Swords & Wizardry™

0e Reloaded

Quick Start

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What is Swords & Wizardry?

Swords & Wizardry is a fantasy role-playing game, an approximate re-creation of the Gygax-Arneson original fantasy role-playing game and its several supplements as written in 1974.

These Quick Start Rules are meant to allow a group of people to be able to start playing Swords & Wizardry without a lot of preparation. In this game, there are the players (the people who play the adventurers braving the depths of the "The Dungeon of Akban") and the Game Referee (the person who plays the "monsters" and referees the outcomes as the players explore the dungeon.)

The quick start is divided up into three parts: **Players Quick Start**, **Game Referee Quick Start** and the adventure **The Dungeon of Akban**.

The **Players Quick Start** gets you into generating a character, figuring out your class and abilities (such as magic spells) and buying equipment, and then playing the Quick Start adventure. You also get some pointers on how to play.

The **Game Referee Quick Start** presents a very simple adventure for you to play, as well as some pointers and guidance on how a Game Referee can run a Swords & Wizardry session.

Finally, you may notice these rules are very simple and give you a lot of latitude in how things can happen. That's part of what Swords & Wizardry is all about – playing the game the way that YOU want to play it, within a broad set of guidelines.

The ONLY true rule to Swords & Wizardry is: **Have fun and imagine the hell out of this game!**

Players Quick Start

Overview

This section is for everyone to learn the basics of how to create a character and how different things are done, such as combat.

You may notice that there are not a lot of rules here! That's because you, as players, have a lot of freedom in this game. If you want to try and pick a lock, you can do it! If you want to swing on a chandelier, while tossing lit flasks of oil on top of monsters' heads, you don't need a lot of rules to make that happen, just describe it to the Game Referee. The worst that can happen is that the Game Referee decides that your action requires some element of chance, and you have to roll a dice to see if your action succeeds.

In other words, imagine what you want and the Game Referee works with you to see if it can happen. You don't need to look at your character sheet for the "right skill or feat or power" – your imagination and general guidelines help you to do that.

Dice

There are many references to the different dice in the rules, such as 3d6 or 1d4. The first number represents the number of dice to roll, and the last number is the type of dice (number of sides). So: four-sided dice (d4), six-sided dice (d6), eight-sided dice (d8), ten-sided dice (d10), twelve-sided dice (d12) and twenty-sided dice (d20).

Creating a character

A character record sheet is included at the end of this Quick Start. You may make as many copies as you need for everyone who is playing.

To create a character, follow these 5 steps in order:

1. **Generate ability scores:** Roll 3 six-sided dice (3d6) to generate scores for Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. Do not swap scores, adjust points, or otherwise fiddle with the numbers. Just roll the dice and write them down in order on your sheet. Really high scores are not needed to have fun with this game!

   Your abilities might give you an advantage in certain ways or to do certain things if you roll a particularly high score. Write down your bonus next to your ability score on your sheet.

Ability Score	Bonus/Penalty
3-8	-1
9-12	0
13-18	+1

**Str:** Applies to Melee Hit/Damage
Dex: Applies to Missile Hit, Armor Class
Con: Hit Point bonus
Int: Extra spells bonus for magic users.
Cha: Bonus/penalty for any attribute checks that use Charisma (for instance, if you're ordering hirelings to certain doom, your charisma may allow you to persuade them to do so.)

