

Coloring Album

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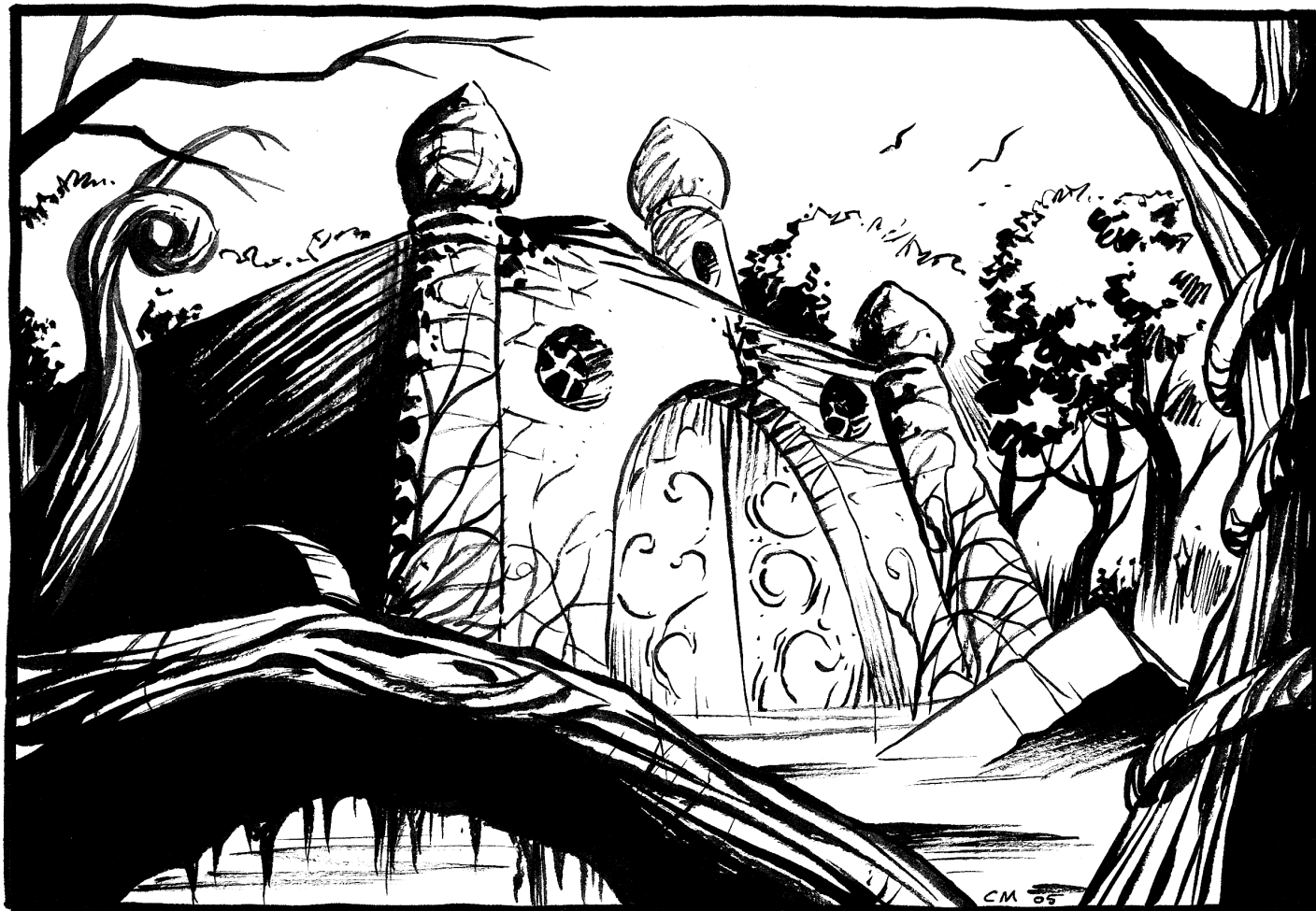
**FROG
GOD
GAMES**

**TOUGH
ADVENTURES
FOR TOUGH
PLAYERS**

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This book uses the supernatural for settings, characters, and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

