

# PLAYER'S COMPANION



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FOR USE WITH THE  
SWORDS & WIZARDRY  
ROLE-PLAYING GAME

# Swords & Wizardry Player's Companion

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# Introduction

***Swords & Wizardry*** is, first and foremost, a game designed to be customized. The *Swords & Wizardry Complete* rule book is filled with sidebars and notations which reaffirm over and over again that both players and referees are encouraged and expected to added, ignore, and modify the rules as written to suit the individual needs of their campaign.

The ***Swords & Wizardry Player's Companion*** is designed with that ethos in mind. Every single rule presented in this supplement is optional and should only be used with the express permission of the referee. It was designed to provide options focused on expanding a player's options by providing expanded information on attributes, classes, races, and new equipment both magical and mundane. While the material is written with player characters in mind, they should make sure their referee approves the use of any information in this supplement.

The options presented in the ***Swords & Wizardry Player's Companion*** are designed to be seamlessly integrated into both new and existing campaigns and draw on fantasy gaming tropes that have existed for decades, along with a few surprises. So whether you're running a fantasy epic steeped in tradition of The Lord of the Rings, a free-booting fantasy pulp inspired by the literature of the infamous Appendix N, or something in between it is the author's sincere hope that you'll find something useful in these pages.

Regardless of how you flavor your ***Swords & Wizardry*** campaign the most important rule is to have fun!



# Chapter One

## Attributes

Attributes are the building blocks of every character in *Swords & Wizardry*. In the both the *Core* and *Complete* versions of *Swords & Wizardry* these attributes range from 3 to 18 in value. There are several magical items in the *Swords & Wizardry Complete Rule Book* that can be used to grant a permanent increase to any of these attributes. While these items explicitly state

that the benefits of these items cannot increase an attribute above 18, with the Referee's permission options are provided that lift this restriction. Instead attributes reach their cap at 20. Having an attribute above 18 is absolutely beyond the ability of normal mortals and can only be achieved with powerful magic or divine intervention if the Referee allows it at all.

### STRENGTH

**Table 1-1: Strength**

Score	To-Hit Modifier*	Damage Modifier*	Open Doors**	Carry Modifier (in Pounds)
19	+3	+3	1-6	+75
20	+4	+3	1-6 (1)	+100

\*Only Fighters get these bonuses to their To-Hit and Damage Modifiers

\*\*A character with a Strength of 19 can automatically force open any stuck door, unless the roll is modified by circumstances

as determined by the Referee. Characters with a Strength of 20 or higher can actually attempt to force open doors which have been magically sealed by a *Wizard Lock* spell on a roll of 1 on 1d6.

### DEXTERITY

**Table 1-2: Dexterity**

Score	Missile Weapon To-Hit Bonus	Effect On Armor Class	Stealth Modifier*
19	+2	-2	+5%
20	+3	-3	+10%

\*Assassins, Monks and Thieves with a Dexterity of 19 or 20 receive a bonus to various skills due to their extraordinary attribute. They may apply their Stealth

modifier as a bonus to Delicate Tasks and Traps, Hide in Shadows, Move Silently, and Open Locks. This is in addition to any racial modifier the character might possess.

## CONSTITUTION

Table 1-3: Constitution

Score	Hit Point Modifier (per hit die)	Raise Dead Survival	Poison Bonus*
19	+2	100%	+1
20	+3	100%	+2

**\*Poison Bonus:** A character with a Constitution of 19 or 20 may apply their Poison Bonus to and Saving Throw made to resist the effects of a poison-based effect.

## INTELLIGENCE

Table 1-4: Intelligence

Score	Maximum Additional Languages	Maximum Spell Level	Chance to Understand New Spell*	Min/Max Number of Basic Spells Understandable per Level
19	7	9	99%	9/All
20	8	9	100%	10/All

\*Characters with an Intelligence of 20 automatically succeed in their chance to Understand a New Spell, unless the Referee

applies a penalty. In most cases, they do not need to roll.

## WISDOM

Player characters with a Wisdom attribute of 19 or higher have achieved a sense of enlightenment beyond all but the wisest mortals. They receive one additional bonus first-level spell, if the character is a Cleric. This is in addition to the bonus first-level spell received for having a Wisdom of 15 or higher, meaning the character has a total of two bonus first-level spells.

A Wisdom of 20 or higher is an inhuman level of insight. The character is able to analyze their actions with a depth of understanding that few can fathom. They receive an additional +5% bonus on all experience points they earn; this is in addition to the +5% bonus granted for having a Wisdom of 13 or higher, thus giving the character a total bonus of +10% on all experience points earned.

## **CHARISMA**

**Table 1-5: Charisma**

Score	Maximum Number of Special Hirelings
19	8
20	9

Characters with an extraordinary Charisma may hire a greater number of special hirelings than other characters.

## **New Attributes**

The six attributes in the *Swords & Wizardry* have been staples of fantasy gaming from the beginning. They are quite capable of covering all the core aspects of a player character, but presented below are two optional character attributes that can be used in addition to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

### **APPEARANCE**

While Charisma reflects personal magnetism and leadership, Appearance represents a character's physical attractiveness. Beautiful characters receive a bonus when determining NPC reactions, while particularly hideous characters suffer a penalty (see *Swords & Wizardry Complete*, page 36). Characters determine their Appearance attribute by rolling 3d6.

**Table 1-6: Appearance**

Score	Reaction Adjustment
3-4	-1
5-16	+0
17-18	+1
19-20	+2

### **LUCK**

Some folks are just lucky, for better or worse. Whether they've got a guardian angel looking over their shoulder or a devil at their heels, blind fate has an impact on their lives. This is reflected in the Luck Attribute. The modifier for this attribute has

no specific application, but instead can be used by the Referee when players are attempting an action that is completely left to the whims of fate. In such cases the Referee should roll 1d6 and apply the character's Luck modifier. If the die is a 6, then fate is with the character in one way or another.

It should be noted that the Referee should not allow their players to abuse Luck and the Luck modifier. It is recommended that a character not be permitted a Luck roll more than once per session. With the Referee's permission, a character can *permanently* reduce their Luck attribute by a single point in order to re-roll a failed saving throw. Characters determine their Luck attribute by rolling 3d6.

**Table 1-7: Luck**

Score	Luck Modifier
3-4	-1
5-16	+0
17-20	+1

## **Racial Attribute Modifiers**

Non-human races often have natural aptitudes and hindrances inherent to their race. With the Referee's permission, non-human characters may apply the following attribute modifiers at the time of character creation. Even with these modifiers, attributes cannot be reduced below 3 or increased beyond 18.

<b>Race</b>	<b>Attribute Modifiers</b>
<b>Dark Elf*</b>	+1 Dexterity, +1 Appearance, -1 Constitution, -1 Charisma
<b>Dwarf</b>	+1 Constitution, -1 Charisma
<b>Elf</b>	+1 Dexterity, -1 Constitution
<b>Gnome*</b>	+1 Intelligence, -1 Strength
<b>Half-Elf</b>	+1 Appearance
<b>Half-Orc*</b>	+1 Strength, -1 Intelligence, -1 Charisma, -2 Appearance
<b>Halfling</b>	+1 Dexterity, +1 Luck, -2 Strength

\*See Chapter 3 for more information on this race.





# Chapter Two

## Classes

There are eight standard character classes in *Swords & Wizardry*. Each class represents a broad archetype from classic fiction and fantasy literature and has abilities to reflect their source material. An additional ability is provided for each of these standard classes and should only be permitted with the permission of the Referee.

