

Non-Human Player Codex for Swords & Wizardry Complete



by Noah Green

Non-Human Player Codex for Swords & Wizardry Complete

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Preface

When playing fantasy role-playing games, I have nearly always run non-human characters, because I have always felt that playing a non-human is one of the main reasons to engage in FRPGs in the first place: to be something truly other than what you might be in real life.

I like to collect rules about non-humans. For me, each individual non-human rule, characteristic, or special ability is a small treasure – not a means of gaining a competitive edge in the game, or an item to be cited in rules arguments, but rather an additional celebration of the *otherness* of the non-human and a codification of its difference.

As such a collector, I find much to like in both *Swords & Wizardry White Box* and *Swords & Wizardry Complete*. In *White Box*, we have sets of non-human special abilities that make characters vivid and compelling. In *Complete*, we have non-human multi-classing and the further delineation of non-human class paths and level limits, distinguishing such characters within that game's expanded framework of class possibilities. By combining these two non-human rule sets into one, I aim to present an enhanced opportunity for players and Referees alike to experience the otherworldliness of demi-humans, as well as a handy reference uniting disparate sources for players who are already using both rule sets together.

There are multiple printings of *White Box* and they differ in some cases on non-human rules. I chose to use the first printing (2009), for simplicity, out of preference, and because *Swords & Wizardry Core* (and thus *Complete*) seems to build from that version. There are also some conflicting non-human rules in *White Box* vs. *Complete*. With some very helpful advice (see the acknowledgments), and some thinking and research of my own, I made choices in their resolution. I hope the resulting synthesis is a useful one – certainly, it is not the only possible one.

I also present some favorite core non-human house rules from other various sources, include my take on two additional races familiar to players of the “Advanced” edition of the Original Game, and make my own contribution to the corpus of non-human PC house rules with tables of optional traits for each race. Lastly, I describe some suggested further readings for fellow non-human rule collectors.

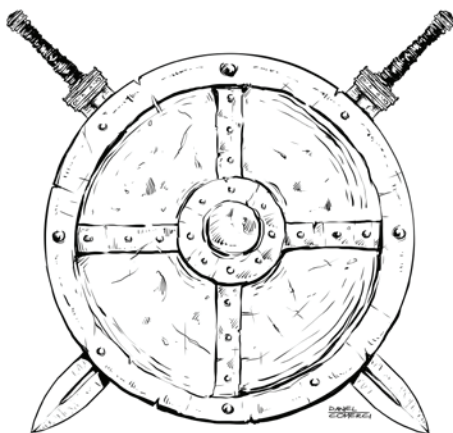
This text is not a recounting of the fascinating lore and description that truly bring non-humans to life. For those things, please consult the original sources listed in the bibliography, as well as the aforementioned further readings.

I hope you find this codex to be both a convenient reference and a point of departure for further exploration.

– Noah Green
Old Lingolf House

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Introduction

Overview

In *Swords & Wizardry White Box*, Dwarves can only be fighters, but they get a +1 to-hit bonus against orcs and goblins. In *Swords & Wizardry Complete*, Dwarves have a wider variety of class options, but they lose that +1 bonus. This book is for players who would like to have both. It is also for players who love running non-humans in general. It has five purposes:

- Combine the non-human PC special abilities from *Swords & Wizardry White Box* with the non-human PC class options from *Swords & Wizardry Complete* into one convenient rule set
- Add some house rules from other traditional sources and a few of my own
- Offer versions of two new races – the Gnome and the Half-Orc
- Present original house rules in the form of optional non-human trait tables
- List other sources of non-human PC rules and new non-human types

All house rules for core races (Dwarf, Elf, Half-Elf, Halfling) in the Non-Human Reference section are marked with a 🏠 symbol and an endnote citation of source. Referees are free to ignore these and the new optional trait tables and opt for a “pure” *Swords & Wizardry* experience, to use some or all of them, and/or to add their own.

Additional Race Notes

The Gnome class level limits, combat and saving throw bonuses, and non-human thief bonuses are adapted from *OSRIC* by Stuart Marshall and Matthew Finch, with some adjustments of the bonuses to a *Swords & Wizardry*-compatible scale. I also extrapolate additional traits from other small folk. I retain spell-casting class choices only; this further differentiates the Gnome from other races, and reflects a view of the Gnome as an inherently magical creature. Such a view has been expressed in many FRPG rule sets and supplements over the years.