2. **Pick a class:** You may play a Human Fighter, Magic-User, or Cleric. If you want to play a Dwarf, you're a Dwarf Fighter. If you want to play an Elf, you get to pick if you want to be a Magic User or a Fighter for this adventure. Write your choice down on your sheet.
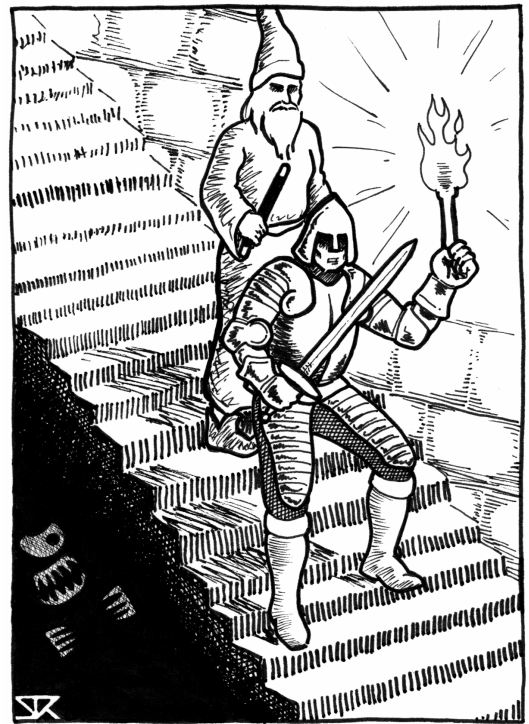
3. **Note your special abilities** as listed below in Class Abilities on your sheet. If you're a magic user, choose your spells from the Magic User spells section.

4. **Roll hit points (hp):** Everyone rolls 1d6. Clerics add 1hp. Human, Elf and Dwarf Fighters add 2hp. Human and Elf Magic Users subtract 1hp. Apply your bonus or penalty if your Constitution score is high or low enough. If any of the adjustments take you below 1hp, then you start with 1 hp. Write your hit points on your sheet.

5. **Select equipment:** Roll 3d6 and multiply the total result by ten for your initial gold pieces. (Gold pieces are abbreviated as gp) See the Equipment Lists for stuff you can buy, including weapons and armor.

> **Using the character record sheet** – You'll notice that the character record sheet has entries for things that aren't used in this Quick Start. That's OK, because this sheet can be used if you want to play your character in the full Swords & Wizardry game. Just leave those areas blank for now.

Class abilities

Fighter: You are awesome at fighting and using muscle and brawn, as a mighty warrior or skilled woodsman or grizzled mercenary. You can use any/all weapons and armor. Your saving throw is 16.

Cleric: You follow a deity or religion, using your faith and skill at arms to defeat your foes. You can use any/all armor, and all weapons that do not have an edge or point (no swords, axes, arrows, spears, etc.) Your saving throw is 14. When you reach second level in the full game of Swords & Wizardry, you will be powerful enough to cast spells!

You can turn the unholy undead by the power of your faith, causing them to flee or even be destroyed. (We'll cover this later.)

Magic-User: You are skilled in the arcane and mysterious arts of magic. You have little training in other areas, so you may not use any armor and you can only use daggers, staffs and darts as weapons. Your saving throw is 15.

You may memorize and cast one spell per day. You start with a free book full of spells, but you only understand some of them. See the section on magic spells.

Dwarf: You are a Fighter, but with additional abilities due to your race: +4 to your saving throw vs. magic spells; 2 in 6 chance of detecting traps, sliding walls, new constructions, etc.; speak dwarf and goblin languages. Your saving throw is 16.

Elf: You can choose to be a Fighter or a Magic User for this adventure – you have the class limitations to weapons/armors if you choose to be a Magic User. You can see in the dark up to 60'away; you have a 4 in 6 chance of detecting secret doors; read/speak elf, hobgoblin, and orc languages. Your saving throw is 16

if you've chosen to be a fighter or 15 if you've chosen to be a magic user.

Magic User spells

The following ten spells are available to your magic user. Roll 1d4 and add your Intelligence bonus or penalty, if any, as indicated by the Ability Bonus Chart. You may roll that many times on the **Starting Spells list**. (If your result is 0, you can have at least one spell.) Roll a ten-sided dice (d10) to see which spells you know. Reroll any duplicates.

Each day you need to select a spell from this list of known spells. That is the spell you can cast once that day. You can keep the same spell from day to day. Once you've cast this spell, it's gone from your memory and you'll need to wait until the next day before you can cast another spell.

1. *Charm Person*

Range: 120 ft
Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

2. *Detect Magic*

Range: 60 ft
Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

3. *Hold Portal*

Range: Game Referee's Discretion
Duration: 2d6 turns

This spell holds a door closed for the spell's duration (or until dispelled). Powerful creatures with magic resistance can shatter the spell without effort.