### ASSASSIN

#### **Detect Ambush**

Assassins live a life of paranoia. Their vigilance grows alongside their skill and reputation. Because of their keen senses and deep sense of self-preservation, they are able to Detect Ambush. Whenever a foe attempts to surprise an Assassin or attack them from concealment (which can be anything from being hidden in shadows or under the effects of an *Invisibility* spell), the Assassin has a chance to avoid being surprised by making a successful use of this ability. If the Assassin successfully uses their Detect Ambush ability they are not surprised, even when the rest of the party is surprised and they cannot be back-stabbed by a thief or another assassin

**Table 2-1: Detect Ambush**

Level	Detect Ambush
1	2 in 6
2	2 in 6
3	3 in 6
4	3 in 6
5	3 in 6
6	3 in 6
7	4 in 6
8	4 in 6
9	4 in 6
10	4 in 6
11	5 in 6
12	5 in 6
13	5 in 6
14	5 in 6
15	6 in 6
16	Remains at 6 in 6

### CLERIC

#### **Holy Weapon**

Clerics (and Anti-Clerics) are, first and foremost, servants of their chosen deity. Many of these gods are often depicting wielding a powerful weapon which is often venerated as a symbol of that divine entity. With the Referee's permission, the character may select a single melee or missile weapon which is their deity's holy weapon and may wield

this weapon without breaking the tenants of their faith.

If the cleric selects a holy weapon from among weapons that are already part of limited selection, they instead receive a +1 bonus to attack rolls when wielding that weapon.

The cleric must select their holy weapon at character creation. That choice cannot be changed once it is made.

*Example:* A cleric may select the long sword as their holy weapon. They may wield a long sword without breaking the tenants of their faith and without penalty. Or, the same cleric might select the heavy mace as their holy weapon. Because the heavy mace is already a permitted weapon, that character receives a +1 bonus to all attack rolls when wielding a heavy mace.

## **DRUID**

### **Animal Companion**

A druid of the Third Mysteries (4<sup>th</sup> level) may summon an animal to serve as their ally and boon companion. The ritual takes twenty-four hours to complete and requires one-hundred gold pieces in components. Once the ritual is complete the druid may select either a Badger (Giant), Bear, Boar (Wild), or Wolf who now serves as their loyal friend.

The animal companion is completely and totally loyal to its new master and cannot be compelled by mundane or magical means to attack the druid. In addition, it can be ordered to fight in defense of its master, at the druid's command. Finally, certain animal companions might have natural abilities which can be useful to the druid if the

Referee agrees. In addition, both beast and master have an empathic link that can convey basic emotions such as fear or danger. This empathic link can also be used to issue basic commands such as "heel," "attack," or "stay."

The bond between a druid and his animal companion is so deep that if the animal companion is slain the druid must make a Raise Dead Survival check. If this check is failed the druid is immediately stricken dead by the shock to their system. A druid who wishes to summon a new animal companion must wait one full year after the death of their previous companion.

## **FIGHTER**

### **Weapon Specialization**

Many fighters select a single weapon in which to specialize. By focusing their training on the mastery of this one weapon their blows become more accurate and more deadly. At character creation a fighter may select a single weapon (melee or missile), in which to specialize.

When (and only when) wielding their specialized weapon they receive a +1 bonus to their to-hit roll and a +2 bonus to damage. This is in addition to any modifiers for a high Strength attribute or using a magical weapon.

## **MAGIC-USER**

### **Specialist Wizard**

Some wizards choose to focus their arcane studies and become specialize in a specific type of magic. These are called specialist wizards and the most famous example of these is the nefarious necromancer. A magic-user must decide at

character creation (and only at character creation) whether or not to be a specialist wizard.

When a magic-user has decided to be a specialist, they must select an area of specialty. This could include Necromancy (magic relating to the dead), Pyromancy (fire magic), Abjuration (protection and warding magic), Illusionism (magic relating to illusions, phantasms, and deceptions), Divination (magic relating to scrying, knowledge and the gathering of information), or any other number of specialty.

Once the magic-user has selected their area of expertise, they may select a single 1<sup>st</sup> level spell associated with their specialty. When casting this spell, the Specialist Wizard is considered to be 3 levels higher for all level-based effects of the spell. This could include damage, duration or any other number of factors. In addition, any saving throws made to resist the spell are done at a -2 penalty.

The Specialist may select an additional specialty spell at levels 4, 8, 12, 16, and 20. The spell must always be one which the magic-user can normally cast at that level. So, for example a 1<sup>st</sup> level Specialist Wizard can only select 1<sup>st</sup> level spells, while a 12<sup>th</sup> level Specialist Wizard may select any spell between 1<sup>st</sup> and 6<sup>th</sup> level.

Unfortunately a Specialist Wizard's focus diminishes the power of their other spells. All saving throws made to resist the effects of a Specialist Wizard's non-specialty spells receive a +1 bonus.

*Note:* Both the player and referee should work together to determine the

exact nature of the specialist's area of magical focus. The referee is free to veto any choices he feels do not reflect the area of expertise or would unbalance their campaign.

## **MONK**

### **Weapon Mastery**

Some monasteries include intense weapon training as part of their curriculum. Whether it is the art of fencing or mastery of zen archery, some monks dedicate themselves completely to perfection when wielding a single weapon.

At 1<sup>st</sup> level a monk may select a single weapon (melee or missile). When wielding this weapon they may take a number of attacks per round as if they were fighting weaponless. Also, they receive a bonus to attack while wielding the weapon equal to half their level. This is in addition to the Weapon Damage Bonus normally granted to monks.

Once a monk has selected the weapon they wish to master, they may not change it.

## **PALADIN**

### **Blessing of Protection**

Paladins are stalwart defenders of all that is good and true, blessed by the noble gods they serve. Once per day the Paladin may radiate a blessing of protection which helps to defend themselves and their allies. This protection lasts one round per level and benefits both the paladin and all his Lawful allies within 30 feet. These characters receive a +2 bonus to their Saving Throws Armor Class against the

spells and attacks of all Chaotic creatures for the duration of this ability.

If the referee is using the alternate saving throw system, the paladin receives this bonus in addition to their constant +2 bonus to all saving throws.

## **RANGER**

### **Conceal Passage**

In addition to being master trackers, rangers are also adept at concealing their passage through the wilderness. When moving across natural terrain a ranger can choose to travel at half their normal movement rate in order to make following their trail much more difficult.

A ranger who is concealing their passage has a 90% chance of success. When attempting to conceal the passage of others in their adventuring company they suffer a -5% penalty per non-ranger companion in the party. In addition, attempting to conceal their passage in an underground environment inflicts a -20% penalty, while attempting to do so in an urban environment such as a city causes a -35% penalty.

If a ranger successfully conceals their passage they cannot be tracked by any mundane means, though magical scrying can still reveal their passage.

## **THIEF**

### **Construct Traps**

A thief's deep understanding of the inner workings of traps and mechanical devices allows them to do more than simply disarm them. With the proper tools and ample time, a thief can actually construct simple traps to waylay their enemies.

Constructing a trap requires at least one turn and are typically limited to simple trip-wires, dead-falls or pendulum traps. More complex traps can be constructed with the referee's permission, but require substantially more time and a penalty will be applied to the roll. This skill cannot be used to construct magical traps.

When a target activates a trip-wire trap they must make a saving throw or be knocked prone. Characters who have been knocked prone suffer a -2 penalty to all to-hit rolls and a -4 penalty to their Armor Class. It takes one round to stand. A trip-wire trap takes one turn to construct and costs 10 gold pieces in components.

A dead-fall trap typically involves a mechanism which causes a large weight to drop down on its target, inflicting 1d6 points of damage. The character can attempt to secure more weight to the trap, increasing the potential damage. For each additional 1d6 of damage added to the dead-fall trap the thief suffers a -10% penalty to their Construct Traps roll and must spend one additional turn building the trap. A dead-fall trap falls in a 10' x 10' area and may not be rigged to do more than 5d6 points of damage. Victims of the dead-fall trap may make a saving throw and if it is successful they only suffer half damage. The cost to construct a dead-fall trap is 50 gold pieces for the necessary ropes and counterweights and the thief will need to have access to 25 points of stone or other heavy objects per 1d6 points of damage inflicted by the trap.

