

SWORDS & WIZARDRY

LIGHT



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Character Races

In addition to Humans, Elves populate the great forests, Dwarves carve their halls and mines into the heart of the earth, and Halflings reside in the comfortable hill-houses of their bucolic shires.

Dwarves progress as fighters or thieves and gain an extra +1 to hit and damage when fighting orcs and goblins. Dwarves receive a defensive bonus in combat because they are hard to hit (-4 against ogres). Dwarves get +4 on save vs. magic and +1 on Saving Throws vs. death magic & poisons.

Elves may use either the Fighter, Magic-User or Thief class. Elves gain an extra +1 when fighting goblins, orcs, intelligent undead, and lycanthropes. Elves are also immune to paralysis caused by undead such as ghouls. Elves get +2 on Saving Throws vs. magic.

Halflings are awarded a defensive bonus in combat because they are hard to hit (-4 against ogres). Halflings receive +2 when firing missile weapons in combat. Halflings may be Fighters or Thieves.

Humans may be any class.

Equipment & Adventurer Packs

Each starting character gets to choose one of the following:

Pack 1

Backpack, bedroll, flint and steel, 6 torches (burn 1 hr and shed light 30'), 50' Rope, crowbar, 7 days rations, and a water skin

Pack 2

Backpack, bedroll, flint and steel, hooded lantern with 2 pints lantern oil (each pint burns for 4 hrs and sheds light 30'), hammer, 12 iron spikes, 10' pole, 7 days rations and a water skin

Armor Table

Armor Type	Effect on AC	Cost
Chain	-4 [+4]	75 gp
Leather	-2 [+2]	5 gp
Plate	-6 [+6]	100 gp
Shield	-1 [+1]	15 gp



CHARACTER CLASSES

The Fighter

A battle-hardened warrior that trusts in arms and armor.

Hit Dice: 1+1 HD at 1st level, a 2nd level HD, at 2nd level and a 3rd HD at 3rd level.

Saving Throw: 16 at 1st level, 15 at 2nd level, and 14 at 3rd level.

Basic Hit Bonus (BHB): +1 at 2nd level and +2 at 3rd level.

Fighters start with either Long Sword or Battle Axe (1d6 damage) and Bow with Chain Armor and Shield AC 4[15] or Two-Handed Sword (1d6+1) and Crossbow with Chain Armor AC 5[14].

Fighters have no armor or weapon restrictions. Fighters get one attack per level each round against foes of 1 Hit Die (HD) or fewer. Fighters also get +1 on Saving Throws vs. death and poisons.

The Thief

A figure in the shadows, an expert in stealth and delicate tasks.

Hit Dice: 1HD at 1st level, 2HD at 2nd level, and 2HD+1 at 3rd level

Saving Throw: 15 at 1st, 14 at 2nd, and 13 at 3rd

Thieves may wear only Leather Armor. Thieves use any weapon. Thieves start with either Long Sword (1d6) and Dagger (1d6/1) or Club (1d6) and Short Sword (1d6-1) with a suit of Leather Armor AC 7[12].

Thieves have class abilities as follows:

Backstab – When attacking with surprise and from behind the thief attacks at +4 to hit and x2 damage

Hear Sounds – Thieves have a 3 in 6 chance to hear and identify noise through closed doors

Read Normal Languages – Thieves have a 4 in 6 chance to read normal (non-magical) languages

Climb Walls – Thieves have a 5 in 6 chance to climb walls and cliffs

Thief Skills – Thieves have a 1 in 6 chance to succeed at Finding/Removing Traps, Opening Locks, Hiding in Shadows/Move Silently. Dwarves have a 2 in 6 chance to Find/Remove Traps, Elves have a 2 in 6 chance to Hide in Shadows/Move Silently, and Halflings have a 2 in 6 chance to Open Locks and Hide in Shadows/Move Silently.

The Cleric

An armored priest who serves Good/Law or Evil/Chaos.

Hit Dice: 1HD at 1st level, a 2nd HD at 2nd level, a 3rd HD at 3rd level

Saving Throw: 14 at 1st level, 13 at 2nd level, and 12 at 3rd level

Basic Hit Bonus (BHB): +1 at 3rd level

Clerics start with either Mace or Hammer (1d6 damage) with Chain Armor and Shield AC 4[15].

