FREE RPG DAY 2013

Hall of Bones

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Swords & Wizardry

FROG GOD GAMES

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FROG GOD GAMES

TOUGH ADVENTURES FOR TOUGH PLAYERS

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Welcome to Free RPG Day!

Frog God Games is pleased to present a short handling of our rule set, game theory and a short adventure of the award winning **SWORDS & WIZARDRY** Game. This game is similar to very old school editions of the game, dating back to 1974. This was the game that came in a small brown (and later white) box, when men were men and well, henchmen were cannon fodder. What you will find herein is a ready-to-play adventure that can be run with only a few minutes of preparation. Any of you who are players will need to refrain from reading past section 3, as the fourth section is for the Judge's eyes only.

In this day of complex systems, four page character sheets, and dice rolls to determine what your character hears, sees and knows, this system takes us back to the days when players needed to use their brains more than their dice, and even high level characters were vulnerable to death and worse.

The following sections contain:
• RULES OVERVIEW
• AN OLD SCHOOL PRIMER (ON GAME THEORY)
• THE ADVENTURE
• PRE-GENERATED PLAYER CHARACTERS

We hope you enjoy this walk back in time as much as we enjoyed writing it. We hope you enjoy this walk back in time as much as we enjoyed writing it. Our Swords & Wizardry Core Rulebook can be downloaded for free at http://www.swordsandwizardry.com/swcore.pdf. The Swords & Wizardry Complete Rulebook can be purchase on our website at www.talesofthefroggod.com along with several adventure modules. Choose from sandbox adventures, adventure series, or ongoing subscriptions all with the old school flavor.

This ends the adventure and your foray into the game of SWORDS & WIZARDRY. We hope that you enjoyed this game and many more adventures. You can find them at the frog pond at www.talesofthefroggod.com. We also have supplements and various gaming tools available such as pads of character sheets, GM Screens, and card decks that speeds up play and adds variety (e.g. treasure decks, henchman decks, encounter decks, and more). We carry exclusive Swords & Wizardry dice sets, dice bags, t-shirts, and more for all your gaming needs.

Rules Overview

SWORDS & WIZARDRY (S&W) is a role-playing game with a minimalist rule set used in combination with imagination to create a fantasy world. This subset of the Core rules presents and explains the provided pre-generated characters and actions such as movement, attack, and magic. Expanded options including character creation and additional character classes are available in *Swords & Wizardry Complete* by Frog God Games (talesofthefroggod.com). The player needs pencil, paper, and dice to begin play with a character. A special player called the Judge needs the same plus the included adventure.

The Dice

S&W uses several different types of **dice**, and they are differentiated according to the number of sides. The common dice required are the following: the four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), twelve-sided (d12), and twenty-sided (d20). The rules reference these dice and their combinations. A combination of three eight sided dice with an additive modifier of two would be abbreviated as 3d8+2. Percentile dice (d100) are rolled using one ten-sided die rolled sequentially with the first as "tens" and the second as "ones" or alternatively using two different colored dice rolled concurrently.

The World

The **Judge** with the rules and imagination sets the boundaries of the fantasy world. In the most general sense, the world is populated with creatures. A creature placed and controlled by the Judge is called a **non-player character** (NPC). An adversarial or possibly a friendly NPC is often called a **monster**.

A player assumes the role of a creature called a **player character** (PC). The Judge only arbitrates not controls the PC's actions. PCs form a cooperative party to overcome challenges presented by the Judge in an adventure to gain power and acquire treasure. A NPC contracted to perform a service for the adventuring party is called a **hireling**. A special hireling of PC-type who joins the party is called a **henchman**.

In the next section, in order to further facilitate explanation of the S&W system, a henchman and his companion will be presented for use with the provided pre-generated characters.

The Henchman & His Dog

Grimm has been poor and alone for most of his life; however, he has learned to fight to survive. He started as a simple guard in a fortified town with low pay. Saving his meager earnings, he acquired better equipment and eventually a better job guarding merchant caravans traveling their trading routes. A rich merchant for his protection had a war dog called Groo. Over time, Grimm became the personal bodyguard of the merchant not because of pay or loyalty but because of his love for Groo.

One day at dusk, unexpectedly only an hour out of the city, a horde of angry and desperate goblins ambushed the caravan, later learned were forced from their home by an adventuring party. Groo sensed imminent attack but nothing could prevent the rich merchant from taking a hand-axe to the back of the head. Quickly grabbing the belt pouch of the dead merchant and gathering his equipment, Grimm called to Groo and ran for a forested area opposite the direction of the approaching goblin horde. From the safety of the trees, Grimm used his bow to kill any goblin that strayed too close while petting Groo to stand down. The stupid goblins burned the caravan which alerted the city guard. Although they would arrive too late, the approaching galloping horses and the resounding horn would frighten the panicking goblins. The guard gave chase as the goblins scattered into the night. With Groo at his side, Grimm slowly walked back to the city knowing that he would never guard another merchant caravan again.

Grimm is a human 1st-level fighter henchman. He is tall, muscular, and agile with tan skin, dark brown eyes and hair. He is ready with his companion Groo to help an adventuring party acquire treasure at their earliest convenience.

The creature stat-blocks below will be used as an example of common terms, abbreviations, and rules used in the game.

GRIMM, Human fighter 1: HP 9; AC 16; AB +2; ATK long sword(1d8+2) or 2 short bow(1d6+2); MOVE 12; SAVE 14; (STR 17, DEX 13, CON 14, INT 9, WIS 8, CHA 10); GEAR chain armor, shield, long sword, short bow(range, 50-ft), arrows(20), dagger, backpack, bedroll, chalk(2), flint&steel, dried rations(5), rope 50-ft, large sack, torch(5), waterskin; CWT 88 lbs.

GROO, War Dog: HD 2; HP 8; AC 12; AB +2; ATK 1 bite(1d6); MOVE 14; SAVE 16.

Explanation of Creature Stat-Block

Ability Scores

PCs, henchmen, and other class-based NPCs have ability scores that range from 3 to 18 for **Strength** (STR, muscle and physical power), **Dexterity** (DEX, agility and balance), **Constitution** (CON, health and stamina), **Intelligence** (INT, learning and reasoning), **Wisdom** (WIS, willpower and intuition), and **Charisma** (CHA, leadership and appearance).

Strength (STR) is the prime attribute of fighters and is useful for other classes, a table is detailed below.

Score	To-Hit Modifier*	Damage Modifier*	Open Doors	Carry Modifier (in pounds)
3–4	-2	-1	1	-10
5-6	-1	+0	1	-5
7-8	+0	+0	1-2	+0
9–12	+0	+0	1-2	+5
13–15	+1	+0	1-2	+10
16	+1	+1	1-3	+15
17	+2	+2	1-4	+30
18	+2	+3	1-5	+50

NOTE STRENGTH BONUSES APPLY TO BOTH MELEE AND MISSILE WEAPONS USED BY FIGHTERS ONLY!

Armor Class (AC)

Armor Class is a target number that represents the relative protection against physical attack. The base AC is 10. A higher AC gives greater protection. The type of armor, DEX 13 or greater and natural armor (monster only) add a bonus to the base AC. Grimm wears chain armor (+4) and shield (+1) with DEX 13(+1) giving him a +6 bonus for total AC 16; Groo has AC 12 due to natural armor only.

Attack Bonus (AB)

Attack Bonus is the bonus on the roll of a d20 to hit a creature by either equaling or exceeding the AC. It is based on the character class level and the STR 13 or greater for the fighter class. Grimm is a 1st level fighter (+0) with a STR 17 (+2) for total AB of 2. Groo has an AB +2 to hit creatures with its bite.