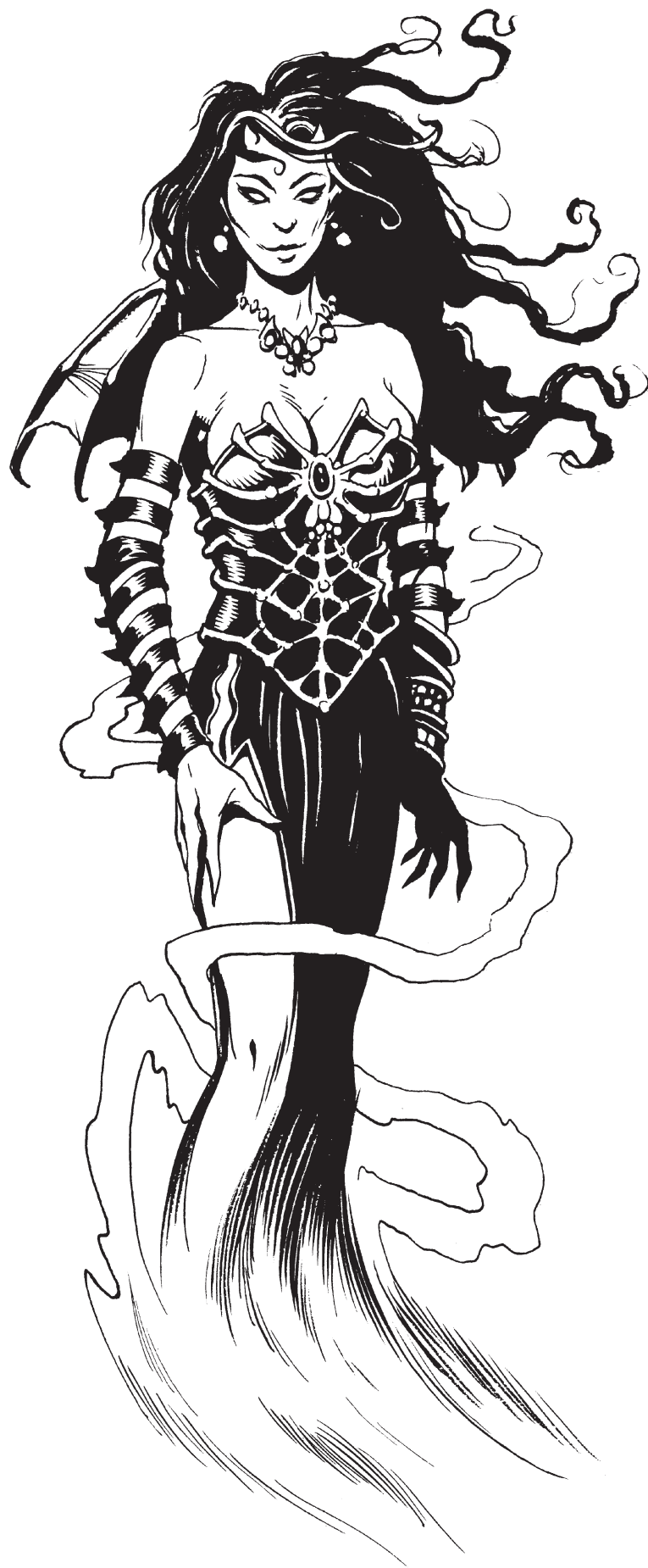


TREASURE and glittering gems; dark places beneath the earth where monsters dwell; magic circles, pentagrams and pentacles; runes of evil import, and iron-banded doors of mouldering oak; wizards of vast power, living in their isolated towers above black seaside cliffs; great-horned demons in their bloody 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!

DEMONESSES



MAGIC USER



Mad Lib

- | | | | |
|----------|----------------------|-----------|----------------------|
| 1. _____ | Noun - Plural | 9. _____ | Adjective |
| 2. _____ | Adjective | 10. _____ | Body Part |
| 3. _____ | Noun | 11. _____ | Body Part |
| 4. _____ | Adjective | 12. _____ | Noun |
| 5. _____ | Noun | 13. _____ | Location |
| 6. _____ | Creature | 14. _____ | Verb |
| 7. _____ | Verb - ending in ing | 15. _____ | Verb - Present Tense |
| 8. _____ | Verb - ending in ing | 16. _____ | Noun |

