Swords & Wizardry Light

Fast-Play Fantasy

The Fighter
A battle-hardened warrior that trusts in arms and armor

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

Saving Throw: 16 at 1st level, 15 at 2nd lvl, 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 Cleric
An armored priest who serves Good/Law or Evil/Chaos

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

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

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

- 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 lvl and another spell at 3rd lvl.

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	Cleric Level		
	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 lvl, +1 HP at 2nd lvl, and a 2nd HD at 3rd lvl

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

- Magic-Users (MU) may only use daggers or staves and may choose one as their starting weapon. They 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.
- Lvl 1 MUs get one lvl 1 spell, Lvl 2 MU get 2 lvl 1 spells; Lvl 3 MUs get three lvl 1 & one lvl 2 spells.

Magic-user spells — Level 1

Charm Person † **Range**: *30 ft* **Duration**: *1 day or 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**: *Permanent 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 (being or thing) becomes invisible and cannot be seen. An invisible creature cannot be attacked unless its approximate location is known, and then all attacks 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.

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

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

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 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*.

Welcome to Light!

You remember, don't you? The sounds of battle heard through the clatter of dice? The shuffling of character sheets? The war stories shared with your fellow campaigners? There is a longing in the soul of every adventurer and though it sometimes fades to a whisper, you still hear it. Swords & Wizardry Light marks your return to fantasy roleplaying – or if you're curious what fantasy gaming is all about, this is the perfect introduction. This folio, a twenty-sided die, and a few six-sided dice are all you need to return to the gaming table, recall those halcyon days of heroism, and forge brand new legend. Welcome back to Swords & Wizardry Light!

Ability Scores

The standard way to create ability scores is to roll 3d6 in the order listed below.

Strength – Fighters can use their Str bonus to modify their to–hit and damage results in melee.

Intelligence – Magic-Users can use their Int bonus to give their target a penalty to their *save*

Wisdom – Clerics with a 15 or higher Wisdom gain an extra 1st lvl spell

Constitution – You can use your Constitution bonus to gain additional hit points on each HD. Hit Die (HD) are rolled with a d6

Dexterity – You can use your Dexterity bonus to modify your "to-hit" number with ranged (also called "missile") weapons and modify your character's armor class

Charisma indicates your character's personality and likeability. Characters with a Charisma of 15+ start the game with a **Torchbearer** – *AC 9[10]* **Attacks** None **Special**: Carry torch and shield *Move* 12

Attribute Bonus Attributes scores of 15 or more have a bonus of +1

Armor Class

Armor Class (AC) rates how difficult it is to hit. It is expressed as X[XX]. The first number represents your AC (a lower AC is more difficult to hit). The second number in brackets is the number required to hit an opponent with that AC using a d20.

Example: An unarmored man would be AC9[10], while one wearing leather armor would be 7[12].

Armor Table

Armor Type	Effect on AC	Cost
Chain	-4 [+4]	75 gp
Leather	-2 [+2]	5 gp
Plate	-6 [+6]	100 gp
Ring	-3 [+3]	30 gp
Shield	-1 [+1]	15 gp

Levels

Characters gain levels by completing adventures. After completing two adventures, a character progresses to 2nd level in their chosen class. Upon completing three more adventures, a character progresses to 3rd level. For advancement beyond 3rd level, please refer to the full Swords & Wizardry: Complete rules.

Character Races

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 (-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.

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

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 Haflings 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.

Treasure

Coins

Money comes in coins: 100 copper pieces (CP) = 10 silver pieces (SP) = 1 gold piece (GP).

10 coins = one pound of weight.

Magic Items

Occasionally magic items will be found in adventures. Their abilities and/or bonuses will be described in the adventure.

Missile/Thrown Weapon Table

Weapon	Damage	Rate of Fire	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

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

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 lvl 1 Fighter, but add their HD to the attack roll. Monsters of less than 1 HD attack as 1st lvl Fighters.

