

Boons for Swords & Wizardry Core Rules

House Rules created by M Stephen Joy



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HOW TO USE THIS BOOK

Players should roll for a boon at 1st level and every odd level thereafter until they reach level 15 (1,3,5,7,9,11,13).

The table uses a D60 but if you don't have one simply roll a D00 until you get a result within the 1-60 range.

Some boons are restricted to a certain class. If a player rolls a result that doesn't apply to their hero simply move up the list until a boon does or reroll.

A hero that rolls the same boon at a different level may be able to boost the boon they already have. So for example a 2 in 6 chance might become a 3 in 6 chance. This option is entirely up to the GM and at their discretion as some boons are fairly powerful already.

D60	Boon	Class	Description
1	2 Weapons	F	You can use a smaller weapon in your off hand for a second attack so long as your first attack hit. The off hand weapon can use no bonuses or boons. (this is instead of the rules on page 34)
2	Alert	A	If your group is surprised you get another check to see if you were. You then get to do initiative as a 3rd party (roll separately).
3	Animal Friend	A	You have an animal companion that is fiercely loyal to you. It cannot have more than 1/2 the HP you do.
4	Dirty Fighter	A	You get a +1 to-hit bonus with improvised weapons (max d3 damage).
5	Brutal	F	If you roll a natural 20 your attack will do double damage (roll damage die twice and add bonuses). Does not work with Fatal Killer.
6	Detect Hostility	A	You have a 2 in 6 chance of detecting if someone (or something) is harbouring hostile intent. The target must be aware of your presence.
7	Detect Poison	T	You are familiar with many kinds of poison and are 2 in 6 likely to discover it before ingestion.
8	Disarm Foe	F	If you roll a natural 20 you have a 2 in 6 chance of disarming your enemy. Save avoids. Does not work against natural weapons like claws, teeth or horns.
9	Disguise	T	You can disguise yourself as someone else. 10% chance of discovery. 15% if different gender. 20% if different race. Thief only. Requires makeup.
10	Dragon Blood	A	You have the blood of a dragon in you which gives you a +1 to saves against dragon's breath.
11	Eagle eye	A	You have a 2 in 6 chance of seeing something that would otherwise be invisible. You will not know it was meant to be invisible.
12	Easy Strider	A	If you're alone you can increase your daily movement by 20%
13	Efficient Killer	F	You have studied how to strike enemies for the best effect. You gain a +1 bonus to damage with a specific weapon type (like short sword) against that enemy type (like orcs).
14	Elemental Resistance	A	You must specify an element that you are particularly resistant to (wind, fire, water, ice, earth, or acid) to which you gain a +1 to save against.
15	Fatal Killer	F	If you roll a natural 20 against an enemy and roll more than half the enemies full HP in damage the enemy must make a saving throw or die. Does not work with Brutal. Does not work against demons or the undead.
16	Guarded	A	Rear attacks are only +1 against you and only +2 if made by a thief class.