Clerics have no armor restrictions, but may only use blunt weapons (club, flail, mace). Clerics get +2 on Saving Throws vs. death and poisons.

Starting at 2nd level Clerics can cast spells. They get their first spell at 2nd level and another spell at 3rd level.

Cleric spells

Cure Wounds I

Range: Touch

Duration: Immediate

This spell cures 1d6+1 hit points of damage.

Detect Evil (Good)

Range: 120 ft

Duration: 60 minutes

The caster detects creatures of Evil, evil enchantments, intentions, thoughts, or auras. The reverse of the spell, Detect Good, works the same except it detects creatures of Good.

Spiritual Protection

Range: Caster only

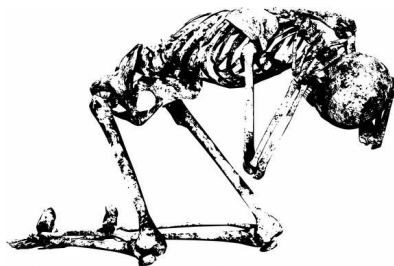
Duration: 2 hours

Creates a magical field of protection around the caster to block out creatures with ill intent, who suffer -1 penalty to hit, and the caster gains +1 on Saving Throws against such attacks.

Turning

Clerics have the ability to turn undead, causing them to flee.

When a turning attempt is made, roll 3d6 and consult the Turning Table for the result. If the number rolled is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3d6 rounds, or will cower helplessly if they can't flee.



Turning Table

Undead Type	1	2	3
Skeleton	10	7	4
Ghoul/Zombie	13	10	7
Shadow/ Wight	15	13	10
Wraith	17	15	13

The Magic-User

A mysterious student of arcane powers and spell casting.

Hit Dice: 1 HD at 1st level, +1 HP at 2nd level, and a 2nd HD at 3rd level

Saving Throw: 15 at 1st level, 14 at 2nd level, and 13 at 3rd level

Magic-Users (MU) may only use daggers or staves (choose one at 1st level) and are not allowed the use of armor. MUs get +2 on Saving Throws vs. magic. The MU starts with a book of two spells, one chosen and one randomly awarded. Reading from the book, the MU presses his chosen spell into his mind.

Once a prepared spell is cast, it disappears from the MU's ability to cast (until it is prepared again). It is possible to prepare a spell multiple times using the available "slots" in the MU's memory. If the MU finds scrolls of spells, he can copy them into his spell book.

Level 1 MUs get one level 1 spell, Level 2 MU get 2 level 1 spells. At Level 3 MUs get three level 1 and one level 2 spell (for a total of four spells).

Magic-User spells - Level 1

Charm Person

Range: 30 ft

Duration: Until dispelled

This spell affects living bipeds of human size or smaller. If the spell succeeds (save allowed), the creature falls under the caster's influence.

Detect Magic

Range: 60 ft

Duration: 20 minutes

Caster can perceive the presence of magic.

Light I

Range: 60 ft

Duration: 1 hour+10 min/level

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft.

Magic Missile

Range: 150 ft

Duration: Instantaneous

A magic dart flies where the caster directs, hitting the target, automatically causing 1d6 damage. There is no saving throw.

Sleep

Range: 240 ft

Duration: Referee's discretion

This spell puts 2d6+3 HD enemies into an enchanted slumber. It affects creatures based on their hit dice.

Magic-User spells - Level 2

Knock - Lock

Range: Close

Duration: Perm. until dispelled

The targeted door, gate, or portal can be opened or locked by this spell. A locked target is unlocked and opened (including those locked by this spell). Targets locked by this spell can be unlocked by this spell or broken by brute force (GM's discretion).

