SWORDS & WIZARDRY
CONTINUAL LIGHT

Swords & Wizardry Continual Light
Rules Lite Fantasy Roleplaying

Introduction

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

Part One: Characters & Equipment

Character creation is done in four easy steps: Roll your attributes, choose your race, then select your class, and finally pick your gear.

Step One: Roll Your Attributes

Attributes are generated by rolling 3d6 in the order listed below. Attributes of 15 or higher have a +1 bonus.

Strength: Physical might. Fighters add this bonus to all attack and damage rolls in melee.

Intelligence: Intellectual prowess. Magic-users can apply this bonus as a negative Save penalty to anyone they target with a spell.

Wisdom: Strength of will. Clerics with a 15 or higher can memorize an additional 1st level spell

Constitution: Physical health. All characters add this bonus at 1st level to their HP and each time they roll their Hit Dice

Dexterity: Agility and grace. All characters add this bonus to their "to-hit" number in ranged combat, and as a bonus to their AC.

Charisma: Charm and leadership ability. All characters with a bonus begin play with a Torchbearer (HD 1-1; AC 9 [10], Mv: 12)

Step Two: Choose Your Race

Select a species for your character. Elves are long-lived forest dwellers. Dwarves are short bearded miners and warriors. Halflings live in comfortable hillside villages. Your race limits your choice in classes as listed below.

Dwarf - *Classes*: Fighter, Thief *Bonuses*: -4 [+4] to AC vs. large enemies, +1 *Find & Remove Traps & Open Lock*, +1 to-hit & damage orcs and goblins, +4 save vs. magic & poison

Elf - *Classes:* Fighter, Magic-User, Thief *Bonuses:* +1 to-hit vs. goblins, orcs, and undead. Immune to paralysis. +2 save vs. magic. +1 to *Hide in Shadows & Move Silently*

Halfling - *Classes:* Fighter, Thief *Bonuses:* -4 [+4] to AC vs. large enemies, +2 to-hit with ranged weapons, +1 to *Open Locks*, *Pick Pockets*, *Hide in Shadows*, *Move Silently*

Human: Any Class - No Bonuses

Step Three: Choose Your Class

Choose a class to show your area of expertise. Note special abilities and pick one gear set.

FIGHTER: You are a warrior trained to use weapons and armor.

Level	HD	Save	BHB
1	1+1	16	+0
2	2	15	+1
3	3	14	+2
4	4	13	+3
5	5	12	+4
6	6	11	+5
7	7	10	+6

Fighter Special Abilities: You can use any weapons, wear any armor, and use shields. You get a number of attacks each round equal to your level against foes of 1 HD or less. You get +1 on saves vs. death and poisons.
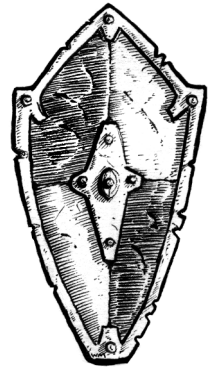
Gear Set #1: Battle Axe or Sword (1d6 dmg), Bow (1d6 dmg), Chain Armor, Shield

Gear Set #2: Great Sword (1d6+1 dmg), Crossbow (1d6 dmg), Chain Armor.

CLERIC: You are an armored holy crusader.

Level	HD	Save	BHB	1st Lvl Spells	2nd Lvl Spells	3rd Lvl Spells
1	1	14	+0	0	-	-
2	2	13	+0	1	-	-
3	3	12	+1	2	-	-
4	3+1	11	+1	2	2	-
5	4	10	+2	3	2	1
6	5	9	+2	4	3	1
7	6	8	+3	4	3	2

Cleric Special Abilities

You can cast Cleric Spells. You pray once each day to prepare a number of spells as shown above. Once a spell has been cast, you pray again to prepare it. You can prepare multiples of the same spell, if the "slots" are available. You get +2 on saves vs. death and poisons. Your only permitted to wield clubs, hammers, maces, flails and slings. You can *Turn Undead*. Roll 3d6 and see below. If the roll is equal or higher than shown below, all undead of listed HD within 30' flee for 3d6 rounds.

Gear Set: Mace or Hammer (1d6 dmg), Chain Armor, Shield.

Undead Hit Dice	1st Lvl Cleric	2nd Lvl Cleric	3rd Lvl Cleric	4th Lvl Cleric	5th Lvl Cleric	6th Lvl Cleric	7th Lvl Cleric
1	10	7	4	3	3	3	3
2	13	10	7	4	3	3	3
3	15	13	10	7	4	3	3
4	17	15	13	10	7	4	3
5	-	17	15	13	10	7	4
6	-	-	17	15	13	10	7
7	-	-	-	17	15	13	10
8+	-	-	-	-	17	15	13

MAGIC-USER: You study the arcane art of magic and can cast spells.