D60	Boon	Class	Description
17	Climber	A	You can Climb Walls 40% like a thief. Your ability does not improve.
18	Good Hearing	A	You can hear sounds like a thief but only at 1 in 6.
19	Porter	A	You can carry 20% more weight because of your amazing packing techniques.
20	Hard Hitting	F	Whenever you roll maximum damage for your weapon roll the damage die again, if the result is 50% or more of what the die could roll you inflict an additional +1 damage.
21	Hated Enemy	A	You get a +1 to-hit bonus against a hated enemy. The enemy cannot be your own race.
22	Herbalist	A	You can spend d6 hours in a wooded area gathering ingredients to create a single dose tincture that will heal 1-2 HP. The tincture will only work once per day on any creature. The tincture will last up to a week.
23	Improvement	A	You can increase one attribute by +1. This can be chosen multiple times but no Ability Score can be raised above 16.
24	Innately magical	A	You can select a 1st level magic-user spell which you can cast once per day as an innate ability.
25	Internal Clock	A	You always know within a half hour what time it would be if you were back home.
26	Internal Compass	A	You have a 4 in 6 chance of knowing which direction north is. This boon even works underground and in complete darkness.
27	Intestinal Fortitude	A	You get a +1 bonus to save against poison versus spoiled food.
28	Iron faith	C	You have a +1 to save against magic cast by clerics of different faiths.
29	Iron Will	M	You have a +1 to save against magic and spell like effects. Does not stack with Spell Immunity.
30	Good Sleeper	A	You only need 4 hours of sleep a night to feel fully refreshed unless recovering HP then normal rest is required.
31	Mimic	T	You can mimic any wild animal sound you have heard before.
32	Opportunist	F	If you roll a natural 20 you can make a second attack against the same enemy. If successful add that damage to the critical damage also. Does not work with Disarm Foe.
33	Pure of Heart	A	You can turn d6 skeletons if you roll 12 or better on 2d10. You must be Lawful.
34	Quick Healer	A	Instead of healing 1 HP/night you heal 1-2 HP/night
35	Quick Learner	A	You gain an extra 5% bonus to all earned experience.
36	Scholarly	M	You can recall ancient lore 2 in 6
37	Sneaky Magic	M	Choose a 1st level spell that you cast so well no one will detect even if intently watching you.

D60	Boon	Class	Description
38	Spell Expert	M	You can cast one spell a day with a 50% greater range or duration. The spell must be specified when memorizing the spell.
39	Spell Master	M	You can try and maintain 1 spell per day after casting it; simply announce you wish to keep the spell and make a save and if successful you still remember the spell. The spell level works as a penalty to the save.
40	Sure Footed	A	You gain a +1 to save against falling or tripping.
41	Swimming	A	You can swim if you are unencumbered.
42	Throw Voice	T	You have a 3 in 6 chance of being able to make your voice sound like it came from any direction up to 10' away.
43	Toughguy	A	You gain +1 HP (+2 for fighters)(HP cannot be increased beyond maximum).
44	Tracking	T	You have a 2 in 6 chance of being able to track someone's trail through a natural environment (like woodlands). 1 in 6 if terrain is difficult and 4 in 6 through snow.
45	Visionary	C	You have a 2 in 6 chance of having a prophetic dream. You must meditate on what you wish to dream about before going to sleep.
46	Weapon Expert	F	You gain an extra +1 to-hit with a specific type of weapon (like battle-ax).
47	Dualist	F	You can use a weapon in your off hand like a shield for a +1 AC bonus. You cannot attack with the weapon.
48	Weapon Master	F	Must already be a weapon expert (46). That weapon then becomes +1 to-hit and +1 to damage.
49	Assassin	T	You add your level to backstab damage rolls.
50	Poisoner	T	You can handle and use poisons. You cannot make poisons. When you use/apply them you have only a 1 in 20 chance of poisoning yourself.
51	Dodge	T	If you don't wear armor or use a shield you can reduce inflicted damage 1 point through speed and quickness.
52	Reflexes	A	You have a +1 bonus to saves against traps.
53	Contortionist	T	You have a 2 in 6 chance of escaping your bonds if tied up or shackled.
54	Clawed Hand	M	One of your hands becomes bewitched and clawed. You can do 1d4 damage with it as a natural attack. This does not give you an extra attack. The hand looks sinister.
55	Intimidate	A	You have a 2 in 6 chance of frightening a target with angry scowls. Target can save against the effect.
56	Rage	F	You can temporarily gain D3 extra HP during an encounter. You must save to enter the rage and save to leave it or continue attacking friends if there are no more foes to fight.
57	Spell Immunity	M	You gain a +2 save bonus against a spell. It must be a spell you know.

D60	Boon	Class	Description
58	Shield Sunder	F	Opponent gain no shield bonus against you.
59	Truth Seeker	A	You have a 2 in 6 chance of telling whether a piece of information is false or not.
60	Light Eater	A	You only need to eat a half ration each day to stay alive and healthy.