Clerics are armored (1. noun - plural) 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 (2. adjective) Clerics and has an existence in and of itself. You are a champion of your faith and (3. noun) alignment. You might be a (4. adjective) (5. noun) of the faith, an exorcist of (6. creature), or a sinister witch-hunter. Because most of a Cleric's abilities are oriented toward (7. verb*) and (8. verb*), Clerics tend to play a support role during combat: backing up the (9. adjective) line, but able to stand (10. part of body) to (11. part of body) with the party's Fighters if the need arises—at least for a while. As your Cleric grows in (12. noun) and reputation, the character might establish a stronghold for the faith: a fortified monastery, a soaring cathedral in the (13. location), or whatever strikes the Cleric as the best way to (14. verb) and (15. verb - present tense) a growing flock of acolytes and loyal peasant (16. nouns).



Fighter

Halfling



rjt



Druid

Angel



Eric Lofgren

Traverse on the backs of these giant centipedes



The

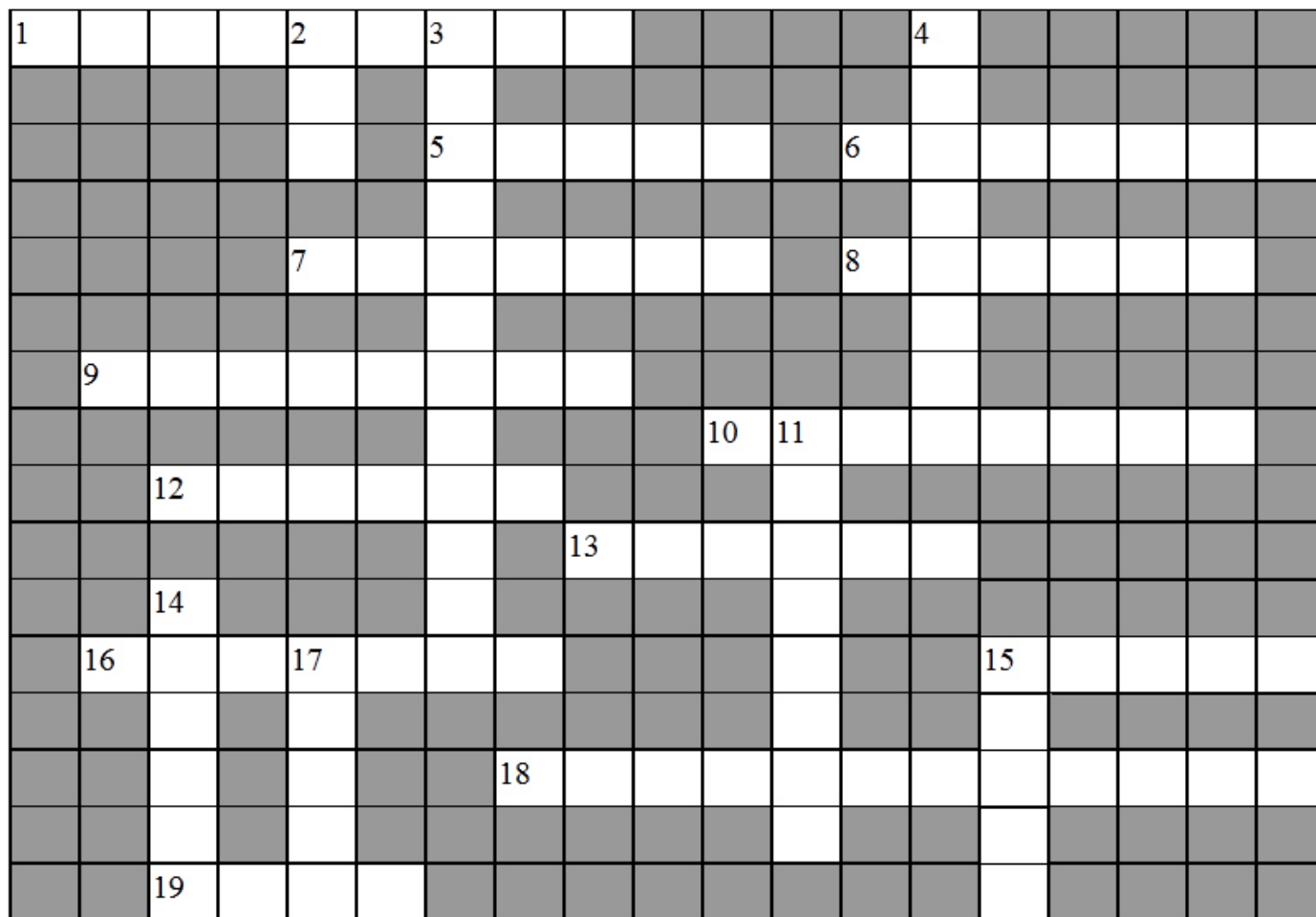


Wererats

Ogre



Crossword Puzzle



ACROSS

1. is the Prime Attribute for Thieves
5. expert in stealth
6. defender of Law
7. limited to 4th level as Clerics
8. figure of mystery and a student of mysteries
9. +1 bonus when using missile weapons
10. they are trained killers
12. seldom visit the decadent, glittering cities
13. armored warrior-priests
15. +4 on saving throws against any magic
16. best-equipped of all the character classes to dish out damage and absorb it
18. It is not the Prime Attribute for any character class
19. seeker after enlightenment

DOWN

2. can see in the dark
3. allows a character to speak additional languages
4. characters have a better chance to talk their way out of trouble
11. For Fighters only, high _____ gives bonuses to hit and to inflict damage.
14. score of 15 or greater, the character gains an additional first-level spell
15. serve the powers of nature
17. default race

