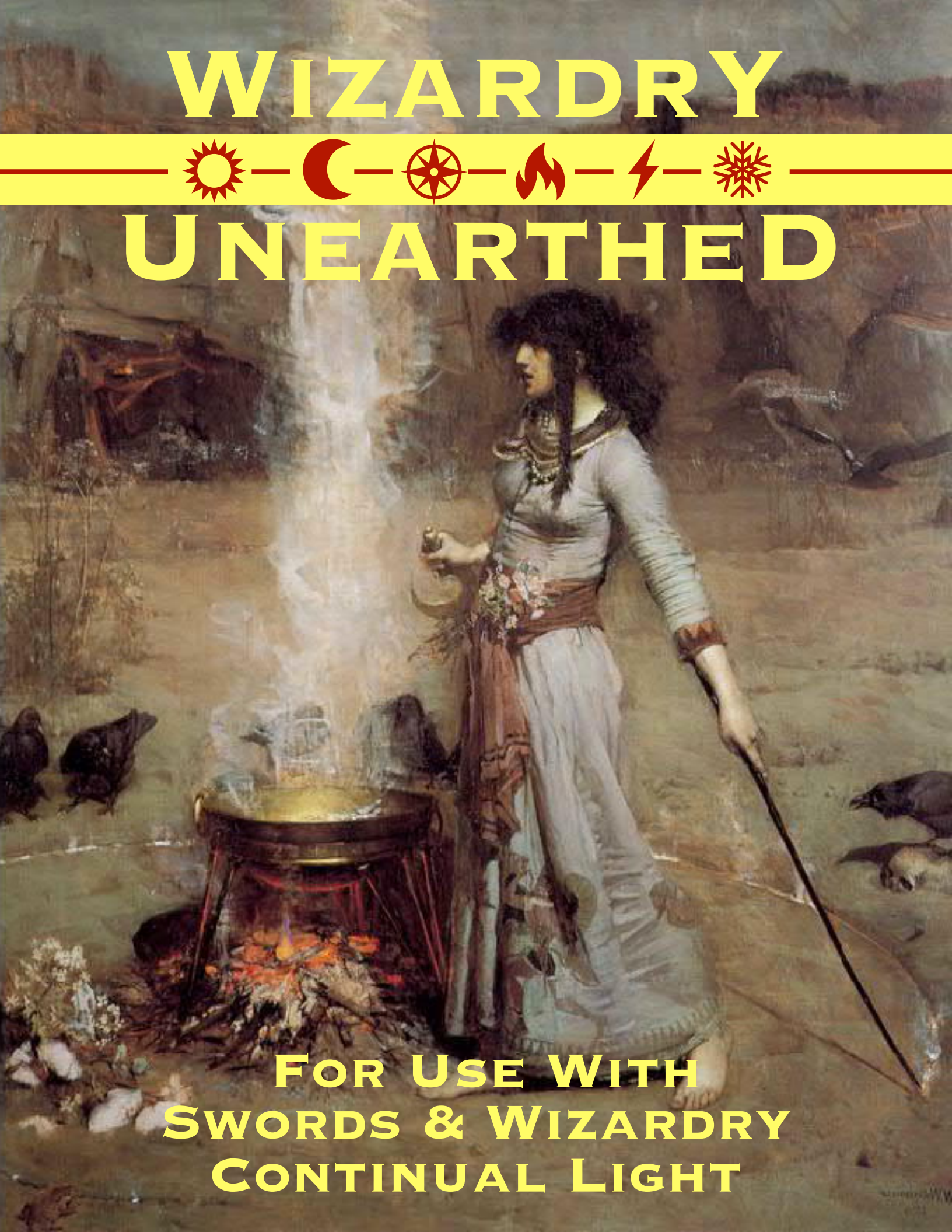


WIZARDRY



UNEARTHED



FOR USE WITH
SWORDS & WIZARDRY
CONTINUAL LIGHT

WIZARDRY UNEARTHED

For use with
SWORDS & WIZARDRY CONTINUAL LIGHT
by Zach Glazar, James M. Spahn, & Erik “Tenkar” Stiene

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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