

Supplemental Lore

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Introduction

Characters

Ability Scores

What follows are a set of supplemental additions to the rules governing ability scores and their function in S&W.

Strength

In addition to modifying the the chances to hit, as well as the amount of damage inflicted in melee, Strength can be used to determine the chance of forcing open stuck doors. The chances to successfully open a stuck door are determined by a d6 roll.

Strength Score	Force Open Doors (d6)
3-8	1
9-12	1-2
13-18	1-3

Constitution

In the Core Rules, a character's Constitution score may modify the amount of Hit Points gained each level. GM's may wish to have Constitution affect a character's chance of surviving resurrection or surviving spells which massively shock the player's system (such as aging, polymorph or turn to stone). In addition, the number of times a character may be resurrected is equal to the character's CON score.

Constitution Score	Resurrection Survival (d20)	Surviving Spells (d20)
3-8	1-10	1-11
9-12	1-15	1-16
13-18	1-18	1-19

Additional Racial & Class Benefits

Additional Demi-Human Benefits

What follows are additional benefits which the GM may allow demi-humans (elves, dwarves, and 'obbits) to possess.

Race	Benefit
Dwarves	+1 to hit and -1 to be hit when battling giants. Able to see in dark 60ft.
Elves	+1 to hit when using sword or bow. Able to see in dark 60ft.
'obbits	+3 to hit when using sling.

These benefits are in addition to any racial abilities found in the core rules.

Fighting-Men: Exceptional Strength

A Fighting-Man with a Strength score of 18 may possess exceptional Strength. A Fighting-Man possessing a Strength score of 18 rolls a d20 on the table below to determine exceptional strength. Exceptional strength confers higher

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bonuses to hit and damage than the +1 described in the S&W Core Rules (S&W p.1).

d20 Roll	Bonus to Hit	Bonus to Damage	Force Open Doors (d6)
1-10	Normal STR 13-18 Bonus		
11-16	+2	+2	1-4
17-19	+2	+2	1-5
20	+3		1-5

Additional Classes for Swords & Wizardry

Thieves

The thief is a specialized class adept at subterfuge and pilfering. With skills born from a lifetime of stealing, thieves make an uncomfortable addition to an adventuring group. Morally, if using the Law-Neutrality-Chaos alignment suggestion (S&W p.8), thieves are, at best, Neutral. The thief's penchant for larceny tends to make other party members weary of the inclusion of such a class into the group.

The thief's low HD makes overt martial participation less favorable for this class which prefers to rely on subterfuge and judicious use of backstabbing to prevail in combat. A thief attacks using the cleric's Attack Chart (S&W p.12). Thieves may use any weapons, including magic swords and daggers, and may don leather armor.

The Thief	
Hit Die Type	1d6-1 After reaching 9 hit dice, the thief gains only 1 hit point per level

Armor/Shield Permitted	Leather
Weapons Permitted	Any + magic swords and daggers.
Prime Attribute (5% xp bonus)	Dexterity 13+

Thief Class abilities

Thief Abilities: Starting at first level thieves possess a host of very specific abilities. These abilities include proficiency at opening locks and disarming traps, picking pockets, moving without a sound, and using shadows to conceal themselves. They also possess a greater facility at detecting sounds and noises from beyond closed doors. To successfully use these abilities the player must generate a number (on a d20) which falls within the range displayed in the Thief Abilities table (see below).

Backstab: A thief attacking from behind gains a +4 bonus to his and inflicts double damage. At levels 5-8 the damage is increased to X3, at levels 9-12 the increase is X4, and so on every 4 levels.

Climb Sheer Surfaces: Thieves may climb incredibly sheer surfaces. As hardy adventurers, anyone may attempt to climb vertical surfaces but only the thief may ascend impossibly difficult surfaces or attempt unthinkable climbs. The thief starts out with a chance of 1-17 on d20 to climb sheer surfaces. This chance increases by +1 for every 5 levels.

Read Languages (3rd): At 3rd level a thief may read most languages (1-16 on d20).

Use Scrolls (10th): Upon reaching 10th level thieves are able to use arcane scrolls. Spells above 6th level carry a 2 in 20 chance (1-2 on d20) of being miscast resulting in the scroll's reverse effect affecting the thief as opposed to the intended target.

Thief Advancement Table

Level	Experience Points Required	Hit Dice (d6-1)	Saving Throw
1	0	1	14
2	1,500	2	13
3	3,500	3	12
4	6,500	4	11
5	14,000	5	10
6	30,000	6	9
7	60,000	7	8
8	110,000	8	7
9	165,000	9	6
10	225,000	9+1	5

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11	290,000	9+1	4
12	360,000	9+1	4
13	430,000	9+1	4
14	500,000	9+1	4
15	570,000	9+1	4
16	640,000	9+1	4
17	710,000	9+1	4
18	780,000	9+1	4
19	850,000	9+1	4
20+	920,000 (+70,000 per level beyond)	9+1 (+1 per level beyond)	4

Thief Abilities

Level	Open Locks (d20)	Remove Traps (d20)	Pick Pocket & Move Silently (d20)	Hide in Shadows (d20)	Hear Noises* (d20)
1	1-3 on d20	1-2 on d20	1-4 on d20	1-2 on d20	1-7 on d20
2	1-4 on d20	1-3 on d20	1-5 on d20	1-3 on d20	1-7 on d20
3	1-5 on d20	1-4 on d20	1-6 on d20	1-4 on d20	1-10 on d20
4	1-7 on d20	1-6 on d20	1-7 on d20	1-5 on d20	1-10 on d20
5	1-8 on d20	1-7 on d20	1-9 on d20	1-7 on d20	1-10 on d20
6	1-9 on d20	1-8 on d20	1-11 on d20	1-9 on d20	1-10 on d20
7	1-11 on d20	1-10 on d20	1-12 on d20	1-10 on d20	1-13 on d20
8	1-13 on d20	1-12 on d20	1-13 on d20	1-11 on d20	1-13 on d20
9	1-15 on d20	1-14 on d20	1-15 on d20	1-13 on d20	1-13 on d20
10	1-17 on d20	1-16 on d20	1-17 on d20	1-15 on d20	1-13 on d20
11	1-19 on d20	1-18 on d20	1-19 on d20	1-17 on d20	1-17 on d20
12	1-20 on d20	1-19 on d20	1-20 on d20	1-18 on d20	1-17 on d20
13	1-20 on d20	1-20 on d20	1-20 on d20	1-19 on d20	1-20 on d20
14	1-20 on d20	1-20 on d20	1-20 on d20	1-20 on d20	1-20 on d20

* DMs may allow other characters a 1-3 chance on a d20 to successfully Hear Noises.

