choosing any spells from the standard Druid spell list. Once a spell is cast, it cannot be cast again until the next day, unless the Druid prepares (prays for) the spell more than once.

Saving Throw Bonus: Druids gain a +2 bonus on saving throw rolls against fire.

First Mysteries (2nd): The "First Mysteries" that a Druid learns at 2nd level grant a variety of abilities to the character. The 2nd-level Druid can determine whether water is pure; identify any type of normal plant by sight, smell, or taste; and move easily through non-magical undergrowth, including thorns or heavy vines.

Shape Change (5th): At 5th level, the Druid can change shape into the form of an animal. The animal's size can range from that of a crow to that of a black bear (but not a huge bear such as a grizzly or polar bear). The druid can change into as many as three different animal forms per day — one from each category of reptile, mammal, and bird — but only once for each form within a single day. When the Druid shapeshifts, 1d6 x 10% of any lost hit points are cured in the transformation.

Immunity to Fey Charms (5th): Also at 5th level, the Druid becomes completely immune to the charms of dryads, naiads, satyrs, and other such fey creatures of the wild woods and rivers.

Magic Items: Druids are able to use any magical item Clerics can, with the exception of Clerical-spell scrolls.

Secret Language: The druidic hierarchy speaks a secret language known to all true (Neutral) Druids.

Druidic Stronghold (11th): Upon reaching 11th level, a Druid may build a stronghold in the wilderness, usually made up of a stone circle and/or other megaliths, one or more groves, and a fortress redoubt of some kind to protect the area. Such isolated strongholds often serve as informal academies for aspirant Druids-in-training, or as fortresses sited to defend wilderness areas threatened by Law or Chaos. A Druid who establishes such a stronghold gathers supporters and followers, although many of these will not be human.

DRUID ADVANCEMENT TABLE

Level*	Experience Points Required for Level	Hit Dice (d6)**	Saving Throw	Role in Hierarchy	Number of Spells (by level)***						
					1	2	3	4	5	6	7
1	0	1	15	None	1	—	—	—	—	—	—
2	2,000	2	14	Initiate of the First Mysteries	2	1	—	—	—	—	—
3	4,000	3	13	Second Mysteries	3	1	—	—	—	—	—
4	8,000	4	12	Third Mysteries	3	1	1	—	—	—	—
5	13,000	5	11	Fourth Mysteries	3	2	1	—	—	—	—
6	20,000	6	10	Fifth Mysteries	3	2	2	—	—	—	—
7	40,000	7	9	Sixth Mysteries	4	2	2	1	—	—	—
8	60,000	8	8	Seventh Mysteries	4	3	2	1	—	—	—
9	90,000	9	7	Eighth Mysteries	4	3	3	2	—	—	—
10	130,000	9+1 hp	6	Ninth Mysteries	5	3	3	2	1	—	—
11	200,000	9+2 hp	5	Druid	5	3	3	3	2	1	—
12	400,000	9+3 hp	4	Archdruid (or Renegade Druid)	5	4	4	4	3	2	1
13	800,000	9+4 hp	4	The Grand Druid (or Renegade Druid)	6	5	5	4	4	3	2
14	950,000	9+5 hp	4	Grand Druid (or Renegade Druid)	7	5	5	4	4	3	2
15	1,100,000	9+6 hp	4	Grand Druid (or Renegade Druid)	7	6	5	4	4	3	2
16	1,250,000	9+7 hp	4	Grand Druid (or Renegade Druid)	7	6	6	4	4	3	2
17	1,400,000	9+8 hp	4	Grand Druid (or Renegade Druid)	8	6	6	5	4	3	2
18	1,550,000	9+9 hp	4	Grand Druid (or Renegade Druid)	8	7	6	5	5	3	2
19	1,700,000	9+10 hp	4	Grand Druid (or Renegade Druid)	9	8	6	5	5	3	2
20	1,850,000	9+11 hp	4	Grand Druid (or Renegade Druid)	9	8	7	5	5	3	2
21+	+150,000 per level	+1 hp/ level	4	Grand Druid (or Renegade Druid)	9	8	7	6	5	4	3

* Druids were capped at 13 levels of ability in the Original Game.

** Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 11th level druid has 9HD plus 2 hit points total, not 9HD plus one hit point gained at 10th level and another 2 hit points gained at 11th.

*** Druids continue to gain spells after 21st level according to the same pattern. Note that no more 6th- or 7th-level spells are added after the Druid is 13th level.

FIGHTER

You are a warrior trained in battle and in the use of armor and weapons. Perhaps you are a ferocious Viking raider, a roaming samurai, a dashing swashbuckler, a deadly swordswoman, or a chivalrous knight. Whatever type of Fighter you choose to play, you will probably end up on the front lines of your adventuring party — going toe-to-toe with dragons, goblins, and evil cultists, hacking your way through them and taking the brunt of their attacks. The Fighter character is the best-equipped of all the character classes to dish out damage and absorb it, too. Clerics heal and Magic-Users cast spells, but the down-and-dirty, hack-and-slash work is generally up to you. You are going to serve as the party's sword and shield, protecting the weaker party members and taking down the enemies before you. Perhaps one day they will tell legends of your battle prowess, and followers will flock to your castle stronghold where you revel in your fame, riches, and newly-earned nobility. Fail, of course, and you will die, just another forgotten warrior in a dangerous world. It should go without saying that female Fighters are as deadly and as skillful as their male counterparts — and in the fantasy worlds of **Swords & Wizardry**, they are also much more common than in the history of our own world.

Prime Attribute: Strength, 13+ (+5% experience bonus)

Hit Dice: 1d8/level (Gains 2 hp/level after 9th level)

Armor/Shield Permitted: Any

Weapons Permitted: Any

Race: Any

FIGHTER CLASS ABILITIES

Multiple Attacks: Against creatures with 1HD or less, a Fighter makes one attack per level each round.

Parry: Fighters with a Dexterity score of 14 or better can fight on the defensive, parrying enemy blows and dodging attacks, as shown on the table below.

FIGHTER PARRYING ABILITY

Dexterity Score	Penalty to Enemy Attacks
14	–1
15	–2
16	–3
17	–4
18	–5

Strength Bonuses: Unlike most other character classes, Fighters with a high Strength can have bonuses to hit and on damage.

Establish Stronghold (9th): At 9th level, a Fighter may establish a stronghold and attract a body of men-at-arms who swear their loyalty to the character as their liege lord (or lady). Most likely, the castle attracts peasants seeking safe places to establish homes, and the Fighter becomes more powerful and influential as the number of such followers increases. The stronghold will likely be a small territory carved from the wilderness, held as a freehold by the self-ennobled character.

FIGHTER ADVANCEMENT TABLE

Level	Experience Points Required for Level	Hit Dice (d8)*	Saving Throw
1	0	1	14
2	2,000	2	13
3	4,000	3	12
4	8,000	4	11
5	16,000	5	10
6	32,000	6	9
7	64,000	7	8
8	128,000	8	7
9	256,000	9	6
10	350,000	9+2 hp	5
11	450,000	9+4 hp	4
12	550,000	9+6 hp	4
13	650,000	9+8 hp	4
14	750,000	9+10 hp	4
15	850,000	9+12 hp	4
16	950,000	9+14 hp	4
17	1,050,000	9+16 hp	4
18	1,150,000	9+18 hp	4
19	1,250,000	9+20 hp	4
20	1,350,000	9+22 hp	4
21+	+100,000 per level	+2 hp/level	4

* Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 11th-level Fighter has 9HD plus 4 hit points total, not 9HD plus 2 hit points gained at 10th level and another 4 hit points gained at 11th.



MAGIC-USER

As a Magic-User, you are a figure of mystery and a student of mysteries, steeped in ancient and arcane knowledge. You have studied long hours deep into the candlelit nights, delving into the parchment pages of cobweb-covered magic tomes, learning the intricacies of magical circles and runes, the strange significances of the stars and moons, the disquieting theories of mad philosophers, and above all, the casting of magic spells. You can be a truly devastating opponent as long as your fellow adventurers protect you from physical combat, in which you are the weakest of all the character classes: completely untrained in the use of armor, barely adequate with even the simplest weapons, and having fewer hit points than most other members of an adventuring expedition. You are not limited to the role of providing the party with offensive spells, though, for your spellbook provides an array of other spells that can be critical for surviving the perils of dungeons, lost temples, and other such places where you might venture in search of treasure and knowledge. If you succeed in such forays into the wild and dangerous places of the world, you might eventually rise to such heights of power that you can build a mystically protected tower for your researches, create fabulous magic items, and scribe new formulae for hitherto unknown spells. Such great Archmages can sway the politics of kingdoms, commanding respect and fear across the realms.

Prime Attribute: Intelligence, 13+ (+5% experience bonus)

Hit Dice: 1d4/level (Gains 1 hp/level after 11th level)

Armor/Shield Permitted: None

Weapons Permitted: Dagger, staff, and darts

Race: Elves, Half-elves, and Humans may be Magic-Users

MAGIC-USER CLASS ABILITIES

Spell Casting: Unlike the Cleric, a Magic-User owns a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from this book, Magic-Users force selected spell formulae into their minds, "preparing" as many spells as the Magic-User can mentally sustain. (It is possible to prepare a spell multiple times using the available "slots" in the Magic-User's memory and mental capability.) Once a prepared spell is cast, it disappears from the Magic-User's ability to cast, until it is prepared again. If a Magic-User finds scrolls of spells while adventuring, these spells can be added to the Magic-User's spellbook.

Knowing Spells: In *Swords & Wizardry*, a beginning Magic-User's spellbook contains as many of the eight basic 1st-level spells as the neophyte character can know. Check each spell to see if the Magic-User can learn and know it, using the "Learn Spells" column on the table in the description of the Intelligence attribute. Each time the magician gains a level (if the Referee permits), he or she may re-check the spells not understood before, to see if increased experience has granted new understanding — although the Maximum Number of Basic Spells Understandable (from the Intelligence Table) is still the upper limit. A Magic-User would also still need to find and copy these new spells into his or her spellbook. The same procedure applies to each higher spell level: A wizard must find the higher-level spells in dungeons or musty libraries and copy them into a spellbook, or trade copies with other Magic-Users. New and unusual spells outside the basic lists are not part of the "maximum number" of knowable spells, although they still require a roll to see if a Magic-User can understand one. (Such spells are rare and seldom traded.) New spells that a wizard researches and creates personally are also not subject to the maximum allowable number of regular spells.

Saving Throw Bonus: Magic-Users gain a bonus of +2 on all saving throw rolls against spells, including spells from magic wands and staffs.

Wizard's Tower (11th): At 11th level, a Magic-User gains the title of "wizard" and can build a stronghold to contain the necessary libraries and laboratories of a high-level mage. Such a powerful sorcerer attracts a mixed bag of mercenaries, strange servants (some with odd abilities and deformities), and perhaps even a

few monsters. This colorful crew swears fealty and serves the wizard with considerable (but not unlimited) loyalty. In general, such a freehold will encompass a small territory around the tower as well — whatever quantity of wilderness the Magic-User chooses to tame and protect.

MAGIC-USER ADVANCEMENT TABLE

Level	Experience Points Required for Level	Hit Dice (d4)*	Saving Throw	Number of Spells (by level)**								
				1	2	3	4	5	6	7	8	9
1	0	1	15	1	—	—	—	—	—	—	—	—
2	2,500	2	14	2	—	—	—	—	—	—	—	—
3	5,000	3	13	3	1	—	—	—	—	—	—	—
4	10,000	4	12	3	2	—	—	—	—	—	—	—
5	20,000	5	11	4	2	1	—	—	—	—	—	—
6	35,000	6	10	4	2	2	—	—	—	—	—	—
7	50,000	7	9	4	3	2	1	—	—	—	—	—
8	75,000	8	8	4	3	3	2	—	—	—	—	—
9	100,000	9	7	4	3	3	2	1	—	—	—	—
10	200,000	10	6	4	4	3	2	2	—	—	—	—
11	300,000	11	5	4	4	4	3	3	—	—	—	—
12	400,000	11+1 hp	5	4	4	4	4	4	1	—	—	—
13	500,000	11+2 hp	5	5	5	5	4	4	2	—	—	—
14	600,000	11+3 hp	5	5	5	5	4	4	3	1	—	—
15	700,000	11+4 hp	5	5	5	5	5	4	4	2	—	—
16	800,000	11+5 hp	5	5	5	5	5	5	5	2	1	—
17	900,000	11+6 hp	5	6	6	6	5	5	5	2	2	—
18	1,000,000	11+7 hp	5	6	6	6	6	6	5	2	2	1
19	1,100,000	11+8 hp	5	7	7	7	6	6	6	3	2	2
20	1,200,000	11+9 hp	5	7	7	7	7	7	7	3	3	2
21+	+100,000 per level	+1 hp/level	5	8	8	8	7	7	7	4	3	3

* Hit points shown for levels after the character no longer gains full hit dice are the total combined number. A 13th-level Magic-User has 11 HD plus 2 hit points total, not 11 HD plus 1 hit point gained at 12th level and another 2 hit points gained at 13th.

** Magic-Users continue to gain spells after 21st level according to the same pattern.



MONK

As a Monk, you are a seeker after enlightenment, a member of an ascetic religious order pursuing mental, spiritual, and physical perfection. You are deadly with all weapons, and an expert in complex forms of unarmed combat. Although Monks do not wear armor, they improve in armor class as they gain levels due to a higher and higher degree of both enlightenment and martial artistry. Monks are relatively weak at lower levels, but at higher levels they approach the power of higher-level Magic-Users, although in a much different way. Various stages of enlightenment grant Monks a wide variety of abilities; if you are playing a Monk character you will have to familiarize yourself with these before you start playing.

Note that Monks are an extremely powerful character class, and are allowed only at the discretion of the Referee.

ABOUT MONKS

Alignment: Monks may be of any alignment, although most are disciples of Law.

Race: Only humans may become Monks.

Charity: All treasure other than the bare minimum of what is needed to maintain the Monk and any followers must be donated to charities.

Magic Items: Monks cannot use potions; the only magic items they can use are weapons and magic rings.

Prime Attribute: Wisdom, 13+ (+5% experience bonus)

Hit Dice: 1d4/level (Gains 1 hp/level after 16th level)

Armor/Shield Permitted: None

Weapons Permitted: Any

Race: Only Humans may be Monks

MONK CLASS ABILITIES

Weapon Damage Bonus: Monks inflict an additional point of damage at 2nd level when using weapons, and this bonus increases every other level (+2 at 4th level, +3 at 6th level) up to a maximum of +5 at 10th level.