Attack (ATK)

This item describes the number and type of **attack** and the resulting damage. Groo attacks with 1 bite for 1d6 points of damage. Notice the +2 damage bonus Grimm gets for his longsword or longbow because of his STR of 17.

Carry Weight (CWT)

The total weight carried by the player character or henchman is called the **carry weight**. The maximum weight carried is 300 lbs plus a carry modifier determined by STR. Basic miscellaneous equipment is 10 pounds. Armor and weapons have an individual weight. Coins and gems weigh ten to one pound.

Hit Dice (HD)

Hit Dice determines the relative power of creatures; PCs and henchmen have a level equal to HD up to a specified maximum by class. When Grimm reaches 2nd level fighter, he will have 2 HD; Groo is a 2 HD war dog that will remain unchanged.

Hit Points (HP)

Hit Points are a measure of the combination of stamina, skill and luck that are reduced by damage to the creature. HD determines the number of HP. CON 13 or greater gives +1 HP bonus per HD. For all creatures, hit points reduced to zero or below result in death.

Gear

The **gear** or equipment required for success include armor, weapons, and 50 feet of rope. The primary unit of currency is the gold piece (gp) although equipment is selected for all pre-generated characters. A particular important piece of gear is the torch with flint & steel. The torch burns for 1 hour (6 turns) with light in 30-ft radius.

Movement Rate (MOVE)

This dimensionless number represents the **movement rate** or speed of a creature. It is a measurement of distance traveled per unit time. Time in the game world is measured in rounds and turns. A round is one minute and a turn is ten minutes of game time. Turns are used to measure normal movement during exploration; rounds are used in combat. Both distance and time vary with circumstances per the table below.

Weight Carried	Move	Combat	Explore	Run
Up to 75 lbs + Carry Mod	12	12 ft/round	240 ft/turn	480 ft/turn
76–100 lbs + Carry Mod	9	9 ft/round	180 ft/turn	360 ft/turn
101–150 lbs + Carry Mod	6	6 ft/round	120 ft/turn	240 ft/turn
151–300 lbs max + Carry Mod	3	3 ft/round	60 ft/turn	120 ft/turn

Saving Throw (SAVE)

A **saving throw** is a target number to avoid or mitigate a special attack such as magic or poison. Roll a d20; if the result is equal to or greater than the target number, the saving throw succeeds.

Combat

You are ready to go exploring the dangerous fantasy world that the players and the Judge work together to create. The game can start anywhere, at a tavern in town or at the entrance to an ancient tomb. The party decides to go where it wishes, however, in any case, eventually monsters are going to try to kill you. Regardless of the effort to promote diplomacy, combat will eventually be the primary option. Intelligent monsters will believe the party are thieves attempting to steal their treasure. Non-intelligent ones will just try to eat you. There is no guarantee that the monsters will not overmatch the party; therefore, a strategic withdraw may be necessary for continual survival.

Surprise

During exploration, there is the possibility of an encounter where one side is unaware of the other. This can be based on common sense instead of a die roll. If a roll is called for by the GM, roll 1d6 for either or both groups. If the result is a 1 or 2, the group is surprised. If both groups result in a 1 or 2, surprise is cancelled.

Combat Order

1. Surprise and Distance. The GM determines surprise, if applicable. The distance of the encounter may also be determined, as appropriate. Typically, distance of discovery in an underground setting is 10-60 (1d6*10) feet.

2. Declare Spells. Spell casters state if casting spells. The casting starts at the beginning of the round. The spell is finished and takes effect on the party's initiative.

3. Determine Initiative. Each side rolls a 1d6, and the highest result acts first.

4. Initiative Winner. The winning side casts spells, moves, and attacks with results taking effect.

5. Initiative Loser. The losing acts but if a caster has taken damage, the spell is lost.

6. End of Round. The round is complete; if combat continues begin again starting with declaring any spells for the next round.

The Attack Roll

A d20 is rolled whenever a creature attacks. A bonus applied may include the class/HD attack bonus, a Fighter's strength bonus, dexterity bonus for missile weapons, and/or a magical weapon bonus. A penalty may come from enemies hiding behind cover. If the total attack roll is equal to or greater than the defender's AC, the attack succeeds. A successful attack inflicts damage which varies with weapon or attack type. Damage is subtracted from defender's hit point total. A creature with zero hit points or less is dead.

Combat Situations

1. **Melee Attacks.** A melee attack uses hand-held weapons such as a sword, battle axe, or mace. Combatants must be within ten feet of each other in order to make a melee attack. When in melee, a defender effectively blocks a space of five feet; therefore, an enemy cannot move past without first killing the defender.

2. **Missile Attacks**. A missile attack uses ranged weapons such as a bow, dart, or a thrown weapon. A PC's dexterity bonus is added to the missile attack roll. If the PC is a fighter, an extra Strength bonus may be applied. Missile weapons have a range, shooting or throwing beyond this range are at -2 attack penalty. The weapon cannot reach farther than twice this range. A few missile weapons have a rate of fire greater than 1 attack/round; bows are 2 and darts are 3. Grenade attacks have a range of 10 ft. and include burning oil and holy water against undead. Both grenade attacks cause 1d6+1 points of damage with a successful hit and additional 1 point of damage for the next 2 rounds. These types of attacks are both considered touch attacks against AC 10, regardless of actual AC.

3. **Spells.** Spell casting starts at the beginning of the round. Spells cannot be cast if the caster is in melee within ten feet of an opponent. If the spell caster suffers damage during the casting, the spell is lost.

3. **Attacking from Behind.** Any attack from behind has a +2 attack bonus, or +4 if made by a Thief. Most PCs have two ways to attack from behind during combat. One is to surprise an opponent and the other is when an ally is attacking from the front. In addition to these two ways, a Thief with a successful hide in shadows check can attack from behind.

4. **Retreating.** If a creature moves out of the ten foot range while in melee, the attacker receives a free attack with +2 attack bonus.

An Old-School Primer

This module is intended to show how old school roleplaying provides enhanced descriptions and provides not only storyline and encounters, but creates a feeling of "being there". I have borrowed from work supporting Matt Finch at North Texas RPG Con in 2011 and sessions run at PaizoCon in 2011 and 2012. Kudos to Tabletop Adventures (http://www.tabletopadventures.com) for the great work put in over the years in providing table ready description text. Back in the old days, this was the way it was done—on the fly, by the old timers (and this author counts himself an "old timer").

Rules were few, people did not really understand roleplaying games as they do today, and we had to make them smell, hear and feel the stench of the dead body, the weird drumming sounds in the deep, and the cold, clammy touch of a ghoul's claw.

When the game was new, none of the players had read 100+ RPG books. They did not know if a dwarf was a 6-inch tall faerie or one of Tolkien's hardened miners with an axe and a love of gold. We had to tell them. As the game has evolved, we have a more educated and cunning set of players. In order to stay a step ahead, the Judge must create and describe many situations both hazardous and benign with equal enthusiasm. Players can be kept on their toes and edges of their seats by harmless blue flowers and deadly poisonous yellow flowers if they don't know which is which. The art of storytelling in our favorite game is not dead—heavens no—but to really get back to the roots of the game, it helps to provide mystery and fear.

Some players have joked with me over the years that they never know when to let up—and instead assume combat mode as soon as "flavor text" gets heavy. Having personally never been a fan of the "spot check" or a blind roll to "disarm the trap" without having it fully described, I use flavor text to allow players to creatively solve problems by asking questions and better understanding "what it is" that their characters see and do. Secret doors are not automatically opened…they must be examined, loose bricks and levers must be searched for, and so on. An orc is not just an orc. It could be a hairy humanoid, with jutting tusks and whitish green skin, barking in an obscene, unintelligible language while it charges at you with its rusted poleaxe! The troll does not simply "regenerate", but its wounds close over the arrows in its chest almost faster than the blood drips from them.