4. *Light*

Range: 60 ft
Duration: 1 hour (+10 minutes/level)

The target person or object (at a range of up to 60 ft) produces light about as bright as a torch, to a radius of 20 ft.

5. *Magic Missile*

Range: 150 ft
Duration: Instantaneous

A magical missile (arrow, bolt or projectile) flies where the caster directs, with a range of 150 ft. There are two versions of the magic missile spell, ask your Game Referee which one he wants to use in his game: in the first version, the magic user must roll to hit the target with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage. In the second version of the spell, the missile hits automatically, doing 1d4+1 points of damage.

6. *Protection from Evil*

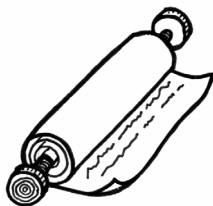**Range**: Caster
Duration: 1 hour

Creates a magical field of protection around the caster, blocking out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to his saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

7. *Read Languages*

Range: Normal reading distance
Duration: One or two readings

This spell allows the caster to decipher directions, instructions, and formulae in languages unknown to the caster. Particularly useful for treasure maps; doesn't solve codes.

8. *Read Magic*

Range: Caster only
Duration: Read up to 2 scrolls or other magical writings

This spell allows the caster to read the magical writings upon scrolls and (occasionally) dungeon walls. Without the use of this spell, magical writing cannot be read even by a Magic-user.

9. *Shield*

Range: Caster
Duration: 2 turns (20 minutes or 20 combat rounds)

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's armor class to [17] against missile attacks and to [15] against other (melee) attacks. If the caster's armor class is already better than the spell would grant, the spell has no effect.

10. *Sleep*

Range: 240 ft
Duration: 1 hour

This spell puts enemies into an enchanted slumber (no saving throw is permitted). It affects creatures based on their hit dice: 0 to 1HD – 4d4 creatures; 2 HD – 2d6 creatures; 3 HD – 1d6 creatures; 4 HD – 1 creature.

Equipment

You might notice that all prices are in gold pieces (gp) here, but in the full rules, there are different kinds of coins. For the Quick Start, we only use gold, to make it simpler.

Item	Cost	Item	Cost
Backpack (30 lb capacity)	5 gp	Mirror (small steel)	20 gp
Bedroll	1 gp	Musical Instrument	5 gp
Bell	1 gp	Oil (lamp), 1 pint	1 gp
Block and tackle	5 gp	Parchment (sheet)	1 gp
Candle (10)	1 gp	Quiver	2 gp
Chain (10ft)	30 gp	Pole, 10 ft.	1 gp
Chalk, 10 pieces	1 gp	Rations, trail (1 day's worth – can spoil)	1 gp
Crowbar	1 gp	Rations, dried (1 day's worth – won't spoil)	2 gp
Flask (leather)	1 gp	Rope, hemp (50 ft - bulky)	1 gp
Flint & Steel	1 gp	Rope, silk (50 ft light and strong)	10 gp
Garlic (1 pound – for vampires)	1 gp	Sack (15 pounds capacity)	1 gp
Grappling Hook	1 gp	Sack (30 pounds capacity)	2 gp
Hammer (for spikes)	1 gp	Shovel	2 gp
Holy Symbol, wooden	1 gp	Signal Whistle	1 gp
Holy Symbol, silver	25 gp	Spell book (blank)	25 gp
Ink (1 oz)	1 gp	Spike, iron (5)	1 gp
Ladder (10 ft)	1 gp	Tent	10 gp
Lamp (bronze)	1 gp	Torch (10)	1 gp
Lantern	12 gp	Waterskin	1 gp
Lock	20 gp	Wolvesbane (1 bunch – for lycanthropes)	1 gp
Manacles (handcuffs)	15 gp		