Level	HD	Save	BHB	1st Lvl Spells	2nd Lvl Spells	3rd Lvl Spells	4th Lvl Spells
1	1	15	+0	1	-	-	-
2	1+1	14	+0	2	-	-	-
3	2	13	+0	3	1	-	-
4	2+1	12	+0	3	2	-	-
5	3	11	+1	4	2	1	-
6	3+1	10	+1	4	2	2	-
7	4	9	+2	4	3	2	1

Magic-User Special Abilities: You can cast Magic-User Spells. You have a spellbook with 2 1st level spells in it. At first level, you choose one spell and the referee chooses the other. You read from this book once each day to prepare a number of spells as shown above. Once a spell has been cast, you must read from your book again to prepare it. You can prepare multiples of the same spell, if the "slots" are available. Scrolls can be found to add new spells to your book. You get +2 on saves vs. magic. You may only use daggers or staffs in combat and cannot wear armor or use shields.   *Gear Set:* Staff (1d6 dmg) 2 daggers (1d6-1 dmg).

**THIEF:** You're an skillful opportunist and treasure hunter.

Level	HD	Save	BHB
1	1	15	+0
2	2	14	+0
3	2+1	13	+1
4	3	12	+1
5	4	11	+2
6	4+1	10	+2
7	5	9	+3

Thief Special Abilities: You may use any weapon, but can only wear leather armor and do not use shields. You may backstab a surprised foe to get a +4 bonus to hit and inflict double damage.

•You have a 1-3 chance on 1d6 to hear noises behind closed doors.

•You have a 1-4 chance on 1d6 to read unfamiliar languages.

•You have a 1-5 chance on 1d6 to climb walls and cliffs without tools or rope.

•You have a 1-2 chance on 1d6 to Find and Remove Traps, Open Locks, Hide in Shadows, Move Silently, or Pick Pockets.

•All abilities rolled on 1d6 increase by +1 on 1d6 at 3rd level and again by another +1 at 5th level, to a max of 1-5 chance of success.

Gear Set #1: Sword (1d6 dmg) and Dagger (1d6-1 dmg), Leather Armor.

Gear Set #2: Dagger (1d6-1 dmg), Bow (1d6 dmg), Leather Armor.
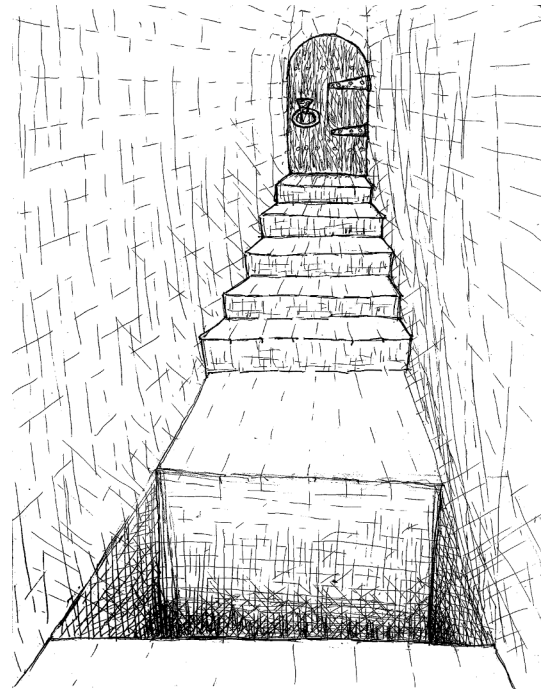
ADVENTURING PACKS

In addition to Starting Gear, choose one Adventuring Pack.

•**Pack #1:** Backpack, bedroll, flint & steel, torches (6), 50' rope, crowbar, rations (7 days), waterskin, 15 gold pieces.

•**Pack #2:** Backpack, bedroll, flint & steel, hooded lantern, 2 pints of oil, hammer, iron spikes (12), 10' pole, rations (7 days), waterskin, 15 gold pieces.

•**Pack #3:** Backpack, extra backpack, iron spikes (12), bedroll, pack mule, rations (7 days), small hammer, waterskin, 10 gold pieces.

GAINING LEVELS

Characters gain levels by completing adventures. After completing a total number of adventures as shown on the chart below, the character progresses to the appropriate level. Optional classes must complete the total adventures listed in parenthesis to increase in level. All characters begin play at 1st level .

Level	Total Adventures
2	2 (3)
3	5 (7)
4	9 (12)
5	14 (18)
6	20 (25)
7	27 (33)

OPTIONAL CLASSES

The classes listed below may be used with referee permission. Each optional class functions very similar to one of the standard classes. This determines whether or not a class can be by a non-human character.

Note: Optional classes take one extra adventure to level at each level.

Bards are wandering performers and minstrels. They function exactly as thieves, except they may cast *Charm Person* and *Detect Magic* once per day. Once per combat they may sing an inspiring song, granting all allies +1 to all attack rolls for 5 rounds.

