



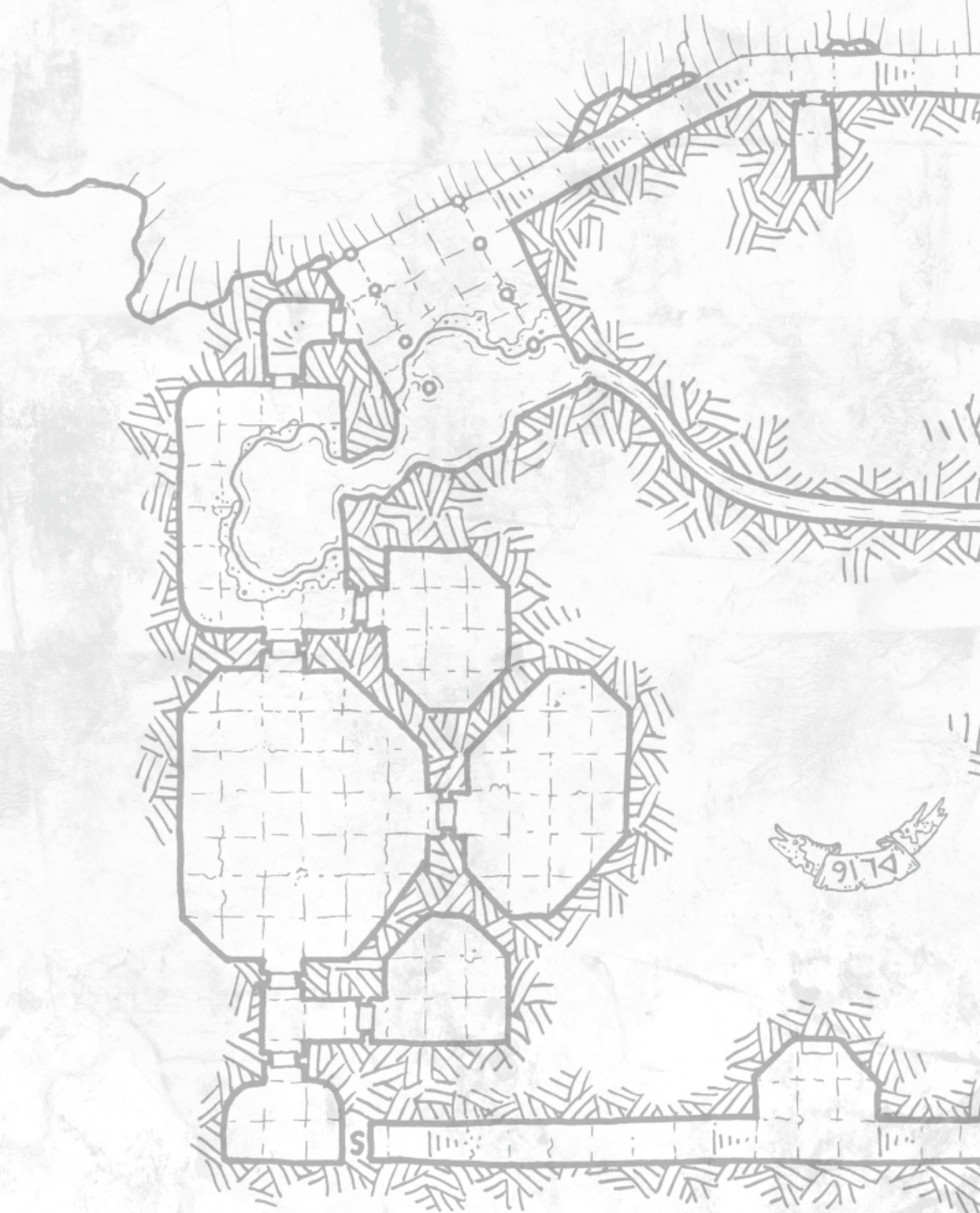
Volume 1 Issue 1

A Zine in support of all things Swords and Wizardry

Torchlight



Magic Items - Home-Brewed Rules - Bestiary
A New ADVENTURE



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Torchlight

Words Whispered in a Tavern

What was imagined as a small zine grew into the idea of a quarterly magazine. My personal health issues earlier this year caused that to implode on itself. So, I decided to return to the small zine format as initially imagined. Will we stay small? Too early to tell, but – at this time and place in my life – this is a size I think I can handle. Please do join me for the ride.

- Tenkar

Credits

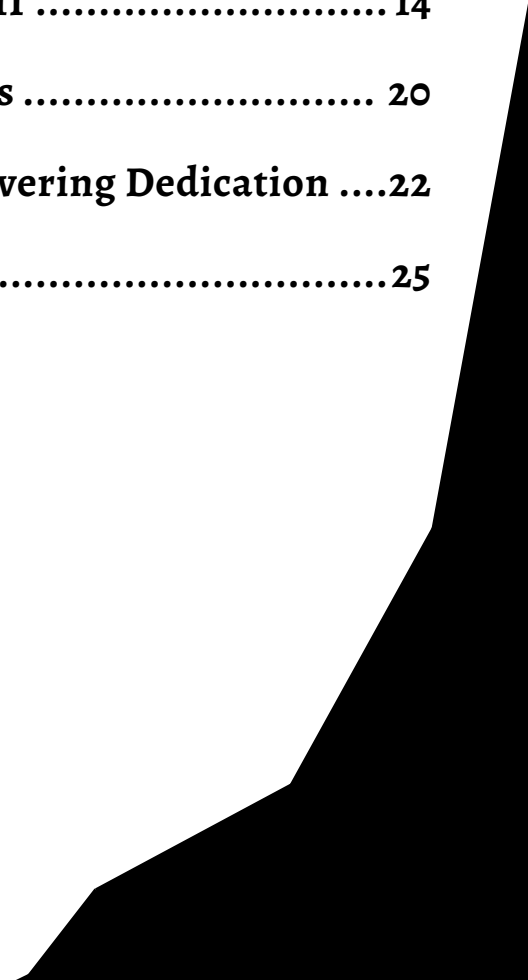
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Tavern Tales

Lies and Legends for Swords & Wizardry Light and other Fantasy RPGs

Written by James M. Spahn

Inns. Bars. Pubs. This is where chance meetings turn into adventuring parties. This is where rumors lead to epic quests and legendary deeds. But more than anything, this is where tales of heroism become songs and stories that live on throughout the ages. While these myths in the making are sometimes told by bards hoping to trade their song for a supper, the participants themselves often hope to bolster their own reputation with some well-spun words or talented turns of phrase. Truth is... fluid when it comes to such stories. As long as the hero's renown grows, then why let facts get in the way of an entertaining yarn?