Invisibility

Range: 240 ft

Duration: Until dispelled or an attack is made

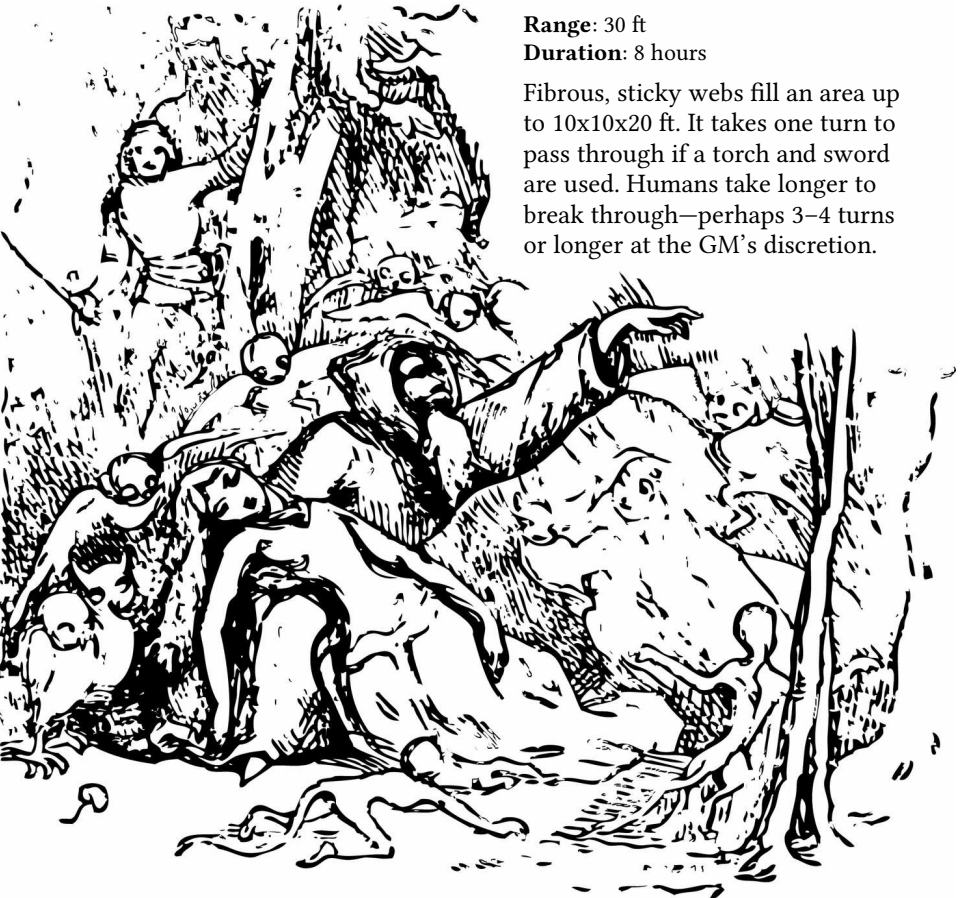
The object of this spell becomes invisible and cannot be seen. Attacks against an invisible creature are made at -4 to hit. If the invisible creature makes an attack, the invisibility is ended, otherwise it lasts until removed by the caster.

Web

Range: 30 ft

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10x10x20 ft. It takes one turn to pass through if a torch and sword are used. Humans take longer to break through—perhaps 3-4 turns or longer at the GM's discretion.



PLAYING THE GAME

Time

A turn represents ten minutes, and a combat round is 1 minute.

Movement Rate

Base movement rate for all races is in terms of feet per combat round. Dwarves and Halflings move at 9ft. Humans and Elves move at 12ft. Careful movement halves the rate, running doubles it.

Damage and Death

When a target is hit, the amount of damage is deducted from their hit points. When these hit points reach zero, the target dies.

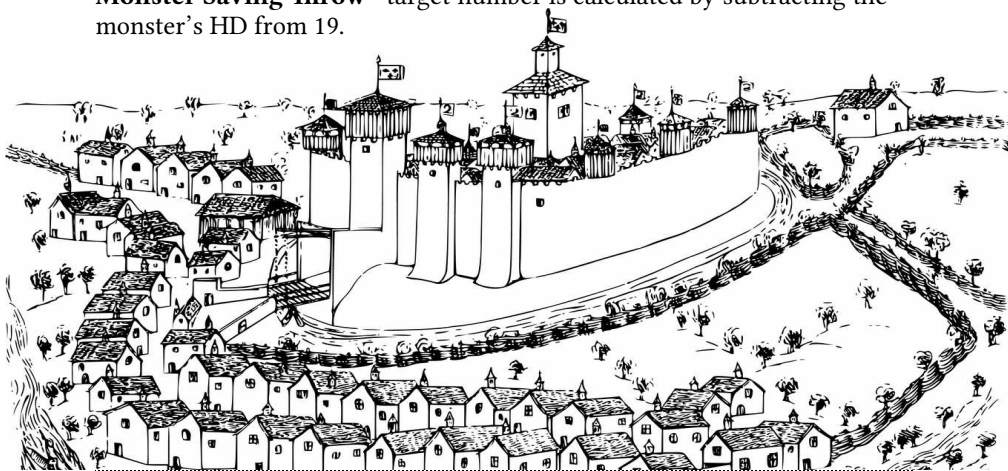
Healing

In addition to magical means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest.