This is the stuff of 1975.

I have tried in this module to provide the Judge with enough information to improvise and make the most of description as a technique in his or her game. Resources exist (Tabletop Adventures, and our very own *Tome of Adventure Design* come to mind) to add to this as deemed needed. It's not the only way, nor the best way to play. It's just how I play, and I play **Swords & Wizardry**.

This adventure is designed for 4-6 characters of levels 1-4. The setting may seem fairly easy for characters above 1st level, however, I would enjoin upon the judge to play his or her monsters to kill. Treat them as if they were your own player characters. A goblin with a bow would never get near Joe Platemail III with his huge sword and slow movement rate. A crocodile would grab a lightly armed opponent and drag them into the water—it would never stand and fight a group of 5 men toe to toe. Ghouls would paralyze one opponent and then move to the next, zombies would. well, ok, they would act like zombies and just stand there and attack.

Two things make fairly played monsters in my games. One is that I play them as smart as they are, and the second is that I roll all dice openly on the table for all to see, and mandate that all do the same. Oddly, people think I am discouraging player cheating. In reality, I find (even in my own case at times) it's the Judge who more frequently dances the dice to keep characters alive. Give these things a shot and see what the results are. I have found that the players are more in love with the challenge of the game and less in love with their characters. Likewise, a player who has reached higher levels (as high as 4!) has truly made an achievement.

On the player's side, it is of critical importance, at least to me, that they learn how to run as well as fight. As Gandalf said, "there is always something bigger in this world than yourself". Truly skilled old school players employed many means of evasion as well as tricky means of fighting the bad guys. Old rules even included methods for increasing odds (gold pieces thrown behind for intelligent monsters, food for the less intelligent monsters), and just because it was "there" did not mean you had to kill it—at least yet. Players would base entire game sessions and plans on taking out a single BEBG (big evil bad guy) that they had previously escaped from.

That is why speed, evasion and care are required. As experience points (XP) for slaying monsters are few, and for gathering loot are big, it made far more sense to avoid wasted resources by killing everything that crossed one's path, and instead staying goal focused and keeping one's eye on the ball. The big monsters (intelligent ones) have big treasure (and big XP). The bugs (and purple worms) have none.

A Note about Equipment

One of the things that was noticeably different in the old days was the clever use of all kinds of mundane gear in the dungeon and wilderness setting. There were no magic or semi magic (thunderstones, sunrods, etc.) items available for players to rely on as a "given". A single magic potion is a truly big deal. Iron spikes to temporarily bind doors, crowbars to crack open chests and lift gates, burning oil to block corridors, and 10 foot poles to prod ahead in corridors all were a major part of the game. *What* you took with you into the dark deeps of the dungeon often meant the difference between death and survival. After all, when trying to block the crypt door from the incoming group of orcs, a certain famous fantasy figure used an old poleaxe to wedge the door so that his friends could loose several rounds of arrows into the horde before melee was joined. Effective.

Often players would come up with truly ingenious uses for seemingly simple materials to delay, confound or catch monsters. Likewise monsters like kobolds would use scorpions on long poles, a series of traps and even oil to fight back against the big, bad adventurers. It's up to the judge to determine what works and what does not work. I always apply a reasonableness standard to each idea. A good judge can have the monsters educate the players by using this type of trick (perhaps dropping flaming oil on both sides of a corridor and shooting arrows at the players and then running away?). Fairly soon, the players will be doing the same to your precious pet monsters.

A Note about Character Stats

Unlike many versions of the game, PC stats in Swords and Wizardry do not have a tremendous effect on game play. Most stats grant a maximum of +1 to any die roll. The two exceptions are the high strength fighter attacking and a high dexterity fighter in parry mode (grants a maximum +4 bonus to AC, although in this case, he cannot also attack).

What stat bonuses did to the game (not a good or bad thing, just a thing), was create a power creep first for characters (+6 damage on a d6 weapon is +200% average damage, for example), and later for monsters as the judge had to create bigger and badder foes just to create a level playing field.

This in turn lead to extremely powerful characters even at low levels, and led to what is today the 4 page, 2 hour character creation phase of many games. Character creation in Swords and Wizardry takes about 5 minutes maximum. The characters are far more defined in the player's mind than what is on the piece of paper they are using as a character record sheet.

A Note about Experience Points And Advancement

Experience in **Swords & Wizardry** works a little different than in more modern iterations of the game. Monsters are worth very little experience, and treasure rules. Typically 1 gold piece translates to 1 experience point

(XP). What this means to the Judge is that one must be fairly stingy with the gold pieces in one's campaign; else the PCs will become high level in short order. This does not mean you cannot give out treasure, it just means that you need to make the players work for it.

In the 1st Edition DM Guide, Gary Gygax wrote a wonderful treatise on a 2000 gp treasure. It contained no gold pieces, and the highest value item was 300 gp (a piece of jewelry). To garner those 2000 xp, the players would have to carefully figure out how to extract value out of the random equipment, foodstuffs, spices and fancy items, find buyers, and convert them to gold. This required interaction with NPCs—be it shops, other adventurers or innkeepers ("I'll give you this tanned beaver pelt instead of the 5 gp for the week at the inn").

A suit of plate armor is a wonderful treasure—it's worth lots of XP *as long as the players can find a buye*r! A jeweled cup might be worth 10 gp (and 10 XP) or it might be worth 100 gp (and 100 XP!). It all depends on what the players can sell it for (or realize value from them in barter).

I typically use creative treasures. Rarely will my players find 200 gp and a 400 gp gem. They are much more likely to find 3 barrels of fine ale (worth 15 gp each), a slightly rusty suit of chain armor with an intricately engraved coat of arms (worth 40 gp or 200 gp if sold back to the noble family that owns the coat of arms), 2 long swords, a bardiche, a suit of leather barding, 12 oil flasks, a backpack full of fine silk (60 gp worth), 422 sp, 110 cp, and a set of platinum earrings set with rubies in the shape of tiny birds (worth 75 gp).

It's about the same total value, but the players may only get 43 XP (the coins) or much more if they cleverly sell the gear and trinkets. Likewise, during treasure distribution, a player may really want that magic potion—but if he takes the potion (0 XP) he may have to let the other players take the monetary treasure and thus gain XP. It's a tough decision.

Money = XP. It is irrelevant how the individual player (experience is by a person, not the group) gets it. The only exception is that no XP should be awarded from gold gained from other player characters, not even for selling their gear if killed.

Monster experience is typically very low. While **Swords & Wizardry** dictates XP for killing monsters, in my own campaign I typically award much less. My standard is 1 XP per hit point for normal monsters, and 2-3 times that if the monster possesses significant special abilities. For example, a bandit may have 5 hp, and carries 30 gp worth of gear (money, a bow, leather armor, and some minor treasure-like items). The bandit is worth 5-35 XP—5 if just killed and left in the field, but up to 35 if the players take his stuff and sell it for full value. Not bad for a 1 HD, 5 hp critter.

Alternatively, a giant centipede has no treasure, and 2 hp. I would award 4 XP for killing one (2 hp, doubled for poison). A medusa with 32 hp would be worth 96 XP (assuming she carried no treasure), since a stone gaze is a very powerful ability—hence 3x her value.

Unlike many versions of the game, PCs gain power in **Swords & Wizardry** *very* slowly. The game is designed so that a 10th level player character is very, very rare. In my original game back in the late 1970's and early 1980's, the characters reached 8-9th level after 2-3 years of weekly play. This is not to say that every judge should provide for such slow advancement, but I have to tell you, the player skill gained by this slow crawl through levels was extreme. Frankly I have never played with more skilled, dare I say it, "opponents". These guys became expert in hit and run tactics, evasion of monsters, and "getting the maximum reward with the least risk. One time they drew a troll off on a wild goose chase while the thieves looted it's lair. On another occasion, they drew unaligned monsters (a cockatrice and an ogre) towards each other so that the monsters would kill (or weaken) each other. Clever play.