Between adventures, the Referee can allow each player character to recite tales of their own heroic adventures before a large audience - most often one crowded into a pub or tap house. A well-received tale will grant the character a minor benefit on their next adventure, while a poorly told story will lead to trouble in the days to come.



Telling a Tavern Tale Is Broken Down into Three Steps:

1. Telling the Tale

Each Player Character can choose to tell a story of their own exploits between adventures if the Referee allows it. However, characters are under no obligation to do so. They must tell the Referee which type of story they are going to tell:

- **Tales of Physical Heroism** are associated with the character's Strength or Constitution.
- **Tales of Uncanny Cunning** are associated with the character's Dexterity or Intelligence.
- **Tales of Irresistible Charm** are associated with the character's Wisdom or Charisma.

2. Is the Story True?

The player then informs the Referee what story the character is telling, and the Referee decides which type of Tale is being told. The Referee then asks the player whether the character is lying or embellishing the Tale to make themselves sound more grandiose than they actually are.

3. Make an Ability Check

The player then makes an Ability Check based on an Attribute of choice associated with the type of Tale being told. They have a -2 penalty to their Ability Score if they are lying or embellishing. If the roll is equal to or under the Ability Score associated with the Tale, they have successfully told a rousing tale and may roll once on the Successful Tales chart associated with the type of Tale they have just told. They receive the benefit detailed on the appropriate Successful Tales chart for the duration of their next adventure. If the character successfully lied, they may roll twice and choose which roll to keep.

Once all the player characters who are interested in attempting to tell a Tale of their exploits have attempted to do so, the Referee rolls 1d6. If the number rolled is equal to or less than the number of Tales told (whether they were entertaining or not), then a Barroom Incident has occurred. The Referee rolls on the Barroom Incident Chart to see what ill fate has befallen the characters during their long hours telling stories and drinking ale.

Successful Tale of Physical Heroism

Roll (1d6)	Benefit
1	A local Blacksmith is impressed with the character's heroics and wants his craft-work associated with their exploits. He gives the character a non-magical weapon or suit of armor as a gift.
2	Locals are so roused by the character's story that they pay for the character's drinks that night, and then some and the character receives 5d6 gold pieces.
3	The character feels resolute to physical danger as they recall their own magnificent prowess and begin with an additional 1d6 hit points at the start of their next adventure. This can take them above their normal maximum HP, but once lost, they cannot be healed.
4	The character is emboldened by the audience's reaction, gaining a +1 to all saving throws vs. fear and mind-influencing spells on their next adventure.
5	The character gains confidence in their own physical prowess and receives a +2 to any single attack roll on their next adventure. This bonus must be declared before the roll is made.
6	A squire wishes to learn from the character and serves as his aide for one adventure, functioning as a 1st level fighter.

Successful Tale of Uncanny Cunning

Roll (1d6)	Benefit
1	A local craftsman is impressed with the character's cleverness and gives them a mundane but useful item. This can include a set of thief's tools, leather armor, or a bundle of adventuring gear.
2	The character's quick wit is enough to distract some patrons who challenge the character to a game of chance and lose. The character wins 1d6x10 gold pieces.
3	The character is asked to decipher a local map or scroll. There is a 1-3 in 1d6 chance that this will be a treasure map detailing the location of a lost hoard, though such riches will still need to be recovered.
4	A local magic-user is impressed and offers to identify a single magic item for the character.
5	Bemused by his own cleverness, the character receives a +2 bonus on all saving throws to avoid traps on their next adventure.
6	The character attracts the service of an apprentice magic-user or eager young thief for one adventure. In either case, these followers are 1st level.

Successful Tale of Irresistible Charm

Roll (1d6)	Benefit
1	A local character of the opposite sex takes a fancy to the character and may provide insight, clues, or minor aid to the character, which could be pertinent to their next adventure.
2	The character's quick wit is enough to distract some patrons who challenge the character to a game of chance and lose. The character wins 1d6x10 gold pieces.
3	The character is asked to decipher a local map or scroll. There is a 1-3 in 1d6 chance that this will be a treasure map detailing the location of a lost hoard, though such riches will still need to be recovered.
4	A local magic-user is impressed and offers to identify a single magic item for the character.
5	Bemused by his own cleverness, the character receives a +2 bonus on all saving throws to avoid traps on their next adventure.
6	The character attracts the service of an apprentice magic-user or eager young thief for one adventure. In either case, these followers are 1st level.