Melee weapons

Weapon Type	Damage	Cost
Battle axe *	1d8	5 gp
Club	1d4+1	1 gp
Dagger	1d4	2 gp
Hammer, war	1d4+1	1 gp
Hand axe	1d6	1 gp
Javelin (2)	1d6	1 gp
Lance	2d4+1	6 gp
Mace, heavy	1d6+1	10 gp
Mace, light	1d4+1	4 gp
Spear *	1d6	1 gp
Staff *	1d6	1 gp
Sword, Broad	1d8	10 gp
Sword, Long	1d8	15 gp
Sword, Short	1d6	8 gp
Sword, Two-handed **	1d10	30 gp

Can be used one or two handed, +1 to hit when used two handed.
**Two handed only, +1 to hit when used two handed.*

Missile weapons

Weapon	Damage	Rate	Range*	Cost
Bow, long	1d6	2	70 ft	60 gp
Bow, short	1d6	2	50 ft	15 gp
Arrows (20)				2 gp
Crossbow, heavy	1d6+1	½	80 ft	20 gp
Crossbow, heavy bolts (20)				4 gp
Crossbow, light	1d4+1	1	60 ft	12 gp
Crossbow, light bolts (20)				2 gp
Dart (5)	1d3	3	15 ft	1 gp
Hand Axe **	1d6	1	10 ft	1 gp
Javelin (2) **	1d6	1	20 ft	1 gp
Lit oil flask	2d6	1	10 ft	1 gp
Sling	1d4	1	40 ft	1 gp
Sling stones (20)				0 gp
Spear **	1d6	1	20 ft	1 gp

(-2 to hit per increment)
**Can be used as melee weapon or thrown as missile*

Armor

Armor Type	Move	AAC Bonus	Cost
Chain	90	+4	75 gp
Leather	120	+2	5 gp
Plate	60	+6	400 gp
Ring	90	+3	30 gp
Shield	-	+1	15 gp

Adventuring

Playing Swords and Wizardry is very simple! You act as the characters in an adventure that you and the Game Referee create together. And that is the easiest part of Swords & Wizardry!

The Game Referee describes where the character is, and what he sees. The game might start in a rural peasant village, in a vast and teeming city spiked with towers and minarets, in a castle, a tavern, or at the gates of an ancient tomb.

From that point on, you describe what your character does. Going down stairs, attacking a dragon, talking to the people you meet (either the characters being run by the other players, or non-player characters controlled by the Game Referee): all of these sorts of things are your decisions. The Game Referee then tells you what happens as a result: the stairs lead down to a huge tomb, the dragon attacks your character, etc.

The rules are guidelines for how to handle certain events; mainly combat, but also experience, movement, healing, dying, and other important parts of the game.

You might think that the Game Referee has an awful lot of power, but remember the Game Referee isn't "for" or "against" you. All the Game Referee does is tell you the results of your actions - or he tells you what kind of dice roll is required to figure out what happens. The Game Referee NEVER takes control of your character (unless you've been charmed by a monster or a similar situation – but those are extremely rare.)

Sometimes, the dice don't roll your way, or you may make a mistake, and your character dies. One of the things about a game like Swords & Wizardry is that it is deadly to adventurers. Many other games may make it so that you are automatically superheroes. In Swords & Wizardry, you are brave adventurers, but no more "powerful" than say Indiana Jones or a mercenary fresh out of the army. Facing monsters and mysterious things in the dark depths of a dungeon is a very risky thing!

Just remember that in Swords & Wizardry, unlike chess or checkers, there is no "one side wins, other side loses." If you die, that's a likely part of the game; it doesn't mean that you're a bad player. The cool thing is you can quickly and easily create another character and rejoin the game, sometimes within just a few minutes! Your Game Referee will help you out if that happens.

A character's actions

When you play, you describe what you're doing and the Game Referee tells you what happens. In almost all cases, the Game Referee gives you one of two answers: "Yes" or "I think you have a chance of doing that - roll dice and tell me what you get."

The Game Referee knows what is going on and he/she knows what the likelihood of success is for what your character is doing. Sometimes it's an automatic success - like peeking around a corner to see what is on the other side. Other times, there might be a chance that you don't succeed, like sneaking behind a monster so you can get to the treasure it's guarding.