Melee Weapon Table

WEAPON	DAMAGE	COST
Axe, battle	1d6	5 gp
Club	1d6	0 gp
Dagger (throw-able 10')	1d6-1	2 gp
Hammer, war	1d6	1 gp
Mace, heavy	1d6	10 gp
Spear (throw-able 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

Monsters

Beetles, Giant Fire
AC: 4[15] *HD*: 1+3 *Attacks*: bite (2d6) *Move*: 12
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 *Attacks*: weapon or bite (1d6)
Special: Surprise opponents (1–3 on 1d6 roll) *Move*: 9
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 *Attacks*: wooden dagger (1d6)
Special: Charm Person *Move*: 12
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 *Attacks*: claw (1d6+paralysis)
Special: Immunities, paralysis *Move*: 9
Ghouls are undead corpse eaters. Any hit from a ghoul requires a *Save* or the victim becomes paralyzed for 3d6 turns.

Gnolls
AC: 5[14] *HD*: 2 *Attacks*: bite (1d6) *Move*: 9
Gnolls are tall humanoids with hyena-like heads.

Goblins
AC: 7[12] *HD*: 1-1 *Attacks*: weapon (1d6)
Special: -1 "to-hit" in sunlight *Move*: 9
Goblins are small creatures (4 ft tall or so) that inhabit dark woods and underground caverns.

Hobgoblins
AC: 5[14] *HD*: 1+1 *Attacks*: weapon (1d6) *Move*: 9
Hobgoblins are simply large goblins.

Kobolds
AC: 6[13] *HD*: ½ *Attacks*: weapon (1d6-1) *Move*: 6
Kobolds are cowardly, diminutive humanoids that live underground.

Lizardmen
AC: 5[14] *HD*: 2+1 *Attacks*: claws (1d6)
Special: Underwater *Move*: 6 (12 when swimming)
Lizardmen are reptilian humanoids, usually living in tribal villages in swamps.

Ogres
AC: 5[14] *HD*: 4+1 *Attacks*: weapon (1d6+2)
Move: 9
Ogres are normally quite large, notoriously ugly, and very stupid.

Orcs
AC: 6[13] *HD*: 1 *Attacks*: weapon (1d6) *Move*: 12
Orcs are stupid, brutish humanoids that gather in tribes.

Rats, Giant
AC: 7[12] *HD*: 1-1 *Attacks*: bite (1d6) *Move*: 12
Giant rats are found in dungeons, and are about the size of a cat.

Skeletons
AC: 8[11], 7 [12] with shield *HD*: 1 *Attacks*:weapon (1d6)
Move: 12
Skeletons are animated bones of the dead.

Spiders, Giant
AC: 6[13] *HD*: 2+2 *Attacks*: bite (1d6)
Special: See Below *Move*:18
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 *Attacks*: claw (1d6)
Special: Regenerates *Move*: 12
Trolls regenerate, healing 3 hit points per round. The only way to utterly kill a troll is to submerse it in acid or burn it.

Worgs
AC: 6[13] *HD*: 4 *Attacks*: bite (1d6) *Move*: 18
Worgs are large, intelligent, and evil wolves.

Wyverns
AC: 3[16] *HD*: 8 *Attacks*: bite or sting (1d6)
Special:Poison sting, flight *Move*: 6 (24 when flying)
A wyvern is the two-legged relative of dragons. Wyverns have a poisonous sting at the end of their tails. In any given round, the wyvern is 4 in 6 likely to use its tail.

Zombies
AC: 8[11], 7[12] with shield *HD*: 2 *Attacks*: strike (1d6)
Special: Immune to sleep, charm *Move*: 6
Zombies are mindless creatures, the walking dead.

CHARACTER CLASS/ CHARACTER LEVEL	TARGET ARMOR CLASS [ASCENDING ARMOR CLASS]							
	3[16]	4 [15]	5 [14]	6 13]	7[12]	8 [11]	9[10]	10[9]
Cleric 1-2/Fighter Level 1	16	15	14	13	12	11	10	9
Cleric 3/Fighter Level 2	15	14	13	12	11	10	9	8
Fighter 3	14	13	12	11	10	9	8	7
Magic-User/Thief 1-3	16	15	14	13	12	11	10	9