They avoided fights, only attacked when they had a tactical advantage, and usually came away with the bulk of the rewards. They used their brains to advance rather than their brawn. The focus of their play was to 1) keep everyone alive, 2) get treasure and xp, and 3) rob monsters rather than fight when possible. Sure they killed plenty of bad guys, but the focus was on winning, not killing.

Again, none of these are rules—it's just "a" way to play, albeit one I have found very rewarding.

A Note about Magic Items and Magic Item Creation

In old school games, magic item creation was virtually impossible. This made magic items rare to an extreme, and created situations where a single *+1 sword* was a huge treasure. High level (7-8th) characters might have 3-4 minor items. Certainly no extremely powerful items graced their gear sheets. The unique items frequently were the whole object of a quest or series of adventures.

I have always treated magic items in the same way that later versions of the game have treated artifacts. They can be found mostly in the dark places of the earth, and the current owners typically use them when they fight. Certainly minor potions and scrolls do pop up now and again, as do the random minor item—but anything of great power (think *vorpal sword*, or wand) usually are rare and only found in dungeons. Characters would have to go to great lengths to get them, and get out alive again.

Magic item creation in some versions of the game has created a situation where even low level characters have access to potions, scroll, wands and even minor miscellaneous items on a regular basis. This in my mind has created two things—1) magic items found in treasure a "ho-hum, another *+1 sword*" and 2) power gaming has risen to an extreme. It's hard to challenge a group of 3rd level characters with a 3rd level monster if they are all decked out with magic weapons and potions. That causes the judge to increase the levels (or magic items) that each monster has to catch up, then the players kill it, get more magic items, and the judge has to again increase the monsters power quotient.

Honestly I have seen this spiral out of control in many games in which I have played or run (I actually did run a 3E campaign to see how the game was played for a few months). In an age of CCG and MMO power players, it can get pretty out of control pretty fast when every character quaffs a potion and reads a scroll before every boss fight.

Swords & Wizardry plays a bit differently. Only very high level characters (typically wizards and clerics) can make magic items. Magic item creation takes a long time, and costs the player a great deal of time in terms of research, gold and consultation with sages etc. This means that to forge that *+1 sword*, a wizard may not be able to adventure for several months (not gaining XP with his buddies that whole time). He may have to hire dwarven artisans to craft the sword from a special meteoric iron that costs its weight in gold. Finally, crafting the final incantations in to the sword could fail, ruining the whole process and losing time and money.

Minor items such as scrolls and potions are easier to make for sure—but still take time and money. I have applied a standard of 7th level for potions and scrolls, and of 12th level for other items as the minimum caster levels required to create items. Again, not a hard and fast rule (akin to AD&D rules—and taken from them!), but it has worked well for me. Look for an upcoming book from Frog God Games detailing some rules for this topic.

A final word on this—magic items should be very scarce in **Swords & Wizardry** games. The power level of both characters and monsters is quite low compared to most other versions of the game. Remember, an ancient red dragon only has 88 hp! It is not much of a challenge if both party wizards have crafted *wands of lightning bolt* at 5th level and can do 40 points of damage a round to the dragon.

A Note about use of Non-Player Characters and Henchmen

One difference I have noted in the past few years is that few players heavily invest in the hiring and upkeep of henchmen, hirelings, and (with the exception of druids and rangers) pets. In the old days, most parties of characters would have a retinue of crossbowmen, spearmen, torchbearers, pack animals (see treasure above) and fighting pets (usually dogs). Henchmen differ in that they are actually class-based characters and can advance in level with the player characters.

Sure this cost them XP (I always divide monster XP by number of combatants total), and it caused them to expend those hard earned gold pieces, but it gave them both cannon fodder and increased capacity to go on extended dungeon and wilderness crawls.

Having 3 extra bowmen to shoot at the bandits with, or having those 3 pack mules to lug those kegs of ale became very important. Equally important was keeping morale of the retinue up (by overpayment, rewards and loyalty to one's henchmen). Lastly, this created a situation where the oft forgotten Charisma score of the characters was trivialized by many players. Simply put, a high charisma character that spread a lot of cash around to his retinue, shared the spoils of war with them, and healed or raised them when hurt or killed created a loyal following that would fight, protect and even die for their liege.

Likewise, poor treatment, a failure to heal or pay these hirelings, as well as a poor track record for keeping them alive created situations where no one would work for the characters; else charge exorbitant amounts for service, or even steal or betray them. NPC loyalty had to be kept in mind by the Judge so as not to allow an assumption of fanaticism create a situation where players could abuse the game with 20 archers in every encounter.

One other note on this, especially as it relates to pets. Scary stuff scares the retinue. A dog, even a highly trained attack dog, would run in terror from something undead or unnatural. A henchman would not stand and fight a medusa once it realized what it was. Players are responsible for dictating fear or lack thereof for themselves, but the Judge needs to consider what reaction the ex-farmhand torchbearer would have on facing a dragon.

A Note about Character Death and Resurrection

One fact about **Swords & Wizardry**, as well as old-school games in general exists. Player characters die. Frequently.

Since character creation is so rapid, it is not a problem to re-integrate a slain player in to a party. That being said, as a Judge (and I am always looking for ways to eat up that gold the players keep getting), I have never been opposed to allowing characters to be healed or raised from the dead by the local temple. Certainly the priests will charge a fair fee for this, and would refuse to cast a spell on a character of opposite alignment or a known criminal; but in general, the game lends itself to the need for NPC priests to bring a dead character back on occasion.

This is not to say that you as the Judge should make it easy or automatic—however this Judge at least does make it available. I typically charge the players 1000 gp for a *raise dead*, and apply other fees for spells such as *cure disease, blindness*, etc. as needed. I also subtract these costs from the XP driven treasure gained from the adventure. Keep in mind that not all towns have a priest who can raise the dead. It can be the whole point of an adventure just to get the dead PC to a locale where a priest can raise him. Then there is always the option of a *geas* or *quest* in lieu of fee. I love those spells. Level drain is a bit more permanent (and requires a 7th level spell to reverse—so fear those wights and wraiths!).

Hall of Bones

In the interest of getting going right away, for the sake of this game, it can be assumed that the players have met up in a tavern, had a few drinks, and heard rumors of a dungeon complex a few miles for town. The dungeon legends tell that a dark necromancer has been conducting foul and terrible rites deep within the dark caverns below an old ruin. It is said that vast riches are buried here, and that if one can simply slay the evil under the ruin, he would be as rich as a king!

The Judge (who by now should be the only one reading this) should take a few minutes and familiarize himself with the next section. This can be done while the players are getting to know one another, and studying the notes and intricacies of their player characters.

The PCs are assumed to have hired a henchman (and his dog, Groo) prior to the adventure, hence rounding out the party to include 2 fighters, a cleric, a magic-user and a thief, as well as a pet. It is also assumed that the party have already purchased all of the gear that they have, and have left the town for the dungeon.

The party has reached a set of ruins consisting of several old stone buildings, all fallen into decay and overgrown with weeds, moss and lichen. None of the roofs are intact, although several walls stand high, and at least one chimney still stands. There is evidence that the buildings were burned, and bits of wood and shattered pottery can be found. Map 1 details the ruins themselves. No specific wandering monsters are encountered here, although if the party decides to sleep overnight here, there is a 50% chance that 1d6 **giant rats** comes up from below and attack them.

Giant Rat: HD 1d4 hp; AC 12; AB +0; Atk 1 bite (1d3); Move 12; Save 18.