Wandering



Monsters

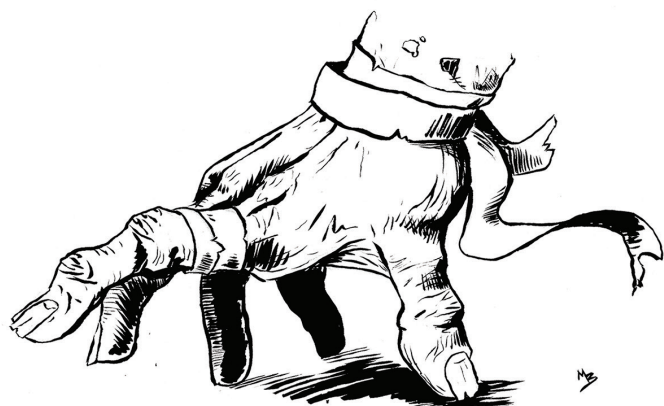
Color By Number

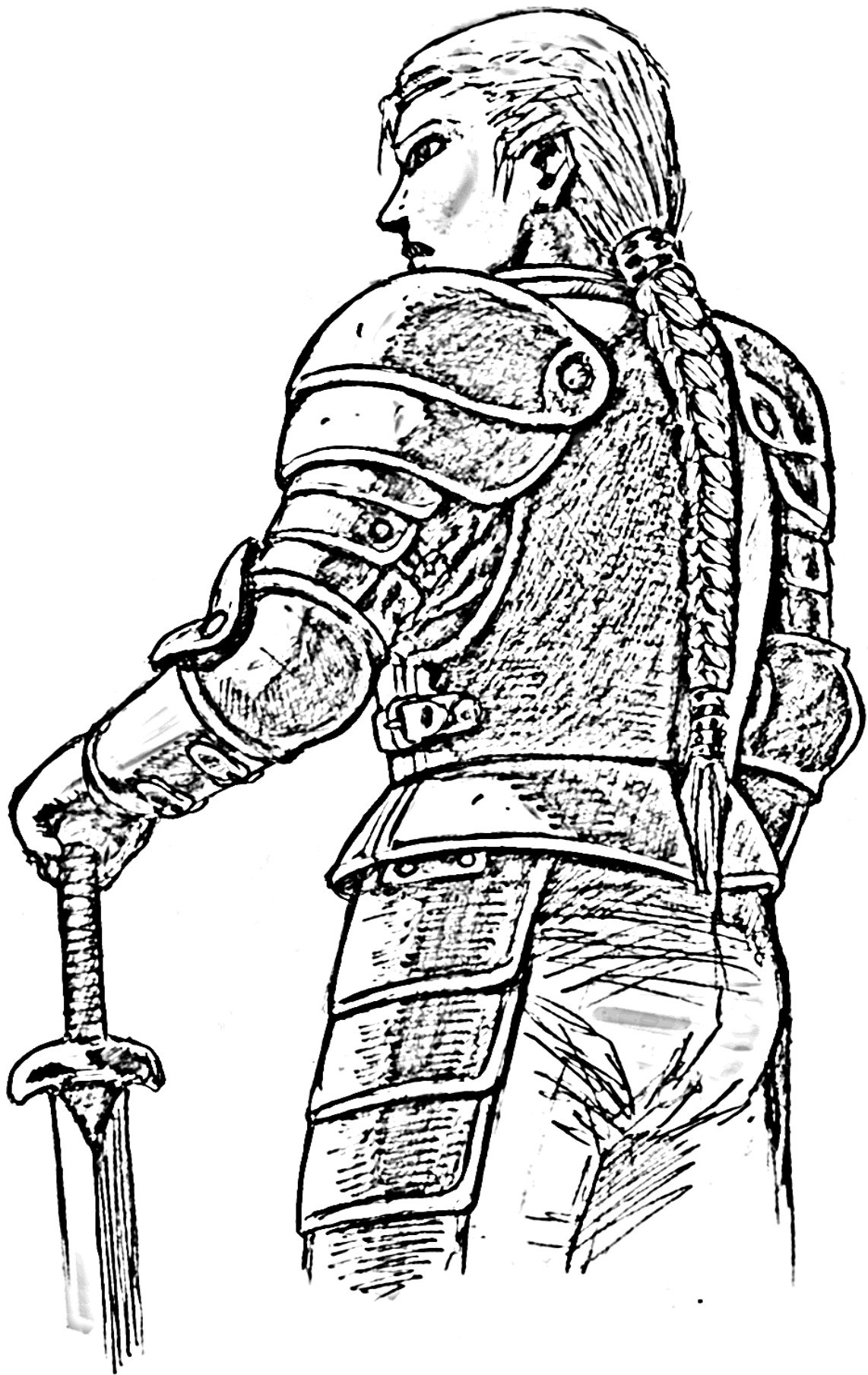


1 Blue
2 Purple
3 Red
4 Green

5 Brown
6 Yellow
7 Black
8 White

Two of these are exactly the same, can you find them?