Deadly Strike: When the Monk's attack roll is 5 higher than the required to-hit number, the target has a 75% chance to be stunned by the blow for 2d6 rounds. Moreover, the mystic perfection of the blow also has a 25% chance to kill the opponent, provided the opponent's hit dice are no more than 1 higher than the Monk's.

Multiple Attacks: When fighting without weapons, the Monk gains additional attacks during a single melee round (see Monk Advancement Table).

Alertness: Monks are not easily attacked by surprise. A party containing a Monk is unlikely to be surprised, with only a 1-in-6 chance.

Deflect Missiles: The Monk can deflect arrows and *magic missile* spells with a successful saving throw.

Slow Falling: At 5th level, Monks can fall up to 20 feet with no damage if they can touch a wall. This distance increases to 40 feet at 8th level and any distance at 11th level.

Saving Throw Bonus: Monks gain a +2 bonus against paralysis and poisons.

Speak with Animals (4th): The Monk can speak with normal animals in a manner similar to the spell of the same name.

Mastery of Silence (5th): The Monk can enter a state of perfect catatonia, stopping his or her own heart to simulate death. The character can maintain this state for 1d6 x 10 minutes x the monk's level.

Mastery of Mind (6th): The Monk's thoughts become so serene and placid that any attempt at mind reading has a 90% chance of failure. The failure chance increases by 1% per monk's level above 6th, rising to 100% at 16th, when the Monk's mind is completely at one with the surrounding environment.

Mastery of Body (7th): The Monk can heal himself by 1d6+1 hit points once per day. Each level above 7th adds an additional hit point to the healing.

Mastery of Self (8th): The Monk is not subject to mental control of any kind, including charm spells and hypnosis. The only exceptions are the *geas* and *quest* spells.

Oneness with Self (10th): The Monk is not subject to *geas* or *quest* spells.

Establish Monastery (11th): At 11th level, a Monk may establish an isolated monastery for the purposes of peaceful contemplation, and for teaching disciples and students.

Harmonic Touch (13th): The Monk can touch any creature of equal or lesser hit dice, and create an attunement by which the creature dies instantly when the Monk gives a mental command for its heart to stop. (The creature must have a heart or other organ that can be stopped.) The creature's bodily vibrations remain attuned to the Monk for a period of one day per level of the Monk, and if the Monk does not mentally command the creature to die within this period of time, the death does not occur.

MONK ADVANCEMENT TABLE

Level*	Experience Points Required for Level	Hit Dice (d4)*	Armor Class	Saving Throw	Abilities	Weaponless Damage	Movement Rate
1	0	1	9[10]	15	Thief-type skills	1d4	12
2	2,500	2	8[11]	14	+1 damage with weapons	1d6	13
3	5,000	3	7[12]	13	—	1d6	13
4	10,000	4	6[13]	12	Speak with animals, +2 total damage with weapons	1d8	15
5	20,000	5	5[14]	11	Silence, Slow Falling 20 feet	1d10	16
6	40,000	6	4[15]	10	Mind, 2 weaponless attacks per round, +3 total damage with weapons	1d12	17
7	80,000	7	3[16]	9	Body	2d8	18
8	160,000	8	2[17]	8	Self, +4 total damage with weapons, Slow Falling 40 feet	2d8+1	19
9	320,000	9	1[18]	7	—	2d8+2	20
10	420,000	10	1[18]	6	Oneness, +5 total damage with weapons	2d8+4	21
11	620,000	11	0[19]	5	Establish Monastery, Slow Falling any distance	3d8+1	22
12	820,000	12	0[19]	5	3 weaponless attacks per round	3d8+2	23
13	1,020,000	13	-1[20]	5	Harmonic Touch	3d8+4	24
14	1,320,000	14	-1[20]	5	—	4d8+1	25
15	1,720,000	15	-2[21]	5	—	4d8+2	26
16	2,220,000 Grand Master	16	-3[22]	5	4 weaponless attacks per round	4d8+4	27
17	2,720,000	16+1 hp	-3[22]	5	—	4d8+5	28
18	3,220,000	16+2 hp	-3[22]	5	—	4d8+6	29
19	3,720,000	16+3 hp	-3[22]	5	—	4d8+7	30
20	4,220,000	16+4 hp	-3[22]	5	5 weaponless attacks per round	4d8+8	31
21+	+500,000 per level	+1 hp/level	-3[22]	5	No further improvement	+1 additional per level	32

* Monks were capped at 16 levels of ability in the Original Game.

** Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 18th-level Monk has 16 HD plus 2 hit points total, not 16 HD plus one hit point gained at 17th level and another 2 hit points gained at 18th.

THIEVING SKILLS FOR MONKS

Level	Climb Walls	Delicate Tasks and Traps	Hear Sounds	Hide in Shadows	Move Silently	Open Locks
1	85%	15%	3 in 6	10%	20%	10%
2	86%	20%	3 in 6	15%	25%	15%
3	87%	25%	4 in 6	20%	30%	20%
4	88%	30%	4 in 6	25%	35%	25%
5	89%	35%	4 in 6	30%	40%	30%
6	90%	40%	4 in 6	35%	45%	35%
7	91%	45%	5 in 6	40%	50%	40%
8	92%	50%	5 in 6	55%	60%	55%
9	93%	60%	5 in 6	65%	70%	65%
10	94%	70%	5 in 6	75%	80%	75%
11	95%	80%	6 in 6	85%	90%	85%
12	96%	90%	6 in 6	95%	100%	95%
13	97%	100%	6 in 6	100%	100%	100%
14	98%	100%	6 in 6	100%	100%	100%
15	99%	100%	6 in 6	100%	100%	100%
16+	Remains at 99%	Remains at 100%	Remains at 6 in 6	Remains at 100%	Remains at 100%	Remains at 100%



PALADIN

As a Paladin, you are a resolute warrior against Chaos and evil, and a stalwart defender of Law. You might resemble the “knight in shining armor,” or you might be a grim, deadly veteran of the dark and desperate war against the foul powers of Chaos. In either case, you are wholly dedicated to the eradication of Chaos and the protection of civilization. You defend the weak from tyranny, fight injustice where you find it, and hunt down those who are tainted with the demonic mark of Chaos. Most Paladins are members of an order of knights or are attached to the service of a temple of Law, although some of them operate as “knights errant” following the guidance of higher powers toward the places where Law battles Chaos.

ABOUT PALADINS

Alignment: Paladins must be of Lawful alignment or they revert to the abilities of a normal Fighter.

Magic Items: Paladins may own a suit of magic armor, a magic shield, and up to three magical weapons, but they may own no more than four additional magic items. Paladins can use any magic items that can normally be used by Fighters.

Charity: Other than whatever is needed for food and shelter, a Paladin must donate all treasure to charities or temples associated with the Lawful alignment.

Alliances: Paladins will not work with characters other than those of Lawful alignment unless ordered to do so by a superior officer of the Paladin's order, by a Lawful prince, or by the high priest of a Lawful temple.

Prime Attribute: Strength, 13+ (+5% experience bonus)

Hit Dice: 1d8/level (Gains 2 hp/level after 9th level)

Armor/Shield Permitted: Any

Weapons Permitted: Any

Race: Only Humans may be Paladins

PALADIN CLASS ABILITIES

Divine Favor: Although Paladins do not receive a class-based saving throw bonus in **Swords & Wizardry**, they have better saving throw chances than any other character class due to the divine influence of Law. If the Referee is using an alternate saving throw system, it is important to take this into account: Paladins should generally have base saving throw "target numbers" 2 points better than those of a regular Fighter.

Lay on Hands: A Paladin can "lay on hands" once per day to cure others of 2 hit points of damage per level of the Paladin, or to cure disease. If the other person is afflicted by more than one disease, only one of these will be affected per five levels the Paladin has attained.

Immune to Disease: Paladins are immune to all diseases.

Warhorse: At any level, the character may summon a warhorse that arrives from the wilderness to serve as the Paladin's steed. This warhorse will be unusually intelligent and extremely strong (5 HD). However, if the horse is killed, the Paladin may not summon another within a period of 10 game-years.

Dispel Evil (8th): Starting at 8th level, the Paladin can dispel evil, as per the Clerical spell (see the description of the Clerical spell *dispel evil*).

Detect Evil (8th): Starting at 8th level, the Paladin can detect evil as per the Clerical spell at a range of 60 feet (see the description of the Clerical spell *detect evil*).

Stronghold (9th): At 9th level, the Paladin may build a stronghold, a small castle from which to attack the forces of Chaos and support the often-embattled defenders of Law. A Paladin's castle may not be built as a sprawling fortress; it must be no greater than is necessary to house the paladin's retainers and 100 or 200 soldiers at the maximum.

PALADIN ADVANCEMENT TABLE

Level	Experience Points Required for Level	Hit Dice (d8)*	Saving Throw
1	0	1	12
2	2,000	2	11
3	4,000	3	10
4	8,000	4	9
5	16,000	5	8
6	32,000	6	7
7	64,000	7	6
8	128,000	8	5
9	256,000	9	4
10	350,000	9+2 hp	3
11	450,000	9+4 hp	2
12	550,000	9+6 hp	2
13	650,000	9+8 hp	2
14	750,000	9+10 hp	2
15	850,000	9+12 hp	2
16	950,000	9+14 hp	2
17	1,050,000	9+16 hp	2
18	1,150,000	9+18 hp	2
19	1,250,000	9+20 hp	2
20	1,350,000	9+22 hp	2
21+	+100,000 per level	+2 hp/level	2

* Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 11th-level Paladin has 9 HD plus 4 hit points total, not 9 HD plus 2 hit points gained at 10th level and another 4 hit points gained at 11th.



RANGER

You and your fellow Rangers are the inheritors of ancient scholarship, students of forgotten skills and lore passed on from teacher to student over the generations, preserving the legacy through times when the light of civilization wavered and dimmed. The Rangers retreated to the wilderness and the outlands long ago; they seldom visit the decadent, glittering cities, for these are places that have turned aside from much of the lore the Rangers protect. As a Ranger, you are well-versed in the subtle skills of the wilderness, and you are a dangerous opponent in battle. Moreover, when you reach higher level, your studies and understanding of ancient lore have developed to the point where you can actually cast spells. You are a guardian of civilization and a protector of the weak, normally hunting the creatures of chaos in the wild places where they lurk. You take the battle directly to the enemy, in its very lair.

ABOUT RANGERS

Alignment: Rangers must be, and remain, Lawful in alignment, or they lose all Ranger abilities and are treated as ordinary Fighters.

Title: When a Ranger attains 8th level, other Rangers refer to the character by the title of "Ranger-Knight." At this point, certain class restrictions no longer apply.

Charity: Other than whatever is needed for food and shelter, a Ranger must donate all treasure to charities or temples associated with the Lawful alignment. This restriction is lifted when the character becomes a Ranger-Knight.

Followers: Until reaching the status of a Ranger-Knight, the character may not hire or accept followers of any kind, not even lantern-bearers or servants. They even prefer to fetch their own ale at taverns rather than being waited upon.

Association with Other Rangers: Until the character reaches the status of a Ranger-Knight, a Ranger may not operate in concert with more than one other Ranger. This does not restrict the Ranger's membership in an order of Rangers — it restricts only the number of Rangers that can participate in a particular mission or expedition.

Prime Attribute: Strength, 13+ (+5% experience bonus)

Hit Dice: 2d8 at 1st level, 1d8/level thereafter (Gains 2 hp/level after 9th level)

Armor/Shield Permitted: Any

Weapons Permitted: Any

Race: Only Humans may be Rangers

RANGER CLASS ABILITIES

Tracking: Rangers are able to track down other creatures in the wild, in cities, and even through underground passages.

- **Outdoor Tracking.** Outdoors, the basic chance for successful tracking (on a day-to-day basis) is 90%, modified by a -10% for each day old the tracks are, and modified by -10% (for the entire effort thereafter) for each day of rain (or snow) that has fallen on the trail.

- **Underground and City Tracking.** Tracking in the city (any urban or populated area) or underground, makes it considerably harder to find and follow a trail. First, the beginning of the trail must be no more than an hour old. The base chance to track is still 90%, but each time the trail changes (as described below), there is a chance for the Ranger to lose the trail and be unable to track it further; that is, the Ranger cannot pick up the trail even by circling the area where the trail was lost. The circumstances under which the prey can "lose" the Ranger are as follows:

Turns down a side passage:	25% chance to lose trail
Goes through a door:	35% chance to lose trail
Goes up or down through a trapdoor or ladder:	40% chance to lose trail
Climbs a wall up or down (including pits and shafts):	50% chance to lose trail

Alertness: A party containing a Ranger is unlikely to be surprised, with only a 1-in-6 chance.

Magic Items: Rangers can use any magic items that can normally be used by Fighters.

Giants and Goblin-types: Rangers are well trained to deal with giants, trolls, ogres, orcs, goblins, and kobolds. Against any of these sorts of monsters, Rangers gain +1 damage per level with a successful attack roll.

Scholar of Healing Magic (8th): At 8th level, a Ranger's scholarship allows the character to use certain magic items not normally usable by fighter-types. Rangers of this level can employ Clerical healing scrolls and any other magic items that heal damage or disease. Note that if the item has other abilities in addition to healing, the Ranger cannot employ these other powers unless the item is normally usable by Fighters.

Scholar of Scrying Magic (9th): At 9th level, a Ranger can use any and all magic items, including spells from scrolls, that involve scrying magic. Examples would be the *clairvoyance* spell or *crystal balls*.

Scholar of Travel Magic (9th): Also at 9th level, a Ranger may employ any and all magic items, including spells from scrolls, that use magic involving teleportation, dimensional travel, or passing through objects. Examples would be a *passwall* or a *passplant* scroll).

Fortress (9th): At 9th level, the Ranger may build a fortress in the wilderness in order to house the character's growing number of loyal retainers. When the fortress (which may be small or quite large, depending on the Ranger's purposes) is completed, the Ranger's reputation draws a number of new followers, as well as peasants seeking a safe place to settle. Roll 2d12 to deter-

mine the number of followers. Determine the class of each in this order: half of the total will be Fighters, a quarter of them will be Clerics, one-fifth of them will be Magic-Users, and if there are more than 20 followers, one of them will be a Neutral-aligned Thief.