Dwarves, elves, and 'obbits may also become thieves. Like the standard human thief, 'obbits gain experience solely in the thief class. There is no limit to how high a 'obbit may progress in this class.

Dwarves and elves may also to take the thief class, but this is an *additional* class. Experience points gained by dwarves and elves that have chosen the additional thief class must be evenly divided between Dwarven Warrior and Thief or Elvin Adventurer and Thief. Much like the elvin adventurer, dwarves or elves possessing the thief class must choose

wether to operated as a warrior or thief (dwarves) or as a magic-user, warrior, or thief (elves). Like the 'obbit, there is no limit to how high dwarves or elves may progress in the thief class. Thief Abilities may not be performed if wearing armor heavier than leather.

Dwarves, elves, and 'obbits gain certain racial bonuses on their Thief Abilities.

Racial Bonuses for Thief Abilities

Race	Open Locks	Remove Traps	Pick Pocket	Move Silently	Hide in Shadows	Hear Noises
Dwarves	+1	+3		+1	+1	

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Elves			+1	+2	+3
'obbits	+2	+1	+1	+2	+2

Assassin

Assassins are payed killers. Even more so than the thief, the inclusion of this class into an adventuring group will most likely provoke extreme caution and mistrust (or even outright hostility) from the rest of the party members should the assassin's true nature be revealed.

Like the thief, if using the Law-Neutrality-Chaos alignment suggestion (S&W p.8), assassins are, at best, Neutral. In order to qualify for this class, Dexterity, Intelligence, and Strength need to be 12 or more. An assassin's Prime Attribute is Dexterity. Elves, dwarves, and 'obbits cannot be assassins.

Assassins may wear leather armor and use shields, and may use any weapons including any magic weapons. Like the thief, assassins attack using the cleric's Attack Chart (S&W p.12).

The Assassin	
Hit Die Type	1d6-1 After reaching 9 hit dice, the thief gains only 1 hit point per level
Armor/Shield Permitted	Leather + Shield
Weapons Permitted	Any + Any magic weapons.
Prime Attribute (5% xp bonus)	Dexterity 13+

Assassin Class Abilities

Disguise: Assassin's may disguise themselves through dress and manners. A successful disguise will allow the assassin to conceal his likeness, pass of as a member of another class, or assume the guise of someone of the opposite sex. An assassin has a 1-19 on d20 chance of successfully disguising himself (1-18 on d20 is disguising as a member of the opposite sex). This roll must be performed 1/day for every day the assassin wishes to remain disguised.

Victims of the disguise with an Intelligence score of 13-18 reduce the assassin's chance of success by -1. A Wisdom score of 13-18 also reduces the assassin's chances by -1. For example, a male assassin trying to pass himself off as a high-born Lady to an astute captain of the guard (both Intelligence and Wisdom 13+) will have a chance of success of 1-16 on d20.

Poison: Assassin's often make use use of poisons to facilitate the completion of their missions. Because of the insidious nature of poison, assassins spied using such vile tactics run

the risk of inciting a violent reactions from onlookers. Onlookers within 10' of an assassin using a poisoned weapon have a 1-10 on d20 chance of recognizing the poisoned item. This recognition will provoke a ferocious attack from onlookers. Such attacks are made with a +4 bonus to hit and damage.

Poison used in a more covert manner, such as hidden in food or drink, does not provoke such a reaction as long as the poisoning attempt remains undetected.

Thief Abilities (3rd): Assassins may function as thieves. The chance of an assassin successfully performing a thief's special ability is equal to the assassin's level minus 2. Thus, a 4th level assassin would have the same chance to Hide in Shadows as a 2nd level thief (1-3 on d20).

Magic (10th): Assassins function as thieves with regards to scrolls (see Thief Class Abilities, Use Scroll above).

Cost: The payment an assassin should demand for accepting a mission is given in the table below. The amount to be payed is based on the assassin's level.

Level	Payment per Mission (GP)
1	750/mission
2	1,000/mission
3	1,250/mission
4	1,500/mission
5	1,750/mission
6	2,000/mission
7	4,000/mission
8	8,000/mission
9	16,000/mission
10	32,000/mission
11	64,000/mission
12	128,000/mission
13	256,000/mission
14	512,000/mission

Additional Experience Points: Upon successful completion of a mission, assassins receive experience points (in addition to those gained from the assassinated victim) equal to 80% of the gold payed for the mission.

Assassin Advancement Table

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Level	Experience Points Required	Hit Dice (d6-1)	Saving Throw
1	0	1	14
2	1,500	2	13
3	3,500	3	12
4	6,500	4	11
5	14,000	5	10
6	30,000	6	9
7	60,000	7	8
8	110,000	8	7
9	165,000	9	6
10	225,000	9+1	5
11	290,000	9+1	4
12	360,000	9+1	4
13	430,000	9+1	4
14	500,000	9+1	4
15	570,000	9+1	4
16	640,000	9+1	4
17	710,000	9+1	4
18	780,000	9+1	4
19	850,000	9+1	4
20+	920,000 (+70,000 per level beyond)	9+1 (+1 per level beyond)	4

Paladin

Paragons of virtue, these knightly warriors are a bane to all things evil and unholy. Fighting-Men with a Charisma score of 17 may opt to follow the paladin class. The decision to follow the path of the paladin must be made at 1st level and may not be revoked or changed afterwards. In addition to the Charisma requirement, paladins are also bound to a moral requirement. If using the Law-Neutrality-Chaos alignment suggestion (S&W p.8), paladins must be flawlessly Lawful. Should a paladin perform any Chaotic act, his status of paladin will be immediately revoked and may never be regained. The paladin will thus lose all special abilities gained from the paladin class and will continue as a normal Fighting-Man. GMs who do not use an alignment system will have to carefully gauge the paladin's actions to insure he or she does not act contrary to the high morals required to belong to the class. Such strict adherence to lawful tenants makes traveling or adventuring with chaotic party-members nearly impossible for the paladin.