Saving Throws

A spell or other hazard may require you to make a Saving Throw. A successful Saving Throw means that the individual avoids the threat or lessens its effect. Each character class has a Saving Throw target number based on level. Roll that number or higher to succeed.

Monster Saving Throw—target number is calculated by subtracting the monster's HD from 19.



Combat

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

1. *Determine Initiative.*
2. *Party with Initiative acts first (casting spells, attacking, etc.) and results take effect.*
3. *Party that lost Initiative acts, and their results take effect.*
4. *The round is complete; keep turn order for the next round if the battle has not been resolved.*

Determine Initiative

At the beginning of a combat round, each side rolls Initiative on a d6—high roll wins. The winning side acts first—moving, attacking, and casting spells. The losing side takes damage and casualties, and then gets its turn. Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously.

Melee Attack

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. Two combatants within ten feet of each other are considered to be “in combat.”

Missile Attack

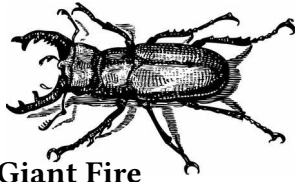
Missile attacks are attacks with ranged weapons such as a bow or sling. When using missiles to attack into a melee, randomly determine friend or foe as your target.

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. The total attack roll hits if equal to or higher than the number shown on the table below.

Monster attack—attack as a level 1 Fighter, but add their HD to the attack roll. Monsters of less than 1 HD attack as 1st level Fighters.

MONSTERS



Beetles, Giant Fire

AC: 4[15] HD: 1+3 Move: 12
Attacks: Bite (2d6)

A giant fire beetle's light-glands glow reddishly and continue to give off light for 1d6 days after they are removed (lights a 10 ft radius).

Bugbears

AC: 5[14] HD: 3+1 Move: 9
Attacks: Weapon / bite (1d6)
Special: Surprise opponents (1-3 on 1d6 roll)

These goblin-like humanoids are large and hairy. They will surprise alert opponents with a roll of 1-3 on a d6 (50%).

Dryads

AC: 9[10] HD: 2 Move: 12
Attacks: Dagger (1d6)
Special: Charm Person

Dryads are beautiful female tree spirits, and do not venture far from their home trees. They can cast a charm person spell with a -2 Saving Throw.

Ghouls

AC: 6[13] HD: 2 Move: 9
Attacks: Claw (1d6 + paralysis)
Special: Immunities, paralysis

Any hit from a ghoul requires a Save or the victim becomes paralyzed for 3d6 turns.

Gnolls

AC: 5[14] HD: 2 Move: 9
Attacks: Bite (1d6)

Gnolls are tall humanoids with hyena-like heads.

Goblins

AC: 7[12] HD: 1-1 Move: 9
Attacks: Weapon (1d6)
Special: -1 "to-hit" in sunlight

Goblins are small creatures (4 ft tall or so) that inhabit dark woods and underground caverns.

Hobgoblins

AC: 5[14] HD: 1+1 Move: 9
Attacks: Weapon (1d6)

Hobgoblins are simply large goblins.

Kobolds

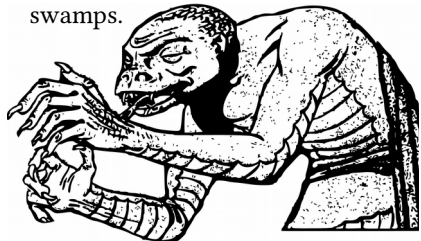
AC: 6[13] HD: ½ Move: 6
Attacks: Weapon (1d6-1)

Kobolds are subterranean, goblin-like humanoids.

Lizardmen

AC: 5[14] HD: 2+1 Move: 6
Attacks: Claws (1d6) (12 swim)
Special: Underwater

Lizardmen are reptilian humanoids, usually living in tribal villages in swamps.





Ogres

AC: 5[14] HD: 4+1 Move: 9
Attacks: Weapon (1d6+2)

Ogres are normally quite stupid.

