

The Witch

for Swords & Wizardry
Continual Light



by Timothy S. Brannan

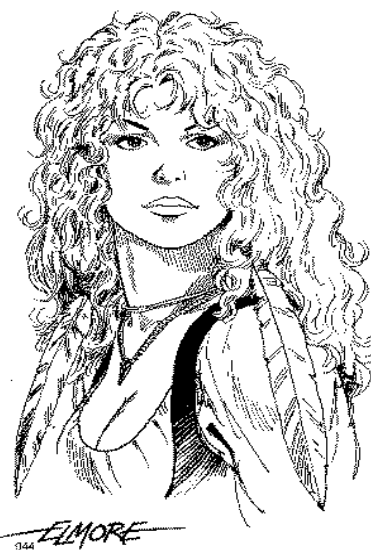
The Witch

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The Witch is a spellcaster that blends both divine and arcane practices. Whether she is the helpful local healing woman or the evil, wicked hag of legend is up to the player. Witches in other versions of Swords & Wizardry require a high Charisma score. Witches gain no bonus to hit till after 5th level. Ritual Spells are marked with "!"

Witch					Spells			
Level	HD	ST	to Hit	Powers	1	2	3	4
1	1	15	+0	Familiar	1			
2	1+1	14	+0	Ritual Magic	2!			
3	2	13	+0	Brew Potions	2	1		
4	2+1	12	+0		3	2!		
5	3	11	+1		3	2	1	
6	4	10	+1		4	2	2!	
7	5	9	+2	Occult Power	4	3	2	1

- The witch gains a +2 on saving throws vs. Charm, Sleep and Hold spells. She may gain additional bonuses due to her Familiar.
- Witches may only use daggers or staves as weapons. They are permitted to use leather armor.
- Witches have a *Book of Shadows* where they record their rituals and spells. This is no mere spellbook but a listing and description of all her ritual practices. The witch must consult her book and her familiar to cast spells. The witch has four spells in her book at the beginning of her career; one she picks and three random. At least one will be a 2nd level spell.
- Level 1. The witch gains a familiar. This familiar can be chosen or determined randomly.
- Level 1 witches cast one first level witch spell. At level 2 she may 2 first level spells. One of these spells can now be a *Ritual* spell (qv).
- Level 3 Brew Potions. The witch can brew simple potions that mimic the effects of any spell 3rd level or lower she knows and can be cast on one person. She can prepare these potions up to a week in advance, but no more than 7 at a time.
- Level 7 Occult Powers. The witch gains an Occult Power depending on her tradition.



For use with SWORDS & WIZARDRY CONTINUAL LIGHT

by Zach Glazar, James M. Spahn, & Erik "Tenkar" Stiene
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Witch Traditions and Occult Powers

Traditions are taught and are usually learned at the same time the individual learns to be a witch. Often it is extremely difficult to know what it means to be a witch outside of the point of view of one's Tradition for it defines and colors how a witch sees herself and other witches. This is how the witch learns her craft and depends on her alignment. Occult powers are spell-like abilities learned by the witch. Typically the power is limited to once per day unless stated differently in the description.

Light Witches - Are good or lawful in nature and often work to help others or at the very least defeat evil. Light witches may cast the spell Light three times per day.

- **Occult Power, Healing Hand:** The Light witch can heal by touch a number of hp per day equal to her level in d6. So a 5th level witch can heal 5d6. She can opt how much of her pool to use at one time and may spread this out over three times per day. Once she uses her allotted pool she cannot use it again till the next sunrise. Any healing leftover before the sunrise is lost.

Dark Witches - Are evil or chaotic in nature and seek to harm others or further their own desires without regard to others.

Dark witches may cast the spell Darkness (reverse of Light) three times per day.

- **Occult Power, Evil Eye:** The Dark witch can stare at a victim with her deliver a dreadful curse. The victim must make a saving throw or be at -1 for all attack roles and saving throws till the victim can have a remove curse cast on them.

Twilight Witches - Are neutral to evil and good and seek to maintain balance in all things.

Twilight witches may cast the spell Light or Dark up to two times per day.