The traditional spellcaster class for Gnomes is Illusionist, a class not included in *Swords & Wizardry Complete*. For Illusionist rules for this Gnome, *Secrets of the Shadowend: The Basic Illusionist* by Nathan E. Irving is a great choice. Simply substitute “Illusionist” for “Magic-User” in the *Codex’s* Gnome description.

The Half-Orc is the version that appears in several Frog God Games campaign settings (originally in *Razor Coast* by Nicolas Logue, cited here from *The Lost City of Barakus* by W.D.B Kenower and Bill Webb, and also found in others). It is augmented with the +1 melee damage trait featured in the version presented in *The Hero’s Journey Fantasy Roleplaying* by James M. Spahn, and non-human Thief bonuses adapted from *OSRIC*.



Non-Human Reference



Dwarf



Combat

- +1 to hit vs. goblinoids, orcs
- Cannot wield 2-handed swords, polearms, or longbows ¹
- -2 to hit by human-sized foes, -4 to hit by giants, ogres, trolls, etc.
- +4 save vs. magic
- +1 save vs. poison

Other Abilities

- Darkvision 60'
- Notices sloped halls, moving walls, recent stonework, stone traps
 - See *Swords & Wizardry Complete* "Summary of Important Dungeon Facts" for suggested trap/pit detection rules
- Secret doors
 - Searching: 2/6
- Listen at doors
 - Non-Thief: 2/6
 - Thief: "Hear Sounds" skill

Languages

- Common, Dwarvish, Gnomish, Goblin, Orcish, Kobold

Classes

- **Fighter**
 - Level limit 6 unless STR 17 (Level 7) or STR 18 (Level 8)
 - Can use XP bonuses
- **Fighter / Thief**
 - **Fighter**
 - Level limit 6
 - **Thief**
 - No level limit
 - Non-Human Thief Bonuses table
 - Can't use Thief skills if armor heavier than leather
 - Cannot use XP bonuses
- **Fighter / Cleric** (†)
 - **Fighter**
 - Level limit 6
 - Cleric weapon limits apply; blunt weapons only (club, flail, hammer, mace, staff, etc.) No missile weapons, other than oil or slings if the Referee permits
 - **Cleric**
 - Level Limit 7
 - Cannot use XP bonuses


(†) - Available at Referee discretion

Non-Human Thief Bonuses	
Del. Tasks/Traps	+10%
Hide in Shadows	+5%
Move Silently	+5%
Open Locks	+5%

Elf



Combat

- +1 to hit vs. goblinoids, orcs, intelligent undead, lycanthropes
- +1 to hit with any pulled bow, short sword, or long sword ²
- Immune to paralysis by undead such as ghouls, etc.
- +2 save vs. magic

Other Abilities

- Darkvision 60'
- Secret doors
 - Searching: 4/6
 - Passing by: 1/6
- Listen at doors
 - Non-Thief: 2/6
 - Thief: "Hear Sounds" skill

Languages

- Common, Elvish, Gnoll, Goblin, Orcish, Hobgoblin

Classes

• **Fighter / Magic-User**

- **Fighter**
 - Level limit 4 unless STR 17 (Level 5) or STR 18 (Level 6)
- **Magic-User**
 - Level limit 8 unless INT 18 (Level 9)
 - Spell limit 5th level
 - Can't cast spells while wearing armor, unless it is magical
 - Cannot use XP bonuses

• **Fighter / Magic-User / Thief**

- **Fighter**
 - Level limit 4 unless STR 17 (Level 5) or STR 18 (Level 6)
- **Magic-User**
 - Level limit 8 unless INT 18 (Level 9)
 - Spell limit 5th level
 - Can't cast spells while wearing armor, unless it is magical
- **Thief**
 - No level limit
 - Non-Human Thief Bonuses table
 - Can't use Thief skills if armor heavier than leather
 - Cannot use XP bonuses