Pendulum traps typically involve a hidden impaling or slashing device that is activated by a pressure plate or trip-wire.

They inflict 2d6 points of damage and take one turn to construct, The victim of a pendulum trap may make a saving throw to reduce the damage taken from a pendulum

trap by half. A pendulum trap requires 100 gold pieces in components and takes three turns to construct.

## **Anti-Paladin (New Class)**

Anti-Paladins are unholy warriors dedicated to the forces of Chaos. Whether they've sold their soul for power, made a dark pact with infernal masters, or simply relish in blood and carnage, they are black-hearted warriors beyond redemption. They are the classic "black knight," who seeks to

destroy and dominate the world. They are completely dedicated to the destruction of the forces of Law and go forth in hopes of ruling the world through tyranny and at the point of a sword. Any who stand in their way find themselves trampled under a black-armored boot.

Because they have sworn their soul to the forces of evil, all Anti-Paladins must be chaotic in alignment.

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

**Hit Dice:** 1d8/level (Gains 2 hp/level after 9<sup>th</sup>.)

**Armor/Shields Permitted:** Any.

**Weapons Permitted:** Any.

**Race:** Only Humans may be Anti-Paladins.

**Attribute Requirements (Optional):** Charisma 17

**Anti-Paladins use the Attack Table of a Fighter of equal level.**

**Unholy Gift:** Anti-Paladins have a higher saving throw than other classes, due to the dark pacts they have made with dark powers. If the Referee is using the alternate saving throw system then Anti-Paladins should use the base saving throws of a Fighter of equal level, but receive a 2 point bonus to each saving throw type.

**Arsenal of Darkness:** Anti-Paladins are able to use any magic item allowed to an Assassin, Fighter, or Thief. They may not use magic items restricted to Clerics, Druids, Magic-Users, Monks, Paladins and Rangers.

**Fell Touch:** As the very antithesis of hope and life, the Anti-Paladin can inflict their fell touch once per day in order to inflict 2 points of damage per level. In addition, the target of the Anti-Paladin's fell touch ability must make a saving throw or fall under the effects of a *Fear* spell, similar to the 4<sup>th</sup> level Magic-User spell. However, this *Fear* effect only effects the individual who has been touched and does not have the range or radius of the spell of the same name.

**Immune to Fear:** Anti-Paladins have no fear, for they have gazed into the abyss of their own soul. They are immune to all



forms of fear, whether magical or mundane and never need to make morale checks.

**Dark Steed (5<sup>th</sup>):** At 5<sup>th</sup> level the Anti-Paladin may perform a dark ritual to summon a terrible black steed to serve as their mount. This creature crosses from the lower planes of existence and into the

mortal world to serve the Anti-Paladin. It is totally loyal, immune to fear effects and it never needs to make morale checks.

These black-maned horses are a terrible sight to behold. They have glowing red eyes which grants them dark vision at a range of 60' and they attack with flaming hooves twice per combat round.

If the Dark Steed is slain the Anti-Paladin must wait one full year of game time before summoning another.

#### **Dark Steed**

**Hit Dice:** 5

**Armor Class:** 5 [14]

**Attacks:** 2 flaming hooves (1d8)

**Saving Throw:** 14

**Special:** Dark Vision 60', Fear Immunity

**Move:** 18

**Alignment:** Chaos

**Challenge Level/XP:** 6/400

**Finger of Death (8<sup>th</sup>):** Starting at 8<sup>th</sup> level the Anti-Paladin may cast *Finger of Death* once per day.

**Detect Good (8<sup>th</sup>):** Starting at 8<sup>th</sup> level the Anti-Paladin may Detect Good in a manner similar to the cleric spell *Detect Evil*. However, instead of detecting evil enchantments, intentions, thoughts or auras they are able to sense such things when they are purely good. Whether or not there is any distinction between "good" and "Law" is left up to the referee; in most campaigns they are exactly the same.

This ability has the same duration as the cleric spell *Detect Evil*, but only has a range of 60 feet.

**Stronghold (9<sup>th</sup>):** At ninth level, the Anti-Paladin may build a stronghold, a hold fast from which to attack the forces of Law and support the vile agents of Chaos. An Anti-Paladin's castle is often a sprawling fortress or a dark stone keep. It is often a reflection

of the Anti-Paladin's own arrogance and will to dominate. It typically houses several hundred soldiers who have come to serve their dark master and may also house Anti-Clerics or other evil creatures with the referee's permission.

**Table 2-2: Anti-Paladin Advancement Table**

Level	Experience Points Required for Next Level	Hit Dice (d8)*	Saving Throw
1	0	1	12
2	2000	2	11
3	4000	3	10
4	8000	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+12hp	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 per level	Remains at 2

\*after an Anti-Paladin reaches 9<sup>th</sup> level they no longer gain additional hit dice. They only receive an additional two hit points with each level gained and these hit points are not modified by their Constitution score.

## **Bard (New Class)**

Bards are wandering minstrels, lore-masters, and storytellers who have harnessed the power of both song and nature to aid them in adventuring. They often train at Bardic Colleges, where they learn languages, history and a few charms. While they are not combative by nature, a bard is capable of defending himself in

battle with an ample selection of weapons and armor. Because of their inquisitive nature and natural charm, bards often act as diplomats in an adventuring party and find themselves welcomed in both ale houses and noble courts across the land.

Because of their natural tendency to see situations from all sides and the connection they have with the natural world all bards are Neutral in alignment.



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

**Hit Dice:** 1d6/level (Gains 1 hp/level after 9<sup>th</sup>.)

**Armor/Shields Permitted:** Leather Armor, Chain Mail Armor; Shields.

**Weapons Permitted:** Axe (hand), bow (long), bow (short), club, crossbow (light), dagger, dart, sling, staff, sword (long), sword (short).

**Race:** Half-Elves and Humans may be Bards.

**Attribute Requirements (Optional):** Intelligence 12, Wisdom 14, Charisma 15

**Bards use the Attack Table of a Thief of equal level.**



**Table 2-3: Bard Advancement Table**

Level	Experience Points Required for Next Level	Hit Dice (d6)*	Saving Throw
1	0	1	15
2	2500	2	14
3	5000	3	13
4	10,000	4	12
5	20,000	5	11
6	35,000	6	10
7	50,000	7	9
8	75,000	8	8
9	100,000	9	7
10	200,000	9+1 hp	6
11	300,000	9+2 hp	5
12	400,000	9+3 hp	5
13	500,000	9+4 hp	5
14	600,000	9+5 hp	5
15	700,000	9+6 hp	5
16	800,000	9+7 hp	5
17	900,000	9+8 hp	5
18	1,000,000	9+9 hp	5
19	1,100,000	9+10 hp	5
20	1,200,000	9+11 hp	5
21+	+100,000 per level	+1 hp per level	Remains at 5

\*after a Bard reaches 9<sup>th</sup> level they no longer gain additional hit dice. They only receive an additional one hit point with each level gained and these hit points are not modified by their Constitution score.