The followers will be at least second level; for each there is a 25% chance to add 1d4 to the base second level. Also, for each of these followers, there is a 2% chance that the follower is actually a highly unusual type instead of whatever the dice originally indicated. Roll 1d6 on the table below to determine the type:

1-2	Another Ranger (level 1d6+1)
3-4	A lycanthrope (werebear or wereboar)
5	A mated pair of unicorns
6	A pegasus

RANGER ADVANCEMENT TABLE

Number of Spells (by level)**

Level	Experience Points Required for Level	Hit Dice (d8)*	Saving Throw	1	2	3
1	0	2	14	—	—	—
2	2,500	3	13	—	—	—
3	5,000	4	12	—	—	—
4	12,000	5	11	—	—	—
5	25,000	6	10	—	—	—
6	50,000	7	9	—	—	—
7	100,000	8	8	—	—	—
8	175,000 Ranger-Knight	9	7	—	—	—
9	275,000	10	6	Clr 1	—	—
10	550,000	10+2 hp	5	Clr 2 MU 1	Clr 1	—
11	825,000	10+4 hp	4	Clr 2 MU 2	Clr 1 MU 1	—
12	1,100,000	10+6 hp	4	Clr 3 MU 2	Clr 2 MU 1	Clr 1
13	1,375,000	10+8 hp	4	Clr 3 MU 3	Clr 2 MU 2	Clr 1 MU 1
14	1,600,000	10+10 hp	4	Clr 4 MU 3	Clr 3 MU 2	Clr 1 MU 1
15	1,800,000	10+12 hp	4	Clr 4 MU 4	Clr 3 MU 3	Clr 1 MU 1
16	2,000,000	10+14 hp	4	Clr 4 MU 4	Clr 3 MU 3	Clr 2 MU 1
17	2,200,000	10+16 hp	4	Clr 4 MU 4	Clr 3 MU 3	Clr 2 MU 2
18	2,400,000	10+18 hp	4	Clr 5 MU 4	Clr 4 MU 3	Clr 2 MU 2
19	2,600,000	10+20 hp	4	Clr 5 MU 5	Clr 4 MU 4	Clr 2 MU 2
20	2,800,000	10+22 hp	4	Clr 5 MU 5	Clr 4 MU 4	Clr 3 MU 2
21+	+200,000 per level	+2 hp/level	4	Clr 5 MU 5	Clr 4 MU 4	Clr 3 MU 3

* Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 11th-level Ranger has 10HD plus 4 hit points total, not 10HD plus 2 hit points gained at 10th level and another 4 hit points gained at 11th.

** Rangers continue to gain spells after 21st level according to the same pattern.

THIEF

You are a figure in the shadows, an expert in stealth and delicate tasks. Locks, traps, and scouting are your trade; you are the eyes and ears of the adventuring party, the one who handles the perils of the dungeon itself. In many ways, you are a scholar of the world; in the course of your profession you pick up knowledge about languages and even magic. True, in combat you are not the equal of armored Fighters or Clerics, but they rely on your knowledge and specialized skills to get them safely into and out of the dangerous places where treasure is to be found. You are the guide; the scout; and when necessary, the deadly blade that strikes from the shadows without warning. In your profession, it takes great skill to survive — the life expectancy of most Thieves is very short. However, if you rise to high level, your reputation in the hidden community of tomb robbers and alley skulkers will attract followers to your side, often enough allies to place you in power as a guildmaster of Thieves. A high-level Thief is a deadly opponent, for such an individual has learned subtlety and survival in the game's most difficult profession.

ABOUT THIEVES

Alignment: All Thieves must be either Neutral or Chaotic in alignment.

Prime Attribute: Dexterity, 13+ (+5% experience bonus)

Hit Dice: 1d4/level (Gains 1 hp/level after 10th level)

Armor/Shield Permitted: Leather armor; no shield

Weapons Permitted: Any, but magical weapons are limited to daggers and swords

Race: Any

THIEF CLASS ABILITIES

Backstab: When attacking with surprise, from behind, the Thief gains +4 to hit and inflicts double damage. At levels 5–8, damage is tripled, and from a Thief above level 8 such an attack inflicts quadruple damage.

Saving Throw Bonus: Thieves gain a +2 bonus on saving throws against devices, including traps, magical wands or staves, and other magical devices.

Read Normal Languages (3rd): Thieves of 3rd level and above can figure out the gist of most written languages, and have an 80% chance to comprehend treasure maps or written documents. This does not mean they can automatically decipher codes or solve riddles, although it would allow them to understand what a riddle says, for example.

Read Magical Writings (9th): At 9th level, a Thief has gained enough knowledge to decipher magical writings (although not the "divine" writings of Clerics), but their understanding is not perfect when the magic is complicated (that is, for spells higher than 6th level). Thieves can cast Magic-User spells from scrolls, but for the high-level spells they have a 10% chance to get a dangerously unpredictable result, usually the reverse of the intended effect.

Establish Guild (9th): At 9th level, a Thief is well known enough to assemble a small guild of Thieves if the character chooses, attracting a shadowy band of sneaks, thugs, and other unsavory characters into his or her service.

Thieving Skills:

- 1) Climbing walls or cliffs. The percentage chance is what the thief needs to climb a wall that others cannot climb. If the wall is more difficult than normal (very slippery, for example), the referee may lower a thief's chances of success. In general, if a normal person has a chance to climb a wall, a thief can most likely do it automatically.
- 2) Delicate tasks. This percentage chance is used for disabling small mechanical traps such as poisoned needles and is also used for picking pockets. The skill is also used to detect whether a mechanism, keyhole, or other small location contains a trap that can be removed.
- 3) Hearing sounds. A thief can hear well when concentrating; this mainly includes listening at doors.
- 4) Hiding in shadows. Thieves can make themselves very hard to see when lurking in the shadows. Anyone can hide, of course, but thieves are virtually invisible and can move around while hiding.
- 5) Moving silently. Thieves can move quietly, without being heard.
- 6) Opening Locks. Thieves can pick locks; some locks might be unusually difficult, in which case the Referee might reduce the percentage chance as appropriate.

THIEVING SKILLS

Level	Climb Walls	Delicate Tasks and Traps	Hear Sounds	Hide in Shadows	Move Silently	Open Locks
1	85%	15%	3 in 6	10%	20%	10%
2	86%	20%	3 in 6	15%	25%	15%
3	87%	25%	4 in 6	20%	30%	20%
4	88%	30%	4 in 6	25%	35%	25%
5	89%	35%	4 in 6	30%	40%	30%
6	90%	40%	4 in 6	35%	45%	35%
7	91%	45%	5 in 6	40%	50%	40%
8	92%	50%	5 in 6	55%	60%	55%
9	93%	60%	5 in 6	65%	70%	65%
10	94%	70%	5 in 6	75%	80%	75%
11	95%	80%	6 in 6	85%	90%	85%
12	96%	90%	6 in 6	95%	100%	95%
13	97%	100%	6 in 6	100%	100%	100%
14	98%	100%	6 in 6	100%	100%	100%
15	99%	100%	6 in 6	100%	100%	100%
16+	Remains at 99%	Remains at 100%	Remains at 6 in 6	Remains at 100%	Remains at 100%	Remains at 100%

Some non-human Thieves gain bonuses to certain thieving abilities, as described in the table below:

NON-HUMAN THIEF BONUSES TABLE

Race	Climb Walls	Delicate Tasks and Traps	Hear Sounds	Hide in Shadows	Move Silently	Open Locks
Dwarf	—	+10	—	+5	+5	+5
Elf	—	—	—	+15	+10	—
Half-Elf	—	—	—	—	—	—
Halfling	—	+5	—	+10	+10	+10

THIEF ADVANCEMENT TABLE

Level	Experience Points Required for Level	Hit Dice (d4)	Saving Throw
1	0	1	15
2	1,250	2	14
3	2,500	3	13
4	5,000	4	12
5	10,000	5	11
6	20,000	6	10
7	40,000	7	9
8	60,000	8	8
9	90,000	9	7
10	120,000	10	6
11	240,000	10+1 hp	5
12+	+130,000 per level	+1 hp/level	Remains at 5

CHANGING CHARACTER CLASS

DUAL-CLASSING

Single-classed Fighters, Magic-Users, Clerics, and Thieves can change character class, progressing in the new class and abandoning the old one. The only limitation is that Magic-Users may not switch to become Clerics, nor can Clerics switch to Magic-User. In order to change class, the character must have a minimum attribute score of 16 in the Prime Attribute of the new class. Further rules are up to the Referee, who will take into account that advancing in the new class would be quite fast, since the low levels do not require as many experience points for advancement. One possible way to limit a rapid rise in hit dice for one of these "dual-classed" characters is to reduce the amount of XP given to the character from adventuring, dividing all gained XP by the level at which the character made the switch. Thus, a 5th-level Magic-User who switches to become a Fighter (keeping the Magic-User powers) would divide all awards of experience points by 5 for gaining Fighter levels until becoming a 5th-level Fighter. Note that switching classes would not allow the character to have more than 9 full hit dice no matter how many total levels were gained. Obviously, too, the character must be behaving mainly in the capacity of the new class, relying on the abilities of the former class as a secondary or even last-ditch resort. There are many possible ways to handle such "dual-classing," and the Referee is the ultimate decision-maker on how to handle it.

TAKING THE VOWS OF A PALADIN

A Fighter of Lawful alignment may at any time take on the vows of a Paladin and become a member of that class, provided the character has a Charisma of at least 17. The Referee will decide how to handle such matters as the level, hit dice, and experience points the character has after making this change; it is strongly recommended that the character not actually gain experience points by changing classes, however.

WHY WOULD I PLAY A

FIGHTER OR CLERIC CHARACTER?

Some of the classes appear on the surface to be more powerful than Fighters or Clerics, and it is common for players to ask why they would ever choose to play a Fighter or Cleric. In the Original Game, there were minimum required attribute scores for the "powerful" classes of Ranger, Paladin, Monk, Druid, etc. If you had some bad die rolls, these classes were not available for your character. The minimum scores were:

Assassin:	Str 12, Dex 12, Int 12
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Druid:	Wis 12, Cha 14
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Monk:	Str 12, Dex 15, Wis 15
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Paladin:	Cha 17
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Ranger:	Con 15, Int 12, Wis 12
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Your Referee might require these minimum scores, possibly allowing you to add points to one score by subtracting from another (most likely on a 1-for-2 basis).

Players who are familiar with later "Advanced" editions of the Original Game may notice that **Swords & Wizardry** uses a strict interpretation of the Original Rules in one very important respect: Even though Paladins and Rangers are considered types of Fighters, they do not have some of the key advantages of the true Fighter class. They cannot parry as Fighters do, they cannot make multiple attacks against creatures of fewer than 1 hit die, and they *do not gain Strength bonuses* to their to-hit or damage rolls. The Original Game does not specify that Paladins and Rangers have these abilities of the Fighter class, and given the additional powers of the Ranger and Paladin classes, there is no reason to stretch the rules to give them more benefits. "Advanced" versions of the game allowed attack bonuses (based on high Strength) to all character classes, but in the Original Game and in **Swords & Wizardry**, attack bonuses are a specific attribute of the Fighter class.

CHOOSE A CHARACTER RACE

In a fantasy world, humans often are not alone. Elves may populate the great forests, Dwarfs carve their halls and mines into the heart of the earth, and Halflings reside in the comfortable hill-houses of their bucolic shires. The Referee will inform you if there are other non-human races available for use as player characters.

DWARFS

The Dwarf player character has a +4 on saving throws against any magic, and easily takes note of certain features of stonework: sloping corridors, moving walls, and traps made of stone — in particular, falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts. They can also identify whether stonework is recent or not. There is no established die roll or rule for using these abilities; exactly what a Dwarf does or does not perceive is up to the Referee. Dwarfs can see in the dark (darkvision) to a limit of 60 feet.

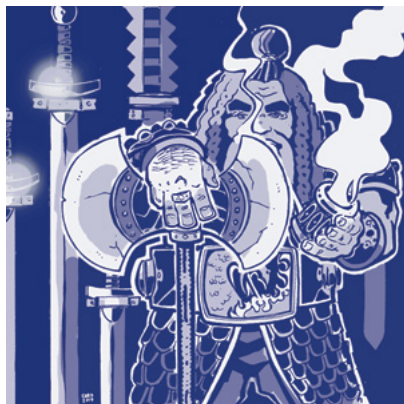
Dwarven player characters must be Fighters or Fighter-Thieves. Multi-classed Fighter-Thieves are limited to 6th level as Fighters, and may not advance beyond this point. (For more information on multi-classed characters, see below.) A Dwarf who is purely a Fighter may advance beyond 6th level only if the warrior has Strength of 17 (maximum 7th level) or 18 (maximum 8th level). Such a Fighter may also take advantage of any XP bonus due to a high Strength score to gain experience more quickly.

Dwarfs that are not player characters might have completely different limitations or abilities than Dwarf player characters, as determined by the Referee. In particular, dwarven Fighter-Clerics exist, with the ability to reach as high as 7th level as a Cleric, and the Referee might choose to allow such a class to players.

CONTINUED ADVANCEMENT

Non-human characters are limited in their advancement in many classes. If a character has only a single class, rather than completely halting the advancement in that class, the Referee might allow the character to continue gaining levels more slowly. A severe penalty would be applied to the amount of experience being gained once the ordinary maximum (as indicated in the appropriate Race description) is attained. The penalty might, for example, be 50%, although any XP Bonus would still apply.

If a character with multiple classes has maximum limits to levels in all classes, the Referee might allow the character to advance slowly in one class after all limits have been reached. When the multi-classed character has reached the highest permitted level in all classes, the Referee may let the player choose one class in which the character can continue to advance. The character could then continue gaining levels, but with a severe penalty to the amount of experience being gained, such as the 50% suggested above. In addition, the usual procedure of dividing experience points among all classes still applies.



ELVES

Elves can see in the dark (darkvision) to a range of 60 feet and generally have a 4-in-6 chance to find secret doors when searching, unlike the other races, which have a 2-in-6 chance. Elves also have a 1-in-6 chance to notice a secret door even when they are not searching. They also cannot be paralyzed by ghouls.