• **Thief**

- No level limit
- Non-Human Thief Bonuses table
- Can use XP bonuses

Non-Human Thief Bonuses

Hide in Shadows	+15%
Move Silently	+10%

Gnome



Combat

- +1 to hit vs. kobolds, goblinoids
- Cannot wield 2-handed swords, polearms, or longbows
- -2 to hit by human-sized foes, -4 to hit by giants, ogres, trolls, etc.
- +4 save vs. magic
- +1 save vs. poison

Other Abilities

- Darkvision 60'
- Notices sloped halls, moving walls, recent stonework, stone traps
 - See *Swords & Wizardry Complete* "Summary of Important Dungeon Facts" for suggested trap/pit detection rules; use Dwarf rules
- Secret doors
 - Searching: 2/6
- Listen at doors
 - Non-Thief: 2/6
 - Thief: "Hear Sounds" skill

Languages

- Common, Gnomish, Dwarvish, Goblin, Halfling, Kobold, any burrowing animal

Classes

- **Magic-User**
 - Level limit 5 unless INT 17 (Level 6) or INT 18 (Level 7)
 - Can use XP bonuses
- **Fighter / Magic-User**
 - **Fighter**
 - Level limit 5 unless STR 18 (Level 6)
 - **Magic-User**
 - Level limit 5 unless INT 17 (Level 6) or INT 18 (Level 7)
 - Can't cast spells while wearing armor, unless it is magical
 - Cannot use XP bonuses
- **Thief / Magic-User**
 - **Thief**
 - No level limit
 - Non-Human Thief Bonuses table
 - Can't use Thief skills if armor heavier than leather
 - **Magic-User**
 - Level limit 5 unless INT 17 (Level 6) or INT 18 (Level 7)
 - Can't cast spells while wearing armor, unless it is magical
 - Cannot use XP bonuses

Non-Human Thief Bonuses

Del. Tasks/Traps	+5%
Hide in Shadows	+5%
Move Silently	+5%

Half-Elf



Combat

- +1 save vs. magic 🏠³

Other Abilities

- Darkvision 60'
- Secret doors
 - Searching: 4/6
 - Passing by: 1/6
- Listen at doors
 - Non-Thief: 2/6
 - Thief: "Hear Sounds" skill

Languages

- Common, Elvish, Gnoll, Goblin, Orcish, Hobgoblin 🏠⁴

Classes

• **Fighter / Magic-User**

- **Fighter**
 - Level limit 6 unless STR 17 (Level 7) or STR 18 (Level 8)

◦ **Magic-User**

- Level limit 6 unless INT 17 (Level 7) or INT 18 (Level 8)
- Spell limit 5th level
- Can't cast spells while wearing armor, unless it is magical
- Cannot use XP bonuses

• **Fighter / Magic-User / Cleric**

◦ **Fighter**

- Level limit 6 unless STR 17 (Level 7) or STR 18 (Level 8)
- Cleric weapon limits apply; blunt weapons only (club, flail, hammer, mace, staff, etc.) No missile weapons, other than oil or slings if the Referee permits

◦ **Magic-User**

- Level limit 6 unless INT 17 (Level 7) or INT 18 (Level 8)
- Spell limit 5th level
- Can't cast spells while wearing armor, unless it is magical

◦ **Cleric**

- Level Limit 4
- Cannot use XP bonuses

• **Thief**

- No level limit
- Non-Human Thief Bonuses table 🏠⁵
- Can use XP bonuses


Non-Human Thief Bonuses

Del. Tasks/Traps	+10%
Hide in Shadows	+5%

Halfling



Combat

- +1 to hit with missile weapons
- Cannot wield 2-handed swords, polearms, or longbows ⁶
- -2 to hit by human-sized foes, -4 to hit by giants, ogres, trolls, etc.
- +4 save vs. magic
- +1 save vs. poison

Other Abilities


- Darkvision 60'
- Secret doors
 - Searching: 2/6
- Listen at doors
 - Non-Thief: 2/6
 - Thief: "Hear Sounds" skill

Languages

- Common, Halfling, and other creatures that fit the style of the Referee's campaign