- **Occult Power, Charming Voice:** The Twilight witch can use her voice to charm a human or human-like creature. The victim does not need to understand the witch, but they must be able to hear her. This power acts like the *Charm Person* spell.

Familiars

The witch gains an animal companion that is a messenger from the forces that the witch serves. They appear to be a normal sort of animal, with an odd intelligence about them. The witch needs her familiar to learn new spells. The choice of the familiar also grants some additional power to the witch. These benefits are only available if the witch is near her familiar. GMs can randomly determine a familiar with a 1d6 roll.

- Bat - Gains a +1 on saves vs. blindness and other gaze attacks.
- Cat - Gains a +1 bonus on any roll involving Dexterity.
- Hare - The witch moves silently like a thief of the same level.
- Owl - Gains a +1 bonus on any roll involving Wisdom
- Rat - Gains a +1 bonus on any roll involving Constitution
- Toad - Only surprised on a roll of 1 on 1d6

Typically the familiar is a 1 HD creature with 4 hp and one attack doing 1 hp of damage. The familiar uses the witch's saving throws.

Spells

The means by which she manipulates the forces of arcane and divine magic is what sets the Witch apart from other mortals, even other spellcasters. To a Witch, magic is everywhere and in everything. Spells are recorded in their Book of Shadows. The witch must spend an hour each day with her book to memorize her spells.

Witch Spells - First Level

- **Bad Luck - Range:** 10 ft (line of sight) **Duration:** 1 day. This spell creates an aura of bad luck around one creature. The victim is allowed a normal saving throw to avoid this bad luck. If it fails, then its action that requires a roll is an automatic failure. The witch may only hex someone like this once per day. If she has taken the spell twice, for example, she could cast it on two different people, but not the same person.
- **Cause Fear - Range:** 30 ft. **Duration:** 1d4 rounds. The witch can cause a target to become frightened. Frightened creatures cannot attack for 1d4 rounds. If the subject succeeds on a save, then they can move for one round.
- **Charm Person - Range:** 30 ft **Duration:** 1 day. This spell affects living humanoids. If the spell succeeds (Saving Throw allowed), the unfortunate creature falls under the witch's influence.
- **Detect Evil - Range:** 120 ft. **Duration:** 20 minutes. The witch detects any creatures with evil intentions or evil thoughts, as well as evil places within the spell's range. Poison, traps or non-sentient beings are not inherently evil, and cannot be detected using this spell.



- **Dowse - Range:** 50 ft per level **Duration:** 30 Minutes + 10 Minutes per level. Using this spell, the witch can locate certain items. Typically what is looked for is water, known as Water Dowsing. The water must be in the spell's range. The witch will know how much water there is and how deep in the ground. The witch will not know if the water is fit for drinking until she gets to it. Almost any other type of item may be found in this manner such as edible plants, burnable wood, small gems, etc. It

can't be used to find people, monsters or specific items. The nature of the item to be found must be stated on the spell's onset and can't be changed. For example, if the witch wants to find water and edible berries, she must cast Dowse twice. This spell can also be made available to clerics and druids.

- **Elf Arrow - Range:** 120 ft. **Duration:** Instantaneous. This spell causes a bolt of sizzling magical energy to launch forth from the caster's hand, unerringly strikes its target. It inflicts 1d6+1 points of damage. A second arrow is produced by a caster of 5th level or higher
- **Fey Sight - Range:** Touch. **Duration:** 1 hour per level. The subject gains the ability to see twice as far as normal in starlight, moonlight, torchlight or similar conditions of weak lighting. The subject is able to distinguish colors normally and distinguish detail fully.
- **Glamour - Range:** Self, **Duration:** 2 minutes per level. This spell can be used in two ways. **Touch of Beauty:** The witch can make herself appear to be, simply put, more attractive. She becomes instantly cleansed, her hair will be removed of all tangles, and minor imperfections will be fixed. **Touch of Hideousness:** The witch can make herself appear hideous. Her skin becomes wrinkled, warty and otherwise transformed.
- **Luck Stone - Range:** 1 river stone. **Duration:** 1 day per caster level or until discharged. The witch can transmute a smooth river stone into a lucky charm that may be used at any time. A luck stone adds +1 to any roll (attacks, saves, or skill checks). The player must state their intent to use the luck stone before the action is taken (before rolls).
- **Minor Curse - Range:** 100 ft + 10 ft per level. **Duration:** 10 minutes per level. This minor curse gives the target a -2 penalty on all skill and ability checks, attack rolls and saving throws. A minor curse can be dispelled or removed by any spell or effect that removes the effects of a bestow curse spell.
- **Pop Corn - Range:** 5 ft radius around a tossed ear of corn. **Duration:** 2 rounds. With this spell, a normal ear of corn will begin to burst with popped corn, shooting all over. Those caught within the radius of the spell receive a -4 initiative penalty, their movement rate is reduced to $\frac{1}{4}$, and all attack rolls are made at -2.