Assassins are professional murderers. They may attempt a Death Attack once per day in any situation where they could otherwise backstab. If the attack is successful the target must make a saving throw or die. They otherwise function exactly like thieves.

Druids worship nature. They may track foes in a wilderness environment with a 1-4 on 1d6 chance of success and may cast *Charm Person* as a 1st level spell, though only on animals. They can only wear leather armor, but otherwise function as Clerics.

Monks are wandering mystics. They function exactly as clerics except they receive a -1 [+1] to their AC per level and may make unarmed attacks which inflict 1d6 points of damage, which increases by +1 per level. Monks may not wear armor or use shields.

Necromancers master dark magical arts. They function as magic-users, but may also Banish Undead as if they were a Cleric. They gain control of any banished undead for 5 rounds.

Paladins are holy warriors that function exactly as fighters, except they may also cast spells as if they were a Cleric of one level lower.

Rangers are skilled woodsmen that function exactly as fighters, except they can track foes in wilderness environments with a 1-4 on 1d6 chance of success, or a 1-2 on 1d6 chance of success in dungeon or urban environments. They receive +1 to damage against goblins, ogres, trolls, and giants. They can only wear leather or chain armor.

Swashbucklers are dashing swordsmen. They function exactly like thieves, but use the BHB of fighters when wielding a melee weapon.

OPTIONAL RULES

- Start all characters with maximum Hit Points for their class at 1st Level. Helps with low level survivability.
- Allow humans to swap their lowest ability score with a 15. Answers the "Why play a human? " question.

-Treat 1st Level Clerics as having "Zero" 1st level spells and allow them their bonus spell for high wisdom if they have one.

Perks:

Here's how Perks work. After attaining 7th level, PCs can still accumulate game session / adventure "credit" (1 credit per adventure / session - GM choice) for playing and they can spend this "credit" as follows:

• 1 Credit - Add 1 HP to their HP total. This perk can be bought a maximum of 10 times. Note, these are not HD and a Constitution Bonus does not apply. Also, see below.
• 2 Credits - Lower Saving Throw by 1 point. This perk can be bought a maximum of 5 times.
• 2 Credits - Cleric and Magic-user only - Add 1 First Level spell slot – This perk can be bought a maximum of 3 times.
• 3 Credits - Fighter only - + 1 to BHB - This perk can be bought a maximum of 5 times.

• 4 Credits - Cleric and Thief Only - + 1 BHB. This perk may only be bought a maximum of 2 times.
• 4 Credits – Cleric and Magic-user only - Add 1 Second Level spell slot. This perk can be bought a maximum of 2 times.
• 5 Credits - Thief Only - Add a 1 in 6 chance to Thief Skills. This Perk may only be bought once.
• 5 Credits – Add 1 HP to their HP total. There is no maximum number of times this perk can be bought. Note, these are not HD and a Constitution Bonus does not apply.
• 6 Credits – Cleric and Magic-user only. Add 1 Third Level spell slot. This perk can only be bought once.
• 8 Credits – Magic-user only. Add 1 Fourth Level spell slot. This perk can only be bought once.

Equipment

Adventurers can purchase or acquire all kinds of weapons, armor and equipment during their exploits. Listed below are commonly and easily purchased pieces of equipment.

Weapons

Characters who engage in combat without a weapon inflict a single point of damage with a successful attack. All ranged weapons are considered to come with the necessary ammunition. Ammunition is not tracked in SWCL.

Missile/Thrown Weapons

Weapon	Damage	Range	Cost
Bow	1d6	100 ft	15 gp
Crossbow	1d6+1	60 ft	12 gp
Dagger	1d6-1	10 ft	2 gp
Sling	1d6-1	40 ft	1 gp
Spear	1d6	20 ft	1 gp

Melee Weapons

Weapon	Damage	Cost
Axe	1d6	5 gp
Staff (2-H)	1d6	Free
Club	1d6	Free
Sword	1d6	15 gp
Dagger	1d6-1	2 gp
Sword, Short	1d6-1	8 gp
Mace	1d6	10 gp
Sword (2-H)	1d6+1	30 gp
Spear	1d6	1 gp

Armor

A character may be able to wear armor, depending on their class. A character can only wear a single set of armor, but may (depending on their class) also use a shield. Modifiers from armor and shield are cumulative.

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

Adventuring Gear

Listed below are several commonly available items used by adventurers. The referee is encouraged to expand this list to suit their needs, using listed prices as a guide. Torches give off 30' of light for one hour and lanterns give off 30' of light for 4 hours, but require a pint of oil.