Classes

• Fighter

- Level limit 4
- "Near Invisibility" - Referee chooses one of either:
 - When not engaged in combat, hard to see and moves with almost total silence (Referee determines interpretation)
- OR-
- Has Thief skills: "Hide in Shadows" (20%) and "Move Silently" (20%) ⁷
- Can use XP bonuses

• Thief

- No level limit
- Non-Human Thief Bonuses table
- Can use XP bonuses

Non-Human Thief Bonuses

Del. Tasks/Traps	+5%
Hide in Shadows	+10%
Move Silently	+10%
Open Locks	+10%

Half-Orc



- **Fighter**
 - Level limit 7 unless STR 17 (Level 8) or STR 18 (Level 9)
 - Can use XP bonuses
- **Thief**
 - No level limit
 - Non-Human Thief Bonuses table¹⁰
 - Can use XP bonuses

Combat

- +1 to hit when fighting in darkness or striking from hiding
- -1 to hit when fighting in bright light
- +1 damage with melee weapons⁸

Other Abilities

- Darkvision 60'
- Secret doors
 - Searching: 2/6
- Listen at doors
 - Non-Thief: 2/6
 - Thief: "Hear Sounds" skill

Languages

- Common, Orcish

Classes

- **Assassin**
 - No level limit
 - Non-Human Thief Bonuses table⁹
 - Can use XP bonuses

Non-Human Thief Bonuses	
Climb Walls	+5%
Del. Tasks/Traps	+5%
Open Locks	+5%



Optional Traits



Applying Traits

These optional traits are designed to add nuance and distinctiveness to non-human PCs and can be used with the Referee's permission.

A player should receive a single trait; this should happen after choosing race but before choosing class. The player should roll 1d10 and consult their character race's chart. A trait marked with a (†) can be re-rolled if the player doesn't want or the Referee does not allow the class choice(s) it states or implies. A Referee may also opt to allow players to pick their trait, rather than roll for a random one.

The three lines of each trait table entry comprise its name, positive aspect, and negative aspect. The negative aspect is meant to provide balance; the Referee should use or modify it, depending on the type of campaign they wish to run. In a particularly deadly campaign where players are already facing great challenges, the Referee may wish to discard the negative aspect altogether. On the other hand, they are advised to keep it if they are allowing players to select their trait. Overall, the Referee should feel free to hack and use these charts in any way they see fit. A handful of traits take their inspiration from other rule sets and are marked with an endnote citation of source.

Any adjustments to rolls should be in addition to pre-existing race and/or class adjustments (e.g. the Dwarf +1 save vs. coercive spells is added to the Dwarf's existing +4 save vs. magic). Any adjustments to core attributes should result in the standard minimum of 3 and maximum of 18.



Dwarf

Roll	Trait
1	Stubborn Old Git <ul style="list-style-type: none"> • +1 save vs. coercive spells (<i>Charm Person, Geas</i>, etc.) and hypnosis • -2 CHA
2	Cousins with the Guy with the White Beard <ul style="list-style-type: none"> • +1 to hit, +1 damage with war hammer; can throw range 10' • -2 INT
3	Rune Talent I <ul style="list-style-type: none"> • Once per day, can draw a rune on door with <i>Hold Portal</i> effect • Save vs. magic bonus reduced to +2 for remainder of day of drawing
4	Helped Build That Door on the Mountain <ul style="list-style-type: none"> • Secret doors - Searching: 3/6 • Save vs. magic bonus reduced to +3
5	Rune Talent II <ul style="list-style-type: none"> • Once per day, can draw a rune that will alert the Dwarf if any creature passes it. Rune lasts one day; disappears after alert. • Save vs. magic bonus reduced to +2 for remainder of day of drawing
6	To Seek the Pale But Not Enchanted You-Know-What <ul style="list-style-type: none"> • Can perform equivalent of <i>Locate Object</i> once per day; can only be used to locate treasure items (NOT including magic items) • Loses entire +4 save vs. magic bonus for remainder of day of casting
7	What? And Never Touch Silver Again? <ul style="list-style-type: none"> • Immune to lycanthropy • Loses entire +4 save vs. magic bonus AND +1 save vs. poison bonus for remainder of day if lycanthrope brings character below 50% HP
8	Gimlet-Eye of the Turquoise Hills <ul style="list-style-type: none"> • Can appraise gold, jewels, weapons, armor, metalwork; spot forgeries; sense magic on items, though not their exact properties¹¹ • -1 to hit by human-sized foes, -3 to hit by giants, ogres, trolls, etc.
9	Champion Under the Mountain <ul style="list-style-type: none"> • If pure Fighter: Fighter level limit 7 unless STR 17 (Level 8) or STR 18 (Level 9); If Fighter/Thief or Fighter/Cleric: Fighter level limit 7 • Save vs. magic bonus reduced to +3
10	All Gold and No Axe (†) <ul style="list-style-type: none"> • Rare opportunity to play as single class Thief, with all XP bonuses • -2 STR