Elven player characters may be Fighter/Magic-Users, Thieves, or Fighter/Magic-User/Thieves. In the Thief class, an Elf may advance with no maximum level limit. An Elf that is solely a Thief may take advantage of any XP bonus due to a high Dexterity score to gain experience more quickly. Elves advancing in more than one class are limited to 4th-level Fighter (5th level with Strength of 17, 6th level with Strength of 18) and 8th-level Magic-User (9th with an Intelligence of 18). (For more information on multi-classed characters, see below.) Regardless of any further progression in levels as a Magic-User, Elves are able to cast magic spells only as high as 5th-level spells.

Those Elves who are not player characters might have abilities and limitations completely different from those of an adventuring Elf. The nature of the elven race as a whole is entirely the province of the Referee, and might include non-player characters of any class.

HALF-ELVES

Half-elves have abilities very similar to those of true Elves. They can see in the dark (darkvision) to a range of 60 feet and generally have a 4-in-6 chance to find secret doors when searching.

Half-elves may be Fighter/Magic-Users, and may also multi-class as Fighter/Magic-User/Clerics. (For more information on multi-classed characters, see below.) Half-elves do have restrictions on maximum levels: a Half-elf can reach 6th level as a Fighter (7th with a strength of 17 and 8th with a strength of 18), and can reach 6th level as a Magic-User (7th with an intelligence of 17 and 8th with an intelligence of 18). Half-elves are limited to 4th level as Clerics. Half-elves may also be Thieves (single-class only), but may not pursue other single classes such as Fighter or Magic-User. As a Thief, a Half-Elf can advance with no maximum level limit, and may also take advantage of any XP bonus due to a high Dexterity score.

Those Half-elves who are not player characters might have abilities and limitations completely different from those of a Half-elf adventurer. The nature of Half-elves and their place in the world is entirely up to the Referee, and he or she might include non-player characters of any class.

HALFLINGS

Halflings gain a +4 on saving throws against magic, and a +1 bonus when using missile weapons. Halfling characters may advance as Fighters, but they are limited to 4th level simply due to their diminutive size and generally non-aggressive nature. They may also choose to be Thieves, in which case they have no limit on level advancement. Halfling characters may take advantage of any XP bonus due to high Attribute scores to gain experience more quickly.

Halflings who are not player characters might have classes, abilities and limitations which are completely different from those of a Halfling adventurer. The nature of the Halfling race as a whole is determined by the Referee, and might include non-player characters of any class

HUMANS

Humans are the default race for **Swords & Wizardry**, and thus they receive no specific bonuses or penalties as do the other races. Humans are a hardy breed, fighting vigorously to expand and guard their civilization in a dangerous world. Many perils lurk beyond the borders of the human lands, but humanity must be ever alert to the possibility of treachery within its own territories and kingdoms: The very individuality that makes humankind so diverse and energetic as a race can also breed those who are dark of mind and willing to cooperate with the forces of evil and chaos.

Note that non-humans cannot be Assassins, Druids, Monks, Paladins, or Rangers as player characters.



MULTI-CLASSING IN SWORDS & WIZARDRY

Dwarfs, Elves, and Half-Elves may have more than one class at a time, which is called "multi-classing." Each race has certain allowed combinations for player characters. Halfling and Human characters may have only a single class. Multiple classes are written with a slash as a separator, as are multiple levels. For instance, a dwarf Fighter/Thief may be level 6/7 (listing the Fighter level and then the Thief level), while a half-elven Fighter/Magic-User/Cleric might be level 4/3/4.

MULTI-CLASSING NOTE 1

The rules of the Original Game are exceedingly unclear on the details of how some of this multi-classing operates.

Swords & Wizardry treats each multi-class in the same basic fashion, which is one valid interpretation of the Original Game, although not necessarily the only one.

Humans cannot be true multi-class characters, but can still be dual-class characters. See the earlier sidebar, "Changing Character Class," for details.

HIT DICE

Multi-class characters begin with a single hit die. Each multi-class hit die is calculated by rolling the appropriate die for each class and averaging the result. A multi-classed character is limited to a total of 9 hit dice no matter what combination of classes is used. After reaching 9 HD, the character gains only 1 hit point per additional level.

ABILITIES AND LIMITATIONS

The multi-classed character acts with the abilities of both (or all three) classes at one time, and is also subject to the limitations of each class at once. Therefore, although a Fighter-Thief can choose to wear armor of any kind, the character cannot use thief skills while wearing any armor heavier than leather. In addition, an Elf or Half-Elf cannot cast spells while wearing non-magical armor, although magical armor does not inhibit spell casting (for Elves and Half-Elves only).

SAVING THROWS

The saving throw of a multi-classed character is the best available from the different choices, including any bonuses from a character class. For example, an elven Fighter/Magic-User of level 1/1 making a saving throw against a spell would compare the saving throw of a Fighter to the saving throw of a Magic-User. The Fighter's saving throw would require a roll of 14. The Magic-User's roll would require a roll of 15, but Magic-Users have a +2 saving throw bonus against spells, so as a Magic-User the Elf would require a roll of only 13 (since $13 + 2 = 15$, the saving throw's minimum number). Thus, the saving throw would be made as a Magic-User, requiring a minimum roll of 13 to succeed. The character would not use the Fighter's saving throw (14) with the Magic-User's bonus of +2; it must be one way or the other.

EXPERIENCE POINTS

Any experience points received are divided evenly among all the classes of a multi-classed character, even when the character can no longer advance in one or more classes. Multi-classed characters do not receive bonuses to experience points, regardless of their Attribute scores.

MULTI-CLASSING NOTE 2

The rules of the Original Game are unclear about when a multi-classed character would gain hit dice, since the rules of Supplement 1 might or might not be seen as a change to certain methods for using elven multi-classed characters. For **Swords & Wizardry**, we decided that it did change the whole method. Those who are interested in variant possibilities might want to find a copy of the Original Game, and compare the description of the Elf Fighter/Magic-User to the description of the Elf Fighter/Magic-User/Thief in Supplement 1.



LEVEL ADVANCEMENT

The abilities of a class are gained as soon as a new level is achieved in that class, but a new hit die is not gained until the character has advanced a level in all classes. In other words, a dwarven Fighter/Thief would not gain a "Thief" hit die at level 1/2; instead, the character would receive a second multi-class hit die (the averaged result of the roll of a d8 and a d4) after reaching 2nd level as a Fighter also.

If a multi-classed character reaches the point where one class is "capped," and the character cannot advance in that class any more, the character still gains only a new hit die when both (or all three) levels would have been reached. For example, an elfen Fighter/Magic-User reaches 4th-level Fighter and 4th-level Magic-User with 10,000 XP in each class, when the Magic-User experience reaches 4th level. Now the player rolls a new hit die, rolling a d8 and a d4 and taking the average of the result. When the character later reaches 16,000 XP in each class, normally that would mean gaining a level as a Fighter. However, since an Elf is capped at 4th level as a Fighter, there is no result. When the Elf reaches 20,000 XP in each class and becomes a 5th-level magic-user, the new hit die is rolled. (It is still an average of rolling a d8 and a d4.) For the sake of example, if somehow the Elf had lost XP in the Fighter class, reaching 10,000 XP in the Magic-User class (4th level) without first reaching 8,000 XP (4th level) as a Fighter, then the Elf would not gain an additional hit die until reaching 8,000 XP as a Fighter. This situation is not likely to arise.

MULTI-CLASSING NOTE 3

The **Swords & Wizardry** method for Dwarven, Elven, and Half-elven multi-classing (that is, granting new hit dice only once all levels are reached) has the effect of slowing down the pace of hit-point advancement for these characters, thus offsetting the natural advantages of seeing in the dark, etc. Also, the restricted availability of certain single classes is done (maintained from the Original Game rules, actually) to represent the inherently different nature of these races; it helps avoid the "elves are humans with pointy ears" syndrome.



CHOOSE AN ALIGNMENT

Law and Chaos are cosmic forces engaged in an ageless, eternal struggle of civilization (Law) against the powers of blood-drenched anarchy and dissolution (Chaos). This is the ultimate battleground of demons and godlings, unspeakable ancient horrors and distant powers of divinity, fought across all the planes of existence and in all the nuances of the profound and incomprehensible multiverse. There are cosmic forces of Neutrality as well, standing aloof from the battle between Law and Chaos and working toward their own inscrutable ends. This is the realm of matters that humankind is not meant to know; those who delve too deeply into blasphemous lore and higher realities do so at the very real risk of their sanity.

This vast opposition extends into every corner of the universe. Great and horrible demon-princes forge their subtle plans to bring ruination to all things, while the hosts of Law marshal their own allies against ancient foes and new, rising, threats to civilization. Even the player characters are involved with this eternal struggle, whether directly or indirectly, for every action tilts the balance infinitesimally to one side or the other. Will the adventurers attempt to stay out of such matters, remaining neutral between the opposing forces? Will they become champions of Law and civilization, heroes against the mad

desolation of Chaos? Or will they themselves fall into the subtle lure of power offered by the legions of anarchy?

All characters are aligned with Law, Chaos, or Neutrality. Any person who is active on behalf of civilization and goodness is considered to be Lawful, while one who has fallen into the dark realms of demonic beliefs or vicious cruelty is considered Chaotic. Characters who fall into the gray areas of morality in between these extremes are considered Neutral. Druids, who sanctify the forces of nature and its holy places, are a good example of Neutrality since they support neither civilization nor anarchy. Most Thieves, too, are neutral, for they follow a course of self-interest without (usually) being bloody-handed or homicidal. Virtually all monsters are, by their very nature, servants of Chaos.

It is not necessary, of course, to run a “heroic” game of **Swords & Wizardry**. Many adventuring parties are out for fame and fortune and do not want to get tangled up in the opposition of Law and Chaos. These freebooters might have their own codes of personal morality, but heroism and honor seldom guide their actions if balanced against survival and loot.

BUY EQUIPMENT

Each character starts with some gold pieces at the beginning of an adventuring career; these are used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below. To make it easier to add up, items of equipment that cost less than a gold piece are shown in fractions of a gold piece, not with the silver piece or copper piece price.

EQUIPMENT TABLES

GENERAL EQUIPMENT

Item	Cost
Backpack (30-pound capacity)	5 gp
Barrel	2 gp
Bedroll	0.2 gp
Bell	1 gp
Block and tackle	5 gp
Bottle of wine, glass	2 gp
Candle	0.01 gp
Canvas (per square yard)	0.1 gp
Case (map or scroll)	1 gp
Chain (10 feet)	30 gp
Chalk, 1 piece	0.05 gp
Chest	2 gp
Crowbar	0.2 gp
Fishing net (25 square feet)	4 gp
Flask, leather	0.03 gp
Flint & steel	1 gp
Garlic, charmed	10 gp
Grappling hook	1 gp
Hammer	0.5 gp
Holy symbol, wooden	1 gp
Holy symbol, silver	25 gp
Holy water (flask)	25 gp
Ink (1-ounce bottle)	1 gp
Ladder (10 foot)	0.05 gp
Lamp, bronze	0.1 gp

STARTING GOLD

Roll 3d6 and multiply by 10. This represents the number of gold pieces (gp) that your character has at the start of the campaign.



Item	Cost
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20 gp or more
Manacles	15 gp
Mirror, small steel	20 gp
Musical instrument	5 gp
Oil, lamp (1 pint)	0.1 gp
Parchment (sheet)	0.2 gp
Pole (10 foot)	0.2 gp
Pot, iron	0.5 gp
Rations, trail (per day)	0.5 gp
Rations, dried (per day)	1 gp
Rope, hemp (50 feet)	1 gp
Rope, silk (50 feet)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal whistle	0.5 gp
Spellbook, blank	25 gp
Spike, iron	0.05 gp
Tent	10 gp
Torch	0.01 gp
Waterskin	1 gp
Wolfsbane	0.1 gp

ITEM DESCRIPTIONS

Most of the items are self-explanatory, but extra details are useful for a few of them.

Garlic, charmed: A head of garlic with hexes and blessings on it. Normal garlic has a minor effect on undead, but charmed garlic works much better.

Holy symbol: Often needed for Cleric spells and for turning the undead. In some cases, silver ones work better.

Holy water: Causes damage when thrown on most types of undead creatures and demons. This can be useful, since many of the more-powerful undead and demons can otherwise be damaged only with magical weapons.

Lantern, bullseye: These shine a beam of light 60 feet long but only 10 feet wide through a hole in the lantern's metal cylinder. They have a hinged cover that allows the light to be hidden.

Lantern, hooded: These are normal lanterns open on all sides, with the flame shielded by glass. They shine a 30-foot radius of light in all directions.

Oil, lamp: A pint of oil keeps a lantern (either type) burning for four hours. Oil is also highly flammable; a lit flask of oil can be used as a thrown weapon to cause 1d4 points of damage with a successful hit, and 1 more point of damage per round for the next 2 rounds. Burning oil can also be used to create a hazard for pursuing monsters.

Torches: Torches burn for one hour and create a 30-foot radius of light. They are easily blown out by gusts of wind, and may even be extinguished when dropped. However, if the party needs to set something on fire quickly — and they will — a lit torch can come in very handy.

Wolfsbane: Fresh wolfsbane often keeps werewolves at bay ... temporarily.

TRANSPORTATION

Type	Cost
Cart, Hand	10 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20 gp
Rowboat	20 gp
Wagon	50 gp

MELEE WEAPONS

	Weapon Damage	Weight (pounds)	Cost
Axe, battle ^{1, 2}	1d8	15	5 gp
Axe, hand ³	1d6	5	1 gp
Club	1d4	10	0 gp
Dagger ³	1d4	2	2 gp
Flail (two-handed)	1d8	10	8 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6	10	10 gp
Polearm (two-handed)	1d8+1	15	10 gp
Spear ^{1, 2, 3}	1d6	10	1 gp
Staff (two-handed)	1d6	10	0 gp
Sword, bastard ^{1, 2}	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

¹ Weapon can be used either one- or two-handed

² When wielded two-handed, gain +1 damage bonus

³ Can be used as both a melee and a missile weapon

Rate of fire is the number of times that a missile weapon can be fired during a single combat round. Some bows, such as a shortbow, can be fired two times during a combat round, while a heavy crossbow can be fired only once in a round and must then be reloaded for a full round before it can be fired again.