The party will no doubt begin to search for an entrance to the catacombs below. They find several small (2-foot diameter) tunnels at random spots (rats), but there is no immediately visible entrance. The Judge should allow them to explore the area, giving vivid descriptions of charred roof tiles, shattered vases and bits of partially burned wood and bone. Careful search even reveals a shattered human skull in one building.

In the largest building (the one with the intact chimney) is almost completely overgrown by ivy. One section of the ivy is dead and brown (don't give this up right away unless they ask), and the rest is green and alive. The dead ivy covers a wooden faux wall, loosely nailed together, leading to a small (8-foot wide) stone tunnel leading down 40 feet (with steps). Map 2 details the dungeon level.

1. Entrance Tunnel

The tunnel consists of 80 steps leading down to a small room below. If the ceiling and walls are carefully inspected with a light source, the characters find a round hole (about 2 inches in diameter) on the right hand side of the tunnel about waist high. A similar hole exists 20 feet further down the staircase on the left hand side. The hole goes back 3 feet, although a few wood splinters can be found only 2 inches inside. This hole is a safety for the pit trap at A. If a torch or pole is inserted into the hole, the person doing so feels a light "click" if it is inserted over 3 feet inside. As long as the object is left inside, and for 2 minutes after (if it is removed), the pit door is locked and will not open if crossed.

If the safety is not activated, the threat of a pit trap is present halfway down the stairs.

Pit Trap, 10-ft deep, 1d6 damage for fall, unless detected first rank automatically falls, second rank makes saving throw or falls.

2. Entrance Room

The base of the staircase opens into a 20-foot square room. There are doors to the left and right. Cobwebs cover the ceiling, and 6 large barrels (3 of water, 2 of ale, 1 empty) are stacked against the far wall. Dust covers everything except the empty barrel, and one of the water barrels. Three empty sacks with traces of grain and one rotten apple lie discarded in the far left corner. If the characters inspect the room carefully before entering, they notice fine footprints leading to the right (to Room 3). Both doors are swollen in place and difficult to open (normal open doors chance). If either door requires multiple attempts to open, the **ghouls** in room 3 are alerted and ready to surprise the party.

3. Groovy Ghoulies

Ok, hopefully you as a judge get the pun (and are as old as I am). This room is 30 x 40 feet, with a ceiling supported by six, 2-foot diameter stone pillars. The walls are made of carved stone and brick, with interspersed timbers holding back the soil that leaks through cracks onto the room's floor. The 10-foot ceiling is made of old timbers. Rough treatment of the ceiling could cause it to collapse (unlikely unless someone does something really stupid). Tapping on it causes soil and dust to fall down, making a dwarf character very nervous.
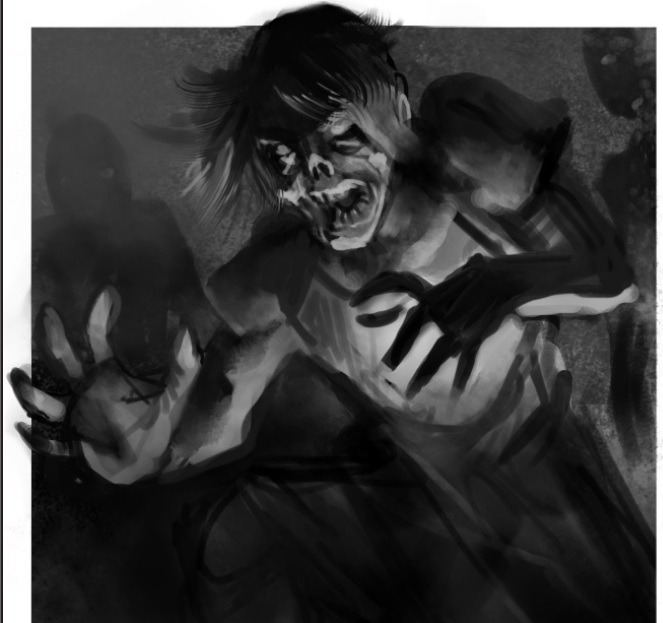
Ghoul

HD 2; AC 13; AB +2; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save: 16; Special: Immunities, paralysis.

Ghouls are pack-hunting undead corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

The room itself is strewn with junk. Old broken furniture, several large rocks, broken crates and boxes litter the floor everywhere. The door at the far end of the room leads to room 4. If the door to this room (and room 5) was opened on the first try, the Judge should roll for surprise. Otherwise, the room inhabitants (**2 Ghouls**, hp 11, 7) lie hidden in the debris and attack from surprise; gaining a full round of action before initiative is rolled!

In the far left corner of the room is a small pile of freshly gnawed pig bones. The meat is all gone, but some sinew remains. Beneath the bones (if inspected carefully) the stones of the floor have been removed. The soil in this corner seems loose, as if freshly dug. If the characters did down 2 feet, they locate a small locked iron box containing the ghoul's treasure. The key to the box is in the 11hp ghoul's stomach.

The box contains 72 sp, 44 cp, and a small ivory inlaid broach in the shape of a dragon's head worth 20 gp. The box itself is worth 20 gp if intact. The interior of the box is lined with cedar wood, and the left side appears thicker than the right side (tell them only if they examine it closely). Careful tapping indicates that the left side panel of the box is hollow. If pried loose (carefully, this can be done without damaging the box), a potion of healing (1d6+1 hp healed) is found. If the box is smashed open or otherwise roughly handled, the bottle will be broken and potion is lost.

4. The Spider Cavern

The door from area 4 opens into a large (200 feet long by 60 feet wide) cavern. The walls and ceiling of the cave are literally covered with webs and nests of **60 Giant Spiders**. There are over 60 huge spiders present in the cave, and to attempt to cross it would be suicide. Twenty feet into the cave is a 10 foot diameter wrought-iron cage, with bars set 3 inches apart. The cage door faces the entrance and is latched with a simple slide bar (that can be opened from inside or outside of the cage easily). The cage contains shackled human bones (a ruse), with grinning faces leering at the door to area 3. This is a trick of **Clarence the Bone Cobbler** in the area beyond this cavern. At the far end of the cavern (too far to see with any light source the party might possess) is a similar cage. The cage at the far end of the tunnel has only a simple trap door (no bricks), and is placed against the wall, with a door to area 7.

The trick is for the PCs to quickly run into the cage (complete protection from the spiders, similar to shark cage). Clever players will note that the cage floor consists of un-mortared bricks—NOT stone like the rest of the cavern. The bricks have chipped and smoothed edges and can easily be pried up, revealing a wooden trap door leading down to a tunnel beneath the cavern. Anyone trying to cross the cavern without using the cages is in real trouble. They are attacked by 1d6 giant spiders per round (each) until all players or (less likely) spiders are slain.

Spider, Giant (Man-sized, 4-foot diameter): HD 2+2; AC 13; AB +2 ;Atk Bite (1d6) + poison; Move 18; Save 16, Special: Poison (+1 save or die), surprise.

Man-sized giant spiders surprise on a roll of 1–5 on a d6, being able to hide well in shadows. Most are not web-spinners, although these are.

5. Empty Room?

The right door from the entrance chamber opens into a 20 x 20 foot brick room with a door at the far end. The ceiling is made of timbers, and the whole is supported by a single 3-foot diameter pillar. There is a sweet smell (like roses) that permeates the room, and the air seems very dry. The room appears to be empty, except for the moss and lichen that cover the walls and ceiling. Covering the door is a purple-colored moss (the ceiling has a more yellow hue). If the door is opened (normal dungeon chances), it activates the moss (all in the room save or sleep), which also drops on the 10 foot section in front of the door.

