

# WIZARDRY



# UNEARTHED



**FOR USE WITH  
SWORDS & WIZARDRY  
CONTINUAL LIGHT**

# WIZARDRY UNEARTHED

For use with  
**SWORDS & WIZARDRY CONTINUAL LIGHT**  
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Based on Swords & Wizardry  
by Matt Finch

Special thanks to Mike B.

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# RACES

**Aasimar** - *Classes:* Cleric, Fighter, Magi-User

*Bonuses:* - +2 save vs. death, once per day they may cast Cure Wounds I

**Dragonborn** - *Classes:* Cleric, Fighter, Magi-User

*Bonuses:* -1[+1] to AC, +2 save vs. breath weapon, once per day they may use their breath weapon to deal 2d6 damage to all creatures in a 15 foot cone unless they succeed on their saves.

**Dark Elf** - *Classes:* Cleric, Fighter, Thief

*Bonuses:* Immune to paralysis. +2 save vs. magic and save vs. poison, +1 to **Hide in Shadows** and **Move Silently**



**Half-Orc** - *Classes:* Fighter, Thief

*Bonuses:* +1 to damage, +1 HP each level, +1 to-hit with **Backstab** and **Move Silently**

**Tiefling** - *Classes:* Fighter, Magic-User, Thief

*Bonuses:* +2 save vs. magic. +1 to **Hear Noises**, **Read Unfamiliar Languages**, and **Find and Remove Traps**

# CLASSES

**Acrobats** master feats of daring do. They function exactly as thieves, except they receive a -1 [+1] to their AC every level and use the Save's of clerics. Acrobats may not wear armor or use shields.

**Cavaliers** are courageous knights. They function exactly as fighters, except they gain a +2 to any Save when wielding a shield and gain +1 to-hit with lances (1d6+1 damage, cost of 5 gp).

**Sorcerers** innately understand the forces of magic. They function as magic-users, but when they cast a spell they may alter it in one of the following ways with a 1 in 2 on 1d6 chance of success: they may double the spell's range (touch spells now have a range of 30 feet), impose a -2 penalty to one target's Save, double the spell's duration, add an additional target, or deal an additional d6 of damage.

**Warlocks** deal with esoteric magical entities for their gifts. They function as magic-users, but as an action they may target a creature who must make a Save and on a failure it takes 1d6 damage as long as their hands are not bound or they are not gagged, they have a 1 in 4 chance on a d6 chance of success to read unfamiliar languages, and they have a 1 in 2 chance on a d6 chance of success to hide in shadows.

**Warlords** are master tacticians and leaders on the battlefield. They function exactly as fighters, except once per combat they may boost the morale of their comrades, granting all allies +1 to all attack rolls and Saves for 5 rounds.

**Witches** give themselves fully over to magic no matter the cost. They function as magic-users, but they may attempt to cast a cleric's spell with a 1-3 on 1d6 chance of success.



# THIEF SPECIAL ABILITY OPTIONS

The following optional rules convert the Thief Special Abilities to roll high d20 mechanic that performs like a Save.

A 1 in 6 chance under these optional rules has 16+ chance of success on a d20 roll. A 2 in 6 chance under these optional rules has 13+ chance of success on a d20 roll. A 3 in 6 chance under these optional rules has 10+ chance of success on a d20 roll. A 4 in 6 chance under these optional rules has 7+ chance of success on a d20 roll. A 5 in 6 chance under these optional rules has 4+ chance of success on a d20 roll.

Converted Thief Special Abilities:

- Backstab remains unchanged.
- You have a 10+ chance on a d20 roll to hear noises behind closed doors.
- You have a 7+ chance on d20 roll to read unfamiliar languages.
- You have a 4+ chance on d20 roll to climb walls and cliffs without tools or rope.
- You have a 13+ chance on a d20 roll to Find and Remove Traps, Open Locks, Hide in Shadows, Move Silently, or Pick Pockets.
- All abilities rolled on d20 roll increase by +3 at 3rd level and again by another +3 at 5th level, to a max of 4+ chance of success.



# MONSTERS



## **Android**

AC: 5[14] HD: 3+1 Attack: +3, weapon (1d6) Move: 12

Artificial beings created by visitors from the stars. They often are programmed for various functions beyond our understanding and have a +3 to save vs. magic.

## **Cenobite**

AC: 5[14] HD: 4 Attack: +4, fists (1d6+4) Move: 12

Monks whose Ki has become corrupted and are dedicated to death itself.



## **Cultist**

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

Zealous followers of any number of gods or monsters. They have a +2 to any save.

## **Black-Eyed Kid**

AC: 8[11] HD: 3 Attack: +3, slam (1d6) Move: 9

Strange creatures from the lower realms who use their appearance as children to lure the unsuspecting to their doom.

## **Deep One**

AC: 7[12] HD: 1+1 Attack: +2, claws (1d6-1) Move: 9

Special: Aquatic

Aquatic servants of a dark god who seek mate with other species to infiltrate their societies.

### **Flider**

AC: 6[13] HD: 2 Attack: +2, bite (1d6) Move: 12

Special: Poison

Horrific flying spiders whose very existence is an affront to all that is holy. Their venom will paralyze targets for 5 turns unless a successful save is made.

### **Hound of Tindalos**

AC: 3[16] HD: 5 Attack: +5, bite (1d6) Move: 15 Vicious predators who hunt the angles of time.

### **Ratman**

AC: 7[12] HD: 1 Attack: +1, weapon (1d6+3) Move: 9

Humanoid rats who secretly dwell beneath civilization plotting to destroy it. The poison they coat their weapons with are often the only evidence of their involvement.



### **Sentient Chimpanzee**

AC: 7[12] HD: 1+1 Attack: +2, weapon (1d6) Move: 12

Their society suffered terribly at the hands of humanity in the past and they are weary of them. They have a 1-5 chance on d6 chance of success climb walls and cliffs without tools.

### **Sentient Gorilla**

AC: 5[14] HD: 3+1 Attack: +4, weapon (1d6) Move: 9

Their society suffered terribly at the hands of humanity in the past and they are weary of them.

### **Sentient Orangutan**

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

Their society suffered terribly at the hands of humanity in the past and they are weary of them. They are 1st level magic-users.

### **Stalktopus**

AC: 3[16] HD: 4 Attack: +4, tentacle (1d6-1) Move: 12

A mutant octopus who lives on land and stalks mountains and forests. They may make a second tentacle attack each round.



### **Tsul'Kalu**

AC: 4[15] HD: 5 Attack: +5, slam (2d6) Move: 12

Special: Charm Person, Invisibility

Cousins to the sasquatch who will hunt a territory until it is completely devoid of life, before moving on. They may cast Invisibility once per day and targets suffer a -1 to saves made to resist their Charm Person ability, which they can use twice per day.



### **Zombie, Fast**

AC: 8[11] HD: 1 Attack: +1, bite (1d6-1) Move: 12

Risen undead who have been suffused with a rage as all consuming as their hunger for flesh.



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Races, Optional Rules, and Monsters  
from across the planes to add to your  
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