

The Midderlands

Swords & Wizardry Complete Cheat Sheets

Art and Design by MonkeyBlood Design & Publishing (r1)

Swords & Wizardry, S&W, and Mythmere Games are trademarks of Matthew J. Finch.

Glynn Seal, MonkeyBlood Design & Publishing are not affiliated with Matthew J. Finch, Mythmere Games™, or Frog God Games.

Table 1 to 5: Strength, Dexterity, Constitution, Intelligence, and Charisma

Strength					Dexterity			Constitution			Intelligence		Wisdom	Charisma
Score	To Hit	Damage	Open Doors	Carry Modifier (pounds)	Missile Weapon To Hit	Effect on AC	Hit Point Modifier	Raise Dead Survival	Max. Add'l Lang's	Max. Spell Level	Chance to Under'd New Spell	Min. / Max. # of Basic Spells Understandable / Level	+5% XP Award	Max. # Special Hirlings
3	-2	-1	1	-10	-1	+1 [-1]	-1	50%	0	4	30%	2 / 4	0	1
4	-2	-1	1	-10	-1	+1 [-1]	-1	50%	0	4	30%	2 / 4	0	1
5	-1	0	1	-5	-1	+1 [-1]	-1	50%	0	4	30%	2 / 4	0	2
6	-1	0	1	-5	-1	+1 [-1]	-1	50%	0	4	30%	2 / 4	0	2
7	0	0	1-2	0	-1	+1 [-1]	-1	50%	0	4	30%	2 / 4	0	3
8	0	0	1-2	0	-1	+1 [-1]	-1	50%	1	5	40%	3 / 5	0	3
9	0	0	1-2	5	0	0	0	75%	1	5	45%	3 / 5	0	4
10	0	0	1-2	5	0	0	0	75%	2	5	50%	4 / 6	0	4
11	0	0	1-2	5	0	0	0	75%	2	6	50%	4 / 6	0	4
12	0	0	1-2	5	0	0	0	75%	3	6	55%	4 / 6	0	4
13	1	0	1-2	10	1	-1 [+1]	1	100%	3	7	65%	5 / 8	5%	5
14	1	0	1-2	10	1	-1 [+1]	1	100%	4	7	65%	5 / 8	5%	5
15	1	0	1-2	10	1	-1 [+1]	1	100%	4	8	75%	6 / 10	5%	5
16	1	1	1-3	15	1	-1 [+1]	1	100%	5	8	75%	6 / 10	5%	6
17	2	2	1-4	30	1	-1 [+1]	1	100%	5	9	85%	7 / All	5%	6
18	2	3	1-5	50	1	-1 [+1]	1	100%	6	9	95%	8 / All	5%	7

* Shadows might not be undead creatures in your campaign.
** Vampires and more-powerful undead cannot be turned automatically.

Table 33: Turning Undead

CL of Undead	Specific Undead	Clerical Level											
		1	2	3	4	5	6	7	8	9	10-13	14-17	18+
1	Skeleton	10	7	4	T	T	D	D	D	D	D	D	D
2	Zombie	13	10	7	4	T	T	D	D	D	D	D	D
3	Ghoul	16	13	10	7	4	T	T	D	D	D	D	D
4	Shadow *	19	16	13	10	7	4	T	T	D	D	D	D
5	Wight	20	19	16	13	10	7	4	T	T	D	D	D
6		-	20	19	16	13	10	7	4	T	T	D	D
7	Wraith	-	-	20	19	16	13	10	7	4	T	T	D
8	Mummy	-	-	-	20	19	16	13	10	7	4	T	T
9	Spectre	-	-	-	-	20	19	16	13	10	7	4	T
10	Vampire **	-	-	-	-	-	20	19	16	13	10	7	T
11	Vampire **	-	-	-	-	-	-	20	19	16	13	10	7
12		-	-	-	-	-	-	-	20	19	16	13	10
13	Lich	-	-	-	-	-	-	-	-	20	19	16	13

Table 25: Base Movement Rate

Weight Carried*	Base Movement Rate
Up to 75 pounds	12
76 to 100 pounds	9
101 to 150 pounds	6
151 to 300 pounds†	3

* Carry Modifier (from Strength, if any, is added to the total. For example, an adventurer with a Carry Modifier of +10 can carry up to 85 pounds before dropping from a Movement Rate of 12 to a Movement Rate of 9, while a person with a Carry Modifier of -10 would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment.
† 300-pound maximum.



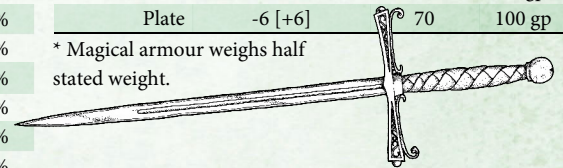
Table 6, 14, and 17: Thieving Skills - stated in the following order; Thief / Assassin / Monk.