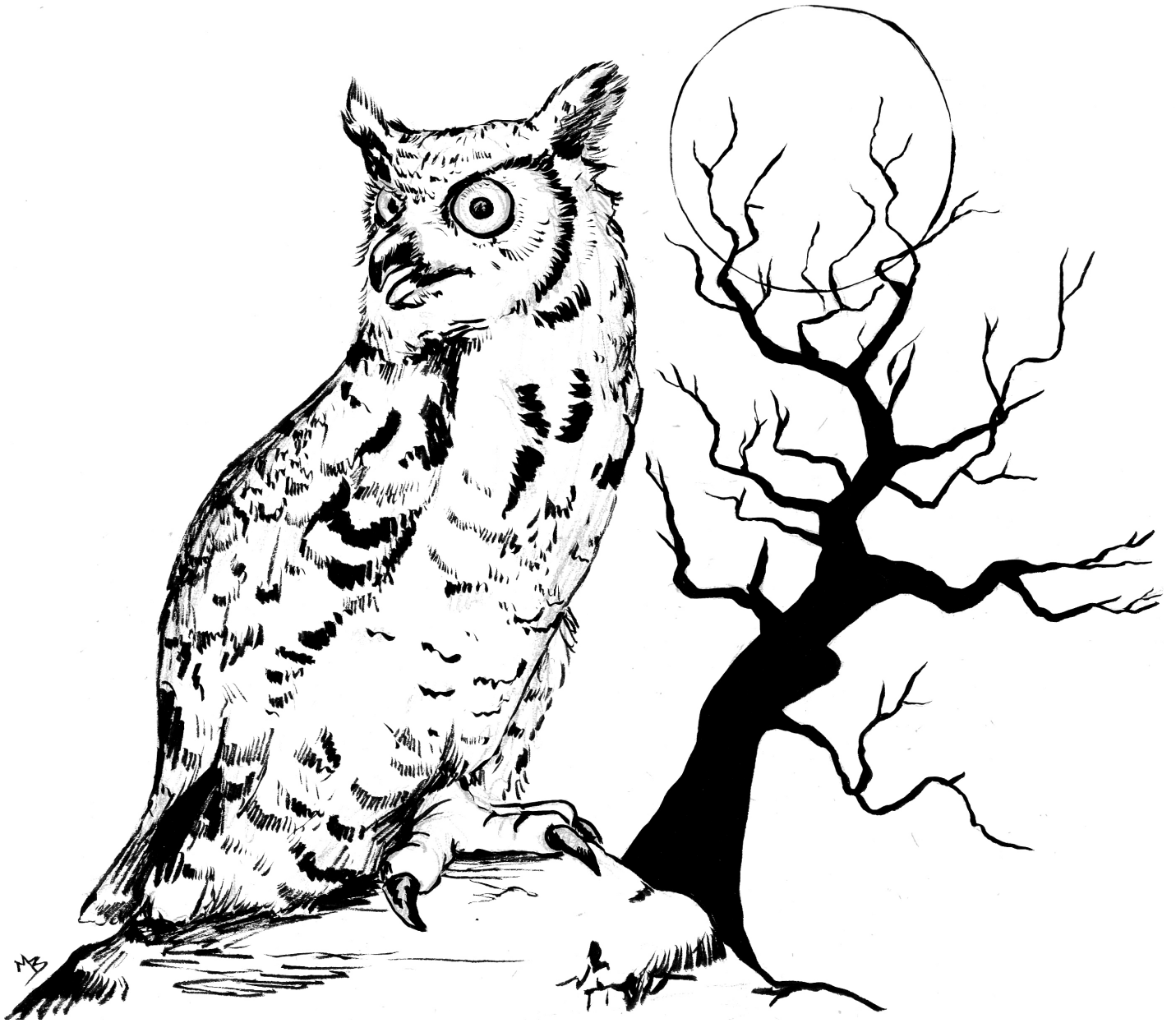




Yurmp



GIANT



OWL

SWAMP



Ogre

Medusa







Adventurers



DISPEL EVIL





HIRELING

Monsters

N U J V S D H G I J H D E C H
Y I W B L N H P C B O U L E C
D Y L O U O O R L P C V Y N I
B O B B U G U M P X V D O T L
X O R L O A B L E P N R G A K
K D S C T G E E E D I Y R U S
E Z Q O U G B Y A W L A A R X
Z P N B A S Z O T R B D G R D
B I P N K G Y I H G O B V R E
M B G R E G D A B H G N A R T
L E C I R T A K C O C G G R R
R L S K E L E T O N O O Y D X
O A O X W O R G L N L L O N G
K R I R B E Y W S W R A I T H
B S C F T P P B K O E F O R O