To resolve some situations, you have to roll dice to score under or over a number; the Game Referee tells you what you need to do. Sometimes you have to avoid rolling a specific number- the Game Referee tells you that too!

Movement and time

If you have a normal amount of equipment, but aren't wearing any armor, you can move 120 feet a minute at a normal pace. If you're busy exploring a dungeon, trying to figure out if there are monsters around, or mapping, it'll take you ten minutes to travel that distance!

Once you start wearing heavy armor, or carrying around a lot of treasure, you'll end up moving more slowly. See the armor chart to see how fast or slow you can go, depending on the armor you're wearing. If you start carrying a lot of treasure, you'll drop down to the next slowest speed.

In a combat round, you move as fast as your normal pace speed.

Time in Swords & Wizardry is measured in "turns" (normal activities) or "rounds" (combat rounds). A turn equates to 10 minutes in game time, and a round is 1 minute in game time. As you do things, like move or explore, or try to open a chest, or try to pick the lock on a door, you are expending turns. Generally, while not in combat, it takes a turn to do something (move your movement rate, listen at a door, etc.) When in combat, each round has a specific order, which the Game Referee keeps track of.

Light in the dungeon

It is dark in the dungeon and characters need to see! Characters purchase candles, torches or lanterns to see with. They also must purchase a flint/steel to light the source with.

Torches and candles burn out in an hour. Lanterns need to be filled with oil from a flask – one flask lasts for 4 hours. Candles illuminate a circle of 10 feet out from around the person holding the candle. Torches and lanterns illuminate a circle of 30 feet out from the person holding it.

Monsters and other creatures in the dark can see someone holding a light source from far away, so be aware when you're creeping the dark holding your torch out in front of you – you can be seen!

Other uses of oil flasks

It's worth mentioning that those same oil flasks used to fill lanterns can be used as "flaming bombs". You can make an oil flask into a type of bomb and throw it at a monster, attempting to cover it with burning oil. To do so, you have to use a full flask of oil, spend your combat round preparing and lighting it, and then you can throw it the next round. If you successfully hit the monster, it is burned for 2d6 (2 six-sided dice) of damage! If you miss, though, you might end up hitting one of your friends! You also have to be fairly close (10 feet away) to do this.

Armor and protection

Unarmored characters have a "base AAC (Ascending Armor Class)" of 10. Wearing armor improves (adds) to that score, as does a high dexterity. This means it's harder to hit you to cause damage if you wear better armor. If you have a low dexterity, the penalty makes your armor less effective (lowering your AAC).

Note that in the Quick Start, you can't go lower than an AAC of 10, even from a Dexterity penalty.

Example: Grog the Fighter starts off with an AAC of 10. He purchases ring armor (+3) and a shield (+1). His AAC is now 14. If he has a high enough dexterity, he could add +1 and have an AAC of 15!

Casting spells

So you're a mage and you want to cast your spell? It's simple; you just tell the Game Referee when you want to use the spell. After the spell is cast, he indicates if the spell succeeds, or if you need to roll a dice to determine its effect. If you cast a spell in combat, be warned - if you get hit while you're casting your spell, you won't be able to cast it!

Saving throw

Sometimes you may do something that requires you to "save" against it to prevent something from happening - like if you drink poison, or a diseased zombie bites you, or a dragon breathes fire at you. Your saving throw is listed with your class.

Conducting combat

At some point, characters are going to get into a fight with monsters. At that point, tracking time shifts into rounds. Combat is played in *rounds* which represents about a minute of combat. Within a round, combat happens as follows:

1. **Declare spells** – if magic users (either monsters or characters) wish to cast spells, they must "declare" their intent to cast spells. If their side loses initiative and they are successfully attacked and hit, the magic user cannot cast that spell – it is lost!

2. **Determine initiative** – roll a d6, highest result is the winner). One roll is made for each side, not for each individual.

3. **The side with initiative** acts first (casting spells, attacking, etc.), and results take effect.

4. **The side that lost initiative** acts; results take effect.

5. **Anyone who "held" initiative** (waited to see what happened first) acts, and results take effect (both sides simultaneously).