The Paladin	
Hit Die Type	1d6+2 per level After reaching 9 hit dice, the paladin gains only 3 hit

	point per level
Armor/Shield Permitted	Any
Weapons Permitted	Any
Prime Attribute (5% xp bonus)	Strength or Wisdom 13+

In exchange for following such a strict moral code, the paladin is granted several special abilities:

Paladin Class Abilities

Lay on Hands: The paladin may cure 2 hp for every level he has attained. A 4th level paladin could thus restore 8 hp. This special ability can also be used to cure 1 disease per 5 levels. Each function of Lay on Hands may only be performed 1/day, and only on others.

Immunity: Paladins are immune to disease. They also gain a +2 bonus to saving throws versus all non-melee (or missile) attacks.

Paladin's Mount: At any time the paladin chooses, he may gain a wondrous steed. The paladin may not gain another

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such steed until 10 years have passed since the previous steed was gained. A paladin's horse has the following stats:

Paladin's Mount: HD 5; AC 5[14]; Atk 2 hooves (1d6/1d6); Save 12; Move 18; CL/XP 5/240; Special: High intelligence, Trained for combat.

Dispel Evil & Detect Evil (9th): At 9th level the paladin gains the innate abilities to detect evil (see 1st level cleric spell of the same name, S&W p.25) and dispel evil (identical to the 5th level cleric spell of the same name, S&W p.26).

Holy Sword: If a paladin comes to possess a Holy Sword, wielding the divine weapon will make the paladin immune to spells.

Limited Wealth: Paladins are limited to 4 magic items (not including armor and shield and up to 4 weapons). They may keep enough wealth to maintain themselves (and, at higher levels, their men and a modest castle or keep). Any excess wealth is donated to charitable or religious institutions.

In all other regards (experience points per level, saving throws, HD), the paladin is identical to the Fighting-Man (S&W p.4) and shares the same Attack Chart as the Fighting-Man (S&W p.12).

Monk

Monks are monastic martial artists who strive for physical and mental perfection. Humans with a minimum score of 15 in both Wisdom and Dexterity and 12 in Strength may become monks. Although monks prefer unarmed combat they may, if they wish, use any weapons. They may not wear any armor.

Monks treat treasure and wealth as paladins do with the exception of armor (which they may not use). A monk attacks using the cleric's Attack Chart (S&W p.12).

Monks may use magic weapons as well as rings but may not use potions or scrolls.

Monks may not gain followers or hirelings until they reach 30,000 xp. Afterwards, the monk may have a number of followers as indicated in the Charisma chart (see S&W p.2). The monk gains an additional follower for every level he has attained. These followers are limited to monks (of the same order as the player character) and fighting-men who cannot be of higher level than the monk's level -1.

The Monk	
Hit Die Type	1d6-1 per level After reaching 9 hit dice, the monk gains only 1 hit point per level
Armor/Shield Permitted	None
Weapons Permitted	Any
Prime Attribute (5% xp bonus)	Wisdom 13+

Monk Hierarchy

At any given time the number of monks of 7th level and above is limited to 1. When a monk gains enough experience points to reach 7th level (or higher), he temporarily gains the abilities of the new level but must seek out and defeat the monk who currently holds that rank (level). This compulsion is treated as a Geas spell (see S&W p.27). These fights need not be to the death, and magic may be employed. The loser of such a confrontation drops in number of experience point to the level below. For example, a 7th level monk wishing to take the place of another 7th level monk loses his confrontation. His experience points are reduced to 30,000 (6th level monk).

The suggested level limit for monks is 16th level when the druid takes the mantle of Grand Master (provided he can defeat the reigning Grand Master). The Monk Advancement Table allows for level progression beyond 16th for GMs who wish to allow higher advancement.

Monks possess special abilities restricted to their class alone as well as some shared with the thief class.

Monk Class Abilities

Weapon Bonus: Monks fighting with weapons gain a +1 per 2 levels bonus to damage up to a maximum of +8.

Unarmed Combat: Monks fighting unarmed have a 1-15 on d20 chance of stunning their opponent (for 3d4 turns) if the number generated to hit is 5 or more than the minimum required. There is a 1-5 on d20 chance that such a blow will kill the victim.

In addition, an unarmed monk gains various abilities, such as increased movement, extra attacks, better unarmored AC, and increased unarmed damage based on level (see Monk Abilities Chart below).

Thief Abilities: The monk possesses the following thief abilities (with modifiers similar to the Racial Bonuses for Thief Abilities given above); Open Locks (as an 'obbit), Remove Traps (as a dwarf), Listen, Move Silently, Hide in Shadows (as an 'obbit).

Climbing: Monks may climb as thieves. At level 5, a monk may fall 20' without sustaining damage if a wall is within a reach of 2' to break the monk's fall. At 8th level the distance fallen increases to 40' and the wall must be within 4'. At 12th level, a monk may fall any distance provided a wall is within 6'.

Speak with Animals (4th): At 4th level a monk may speak with animals.

Simulated Death (5th): At 5th level the monk may simulate death, lowering his heart beat and body temperature. He may remain in this state for d6/level turns.

Immunity from ESP (6th): A monk has a 1-18 on d20 chance

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to counter ESP.

Heal Self (7th): Once per day, the monk may heal himself of 1d6+1 points of damage. For each level beyond 7th, the monk adds an additional +1 to the roll.