Item	Cost	Item	Cost
Backpack	3 gp	Pack Mule	5 gp
Bedroll	1 gp	Rations (7 days)	15 gp
Crowbar	2 gp	Rope (50')	3 gp
Flint & Steel	1 gp	Small Hammer	1 gp
Hooded Lantern	10 gp	Ten Foot Pole	2 gp
Iron Spikes (12)	5 gp	Torches (6)	5 cp
Oil (1 Pint)	1 gp	Waterskin	1 gp

Part Two: Combat, Magic, and Adventure

COMBAT

When the player characters encounter hostile enemies, the order of events is as follows:

1. Determine Initiative.

2. Party with Initiative takes one action and/or moves and results take effect.

3. Party that lost Initiative acts, and their results take effect.

4. The round is complete; keep turn order for the next round if the battle has not been resolved.

Determine Initiative

At the beginning of a the first combat round, each side rolls Initiative on 1d6. The side which rolled highest acts first—moving, attacking, and casting spells. Each character may attack and move or cast a spell and move. Other actions may be possible with the referee's permission. The losing side takes damage and casualties, and then gets its turn. Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously.

Melee Attack

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. Two combatants within ten feet of each other are considered to be "in combat."

Missile Attack

Missile attacks are attacks with ranged weapons such as a bow or sling. When using missiles to attack into a melee, randomly determine friend or foe as your target.

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses (such as Basic Hit Bonus / BHB) to the result. The total attack roll hits if equal to or higher than the target's Armor Class shown on the table below. Monsters add their HD to attack rolls, but those with less than 1 HD simply get +1.

Armor Class	0 [19]	1 [18]	2 [17]	3 [16]	4 [15]	5 [14]	6 [13]	7 [12]	8 [11]	9 [10]
Attack Roll	19	18	17	16	15	14	13	12	11	10

Armor Class

Armor Class rates how difficult a target is to hit. It is shown as X[XX]. The first number shows the AC - a lower AC is more difficult to hit. The number in brackets is what is required to hit an opponent on a d20, after any applicable modifiers. For example, a normal man would have AC 9[10], but if they wore leather armor it would be 7[12]. The first number is referred to as "descending AC" and the second number is referred to as "ascending AC".

Damage and Death

When a target is hit, damage is rolled on the weapon used in the attack. The resulting damage is deducted from the opponent's HP. When HP reach zero, the target dies.

Healing

In addition to magical means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest.

Save

A spell, trap, or other hazard may require characters to make a Save. Each class has a Save target number based on its level. Roll that number or higher to succeed on a Save. Success means the character avoids or lessens the intended effect of the hazard.

Monster Saves - Monster Save is calculated by subtracting their HD from 19.

Time: A turn represents ten minutes and a round is 1 minute.

Movement Rate: Base movement rate for all characters is measured in feet per combat round. Dwarves and halflings move at 90 feet. Humans and Elves move at 120 feet. Careful movement halves this rate and running doubles it.

MAGIC SPELLS

As their attack, Clerics and Magic-Users may cast any spell they have prepared. All spells have a range, which is the maximum reach of the spell when it is cast. The duration determines how long the spell's effect lasts.

CLERIC SPELLS

1st Level Cleric Spells

- **Cure Wounds I** - Range: Touch, Duration: Instant. Restore 1d6+1 hit points to a single target.
- **Detect Good or Evil** - Range: 120 ft, Duration 1 hour. The cleric can detect good or evil creatures, enchantments, and auras.
- **Spiritual Protection** - Range: Caster, Duration: 2 hours. Anyone attacking the caster suffers a -1 penalty to hit and the caster receives a +1 to all saving throws.
- **Bless** - Range: 60 ft, Duration: 5 rounds. All allies within range receive a +1 to all to hit and Saves.

2nd Level Cleric Spells

- **Find Traps** - Range: 30 ft, Duration: 2 turns. Caster automatically detects any magical or mundane traps in range.
- **Hold Person** - Range: 180 ft, Duration: 9 turns. A single target cannot move or act, but may make a Save each round to break effect.
- **Silence** - Range: 180 ft, Duration: 12 turns. No sound can be heard in an area of 15 cubic feet. This prevents spell casting.
- **Speak with Animals** - Range: Caster, Duration: 6 turns. The caster can speak with animals, but not monsters.

3rd Level Cleric Spells

- **Cure Condition** - Range: Touch, Duration: Instant. Cure target of being poisoned, diseased, or cursed.
- **Cure Wounds II** - Range: Touch, Duration: Instant. Restore 3d6+3 hit points to a single target.