Witch Spells - Second Level

- **Beckon - Range:** one victim that can see the witch. **Duration:** 1 round per witch level. The witch casts this spell on a victim in the line of sight and beckons them to come to her. The victim is allowed a saving throw if they fail they will walk in the shortest distance possible to the witch. It will not attack allies or foes unless they try to stop the victim.
- **Breadcrumbs - Range:** One loaf of bread. **Duration:** 24 hours. The witch breaks up a loaf of bread when the spell is cast. For the next 24 hours, she is able to retrace her steps by following the magical trail of breadcrumbs.
- **Broca's Curse of Babel - Range:** Touch. **Duration:** 1 round per level. Using this minor curse, the witch will cause the subject to be able to only speak in nonsense. The subject will believe that they are speaking normally and will not initially understand why no one understands them. The affected subject will not be able to communicate either by speech or writing nor will they be able to cast spells. Any spell with a verbal component is stopped or otherwise disrupted. People

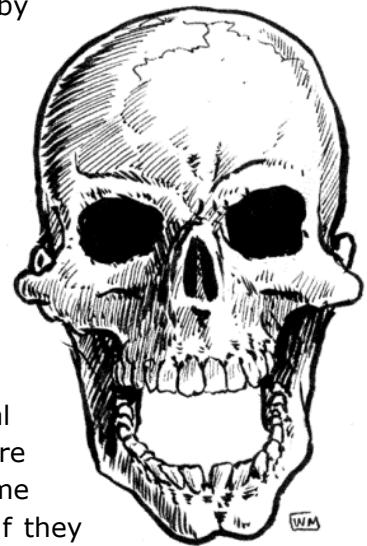
affected will also believe that their own speech is normal, but all others speech is babbled.

- **Burning Gaze - Range:** self. **Duration:** 1 round per level. The witch's eyes burn like hot coals, allowing her to set objects or foes alight with a glance. As a regular attack action, the witch may direct her burning gaze against a single creature or object within 30 ft of her location. Targeted creatures must succeed at a saving throw or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a save or catch fire. Each round, burning creatures may attempt another save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature or object is already on fire, it suffers no additional effects from *burning gaze*. Note that this spell does not grant an actual gaze attack—foes and allies are not in danger of catching on fire simply by meeting the witch's gaze.
- **Distraction - Range:** Any creature that can see the witch, 1d4 rounds. **Duration:** Instantaneous. The witch points to a direction, and anyone observing the witch will focus their attention there for 1d4 rounds. This spell only works if the witch and the target can see each other and they are in a noncombat situation.
- **Enthrall - Range:** 50 ft. **Duration:** 1 hour per level. This spell is cast when the witch has the attention of a group of creatures. She must speak or sing without interruption for 1 full round. After that, those affected give her their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as the witch continues to speak or sing, to a maximum of 1 hour. Those enthralled by her words take no action while she speaks or sings and for 1d3 rounds after that while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if the witch loses concentration or does anything other than speak or sing.
- **Healing Broth - Range:** One person. **Duration:** Instantaneous. The witch makes a broth of water and herbs. The recipient must drink all broth for full effect. The broth cures 1d4 hp of damage per level of the witch and removes any non-magical disease the recipient may have.
- **Leave - Range:** one victim that can see the witch. **Duration:** 1 round per witch level. The witch casts this spell on a victim in the line of sight. She points a direction, and they will attempt to walk away in that direction. The victim is allowed a saving throw if they fail they will walk in the shortest distance possible to get away from the witch. It will not attack allies or foes unless they try to stop the victim.
- **Mimic - Range:** The Witch. **Duration:** 1 hour. The witch can use this spell to mimic any voice she has heard. She can't use any of the languages spoken by the voice unless she knows them as well, but can mimic the voice perfectly. A saving throw will allow a listener to disbelieve.
- **Share My Pain - Range:** 25 ft. **Duration:** Instantaneous. With this spell, the witch can turn damage caused to herself to another. The witch can cast this spell after