**Table 2-4: Bard Special Ability Advancement**

Level	Ancient Lore	Extra Languages	Charming Song	1 <sup>st</sup> Level Spells	2 <sup>nd</sup> Level Spells	3 <sup>rd</sup> Level Spells	4 <sup>th</sup> Level Spells
1	10%	+0	10%	–	–	–	–
2	15%	+0	15%	Druid 1	–	–	–
3	20%	+1	20%	Druid 1 MU 1	–	–	–
4	25%	+1	25%	Druid 2 MU 1	–	–	–
5	30%	+1	30%	Druid 2 MU 2	–	–	–
6	35%	+2	35%	Druid 2 MU 2	Druid 1	–	–
7	40%	+2	40%	Druid 2 MU 2	Druid 1 MU 1	–	–
8	45%	+2	45%	Druid 2 MU 2	Druid 2 MU 1	–	–
9	50%	+3	50%	Druid 2 MU 2	Druid 2 MU 2	–	–
10	55%	+3	55%	Druid 2 MU 2	Druid 2 MU 2	Druid 1	–
11	60%	+3	60%	Druid 2 MU 2	Druid 2 MU 2	Druid 1 MU 1	–
12	65%	+4	65%	Druid 3 MU 2	Druid 2 MU 2	Druid 2 MU 2	–
13	70%	+4	70%	Druid 3 MU 3	Druid 3 MU 3	Druid 2 MU 2	–
14	75%	+4	75%	Druid 4 MU 3	Druid 3 MU 3	Druid 2 MU 2	Druid 1
15	80%	+5	80%	Druid 4 MU 3	Druid 3 MU 3	Druid 3 MU 2	Druid 2 MU 1
16	85%	+5	85%	Druid 4 MU 4	Druid 4 MU 3	Druid 3 MU 2	Druid 2 MU 2
17	90%	+5	90%	Druid 4 MU 4	Druid 4 MU 4	Druid 4 MU 3	Druid 3 MU 2
18	95%	+6	95%	Druid 5 MU 4	Druid 4 MU 4	Druid 4 MU 4	Druid 3 MU 3
19	99%	+6	97%	Druid 5 MU 5	Druid 5 MU 4	Druid 4 MU 4	Druid 4 MU 3
20	99%	+6	99%	Druid 5 MU 5	Druid 5 MU 5	Druid 5 MU 4	Druid 5 MU 4
21+	99%	+6	99%	Druid 5 MU 5	Druid 5 MU 5	Druid 5 MU 4	Druid 5 MU 4

**Saving Throw Bonus:** Bards receive a +2 bonus to all saving throws made to resist the effects of spells which affect the mind such as *Charm Person* or *Confusion*.

**Ancient Lore:** Bards are versed in all manners of legend and lore. They may use this ability to identify the *history* of a magical item, but not its specific properties. So they might examine a *Battle Axe +2, +3 vs. Giants* and recall that it as was wielded by the great dwarven warrior Tenkar, who was a fierce foe of giants across the land – but they would not specifically identify its exact magical properties. Using this ability requires the bard to handle the item and may expose him to the effects of any cursed item and takes one turn. If the bard fails their roll they are unable to recall the history of the item or may (at the Referee's discretion) remember the item's history falsely – which can lead to interesting circumstances for himself and his adventuring companions. A failed roll may be attempted again once the bard gains a level of experience.

It is important for both the player and referee to remember that not every magical item will have a history and thus rendering this ability useless, while some mundane (but famous) items might be surrounded in legend, rendering them subject to this ability.

**Read Normal Languages:** Bards have a natural gift with the written word and 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.

**Extra Languages:** Bards have a knack for languages and learn the art of communication with ease. At 3<sup>rd</sup> level the bard may select one additional language, which they are able to speak as well as read and write. They continue to gain an additional language at 6<sup>th</sup>, 9<sup>th</sup>, 12<sup>th</sup>, 15<sup>th</sup>, and 18<sup>th</sup> level.

**Charming Song:** As master musicians, a bard may use their masterful skills to charm and distract their foes. When a bard successfully uses this ability all foes within 40 feet of the bard must make a saving throw or stand in awe of the bard's beautiful music. Targets will remain transfixed, neither moving, casting spells, or attacking, for as long as the bard continues to play his music. A victim who is attacked or targeted by a spell is immediately freed from this enchantment.

A bard who fails in their attempt to use this ability on a given target must gain a level of experience before they can attempt to use Charming Song again on that victim. In addition a victim of Charming Song who has had its effects broken by an attack or other effect cannot be targeted again until the bard has gained one level of experience. A bard can only maintain one Charming Song at a time and can only maintain their performance for up to one hour.

**Jack of All Trades:** Bards are able to use any magic item allowed to an Assassin, Druid, Fighter, Magic-user, or Thief. They

may not use magic items restricted to Clerics, Monks, Paladins and Rangers. This includes written magical items such as scrolls.

**Druid Spells (2<sup>nd</sup>):** Bards recognize the magic inherent in the earth and are able to cast spells in a fashion similar to a druid, though they learn these spells at the reduced rate on the table above. Unlike druids, Bards do not require a sprig of mistletoe to cast their spells, but instead achieve magical effects through their masterful performances with stringed musical instruments. A bard who does not have a stringed instrument cannot cast druid spells. Each day, the bard selects a particular set of spells, choosing any spells from the standard druid spell list and then spends one hour recalling the necessary songs to cast those spells. Once a spell is cast, it cannot be cast again until the next day, unless the bard has prepared the spell more than once.

A bard cannot cast Druid spells while wearing any armor other than leather armor or while carrying a metal shield.

**Magic-User Spells (3<sup>rd</sup>):** A bard keeps a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from this book, bards recall selected spell formulae that they have come upon in their travels into their minds, “preparing” as many spells as the bard can mentally sustain. (It is possible to prepare a spell multiple times using the available “slots” in the bard’s memory and mental capability.) Once a prepared spell is cast, it

disappears from the bard’s ability to cast, until it is prepared again. If a bard finds scrolls of spells while adventuring, these spells can be added to the bard’s spellbook.

A bard cannot cast Magic-User spells while wearing any armor or carrying a shield.

**Knowing Spells (3<sup>rd</sup>):** In *Swords & Wizardry*, a third level bard receives a spellbook containing as many of the four basic first level spells the neophyte character can know. Check each spell to see if the bard can learn and know it, using the “Learn Spells” column on the table in the description of the Intelligence attribute. Unlike magic-users, bards do not automatically have the opportunity to learn new spells as they increase in level. Instead they may only learn new spells when find scrolls or tomes of arcane incantations and attempt to copy them into their spellbook. – although the Maximum Number of Basic Spells Understandable (from the Intelligence Table in *Swords & Wizardry Complete*) is still the upper limit. These spells are most often found in dungeons or musty libraries, though bards often use their natural charms to trade copies with other bards or magic-users. While new and unusual spells outside the basic lists are not part of the “maximum number” of knowable spells for magic-users, it is not so for bards. Even exotic spells are considered part of their maximum number of knowledgeable spells, and they still require a roll to see if a bard can understand one. A bard is an arcane dabbler and cannot research or create their own spells.

# Chapter Three

## Races

Fantasy gaming worlds are populated by a plethora of exotic races drawn from literature and folklore. Mighty dwarves temper ancient weapons in fiery forges. Ancient elves hold the deep secrets of an arcane past hidden away in their forest domain. Merry halflings keep home and hearth in their hearts while out on wild adventures. Half-elves wander between worlds, carving their own place in the world with a quick wit and charming grace.

Presented below are several new races that may be included in your *Swords & Wizardry* campaign. These are permitted as player character options only with permission from the referee.

### **Dark Elf**

Dark Elves are underground dwelling cousins to the elves who dwell on the surface. It is said that long ago they turned away from all that was good and pure in the world, fleeing from the light of the sun to live in the bowels of the earth. Legends say that they made a pact with an evil goddess who dwells in a great demon web, though the true nature of their origin is lost to history and myth.

Dark elves are similar in height and weight to their surface cousins. However their skin is ebony in color and their hair is always either silver or white. Their eyes range in hue from faint lavender to an almost glowing red.

Because they have spent their lives in bowels of the earth they can see in the dark (dark vision) to a range of 90 feet. They have keen senses and are able to detect secret doors when actively searching with a 4-in-6 chance of success. They also have a 1-in-6 chance of discovering a concealed or secret door when they are not searching. They only need to be near it. Unlike surface elves they are not immune to the paralyzing touch of ghouls.