Speak with Plants (8th): At 8th level, a monk may speak with plants.

Immunity to Suggestion and Hypnosis (8th): See Suggestion spell (S&W p.37).

Immunity to Gease and Quest (10th): See Gease (S&W p.27) and Quest (S&W p.35).

Quivering Palm (13th): Once per week, by laying his palm upon a creature, the monk may have the creature die on command. The creature may not have HD greater than the monks level for this special ability to work. The command to die need not be given immediately, and the monk can choose to withhold the command for a number of days equal to his level.

Dodge Missile: A successful saving throw allows the monk to dodge missiles while a saving throw at -2 penalty allows the monk to dodge magic missiles.

1	+0"	9 [10]	1	d4
2	+1"	8 [11]	1	d4+1
3	+2"	8[11]	1	d6
4	+3"	7 [12]	2,1	d8
5	+4"	6 [13]	2,1	d10
6	+5"	5 [14]	2	d12
7	+6"	4 [15]	2	2d8
8	+7"	3 [16]	2	3d6
9	+8"	2 [17]	3,2	2d10
10	+10"	1 [18]	3,2	2d12
11	+12"	1 [18]	3	3d8
12	+14"	0 [19]	3	3d10
13	+16"	0 [19]	3	5d6
14	+18"	-1 [20]	3	4d8
15	+20"	-2 [21]	4	3d12
16	+22"	-3 [22]	4	4d10

*2,1 = 2 attacks first round, followed by 1 attack on the second. 3,2 = 3 attacks first round, followed by 2 attack on the second.

Monk Abilities Chart

Level	Move	AC	Att/rnd*	Dam
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Monk Advancement Table

Level	Experience Points Required	Hit Dice (d6-1)	Saving Throw
1	0	1	14
2	1,500	2	13
3	3,500	3	12
4	6,500	4	11
5	14,000	5	10
6	30,000	6	9
7	60,000	7	8
8	110,000	8	7
9	165,000	9	6
10	225,000	9+1	5
11	290,000	9+1	4
12	360,000	9+1	4
13	430,000	9+1	4
14	500,000	9+1	4
15	570,000	9+1	4
16	640,000	9+1	4

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17	710,000	9+1	4
18	780,000	9+1	4
19	850,000	9+1	4
20+	920,000 (+70,000 per level beyond)	9+1 (+1 per level beyond)	4

Druid

Druids are neutral clerics who have retreated from the "civilized" areas of the world to pursue the worship of nature. Human characters of neutral bent possessing a Wisdom of 12 and a Charisma of 14 may elect to become druids. Druids possess their own spell list (see Druid Spell List) independent of the cleric's. Druids do not possess the cleric's ability to Turn Undead but gain their own set of druidic Special Abilities.

Druids may use daggers, sickles/crescent shaped swords, spears, slings, and oil, and may make use of leather armor and wooden shields. They may use magic items usable by all classes as well as those usable by clerics (excluding items in written form such as books and scrolls).

Druids are devoted to protecting both plant and animal life punishing those who transgress against either. The druid's holy symbol is the mistletoe.

A druid attacks using the cleric's Attack Chart (S&W p.12).

The Druid	
Hit Die Type	1d6+1 After reaching 9 hit dice, the thief gains only 2 hit point per level
Armor/Shield Permitted	Leather + wooden shield.
Weapons Permitted	Daggers, sickles/crescent shaped swords, spears, slings, and oil
Prime Attribute (5% xp bonus)	Wisdom 13+

Druid Hierarchy

At any given time the number of high ranking druids is limited to four 11th level druids, two 12th level druids, and one 13th level druid (The Great Druid). When a druid gains enough experience points to reach 11th level (or higher), he does not attain this new level unless there are less than the maximum number of druids holding this rank, or unless he defeats in spell combat a druid of the level he wishes to attain (the

combat need not be to the death). The loser of such a confrontation drops in number of experience point to the level below. For example, a druid wishing to take the place of an 11th level druid loses his confrontation. His experience points are reduced to 225,000 (10th level druid).

The suggested level limit for druids is 13th level when the druid takes the mantle of Great Druid (provided he can defeat the reigning Great Druid). The Druid Advancement Table allows for level progression beyond 13th for GMs who wish to allow higher advancement.

Druid Class Abilities

Spell Casting: Like the cleric, the druid may cast divine spells from a specific list per the table below. For more information, see cleric Spell Casting ability (S&W p.3).

Languages: Druids speak their own druidic language in addition to the common tongue. At 4th level, and every level gained above 4th, the druid may chose an extra language from the following; Pixies, Nixies, Dryad, Elvish, Treant, Giant (Hill), Centaur, Manticor, or Dragon (Green).

Fire Resistance: Druids gain a +2 bonus to Saving Throws dealing with fire.

Initiate Powers (2nd): At 2nd level the druid gains the following abilities; identify pure water, identify plants, identify animals, and pass through overgrowth.

Shape Change (6th): At this level, druids may take the shape of a mammal, reptile, or bird. The druid may shape change up to 3 times per day, but is limited to one type (bird, reptile, mammal) per day. The size of the animals the druid shape changes into ranges from as small as a raven to as large as a small bear. Changing from one form to another heals the druid of 1d6 X 10% points of damage previously sustained.

Charm Immunity (6th): Druids at this level are immune to charm spells from woodland or water creatures such as nixies.