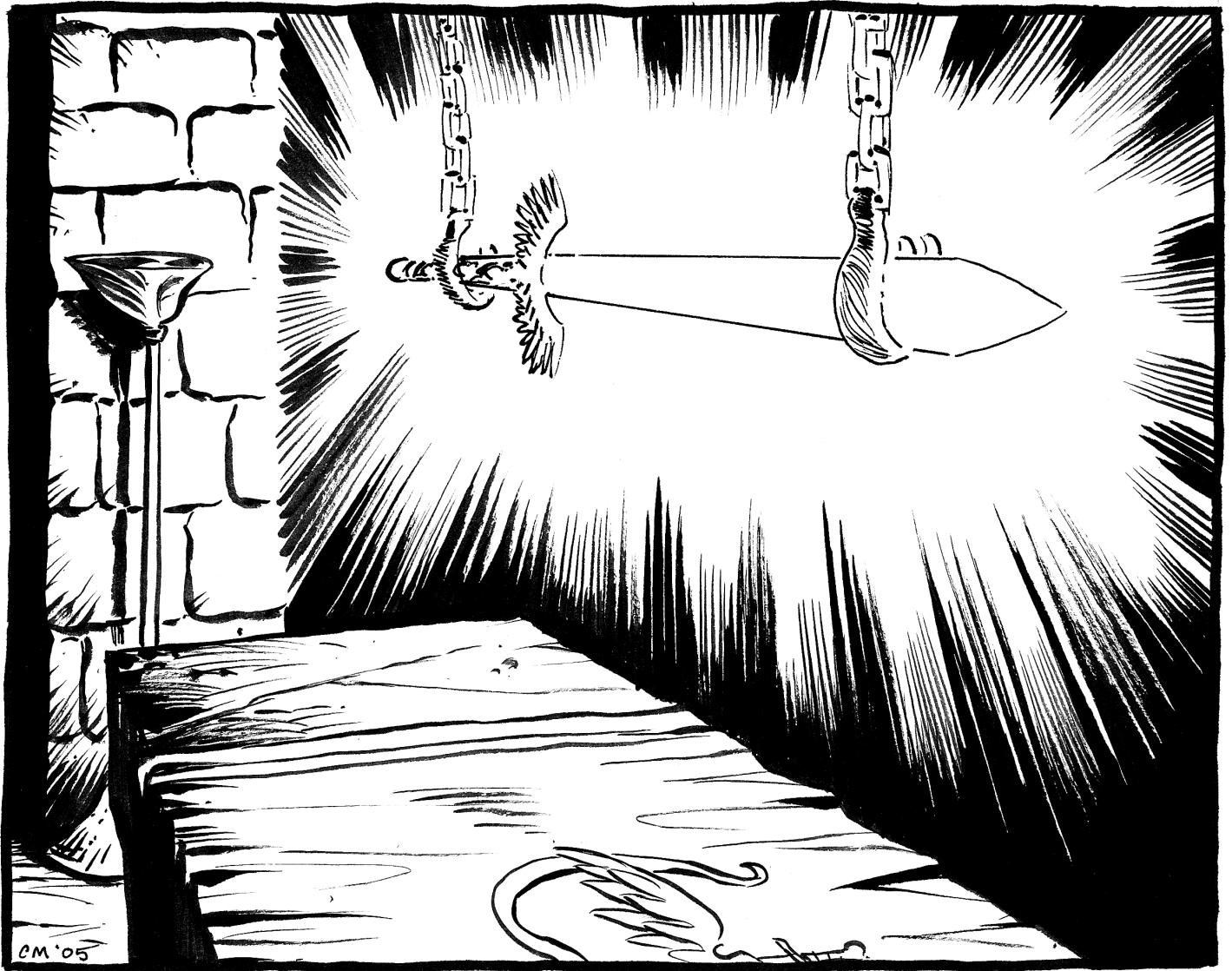
BADGER BUGBEAR CENTAUR COCKATRICE DEMONS
DOPPLEGANGER DRAGONS DRYAD GARGOYLE GHOUL
GNOLL GOBLIN HOBGOBLIN KOBOLD LICH MINOTAUR
OGRE ORC ORCUS SKELETON TROLL WORG WRAITH

CASTLE OF



KARADIR PASS

TREASURE



Gems and enchanted items, the pale gleam of gold in rotted treasure chests, great piles of coins shifting beneath the scaly bulk of a dragon's body — what adventurer can resist the lure of treasures?