Barroom incident

Roll (2d6)	Benefit	
2	Sour Ale	All characters have stomach cramps during their next adventure and suffer a -2 on all saving throws vs. Poison on their next adventure
3	Dwarven Doubters	A group of dwarves publicly calls shenanigans on the character's tale. All characters have -2 on their next attempt to Tell a Tale.
4	Too Much Fun	The characters party a bit too hard and have distracting hangovers on their next adventure, causing a -1 on all Ability Checks.
5	Driven Out of Town	The characters cause such a ruckus that they are driven out of town. They cannot resupply before their next adventure.
6	Pay for Damages	The characters damage the inn and must pay 1d6x5 gold pieces in repairs for broken bar stools and crockery.
7	Barroom Brawl	The characters are caught in a barroom brawl and begin the adventure with 1d6-1 (minimum 1) point of damage already inflicted upon them.
8	Drinking Contest	The characters got into a drinking contest and, though they won, it still cost them dearly. Each character loses 3d6 gold pieces and suffers a -2 penalty on all Constitution Ability Checks during their next adventure. Dwarves may ignore this effect.
9	Pilfered	The character was robbed! They randomly lose one item from their character sheet determined by the Referee.
10	Angry Parent	The characters attract the affection of a patron with a jealous spouse or overprotective parent. A 1st level fighter will attempt to thwart their efforts during the next adventure.
11	Bailed Out	The characters are thrown in jail for some drunken act of foolishness. They lose 1d6x10 gold pieces.
12	In the Stocks	The characters are arrested for some act of disturbing the peace or causing debauchery. Due to time spent in the stocks, they begin play with a -1 HP per character level and suffer a -2 penalty to all saving throws for the duration of the adventure.

Magical Potions for S&W Light

Written by Michael Badolato

1. **Clairaudience:** Allows the drinker to hear through solid stone in a 60-foot radius.
2. **Clairvoyance:** Allows the drinker to see through solid stone in a 30-foot radius.
3. **Climbing:** Allows the drinker to climb walls as a thief (5 in 6 chance).
4. **Delusion:** This potion appears to act as one of the other potions but actually does nothing. Drinker will believe otherwise for the duration of the spell.
5. **Diminution:** Causes the drinker to shrink down to six inches tall.
6. **Extra-Healing:** Cures 2d6+2 pts of damage to drinker.
7. **Fire Resistance:** Drinker becomes immune to normal fire, gains +2 Saving Throws against magical Fire attacks, and halves all damage.
8. **Flying:** Allows the drinker (only) the power of flight (Movement 12).
9. **Frost Resistance:** Drinker becomes immune to normal cold, gains +2 Saving Throws against magical Cold attacks, and halves all damage.
10. **Gaseous Form:** The user's body turns to a mist, allowing access to any place that is not airtight. Equipment is left behind; only the body becomes gaseous.
11. **Giant Strength:** Drinker becomes as strong as a giant, gaining an additional 1d6 to damage rolls and +4 to hit (in addition to any normal bonuses, including existing Strength bonuses).
12. **Growth:** Drinker grows 30 feet in height.
13. **Healing:** Cures 1d6+1 pts of damage to drinker.
14. **Heroism:** Drinker gets +2 to attacks and damage.
15. **Invisibility:** Drinker becomes invisible until he makes an attack. If he is detected, attacks against him are made at -4 to hit.
16. **Invulnerability:** Drinker gains a +2 on Saving Throws and a -2 bonus on Armor Class.
17. **Levitation:** Drinker (only) can levitate vertically up or down (Move 6).
18. **Poison:** Drinker must Save or Die if this is consumed; if merely tasted, drinker gets a +4 bonus to save.
19. **Poison Resistance:** Drinker becomes immune to poison for duration of the potion.
20. **Treasure Finding:** Drinker can detect the largest hoard of treasure within 400 feet.

Each potion lasts 1d6 + 6 turns unless indicated otherwise in its description. Potions are single-use only unless indicated otherwise.



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Social Combat

Social Combat for S&W Continual Light

Written by John Healy II

What Is Social Combat?

Social Combat is seeking to influence or overcome an opponent with words instead of steel:

- **A Thief** trying to bluff their way out of a jam.
- **A Magic-User** attempting to persuade a courtier to grant him a favor.
- **A Cleric** making a passionate appeal to stop a lynch-mob.
- **A Fighter** bargaining with a blacksmith.

How does it work?

Morale is the Hit Point of Social Combat. It is identical to a character's or monster's Hit Points and Hit Dice in every way. When a character gains a level and rolls for more Hit Points they also roll for Morale and track it separately. This allows a character to be gravely wounded, but determined enough to see the fight through, or strong and healthy, yet intimidated enough to throw down their weapon or attempt a retreat.

Social Hit Bonus functions the same as the Basic Hit Bonus.



Social Weapons and Armor

Social Hit Bonus by Level

Starting Social Weapons

- **Fighters** start with one Social Weapon of their choice and Body Language.
- **Clerics** start with two Social Weapons of their choice and Conviction.
- **Magic-Users** start with two Social Weapons of their choice and Highly Educated.
- **Thieves** start with four Social Weapons of their choice and Witty Partee.

Level	Fighter	Cleric	Magic-User	Thief
1	0	0	0	0
2	0	0	0	+1
3	0	+1	+1	+2
4	0	+1	+1	+3
5	+1	+2	+2	+4
6	+1	+2	+2	+5
7	+2	+3	+3	+6

Purchasing Additional Weapons and Armor

Social Weapons and Armor are purchased just like the physical weapons and armor that characters possess. The cost of the 'weapon' is the cost of learning how to use it. Avril Green-Eye buys enough drinks for a traveling Bard that they teach her the finer art of puns. Ognard Brown-Nose spends years paying tuition while studying magic and being taught how to debate and argue legal points.

Reason Weapons are social attacks based on careful thought and logic. An Intelligence modifier may be applied to these weapon's attack rolls.

Presence Weapons are based on a character's personal charm and emotional manipulation. A Charisma modifier may be applied to these weapon's attack rolls.

Social Armor protects the character or adversary's Morale. Just like AC it can be hard to strike a hit against someone who has taken the time and money to develop enough skill, personal willpower, or connections to withstand any Social Attack.

Social Armor Class (SAC) is calculated the same way that Armor Class (AC) is normally calculated. Both descending and ascending SACs are provided. *



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Combining Social and Physical Combat

Combining Social Combat and Physical Combat requires only a small adjustment. Both use the standard rule sequence.

