



MULLEN





Mullen



**Table 29: Cleric, Druid, and Monk Attack Tables**  
 Attack Roll (d20) required to hit Opponent's Armor Class

Level	Target Armor Class [or Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3-4	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
5-6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
7-8	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
10-11	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
12	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
13-14	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
15-16	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
17	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
18-19	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
20	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

**Table 30: Fighter, Paladin, and Ranger Attack Table**  
 Attack Roll (d20) required to hit Opponent's Armor Class

Level	Target Armor Class [or Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
10-11	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13-14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
15	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
16	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
17-18	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
19-20	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

**Table 31: Magic-User, Thief, and Assassin Attack Tables**  
 Attack Roll (d20) required to hit Opponent's Armor Class

Level	Target Armor Class [Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
11-13	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
14-15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
16-19	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
20-23	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20



Table 32: Monster Attack Tables

	Target Armor Class [Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
Hit Dice	Attack Roll (d20) Required to hit Opponent's Armor Class <sup>1</sup>																		
< 1 HD	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1 HD	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
2 HD	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
3 HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
4 HD	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
5 HD	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
6 HD	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
7 HD	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
8 HD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9 HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
10 HD	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11 HD	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
12 HD	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
13 HD	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
14 HD	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15+ HD	1	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13

<sup>1</sup> A monster's base "to-hit" bonus is equal to the number of Hit Dice (HD) it has, up to a maximum of +15.

Table 33: Turning the Undead

Roll 2d10 to determine the result:

Challenge Level 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	4
11	Vampire**	-	-	-	-	-	-	20	19	16	13	10	7
12		-	-	-	-	-	-	-	20	19	16	13	10
13	Lich	-	-	-	-	-	-	-	-	20	19	16	13

\*Shadows might not be undead creatures in your campaign; even so, they might be subject to being turned, just as demons (also not undead) can be turned.

\*\*Vampires and more-powerful undead cannot be turned automatically.

**Table 25: Base Movement Rate**

Weight Carried*	Base Movement Rate
Up to 75 pounds	12
76–100 pounds	9
101–150 pounds	6
151–300 pounds (300-pound maximum)	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.

Order of Combat	
Regular	Holmes
Check for Surprise	Check for Surprise
Declare spells	Determine initiative by groups
Determine initiative by groups	Cast ready spells (Initiative Order)
Movement and missiles	Missile fire (Initiative Order)
Melee & Spells (Initiative order)	Melee (Dex Order)
	Movement (Initiative Order)

**Table 26: Indoor, Underground, and City Movement**

Description	Speed	Results
Walking	Base movement rate times 20 feet/turn	Mapping and careful observation of the surroundings are possible.
Running	Base movement rate times 40 feet/turn	No mapping permitted. Characters are automatically surprised and have no chance to surprise others. The sound of running may attract the attention of enemies.
Combat	Base movement rate in feet/round (for example, 12 feet/round for a creature with a movement rate of 12)	This may also be interpreted as the distance a participant can move in combat without suffering either free attacks by enemies or the consequences incurred by retreating.



**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 in yards/round (for example, 12 yards/round for a creature with a movement rate of 12)	This may also be interpreted as the distance a participant can move in combat without suffering either free attacks by enemies or the consequences incurred by retreating.

## Different Categories of Saving Throws

The *Swords & Wizardry* saving throw system is an adaptation of the original, which had several categories of different risks instead of a single basic saving throw as used here. The original version had the following categories and target numbers:

**Table 28: Saving Throw Categories (Alternative Method)**

	Death Rays and Poison	Wands (all)	Turned to Stone	Dragon's Breath	Spells and Staffs
Clerics (including Druids and Monks)	Level 1: 11 Level 5: 9 Level 9: 6 Level 13: 3	Level 1: 12 Level 5: 10 Level 9: 7 Level 13: 5	Level 1: 14 Level 5: 12 Level 9: 9 Level 13: 7	Level 1: 16 Level 5: 14 Level 9: 11 Level 13: 8	Level 1: 15 Level 5: 12 Level 9: 9 Level 13: 7
Fighters (including Rangers and Paladins)	Level 1: 12 Level 4: 10 Level 7: 8 Level 10: 6 Level 13: 4	Level 1: 13 Level 4: 11 Level 7: 9 Level 10: 7 Level 13: 5	Level 1: 14 Level 4: 12 Level 7: 10 Level 10: 8 Level 13: 5	Level 1: 15 Level 4: 13 Level 7: 10 Level 10: 8 Level 13: 5	Level 1: 16 Level 4: 14 Level 7: 12 Level 10: 10 Level 13: 8
Magic-Users, Thieves, and Assassins	Level 1: 13 Level 6: 11 Level 11: 8 Level 16: 5	Level 1: 14 Level 6: 12 Level 11: 9 Level 16: 6	Level 1: 13 Level 6: 11 Level 11: 8 Level 16: 5	Level 1: 16 Level 6: 14 Level 11: 11 Level 16: 8	Level 1: 15 Level 6: 12 Level 11: 8 Level 16: 3

This table does not integrate directly into *Swords & Wizardry*; if you were to house-rule it in, you would have to make some changes such as eliminating the *Swords & Wizardry* class bonuses on saving throws for Magic-Users and Clerics, and giving Paladins a +2 on all saving throws; but keeping the Druid's +1 saving throw bonus against fire.

Legal Note: The information in this sidebar is provided for purposes of comparison, and is not to be construed as an indication respecting compatibility with any trademark.

Table 24: Armor

<sup>1</sup> Magical armor weighs half normal

Armor Type	Effect on AC	Weight <sup>1</sup> (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

Saving Throw Table: By the Book

Level	Roll Required (d20)			
	Assassin, Magic-user (+2 vs. magic), Monk (+2 vs. poison and paralysis), Thief (+2 vs. devices)	Cleric (+2 vs. poison and paralysis), Druid (+2 vs. fire)	Fighter, Ranger	Paladin
1	15	15	14	12
2	14	14	13	11
3	13	13	12	10
4	12	12	11	9
5	11	11	10	8
6	10	10	9	7
7	9	9	8	6
8	8	8	7	5
9	7	7	6	4
10	6	6	5	3
11	5	5	4	2
12+	5	4	4	2

Table 22: Melee Weapons

Weapon	Damage	Weight (pounds)	Cost
Axe, battle <sup>1,2</sup>	1d8	15	5 gp
Axe, hand <sup>3</sup>	1d6	5	1 gp
Club	1d4	10	0 gp
Dagger <sup>3</sup>	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 <sup>1,2,3</sup>	1d6	10	1 gp
Staff (two-handed)	1d6	10	0 gp
Sword, bastard <sup>1,2</sup>	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

<sup>1</sup> Weapon can be used either one- or two-handed<sup>2</sup> When wielded two-handed, gain +1 damage bonus<sup>3</sup> Can be used as both a melee and a missile weapon

Table 23: Missile Weapons

Weapon	Damage	Rate of Fire	Range*	Weight (pounds)	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.