MISSILE WEAPONS

Weapon	Damage	Rate of Fire	Range*	Weight (pounds)	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
Axe, hand	1d6	1	10ft	5	1 gp
Bolts, heavy (20)	1d6+1	By weapon	By weapon	1	2 gp
Bolts, light (20)	1d4+1	By weapon	By weapon	1	2 gp
Bow, long	See Arrows	2	70ft	5	60 gp
Bow, short	See Arrows	2	50ft	5	15 gp
Crossbow, heavy	See Bolts, heavy	1/2	80ft	5	20 gp
Crossbow, light	See Bolts, light	1	60ft	5	12 gp
Dagger	1d4	1	10ft	2	2 gp
Dart	1d3	3	15ft	1	0.2 gp
Javelin	1d6	1	20ft	5	0.5 gp
Sling	See Stones, sling	1	40ft	1	0.2 gp
Spear	1d6	1	20ft	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 gp

* Shooting or throwing beyond this range is at a –2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.



ARMOR

Armor Type	Effect on AC from a base of 9[10]	Weight ¹ (pounds)	Cost
Shield	-1[+1]	10	15 gp
Leather	-2[+2]	25	5 gp
Ring	-3[+3]	40	30 gp
Chain	-4[+4]	50	75 gp
Plate	-6[+6]	70	100 gp

¹ Magical armor weighs half normal.

CALCULATING ARMOR CLASS

Now it is time to talk about Armor Class and what it means. Basically, Armor Class (AC) is an indicator of how difficult it is to “hit” a character or creature in combat, but here is where it gets complicated.

Swords & Wizardry has two different ways of numbering armor class, and a group must choose which system to use. Ask the Referee if he or she is using the ascending system or the descending system for Armor Class. The numbers all work out the same, but in the ascending system it is better to have a high Armor Class, and in the descending system it is better to have a low Armor Class. The Original Game used a descending system, and that is the official system of **Swords & Wizardry** as well. However, many gamers prefer the ascending system (high numbers are always better, right?) so it is included throughout as an option.

All numbers for the alternate ascending Armor Class system are in [brackets]. When using the regular system, simply ignore the numbers in brackets. (Everywhere. Wipe them from your mind. Make them invisible.)

Here is how to calculate the effect of your armor on your Armor Class:

USING THE DESCENDING (REGULAR) SYSTEM

If you are using the regular descending Armor Class system, an unarmored character has an Armor Class of 9. Every type of armor has an “Effect on AC.” Ignore the bracketed numbers and use the “Effect on AC” to reduce the base Armor Class of 9. The lower the result, the better; powerful characters may have an AC reaching into the negative numbers.

USING THE ASCENDING (ALTERNATE) SYSTEM

If you are using the alternate ascending Armor Class system, an unarmored character has an Armor Class of 10. (That is not 9, as in the regular system, but TEN.) Actually, it is [10], because we use brackets to identify that system. Now the “Effect on AC” numbers are the ones in [brackets] and wearing armor causes AC to go up rather than down, the higher the better.



WEIGHT AND MOVEMENT

Weight is listed in pounds. A “normal” level of miscellaneous equipment (not including armor and weapons) is assumed to weigh 10 pounds. Treasure is added to this, with each coin and gem weighing one-tenth of a pound. These are big, heavy coins and gems, but that is just the way of things in a fantasy world. Coins should clink, and gems should be the size of dice.

All characters, depending on the weight of the armor and equipment they are carrying, have a base movement rate as follows:

BASE MOVEMENT RATE

Weight Carried*	Base Movement Rate
Up to 75 pounds	12
76–100 pounds	9
101–150 pounds	6
151–300 pounds (300-pound maximum)	3

* Carry Modifier (from Strength, if any, is added to the total. For example, an adventurer with a Carry Modifier of +10 can carry up to 85 pounds before dropping from a Movement Rate of 12 to a Movement Rate of 9, while a person with a Carry Modifier of –10 would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment.

INDOOR, UNDERGROUND, AND CITY MOVEMENT

Description	Speed	Results
Walking	Base movement rate times 20 feet/turn	Mapping and careful observation of the surroundings are possible.
Running	Base movement rate times 40 feet/turn	No mapping permitted. Characters are automatically surprised and have no chance to surprise others. The sound of running may attract the attention of enemies.
Combat	Base movement rate divided by 3, times 10 feet, is how far the character can move in one round. Thus: Base movement of 6 = 20ft Base movement of 9 = 30ft Base movement of 12 = 40ft.	Dashing around, battling your foes. Alternatively, running for your life.

OUTDOOR MOVEMENT

Description	Speed	Results
Hiking	Base movement rate in miles/day	No forced march checks required
Forced March	Double base movement rate in miles/day	Forced march checks required once per day (4d6 vs. strength)
Combat	Base movement rate divided by 3, times 10 yards (not feet), is how far the character can move in one round	Battling your foes or running for your life

HOW TO PLAY

Once you have created a character, the Referee will describe the setting and what your character can see. The game might start in a rural peasant village, in a vast and teeming city spiked with towers and minarets, in a castle, in a tavern, or at the gates of an ancient tomb — that is up to the Referee. But from that point on, you describe what your character does. Going down stairs, attacking a dragon, talking to people on the street — all of these sorts of things are your decisions. The Referee tells you what happens as a result. Maybe those stairs lead down to a huge and echoing tomb, or perhaps that dragon attacks your character with a storm of fiery breath. These are the Referee's decisions. The rules below are guidelines for how to handle certain events: combat, movement, healing, dying, and other important parts of the game.

Basically, you and the Referee work together, with the Referee handling the details of a dangerous fantasy world, and you deciding what your character does in it. The epic story of your character's rise to greatness (or unfortunate death) is yours to create in the Referee's world.

GAINING EXPERIENCE

Characters are awarded experience points (XP) for killing monsters and accumulating treasure. Monsters each have a set experience point value (given in the monster's statistics), and each gold piece acquired earns one point as well. It may seem odd to award experience for treasure, but keep in mind that **Swords & Wizardry** is not just about slaying monsters — it is about outwitting your foes when you can! In fact, sometimes trickery and guile are the only way to handle a powerful monster such as a dragon or a demon. Skilled players avoid risking their characters' lives if there is another, smarter way to walk out of the dungeon with a backpack full of gems and loot.

XP Bonus: Each Character Class has one or more Prime Attributes listed in its class description. If a character has this Prime Attribute at 13 or higher, all experience point awards to the character are increased by 5%. (If the class has more than one Prime Attribute, all must be 13 or above to earn to bonus.) Additionally, if the character has a Charisma score of 13 or more, experience point awards are increased by 5%. Finally, if the character has a Wisdom score of 13+, the character gains a third 5% bonus. Thus high Wisdom or Charisma may earn bonuses twice for a character, as the Prime Attribute as well as

individually. It is possible for a character to gain as many as three 5% bonuses to experience point awards for a total increase of 15%.

Some multi-classed characters do not receive this bonus; see the rules for multi-classed characters for details.

When your character accumulates enough experience points to reach a new level, you roll another hit die and add that number to the character's hit points. He or she may gain new spells or other abilities, as applicable, and combat skills may also increase. In other words, your character has become more powerful and can now pursue greater challenges!

A NOTE ABOUT EXPERIENCE POINTS

Swords & Wizardry uses an XP bonus method adapted from the Original Game rules, because the XP bonus system from the Original Game gets disjointed and even somewhat contradictory when it is applied to the expanded classes such as Rangers, Paladins, and even Thieves. So, just to be clear, this XP bonus system is NOT an authentic reproduction of the Original Rules; it is simpler and more modular, which makes it easy to replace with a house rule or with your interpretation of the Original Rules if you choose to do so.

TIME

Sometimes the Referee will rule that "an hour passes," or even, "a month passes," in the life of the intrepid adventurers. However, two important time measurements need quick explanations. These are the "turn," and the "combat round." A turn represents 10 minutes, and a combat round is 1 minute.

Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat. See the Movement Rate tables as an example of how "rounds" and "turns" are used.

SAVING THROWS

From time to time, a spell or some other kind of hazard requires you to make a "saving throw." A successful saving throw means that the character (or monster) avoids the threat or lessens its effect. Each character class has a "Saving Throw" target number, which gets lower and lower — easier to beat, in other words — as a character gains levels. To make a saving throw, roll a d20. If the result is equal to or higher than the character's saving throw target number, the saving throw succeeds.

Take note: Some character classes have better-than-average chances to make a saving throw against particular types of hazards. Magic-Users, for example, get a bonus of +2 to the die roll on their saving throws against spells of all kinds. These various bonuses are described in the explanation of each character class. Fighters, Paladins, and Rangers do not get these bonuses because their base saving throw numbers are better than the other classes across the board.

Monsters can also make saving throws; a monster's saving throw target number is listed in its description.

DIFFERENT CATEGORIES OF SAVING THROWS

The **Swords & Wizardry** saving throw system is an adaptation of the original, which had several categories of different risks instead of a single basic saving throw as used here. The original version had the following categories and target numbers:

SAVING THROW CATEGORIES (ALTERNATIVE METHOD)

	Death Rays and Poison	Wands (all)	Turned to Stone	Dragon's Breath	Spells and Staffs
Clerics (including Druids and Monks)	Level 1: 11	Level 1: 12	Level 1: 14	Level 1: 16	Level 1: 15
	Level 5: 9	Level 5: 10	Level 5: 12	Level 5: 14	Level 5: 12
	Level 9: 6	Level 9: 7	Level 9: 9	Level 9: 11	Level 9: 9
	Level 13: 3	Level 13: 5	Level 13: 7	Level 13: 8	Level 13: 7
Fighters (including Rangers and Paladins)	Level 1: 12	Level 1: 13	Level 1: 14	Level 1: 15	Level 1: 16
	Level 4: 10	Level 4: 11	Level 4: 12	Level 4: 13	Level 4: 14
	Level 7: 8	Level 7: 9	Level 7: 10	Level 7: 10	Level 7: 12
	Level 10: 6	Level 10: 7	Level 10: 8	Level 10: 8	Level 10: 10
Magic-Users, Thieves, and Assassins	Level 1: 13	Level 1: 14	Level 1: 13	Level 1: 16	Level 1: 15
	Level 6: 11	Level 6: 12	Level 6: 11	Level 6: 14	Level 6: 12
	Level 11: 8	Level 11: 9	Level 11: 8	Level 11: 11	Level 11: 8
	Level 16: 5	Level 16: 6	Level 16: 5	Level 16: 8	Level 16: 3

This table does not integrate directly into **Swords & Wizardry**; if you were to house-rule it in, you would have to make some changes such as eliminating the **Swords & Wizardry** class bonuses on saving throws for Magic-Users and Clerics, and giving Paladins a +2 on all saving

throws; but keeping the Druid's +1 saving throw bonus against fire.



A QUICK INTRODUCTION

The Original Game offered essentially NO information about the order in which combat takes place, other than the fact that there is a surprise roll at the beginning of combat, and that the battle is divided into rounds. The game referred readers to a set of wargaming rules for mass combat by the same publisher, but there were no specific guidelines for smaller scale battles. Each set of players simply took those wargaming rules and adapted them in whatever way they liked. Power to the people!

Swords & Wizardry provides a bit more *starting* guidance, from the Original Game's later sources, so you can start playing with less preparation. Once you get going, though, it is essentially the same idea: add what you like, remove what you do not. The game is yours to adapt!

INITIATIVE AND ORDER OF BATTLE

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. Check for Surprise: The Referee determines if a surprise roll is required, and if so, both sides roll to see if they are surprised by the sudden encounter. See below for details of the surprise roll.

2. Declare Spells: This is not an option for a group that was surprised; they have to wait until the beginning of the next round. See below for details of declaring spells.

3. Determine Initiative: Each side rolls a d6 and the side with the highest result is the winner. One roll is made for each side, not for each individual. If this is the first round and one group was surprised, the other side gets to go first automatically, without having to roll a die.

4. Movement and Missile Fire: Each combatant on the side that won initiative may move, or may fire any missile weapons. Then the losers of the initiative roll may move or fire missile weapons.

5. Melee Combat and Spells: Each combatant on the side that won initiative makes any melee attacks (if in melee range) or casts spells. Spells take effect immediately. Spells cannot be cast if the caster is in melee combat with enemies. Losers of the initiative then make their attacks and cast spells.

6. The round is complete. Go back to step 2 (Declare Spells) and repeat the process until the combat is finished.

SURPRISE

In general, a group cannot be surprised if they are already aware of an opponent's presence even though they have not yet seen them — due to hearing them on the other side of a door, for instance. If one side is surprised, the other side automatically gets to take actions before the first initiative roll. If they also win that initiative roll, this means they will have taken two actions before the other side has a chance to do anything. If surprise is a possibility, roll 1d6 for either or both groups, as appropriate. (Roll only once for each side, not for each individual character or monster.) If the result is a 1 or a 2, the group is surprised. A party that includes a Monk or Ranger, however, is surprised only on a roll of 1. It is possible for both groups to be surprised, effectively canceling out the effect on both sides.

And here is something really nasty: If a group is surprised, each person (or creature) in it has a 1-in-4 chance to drop one or more handheld items!

Underground or in a dungeon, the distance between two groups when they discover each other is 1d6 x 10 feet. That is very close; the monsters may already be inside the radius of the adventurers' light source. Outside, the distance will be about 10 times this number, or, if the visibility is bad, three times. Anything affecting visibility could also affect surprise distance. For instance, someone with darkvision will be able to see up to 60 feet clearly at night or underground. A party carrying a light will be visible from much farther away, raising the possibility of an ambush. Other factors that may affect surprise are related to terrain types — thick woods or crowded city streets may decrease visibility and make it easier to surprise travelers. These and similar factors are left up to the judgment of the Referee.

Take note: Monsters do not always leap to the attack. Unless they are on the alert for intruders, the Referee may roll 2d6 to determine whether the monsters attack if they surprise the adventurers. On a roll of 2–6, the monsters are hostile and attack; on a roll of 7–9, the monsters withhold judgment and wait to see if the adventurers are hostile; on a roll of 10–12, the monsters have a positive initial reaction to seeing the adventurers and might even be convinced to offer some help — if they are well paid, of course!

DECLARE SPELLS

Any player whose character is going to cast a spell must say so before the initiative roll. (The Referee makes a similar determination for the opponents.) The casting of any spell starts at the beginning of the combat round. Thus, if the enemies win the initiative roll and damage the spellcaster, the spell's casting may be disturbed and the spell lost. (This is the **Swords & Wizardry** interpretation of several places in the Original Rules where a spell must be "ready.")