Dark elf player characters may be assassins, fighter/magic-users, fighter/assassins, thieves, and and fighter/assassin/thieves. In the assassin or thief class a dark elf may advance with no limit. An elf who is solely an assassin may take advantage of an XP bonus due to high Strength, Dexterity and Intelligence scores to gain experience more quickly. Dark 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 *Swords & Wizardry Complete*.) Regardless of any further progression in levels as a Magic-User, dark elves are able to cast magic spells only as high as 5th-level spells.

Those dark elves who are not player characters might have abilities and limitations completely different from those of an adventuring dark elf. The nature of the dark elf race as a whole is entirely the

province of the Referee, and might include non-player characters of any class.

### **Gnome**

Gnomes are a diminutive race similar in size to halflings. The men often have long white beards, while all gnomes are known for their twinkling eyes of green and brown. They take particular pride in the size of their noses – the larger the better. They usually dwell in secluded subterranean villages or hidden glens deep in the forest.

Gnomes receive a +4 bonus on saving throws against magic and can see in the dark (dark vision) up to a range of 60 feet. Their keen senses allow them to detect concealed or hidden passages and doors with a 4-in-6 chance of success when they are actively searching. They may be fighters, magic-users, thieves, and magic-user/thieves. Due to their diminutive size they may only advance to 4<sup>th</sup> level as a fighter, and it is in their nature to avoid combat. Gnome characters can advance to 5<sup>th</sup> level as a magic-user (6<sup>th</sup> level with an Intelligence of 17, 7<sup>th</sup> level with an Intelligence of 18). They have no upper limit to their level advancement as thieves and may take advantage of any XP bonus due to high Dexterity score to gain experience more quickly.

Gnomes who are not player characters might have classes, abilities and limitations which are completely different

from those of a gnome adventurer. The nature of the gnome race as a whole is determined by the referee, and might include non-player characters of any class.

### **Half-Orc**

Half-orcs are born of a union between a human and an orc. They appear very similar to humans, except that they are often broader and more heavily muscled. This combines with a slightly sloping forehead and a prominent underbite to give them an fearsome appearance.

Half-orcs can see in the dark (dark vision) up to a range of 60 feet. In addition, they can detect concealed or hidden passages and doors with a 3-in-6 chance when actively looking – though they may only use this ability in subterranean environments. They may be assassins, assassin/fighters, fighters, fighter/thieves, and thieves. They may advance to 7<sup>th</sup> level as a fighter (8<sup>th</sup> with a Strength of 17, 9<sup>th</sup> with a Strength of 18). They have no upper limit to their advancement as assassins or thieves and may take advantage of any XP bonus due to high Attribute scores to gain experience more quickly.

Half-orcs who are not player characters might have classes, abilities and limitations which are completely different from the half-orc adventurer. The nature of the half-orc race as a whole is determined by the referee, and might include non-player characters of any class.

# Chapter Four

## Equipment

An unprepared adventurer is a dead adventurer. The right tool for the right task can be the difference between life and death. Listed below are several new weapons, armor, as well as a few new magical trinkets. The items listed below may only be included in your *Swords & Wizardry* campaign with the referee's permission.

### New Weapons

#### **Cestus**

A cestus is a leather gauntlet with short spikes or metal plates set across the knuckles and the back of the hand. It can also be loaded with lead or other heavy metals in order to give weight to bare-handed blows.

Attacks from a cestus inflict 1d4 points of damage, plus the wearer's Strength modifier. They are sold in pairs, typically at a price of 5 gold pieces with each pair weighing 10 pounds (5 pounds per hand). The weight the cestus makes wielding a weapon while wearing them awkward, imposing a -1 penalty to attack with melee weapons while being worn. They can be wielded by any class.

#### **Crossbow (Hand)**

This pistol-sized crossbow is favored by assassins and thieves for its concealment. While it does not inflict a great deal of damage, it can be fired from a great distance and the tips of its tiny

quarrels are usually tipped with poison. Because of the complicated mechanisms and difficult craftsmanship necessary to create the hand crossbow, they are very expensive.

A hand crossbow can be fired once per round and inflicts 1d3 points of damage. It has a range of 50 feet and weighs two pounds. It can be fired with one hand, but requires two hands to reload. The hand crossbow weighs 3 pounds and a case of twenty bolts weighs one pound. The hand crossbow costs 120 gold pieces, while a case of 20 small bolts costs 5 gold pieces. It is considered the tool of thieves and assassins and most individuals seen wielding one will be looked on with suspicion in civilized places. It can be wielded by assassins, fighters, monks, rangers and thieves.

#### **Dagger (Parrying)**

This is a unique type of dagger, often paired with a rapier or short sword. Its hilt is long, ending in curved quillions to catch and deflect melee attacks. Because of the weight and length of this hilt, a parrying dagger cannot be thrown.

A parrying dagger inflicts 1d4 points of damage, plus the attacker's Strength modifier and weighs three pounds. If a character is fighting with a parrying dagger in their off hand in a two-weapon style they may elect to receive a one-point bonus to their armor class instead of the normal +1

to their to-hit modifier. This choice must be made at the beginning of each combat round, before initiative is rolled.

Parrying daggers cost 5 gold pieces and may be wielded by assassins, fighters, monks, paladins, rangers, and thieves.

### **Lance (Jousting)**

These heavy wooden lances range from twelve to fifteen feet long and weigh upwards of twenty pounds. They are used exclusively in tournaments as non-lethal weapons. Their tips are blunted to disperse the impact of a blow, though it is a regular occurrence to see a knight charging full-tilt at his opponent who shatters his jousting lance into an array of dangerous splinters.

Jousting lances weight 20 lbs and cost 20 gold pieces. They inflict 1d3 points of damage, plus the wielder's Strength modifier. If the attacker rolls a 15 or higher on his d20 roll to attack while charging with a jousting lance, he has broken the lance and it is useless.

The jousting lance may be used by fighters and paladins only.

### **Mattock**

A mattock is a large two-handed double-ended pick normally reserved for mining. These metal heads are typically set on wooden handles between three and four feet long. It is particularly favored by dwarfs and other subterranean races.

The mattock inflicts 2d4 points of damage, plus the wielder's Strength modifier and requires two hands to wield in combat. It weighs 15 lbs and costs 25 gold pieces. Mattocks may be used by fighters, monks, paladins, and rangers.

### **Net**

Normally the net is used as a tool of fishermen, but with modification it can have combat application. The combat net is 10 feet in diameter, and ends in a ring of a dozen weights. It is typically cast over an adjacent target while in melee combat in order to entangle or subdue them.

The target of an attack from a net does not receive any armor class bonus from their armor worn, but still retain any bonuses from magical items, high Dexterity, and a shield (if one is present). If the attack is successful, the target of the attack suffers a -4 penalty to all attacks, a one-point penalty to their armor class, and is reduced to half their normal movement rate. Spell casters entangled by a net have a 30% chance of miscasting any spell they attempt while entangled. A miscast spell has no effect and the spell is expended.

In addition, each round they must make a saving throw or become so entangled by the net that they fall prone. The victim may attempt to free themselves each round by rolling a equal to or less than their Dexterity attribute on a d20. Whether or not this attempt is successful, it requires the character's entire combat round and they may not attack, move or cast spells while doing so.

Nets cost 5 gold pieces and weigh 15 pounds. They inflict no damage. It requires two hands to wield in combat. If the attacker rolls a 1 on 1d20 when making their to-hit roll they have entangled themselves in the net accidentally. Nets can be wielded by assassins, clerics, druids, fighters, monks, rangers, and thieves.



## **Sap**

A sap is a hand-held leather bag filled with lead shot or other heavy weights. While not very useful in normal melee combat, they are often employed by nefarious characters to knock out an unaware foe.

The sap costs 2 gold pieces to purchase and weighs five pounds. It inflicts 1d3 points of damage and may be wielded by assassins, clerics, druids, fighters, monks, rangers and thieves.