Druid Advancement Table

Level	Experience Points Required	Hit Dice (d6+1)	Saving Throw	Spell Preparation Capability
1	0	1	14	None
2	1,500	2	13	1-----
3	3,500	3	12	2-----

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4	6,500	4	11	2/1-----
5	14,000	5	10	2/2/1----
6	30,000	6	9	2/2/1/1---
7	60,000	7	8	2/2/2/1/1--
8	110,000	8	7	2/2/2/2/2--
9	165,000	9	6	3/3/3/2/2--
10	225,000	9+2	5	3/3/3/3/3--
11	290,000	9+2	4	4/4/4/3/3--
12	360,000	9+2	4	4/4/4/4/4/1-
13	430,000	9+2	4	5/5/5/4/4/1-
14	500,000	9+2	4	5/5/5/5/5/2-
15	570,000	9+2	4	6/6/6/5/5/2-
16	640,000	9+2	4	6/6/6/6/6/3-
17	710,000	9+2	4	7/7/7/6/6/3/1
18	780,000	9+2	4	7/7/7/7/7/4/1
19	850,000	9+2	4	8/8/8/7/7/4/2
20+	920,000 (+70,000 per level beyond)	9+2 (+2 per level beyond)	4	8/8/8/8/8/5/2

Combat

Weapon Type vs AC

GMs wishing to differentiate different weapons types and their effectiveness further may wish to use the Weapon Type vs AC rule. Using this rule will allow different weapons to affect individual armor types in various ways. If using this system, it is suggested that the Damage by Size rule also be used (see Damage vs Large Opponents, below).

An attacker wielding a weapon will gain a bonus or incur a penalty to Hit based on the type or armor worn by the Defender. On the Weapon Type vs Armor Type table below, cross reference the weapon being used with the type of armor worn to determine the modifier to the hit roll. It's important to note that these modifiers apply only when actual armor is worn. The GM may forgo applying these modifiers if the defender's AC is natural and not based on armor worn. The numbers shown on the Weapon Type vs Armor Type (Missile & Thrown) table are for short, medium, and long ranges.

Weapon Type vs Armor Type (Melee)

	AC (Descending System)								
	9	8	7	6	5	4	3	2	
	AC (Ascending System)								
	10	11	12	13	14	15	16	17	
Axe, battle	0	0	0	0	+1	+1	0	-1	
Axe, hand	+1	+1	0	0	-1	-1	-2	-3	
Club	0	0	0	0	0	0	+1	0	
Dagger	+2	+1	0	0	0	-1	-3	-3	
Hammer, war	0	0	0	0	+1	0	+1	0	

Supplemental Lore

Javelin	0	0	0	0	-1	-1	-1	-2
Lance	+3	+3	+3	+3	+2	+1	0	0
Mace, heavy	0	0	0	0	+1	0	+1	0
Mace, light	0	0	0	0	0	0	+1	0
Spear	0	0	0	0	-1	-1	-1	-2
Staff	+1	+1	0	0	0	-1	-3	-5
Sword, broad	+1	0	0	0	0	0	-1	-2
Sword, long	+1	0	0	0	0	0	-1	-2
Sword, Short	+1	0	0	0	0	0	-1	-2
Sword, 2-H	+2	+2	+2	+2	+3	+3	+2	+1

Weapon Type vs Armor Type (Missile)

	AC (Descending System)							
	9	8	7	6	5	4	3	2
	AC (Ascending System)							
	10	11	12	13	14	15	16	17
Bow, long	+3/+2/+1	+3/+2/+1	+3/+2/+1	+3/+2/+1	+2/+1/0	0/0/+1	0/-2/-4	-2/-3/-5
Bow, short	+2/+1/0	+2/+1/0	+2/+1/0	+1/0/0	0/0/-1	0/-1/-2	-2/-3/-5	-3/-5/-7
Crossbow, hv	+4/+3/+2	+4/+2/+1	+4/+2/+1	+3/+1/0	+2/0/0	+1/0/-1	0/-1/-3	-1/-2/-3
Crossbow, lt	+3/+2/+1	+3/+1/0	+3/+1/0	+2/+1/0	0/0/-1	0/-1/-4	-2/-3/-5	-3/-5/-7
Dagger	+2/0/-3	+1/-1/-4	0/-2/-5	0/-2/-5	0/-2/-5	-1/-3/-6	-3/-5/-8	-3/-5/-8
Dart	+2/0/-3	+1/-1/-4	0/-2/-5	0/-2/-5	0/-2/-5	-1/-3/-6	-3/-5/-8	-3/-5/-8
Javlin	0/-2/-5	0/-2/-5	0/-2/-5	0/-2/-5	-1/-3/-6	-1/-3/-6	-1/-3/-6	-2/-4/-7
Hand Axe	+1/-1/-4	+1/-1/-4	0/-2/-5	0/-2/-5	-1/-3/-6	-1/-3/-6	-2/-4/-7	-3/-5/-8
Sling	+2/0/-3	0/-2/-5	0/-2/-5	0/-2/-5	-1/-3/-6	-2/-4/-7	-4/-6/-9	-5/-7/-9
Spear	0/-2/-5	0/-2/-5	0/-2/-5	0/-2/-5	-1/-3/-6	-1/-3/-6	-1/-3/-6	-2/-4/-7

Missile/Thrown Weapon Ranges

Thrown and missile weapons possess a range at which they may be fired. All ranged weapons may fire up to 3 times the listed range found on p.9 of the S&W Core Rules. This is the weapons maximum range. Each range increment above the first incurs a -2 penalty to Hit. A short bow, for example, has a maximum range of 150' (3 X 50'). If fired up to 50', no penalty is applied to the roll. From 51' to 100', a -2 is applied to the attack roll. From 101' to its maximum range of 150' the penalty becomes -4.

Ranges (Missile & Thrown)

	Short	Medium (-2)	Long (-4)
Bow, long	70ft	140ft	210ft
Bow, short	50ft	100ft	150ft
Crossbow, hv	80ft	160ft	240ft
Crossbow, lt	60ft	120ft	180ft
Dagger	10ft	20ft	30ft
Dart	15ft	30ft	45ft
Javlin	20ft	40ft	60ft
Hand Axe	10ft	20ft	30ft
Sling	40ft	80ft	120ft

Supplemental Lore

Spear	10ft	20ft	30ft
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Damage vs Large Opponents

Damage presented in the Core Rules affect all creatures in a similar manner, regardless of the target creature's size. GMs may wish to allow an alternate range of inflicted damage when dealing with opponents greater than man-size.