Determine Initiative in the same manner as usual. A character can then choose to make a Physical Attack or a Social Attack. Social Attacks can only be made against targets that can see, hear, and/or understand the attacker. A roll is made against either the AC or SAC of the character, and Hit Points or Morale are lowered should the blow land.

Losing Social Combat

When Morale reaches 0, the character has lost. They must do what their opponent intends for them to do. This could mean surrendering, paying full price, agreeing to perform a service, walking away, attacking without caution, or turning a blind eye to something that they know is wrong.

Recovering Morale

Recovering Morale happens just like healing lost Hit Points. Since it is tracked separately, it is possible that a character will have recovered their Morale long before their body has recovered. Or, likewise, they may have recovered physically from the ordeal, but their Morale is still weak.

Attacks Using Reason

Social Weapon	Damage	Cost
Blunt Fact	1d6-1	5 gp
Logic Argument	1d6	15 gp
Present Evidence	1d6+1	30 gp
Point Out Flaw	1d6	12 gp
Split Hairs	1d6-1	6 gp
Name Drop	1d6	10 gp

Attacks Using Presence

Social Weapon	Damage	Cost
Pun	1d6-1	2 gp
Personal Insult	1d6	8 gp
Innuendo	1d6	10 gp
Slander	1d6+1	20 gp
Persuasive Argument	1d6	10 gp
Emotional Appeal	1d6+1	15 gp
Display Status	1d6	12 gp

Social Combat Defense

Social Armor	SAC	Cost
Nonchalance	-2(+2)	15 gp
Witty Repartee	-3(+3)	30 gp
Highly Educated or Conviction	-4(+4)	75 gp
Noble Status	-6(+6)	100 gp
Body Language	-1(+1)	10 gp

Carrying a Torch

Optional Follower Rules

Written by James M. Spahn

Using these optional rules, player characters with a Charisma between 16 and 17 can select one of the followers listed below in lieu of a torchbearer. These special followers aid their master in the manner listed below. They are not combatants unless described to be so. If the follower is slain, the player character loses the associated benefit.

All followers (including torchbearers) have the following stats unless otherwise listed below. They do not gain levels or earn experience.

AC: 9 [10] HD 1-1, Atk: None, Sv: +0, Move: 12



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Both Swords & Wizardry Light and Swords & Wizardry Continual Light provide a unique benefit for any player character with a Charisma of 15 or higher: They receive a simple torchbearer as a follower. The rules presented below provide alternate choices for characters with a Charisma of 13 or Characters with a Charisma of 15 receive a standard torchbearer as described in the core rules. Torchbearers are non-combatants who can carry gear, hold light sources, and engage in menial tasks. They do not engage in combat under normal circumstances.

Player Characters with a Charisma of 18 may hire a non-human familiar. Select one racial bonus from those listed below. A non-human familiar is limited in follower type they may select.

Follower Race	Benefit	Follower Types Allowed
Dwarf	+3 HP	Inquisitor, Squire, Shield Bearer, Scout
Elf	May fight in Combat with a bow. Atk. +0, Dmg. 1d6	Squire, Scholar, Apprentice, Scout
Halfling	May Hide in Shadows/Move Silently on 1 on 1d6.	Shield Bearer, Look-Out Man, Scout

No matter what a player character's Charisma score is, they may not have more than one follower at a time. In most cases, the follower is controlled by the player character who hired them.

PC Class	Follower	Benefit
Cleric	Acolyte	The Cleric heals one additional hit point when casting Cure Wounds spells.
Cleric	Inquisitor	The Cleric may Turn Undead at one level higher than normal, once per day.
Fighter	Squire	The Fighter is aided by the squire, who wears chain mail (AC 5 [14]) and can attack once per round with a sword (Atk: +1, Dmg: 1d6).
Fighter	Shield Bearer	The Fighter receives -1 [+1] to AC when Shield Bearer is adjacent. Shield Bearer has an AC of 8 [11].
Magic-User	Scholar	The Magic-User can identify magic items with 1-2 on 1d6. May attempt once per day.
Magic-User	Apprentice	The Apprentice can cast one 1st level spell once per day, with a 1-2 on 1d6 chance of success. May attempt once per day.
Thief	Look-Out Man	The Thief is only surprised on a 1 on 1d6.
Thief	Scout	The Thief increases the chance to Find Traps or Hear Noise by +1.



TOME OF HORRORS LIGHT II

SWORDS AND WIZARDRY MONSTERS AND MORE!

Written by Michael Badolato

Ankheg

AC: 2 (17) / 4 (15) belly

HD: 3

Attacks: Bite (2d6) + Acid

Move: 12 (6 burrowing)

Special: *Once per day, an ankheg can squirt digestive acids 10 feet for 3d6 points of damage (Save for half).*

Ankhegs are huge insects, 10 feet long, resembling grasshoppers with vicious mandibles. They burrow through the ground, often in farmlands as well as in caverns.

Bear, Grizzly

AC: 6 (13)

HD: 6

Attacks: Claws (2d6 + Special)

Move: 9

Special: *On an attack of 18 or over, the victim is grabbed and hugged for an additional 2d6 pts of damage.*

These large brown bears stand over 10 feet tall.

Bee, Giant

AC: 6 (13)

HD: 3

Attacks: Sting (1d3 + Venom)

Move: 2 (24 Flying)

Special: *Venom*

These are the same as normal bees, but the size of a football, and they do not lose their stinger after a successful attack (however, they only carry enough venom for one injection). Saving Throw or Die.

Beetle, Giant

AC: 3 (16)

HD: 5

Attacks: Bite (2d6)

Move: 9

Giant beetles are about five feet long and have strong, sharp mandibles.



Cockatrice

AC: 6 (13)

HD: 5

Attacks: Bite (1d6 + Special)

Move: 6 (18 flying)

Special: *Petrification: Its bite turns an enemy to stone, unless the victim makes a successful Saving Throw.*

This nasty creature resembles a bat-winged rooster with a long, serpentine tail.