any attack that causes her damage and returns the same damage to her attacker. Only the one that attacked and damaged the witch can be affected.

Witch Spells - Third Level

- **Animate Scarecrow - Range:** One scarecrow. **Duration:** 1 day. The witch can animate a normal scarecrow into a guardian. The scarecrow will attack anyone that approaches it or a specific area unless commanded by the witch to stop.
- **Aura Manipulation - Range:** Touch. **Duration:** 1 hour. The witch can alter the aura of herself or another. She can disguise a person's disposition (good intentions or evil), true race, level or whether or not the person is telling the truth or a lie. This spell will fool any detection, such as any other spell, power or psychic means of discovery such.
- **Dance of Frogs - Range:** 60 ft. **Duration:** 1 round/level. 1d10 x 1,000 slimy wet bullfrogs appear at a spot designated by the caster (crawling out from rocks, nooks, and crannies, or otherwise dropping from the ceiling or sky). They jump madly about, getting underfoot, and croak at a deafening volume that prevents conversation within the area of effect. The distraction is such that spellcasters must save before they can cast, and missile users roll to hit at -2. Movement within the area is halved.
- **Dark Vision - Range:** Self. **Duration:** One Day. The witch can see in low light and even total darkness at a range of up to 60 ft.
- **Nondetection - Range:** 0 ft. **Duration:** 1 hour/ level. This spell makes a creature or object difficult to detect by divination spells such as clairvoyance, locate object, and the various detect spells. It also prevents location by magic items such as crystal balls.
- **Skull Guard - Range:** One Skull. **Duration:** 1 hour + 1 hour per level of the witch. The witch casts this spell on a normal skull and sets it out to guard at night. Any creature that approaches the skull causes it to glow. If a creature moves past it closer to the witch, it will begin to cackle, howl or otherwise make a noise to awaken the witch. The noise is magical and will always wake the witch.
- **Telepathy - Range:** 360 feet and special. **Duration:** 2 Hours. The character can send and receive mental communication with any target within 360 feet. If they are intimately connected with a target, such as long-time friends or lovers, then they can communicate with them if they are within one mile per level. A target can make a saving throw to drive the character out of their mind. This power will only allow the reading of surface thoughts.
- **Tongues - Range:** Touch. **Duration:** 10 minutes per level. The witch may cast this spell on herself or another, granting them the ability to speak and understand the language of any intelligent creature. The subject can speak only one language at a time, although it may be able to understand several languages.
- **Witch Wail - Range:** 50 ft cone originating from the caster. **Duration:** 1 minute. The witch casting this spell lets loose a mournful wail. Creatures must make a



saving throw or receive 3d6 damage, and then must make another saving throw or come under the effects of a fear spell. If the victims make the first save then the second save is made at +2 to their rolls.