6. **The round is complete**; roll initiative for the next round if the battle has not been resolved.

If the initiative rolls are a tie, then everything happens at the same time – so if a monster or character is killed, it can attack before being removed from the game.

Within a round, a character can do one thing: move, attack, pick something up, cast a spell, etc. A Game Referee may allow some flexibility to that rule, if the player explains something that they wish to do and it makes sense to the Game Referee.

Surprise

Before combat ensues, the Game Referee determines if one side or the other has *surprise*. This is resolved by a dice roll from a player to represent the side of the characters and the Game Referee for all the monsters. If the player rolls a 1 or 2, the characters have surprised the monsters. If the Game Referee rolls a 1 or 2, the monsters have surprised the characters. It is possible for each side to surprise the other.

If just one side has surprise, they may perform combat actions, where the other side may not. If neither or both sides have surprise, combat is performed as normal.

If one side or the other was doing something to attempt to get surprise, bonuses (or penalties) may affect the surprise roll. This depends on many factors – was the party quiet or did they just bash down the door? Was one side occupied with something? In some cases (like the party hacking at a door), the Game Referee can rule that no surprise is possible.

Attack roll

If you are going to attack a monster with a sword or bow, you need to make an attack roll. You roll the twenty-sided dice (d20) and tell the Game Referee what the dice shows. If you have a high enough Strength (for melee, hand to hand combat) or Dexterity (for bows, slings and crossbows), you might get a bonus to your attack roll. There may be other bonuses or penalties that apply to your roll.

When characters attack monsters, use the following chart to see if the character hits. Look at the monster's AAC (Armor Class) column and the level of the character (which for the Quick Start is always Level 1); the number shown at the intersection is the number they must get (or higher) on a d20 to successfully hit a monster. This is true for both missile attacks and melee attacks.

Player To Hit Chart

Level	Monster Armor Class										
	10	11	12	13	14	15	16	17	18	19	20
	Attack Roll (d20) Required to hit										
1	10	11	12	13	14	15	16	17	18	19	20

When monsters attack characters, use these charts to see if they hit. Look at the character's AAC (Armor Class) column and the level of the monster (their Hit

Dice) row; the number shown at the intersection is the number the monster must roll (or higher) on a d20 to successfully hit the character. This is true for both missile attacks and melee attacks.

For monsters that have a Hit Dice such as 1+1, use the next level up – so a 1+1 HD monster attacks as a monster with 2 HD.

Monster To Hit Chart

	Character Armor Class										
	10	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**
Hit Dice	Attack Roll (d20) Required to hit										
< 1	10	11	12	13	14	15	16	17	18	19	20
1	9	10	11	12	13	14	15	16	17	18	19
2	8	9	10	11	12	13	14	15	16	17	18
3	7	8	9	10	11	12	13	14	15	16	17

Example – Artug, the first level warrior, swings his hand axe at the head of an orc. Artug's player rolls a 15. The orc has an AAC of 13 – which means Artug equaled or exceeded the needed roll of 13. He hit! He can now roll a d6 to determine damage.

Sometimes, what a person does, or where they are at, may affect their attack. If an attacker attacks someone from behind, they get a +2 to hit. If someone is knocked over, attackers get a +4 to hit. If someone is invisible, attackers get a -4 penalty to hit. If someone runs away, any opponents near them may get a free attack (up to the Game Referee to decide).

Missile Weapons

Some missile weapons let you fire more than once per turn. Check the Missile Weapons chart for the Rate, which is the number of times you may fire per turn.

Missile weapons also have a range increment. Targets within the range increment have no penalty to hit. Targets outside of range suffer penalties based on how far away they are.

Example: A short bow has a range of 50 feet. A target that is 75 feet away (within double the range increment) suffers a -2 penalty on the to hit roll. A target that is 120 feet away (within triple the range increment) suffers a -4 penalty to hit.

Damage roll

If you hit, you get to roll damage! Most weapons use the d6, some use the d4, and a rare few use the d8 or d10! If you have a high enough Strength and you hit using a melee weapon, you can add your bonus (or apply your penalty) to the damage.