ELF

Roll	Trait
1	High Elf (†) <ul style="list-style-type: none"> • Can cast <i>Detect Evil</i> once per day. Does not use up a spell slot¹² • Can only play as a Fighter/Magic-User (no Thief-related classes)
2	Lycanthrope Hunter <ul style="list-style-type: none"> • +2 to hit vs. lycanthropes; can use non-silver/non-magic weapons at half-damage against lycanthropes; automatically detects the affliction and its type in lycanthropes in their humanoid form • Remove +1 to hit vs. goblinoids, orcs, intelligent undead bonus
3	I Remain as the Light Made Me <ul style="list-style-type: none"> • Immune to all attribute-draining attacks (e.g. by shadow, etc.) • Loses entire +2 save vs. magic bonus for remainder of day if such an attack hits
4	Sylvan Elf <ul style="list-style-type: none"> • Can cast one 1st level Druid spell once per day. Spell is chosen at character creation and cannot change. Does not use a spell slot • Save vs. magic bonus reduced to +1 for remainder of day of casting
5	Walks the Arcane Path (†) <ul style="list-style-type: none"> • Magic-User level limit 9 unless INT 18 (Level 10) • Fighter level limit 3 unless STR 17 (Level 4); -1 STR
6	Fey Elf <ul style="list-style-type: none"> • Can cast <i>Detect Magic</i> once per day. Does not use up a spell slot¹³ • Save vs. magic bonus reduced to +1 for remainder of day of casting
7	Walks the Path of the Slayer <ul style="list-style-type: none"> • +2 to hit vs. all undead (not just intelligent undead) • Remove +1 to hit vs. goblinoids, orcs, lycanthropes bonus
8	Gifted Conjurer (†) <ul style="list-style-type: none"> • Spell effects are increased by one caster level (e.g. <i>Fireball</i> does extra 1d6 damage, a door with <i>Wizard Lock</i> can only be opened by a Magic-User at least four levels higher than caster, etc.) • -2 CON; save vs. magic bonus reduced to +1
9	Part-Drow <ul style="list-style-type: none"> • Darkvision range increased to 120' • Not immune to paralysis by undead
10	Walks the Martial Path (†) <ul style="list-style-type: none"> • Fighter level limit 5 unless STR 17 (Level 6) or STR 18 (Level 7) • Magic-User level limit 7; -1 INT