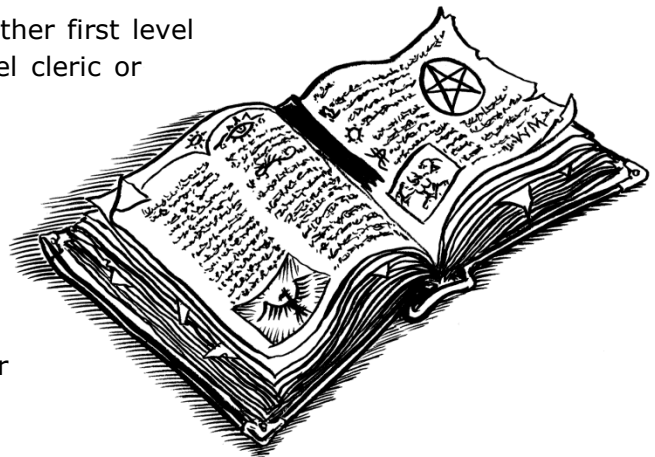
Witch Spells - Fourth Level

- **Bone Cage - Range:** 25 ft radius up to 100 ft away from the witch. **Duration:** 1 round per level of the witch. This spell is favored by dark witches and necromancers. Upon uttering the command, a cage of bones will erupt from the ground and trap up to 5 man-sized creatures in a 25 ft radius. A combined Strength score of 65 is needed to break the bones. The material component is the bone of a man that died in captivity.
- **Chain, The - Range:** Up to seven linked people. **Duration:** 1 day. With this spell, the witch can link up to six people plus herself in a chain. Everyone in the chain is aware of the others including knowing general well being and basic emotions.
- **Control Temperature - Range:** 10 ft radius. **Duration:** 3 rounds + 1 round/level. The caster may raise or lower the temperature by 50 degrees (hotter or colder) in a 10-foot radius around the material component, a sprig of mistletoe.
- **Expand Senses - Range:** 360 ft. **Duration:** 2 hours. The witch is able to see and hear far off places, up to 360 ft. away, though she must name a specific location or direction within that range. She must close her eyes and concentrate on doing so while this spell is active. Any distraction will draw her back to her normal senses.
- **Insect Plague - Range:** 480 ft. **Duration:** 1 day. This spell works only outdoors. A storm of insects gathers and goes wherever the caster directs. The cloud covers approximately 400 square feet (20 feet by 20 feet, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw).
- **Witch's Cradle - Range:** One target in line of sight. **Duration:** 1 round/level. With this spell, the witch can cause one target in visual range to have all their senses completely blocked. They cannot hear, speak, feel, smell or see anything for the duration of the spell. If the witch ends the spell, becomes unconscious or is killed then the spell automatically ends.

Witch Spells - Ritual Spells

At 2nd level, the witch may choose to take another first level witch spell, or she may opt to take a first level cleric or magic-user spell as a Ritual Spell.

These spells are subject to approval by the GM and should have a good in-game reason. Often the GM may allow them, but say they can only be cast outside of combat due to the time it takes to cast these spells as a ritual. Some GMs may also rule that these spells require special spell components or multiple casters to achieve.



Monsters

These monsters have been associated with witches in various tales, legends, and stories.

Bogglebos

AC: 7[12] HD: 1 Attack: +0, weapon (1d6) or Spell Move: 9
Special: -1 to hit in bright light; can cast 1 witch spell per day
Bogglebos are goblin witches. They can cast one 1st level witch spell.

Green Jack

AC: 1[18] HD: 3 Attack: +3, 2 fist slams (1d6+1) Move: 9
Special: takes double damage from cold iron and fire
The green jack, or jack o' the green, is a primitive fey-spirit of nature with the physical form of a man. It will defend its woodland area from all interlopers.

Hag

AC: -1 [20] HD: 6 Attack: +5, 2 claws (1d6+1) and 1 bite (1d6+3) or spells Move: 18
Special: Casts spells as a 4th level witch
Hags are horrible female giants that live in desolate, remote areas such as swamps, caves and deep woods. They can attack physically or with spells.



Scarecrow

AC: 9[10] HD: 2 Attack +1, 1 weapon, 1d6 Move: 9
Special: takes double damage from fire
Scarecrows are animated by witches to protect their lands. They are mindless and attack anyone that approaches.

Sprite / Faerie

AC: 5[14] HD: 1-1 Attack +0, 1 weapon, 1d6-1 Move: 12
Sprites and faeries are small fey humanoids that live in temperate woods. They can be encountered alone (sprites) or in a troop (faeries). They can cast one 1st level witch spell once per day.