Purple Moss

This plant is a distant cousin of yellow mold. It feeds on moisture, so any area in which it grows is always extremely dry. Purple moss emits a sweet smell to a range of 10 feet that has the same effect as a sleep spell. A victim that falls asleep is quickly covered by the moss. It takes 1 round to cover a small creature and 2 rounds to cover a human-sized creature. A creature so covered suffocates in 1d4 rounds. Slain victims are digested in 1d2 hours by acidic secretions from the moss. Purple moss can be destroyed by fire.

Muir

Goddess of Virtue and Paladins,
Areas of Influence: Law, Good, Protection, War,
Symbol: Blood-red upraised sword on a white background.
Garb: White wool robes with an upraised sword and hand in red. **Favored Weapon:** Long sword
Form of Worship and Holidays: Regular worship and fasting on the eve before known battle or before confirmation or promotion of the ranks of the faithful.
Typical Worshippers: Humans and paladins

Muir is the sister of Thyr. While he represents law and peace, she represents the martial valor necessary to make that peace a reality. As such, she is the goddess of paladins. She is often depicted as a dark-tressed maiden warrior in shining mail with an upraised (often bloodstained) sword. She is noble and single-minded of purpose. The tenets of her worship include honor, truth, and courage. A great order of paladins known as the Justicars are sworn to her service. Muir expects self-sacrifice, humility, and charity as well as unswerving loyalty. Her standards are extreme and she quickly turns her back on any who fail to live up to them. Those who maintain her standards, however, may become Justicars, an order of paladins imbued with even greater holiness. Her symbol is a blood-red uplifted sword on a white background, symbolizing her endless fight against evil. The falcon is her sacred animal. She is the tireless foe of all evil creatures and undead, demons, and devils in particular are her sworn enemy.
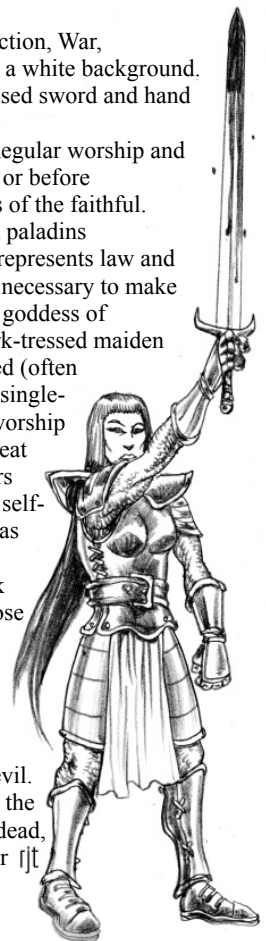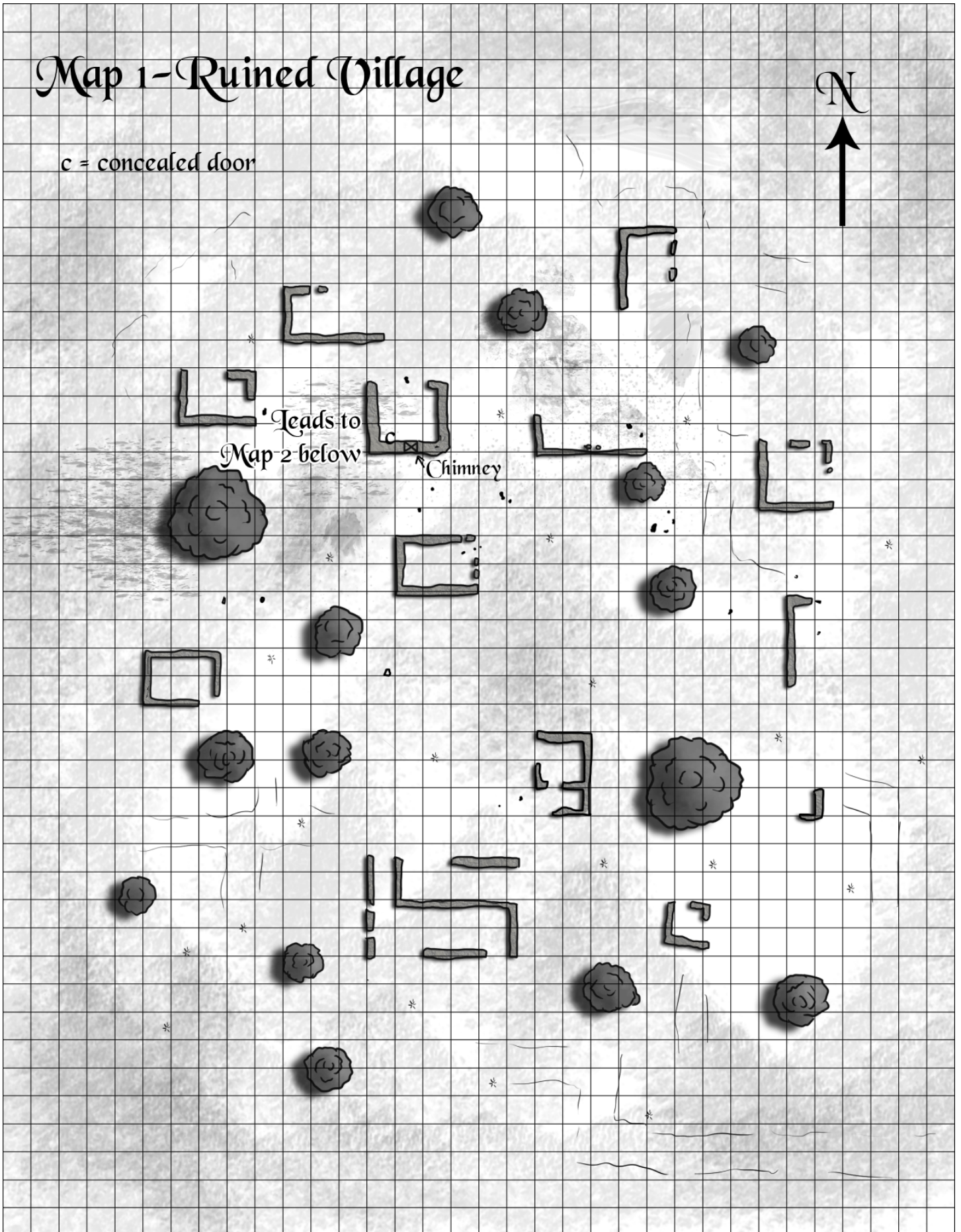
Map 1-Ruined Village

c = concealed door

Leads to
Map 2 below

c

Chimney

Map 2-Halls of Bone, Dungeon Area

To concealed door above

1

Holes in wall ⋅ ⋅ Pit Trap

1 square = 10 ft.