MAGIC-USER SPELLS

1st Level Magic-User Spells

- **Armor** – Range: Caster, Duration: 6 hours. Caster gains a -4 [+4] bonus to AC.
- **Charm Person** - Range 30 ft, Duration: 1 day. A single humanoid target of normal size regards the caster as a friend unless they make a successful save or are betrayed.
- **Detect Magic** - Range 60 ft, Duration 2 turns. Caster can perceive the presence of magic.
- **Light** - Range 120 ft, Duration: 2 hours. The target of this spell produces light as a torch.
- **Magic Missile** - Range: 250 ft, Duration: Instant. A magic dart unerringly strikes a single target for 1d6 damage.
- **Read Language** - Range: Caster. Duration: 8 hours. Read any non-magical text.
- **Sleep** - Range 240 ft, Duration: 1d6 hours. A total of 2d6+3 HD of enemies fall asleep, but no single creature of 4 HD or more can be affected.

2nd Level Magic-User Spells

- **Arcane Ward** - Range: Touch, Duration: Instant. A single door, gate, or portal can be opened or locked. Locks both mundane and magical are unlocked and vice versa.
- **Illusion** - Range: 120 ft, Duration: 3 turns. Create an intangible image capable of nonverbal sounds and simple movement. Viewers may make a Save to see through it.
- **Invisibility** - Range: Touch, Duration: See below. The target of this spell (which can be the caster) becomes invisible and cannot be seen. They can only be attacked if their general location is known and attackers suffer a -4 penalty to hit. This enchantment ends if the target attacks, casts a spell, or acts aggressively.
- **Strength** - Range: Touch, Duration: 12 turns. Target gains ogre-like strength, adding +3 to all melee damage rolls.
- **Web** - Range: 30 ft, Duration: 8 hours - Sticky webs fill an area up to10 x 10 x20 feet. It takes one turn to burn or hack through them. Crossing them without doing so takes 3 turns.

3rd Level Magic-User Spells

- **Dispel Magic** - Range: 60 ft, Duration: Permanent. Dispel an active spell. Particularly strong spells may make a saving throw to resist, at referee's discretion.
- **Fireball** - Range: 240 ft, Duration: Instant. A ball of fire explodes, filling a radius of20 feet and inflicting 5d6 damage on all in that area. Victims may make a save to take half damage.
- **Fly** – Range: Touch, Duration: 1 hour. Target can fly at their normal speed.
- **Summon Monster** - Range: 60 ft, Duration: 6 rounds. Three 1 HD monsters appear and serve the caster faithfully.

4th Level Magic-User Spells

- **Dimension Door** - Range: 360 ft, Duration: Instant. Caster can teleport to any distance that is visable up to the spell's range.
- **Ice Storm** – Range: 600 ft, Duration: 5 rounds. Frozen hail fills an area 30 feet in radius, inflicting 3d6 damage on all in that area each round and reducing movement by half. No saving throw is allowed.
- **Wizard Eye** – Range: 240 ft, Duration: 1 hour. Caster conjures an invisible eye they can see through and can fly up to 240 ft from them.

Part Three: Dungeons, Monsters, & Treasure

Dungeon Design and Exploration

The bulk of adventures will take place in dungeons. Dungeons are dangerous locations such as abandoned castles, orc hideouts, and dragon's lairs. The contents of each room of a dungeon are determined by the referee or the author of a pre-designed adventure. Most locations will be keyed to a description which includes any important information. Dungeon locations typically contain some combination of monsters, treasure, and traps. They can contain all or none of these. Seeing in a dungeon usually requires a light source, such as a torch or *Light* spell. Blind characters suffer a -4 penalty on all "to-hit" rolls and saving throws.

Traps Traps are mechanical (and sometimes magical) hazards such as pit traps, poison needles, or magical wards concealed in a dungeon or attached to an object in a dungeon. When a character triggers a trap they must make a saving throw or suffer the damage listed below. A successful save means the character suffers half damage. Thieves can use Find and Remove Traps special ability to detect and disarm traps. Magical traps suffer a -1penalty to attempts. Once a referee has determined whether a trap is magical or not, they must then decide whether the trap is Common, Dangerous, Lethal, or Deadly.

- *Common Trap:* The character suffers 1d6 points of damage, save for half.
- *Dangerous Trap:* The character suffers 3d6 points of damage, save for half.
- *Lethal Trap:* The character suffers 5d6 points of damage, save for half.
- *Deadly Trap:* If the character fails their saving throw they die. Otherwise, no damage.

MONSTERS

Monsters are adversaries player characters will face in battle on their adventures.

Beetle, Giant Fire

AC: 4[15]   HD: 1+3   Attack: +1, bite (2d6)   Move: 12

These are large, aggressive beetles. Their thorax gland glows as a torch while alive and 1d6 days thereafter.

Bugbear

AC: 5[14]   HD: 3+1   Attacks: +3, weapon (1d6)   Move: 9

Special: Surprise opponents on 1-3 on 1d6.

Large and brutish goblinoids who delight in ambushing their foes.

Demon Prince

AC: 0[19]   HD: 12   Attacks: +12, flaming sword (2d6) Move: 18

Special: Flight, Magic Resistant, Immune to Normal Weapons

A powerful winged infernal lord who seeks only suffering. Able to prepare and cast spells as a 5th level Magic-User.