ROLL INITIATIVE

At the beginning of a combat round, each side rolls a d6 for "initiative" — the opportunity to act first. The side with the highest roll wins, and that group acts first. Initiative rolls may result in a tie. When this happens, the Referee may choose to resolve the actions as if they are simultaneous, or to have both sides re-roll.

MOVEMENT AND MISSILES PHASE

Winners of the initiative roll take any movement, including any movement-like actions that might happen in combat such as climbing onto tables, or swinging from ropes, etc. Missile fire would also include things such as pushing a boulder off a cliff. The results (deaths, etc.) take effect, and then the losers of the initiative roll have their turn to move or fire missiles. It is not possible for the winners of the initiative roll to wait and see what the foes do — they either move or not. It is up to the Referee whether missile fire includes both shots from a weapon with a rate-of-fire higher than one; a longbow, for example, shoots twice in one round. In many games, only the first shot is allowed in this phase, with the second shot being fired after melee and spells are resolved.

If you are using the Ascending AC system, there is a quick formula presented at the end of this chapter that a Referee can use instead of the charts. (See "Quick Method for Ascending AC Combat"). The Referee will decide whether to use Descending AC or Ascending AC, as discussed earlier in the book.

ALTERNATE COMBAT SEQUENCE METHOD NO. 1

(CORE RULES SYSTEM)

The Core Rules of **Swords & Wizardry** use a somewhat simpler order of combat, which is just as valid as the one used in the Complete Rules; it is another method that was used in the early days of the Original Game. In the Core Rules, there are essentially three phases of the round. First, the side that won initiative moves *and* attacks, or holds the initiative to wait and see what the enemies do. Then the losers of the initiative roll, move, and attack (the losers cannot "hold" their initiative). Finally, anyone who "held" initiative instead of moving and attacking may move and attack.

This system is faster, and mainly differs in only one way from the **Swords & Wizardry** rules: the losers of the initiative roll do not get a chance to take any movement in between the movement and attacks of the side that won the initiative roll.



ALTERNATE COMBAT SEQUENCE METHOD NO. 2

(THIS SYSTEM COMES FROM THE 1978 "HOLMES BLUE BOOK SET")

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. Surprise and Distance. The Referee determines if one side is surprised. As with all of the Referee's decisions, this can be based on common sense instead of a die roll. The Referee may also determine the distance of the encounter (see above) if desired. This is exactly the same as in Method 1.

2. Referee Determines Dexterity of Monsters. Instead of using several initiative rolls throughout the battle, Method 2 is based on dexterity scores. At this point, if the Referee hasn't already noted the dexterity score of the monsters, now is the time to determine the dexterity scores of the monsters. There are many ways to do this, including (1) rolling 3d6 for each monster (not recommended because it's slow), (2) deciding ahead of time that all members of a particular monster type always have the same dexterity, (3) rolling once for each monster type, or (4) rolling for all the monsters as a single group. The way the author usually does it is to roll once for each type of monster in the battle. So, for example, if there are 10 orcs and a single ogre on the other side, roll 3d6 once for the orcs (who thus all act at the same time) and 3d6 for the ogre (who thus acts at a different time than the orcs).

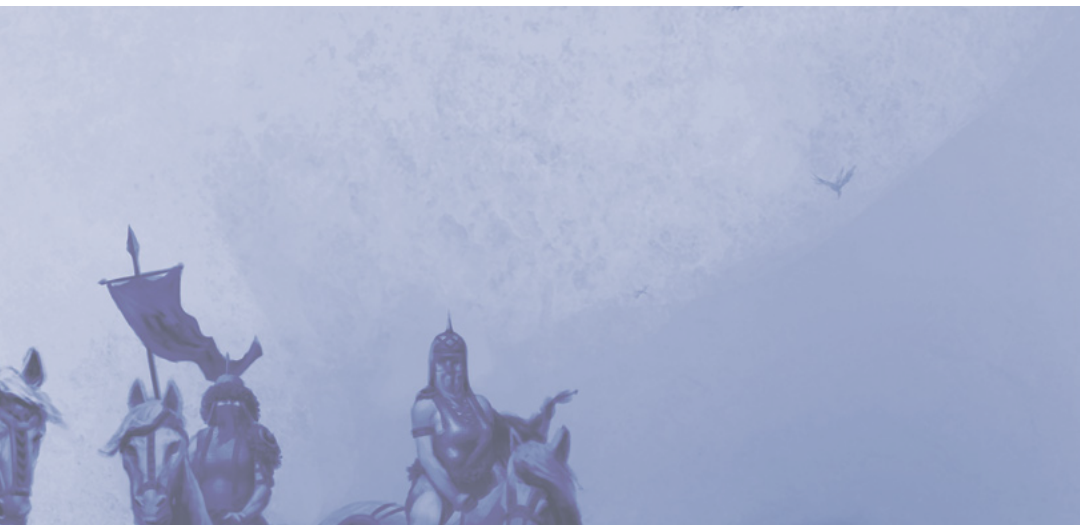
3. Readied Spells are Cast and Take Effect.

This is very different from the way spells are handled in Method 1 (see the Sidebar). All spells are cast in order of dexterity, from highest to lowest, including monster spell-casters. It is possible, for example, that at the beginning of a combat round, Barzoom the Mystical (a character with dexterity 18) casts his spell first, followed by the enemy dragon (dexterity 17), followed by Simoon the Slow (a character with dexterity 16). Barzoom was faster than the dragon, but the dragon was faster than Simoon.

4. Missile Attacks. Missiles may be fired in order of dexterity, and immediately inflict damage if they hit. See "The Attack Roll" below.

5. Combat. Melee (hand-to-hand) combat is resolved, with each opponent making attacks in order of dexterity. See "The Attack Roll" below.

6. Movement takes Place. Each character and monster moves, in order of dexterity. See "Movement."



ALTERNATE COMBAT SEQUENCE

METHOD NO. 3 (MODIFIED SUPPLEMENT 3 RULES)

Note: This is a simplified and modified version of an alternate combat sequence described in Supplement 3 of the Original Game. This system approximates the same results but does not directly track the Original system, which essentially used an 8-segment combat round.

In this system, there is only one initiative roll made in the entire combat, at the beginning of the very first round. The round is divided into 10 parts, or "segments," of 6 seconds each. It is easiest to use a d10 for the initiative roll, with the result being used to represent the segment of the first round in which actions begin. In this case, since the first segment would be #1, it would be better to roll low (instead of trying to roll high, as in the "official" system). Each character rolls individual initiative.

Instead of making more initiative rolls, each character moves (and takes any other actions) at intervals of six segments. However, armor, spell casting, and other factors change that basic 6-segment interval upward or downward. This means that very fast characters might be able to move or attack more than once in some of the combat rounds.

MODIFIERS TO THE 6-SEGMENT INTERVAL

Armor type	
No armor:	+0
Shield:	+1
Leather:	+2
Ring:	+3
Chain:	+4
Plate:	+6
Spells	
Level 1:	+0
Level 2:	+1
Level 3:	+2
Level 4:	+3
Level 5:	+4
Level 6:	+5
Level 7:	+6
Level 8:	+7
Level 9:	+8

Other	
Dexterity 3-6:	+1
Dexterity 7-10:	+0
Dexterity 11-14:	-1
Dexterity 15-18:	-2
At one-half hit points:	+4
At one-quarter hit points:	+6
Base Movement Rate 3 or less:	+6

Add the modifiers to the base number of 6 segments to see how many segments it will be until the character can take action again. For example, a Magic-User character wearing no armor (no modifier) with a dexterity of 9 (no modifier) has just finished casting a spell. For his next action, he intends to cast wish, a 9th-level spell (+8 modifier). He gets his wish in 14 segments: the normal 6-segment interval between actions, plus the +8 modifier for the spell level.

The overall result of this system is to allow lightly-armored and high-dexterity characters (or opponents) to make more attacks over the course of the combat than those who are heavily armored or wounded. It also allows the spell level to influence the speed at which spells are cast. Note that an unarmored Fighter with a dexterity of 11+ would be attacking twice in one round, and a Magic-User with a dexterity of 11+ would be able to cast two 1st-level spells in a round.

The main problem with this system is that it becomes complicated for the Referee to calculate the segment speed for monsters. Assuming that monsters move every 10 segments usually works; for a particularly fast or slow monster, a Referee might assign a speed of 7 or 13, respectively, or whatever other number suits that type of monster best. An interesting variation in this system is to divide a Fighter's level by two and use that (as a negative number) as a modifier as well. That way, higher-level Fighters also attack more frequently.

MELEE AND SPELLS PHASE

First, all members of the side that won initiative may make hand-to-hand (melee) attacks if they are in melee range of an opponent, and the damage from these attacks is inflicted (enemies might die). Spells are cast and take effect. Next, the losers of the initiative roll make their melee attacks and cast their spells. Anyone who was killed by the winners of the initiative roll is already dead and cannot attack. Turning Undead also takes place in this phase.

COMPLETE THE ROUND

Check spell effects or other actions that last or take a certain amount of time. If the Referee requires that the "second shot" from longbows and shortbows takes place at the end of the round, resolve those attacks in order of initiative. Then, go back to Declaring Spells and repeat the process until the combat is over. Combat ends when one side flees, surrenders, or is entirely slain.

THE ATTACK ROLL

The most important rule to understand about combat is the attack roll.

To have a character attack with a weapon, a player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses may include a Fighter's strength bonus, a dexterity bonus (for attacks with missile weapons), and any bonuses for magic weapons. The player or the Referee also subtracts any "to-hit" penalties, which might come from using cursed weapons, enemies hiding behind cover, etc.). The total attack roll is then compared to a table to see if the attack hits. If the attack roll is equal to or higher than the number shown on the table, the attack succeeds.

If an attack hits, it inflicts damage, a number of hit points determined by the type of weapon the attacker is using. Damage is subtracted from the defender's hit point total. (See "Damage and Death").



ATTACK TABLES

CLERIC, DRUID, AND MONK ATTACK TABLES

Attack roll (d20) required to hit opponents Armor Class

Level	Target Armor Class [or Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3-4	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
5-6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
7-8	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
10-11	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
12	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
13-14	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
15-16	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
17	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
18-19	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
20	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

FIGHTER, PALADIN, AND RANGER ATTACK TABLE

Attack Roll (d20) required to hit opponent's Armor Class

Level	Target Armor Class [or Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
10-11	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13-14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
15	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
16	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
17-18	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
19-20	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

MAGIC-USER, THIEF, AND ASSASSIN ATTACK TABLES

Attack Roll (d20) required to hit opponent's Armor Class

Level	Target Armor Class [or Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
11-13	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
14-15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
16-19	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
20-23	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

MONSTER ATTACKS TABLES

	Target Armor Class [or Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
Hit Dice	Attack Roll (d20) Required to hit opponent's Armor Class¹																		
< 1 HD	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1 HD	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
2 HD	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
3 HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
4 HD	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
5 HD	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
6 HD	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
7 HD	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
8 HD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9 HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
10 HD	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11 HD	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
12 HD	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
13 HD	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
14 HD	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15+ HD	1	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13

SPECIFIC SITUATIONS

The following are a compilation of guidelines and instructions for handling certain specific situations that might arise during combat.

ATTACKING FROM BEHIND

Any attack made from behind has a to-hit bonus of +2, or +4 if made by a Thief or Assassin. There are only two ways for most people to get behind someone during combat. One is to surprise an opponent and attack from behind during the surprise action. The other is to attack an opponent from behind when an ally is attacking from the front. Thieves and Assassins can get behind a target during normal combat if they successfully hide in shadows, even if no one is attacking the target from the front.

CRITICAL HITS AND FUMBLES (HOUSE RULE)

Many Referees have house rules that state that a "natural" to-hit roll of 20 (one achieved without using any modifiers) is an automatic hit and/or that a natural roll of 1 is an automatic miss and may result in the attacker dropping his or her weapon or suffering some other kind of problem. (A strained muscle might give a -1 penalty to damage rolls for the rest of a combat, or a helmet knocked awry might cover a character's eyes until a round is taken to fix it.) This is up to the Referee. Some Referees even allow a natural roll of 20 to inflict double damage, but we do not recommend this for **Swords & Wizardry** because it winds up being too powerful; a +1 bonus to damage for a natural 20 would fit the system better.

INVISIBLE OPPONENTS

Attacks against an invisible opponent have a -4 penalty. Powerful magical monsters, or monsters with more than 11 hit dice, will usually be able to see invisible creatures normally.

MELEE ATTACKS

A melee attack is an attack with a handheld weapon such as a sword, spear, or dagger. Attacks in general are described above (The Attack Roll). It is possible to make a melee attack only when the two combatants are within 10 feet of each other, and two combatants within 10 feet of each other are considered to be "in melee."

MISSILE ATTACKS

Missile attacks are attacks with a ranged weapon such as a bow, crossbow, sling, or thrown axe. A character's dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons, and Fighters may receive an extra bonus for strength. When using missiles to attack into a melee, it usually is not possible to choose which participant (opponent or friend) will receive the attack; the Referee determines this randomly.

MOVEMENT WITHIN MELEE

For purposes of **Swords & Wizardry**, a defender effectively blocks an area about five feet across, and enemies cannot simply move through this area without first killing the defender. Alternatively, the Referee might allow such movement but grant a free attack to the defender(s) in the area. The Referee's common sense ultimately controls the situation, but it is good for players to have some idea of what results their tactics will have. Whatever rule a Referee chooses for this should be applied consistently unless the situation is quite unusual.

The Original Game contains no rules about what happens if an attacker wants to move directly past an opponent, so this is wide-open territory for house rules. Maybe having a shield allows a defender to block someone completely, but if the defender has no shield, opponents can move through if they survive a free attack. (House rules on this could also relate to rules for overbearing an opponent, which are described below under Unarmed Combat.) The Referee makes the final call.

NEGOTIATION AND DIPLOMACY

Some combats can be averted with a few well-chosen words, which may include lies. If a party is outmatched or the monsters do not seem to be carrying much in the way of loot, the party might elect to brazen their way through, in an attempt to avoid combat — or at least delay it until conditions become more favorable. Striking bargains, persuading monsters or non-player characters to do things, and getting out of trouble by using wits, are all important parts of the game. Do not replace them with dice rolls! Using dice to determine a monster's initial reaction before negotiations start is fine, but use player skill (or lack thereof) to decide how far the adventurers can improve a monster's initial reaction. This is not a matter of "my character ought to be really persuasive" — this is one of the places where the player's skill, not the character's, is tested.