2

5

6

Altar and holy water font

3

Dirt Pile

8

Cages

4

A

Tunnel under Cavern

Rat Tunnels

Small River

7

9

Shattered coffins and debris

S
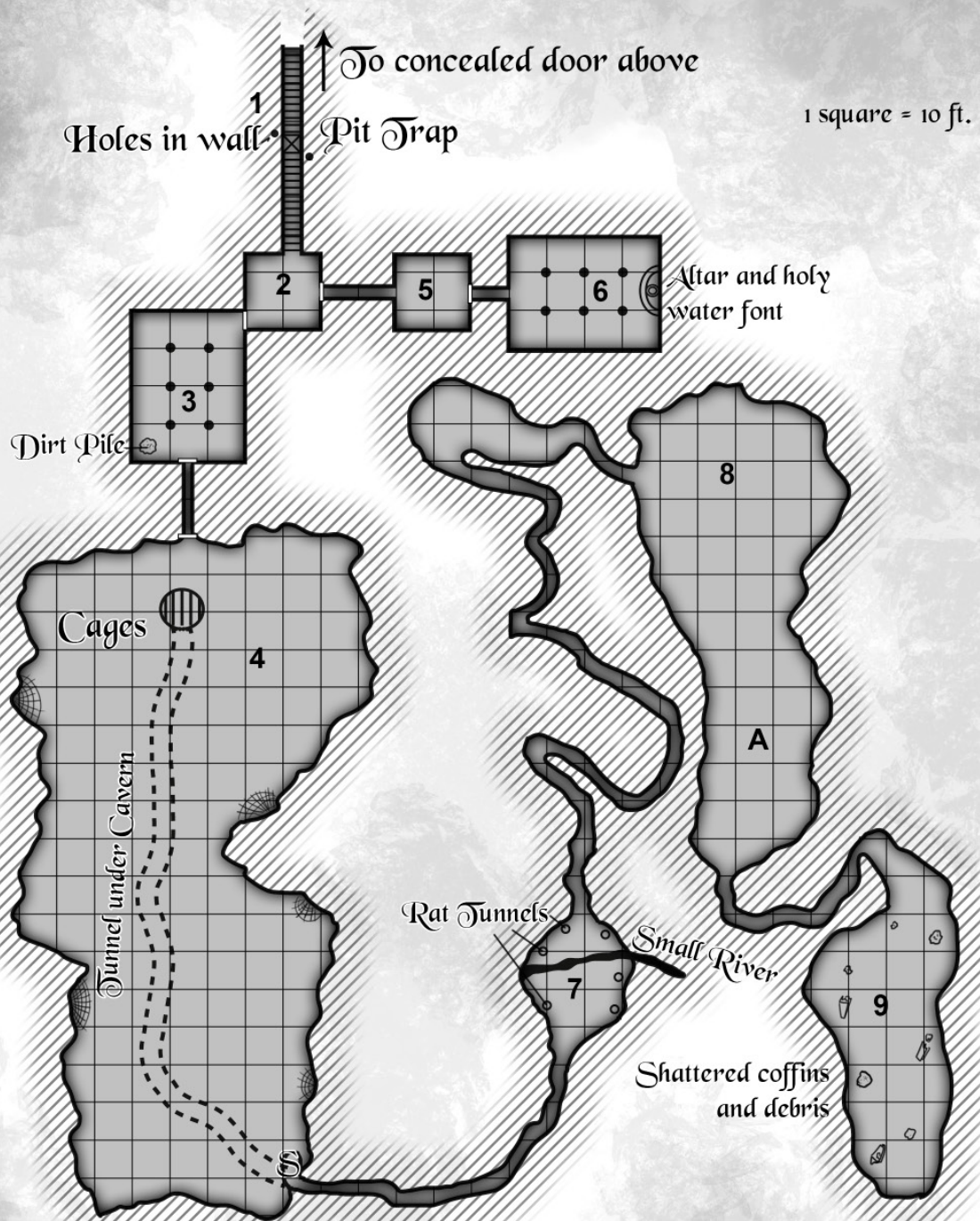
6. The Chapel

This area is (rightly) ignored by the denizens of the place. The room itself is 30 feet wide and 40 feet long, and is composed entirely of carved stone walls. The stone ceiling is supported by six, 2 foot-diameter pillars. Holy symbols of the goddess Muir (the goddess of paladins) are engraved on the walls. At the far end of the room is a *holy altar* dedicated to the goddess. The altar itself is composed of fine, white alabaster and houses a large silver font of running water (worth 3000 gp, but better left intact).

The font runs continuously with cold, clear water. This is *holy water*, the bane of undead, and up to 5 vials can be collected each week. Each vial worth does 2-7 points of damage if it hits (roll vs. armor class 10, regardless of actual armor class). Any receptacle can be used to collect the water, however it loses its potency within 1 hour unless it is collected in lead-glass vials.

Further, any character damaging the altar loses 1 level permanently. Finally, as long as the altar is intact, characters can rest here as long as desired without fear of any evil monsters attacking them.

7. Not the Chapel

The door from room 4 leads to a 30 foot diameter cave with a tunnel leading out to the left. The walls and ceiling are of natural stone, and several rat tunnels lead into the cave. The dirt floor is cut with a small stream (6 inches deep) cutting through the calcite sand and bat guano and exiting the cave to the left. Bats flit around the ceiling, using the myriad of rat tunnels as egress to the surface. There is a 40% chance that **1d6 Giant Rats** are present at any time. They attack any that enter the cave.

Giant Rat: HD 1d4 hp; AC 12; AB +0; Atk 1 bite (1d3); Move 12; Save 18.

8. Down We Go!

The 10 foot diameter stone tunnel from room 7 leads down 120 feet at a 30 degree angle and enters into a 70 foot long, 40 foot wide cavern. Unlike the caverns above, this cave is a wet live cave, with dozens of stalactites and stalagmites dotting the floor and ceiling. A stark sense of foreboding and cold air whisp through the cave from the far end. Scattered on the floor are dozens of bones, animal and human. Hundreds of fungi are present throughout the room. These cover almost every flat surface, and range in size and color from inches high and brown to 5+ feet and vividly colored.

At area A are three five-foot tall pinkish mushrooms. The Judge should have the players show where and when they move their characters through the cavern. These are **Shriekers**, and activate with a glass shattering sound should any approach within 20 feet.

Shrieker: HD 3; AC 12; Atk None; Move 1; Save 14; CL/XP 3/60; Special: Loud piercing shriek.

If the Shriekers are activated, the monster in area 9 is well aware of the presence of the party near his lair. At the far end of the cave (along with a noticeable drop in temperature) is a tunnel exit.

9. The Boss

This dungeon is not inhabited by an evil necromancer as rumors foretold, but instead by a horrible undead creature, **Clarence the Bone Cobbler.** If Clarence is aware of the characters approach (shriekers), he will have already summoned skeletons, and will be waiting in ambush. The tunnel leads 30 feet and opens into a 40-foot diameter cave. Inside the cave are piles of bones and debris, as well as a shattered coffin that

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once housed Clarence. Clarence has 22hp and is armed with a hammer and a **+1 hammer.** There are 5 skeletons present if Clarence has surprise, otherwise, he summons them the first round of combat. Roll their hp randomly. On the second round of combat (first round if he has surprise), Clarence uses his breath weapon.

Bone Cobbler

HD 5; AC 14; AB +5 & +6 (+1 hammer); Atk 1 hammer (1d4) & 1 hammer(1d4+1); Move 12; Save: 12; Special: Animate bones, breath weapon.

The bone cobbler is a tattered and desiccated humanoid often mistaken for a zombie in weak light. The bone cobbler is a malign and evil creature that delights in slaying its opponents and stripping the flesh from their bones. Bone cobblers take the skeletal remains of those they kill and combine them with other bones in their lair. From these bones they sculpt and form weird humanoid or half-humanoid skeletal statues. Once per day, a bone cobbler can animate up to 5 skeletal statues within 30 feet.

These creatures fight as skeletons, though their forms and structures do not necessarily resemble anything remotely humanoid. A bone cobbler can rapidly strip all the flesh from a human-sized creature in 3 rounds using its claws and hammers. Once stripped, the bone cobbler devours the flesh and collects the victim's bones to use in its "sculptures". A creature slain in this manner can only be brought back to life by a *wish* spell. Finally, a bone cobbler can bellow forth a cloud of vapors every 1d4+1 rounds that covers a 10-foot-radius area. Creatures within the area must succeed on a saving throw or be slowed (move and attack at half speed) for 1d4 rounds.

Skeleton: HD 1; AC 11; Atk strike (1d6); Move 12; Save 17; Special: Immune to sleep and charm spells.
Skeletons are animated bones of the dead, usually under the control of some evil master.

If Clarence is slain, the room can be safely searched. Mixed among the detritus are 52gp, 442 sp and 1102 cp. A dirty silk cloak embroidered with images of stars and planets is worth 20gp if cleaned, and a wizard's spellbook containing all first level spells and 3 random second level spells is contained in a wax encrusted wooden box. The box is finely made, and is worth 200gp if intact. Lastly, there is a great treasure for any wise enough to select it.