Level	Climb Walls	Delicate Tasks & Traps	Hear Sounds	Hide in		Open Locks
				Shadows	Move Silently	
1	85 / - / 85%	15 / - / 15%	3in6 / - / 3in6	10 / - / 10%	20 / - / 20%	10 / - / 10%
2	86 / - / 86%	20 / - / 20%	3in6 / - / 3in6	15 / - / 15%	25 / - / 25%	15 / - / 15%
3	87 / 85 / 87%	25 / 15 / 25%	4in6 / 3in6 / 4in6	20 / 10 / 20%	30 / 20 / 30%	20 / 10 / 20%
4	88 / 86 / 88%	30 / 20 / 30%	4in6 / 3in6 / 4in6	25 / 15 / 25%	35 / 25 / 35%	25 / 15 / 25%
5	89 / 87 / 89%	35 / 25 / 35%	4in6 / 4in6 / 4in6	30 / 20 / 30%	40 / 30 / 40%	30 / 20 / 30%
6	90 / 88 / 90%	40 / 30 / 40%	4in6 / 4in6 / 4in6	35 / 25 / 35%	45 / 35 / 45%	35 / 25 / 35%
7	91 / 89 / 91%	45 / 35 / 45%	5in6 / 4in6 / 5in6	40 / 30 / 40%	50 / 40 / 50%	40 / 30 / 40%
8	92 / 90 / 92%	50 / 40 / 50%	5in6 / 4in6 / 5in6	55 / 35 / 55%	60 / 45 / 60%	55 / 35 / 55%
9	93 / 91 / 93%	60 / 45 / 60%	5in6 / 5in6 / 5in6	65 / 40 / 65%	70 / 50 / 70%	65 / 40 / 65%
10	94 / 92 / 94%	70 / 50 / 70%	5in6 / 5in6 / 5in6	75 / 55 / 75%	80 / 60 / 80%	75 / 55 / 75%
11	95 / 93 / 95%	80 / 60 / 80%	6in6 / 5in6 / 6in6	85 / 65 / 85%	90 / 70 / 90%	85 / 65 / 85%
12	96 / 94 / 96%	90 / 70 / 90%	6in6 / 5in6 / 6in6	95 / 75 / 95%	100 / 80 / 100%	95 / 75 / 95%
13	97 / 95 / 97%	100 / 80 / 100%	6in6 / 6in6 / 6in6	100 / 85 / 100%	100 / 90 / 100%	100 / 85 / 100%
14	98 / 95 / 98%	100 / 80 / 100%	6in6 / 6in6 / 6in6	100 / 85 / 100%	100 / 90 / 100%	100 / 85 / 100%
15	99 / 95 / 99%	100 / 80 / 100%	6in6 / 6in6 / 6in6	100 / 85 / 100%	100 / 90 / 100%	100 / 85 / 100%
16+	99 / 95 / 99%	100 / 80 / 100%	6in6 / 6in6 / 6in6	100 / 85 / 100%	100 / 90 / 100%	100 / 85 / 100%

Table 24: Armour

Armour Type	Effect on AC from a base of 9 [10]	Weight* (pounds)	Cost
Shield	-1 [+1]	10	15 gp
Leather	-2 [+2]	25	5 gp
Ring	-3 [+3]	40	30 gp
Chain	-4 [+4]	50	75 gp
Plate	-6 [+6]	70	100 gp

* Magical armour weighs half stated weight.



Standard Swords & Wizardry Coinage Conversion

Type	Platinum	Gold	Silver	Copper
Platinum	1	10	100	1,000
Gold	0.1	1	10	100
Silver	0.01	0.1	1	10
Copper	0.001	0.01	0.1	1

Table 20: General Equipment

Item	Cost
Backpack (30-pound capacity)	5 gp
Barrel	2 gp
Bedroll	0.2gp
Bell	1 gp
Block and tackle	5 gp
Bottle of wine, glass	2 gp
Candle	0.01 gp
Canvas (per square yard)	0.1 gp
Case (map or scroll)	1 gp
Chain (10 feet)	30 gp
Chalk, 1 piece	0.05 gp
Chest	2 gp
Crowbar	0.2 gp

Table 20: General Equipment

Item	Cost
Fishing net (25 square feet)	4 gp
Flask, leather	0.03 gp
Flint & steel	1 gp
Garlic, charmed	10 gp
Grappling hook	1 gp
Hammer	0.5 gp
Holy symbol, wooden	1 gp
Holy symbol, silver	25 gp
Holy water (flask)	25 gp
Ink (1-ounce bottle)	1 gp
Ladder (10 foot)	0.05 gp
Lamp, bronze	0.1 gp