Doppelganger

AC: 5 (14)

HD: 4

Attacks: Claw (2d6)

Move: 9

Special: *They are immune to sleep and charm and get a +5 to their Saving Throw vs Magic.*

A doppelganger can change its form to resemble the physical appearance of any humanoid, including clothing and gear.

Eel, Giant

AC: 7 (12)

HD: 4

Attack: Bite (2d6)

Move: 9 (Swimming only)

These monsters are about 10 feet in length, with a mouth full of razor sharp teeth.

Gargoyle

AC: 5 (14)

HD: 4

Attacks: Claw (1d6+2)

Move: 9 (15 flying)

Special: *They are completely immune to non-magical weapons.*

Gargoyles are winged creatures resembling the stony statues that bedeck many cathedrals. Their vicious temperament and near-unbreakable skin make them among the most frightening and deadliest of monsters.

Gelatinous Cube

AC: 8 (11)

HD: 4

Attacks: 1d6+1 & Paralysis

Move: 6

Special: *Paralysis unless Saving Throw, Immune to lightning & cold*

Gelatinous cubes are large, semi-transparent cubes that slough through subterranean passages, engulfing and digesting debris. Their entire substance is acidic and a successful hit causes the victim to be paralyzed for 1d6 turns unless they make a successful Saving Throw.

Grey Ooze

AC: 8 (11)

HD: 3

Attacks: Strike (2d6)

Move: 1

Special: *Metal is dissolved with any successful hit upon the ooze. When the ooze strikes a character, it may dissolve a character's metal armor or shield (referee's discretion). Only cutting and piercing weapons damage a grey ooze.*

Gray ooze is almost identical in appearance to wet rock, but this slimy mass can devour prey with its acidic secretions.

Hag, Sea

AC: 6 (13)

HD: 3

Attacks: Bite (1d3) + Special

Move: 6 (18 Swimming)

Special: *These hags are so hideous that the sight of their faces causes weakness from fright and horror. On a failed Saving Throw, the victim is -2 to hit and damage for 1d6 turns.*

Once per day, their gaze can kill an opponent (Saving Throw or death).

The sea hag is a hideous monster living in the seas or fetid, saltwater marshes.

Hippogriff

AC: 5 (14)

HD: 3+1

Attacks: Claws or Bite (2d6)

Move: 18 (24 flying)

The hippogriff is a magical flying beast, having the head, foreclaws, and wings of an eagle, but the body of a horse. While they are wild creatures who attack humans and others by swooping down to claw and tear them to death for food, they can be tamed and trained by a patient individual to carry a rider.

Jackalwere

AC: 4 (15)

HD: 4

Attacks: Bite (1d6+2 + Special)

Move: 12

Special: *Jackalweres can cause sleep by looking deeply into a human's eyes for a few moments (Saving Throw).*

Jackalweres can only be damaged with silver or magical weapons.

A jackalwere is an evil spirit with the body of a jackal, but it can also assume a human form.

Leopard

AC: 6 (13)

HD: 3

Attacks: Bite (1d6)

Move: 16

Leopards are small, roaring great cats, standing about 2 feet tall at the shoulder. They are not quite as fast as the other great cats, but they are stealthy hunters.

Leucrotta

AC: 4 (15)

HD: 6

Attacks: *Bite (3d6)*

Move: 18

The leucrotta has a badger's head and a lion's body, but with cloven hooves instead of claws. Its toothy mouth stretches from ear to ear (and delivers a deadly bite).

Lycanthrope, Wererat

AC: 6 (13)

HD: 3

Attacks: *Bite (1d3) or
weapon (1d6)*

Move: 12

Special: *Hit only by silver or magic
weapons.*

*They can control regular and
giant rats.*

*They are stealthy in wererat
form, 1 in 6 chance of hiding in
shadows/move silently.*

Wererats are humanoids infected by the disease of lycanthropy. At will, they can change into either a real or humanoid rat. They are often found in cities.

Lycanthrope, Werewolf

AC: 5 (14)

HD: 4+4

Attacks: *Bite (1d6+2)*

Move: 12

Special: *Hit only by magic or silver
weapons*

Werewolves are humanoids infected with the disease of lycanthropy. At will, they can change into either real or humanoid wolves. During the full moon, the change is involuntary and the werewolf is out of control, attacking and killing indiscriminately.

Owlbear

AC: 5 (14)

HD: 5+1

Attacks: *Claws (2d6)*

Move: 12

Special: *On an attack roll of 18 or over,
the victim is grabbed and
hugged for an additional 2d6
pts of damage.*

Owlbears have the body of a bear, but the beak of an owl, and are covered with feathers.

Pixies

AC: 6 (13)

HD: 1-1

Attacks: *Weapon (1d6-1)*

Move: 9 (18 Fly)

Special: *They are naturally invisible,
and do not become visible when
they attack.*

*If their location is known, they
can be attacked at -4 to hit.*

Pixies are nasty, treacherous creatures of the fey, resembling small, winged people. They use either daggers or small arrows.



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Scorpion, Giant

AC: 3 (16)

HD: 6

Attacks: *Pincer (2d6) or
Sting (1d6-1 + Venom)*

Move: 12

Special: *Venomous stinger (Save or Die)*

These are giant, aggressive versions of the more common arachnid, over six feet long, with giant pincers and a venomous tail stinger.



Snake, Constrictor

AC: 6 (13)

HD: 2

Attacks: *Bite (1d3) or
Constrict (1d3 per round)*

Move: 12

Special: *Constriction—upon hitting a target, they wrap around and do automatic damage each round (constriction) until removed or killed*

Constrictor snakes (like the python and anaconda) are not venomous. They are especially dangerous to sleeping or disabled adventurers.