Damage by Size (Melee)

Weapon	Man Size Opponents	Larger Opponents
Axe, battle	1d8 (+1:2H)	1d8 (+1:2H)
Axe, hand	1d6	1d4
Club	1d4+1	1d3+1
Dagger	1d4	1d3
Hammer, war	1d4+1	1d3+1
Javelin	1d6	1d8
Lance	2d4+1	2d12
Mace, heavy	1d6+1	1d4+1
Mace, light	1d4+1	1d3+1
Spear	1d6 (+1:2H)	1d8 (+1:2H)
Staff	1d6	1d4
Sword, broad	1d8	1d12
Sword, long	1d8	1d12

Sword, Short	1d6	1d8
Sword, 2-H	1d10	3d6

Damage by Size (Missile)

Weapon	Man Size Opponents	Larger Opponents
Arrow	1d6	1d6
Axe, hand	1d6	1d4
Bolt, heavy	1d6+1	1d6+1
Bolt, light	1d4+1	1d4+1
Dagger	1d4	1d3
Dart	1d3	1d2
Javelin	1d6	1d8
Sling Stone	1d4	1d6
Spear	1d6	1d8

Spells

Druid Spell List

As stated above, druids possess their own spell list independent of the cleric's, although some of the druidic spells are similar to the cleric's or magic-user's. Druid spells are generally aligned to natural or elemental forces and living things.

Level 1

- 1 Know Weather
- 2 Locate Animals
- 3 Detect Snares & Pits
- 4 Detect Magic
- 5 Purify Water
- 6 Faerie Fire

Level 2

- 1 Produce Flames
- 2 Locate Plants
- 3 Speak with Animals
- 4 Cure Light Wounds
- 5 Obscuring Mist
- 6 Create Water
- 7 Heat Metal
- 8 Warp Wood

Level 3

- 1 Pyrotechnics
- 2 Protection from Fire
- 3 Call Lightning
- 4 Cure Disease
- 5 Hold Animal
- 6 Plant Growth
- 7 Water Breathing
- 8 Neutralize Poison

Level 4

- 1 Produce Fire
- 2 Protection f/ Lightning
- 3 Speak with Plants

Level 5

- 1 Wall of Fire
- 2 Control Winds
- 3 Pass Plant

Level 6

- 1 Conjure Fire Elemental
- 2 Summon Weather
- 3 Transport Via Plant

Level 7

- 1 Firestorm
- 2 Control Weather
- 3 Conjure Earth Elemental

Supplemental Lore

4 Walk Through Flora	4 Hold Plant	4 Anti-Animal Shell	4 Animate Rock
5 Insect Plague	5 Animal Growth	5 Animal Summoning III	5 Reincarnation
6 Temperature Change 10'	6 Commune with Nature	6 Finger of Death	6 Creeping Doom
7 Cure Serious Wounds	7 Anti-Plant Shell	7 Feeblemind	7 Confusion
8 Animal Summoning I	8 Transmute Rock to Mud	8 Turn Wood	8 Transmute Metal/Wood
9 Hallucinatory Terrain	9 Sticks to Snakes		
10 Dispel Magic	10 Animal Summoning II		

Spell Descriptions (Druidic)

Animal Growth

Level 5
 Range: 120'
 Duration: 2 hours
 Same as the magic-user spell of the same name (see S&W p.22).

Animal Summoning I

Level 4
 Range: 30'
 Duration: 1 hour
 Same as the clerical spell Conjure Animals (see S&W p.24).

Animal Summoning II

Level 5
 Range: 30'
 Duration: 1 hour
 Similar to the clerical spell Conjure Animals (see S&W p.24) except that 2 creatures larger than a man may be summoned, or 6 creatures the size of a man or horse, or 12 animals smaller than a man.

Animal Summoning III

Level 6
 Range: 30'
 Duration: 1 hour
 Similar to the clerical spell Conjure Animals (see S&W p.24) except that 4 creatures larger than a man may be summoned, or 12 creatures the size of a man or horse, or 24 animals smaller than a man.

Animate Rock

Level 7
 Range: 40'
 Duration: 6 turns
 Similar as the Animate Object cleric spell (see S&W p.22), Animate Rock affects only stone. The druid may animate up to 2 cubic feet of stone per druid level and the animated stone will move at a pace of 20' to 40' (GM's discretion). there is a 1-14 chance on d20 that the animated stone will obey the druid.

Anti-Animal Shell

Level 6
 Range: covers a 20' hemisphere

Duration: 3 + druid level turns
 Same as the Anti-Plant Shell spell, but focuses on natural or giant animals. While affected by this spell, those inside the shell are protected from all animal attacks (excluding fantastic or magical creatures), but are unable to attack, be it by normal or magical means.

Anti-Plant Shell

Level 5
 Range: self
 Duration: 2 hours
 Similar to the magic-user spell Anti-Magic Shell (see S&W p.22) but instead of protecting from spells, it protects against attacks from plants and living vegetables.

Call Lightning

Level 3
 Range: 360'
 Duration: 1 turn per level
 In order for this spell to occur, the druid must be within 360' of stormy weather. The lightning bolt inflicts 8d6 + druid level points of damage (GMs may wish to allow a successful saving throw to half the damage). The caster may target anyone within the spell's range. The druid may call down 1 bolt of lightning per turn. This spell is only usable outdoors.

Commune with Nature

Level 5
 Range: self
 Duration: 3 questions
 Same as the cleric spell Commune (see S&W p.24) but must be performed outdoors and the answers received will only pertain to Nature.

Confusion

Level 7
 Range: 120'
 Duration: 2 hour
 Identical to the magic-user spell of the same name (see S&W p.24).

Conjure Earth Elemental

Level 7
 Range: 30'
 Duration: 1 hour
 This spell is similar to the magic-user's Conjure Elemental spell (see S&W p.24) but is limited to summoning a 16 HD

Supplemental Lore

earth elemental. Like Conjure Fire Elemental, the druid does not run the risk of being attacked by the elemental, as it will regard the druid as a friend.