Table 20: General Equipment

Item	Cost
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20 gp+
Manacles	15 gp
Mirror, small steel	20 gp
Musical instrument	5 gp
Oil, lamp (1 pint)	0.1 gp
Parchment (sheet)	0.2 gp
Pole (10 foot)	0.2 gp
Pot, iron	0.5 gp
Rations, trail (per day)	0.5 gp
Rations, dried (per day)	1 gp

Table 20: General Equipment

Item	Cost
Rope, hemp (50 feet)	1 gp
Rope, silk (50 feet)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal whistle	0.5 gp
Spellbook, blank	25 gp
Spike, iron	0.05 gp
Tent	10 gp
Torch	0.01 gp
Waterskin	1 gp
Wolfsbane	0.1 gp

Weapon	Damage	Weight	Cost
Axe, battle *†	1d8	15	5 gp
Axe, hand ‡	1d6	5	1 gp
Club	1d4	10	0 gp
Dagger ‡	1d4	2	2 gp
Flail (two-handed)	1d8	10	8 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6	10	10 gp
Polearm (two-handed)	1d8+1	15	10 gp
Spear *†‡	1d6	10	1 gp
Staff (two-handed)	1d6	10	0 gp
Sword, bastard *†	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

* Weapon can be used either one- or two-handed.

† When wielded two-handed, gain +1 damage bonus.

‡ Can be used as both a melee and a missile weapon.



Table 27: Outdoor Movement

Description	Speed	Results
Hiking	Base movement rate in miles/day	No forced march checks required.
Forced March	Double base movement rate in miles/day	Forced march checks required once per day. (4d6 vs. Strength)
Combat	Base movement rate divided by 3x10 yards (not feet), is how far the character can move in one round.	Battling your foes, or running for your life.

Weapon	Damage	Rate of Fire	Range*	Weight	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
Axe, hand	1d6	1	10ft	5	1 gp
Bolts, heavy (20)	1d6+1	By weapon	By weapon	1	2 gp
Bolts, light (20)	1d4+1	By weapon	By weapon	1	2 gp
Bow, long	See Arrows	2	70ft	5	60 gp
Bow, short	See Arrows	2	50ft	5	15 gp
Crossbow, heavy	See Bolts, heavy	1/2	80ft	5	20 gp
Crossbow, light	See Bolts, light	1	60ft	5	12 gp
Dagger	1d4	1	10ft	2	2 gp
Dart	1d3	3	15ft	1	0.2 gp
Javelin	1d6	1	20ft	5	0.5 gp
Sling	See Stones, sling	1	40ft	1	0.2 gp
Spear	1d6	1	20ft	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 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.

Table 26: Indoor, Underground, and City Movement

Description	Speed	Results
Walking	Base movement rate x 20 feet per turn	Mapping and careful observation of the surroundings are possible. No mapping permitted. Characters are automatically surprised and have no chance to surprise others. The sound of running may attract the attention of enemies.
Running	Base movement rate x 40 feet per turn	
Combat	Base movement rate divided by 3x10 feet, is how far the character can move in one round. Thus: Base movement of 6 = 20ft Base movement of 9 = 30ft Base movement of 12 = 40ft.	Dashing around, battling your foes. Alternatively, running for your life.

Table 32: Monster Attack Table

Desc AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Asc AC	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
Hit Dice	Monster Attack Roll (d20 + modifiers) Required to Hit Opponent's Armour Class																		
<1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
2	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
3	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
4	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
5	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
6	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
7	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
8	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
10	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
12	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
13	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
14	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15+	1	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13

Simplified Attack Table (Base To-Hit bonuses per Level)