Dragon

AC: 2[17]   HD: 9   Attacks: +9, bite or claw (2d6),   Move: 12

Massive winged serpents who hoard gold and sow suffering. Dragons can attack twice per combat round, prepare and cast spells as a 3rd level Magic-User, and breathe fire as a Fireball spell once per day.

Dryad

AC: 9[10]   HD: 2   Attack: +2, Dagger (1d6)   Move: 12

Special: Charm Person

A beautiful female fey who dwells in trees. Targets suffer a -2 penalty to saves made to resist their Charm Person ability, which they can use once per day.

Gelatinous Cube

AC: 8[11]   HD: 4   Attacks: +4, slam (1d6)   Move: 6

Special: Paralysis

These semi-transparent blobs devour all they touch and are hard to see, surprising foes on 1-3 on 1d6. A successful attack paralyzes their foe for 6 turns.

Ghouls

AC: 6[13]   HD: 2   Attack: +2, Claw (1d6+paralysis)   Move: 9

Special: Undead, paralysis

Flesh-eating undead whose claws paralyze targets for 3d6 turns unless a successful save is made.

Giant

AC: 3[16]   HD: 7   Attacks: +7, Club or boulder (2d6) Move: 15

Towering over fifteen feet high, these massive brutes swing great clubs or can hurl large boulders up to 240 ft.

Gnoll

AC: 5[14]   HD: 2   Attack: +2, Bite (1d6)   Move: 9

Large hyena-like humanoids who delight in bloodshed.

Goblins

AC 7[12]   HD: 1-1   Attack: +1, weapon (1d6)   Move: 9

Special: -1 to hit in bright light

Goblins are nasty little creatures who live in dark places and hate sunlight.

Hell Hound

AC: 4[15]   HD: 5   Attacks: +5, bite (1d6+1)   Move: 18

Special: Breath fire

Infernal dogs who can breathe fire once per day, filling a 10' radius which inflicts 10 points of damage.

Hobgoblin

AC: 5[14]   HD: 1+1   Attack: +1, weapon (1d6)   Move: 9

A large and violent goblinoid creature unafraid of light.

Kobold

AC: 6[13]   HD: 1/2   Attacks: +1, small weapon (1d6-1) Move: 6

These tiny subterranean goblin-like creatures attack in packs.

Lizardman

AC: 5[14]   HD: 2+1   Attacks: +2, Claws (1d6)   Move: 6

Special: Aquatic

These reptilian humanoids dwell in marshland settlements.

Manticore

AC: 4[15]   HD: 6+1   Attacks: +6, bite (1d6) or tail spikes   Move: 12

Special: Flight

These strange creatures have the face of a man, the body of a lion, and a spike tipped tail. They can hurl up to six spikes per day as a single attack. Each spike inflicts 1d6 damage if the spikes hit.

Ogre

AC: 5[14]   HD: 4+1   Attacks: +4, large weapon (1d6+2) Move: 9

Large and stupid giant-kin who love gold and eating villagers.

Orc

AC: 6[13]   HD: 1   Attacks: +1, weapon (1d6)   Move: 12

Brutish humanoids that gather in tribes to ravage civilizations.

Owlbear

AC: 4[15]   HD: 5   Attacks: +5, claws (1d6) or hug   Move:12

Owlbears have the body of a bear with the head of an owl. They attack with two claws each round and if both attacks hit they can automatically inflict 2d6 damage the following round via a vicious bearhug.

Rat, Giant

AC: 7[12]   HD: 1-1   Attacks: +1, bite (1d6-1),   Move: 12

Aggressive rats about the size of a small dog.

Rust Monster

AC: 6[13]   HD: 3   Attacks: +3, Antennae   Move: 15

These large armadillo like monsters inflict no damage, but if their attack is successful they automatically destroy a single metal weapon, shield, or armor worn by the target.

Shadow

AC: 7[12]   HD: 2+2   Attacks: +2, Touch   Move: 12

Special: Ability Drain, Undead, Immune to Normal Weapons

Identical to their namesake. Those touched by a Shadow must make a Save or permanently lose 1 point of Strength. Shadows surprise their foes on 1-5 on 1d6.

Skeleton

AC: 8[11]   HD: 1   Attacks: +1, weapon (1d6)   Move: 12

Special: Undead

Bones of the dead, animated by vile necromancy.

Spider, Giant

AC: 6[13] HD: 2+2 Attacks: +2, bite (1d6) Move: 18

Special: Web once per day as per spell, Hide in Shadows

Large carnivorous spiders who spin traps that function like the Web spell. They are stealthy and can successfully Hide in Shadows like a thief with a 1-5 on a D6

Troll

AC: 4[15] HD: 6+3 Attacks: +6, claw (1d6) Move: 12

Special: Regeneration

Trolls are large, lanky monsters who can only be permanently slain by fire or acid. They heal 3 hit points every round, even when reduced below 0.