Conjure Fire Elemental

Level 6

Range: 30'

Duration: 1 hour

This spell is similar to the magic-user's Conjure Elemental spell (see S&W p.24) but is limited to summoning a 16 HD fire elemental. On a roll of 1-2 on d20 the caster may choose to summon 1d3 salamanders instead, and on a roll of 1 on d20, the druid may choose to summon a 20 HD fire elemental.

Unlike with the magic-user, a fire elemental summoned by a druid does not run the risk of being attacked by the elemental, as it will regard the druid as a friend.

Control Weather

Level 7

Range: varies

Duration: varies

Same as the magic-user spell of the same name (see S&W p.25). Unlike Summon Weather, Control Weather is not limited by the current season and climate.

Control Winds

Level 5

Range: 120'

Duration: 6 turns + druid level

A druid may employ this spell to increase the force of, or calm, winds within 120' of the druid. The center-point of the spell's effect is the druid and follows the druid's movements. Such affected winds may influence flying creatures and sailing ships (forcing them out of the air or halting their maritime travel). A Control Winds spell cast upon an existing Control Winds spell will negate it. The spell's range is increased to 320 at 11th level, 400 at 12th level, and 480 at 12th druid level.

Create Water

Level 2

Range: close

Duration: immediate

This spell is identical to the 4th level cleric spell of the same name (see S&W p.25).

Creeping Doom

Level 7

Range: variable

Duration: 4 rounds per druid level

This spell summons a horde (1d10 X 100) of deadly insects to attack whatever the druid commands. The horde appears within 1d3 turns and the target needs to be within 60'. They will pursue the target until it moves 240' beyond the insect horde.

Cure Disease

Level 3

Range: touch

Duration: immediate

Identical to the cleric's spell of the same name (see S&W p.25).

Cure Light Wounds

Level 2

Range: touch

Duration: immediate

This spell functions like the 1st level cleric spell of the same name (see S&W p.25).

Cure Serious wounds

Level 4

Range: touch

Duration: immediate

Same as the clerical spell of the same name (see S&W p.25).

Detect Magic

Level 1

Range: 60'

Duration: 20 minutes

This spell is identical to the arcane spell of the same name (see S&W p.26).

Detect Snares & Pits

Level 1

Range: 10' per caster level

Duration: 1 + druid level hours

This spell allows the caster to discover snares, pits, and other outdoor traps.

Dispel Magic

Level 4

Range: 120'

Duration: 10 minutes

Same as the magic-user spell of the same name (see S&W p.26).

Faerie Fire

Level 1

Range: 60'

Duration: 6 turns

This spell lines the target in a luminescent glow.

Feeblemind

Level 6

Range: 240'

Duration: permanent until dispelled

Same as the arcane spell of the same name (see S&W p.27).

Finger of Death

Level 6

Range: 120'

Duration: immediate

Same as the cleric spell of the same name (see S&W p.27).

Firestorm

Level 7

Range: 30'X30' to 30'X30'/druid level

Supplemental Lore

Duration: 1 turn

This spell creates an intense fire covering an area of minimum 30'X30' up to a maximum of 30'X30'/druid level. The fire lasts but 1 turn though all combustible material will continue to burn. This spell may be reversed to extinguish normal fires in an area twice as large. There is a 1 in d20 chance that the reversed version will affect fires of magical origin.

Hallucinatory Terrain

Level 4

Range: touch

Duration: immediate

This spell creates an illusionary forest covering an area of 30'X30' per druid level. Creatures within this area will absolutely believe they are in a forest, acting and reacting appropriately to their surroundings. A GM may wish to allow victims of this illusion a saving throw to see through the illusion. Other druids, magical woodland creatures, and ents are never fooled by this hallucinatory forest. A Dispel Magic or a reversal of Hallucinatory Terrain will dispel this illusion.

Heat Metal

Level 2

Range: 30'

Duration: 2 rounds

Heat Metal makes metal extremely warm. This spell affects 1 metal item weighing ½ pound per level of the caster. A creature takes damage if it's holding or wearing equipment that is targeted by this spell. On the first round of the spell, the metal becomes searingly hot to the touch. Heated objects in contact with hands make the hand unusable for 1 day. If another body part, other than hands or head, is affected, the victim will suffer 1d2 points of damage. If the searing metal is in contact with the victim's head, he'll take 1 point of damage and be dizzy.

A victim still in contact with the searing metal for a second consecutive round will receive further damage. Hand held objects will render the victim's hand useless for 1d3 weeks. Other body parts (other than hands or head) receive an additional 1d2+1 points of damage. A head in contact with heated metal for a second round receives an additional 2 points of damage and the creature affected is struck unconscious for 2d4 turns.

Hold Animal

Level 3

Range: 120'

Duration: 1 hour + 10 minutes per level

Similar to the magic-user spell Hold Monster (see S&W p.28), Hold Animal affects mammals of up to 200 lb. X druid level, or reptiles, birds, and fish of up to 100 lb. X druid level.

Hold Plant

Level 5

Range: 30' + 10'/druid level

Duration: 6 turns + druid level

Similar to the magic-user spell Hold Monster (see S&W p.28) but affects living, magical or animated plants. This spell affects both treants and fungoid life forms.

Insect Plague

Level 4

Range: 480'

Duration: 1 day

Same as the clerical spell of the same name (see S&W p.28).

Know Weather

Level 1

Range: 2 miles X 2 miles/ druid level

Duration:

The druid may forecast the weather in a given location (see range) with a chance of accuracy of 1-19 on d20.

Locate Animals

Level 1

Range: 60' + 10' per level

Duration: 1 round per level

This spell is identical to the Locate Objects (Arcane) spell (see S&W p.29) but deals with animals as opposed to objects.

Locate Plants

Level 2

Range: 60'

Duration: 20 minutes

This spell is identical to the Locate Objects (Arcane) spell (see S&W p.29) but deals with plants as opposed to objects.

Neutralize Poison

Level 3

Range: touch

Duration: immediate

Same as the clerical spell of the same name (see S&W p.32).