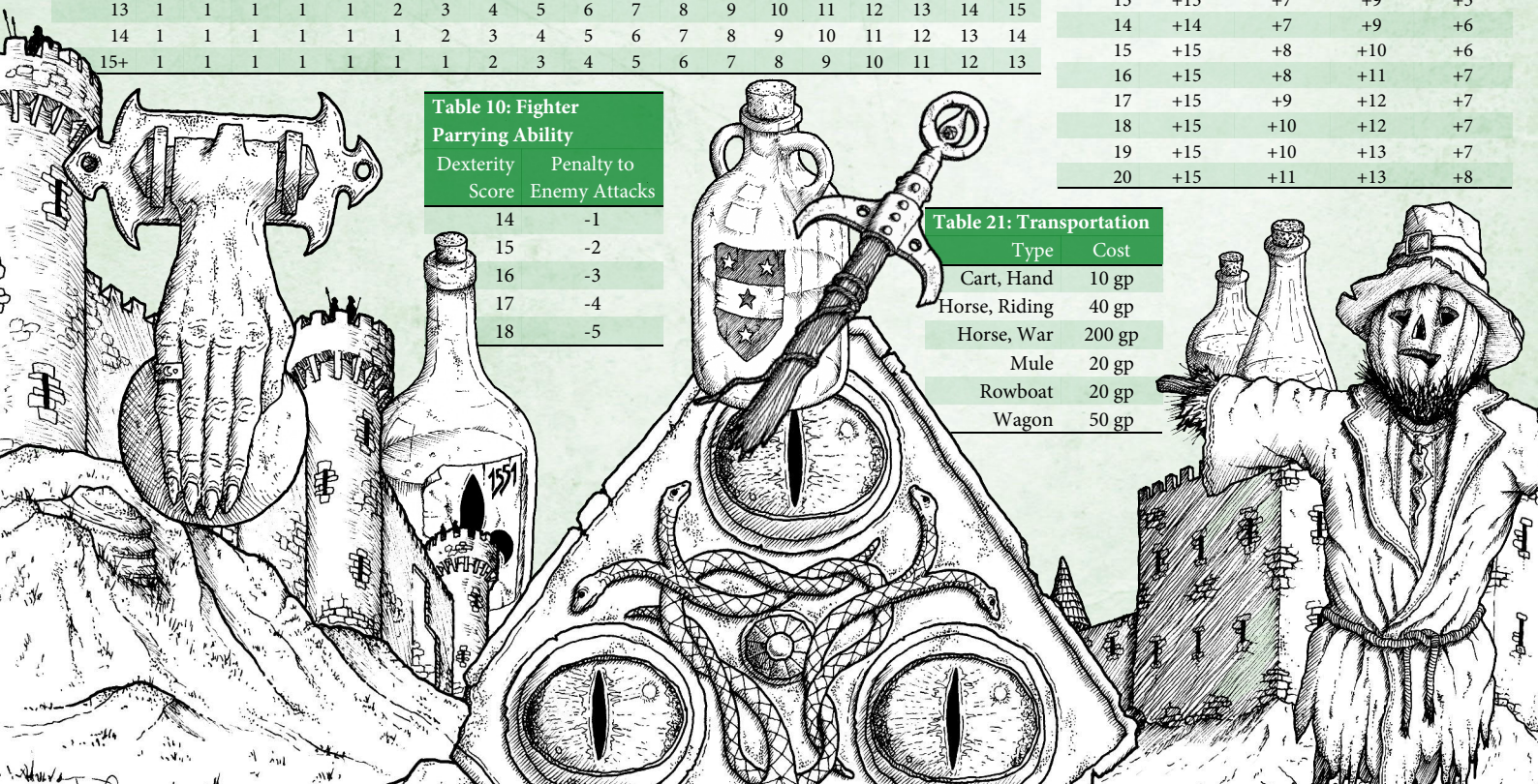
Lvl/HD	Monster	Clr, Drd, Mnk	Ftr, Pal, Rgr	M-U, Thf, Ass
<1	0	0	0	0
1	+1	0	0	0
2	+2	0	0	0
3	+3	+1	+1	0
4	+4	+1	+2	+1
5	+5	+2	+2	+1
6	+6	+2	+3	+2
7	+7	+3	+4	+2
8	+8	+3	+5	+3
9	+9	+4	+6	+3
10	+10	+5	+7	+4
11	+11	+5	+7	+5
12	+12	+6	+8	+5
13	+13	+7	+9	+5
14	+14	+7	+9	+6
15	+15	+8	+10	+6
16	+15	+8	+11	+7
17	+15	+9	+12	+7
18	+15	+10	+12	+7
19	+15	+10	+13	+7
20	+15	+11	+13	+8

Table 10: Fighter Parrying Ability

Dexterity Score	Penalty to Enemy Attacks
14	-1
15	-2
16	-3
17	-4
18	-5

Table 21: Transportation

Type	Cost
Cart, Hand	10 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20 gp
Rowboat	20 gp
Wagon	50 gp



OGL

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE

Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are

Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a. © 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules. Copyright 2008, Matthew J. Finch

Swords & Wizardry Complete Rules. Copyright 2010, Matthew J. Finch

The Middelands. © 2017, Glynn Seal (MonkeyBlood Design/MBD Publishing); Authors: Glynn Seal, Edwin Nagy and Mark Nolan.

The Middelands - Additions. © 2017, Glynn Seal (MonkeyBlood Design/MBD Publishing); Authors: Glynn Seal, and Edwin Nagy.

The Middelands - Additions II. © 2017, Glynn Seal (MonkeyBlood Design & Publishing); Author: Glynn Seal.

The Middelands Expanded. © 2018, Glynn Seal (MonkeyBlood Design & Publishing); Authors: Glynn Seal, Edwin Nagy and Mark Nolan.

The Middelands - GM Screen. © 2018, Glynn Seal (MonkeyBlood Design & Publishing); Author: Glynn Seal.

The Middelands Swords & Wizardry Complete Cheat Sheets. © 2018, Glynn Seal (MonkeyBlood Design & Publishing); Author: Glynn Seal.