Orcs

AC: 6[13] HD: 1 Move: 12
Attacks: Weapon (1d6)

Orcs are stupid, brutish humanoids that gather in tribes.

Rats, Giant

AC: 7[12] HD: 1-1 Move: 12
Attacks: Bite (1d6)

Giant rats are found in dungeons, and are about the size of a cat.

Skeletons

AC: 8[11] or 7 [12] with shield
HD: 1 Move: 12
Attacks: Weapon (1d6)

Skeletons are animated bones of the dead.

Spiders, Giant

AC: 6[13] HD: 2+2 Move: 18
Attacks: Bite (1d6)
Special: See Below

Giant spiders spin web-traps as per the Magic-User spell Web. Targets require a saving throw to avoid becoming stuck. Those who make their Saving Throw can fight and move (5 ft per round) in the webs. Giant spiders surprise on a roll of 1-5, and can hide in shadows.

Trolls

AC: 4[15] HD: 6+3 Move: 12
Attacks: Claw (1d6)
Special: Regenerates

Trolls regenerate, healing 3 hit points per round. The only way to utterly kill a troll is to submerge it in acid or burn it.

Worgs

AC: 6[13] HD: 4 Move: 18
Attacks: Bite (1d6)

Worgs are large, intelligent, and evil wolves.

Wyverns

AC: 3[16] HD: 8 Move: 6
Attacks: Bite or sting (1d6) (24 flying)
Special: Poison, sting, flight

A wyvern is the two-legged relative of dragons. Wyverns have a poisonous sting at the end of their tails. Any round, the wyvern is 4 in 6 likely to use its tail.

Zombies

AC: 8[11] or 7[12] w/shield
HD: 2 Move: 6
Attacks: Strike (1d6)
Special: Immune to sleep, charm

Zombies are mindless creatures, the walking dead.

TABLES

Melee Weapon Table

Weapon	Damage	Cost
Axe, battle	1d6	5 gp
Club	1d6	0 gp
Dagger (throwable 10')	1d6-1	2 gp
Hammer, war	1d6	1 gp
Mace, heavy	1d6	10 gp
Spear (throwable 20')	1d6	1 gp
Staff, two-handed)	1d6	0 gp
Sword, long	1d6	15 gp
Sword, short	1d6-1	8 gp
Sword, two-handed	1d6+1	30 gp

To Hit Table

Character Class / Level	Target Armor Class [Ascending AC]						
	3 [16]	4 [15]	5 [14]	6 [13]	7 [12]	8 [11]	9 [10]
Fighter 1, Cleric 1-2 Magic-User, Thief 1-3	16	15	14	13	12	11	10
Fighter 2, Cleric 3	15	14	13	12	11	10	9
Fighter 3	14	13	12	11	10	9	8

Missile/Thrown Weapon Table

Weapon	Damage	RoF*	Range**	Cost
Bow	1d6	2	50ft	15 gp
Crossbow, light	1d6+1	1	60 ft	12 gp
Dagger	1d6-1	1	10ft	2 gp
Sling	1d6-1	1	40ft	0.2 gp
Spear	1d6	1	20ft	1 gp

* Rate of fire per round

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

ABOUT SWORDS & WIZARDRY

Swords & Wizardry is by Matthew J. Finch

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Revision 1.0 Please send corrections or comments to evan@cheshirehall.net.

FOR MORE ADVENTURES

The full versions of Swords & Wizardry are available for free online. Many different print editions are also available with the same rules but a variety of artwork and formatting to suit your personal tastes.

A good introduction to the philosophy of traditional roleplaying is Matt Finch's *A Quick Primer for Old School Gaming*, available in print and as a free PDF in many places online.

Adventures and accessories are available from Frog God Games at FrogGodGames.com, and many are available for free and in print at DriveThruRPG.com

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Tenkar's Tavern (tenkarstavern.com) is the blog of Erik Tenkar, the author of Swords & Wizardry Light. Dragonsfoot (dragonsfoot.org) is not Swords & Wizardry specific, but is one of the oldest traditional roleplaying sites.

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Change Log 1/10/17

- Defined Hit Dice / HD under

Constitution entry

- Dagger or Staff as starting weapons for MU

- Corrected thief starting armor AC numbers

- Combat Table corrected for Fighter progression

- Various typos corrected