When an assassin or thief is wielding a sap and makes a successful backstab attack they have a chance to knock their target unconscious. In addition to the weapon's normal damage, the target must make a saving throw or be knocked unconscious for 5d6 rounds. Only creatures with discernible anatomy may be knocked unconscious. In addition, the attack must be able to strike the target's head and the target can be no larger than nine feet tall and must weigh less than 400 pounds.

## **Sword (Rapier)**

The rapier is a slender stabbing blade with a narrow, double-bladed edge. It is light and quick, typically designed with a basket hilt to aid the wielder in parrying. They are often elegantly crafted and extravagantly adorned. Many rich adventurers and noblemen regard them as status symbols and carry them as ceremonial weapons.

A rapier inflicts 1d6 points of damage, plus the wielder's Strength modifier. Fighters wielding a rapier are considered to have a Dexterity of one point

higher when they parry, not a maximum of 18 (or -5 to enemy attacks). Rapiers cost 25 gold pieces and weigh 5 pounds.

Rapiers can be wielded by assassins, fighters, monks and thieves.

## **Trident**

A trident is a long pole up to six feet in length that ends in a three-pronged metal head. Originally based on the farmer's pitchfork, the trident has been refined for battle. They are often used to trap a foe's weapon and disarm them.

The trident inflicts 1d6+1 points of damage, plus the wielder's Strength modifier and requires two hands to wield. It weighs 10 pounds and costs 15 gold pieces. The wielder can attempt to disarm their foe instead of making a normal melee attack. When the wielder attempts to disarm a foe they must make a successful to-hit roll. If the roll is successful, the enemy must make a saving throw or they drop their weapon.

Tridents can be wielded by fighters, monks, paladins and rangers. With the referee's permission they may also be wielded by druids who have a strong tie to oceanic or aquatic lands.

## **Whip**

A whip is a long, braided cord of leather or untanned animal hide between twelve and fifteen feet in length. While not effective weapons against armored foes, they can be used by a skilled wielder to disarm a foe from a distance.

The whip inflicts only a single point of damage in melee combat, though if the target is wearing any armor they suffer no damage. However, the whip can be used to

disarm or trip a foe who is up to ten feet away. When the wielder attempts to disarm a foe they must make a successful to-hit roll. If the roll is successful, the enemy must make a saving throw or they drop their weapon. If the wielder is attempting to trip their foe they must make a successful to-hit roll. If the roll is successful, the enemy must

make a saving throw or be knocked prone. A target who is twice the height and weight of the wielder cannot be knocked prone, but can still be disarmed.

Whips cost 5 gold pieces to purchase and weigh 3 pounds. They can be wielded by assassins, druids, fighters, monks, rangers and thieves.

**Table 4-1: New Weapons**

Weapon	Damage	Range	Rate of Fire	Weight (pounds)	Cost
Cestus	1d4	–	–	10	5 gp
Crossbow (Hand)	–	50 feet	1	3	120 gp
Bolt (Hand) (20)	1d3	–	–	1	5 gp
Dagger (Parrying)	1d4	–	--	3	5 gp
Lance (Jousting)	1d3	–	–	20	20 gp
Mattock	2d4	–	–	15	25 gp
Net	–	–	–	15	5 gp
Sap	1d3	–	–	5	2 gp
Sword (Rapier)	1d6	–	–	5	25 gp
Trident	1d6+1	–	–	10	15 gp
Whip	1	–	–	3	5 gp

## New Armor

### Padded Armor

Padded armor, also known as a gambeson or arming jacket, is a long-sleeved tunic of thick cloth stuffed with wool or linen and sewed using a technique called quilting. It is most often worn under a suit of heavier armor, such as chain or plate armor. It provides minimal protection, but is sometime worn by knights or chivalric characters when not in battle because of the

implication that they are garments associated with nobility.

Padded armor can be worn by assassins, clerics, fighters, paladins, rangers and thieves. It costs 5 gold pieces and weighs 10 pounds. It provides a -1 [+1] benefit to the wearer's armor class.

### Crow's Mail

This is less a unified suit of armor, but more of a cobbled together combination of leather and metal rings. It is typically worn by brigands, bandits, mercenaries and

other nefarious characters. Characters wearing crow's mail are regarded as low and uncouth sell swords who gladly trade blood for coin.

Crow's mail armor can be worn by assassins, clerics, fighters, paladins, and rangers. It costs 7 gold pieces and weighs 15 pounds. It provides a -2 [+2] benefit to the wearer's armor class. Because crow's mail is cheaply assembled, whenever the wearer of it suffers a critical hit the armor is permanently damaged and its benefit to their armor class is permanently reduced by one point. Magical crow's mail is not effected by critical hits in his fashion.

### **Scale Mail**

Scale mail armor is made from a series of small metal plates or disks that are sewn together into an overlapping fashion and have an appearance similar to the scales of a fish or dragon. A full suit of scale mail is crafted to cover the torso, arms and legs and is typically worn with a cap of iron or matching coif of scales.

Scale mail armor can be worn by clerics, fighters, paladins, rangers and thieves. It costs 85 gold pieces and weighs 60 pounds. It provides a -5 [+5] benefit to the wearer's armor class.

### **Dwarf-Steel Plate Armor**

Dwarfs are master smiths and forge arms and armor that are the envy of other races. Dwarf-steel plate is crafted in a manner similar to normal plate armor, though the steel is forged and tempered in the secret forges of the greatest dwarf smiths. It is typically only worn by the most skilled and renowned dwarf warriors or

kings and is never forged or given to non-dwarves.

Dwarf-steel plate armor can only be worn by dwarf fighters. If a suit were ever made available for purchase it would cost at least 500 gold pieces and weighs 65 pounds. It provides a +7 [-7] benefit to the wearer's armor class.

### **Elfin-Silver Chain Mail**

Elves are known for their light steps and elegant grace, but they are no strangers to warfare. Famous elf warriors go into battle clad in elfin-silver chain armor, which is forged by a secret alloy of silver and steel which has been blessed by the high magic of the elves. It is extraordinarily light, but able to turn all but the fiercest blows. It is normally only crafted to fit elf warriors, though in rare cases a suit of elfin-silver chain mail has been given to a non-elf who has done a great deed in service of the elves.

Elfin-silver chain mail armor can be worn by assassins, clerics, fighters, paladins, rangers, and thieves. If a suit were ever made available for purchase it would cost at least 500 gold pieces and weighs 25 pounds. It provides a +4 [-4] benefit to the wearer's armor class.

## **New Shields**

### **Buckler Shield**

A buckler is a small metal round shield between a foot and eighteen inches in diameter. It is gripped with the fist and generally paired with a light weapon such as a short sword or rapier. While effective in melee, it provides poor protection from missile weapons.

Buckler shields can be used by assassins, clerics, fighters, paladins, rangers and thieves. It costs 15 gold pieces and weighs 5 pounds. It provides a -1 [+1] benefit to the wearer's armor class, but only against melee attacks.

### Tower Shield

A tower shield is a massive wooden shield usually reserved for protection during a siege. It's large size and heavy weight makes it cumbersome in melee combat, though it offers extraordinary

protection in combat, especially against missile weapons.

Tower shields can be used by clerics, fighters and paladins. Tower shields may not be used by dwarves or halflings, who are too small to wield them effectively. It costs 40 gold pieces and weighs 40 pounds. It provides a -2 [+2] benefit to the wearer's armor class against melee attacks and a -3 [+3] against missile attacks. Characters using a tower shield while in melee combat suffer a -1 penalty to all to-hit rolls.