Gnome

Roll	Trait
1	Forest Gnome I <ul style="list-style-type: none"> • Can cast one 1st level Druid spell once per day. Spell is chosen at character creation and cannot change. Does not use a spell slot • Save vs. magic bonus reduced to +2 for remainder of day of casting
2	Bookish Gnome <ul style="list-style-type: none"> • Magic-user level limit 6 unless INT 17 (Level 7) or INT 18 (Level 8) • Remove +1 save vs. poison
3	Rock Gnome I (†) <ul style="list-style-type: none"> • Fighter level limit 6 unless STR 18 (Level 7) • Save vs. magic bonus reduced to +3
4	Tim Bumbershoot <ul style="list-style-type: none"> • Immune to all level and XP-draining attacks (e.g. by wight, etc.) • Loses entire +4 save vs. magic bonus for remainder of day if such an attack hits
5	Deep Gnome I <ul style="list-style-type: none"> • Darkvision range increased to 120' • -2 CHA
6	Forest Gnome II <ul style="list-style-type: none"> • Party containing character has reduced chances of getting lost during wilderness adventures: Forest: 10%, Woodlands: 0% • Save vs. magic bonus reduced to +3
7	Goggle-Wearing Gnome (†) <ul style="list-style-type: none"> • "Del. Tasks/Traps" Thief bonus 15%, "Open Locks" Thief bonus 5%; inventive, resourceful, and handy, with ability to jerry-rig devices (Referee's interpretation) • Remove "Hide in Shadows" and "Move Silently" Thief bonuses
8	Rock Gnome II <ul style="list-style-type: none"> • Once per day, can find properties of magic item if roll 3d6 under INT • -1 to hit for remainder of day of using ability (tired and distracted)
9	Gardening Gnome <ul style="list-style-type: none"> • Once per day, can create a poultice that heals 1d4+1 HP damage. Must have access to common outdoor plants (i.e. not in dungeon) • Save vs. magic bonus reduced to +2 for remainder of day of creating
10	Deep Gnome II (†) <ul style="list-style-type: none"> • "Hide in Shadows" and "Move Silently" Thief bonuses 10% • Remove "Del. Tasks/Traps" Thief bonus

Half-Elf

Roll	Trait
1	Grew up with Baramorn <ul style="list-style-type: none"> • Has Ranger Tracking ability, base chance of 60% • Remove +1 save vs. magic
2	Charmed, I'm Sure <ul style="list-style-type: none"> • Gifted with the friendliness that many Half-Elves possess: +2 CHA • -1 save vs. coercive spells (<i>Charm Person, Geas</i>, etc.) and hypnosis
3	Dad Was an Elf, Mom Was a Druid <ul style="list-style-type: none"> • +2 save vs. fire and lightning-based attacks (spells, breath, etc.) • -1 STR
4	Former Diplomat I <ul style="list-style-type: none"> • When visiting a civilized region, will always know all appropriate customs and histories, as well as names of all major factions and personages • Secret doors - Searching: 3/6; Passing By: 1/6
5	Grew up with Garamorn <ul style="list-style-type: none"> • Party containing character is surprised with only 1-in-6 chance • Remove +1 save vs. magic
6	Former Diplomat II <ul style="list-style-type: none"> • Can decode any cipher/encrypted message if roll 3d6 under INT; can encrypt messages with only 10% decipherability by others • Secret doors - Searching: 3/6; Passing By: None
7	Grew up with Dreidelgal (†) <ul style="list-style-type: none"> • Magic-User level limit 7 unless INT 17 (Level 8) or INT 18 (Level 9) • -1 CON
8	Hybrid and Healthy <ul style="list-style-type: none"> • Immune to all disease-based attacks (e.g. green slime, gas spore, <i>Cause Disease</i>, etc.), NOT diseases spread by conventional means • Loses entire +1 save vs. magic bonus for remainder of day if such an attack hits
9	Grew up with Kreolad (†) <ul style="list-style-type: none"> • +1 to hit with any pulled bow, short sword, or long sword • -1 CON
10	A Girl Wants to Learn (†) <ul style="list-style-type: none"> • Has rare opportunity to play as an Assassin • Level limit 7, unless STR, DEX, <i>and</i> INT are all 15-16 (Level 8) or 17-18 (Level 11). Alignment must be Neutral