Damage and death

When a character (or creature) is hit, the amount of damage is deducted from his hit points. When hit points reach 0, the character is unconscious. The character actually dies if he reaches -1 (for first level characters).

Turning undead

Clerics have the ability to turn undead, causing them to flee or even destroying them outright, when the cleric is powerful enough. To turn undead, the cleric presents their holy symbol at the undead, as their action for their turn during a combat round. When a turning attempt is made, a d20 should be rolled. Depending on the type of undead the character is facing, if they roll higher than the number shown on the chart, then all of the undead flee from the cleric for 3d6 combat rounds.

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

This ends the **Player Quick Start** section. The following section is for the Game Referee only, as it contains the secrets of "The Dungeon of Akban" Quick Start Adventure that your characters will be bravely venturing into. The Game Referee shares with you all the details you need to know to play in the adventure.

Game Referee Quick Start

Overview

This section is for you, the person who guides the players through a Swords & Wizardry game. This section covers the basics of refereeing a game and includes the Quick Start Adventure – "The Dungeon of Akban". We encourage you to take a quick look through the guide and dungeon before playing, but be sure to note that the rules aren't that complicated – you can quickly get started playing!

Game referee basics

Running a game of Swords & Wizardry is a lot easier than running most other role-playing games, simply because there aren't many rules, and your discretion overrides them anyway. Most situations are handled by making "common sense" decisions about what would happen next. If there are a bunch of zombies around the next corner, and the players decide to not go around that corner, it's up to the Game Referee to determine whether or not it makes sense for the zombies to come out and attack—or whether their orders are simply to stay where they are. If a player decides that his character is going to jump through a wall of fire with several bottles of flammable oil in his backpack, it's up to the Game Referee to determine whether or not they explode.

This means you might find yourself "making up" stuff on the spot. It might seem overwhelming, but with a little practice, and just remembering to be fair to both players and monsters, Swords & Wizardry's small rule-set frees up your creativity to create a fantasy role-playing experience completely different from the type of game that depends on a multitude of rules.

Running a dungeon adventure

The "adventure" is just the setting for the game, usually a map and notes about certain locations on the map. As the players tell you where their characters go and what they do, you use the map and your notes to describe what happens as a result. Don't try to plan for all contingencies—it's guaranteed that the players will do something unexpected during the adventure, and you'll just have to run with it, thinking on your feet and making up new things as you go. Just as you challenge the players with the adventure, they'll challenge you to keep up with their collective creativity.

The traditional dungeon is a vast labyrinth of underground tunnels, rooms, corridors, and chambers, extending many levels down beneath the surface. It might contain subterranean lakes, rivers, chasms, and cave-ins, and it is certain to contain traps for the unwary, monsters in their multitudes, and most importantly: treasure beyond the wildest dreams of the players. However, a "dungeon" or adventure can be anything or anyplace you imagine – a ruined temple, a half-sunken sailing ship, a floating castle, or a mysterious spaceship.

The Quick Start Adventure provided is meant to highlight some common themes you might encounter in a dungeon as a Game Referee for Swords & Wizardry. There are quite a few tips and tricks to be found in it.

The following are few rules of thumb for running a dungeon adventure; they are guidelines for the average or normal situation and can be altered to fit the circumstances.

Time

You need to track time that characters spend in the dungeon. Time is easy to gauge during a game; you either track time in "turns" (normal activities) or "rounds" (combat rounds). A turn equates to 10 minutes in game time, and a round is 1 minute in game time.

The easiest way to measure a turn is to keep a rough idea of how far the characters have traveled based on the movement rate of the slowest person – usually the person wearing the heaviest armor or carrying the most stuff. If you look at the Armor Chart, you'll see the movement rates for the armor that someone is wearing.

Characters may also spend time doing things like searching for secret doors, looking for treasure, disabling a trap. A good rule of thumb is to make each action take a turn to perform.

Sometimes, some spell effects, diseases, poisons or other circumstances are measured in turns. You just need to keep track of these effects and how long they last.