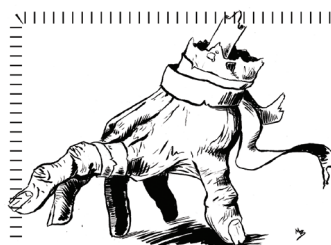
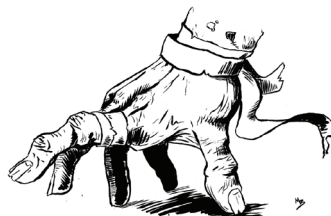
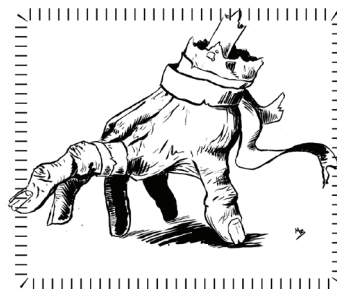
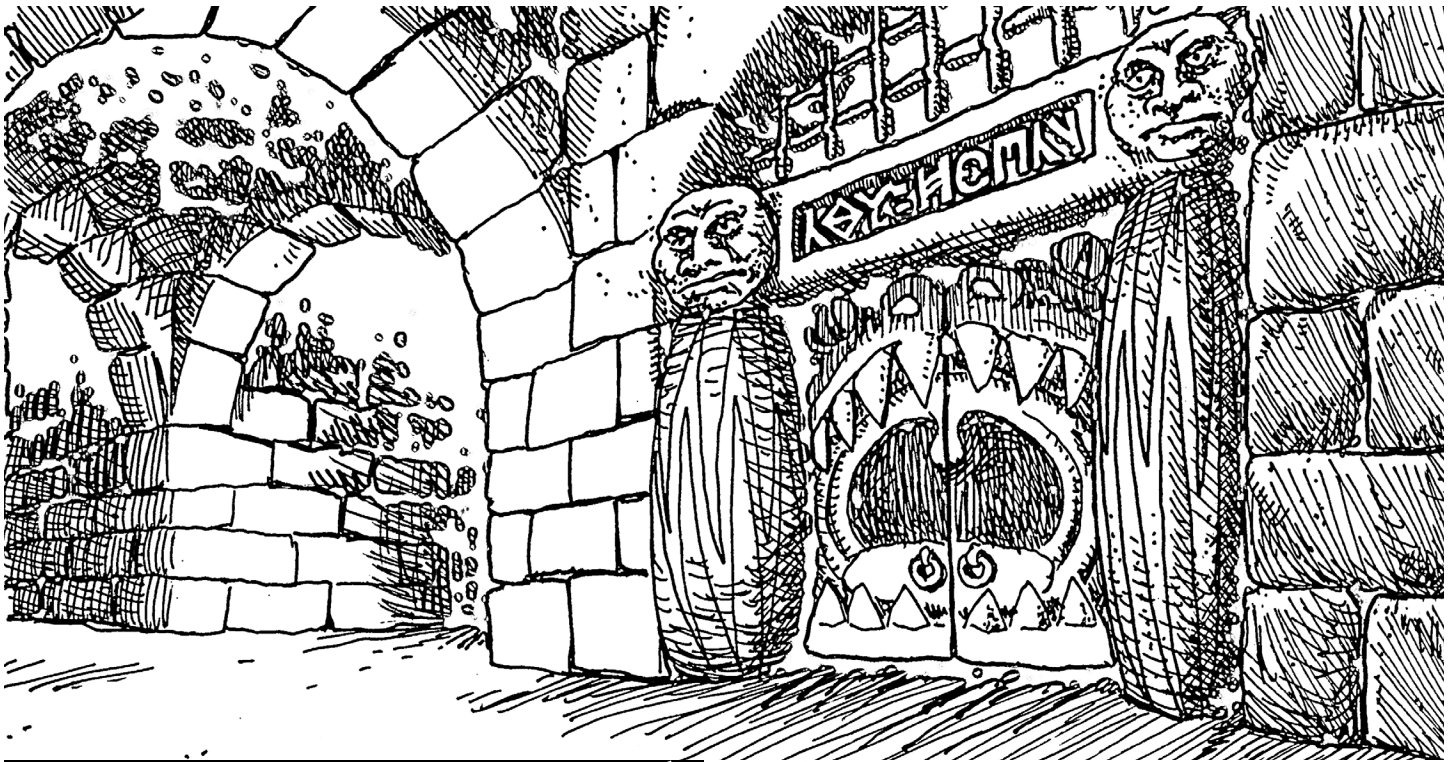
ANSWERS



N + + + S D + G + + + D E C H
 + I + B L N H + + + O + L E C
 + + L O U O O R + P + + Y N I
 + O B B U G U M P + + D O T L
 + O R L O A B L E + N R G A +
 K + + C T G E E + D I Y R U +
 + + + O U G B + A + L A A R +
 + + N + A S + O + R B D G + D
 + I + N + + + + H + O + + R E
 M + G R E G D A B + G + A R +
 L E C I R T A K C O C G G + +
 R L S K E L E T O N O O + + +
 O + O + W O R G + N L L O N G
 + R + R + + + + S W R A I T H
 + + C + T + + + + + + + + +

1D	E	X	T	2E	R	3I	T	Y					4C						
				L		N							H						
				F		5T	H	I	E	F			6P	A	L	A	D	I	N
						E							R						
				7H	A	L	F	E	L	F			8W	I	Z	A	R	D	
						L							S						
	9H	A	L	F	L	I	N	G					M						
						G					10A	15S	S	A	S	S	I	N	
			1R	A	N	G	E	R					T						
						N			1C	L	E	R	I	C					
			1W			C						E							
	1F	I	G	1H	T	E	R					N			1D	W	A	R	F
			S		U							G			R				
			D	M				18C	O	N	S	T	I	T	U	T	I	O	N
			O	A								H			I				
			1M	O	N	K									D				

ANSWERS



NIXIE