Snake, Constrictor (Giant)

AC: 6 (13)

HD: 6

Attacks: *Bite (1d3) or
Constrict (1d6+2 per round)*

Move: 10

Special: *They do automatic constriction damage after hitting, and have a 1 in 6 chance of pinning the victim's arm or leg.*

This is the giant version (30 feet long) of the anaconda or python.

Wight

AC: 5 (14)

HD: 3

Attacks: *Claw (1d3 + Drain)*

Move: 9

Special: *They are immune to all non-magical weapons (with the exception of silver, which does full damage) and sleep or charm spells.*

Every hit drains a point of constitution (Saving Throw).

Any being killed or completely drained by a wight becomes a wight.

Lost Constitution points regenerate after 24 hours.

Wights are emaciated humanoid undead who live in and guard tombs, graveyards, and burial mounds.

Wraith

AC: 3 (16)

HD: 4

Attacks: Touch (1d6 + Drain)

Move: 9

Special: They are immune to non-magical weapons, silver only doing half-damage, and arrows only doing 1 pt of damage even if magical or silver.

They are also immune to sleep or charm spells.

They drain Constitution points like wights (Saving Throw), with similar results if the victim dies (becoming a wraith).

Lost Constitution points regenerate after 24 hours.

Wraiths are powerful wights who seem to float above the ground, black-cloaked with red glowing eyes.

Yeti

AC: 6 (13)

HD: 5

Attacks: Fist (1d6)

Move: 14

Special: If a yeti hits an opponent with 18 or more, they hug for an additional 2d6 pts of damage.

Anyone hugged like this must make a Saving Throw or be paralyzed with fear for 1d3 rounds, able to do nothing.

They are immune to regular and magical cold.

Yetis are intelligent, malevolent beings who live in arctic and high mountain regions.



Alternate Thief Abilities

Written by John Healy II

Rolling Thief Abilities on a d6 is an interesting feature of S&W CL and similar games. These alternate Ability rules seek to maintain the d6 while also adding more options to the Thief class. No two Thieves need play the same way.

Implementing the New Rules

All rolls of the d6 will be expressed by a number with a '+' next to it. This means that any result which is at or above the given number is a success. This allows the dice roll to be expressed clearly, using fewer words on the character sheet. This method also keeps the current number range of the Ability rolls.

Using this modification alone, Thief Abilities are expressed as follows:

Hear Noises Behind Closed Doors on 4+.

Read Unfamiliar Languages on 3+.

Climb Walls and Cliffs Without Tools on 2+.

Find and Remove Traps on 5+.

Open Locks on 5+.

Hide in Shadows on 5+.

Move Silently on 5+.

Pick Pockets on 5+.

Adjusting Starting Abilities

Different Thieves ought to have different Abilities when they start their adventuring career. To affect this, one of the Abilities may be raised by one while another is lowered by one. This continues until the character has the Abilities that the player desires. No Thief Ability can have a number higher than 6+ or lower than 2+. A '1' always fails.

As an example, a city-bound Thief could reduce their Read Languages Ability to a 6+, which would allow them to bump Open Locks, Hide in Shadows, and Pick Pockets each to a 4+.



Adding New Abilities

With the GM's permission, another Ability can be added to the Thief's Ability list: **Assess Value** on 5+. This is used by the Thief to get a general idea of the monetary value of non-magical items of treasure.

It allows the GM to add more works of art and jewelry into the game, knowing that the party Thief can assess such items and help the party get a good price for them. There is more adventure in trying to get a good price for a painting than in finding a sack of gold. However, if the party does not see the value of the painting, they will be hard-pressed to want to spend the time and effort to retrieve the painting.

Using all three of these alternative rules, a Thief's Abilities could wind up looking like this:

Hear Noises Behind Closed Doors on 3+.

Read Unfamiliar Languages on 5+.

Climb Walls and Cliffs Without Tools on 5+.

Find and Remove Traps on 4+.

Open Locks on 4+.

Hide in Shadows on 4+.

Move Silently on 4+.

Pick Pockets on 6+.

Assess Value on a 4+

Uncanny Allies & Unwavering Dedication

Written by James M. Spahn

Spellcasters often find power in the strangest of places. Magic-users bind themselves to extra-planar spirits in animal form in return for power, while Clerics dedicate themselves to an ideology in return for an unbreakable oath. Described below are two new spells for Swords & Wizardry Light to emulate these effects in your campaign. These rules are optional, and players should ask their referee before making use of these spells.



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extra-dimensional spirit travels across the planes and takes as its host a small animal or unnatural creature that serves the magic-user loyally. But they are forever bound. The familiar grants the magic-user one random Benefit described on the table below, but if the familiar is ever slain, then the magic-user suffers the Consequence described below. All familiars have an **Armor Class of 9 [10]**, **HP 2**, and do not participate in combat. The Benefit is lost whenever the magic-user is more than 360 feet from their familiar. The magic-user rolls 1d6 to determine what type of familiar is summoned, and if the familiar is slain, they must wait until the next adventure to summon a new one.

The Wizard's Familiar

Magic-Users sometimes keep strange, enchanted beasts as magical companions. Bonded in some secret arcane ritual, the wizard's quest for power often comes at a price – but in return, a small taste of power beyond even their unnatural power is provided by this unlikely ally.

New Spell: Summon Familiar

Level: MU 1
Range: Self
Duration: Permanent

This spell requires the wizard to find a private location where they can be alone for one hour. They consecrate the grounds with 100 gold pieces worth of magical components, which are destroyed when the spell is cast. An

Roll (1d6)	Familiar Type	Benefit	Consequence
1	Cat	-1[+1] AC	Lose 1 point of Dexterity
2	Raven	+1 to all missile attacks	Lose 1 point of Wisdom
3	Rat	+4 to all saving throws vs. disease	Lose 1 pt of Constitution.
4	Frog	Can Hold Breath for number of rounds equal to Constitution score	Permanently lose 1 Hit Point
5	Scorpion	+4 to all saving throws vs. poison	Permanent 1 point penalty to Armor Class
6	Imp	Memorize and cast one additional 1 st level spell each day	Permanent loss of one 1 st level spell slot



The Cleric's Promise

Though all clerics serve their deity or ideology with a deep and abiding passion, some go so far as to swear themselves body and soul to the cause of one god or another. Doing so takes the form of a Holy Oath spell, detailed below.