A small bronze cage contains a golden furred cat. The top of the cage (requires breaking it off to get it) is a golden cat statue (worth 500gp). The cage has an inscription on the front that says "Choose One". If the cat statue is removed from the cage, the cat is just a normal cat. The statue however is a cursed statue of ill-luck, causing the person who broke it off to suffer -1 on all dice rolls hereafter until subjected to a *remove curse* spell. Should someone free the cat prior without taking the cat statue, the cat becomes a **Golden Cat**, and bonds with the character that frees it. The golden statue then turns to bronze.

Golden Cat

HD 1; AC 10, Atk 1 bite (1d2); Save 17; Move 10; Special: lucky/unlucky.

A golden cat is a normal cat with rich golden fur and green eyes. When a golden cat selects an "owner," it grants that creature good fortune. Three times per day, so long as the golden cat is within 40 feet, the owner can reroll one die roll and take the most favorable result. Only one die can be rerolled each round. Each time the golden cat activates this ability and the owner rerolls a die, all other creatures (including the owner's allies) within 40 feet of the golden cat reroll, taking the worst result.

This ends the adventure and your foray into the game of **SWORDS & WIZARDRY**. We hope that you enjoyed this game!

Pre-Generated Characters

There are four basic classes that comprise the adventuring party. Each one has essential skills needed for the survival of the group. The four classes are the cleric, fighter, magic-user, and thief. The stats and descriptions are given below; the player at their option can provide the character's name, appearance, background, personality, and motivation for role-playing purposes.

Cleric

Human Cleric 1: HP 6; AC 15; AB +0; ATK heavy mace (1d6); MOVE 9; SAVE 15; (STR 12, DEX 9, CON 11, WIS 15, CHA 13); GEAR chain armor, shield, heavy mace, wooden holy symbol, holy water(1), oil(1), backpack, bedroll, flint&steel, dried rations(5), rope 50-ft, small sack, torch(5), waterskin; CWT 80 lbs.; Special: +2 save vs. paralysis/poison, turn undead, cleric spell 1

The Cleric is an armored warrior-priest who serves a particular patron deity or religion. Wisdom is their prime attribute. Any armor or shield is permitted. Blunt weapons only such as club, hammer, mace, and staff. No missile weapons other than burning oil and holy water.

Clerics can turn the undead causing them to flee before his holy symbol. Roll 2d10, if the number on the dice is equal to greater than turn number below, 2d6 targeted undead are turned away and will not return for 3d6 rounds.

Undead HD	Examples	Turn Number
1	Skeleton	10
2	Zombie	13
3	Ghoul	16
4	Shadow	19
5	Wight	20

First-level Clerics with a WIS 15 or greater cast a single divine spell per day. Each day, the Cleric selects and prays for a particular spell; once cast, it cannot be cast again until the next day. The choice of spells are the following:

1. Cure Light Wounds (Range: Touch, Duration: Immediate) – Cures 1d6+1 HP of damage.
2. Detect Evil (Range: 120 ft., Duration: 6 turns) - Detects any evil enchantments, intentions, thoughts, or aura within range.
3. Light (Range: 60 ft., Duration: 13 turns) - target produces light about as bright as touch to a radius of 20 ft.
4. Protection from Evil (Range: Caster, Duration: 12 turns) – magical field of protection; evil monsters suffer a -1 penalty to hit and the caster gains +1 on saving throws against such attacks.

Fighter

Dwarf Fighter 1: HP 9; AC 16; AB +2; ATK battle axe(1d8+3); MOVE 12; SAVE 14; (STR 18, DEX 9, CON 15, INT 8, WIS 6, CHA 5); GEAR plate armor, battle axe, dagger, backpack, bedroll, dried rations(5), rope 50-ft, large sack, hammer, iron spikes (10), waterskin; CWT 97 lbs.; Special: darkvision, stonework perception, +4 magic save bonus.

The Fighter is a warrior, trained in use of armor and weapons. Strength is their prime attribute. Any armor, shield, and weapon are permitted. Only fighters with high Strength receive bonuses to hit and damage. As a dwarf, the fighter has a +4 on saving throws against magic, and has enhanced perception regarding features of stonework like sloping corridors, moving walls, and stone traps. The dwarf fighter can see in the dark up to 60 feet.

Magic-User

Human Magic-user 1: HP 4; AC 11; AB +0; ATK staff(1d6) or 3 dart(1d3); MOVE 12; SAVE 15; (STR 7, DEX 13, CON 9, INT 16, WIS 10, CHA 14); GEAR staff, 6 darts(range, 15-ft), backpack, spellbook, bedroll, dried rations(5), waterskin, small sack, flint&steel, torch(5); Special: +2 spell save bonus, M-U Spell 1

The Magic-user is a student of ancient and arcane knowledge that allows the casting of magic spells. Intelligence is their prime attribute. No armor or shield is permitted. Only the weapons of dagger, staff, and darts may be used. Magic-users gain a +2 on savings throws against spells, including spells from wands and staffs.

A first-level Magic-user owns a spellbook and may mentally prepare one spell per day. A beginning spellbook contains five basic spells. The spellbook contains the following spells.

1. Charm Person (Range: 120 ft., Duration: Until dispelled) – Affects humanoid bipeds, such as goblins. If the target fails their saving throw, the creature falls under the caster's influence.

2. Magic Missile (Range 150 ft., Duration: Immediate) – missile automatically hits for 1d4+1 damage.

3. Read Magic (Range: Caster, Duration: 2 magical writings) – allows caster tor read magical writing on scroll or spellbook.

4. Shield (Range: Caster, Duration: 2 turns) – improves to AC 17 against missile attacks and AC 15 against melee attacks.

5. Sleep (Range: 240 ft., Duration: 6 turns) – enemies into an enchanted slumber, no saving throw. Affect the following: 4d4 of less than 1 to 1 HD; 2d6 of 1 to 2+ HD; 1d6 of 3 to 3+ HD, and 1 of 4 to 4+ HD.

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Thief

Elf Thief 1: HP 4; AC 13; AB +0; ATK short sword(1d6) or 2 long bow(1d6); MOVE 12; SAVE 15; (STR 8, DEX 17, CON 9, INT 12, WIS 10, CHA 13); GEAR leather armor, short sword, long bow(range, 70-ft), arrows(20), backpack, bedroll, dried rations(5), rope 50-ft, large sack, hammer, iron spikes (10), 10-ft pole, waterskin; CWT: 46 lbs.; Special: darkvision, secret door detection, +2 device saving throw bonus, backstab, thief skills (Climb Walls 85%, Delicate Tasks 15%, Hear Sounds 3 in 6, Hide in Shadows 25%, Move Silently 30%, Open Locks 10%)

The Thief is a figure of the shadows, an expert in stealth and the delicate tasks of opening locks and disarming traps. Dexterity is their prime attribute. Leather armor only with any weapon and no shield. Thieves gain a +2 bonus on saving throws against devices, including traps, wands, staffs, and other magical devices. Attacking with surprise from behind, the Thief's backstab gains +4 to hit and inflicts double damage.

The Thief has the following special skills:

1. Climbing walls, chance to climb what others canno.

2. Delicate tasks of disabling small mechanical traps and picking pockets.

3. Hearing sounds, mainly includes listening at doors; 4) Hiding in shadows, virtually invisible while moving; 5) Moving silently; 6) Opening locks.

As an Elf, the thief detects secret doors with a 4 in 6 chance when actively searching. In fact, they have 1 in 6 to notice a secret door just by passing in close proximity within 10 feet; the same as the rest of the party actively searching. The elven thief also can see in the dark up to 60 feet.

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