Werewolf

AC: 5[14] HD: 5 Attacks: +5, bite (1d6+2) Move: 12

Special: Regenerate

These legendary monsters are able to transform into a wolf-man hybrid under the full moon. They regenerate 3 hit points per round even if reduced to 0 hit points, unless damaged with silver or magical weapons.

Wight

AC: 5[14] HD: 3 Attacks: +3, Claw (1d6-1) Move: 9

Special: Immune to Normal Weapons, Undead

Corpses haunting tombs and barrows, anyone damaged by their claws must make a save or permanently penalize their Save value by 1 point.

Worg

AC: 4[15] HD: 4 Attacks: +4, bite (1d6+1), Move: 18

Large, cunning wolves corrupted by evil and capable of speech.

Wyvern

AC 3[16] HD: 8 Attacks: +68 sting (1d6) Move: 6

Special: Flight, Poison

Two-legged winged reptiles distantly related to dragons. A wyvern has a barbed tail which injects a deadly poison. Save or die if hit.

Zombie

AC: 8[11] HD: 2 Attacks: +2, slam (1d6) Move: 6

Special: Undead

Shambling corpses who crave the blood and brains of the living.

HALLSTROM

Special Monster Traits

- Some monsters have special abilities that mimic Cleric or Magic-User spells. This will be listed in the stat block. Other Special Traits are described below.
- Aquatic: Monster can swim at twice its listed Move and breathe water.
- Flight: Monster may naturally fly, traveling at twice its listed Move when airborne.
- Magic Resistant: Monster has +4 to all saves against spells.
- Paralysis: Monster has an attack which prevents victim from acting at all for the duration of this effect.
- Poison: Monster has a special attack which injects a deadly poison, requiring victim to make a saving throw or die.
- Regeneration: Monster heals a listed number of hit points each round and in must be reduced to 0 HP and slain by a specific means to stay permanently dead.
- Immune to Normal Weapons: Monster can only be damaged by spells and magic weapons.
- Undead: Monster can be Turned by a Cleric, but is immune to Charm Person, Sleep, and Illusion spells.
- Statistic drain: Permanent loss of an ability point or permanent negative adjustment to saving throw.

TREASURE & MAGICAL REWARDS

During an adventure, it is likely that the player characters will recover some loot – both mundane and magical. As a general guideline, most monsters carry valuables as determined by the chart below (the value is in GP but the treasure may be in silver, copper, jewelry, gems, etc.). The referee should also roll 1d20 for every HD of the monster defeated. If a 20 is rolled, then a magic item of the referee's choosing has been recovered.

Monster HD	Valuables Recovered
1 HD or less	1d6 gold pieces
1+1 HD – 2 HD	3d6 gold pieces
2+1 HD – 4 HD	6d6 gold pieces
4+1 HD – 6 HD	1d6x10 gold pieces
6+1 HD – 8 HD	1d6x25 gold pieces
8+1 HD – 10 HD	1d6x100 gold pieces
10+1 or greater	1d6x25o gold pieces

Magic Items

Enchanted items are rare. They fall into four broad categories.
Consumable items are scrolls or potions which, once used, are expended. Scrolls are parchments inscribed with Cleric or Magic-User spells, which can be used by their respective classes to cast the inscribed spell without having it prepared. Magic-Users may instead choose to expend the scroll to inscribe it in their spellbook to be prepared and cast later. Potions can be drunk by anyone. If drunk during combat the character may not attack in the same round. Weapons give a bonus to all to-hit and damage rolls per their specified bonus when used. Armor provides the specified bonus to the wearer's armor class on top of the armor's normal bonus. Miscellaneous items have various effects defined below.

Consumables

- **Potion of Giant Strength**: +4 bonus to melee damage for one hour.
- **Potion of Healing**: Heal 1d6+1 HP.
- **Potion of Heroism:** +2 bonus to Armor Class, to-hit and damage rolls for one hour.
- **Potion of Flying**: Gain the ability to Fly at twice normal speed for 1 hour.
- **Potion of Speed**: Double movement rate and attack twice per round for 5 rounds.

Spell Scroll: One randomly determined Cleric or Magic-User spell is written on the scroll.

Weapons

Magical weapons are ranked as +1, +2, or +3. This bonus is added to all to-hit and damage rolls when using that weapon. Any melee or missile or thrown weapon can become a magic weapon.

Armor

Magical Armor and Shields have a +1 bonus, which is a beneficial modifier to the user's Armor Class. Any type of armor or shield can be magical.

Miscellaneous

Bag of Holding: A small belt pouch capable of holding up to 100 lbs.

Book of Heroes: One random attribute increases by 1, then the book vanishes.