RETREATING

It is up to the Referee to decide if there will be any special rules for retreating away from a melee combat. Most Referees allow the enemy a free attack if a hero (or monster) tries to move out of the 10-foot "melee range." In some cases, the free attack is made at +2 to hit.

SPACING

Because most movement and combat increments are divisible by three, it is easiest to assume that a character "occupies" an area about three feet across for purposes of marching. In combat, however, some weapons take more space to wield than others. In **Swords & Wizardry**, only short swords, spears, and polearms can be used three-abreast in a 10-foot area. All other one-handed weapons require five feet of room (two-abreast in a 10-foot area), and two-handed weapons (other than thrusting weapons like spears) require a full 10-foot space to wield.

SECOND RANK

Spears and polearms in the second rank of a battle formation can attack by reaching through the first rank.

SPILLS

Casting a spell starts at the beginning of the combat round. Spells cannot be cast if the caster is in melee combat, although the Referee might rule that even if the caster is within 10 feet of an opponent, if blows have not been traded, then a spell can be cast. Wands and staves are not subject to the restriction at all; they can cast their magic during melee combat. If the spellcaster suffers damage while casting a spell, the spell is lost. When the spell actually takes effect depends on which Combat Sequence Method is being used.

SUBDUAL DAMAGE

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted by a character can be composed of half "real" damage and half "subdual" damage. Subdual damage does not kill, and such points are recovered at a rate of 1 hp per hour. If an opponent's hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed, unless the real damage actually reduces real hit points to zero, in which case the opponent is killed accidentally!

Not all monsters may be subdued. Generally, only humanoids and special creatures such as dragons are subject to such attacks.

TERRAIN FEATURES

Characters and monsters will hide behind things, stand on things, lie prone, fight from higher ground, shoot arrows from within concealing mists or tree branches, and take every possible advantage of the combat terrain. The Referee will assign bonuses and penalties for terrain features. Most such bonuses will only be ± 1 or 2, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might have a penalty of -4 (as suggested in the Holmes Basic Set in 1977). Remember, however, that the penalty to hit an invisible opponent is only -4 , so ± 4 is about the outside limit for terrain adjustments on the to-hit roll.

TWO-WEAPON FIGHTING AND TWO-HANDED WEAPONS

Just as shields improve armor class by 1, fighting two-handed grants a +1 to damage rolls (except for weapons that can only be used two-handed, where this is already taken into account in the weapon's damage), and fighting with a weapon in each hand gives a +1 to hit. (Note that fighting with two weapons does not actually give two separate attacks; it just increases the likelihood of landing a successful blow.)

NOTE

This above rule for two-handed and two-weapon fighting is the "official" rule for **Swords & Wizardry**, but it does not come from the Original Game, which had no rule for either situation. It comes from the creative pen of Jason Cone ("Philotomy Jurament"), a renowned crafter of house rules for the Original Game. Philotomy points out on his website that there are no specific, official rules in the Original Game for fighting two-handed or for fighting with a weapon in each hand. Under these rules, there is a result for each of three possibilities for what a hero is doing with his or her "off" hand: holding a shield, holding a weapon two-handed, or holding a second weapon. By assigning a different result to each choice (improve Armor Class, increase Damage, or gain a To-Hit bonus), players are able to pick a strategy for each particular conflict.

If you choose to play "by the book" using the Original Rules, ignore this whole section and substitute your preferred house rules for two-handed and two-weapon fighting.

UNARMED COMBAT

Grappling (or overbearing) an opponent is resolved as follows: The attackers (or attacker) make individual to-hit rolls. The grapple is resolved among those who hit: Each combatant rolls 1d6 per hit die. If the sum of the dice of all the attackers is higher than the defender's total, the hapless defender is completely pinned and can be killed in the next round unless help arrives or the victim manages to break loose before the knife falls. If the sums are exactly equal, everyone is struggling, and none of them can attack with a weapon. If the defender wins, the attackers are beaten back and stunned. They remain stunned for a number of rounds equal to the number of points by which the defender beat them. For example, if five orcs attempt to overwhelm a 5th-level Fighter, each orc rolls to hit. Let us assume that two of them succeed on the to-hit roll. The orcs roll a total of 2d6 (each orc has 1HD), and the Fighter rolls 5d6 (the Fighter has 5HD). The orcs get a total of 10, and the Fighter gets a total of 15. Each orc is tossed aside and stunned for five rounds.

Fistfights can be resolved by assuming that a fist does 1 point of damage, and that there is a 50% chance per hit that the damage is subdual damage (see Subdual Damage above). All Strength bonuses to damage are considered subdual damage only. A word to the wise: Tavern brawls are more efficiently conducted with chairs than with fists.



NO NEUTRAL CLERICS?

The Cleric, as an armored warrior of the faith, using blunt weapons and having healing spells, is specific to the Lawful and Chaotic alignments. The Neutral equivalent of the Cleric is the Druid, worshipping an abstract power rather than gods. In fact, it is possible that there simply are no Neutrally-aligned gods; god-like power stems from Law or Chaos. The Cleric-like power of Druids comes from nature, an entirely different source. This is, of course, up to the Referee, who is the creator of the campaign world and all that is in it.

One solution, for the Referee who wants Neutral gods to grant Cleric-like power to their followers, is simply to allow Neutrally-aligned Clerics, who might or might not be able to turn the Undead (probably not). Another solution, if the Referee is feeling particularly energetic, would be to create a new character class, like the Druid, that serves Neutrally-aligned gods — an alternative counterpart to the Cleric class.

Just as Law grants the power to heal and to turn the undead, Neutral gods would grant some other sort of power to their followers. The nature of that power would probably depend a great deal on what the god is the god of. Just as Druidic powers are heavily based on nature, the powers granted by a Neutral god would correspond to the deity's individual nature. The possibilities here are endless.

TURNING THE UNDEAD

Lawful Clerics have the ability to "turn" the undead, causing the foul creatures to flee or even destroying them outright. When a Lawful Cleric attempts a turning, the player should roll 2d10 and consult the Turning the Undead table for the result.

FLEE BEFORE THE POWER OF LAW, FOUL UNDEAD THINGS OF CHAOS!

Chaotic clerics cannot turn the undead, for turning back the undead is a power of Law. As an optional rule, Chaotic Clerics might have some Chaos-based power corresponding to the Lawful power to turn the undead. Non-player Clerics of Chaos may have whatever additional powers the Referee assigns, of course, without reference to the rules for player characters.

- If the number on the dice is equal to or greater than the number shown on the table, 2d6 creatures of the targeted type are turned and depart, not returning for 3d6 rounds.
- If the table indicates "T," 2d6 undead creatures of the targeted type are automatically turned and depart for 3d6 rounds.
- If the table indicates "D," 2d6 of the undead creatures are automatically destroyed and crumble to dust.

TURNING THE UNDEAD

Roll 2d10 to determine the result:

Clerical Level													
Challenge Level of Undead	Specific Undead	1	2	3	4	5	6	7	8	9	10–13	14–17	18+
1	Skeleton	10	7	4	T	T	D	D	D	D	D	D	D
2	Zombie	13	10	7	4	T	T	D	D	D	D	D	D
3	Ghoul	16	13	10	7	4	T	T	D	D	D	D	D
4	Shadow*	19	16	13	10	7	4	T	T	D	D	D	D
5	Wight	20	19	16	13	10	7	4	T	T	D	D	D
6		—	20	19	16	13	10	7	4	T	T	D	D
7	Wraith	—	—	20	19	16	13	10	7	4	T	T	D
8	Mummy	—	—	—	20	19	16	13	10	7	4	T	T
9	Spectre	—	—	—	—	20	19	16	13	10	7	4	T
10	Vampire**	—	—	—	—	—	20	19	16	13	10	7	4
11	Vampire**	—	—	—	—	—	—	20	19	16	13	10	7
12	—	—	—	—	—	—	—	20	19	16	13	10	10
13	Lich	—	—	—	—	—	—	—	—	20	19	16	13

* Shadows might not be undead creatures in your campaign; even so, they might be subject to being turned, just as demons (also not undead) can be turned.

** Vampires and more-powerful undead cannot be turned automatically.

DAMAGE AND DEATH

When a character (or creature) is hit, the amount of damage is deducted from hit points. When total hit points reach 0, the character is unconscious, and if hit points are brought down to –1 or lower, the character dies.

A good potential house rule is attributed to Gary Gygax's gaming table, a rumor that might or might not be true. It allows a character to remain alive (although bleeding to death at the rate of 1 hp/round if no assistance is rendered) until the character reaches negative hit points equal to the character's level. In other words, a 5th-level character actually dies only upon reaching –5 hit points.

HEALING

In addition to the various magical means of restoring hit points, a character recovers naturally at the rate of 1 hit point per 2 days of uninterrupted rest (many Referees accelerate this to 1 hit point per day). Four weeks of rest return a character to full hit points regardless of how many hit points may have been lost.

MORALE

Certain monsters, such as mindless or undead creatures, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle; they will seek to retreat, flee, or surrender. The Referee decides when monsters abandon the battle and retreat, based on the situation and the monsters' intelligence. Keep in mind that the party's own non-player character allies might decide to flee if their prospects of survival look grim.

QUICK METHOD FOR ASCENDING AC COMBAT (SECRET FORMULA!)

If you are using the Ascending AC system, it may be easier to calculate your "to-hit" rolls according to a simple formula. The numbers are the same as the Descending AC tables — this is just a different way of calculating the results. This is how it is done: Each character class gains a base "to-hit" bonus, which increases as a character's level increases (see the table below). Add this bonus to the attack roll, and if the result is equal to or greater than the opponent's AC, the attack hits. That's it; no chart needed for combat.

If you are using the regular attack chart, DO NOT add a base "to-hit" bonus to your roll — the combat charts already take it into account. The base "to-hit" bonus is a feature of this Quick Method only.

To use this system, write down your character's base "to-hit" bonus. You will need to adjust it as your character gains levels, but after doing that, you will not have to check any table to see if he or she scores a hit.

ALTERNATE QUICK METHOD OF CALCULATING HITS WITH THE ASCENDING AC SYSTEM

Level																				
Class	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Base "To-Hit" Bonus																				
Cleric*	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+6	+7	+7	+8	+8	+9	+10	+10	+11
Fighter**	+0	+0	+1	+2	+2	+3	+4	+5	+6	+7	+7	+8	+9	+9	+10	+11	+12	+12	+13	+13
Magic-User	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+5	+6	+6	+7	+7	+7	+7	+8
Thief***	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+5	+6	+6	+7	+7	+7	+7	+8

* Includes Druids and Monks

** Includes Paladins and Rangers

*** Includes Assassins



GAMEPLAY EXAMPLE:



THE BRAVE ADVENTURERS PREPARE TO ENTER THE DUNGEONS

Referee: "Everybody got your character sheets? Potato chips? Ready to go?"

Brian (Werner the Cleric): "Ready."

Lindsay (Yesdinil the Sorceress): "Let's go."

Donovan (Hobart the Half-pint): "Pass the dip over here."

Russell (Eyeballs the Thief): "Here."

Referee: "Last time you were just at the top of the stairs leading into the deep ruins of Mythus Tower. You're headed down the stairs. What's your marching order, and what kind of light source are you using?"

Donovan: "Standard marching order. I'm in front with my axe, Lindsay is in the back to cast spells, and Brian is behind me so he can cure me if giant ants eat my face, like last time."

Lindsay: "I have my bullseye lantern lit so we can see farther into the dark. Brian, you should carry a torch or something, because my bullseye lantern is more like a beam, and we need some light around us."

Brian: "I'm Werner the Cleric, not Brian."

Donovan: "Whatever."

Lindsay: "Light a torch, Werner."

Brian: "Werner lights a torch."

Referee: "That means Werner can't carry a shield, so what armor class are you without the shield?"

Brian: "Are we using ascending or descending armor class?"

Referee: "Descending armor class. The lower your AC the harder you are to hit."

Brian: "I'm wearing plate mail with no shield, so since my base armor class is 9 for descending AC, I subtract 6 for the plate mail, so I'm AC 3 with no shield. I carry it slung on my back, though."

Russell: "Eyeballs the Thief is just lurking in the shadows of their torchlight. I'm at the back guarding Lindsay's Magic-User."

Donovan: "Also, you're a total chicken."

Russell: "You've got to go with your strengths. It's what I do, man."

Referee: "Okay, you start down the stairs. It's a twisting, dark stone staircase leading down into the darkness. The walls are damp, reflecting your torchlight. You can hear faint echoes from the dwarf and the cleric's plate mail as they clank their way down. After about 50 feet, the stairs end, coming down into a 10-foot-wide corridor leading north. It goes as far as you can see, even with the 60-foot range on the bullseye lantern."

Lindsay (checking the map the party made in their last adventure): "We go north for 80 feet, keeping an eye out for trouble. I think that takes us to the Long Hall."

Referee: "Yes, no problems along the way, you can reach the intersection with the Long Hall. Sixty feet was the first half of your move because the guys in plate mail have a movement rate of 6. You've got 40 feet left to move in this turn."

Donovan: "What do we see?"

Referee: The 10-foot corridor you have been following makes a T-intersection with a wider hallway, 20 feet wide. It looks like it goes a long way both east and west."

Lindsay: "Bullseye lantern, shining it around."

Referee: "Like last time, you can see that the Long Hall goes as far as you can see with the bullseye lantern, that's 60 feet, both east and west. There is a door leading south 40 feet from your corridor, and a door in the northern wall 60 feet from where you are."

Brian: "There's an open pit trap right in front of us, right?"

Referee: "Not right in front of you; it's in the northern half of the Hall, so you've got 10 feet before you hit it, but yes. You can sort of see it in the shadows of the torchlight, an open pit."

Donovan: "Russell's great at finding pit traps."

Lindsay: "Yeah, by falling into them."

Russell: "I check the ceiling."

Brian: "Werner goes to the edge of the pit and looks down with the torch."

Referee: "There's a skeleton in there."

Lindsay: "Seriously?"

Donovan: "It wasn't there last time."

Referee: Rolls some dice.