Winged Cat

AC: 7[12] HD: 1 Attack +1, 2 claws (1d6-1) 1 bite (1d6-1) Move: 18
The winged cat appears like any normal domestic cat, save for a small set of the leathery bat-like wing on its back. When folded, the wings are nearly unnoticeable since their coloration is the same as the cat's fur. A winged cat flies about as fast as it can run but typically does not fly for very long.

Winged Monkey

AC: 5[14] HD: 3 Attack +3, 2 claws (1d6-1) 1 bite (1d6) or 1 weapon (1d6+1) Move: 18
These creatures appear to be normal sized chimpanzees. Their coloration can vary from browns to blacks, but even bright greens and blues have been reported.

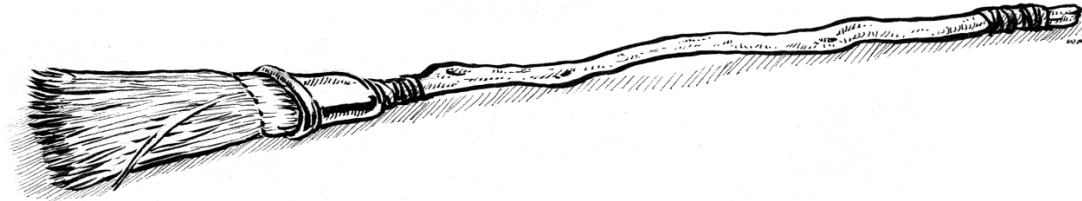
Magic Items

These magic items can be found in worlds where there are witches.

Arrow, Witchfinder: When this arrow is dropped to the ground it will point the direction of the nearest witch.

Brooms

Few items are more ubiquitous to a witch than her broom.



Broom of Flying: This broom flies at 240 feet per round and carries 250 lbs.

Broom of Flying, Greater: This broom is in all respects the same as a Broom of Flying, save it can carry a total of 500lbs.

Broom of Flying, Speed: This broom is designed for speed and maneuverability. It can fly at a twice the speed of normal Broom of Flying and has a maneuverability of perfect. Otherwise, it is the same as a normal Broom of Flying.

Broom of Protection, Threshold: This broom also appears as a normal broom. Its magic is evident when placed across a door as a bar or propped up against a door to hold it closed. Once so placed, the door cannot be opened save via magic. If placed across a threshold where there is no door, then no one can pass through also save via magic or by making a saving throw.

Broom Staff: This staff is made of hazel and birch and appears to be a normal staff. On a command word (typically "fly"), the staff becomes a Broom of Flying. Rarer staffs mimic the powers of other magic brooms.

Cauldrons

With the possible exception of the broom, few items are more closely related to the witch as the cauldron. Cauldrons come in all shapes and sizes, from small ones used to brew or distill one potion to true huge ones that can hold three people comfortably.

Cauldrons are usually round, made of iron and covered in black pitch. They often have runes or other symbols of power engraved in them. Used for both ritual and mundane tasks, the cauldron is associated with the element of water.

Cauldron of Brewing: Prized by witches is the fabled cauldron of brewing. A cauldron of brewing resembles a finely made cooking pot. The cauldron is capable of heating any liquid placed in it to an exact temperature and maintaining it indefinitely.

Cauldron of the Dead: This heavy cauldron of dark iron is large enough to accommodate a Medium-sized creature. When filled with a mixture of water and rare herbs, the cauldron transforms any dead body placed in it into a zombie or skeleton per the animate dead spell (the user chooses whether or not a zombie or skeleton is created from an intact corpse). Each corpse animated uses up 50 gp in materials and the cauldron can animate a corpse in one round. The user of the cauldron commands the undead so created, up to 2 HD per

character level, any further undead created over this limit are under the owner's control, but previously created undead are freed.

Cauldron of Flying: This iron pot is large enough for two Medium-sized humanoids to stand in comfortably. Upon command, the cauldron and up to 500 pounds of additional weight can fly through per the spell with an unlimited duration.