Boots of Silence: Wearer is perfectly silent when moving.

Climber's Rope: A 100' long rope that can hold 500 lbs and can be commanded to knot itself.

Endless Torch: Radiates a non-flammable fire that never goes out, even under water.

Goggles of Dark Sight: Wearer can see perfectly in real or magical darkness.

Healer's Staff: Usable by Clerics only. Cast Cure Wounds I three times per day.

Luckstone: Bearer gets +1 to all saves.

Magic Wand: Cast one 1st level magic-user spell (chosen by referee), 3 times per day.

Protective Item+1: Either a ring, cloak, or bracer. Grants a +1 bonus to AC and saving throws.

Ring of Invisibility: Wearer can cast Invisibility on self once per day.

Ring of Fire Immunity: Wearer suffers no damage from heat or fire even if magical.

Treasure Hunter's Tools: Usable by Thief only. +1 to all d6 skills.

Warrior's Horn: Usable by Fighter only. Once per day, fighter can summon 1d6 1st level fighter allies who remain loyal for 5 rounds.

Wizard's Staff: Usable by Magic-user only. Detect Magic at will, prepare 1 extra 1st level spell per day.

GLOSSARY OF TERMS

AC: Armor Class. Represents how difficult a character is to hit. The bracketed number is the total of an attack roll, after all modifiers, necessary for a target to be struck by an attack.

Attack Roll: The total of a d20, plus any applicable modifiers. Used to determine whether an attack is successful. Also called a to-hit roll.

BHB: Base Hit Bonus. Added to all attack or to-hit rolls.

Cleric Spell: A magical, holy effect available only by Clerics.

Level: Typically this a measure of a character's experience and general prowess. When referencing spells it reflects a spell's complexity.

d20 or d6: Refers to what type of die to roll. d20 is a 20-sided die. d6 is a six sided die or 6-sided die. A d20+2 would be the result of a 20-sided die plus two. d6-1 would be the result of a six sided die minus 1.

Damage: The amount to be subtracted from a target's hit points when they are successfully attacked or affected by some spells.

HD: Hit Dice. Always a d6. HD 1+1 means 1d6+1; HD 2-1 means 2d6-1, etc. Total of all rolled HD determines a character or monster's Hit Points.

HP: Hit Points. Represents a character's current health. When reduced to 0, that character or monster is dead.

Magic-User Spell: A magical effect available only to Magic-Users.

Melee: Any hand-to-hand attack, whether armed or not. Target must be adjacent to, or within 10' of attacker.

Missile: Any projectile weapon, whether shot or thrown. Target must be within listed range of missile weapon.

Move: How quickly a character can travel. Sometimes called movement or movement rate.

Round: 1 minute. Combat is measured in rounds.

Save: A character's ability to avoid danger. Roll a d20, plus any applicable modifiers. Equal to or above Save is a success. Sometimes called a Saving Throw.

Total Adventures: The number of adventures a character needs to complete to gain a level.

Turn: 10 minutes. Many spells have their duration in turns.

CONVERTING SWORDS & WIZARDRY COMPLETE RESOURCES TO SWORDS & WIZARDRY CONTINUAL LIGHT

There is a large amount of resources for **Swords & Wizardry**, the bulk of which is written for **Swords & Wizardry Complete** (**SWC**). The good news is, converting from **SWC** to **SWCL** is a snap if you follow these basic guidelines. Note: Armor Class (AC) remains unchanged.

Remember that **SWCL** defaults to a d6 for HP and basic weapon damage whereas **SWC** defaults to a d8. Therefore, do the following:

Hit Dice / Hit Points - Decrease HP of **SWC** monsters by 1 HP per HD in published adventures.

Damage Rolls / Dice Conversion - Use the following Chart:

SWC Dice	SWCL Dice
1d12	1d6+2
1d10	1d6+1
1d8	1d6
1d6	1d6-1
1d4	1d3
1d3	1d2

Name: _____

Race: _____

Class: _____

Level: _____

LEVEL	ADVENTURES	LEVEL	ADVENTURES
2		5	
3		6	
4		7	

Ability Scores

Strength	___ ( )	
Intelligence	___ ( )	**Notes:** _____
Wisdom	___ ( )	_____
Constitution	___ ( )	_____
Dexterity	___ ( )	_____
Charisma	___ ( )	_____

Saving Throw: _____   **Maximum HP:** _____

Base Hit Bonus: _____   **Current HP:** _____

Armor Class: _____

Special Abilities: _____

_____

_____

_____

_____

Weapons	Damage	Range	Spells
_____	_____	_____	**1st Level:** ____
_____	_____	_____	**2nd Level:** ____
_____	_____	_____	**3rd Level:** ____
			4th Level: ____

Armor	AC Bonus
_____	_____
_____	_____

Gear

_____

_____

_____