New Spell: Holy Oath

Level: C 1

Range: Self

Duration: Permanent

This spell requires the cleric to find a private location that would be regarded as holy ground by their deity and spend one hour in solitary prayer. They make an offering to their god worth 100 gold pieces, which is consumed during the prayer. They swear a Holy Oath and may select (or randomly roll) one of the oaths described in the table below. In return for their oath, the Cleric receives a Benefit, but should they ever break their oath (as determined by the referee, based on the nature of the benefit and the cleric's god), they suffer the Consequence and can never again cast this spell.

Roll (1d6)	Oath	Benefit	Consequence
1	Defend the Weak	Cast <i>Bless</i> once per day for free	Permanently lose 1d6 Hit Points
2	Uphold Justice	No weapon restrictions	Permanently lose 4 Strength
3	Heal the Sick	Cast <i>Cure Light Wounds</i> once per day for free	Suffer an incurable disease
4	Spread the Faith	Permanent +2 to Charisma	Permanent -2 on all Saving Throws
5	Speak Only Truth	Make saving throw to detect falsehood when hearing a lie	Unable to speak, except when casting spells
6	Destroy the Undead	+2 to all attack and damage rolls vs Undead Creature	Suffers 1d6 damage every time they use Turn Undead ability

Keep on the Wildlands

A Swords & Wizardry Light Adventure for 4-6 1st Level Characters

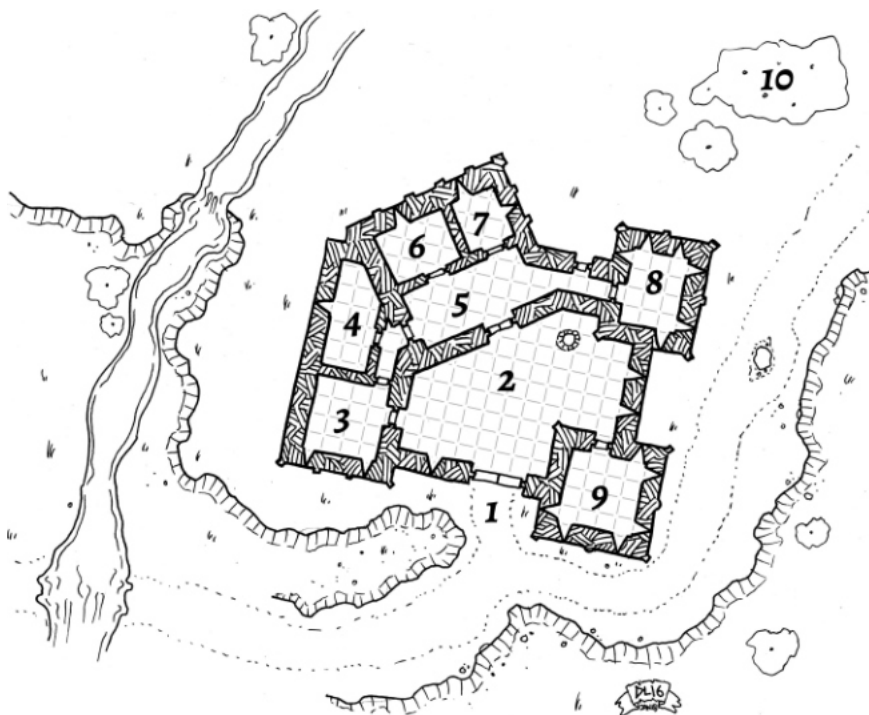
Written by James M. Spahn

Map by Dyson Logos

Introduction

Keep on the Wildlands is a short introductory adventure for Swords & Wizardry Light. The referee should read over this material to prepare and make any notes they feel appropriate. The referee can also read or paraphrase the italicized text included with each numbered location on the map to give the players a sense of their surroundings. They can begin the adventure simply by reading the italicized text of *Location 1: Entrance*. The players will encounter traps, combat, and non-player characters during their exploration of the keep with the referee using the notes for each location as guidance. The statistics for all monsters can be found in Swords & Wizardry Light. Don't hesitate to expand, modify, or completely change anything in this adventure – it's your game.

At the bidding of a local lord, the player characters have tracked a band of orcs to an abandoned keep in the wilderness. They're tasked with defeating the orcs and putting an end to the raids these foul monsters have been making against nearby farmers.





Location 1: Entrance

You and your companions have spent several days tracking a band of orc raiders to their lair in hopes of putting a stop to the terror they've been inflicting on the nearby farming village of Westmoor. After following the winding waters of the Stoneheart River, you've finally found their lair – a battered and worn stone keep. A massive pair of wooden doors marks the entrance of this foreboding keep, and a stone tower to the east is marked with several arrow slits.

The door to the keep is locked but can be opened by a thief who successfully picks the lock. The door can also be battered down by battering it with a weapon and inflicting 20 points of damage.

If the characters make too much noise on their approach, the orc inside *Location 9: Armory Tower* fires his bow through the arrow slits and puts the other orcs on alert with a warning yet. Characters attempting to shoot back through the arrow slit suffer a -8 penalty to their attack roll.

Location 2: Courtyard

This large courtyard is overgrown with ivy and debris. A moss-covered well is set on the northern wall. A wooden door leads into the western tower, while a larger double-door is set into the northwestern wall. A single orc with a scimitar starts at your arrival. You see him reaching for a blasting horn at his belt.

The orc sentry blasts the horn on his first action, alerting the entire keep to intruders. He then draws his sword and attacks. Characters who search the area for secret doors discover an emerald worth 100 gp hidden behind a loose stone in the wall.