Lindsay: "I hate it when you do that."

Referee: Rolls more dice. "There's a gold ring on the skeleton's finger. You can see it glinting in the torchlight."

Donovan: "I'm going down there to take a look. Can they lower me down? It's only 10 feet deep, right?"

Referee: "It's 10 feet deep. In that plate mail, you're too heavy for them to lower down without rope, though."

Lindsay: "I have rope in my backpack. I'll take it out."

Russell: "Anything interesting on the ceiling?"

Referee: "Nope, just damp stone."

Brian: "Or we could lower you in there, Lindsay. You're not wearing armor, you're a Magic-User."

Lindsay: "I'm not going down there, it might be an animated skeleton, and I'd be in hand-to-hand combat with it."

TROUBLE DEVELOPS

Referee: "Werner is looking down into the pit, and Yesdinil is digging through her backpack. You aren't paying much attention to what might be coming down the hall." Rolls to see if the goblins who set this ambush surprise the party. He rolls 1d6 to see if the party is surprised, and gets a "1." The party is surprised. Since Russell mentioned that his Thief was lurking in the shadows, the Referee decides to check and see if this is successful as a Thief's Hide in Shadows skill. He rolls percentile dice, with a result of "2" and "0," which means 20. Eyeballs is a 3rd-level thief, so his chance to Hide in Shadows is 20%. The roll is exactly equal to what Eyeballs needs (it would have failed if the die roll had been 21 or higher), so the goblins don't notice Eyeballs lurking in the shadows.

Referee: "All of a sudden, arrows shoot from the darkness." There are 6 goblins waiting beyond the edge of the torchlight, firing shortbows. Since a shortbow has a rate of fire of 2, each goblin gets 2 shots, for a total of 12 attack rolls. The Referee decides that each visible character will be attacked by 4 arrows. The range is 70 feet (the goblins are outside the 60-foot range of Lindsay's bullseye lantern), and the range on a shortbow underground is only 50 feet, so the goblins are attacking at -2 due to the range.

Referee: "Each of you except Eyeballs is getting shot by 4 arrows. Lindsay, what's your AC (armor class)?"

Lindsay: "9. I'm not wearing armor."

Referee: Rolls 4d20, getting a 3, 7, 15, and 19. He checks the tables to see what a goblin needs to hit armor class 9, and finds that a monster with less than one hit die needs a 10 to hit armor class 9. Even with the -2 to hit because of the range, two of the attacks score hits.

Referee: "You're hit by two arrows." Rolls 1d6 for each of the hits to find out how much damage the hits cause. The rolls are a 2 and a 5. "You take a total of 7 points of damage."

Lindsay: "I'm still alive, but I've only got 15 hit points. I'm down to 8."

Referee: Rolls more dice to find out whether there are more hits, and Werner the Cleric is hit twice.

Brian: "Fear not, dear lady, for there is an honorable cleric of Law present to cure you!"

Referee: "Brian, you're hit twice."

Brian: "Ouch! Seriously? I'm armor class 3."

Referee: "Yep." The goblins need a 16 to hit AC 3, and there's a -2 for range. The Referee rolled a 1, an 18, a 6, and a 20. "You take (rolls 2d6) five hit points. And Donovan, they totally missed you."

Lindsay: "I'll roll our initiative. I'm not casting any spells until I can see what's out there."

Donovan: "Can we even see what's attacking?"

Referee: "No, you don't know what's out there. They aren't using any light, so they aren't illuminated. Just a dark hallway down there, with arrows shooting out at you."

Lindsay: "I rolled a 6 for initiative."

Referee: Rolls a 3 on a six-sided die. "You have initiative; you beat their roll. What do you do?"

Donovan: "I charge and attack. I'm a dwarf, so I can see in the dark. Eat dwarf axe, monsters!"

Referee: "Okay, but this is just the movement and missiles phase. Are any of you using missile weapons?"

Brian: "We can't see anything to shoot at."

Referee: "You could shoot at -4 as if they were invisible. You know roughly where they are."

Donovan: "I charge and kill them."

Referee: "Hobart the Half-Pint charges forward,

axe held high. Brian, what does Werner the Cleric do?"

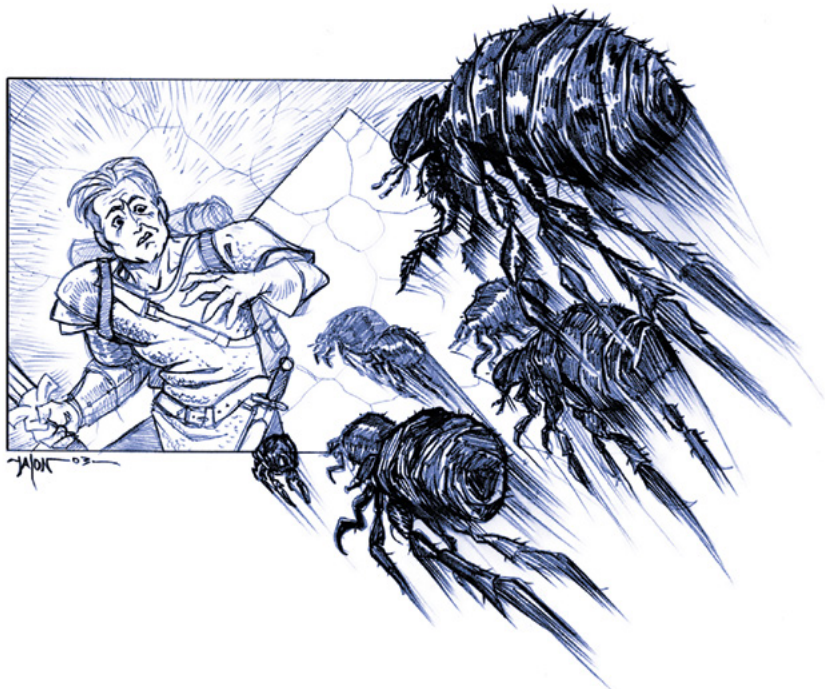
Brian: "Follow Donovan."

Referee: "Lindsay?"

Lindsay: "Draw my dagger, but stay where I am."

Russell: "Draw my longsword and move up. I want to move silently and hide in the shadows, and see if I can get around back of whatever's there."

The Referee rolls the percent chance to see if Eyeballs the Thief is able to successfully move silently and hide in the shadows. Eyeballs is 3rd level, so his chance is 20% to Hide in Shadows and 30% to Move Silently. The Referee rolls a 34, which is not good enough; the number would have to be 20 or lower. He rolls an 85 for the Move Silently check, so Eyeballs is not moving any more quietly or invisibly than a regular person sneaking along. Even so, the Referee decides that with all the combat going on, the goblins probably won't notice Eyeballs unless he does something to draw attention to himself.



Referee: "Werner and Hobart charge forward, so Werner's torch will be illuminating the area as they move. You guys are in plate mail, and your movement rate is only 6, so you get 60 feet. There are 6 goblins within 10 feet of you, which puts you in melee combat range. They're spaced out all the way across the 20-foot-wide hall. Eyeballs has a move of 12, so you could get all the way behind them, Russell, except they're blocking the whole hall. What do you do when you see that they block the hall? Do you want to move up into combat?"

Russell: "No, I want to hang back 20 feet from them so I'm not in melee. Do they look like they see me?"

Referee: "Looks like they're focused on the charging dwarf, but one of them does glance over at you."

Russell: "So I probably missed the roll. Oh, well."

Referee: "Probably. Not all of them really noticed you, though, from what you can tell."

Russell: (turns to the other players) "I can probably still get behind these guys if they cluster around Werner and Hobart."

Referee: "Now it's their turn for missiles and movement. The three in front of Werner and Hobart drop their bows and draw short swords. The other three fire their bows again, one at Werner and two at Hobart. The Referee rolls and determines that there are no hits against the plate-mail clad adventurers, even though the goblins are no longer attacking at -2. "No hits. It's your melee initiative."

Donovan: "I attack the nearest one." Rolls a d20 to hit. "I got a 15, and with my strength bonus, that's a 16."

The Referee checks his to-hit chart. Hobart is a 4th-level fighter, and the goblins are armor class 6, so Hobart needs an 11 to hit.

Referee: "Hobart's axe slices into the goblin. Roll damage."

Donovan rolls to see how much damage Hobart's hit inflicted. Hobart has a battle axe, so the damage is 1d8. He rolls a 5, but since his strength is 16, he gets +1 to his damage.

Donovan: "6 points."

The Referee has already rolled hit points for the goblins; this one has 2 hit points.

Referee: "The goblin falls to the floor, dead. Goblins don't have more than one hit die, so you get one attack per level. You've got three more attacks, since you're a 4th-level fighter."

TRAPS AND LOOT

After the battle, the party goes back to the pit to check out the ring the skeleton is wearing.

Donovan: "Let's tie a rope to Eyeballs and lower him down."

Russell: "Okay by me."

Lindsay: "We tie a rope around Eyeballs and lower him into the pit."

Referee: "Who's holding the rope?"

Brian: "Lindsay and I hold the rope, and Donovan's character keeps an eye out for more trouble."

Referee: "Okay, you lower Eyeballs down into the pit. There's a skeleton wearing a ring."

Russell: "I don't touch anything yet. I'm going to light a torch so I can see better."

Referee: "Okay, you light a torch."

Russell: "Check for traps."

Referee: "It doesn't work like that. You can check a small mechanism to see if there's a trap in it, but you can't just illuminate the place with find traps radar."

Russell: "Okay, I look around the ring and the bones to see if there are any tripwires or anything attached to it."

Referee: "No tripwires. While you're checking the ring, you notice that there's an inscription on it, though. It isn't in a language you can read."

Russell: "Okay, I check inside the pit for secret doors."

Referee: "It takes you a full turn to check a 10-by-10 area for secret doors. Which wall are you searching?" The Referee knows that there is actually a secret door in the floor of the pit, but is careful not to reveal anything by specifically mentioning the floor.

Russell: "North wall and the floor."

Referee: "That will take two turns." He rolls two six-sided dice in the first turn, when Eyeballs is checking the north wall of the pit. Even though he knows there is no secret door, he rolls a die anyway. If he didn't, the players would know for sure that there was no secret door. The second die roll is a check for wandering monsters, because the party is using a full turn of time to search. "Nothing happens in the first turn, and you don't find a secret door in the north wall. You start searching the floor of the pit." Once again, the Referee checks for wandering monsters, but still doesn't roll a 1. He rolls 1d6 to



see if Eyeballs finds the secret door, and now he rolls a 1, meaning that the secret door is found.

Referee: "You discover that the crack between the floor and the walls goes in really deep. You think that the floor might swing downward like a trapdoor. You also find what looks like a keyhole in the floor, in the northwest corner."

Russell: "Can I check the keyhole for traps?"

Referee: "You can use your Delicate Tasks skill to see if you can find a trap in there. If there's a trap, you can roll again to see if you can remove it."

Russell: "If I screw up the roll when I'm checking to see if there's a trap, does that set off the trap?"

Referee: "No. Only if you fail the roll when you're trying to actually remove it."

Donovan: "Did we loot the goblins yet?"

Referee: "No, you forgot."

Donovan: "I go check the bodies while Russell's thief is messing around in the pit."

Referee: "The rope jerks and starts to pull Eyeballs upward."

Donovan: "Very funny. Okay, I hand my end of the rope to Lindsay and then I go loot the bodies."

Russell: "I check the keyhole for traps." The Referee knows that there is a trap in the lock, which will drop a stone block into the pit if the key is not used. This is not an issue yet, because just checking the keyhole for traps will not activate the trap. Eyeballs the Thief's Delicate Tasks skill is 25%. The Referee rolls 1d100, and gets a 58.

Referee: "You don't find any traps."

Russell: "Okay, I'm going to pick the lock."

Referee: "Donovan, Hobart finds a total of 10 gold pieces on the goblins, and also a key."

Russell: "Wait, I don't pick the lock yet. I wait to see what Hobart found on the goblins ..."

HIGH LEVEL ADVENTURING

Swords & Wizardry usually is not played just once for a single adventure; it is usually a weekly or monthly series of sessions in which the characters continue to adventure, gaining experience and power. Eventually, the more powerful characters begin to make a mark on the game world itself. They may take control of a castle, build armies, and even, if the game goes on long enough and the group decides not to retire the characters, name kingdoms after themselves or venture into other worlds, realms, or dimensions. Perhaps they will do battle with demon princes, maybe they will forge artifacts of great power — even unite great empires through diplomacy in grand courts or beneath their banners on the field of war. Later “generations” of characters might even be serving as henchmen for the old, retired heroes of the game!

In playing the game, the first several levels of character advancement are devoted mainly to the characters becoming more powerful, bringing back treasure to buy better equipment, finding magic items, learning spells, and getting more hit points as they gain levels. Often these adventures are expeditions into underground dungeon complexes, but they might also be sea voyages or any number of other adventures — whatever the players decide to embark upon. As the characters reach higher levels, the players most likely want them to begin projects that are not specifically covered by the rules. Perhaps the Magic-User wants to build an army of magically animated iron warriors, but needs to figure out how to do it. Maybe the Fighter wants to establish a small, fortified manor in the wilderness hills, but needs to hire some troops and clear out the area. This side of the game is limited only by your collective imaginations. Of course, as the heroes become better known (or more notorious), they will be petitioned for help



by all manner of people from kings to peasants, and they will hear of mysterious places and rumors far beyond the normal fare of less-renowned adventurers.

As your character reaches higher level, you will find that he or she may start having an effect on the actual game world. Indeed, once one becomes powerful and influential enough to build a stronghold, the character's name is literally going to get written on the campaign map itself. Later adventurers might hear about "Arnold's Freehold" and never realize that "Arnold" is — or was — a high-level Fighter character with a very skillful player. To the new players, of course, Arnold's Freehold is just a castle located in the hills, a good place to rest up and buy provisions. They might never realize that the rumors about Lord Arnold's exploits are true accounts of desperate adventures played out with dice and maps!

Exactly how your character makes a mark on the game world is up to you — although the rules offer some ideas, such as doing magical research or clearing out some wilderness for a small castle. You might, indeed, decide to settle your experienced adventurer in a city, or on a galleon traveling the seas of the world. The game can twist and turn in many directions. Nevertheless, at some point, some of the following information will probably become a factor as your higher-level character begins to be involved in the world beyond the dungeon.



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