The cauldron moves under the direction of the person who spoke the command word or phrase to activate it. The cauldron provides half cover for anyone standing in it. It has an AC of 2 [17] and 60 hit points.

Cauldron of Plenty: This enchanted iron cauldron can produce nourishing, simple fare sufficient to feed up to thirty-six people per day upon command. Once per week it can also be commanded to create food and drink as per the spell for up to twenty-four people.

The cauldron needs neither fire nor ingredients to produce food, it does so instantly upon command.

Cauldron of Seeing: When filled with pure, clear water, this cauldron allows the user to see over virtually any distance per the scrying spell. It may have additional powers like those of a crystal ball.



Potions, Oils, and Powders

The brewing, distilling, and preparation of potions have long been associated with witches and witchcraft.

Animal Tongues: The drinker can comprehend and communicate with animals for up to five minutes after consuming this potion. The animals don't become more intelligent or cooperative, although friendly creatures may be willing to do small favors or services.

Awakening: When applied to a sleeping or unconscious creature, this potion immediately makes them awake and alert. It dispels the effects of sleep, eternal sleep, and other spells that cause sleep or unconsciousness. It does not restore hit points or eliminate subdual damage. If a condition, such as a subdual damage, would cause the drinker to be unconscious remains after the potion's effects wear off in one hour, then the creature becomes unconscious again.

Beauty Cream: When this ointment is applied to the face and body, the subject becomes a particularly handsome or beautiful member of his or her species. This grants a +2 bonus to any Charisma-based rolls where appropriate. The effects of one treatment last for 8 hours.

Blindness/Deafness: A creature that drinks this potion must make a saving throw or be immediately struck blind or deaf (chosen when the potion is made). The condition is permanent until cured.

Bravery: This potion banishes fear and fills the drinker with confidence and self-assurance. She gains a +4 saving throw bonus against fear effects for thirty minutes. Additionally, if the drinker is suffering from a fear effect when she drinks the potion, she receives another saving throw with a +4 bonus.

Calming: A dose of this potion calms and soothes an agitated creature. The drinker can make a saving throw to resist the potion's effects. Otherwise, the creature is affected per calm emotions for one minute (10 rounds), after that, it may act Normally.

Clumsiness: This potion causes the creature drinking it to drop to a Dexterity score of 1 if the drinker fails a saving throw. The effect is permanent unless removed by heal, limited wish, wish, or miracle.

Sleeping Draft: Any creature with 8 or fewer Hit Dice that drinks this potion must make a saving throw, or fall into a deep sleep for 10 minutes. The sleeping creature is helpless and can only be awakened by slapping, violent, shaking or injury. Normal noise or similar disturbances will not awaken it. This potion does not affect creatures that do not sleep such as elves, constructs, or undead.

Terror: A creature that drinks this potion must make a saving throw or suffer a -2 morale penalty on attack and damage rolls and saving throws due to extreme fear for 10 rounds. Creatures immune to fear effects are unaffected.

True Seeing: This unguent is rubbed over the eyes, giving the subject the ability to see things as they truly are, per the true seeing spell, lasting for 15 minutes.

Weakness: This potion temporarily saps a creature's Strength. The drinker must make a saving throw or suffer a -5 enhancement penalty to Strength for five minutes. The subject's Strength cannot drop below 1.

Youth: This treasured potion removes a year from the drinker's physical age. This removes penalties from aging while leaving bonuses untouched. The drinker must make a successful saving throw for the potion to take effect. Otherwise, there is no effect. A failed saving throw also undoes the effects of any and all potions of youth that the creature has consumed, causing it to return rapidly to its true physical age. If this amount exceeds the creature's normal lifespan, it dies. If it exceeds that amount by more than five years, it instantly crumbles to dust as well.



For use with SWORDS & WIZARDRY CONTINUAL LIGHT

by Zach Glazar, James M. Spahn, & Erik "Tenkar" Stiene
Based on Swords & Wizardry by Matt Finch

Compatible with Swords & Wizardry White Box and Swords & Wizardry Light

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