Halfling

Roll	Trait
1	Wooden Legs and Hairy Feet <ul style="list-style-type: none"> • Can out-drink or out-eat anyone, in any setting • -1 to hit by human-sized foes, -3 to hit by giants, ogres, trolls, etc.
2	Droppin' Eaves <ul style="list-style-type: none"> • Always hears most useful rumor in rumor tables, carousing, etc. • -1 CHA; save vs. magic bonus reduced to +3
3	Stewer Ancestry <ul style="list-style-type: none"> • +1 STR, +1 CON, skilled at fishing (Referee's interpretation) • -1 WIS; save vs. magic bonus reduced to +3
4	Idleskin Ancestry <ul style="list-style-type: none"> • +1 DEX, +1 WIS, skilled at hunting (Referee's interpretation) • -2 STR
5	Schooled by Rudigon The Chef <ul style="list-style-type: none"> • Can produce gourmet meals to positively influence NPCs and increase max. hirelings for self and other party members (ingredients, time and effects are Referee's discretion) • Save vs. magic bonus reduced to +3
6	Thingbearer <ul style="list-style-type: none"> • Able to drop cursed items (not scrolls) without assistance • Save vs. magic bonus reduced to +2
7	Goblin Golf Pro <ul style="list-style-type: none"> • +1 to hit, +2 damage with club • -1 to hit by giants, ogres, trolls, etc., no reduction to hit by human-sized foes
8	Naomi's Rule <ul style="list-style-type: none"> • Immune to blindness, magical or otherwise • Loses entire +4 save vs. magic bonus for remainder of day if such an attack hits
9	Deputized by the Shirriff <ul style="list-style-type: none"> • +2 to hit with missile weapons • Save vs. magic bonus reduced to +3; only -2 to hit by giants, ogres, trolls, etc., no reduction to hit by human-sized foes
10	Paid Attention During the Fireworks Shows <ul style="list-style-type: none"> • Can perform one simple cantrip/day that will favorably influence NPCs (Referee chooses cantrip rules/list and effects on NPCs) • Save vs. magic bonus reduced to +2 for remainder of day of casting

Half-Orc

Roll	Trait
1	'Course 'E's Wunna Us! <ul style="list-style-type: none"> • Can pass as Orc and move freely among Orcs and other monsters • -3 CHA; may be mistaken for an Orc by NPCs (Referee's discretion)
2	Ex-Gladiator <ul style="list-style-type: none"> • Choose one specific weapon (i.e. "long sword," not "swords") at character creation time for +1 to hit¹⁴ • -1 WIS, -1 INT
3	YAAAGH!! <ul style="list-style-type: none"> • Can fight as "berserker" once/day: +2 to hit for duration of combat • DEX temporarily reduced -3 during berserker combat, with resulting effects on missile weapon bonus/penalty and armor class
4	Hai and Mighty <ul style="list-style-type: none"> • Remove -1 to hit when fighting in bright light penalty • -1 save vs. magic penalty
5	Orcish Fangs <ul style="list-style-type: none"> • Has a 1d4 bite attack that can be used instead of a weapon in melee, and as an additional second attack in unarmed combat • -2 CHA, -1 INT
6	Takes More 'N Dat! <ul style="list-style-type: none"> • +2 save vs. poison • -1 WIS
7	Only Room for Two <ul style="list-style-type: none"> • Immune to lycanthropy • Loses +1 to hit, +1 melee damage, and any class combat bonuses for remainder of day if lycanthrope brings character below 50% HP
8	Pointy-Hat Guy No Fool Grunk! <ul style="list-style-type: none"> • Gains +2 save vs. magic • -1 WIS, -1 INT
9	Grashnikh the Grappler <ul style="list-style-type: none"> • Gains an extra 1d6 in unarmed combat resolution • -1 CHA, -2 INT
10	He Came to Us to Tame His Anger (†) <ul style="list-style-type: none"> • Has rare opportunity to play as a Monk • Level limit 7 unless WIS 17 (Level 8) or WIS 18 (Level 10). Alignment must be Law



Sources



Further Reading

These are some additional sources of non-human PC rules designed specifically for *Swords & Wizardry*. The *Codex* does not use any rules from them unless otherwise noted. Entries marked with a (†) take the *White Box* “race as class” approach; those without offer different class options for each race.

The Green Witch for Swords & Wizardry by Timothy S. Brannan - presents a Gnome “in which magic flows freely,” with class options specific to Gnome types and integration with the book’s magic system of witchcraft.

The Warlock for Swords & Wizardry by Timothy S. Brannan - includes rules for Goblinoids and Tieflings, and allows Half-Orcs to be spellcasters via the Warlock class.

Larius Firetongue’s School of Sorcery by Ray Chapel - besides being a “sandbox mini-setting” and a collection of new rules and classes, this book also includes suggested alternate approaches to non-human class options and 10 new PC races (Beastfolk, Drow, Kobolds, Nagas, Vampires, and others).