**Table 4-2: New Armor & Shields**

Armor Type	Effect on AC from a base of 9 [10]	Weight (pounds)	Cost
Buckler	-1 [+1]*	5	15 gp
Padded Armor	-1 [+1]	10	5 gp
Crow's Mail	-2 [+2]	15	7 gp
Tower Shield	-2 [+2]* / -3 [+3]**	40	40 gp
Elfin-Silver Chain Mail	-4 [+4]	25	500 gp
Scale Mail	-5 [+5]	60	85 gp
Dwarf-Steel Plate Mail	-7 [+7]	65	500 gp

\*This bonus is only granted against melee attacks

\*\*This bonus is only granted against missile attacks

## New Magical Items

### Potions

#### Potion of Dark Vision

After imbibing this potion the character gains the ability to see in the dark (dark vision) at a range of 60 feet. Characters who already have dark vision gain no benefit from this potion.

#### Potion of Heightened Senses

After imbibing this potion the character increases their ability to successfully find concealed and secret doors by 1-in-6. Thus if the character normally is only able to successfully find concealed and secret doors with a 2-in-6 chance of success, this increases to a 3-in-6 chance while under the effects of a *Potion of Heightened Senses*.

In addition, a character under the effects of this potion can only has a 1 in 6 chance of being surprised.

### **Potion of the Polyglot**

After imbibing this potion the character can understand and speak all spoken languages.

### **Potion of Water Breathing**

After imbibing this potion the character can breathe water as easily as they are able to breathe air. It is important to remember that when drinking a potion the imbiber does not know the exact duration the potion's effects.

### **Potion of Weaponry**

After imbibing this potion the character can wield any melee or missile weapon as if they were a fighter of a level equal to their own, regardless of their actual class. Fighters, paladins and rangers gain no benefit from drinking a *Potion of Weaponry*.

## **Scrolls**

### **Scroll of Protection from Charms**

The reader of this scroll cannot be brought under a magical compulsion like a *Charm Person*, *Confusion* or *Geas* spell. The referee is the final arbiter over which spells and effects qualify as magical compulsion. Duration: 1 hour.

### **Scroll of Protection from Dragons**

All characters within a 10 foot radius of the reader are protected from any attacks, breath weapons, or magic spells of one dragon per round. Duration: 10 minutes.

### **Scroll of Protection from Mundane Weapons**

The reader of this scroll cannot be harmed by mundane weapons. Swords bounce off their clothing and armor, while arrows and bolts are reflected harmlessly. Magical weapons and spells can still affect the character normally. Duration: 5 minutes..

### **Scroll of Protection from Negative Energy**

The reader of this scroll is immune to all level-draining effects, such as the touch of certain undead. In addition they are also immune to *Finger of Death* and *Power Word, Kill*. Duration: 8 hours.

## **Unusual Weapons**

### **Blinding Weapon**

Blinding weapons always radiate 15 feet of magical light. Whenever the wielder of a blinding weapon rolls an unmodified 20 on the d20 of their to-hit roll, their foe is stricken blind. There is no saving throw to avoid this effect, though the blinded target regains their sight after 5 minutes. Only melee weapons may be blinding.

### **Dragon's Bane Arrow**

These black arrows often have feathered fletching to match the color of the dragon which they were born to destroy. In most respects they are simple, mundane arrows. However, each *Dragon's Bane Arrow* is linked to a specific type of dragon (black, blue, green, red, white, or gold). When it is fired at a dragon of the type which matches the color of its fletching it is

considered to be a *+3 Arrow*. If the *Dragon's Bane Arrow* successfully hits that dragon, it is instantly slain regardless of hit points or other resistances.

### **Explosive Thrown Weapon**

Daggers and darts which are enchanted to be explosive have a unique and dangerous property. When they successfully hit their target they explode as if a *Fireball* had been cast at their point of impact, which is typically the intended target of the thrown weapon attack. This explosion has a 20' radius and does 5d6 points of fire damage. The target struck by the explosive thrown weapon also suffers normal damage from the weapon itself.

An explosive thrown weapon only explodes when a successful thrown attack is made. After it explodes, the explosive thrown weapon is destroyed.

### **Invisible Weapon**

Invisible weapons are able to turn invisible, either completely or in part, at the command of their wielder. They are still physically present, but are now much more difficult to detect. Some more nefarious combatants will often command the blades of their invisible weapons to vanish during combat. This makes it much more difficult for a foe to defend himself from a weapon he cannot see.

When fighting against someone with an invisible weapon shields are rendered useless as the shield-bearer has no sense of where to put the shield to protect themselves. In addition, invisible weapons that are made completely invisible are very difficult to detect and are typically only

discovered if they are accidentally stumbled upon or if a *Detect Invisibility* spell is cast on the individual carrying such a weapon.

Invisible weapons are almost always daggers or short swords.

### **Reappearing Ammunition**

Appearing as arrows, bolts, or sling stones, reappearing ammunition automatically reappears in the hand of the individual who fired the project one round after the weapon was launched.

### **Armor**

#### **Raven's Mail**

This roughly crafted suit of black leather and iron ringed crow's mail acts as *+2 Crow's Mail* until the command word is uttered. Once the command word has been uttered, the wearer and all his equipment transforms into a raven capable of flying at the character's normal movement speed. While transformed they can still talk, though in brief, monosyllabic words. They may only transform once per day and for no longer than one hour per day. Like all magical crow's mail, Raven's Mail is not damaged by critical hits.

#### **Shadow Leather**

This suit of *+2 Leather Armor* is an indistinguishable gray color and is highly prized by thieves and assassins. While wearing Shadow Leather they receive a *+25%* bonus to all rolls made to Hide in Shadows.

#### **Shining Armor**

This suit of *+3 Plate Armor* always appears to be in perfect condition and

brightly polished. It will never rust or wear, nor show signs of battle damage. When worn by a lawful cleric, lawful fighter or paladin that character may mentally command the armor to blaze with divine light. All chaotic creatures within 30 feet of the character must make a saving throw or be blinded for one turn.

## **Rings**

### **Bonded Rings of Telepathy**

Bonded Rings of Telepathy always come in pairs. Each ring must be worn by a different individual for the ring's enchantment to take effect. While wearing the rings each of these two characters can communicate telepathically regardless of the distance between them as long as they are on the same plane of existence.

### **Ring of Fire**

This bronze ring is set with a collection of small rubies. When worn by a magic-user it empowers their pyromancy. Whenever they cast *Delayed Blast Fireball*, *Explosive Runes*, *Fireball*, *Meteor Storm*, *Pyrotechnics* or *Wall of Fire* the spell functions as if cast by a magic-user who is two levels higher.

### **Ring of Prestidigitation**

This simple silver band is valued by thieves. While wearing it they receive a +20% bonus to all Delicate Tasks and Traps rolls.

### **Ring of Poison**

This ring is often set with a blood-red stone and radiates a dark enchantment. When the stone is touched to a poison that

substance is absorbed into the ring and the wearer may then attempt to poison a target by making a successful melee attack. The ring can only store one dose of poison at a time.

### **Ring of Truth**

While this ring may be worn by any character, its enchantments only function for a lawful character. While wearing the ring, the wearer can always sense when someone within 30 feet knowingly lies to them unless the deceiver makes a successful saving throw.

### **Shielding Ring**

This appears to be a normal, unadorned ring of iron. When worn by a fighter, paladin or ranger that character may issue a command word and cause the ring to transform into a *+1 shield*. In addition, while the Shielding Ring is activated all *Magic Missile* spells targeted at the wearer of the ring strike the shield harmlessly and are dissipated. This ring may be activated for up to one hour each day, though this hour does not need to be spent in a single use.

## **Staffs**

### **Monk's Staff**

This staff appears is a completely unadorned and perfectly balanced. Its center is dominated by a simple leather grip. When wielded by a monk, he receives a two-point bonus to both his armor class and movement, may attack with the weapon at his weaponless attack rate and it functions as a *+2 staff*.

While any character class can wield the Monk's Staff, in the hands of any class other than a monk it functions as a mundane, non-magical staff.