Obscuring Mist

Level 2

Range: 20'

Duration: 1 turn per druid level

A misty vapor arises around the druid. It is stationary once created. The vapor obscures all sight beyond 5 feet. The cloud covers 100 cubic feet per druid level.

Pass Plant

Level 5

Range: 480'

Duration: 10 minutes

Use of this spell allows the druid to enter one tree and emerge from another of the same species. The base distance traveled this way is 480 yards + modifier based on the type (Oak +120 yards. Ash, yew, linden, and elm -120 yards. Other deciduous trees -180 yards. Coniferous trees -240 yards).

The tree's girth must be large enough to engulf the druid. Travel must be from one living tree to another. If no such tree exists within the range of the spell, then the spell fails and the druid simply re-emerges from the starting tree.

Supplemental Lore

Plant Growth

Level 3
Range: 240'
Duration: permanent
Identical to the magic-user's spell of the same name (see S&W p.33).

Produce Fire

Level 4
Range: 30'
Duration: 1 turn
This spell creates fire covering an area of 10' X 10'. This spell may be reversed to extinguish fires covering the same area.

Produce Flame

Level 2
Range: caster
Duration: 2 turns per level
This spell allows the druid to produce a small flame in the palm of his hand which illuminates as a small lantern. The flame may be hurled. It may cause inflammables to combust.

Protection from Fire

Level 3
Range: touch
Duration: 3 turns + druid level
If cast upon a non-druid, this spell renders the target invulnerable to normal fire. If cast upon a druid, this spell also protects from magical fire, but such magical flames will immediately cancel the spell on the next turn.

Protection from Lightning

Level 4
Range: touch
Duration: 6 turn + druid level
This spell negates the effects of electrical attacks. The spell ceases after such an attack.

Purify Water

Level 1
Range: close or touch
Duration: Immediate
This spell is identical to the clerical spell Purify Food and Drink (see S&W p.35), but is limited to water.

Pyrotechnics

Level 3
Range: 240'
Duration: 1 hour
Identical to the magic-user's spell of the same name (see S&W p.35).

Reincarnation

Level 7
Range: touch
Duration: instantaneous
Same as the arcane spell of the same name (see S&W p.35). The table below is used instead of the magic-user's table.

Die Roll

Reincarnated as:

1	Badger
2	Centaur
3	Dog, cat, or wolf
4	Boar
5	Elf
6	Bat (Greater)
7	Dryad
8	Griffon
9	Human
10	Owlbear
11	Blink Dog
12	Lion
13	Nixie
14	Lycanthrop (werewolf or other)
15	Will-o-the-Wisp
16	Unicorn
17	Horse
18	Beetle, Giant Fire
19	Wyvern
20	Use magic-user table (S&W p.35)

Speak with Animals

Level 2
Range: caster
Duration: 6 turns
This spell is identical to the 2nd level cleric spell of the same name (see S&W p.37).

Speak with Plants

Level 4
Range: 30'
Duration: 6 turns
Same as the clerical spell of the same name (see S&W p.37).

Sticks to Snakes

Level 5
Range: 120'
Duration: 1 hour
Same as the cleric spell of the same name (see S&W p.37).

Summon Weather

Level 6
Range: 5 miles radius
Duration: varies
Through this spell the druid may call for any weather desired, limited by the current season and climate. Extreme weather conditions, such as blizzards, heat wave of +15 degrees, hail, torrential rains, may only be summoned by an 11th level

Supplemental Lore

druid. The altered weather is not under the control of the druid. It takes 3 + 5d4 - druid level turns for the altered weather to arrive, but will become apparent after only 3 turns. The duration of this spell varies according to the climactic changes brought about by the druid. A tornado may last a few turns, while torrential rains might last a few hours or day (GM's choice).

Temperature Change, 10'

Level 4

Range:

Duration: 3 turns + druid level

Allows the druid to vary the temperature in a given area (10' radius) by +/- 50 degrees. Mistletoe is required to cast this spell.

Transmute Metal to Wood

Level 7

Range: 60'

Duration: permanent

This spell allows the druid to transform 5 pounds of metal per druid level into wood.

Transmute Rock to Mud

Level 5

Range: 120'

Duration: 3d6 days

Same as the magic-user spell of the same name (see S&W p.38).

Transport Via Plant

Level 6

Range: unlimited

Duration: instantaneous or up to 24 hours

A more powerful version of Pass Plant, Transport Via Plant allows the druid to pass from one plant to any other plant of similar species anywhere, as long as the druid has seen the plant at one time. Should the emergence fail, the druid will instead emerge from another plant which may be miles away. A druid may choose to remain inside a plant instead of transporting from it, and may remain so for up to 24 hours. While within a plant in this manner, the druid is completely aware of his surroundings. This spell is usable but once per day.

Turn Wood

Level 6

Range: 20' X druid level

Duration: 1 turn + level of the druid

This spell creates a wall of force which moves away from the druid. Any wooden objects in the wall's path (weapon hafts, spear shafts, arrows) are pushed back, dragging back any creature holding such items. The length of the wall runs 60' to either side of the druid, and moves at a rate of 40' per turn.

Walk Through Flora

Level 4

Range: close

Duration: 3 turns + druid level

This spell allows the druid to pass through thick/dense vegetation. This "doorway" (3' X 6') is usable only by the caster, but another druid or a dryad may follow. This spell may also be used to pass through solid trunks. The druid may decide to stay within the truck for up to the duration of the spell as an effective way to hide from others.

Wall of Fire

Level 5

Range: 120'

Duration: 10 minutes

Same as the 4th level magic-user spell of the same name (see S&W p.38).

Warp Wood

Level 2

Range: 30'

Duration: permanent

This spell allows the druid to cause straight wooden shafts to bend. This spell affects an amount of wood equal to 1 spear shaft or 6 arrows per 2 druid levels.

Water Breathing

Level 3

Range: 30'

Duration: 2 hours

Functions like the magic-user's spell of the same name (see S&W p.39).