Demihuman Delvers, Volume 1 (†) by Kirt Dankmeyer and Abigail Hanley - offers 21 new PC races, some of them derived from old *Dragon* magazine articles. Examples include subcategories of Dwarves and Halflings, hybrids such as Half-Ogres and Half-Giants, and more otherworldly creations such as the catlike Sekhem and the ratlike Slytherkin.

Secrets #2: Strange Races by Nathan E. Irving - the second issue of Irving’s S&W zine, this book presents rules and richly detailed lore for 25 new PC races. Perhaps the most unearthly collection featured here, it includes the bird-like Avia, the prehuman/transhuman Khon, various Fey folk, and many others.

Darkfast Classic Fantasy Class Compendium (†) by David Okum - includes PC rules for Demonspawn, Ducks, Goblins, Harpies, Kobolds, Muddleflogs, and



others, derived from the author's Darkfast campaign setting. Approaches "race-as-class" in a novel way: races actually do have more than one class available, but each race's version of a class is distinct. For example, all classes have race-specific level advancement tables, some have interesting quirks (e.g. Goblin Magic-Users must roll a successful save whenever casting a spell), etc.

Swords & Wizardry Player's Companion by James M. Spahn - along with many class-related variant rules, this book presents Dark Elf PCs, and Gnome and Half-Orc PCs with more varied class options than the *Codex* versions. It also provides a table of racial modifiers to core attributes (STR, DEX, etc.) similar to the kind found in the "Advanced" version of the Original Game.

The Hero's Journey Fantasy Roleplaying by James M. Spahn - a complete FRPG based on *White Box* with a very a thorough treatment of non-humans, including eloquent lore, special abilities, class level limits, and race-specific probability distributions of core attributes and pre-adventuring professions/skills. The *Codex* borrows a few rules from this game.

White Box Demihumans (†) by James M. Spahn - presents eight new PC races, including Elf, Dwarf, and Halfling subcategories, Fey folk such as Sidhe and Sprites, monsters such as Goblins and the Lovecraftian Dagonites, and others.



Endnotes

1. Doug Maxwell, "Swords & Wizardry Whitebox House Rules," Smoldering Wizard, June 02, 2015, , accessed June 11, 2017, <https://smolderingwizard.com/2013/10/16/swords-wizardry-whitebox-house-rules>.
2. Stuart Marshall and Matthew Finch, *OSRIC: Old School Reference and Index Compilation*, 2nd ed. (Usherwood Publishing, 2013), 4.
3. *OSRIC, op. cit.*, 6. Adapted from the "30% resistance to sleep and charm spells" rule.
4. My own rule – just a copy of the Elf's languages.
5. *OSRIC, op. cit.*, 27. The Half-Elf in *Swords & Wizardry Complete* does not have non-human Thief bonuses. As a house rule, I offer bonuses from *OSRIC*, slightly tweaked to make "Pick Pockets" into "Delicate Tasks / Traps."
6. Maxwell, *op. cit.*
7. My own rule; an implementation of the "Near Invisibility" trait mentioned in *White Box*. Just the Level 1 numbers from *Swords & Wizardry Complete* Table 17: Thieving Skills plus the Halfling non-human Thief bonuses. Essentially, a Halfling Fighter will always have the "Hide in Shadows" and "Move Silently" skills of a 1st level Halfling Thief.
8. James M. Spahn, *The Hero's Journey Fantasy Roleplaying* (Barrel Rider Games, 2016), 21. The "Brutality" rule.
9. *OSRIC, op. cit.*, 27. Adaptation of Half-Orc Thief bonuses.
10. *Ibid*, 27.
11. Spahn, *op. cit.*, 17. The "Craftsman's Eye" rule.
12. *Ibid*, 18. Modified version of the "Elvish Senses" rule.
13. *Ibid*, 18. Modified version of the "Elvish Senses" rule.
14. *Ibid*, 21. Modified version of the "Trained For War" rule.

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 - Mike Badolato, for inspiring this project. In April of 2017, I asked in the *Swords & Wizardry* Facebook group why so many *White Box* non-human abilities were not in *Complete*. Mike replied: "Personally, I think it's odd they aren't in *Complete*, and I include the abilities when I play S&W." So I wrote this book.
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