Location 3: Western Tower

This squat, square tower has arrow slits on its southern wall and wooden doors leading both north and east. It is dark, and long, thick webs crisscross the ceiling overhead.

A giant spider has made its nest in the webbing and will surprise the player characters on a 1-4 on 1d6. It fights until slain.

The corpse of a long-dead orc can be found in the webbing. Its stiff hand still clutches a Potion of Healing, and a short sword is sheathed at its hip.

Location 4: Main Hall

A long wooden table fills the middle of this chamber. Several orcs are standing around it, looking over crude maps. They start at your arrival and ready their blades.

The four orcs in this room attack as soon as the player characters enter. Their maps detail the local farming villages they have been raiding. One orc is carrying a key to *Location 8: Northeast Tower* and has a pouch with 54 gold pieces.

Location 5: Corridor

This large chamber runs northeast before narrowing into an eastern hall. A heavy wooden door is set into each wall, with two such portals in the northwestern stone. Torn tapestries and other depreciated decorations recall the keep's former glory.

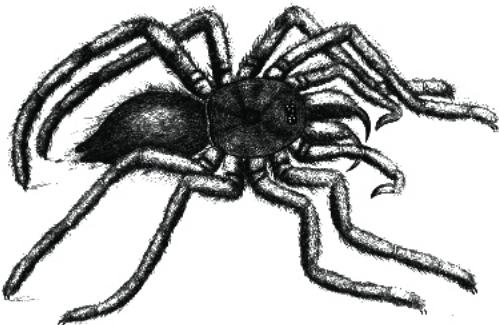
There are no monsters in this room, but the door to *Location 7: Jail* is trapped. Anyone who attempts to open it or pick the lock triggers a poison needle, which shoots from the keyhole. The target must make a saving throw or suffer 2d6 points of damage. If the key from *Location 4: Main Hall* is used to open the door, the trap is automatically disabled. The tapestries and decorations are ruined beyond recovery and worthless.

Location 6: Barracks

Several crude pallets of fur and straw are cast about the floor of this room. A stinking chamber pot, filled with offal, sits in one corner.

Players who disturb the pallets are attacked by a pair of giant rats sleeping in a concealed hole.

After defeating the rats, they find a half-rotted sack in the hollow containing a gold and ruby ring worth 75 gold pieces, and three polished rocks which are actually sling stones +1.



Location 7: Jail

You open the door to find a small halfling cowering in the corner. He looks at you with pleading eyes.

The halfling is a local farmer named Maltho. He is a **1st level fighter (AC 8 [11], HP 7)** and will aid the party if they agree to set him free, but they will need to provide him with arms and equipment.

Location 8: Northeast Tower

This tower has been decorated with trophies of war: human skulls and other grim trinkets. A massive bugbear, flanked by a pair of orc warriors, looks at you with bloodlust in his eyes and orders his soldiers to attack.

The bugbear is the leader of the orc raiders and he is no fool. He fights savagely, but if the battle goes poorly, he will flee, escaping out the northern door and untying the worg hidden at **Location 10: Worg Pen** (not marked on the map; it is just north of the door between **Locations 8 & 9**) to cover his escape.

If the bugbear and orcs are slain, the players find a chest of treasures they have taken from the villagers: a long sword+1, a potion of heroism, a scroll of Summon Familiar, and 325 gold pieces. The chest is locked and must be either broken open or picked.

Location 9: Armory Tower

The walls of this tower are lined with crude orcish weapons. Short swords, spears, and short bows are stacked here, and a single orc archer acts as a sentry.

This is the same orc that may have attacked the player characters at **Location 1: Entrance**. If he did, he is aware of their intrusion and surprises them on 1-5 on 1d6, allowing him to attack before initiative is rolled.

The room contains ten short swords, twelve spears, four short bows, and 60 arrows.

Location 10: Worg Pen

In the brush, you see a vicious wolf-like beast tethered to a rotting tree. He snarls and snaps at you and your companions, pulling on the weakening chain.

Location 10 is not marked on the map. It is north of the door between **Locations 8 & 9**. The worg will break the chain in three rounds if the characters remain, attacking them savagely. Alternately, if the bugbear leader fled combat, he sets the worg free during his escape. In this case, the worg will lie in ambush, attacking as soon as the player characters arrive and surprising them on 1-4 on 1d6.

Conclusion

If the player characters defeat the bugbear, the mayor of Westmoor awards them with 100 gold pieces and tells them to keep any treasure they found. In addition, if any of the player characters have a Charisma of 16 or higher, they can convince the mayor to grant them ownership of the keep – provided they repair and maintain it.

If the bugbear escaped, the referee should feel free to develop new adventures wherein the player characters can pursue him. Perhaps his raiders are part of a larger force just scouting the area, or the bugbear has ties to an evil cult hoping to fallow the farmland – the possibilities are endless.

Magic Items

Swords & Wizardry Light does not include rules for magical items because they are not easily obtained. Characters who discover the long sword +1 or sling stones +1 receive a +1 bonus to all attack rolls and damage rolls made when wielding these weapons.

- **The Potion of Healing** can be imbibed to restore 1d6+1 hit points.
- **The Potion of Heroism** grants the imbiber +2 to all attack rolls and damage rolls for one in-game hour.
- **The Scroll of Summon Familiar** can be used by Magic-users only. They can either use the scroll to cast the spell one time or scribe it into their spellbook between adventures so that it can be memorized and cast at their leisure.

New 1st Level Magic-User Spell

Summon Familiar: Range: Self, Duration: Permanent — This spell summons a small animal, such as a raven, cat, or squirrel to act as a companion to the *Magic-user* (AC 7 [12], HP 3). The caster can see through the animal's eyes as long as it is within 360 feet, but permanently loses 1d6 HP if the animal is killed and can only have one familiar at a time.

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