### **Pilgrim's Staff**

The Pilgrim's Staff appears to be little more than a stout and unadorned walking stick of six feet in length. In the hands of a lawful cleric its true power is revealed. While holding the staff, the cleric can *Detect Evil* (per the 1<sup>st</sup> level cleric spell) at will, up to once per round. In addition, they may use the staff to cast *Bless* once per day on themselves. Finally, while carrying the Pilgrim's Staff, they automatically succeed in all Forced March checks. They do not need to roll each day.

### **Shepherd's Crook**

This appears to be nothing more than a humble shepherd's crook of stout wood. However, it can be wielded in combat as a *+2 staff*. In addition, while carrying the Shepherd's Crook, the character will not be attacked by a natural animal (like a bear or a wolf, but not a roc or owlbear) unless they act aggressively towards that beast or its young.

The Shepherd's Crook can only be used by druids and rangers.

### **Miscellaneous Magic Items**

#### **Bracers of Speed**

Bracers of Speed grant their wearer one additional attack each combat round. They may only be worn by fighters, monks, paladins, and rangers.

#### **Decanter of Endless Air**

This appears to be nothing more than an empty bottle. Any liquids poured into it are magically expelled by a strong blast of air. Its magic becomes apparent if a character attempts to drink from the empty bottle. They will find their lungs suddenly filled with sweet, fresh air and can breathe indefinitely while "drinking" from the decanter. This can allow a character to breathe underwater or avoid the effects of noxious gases.

#### **Gloves of Concealment**

These fingerless cloth gloves look like the tattered and threadbare. However, upon command the wearer of these gloves can order any one item they hold that weighs no more than 15 pounds and is no more than three feet in length to vanish into a tiny dimensional pocket contained within the glove. The item will remain hidden and undetected while in the dimensional pocket. Regardless of the size of the item, the Gloves of Concealment can only hide one item at a time - though they can hide it indefinitely. If the Gloves of Concealment are destroyed while an item is stored in their dimensional pocket that item is lost forever.

#### **Gloves of Pilfering**

These slender silk gloves grant any assassin or thief wearing them a +15% bonus to their Delicate Tasks roll, but only when attempting to pick pockets.

#### **Impervious Book Leather**

This large rectangular leather cloth radiates a strong aura of protection magic, though usually appears to have burn marks or other signs of damage. They are highly



prized by magic-users and when used to cover a spellbook (or any other book) they magically alter their size to suit that book. A spellbook covered by an Impervious Book Leather is immune to all forms of damage and destruction. It suffers no damage of any kind from any source. Nothing short of a *Wish* spell can destroy it.

### Mirror of Teleportation

A character can gaze into the Mirror of Teleportation and attempt to recall a familiar location with a 90% chance of success. That location then appears in the mirror. The character can step into the mirror and be instantly teleported to that location. The image remains in the mirror for three rounds, allowing the opportunity for others to pass through the mirror, however this is a one-way journey.

Characters attempting to teleport to locations which they are not familiar run the risk of being transported to a random location of the referee's choice.

### Spectacles of Truth

While they are worn, Spectacles of Truth allow the wearer to *Detect Magic* and *Read Languages* at will, though they suffer a -2 penalty to all missile attack rolls. They may only be worn by magic-users.

### Tools of the Trade

This brown leather jerkin has its interior lined with several a dozen tiny pockets. Each of these pockets magically stores a useful item and hand tools that can be beneficial to an adventurer. These items are drawn from their tiny extra-dimensional pockets and can be returned to

with ease. While they are stored in the jacket the items are considered weightless because they are in the extra-dimensional pocket. If one of the items is destroyed then no other object can be stored in that pocket, though after one month's time a replacement of that item will reappear in the pocket. If an item is not returned to its pocket after 6 hours it fades from existence and is considered destroyed - thus requiring one month for a replacement item to reappear.

This item can be used by any class.

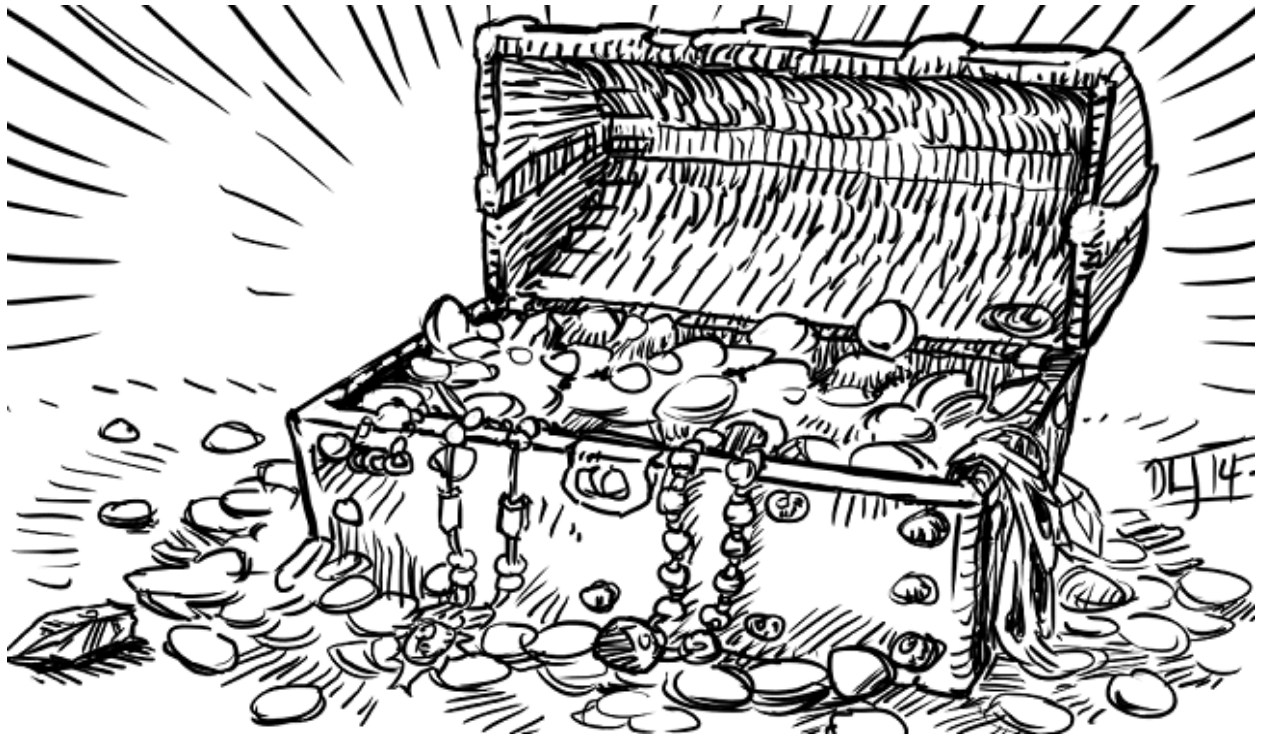
Pocket	Item
Pocket 1	Bedroll
Pocket 2	Crowbar
Pocket 3	Flint & Tinder
Pocket 4	Hammer
Pocket 5	Lantern, Bullseye (filled with oil)
Pocket 6	Mirror, Small Steel
Pocket 7	Pole (10')
Pocket 8	Silk Rope (50', w/ grappling hook)
Pocket 9	Shovel
Pocket 10	Iron Spikes (10)
Pocket 11	Tent
Pocket 12	Thief's Tools

### Wizard's Pipe

This long-stemmed wooden tobacco pipe is a favorite of magic-users. They grow an exotic tobacco which is said to help them with memory and recall. When a magic-user smokes the Wizard's Pipe for one

uninterrupted hour while committing their spells to memory each day they may memorize one additional 1st level spell. More powerful versions of this item may exist at the referee's discretion which allow

the magic-user to memorize an additional 2nd, 3rd or 4th level spell - but such items would be extraordinarily rare and prized by powerful arcane masters across the world.



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