Listening at doors

Listening at a door has a 1 in 6 chance of success for humans; non-human characters most likely have better hearing than humans and can hear noises with a 2 in 6 chance of success.

Opening doors

Stuck doors (and many doors in an ancient dungeon may be stuck closed) have only a 2 in 6 chance of opening on the first try. Smashing through a door with (up to 3) characters gives each character a normal chance of success, but they spill into the room and should automatically lose initiative if there are monsters within.
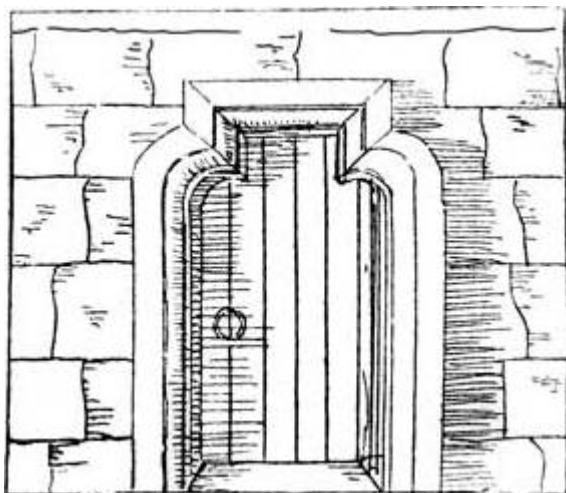
Secret doors

Secret doors are not spotted by chance while passing by; they must be searched for. Searching for a secret door takes a turn (10 minutes of game time) for a 10 ft segment of wall. Humans and Dwarves have a 2 in 6 chance to find a secret door while searching, and Elves have a 4 in 6 chance.

Traps and pits

Anyone passing over or through the trigger for a trap has a 2 in 6 chance to spring the trap. It is suggested (but not required) that for traps involving a stone trigger (such as a pressure plate) or a hole or gap in stonework (such as a falling block or an arrow-hole), that a dwarf has a 1 in 6 chance to notice the features of a trap before passing over/through it, as long as he is moving at a careful speed; and that he has a 3 in 6 chance to notice features of a trap when he is searching (one turn per ten-foot square of wall or floor). Identifying the features of a trap does not tell the dwarf how to disarm the trap (although in some cases the disarming mechanism might be obvious once the trap's

visible features are identified).

Morale

Certain monsters, such as mindless or undead creatures, are fearless and always fight to the death. The majority of intelligent monsters usually do not continue to fight a hopeless battle. If the battle goes against them, they seek to retreat, surrender or flee. The Game Referee decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Keep in mind that the party's own NPC allies might decide to flee if their prospects of survival look grim.

Common game referee questions

What if a character dies?

When a player's character dies, you have a few options:

1. Have the person create a new character right there on the spot, and have him/her join the party in the dungeon – no explanation needed. Tada! The new person appears.

2. Have the person create a new character, but put them in an appropriate spot in the dungeon near where the players are. If the players are close to Room #18, for example, make the new character one of the prisoners. If it makes sense, have the person a "prisoner" of the goblins, or perhaps stuck in Room #20, trapped by the wind. You might have to ad-lib a bit, but it's far better than letting someone just sit out the game.

3. If the players have freed the prisoners from Room #18 and they are hirelings of the party now, have the player's new character replace one of the prisoners.

4. If the players are planning on "going back to town", you can have the new character waiting to join the characters in their adventures.

What if all the characters die?

Sometimes, the worst possible outcome can happen – all of the characters die. A "Total Party Kill" (TPK) is hard for a Game Referee to watch happen, but it does happen – even to the best and most experienced of Game Referees and players.

Just like checkers, chess, Monopoly or even video games, sometimes the bad guys win. The dice rolls may have been bad for the players and good for the monsters. Maybe the players made some tragic mistakes. Maybe the Game Referee made a mistake. It might seem like the fun just got sucked out of the

game, and it might be a good time to take a break and try again another day. The best thing to do is realize that this is just a game. At the end of the day, the "game" is just that – players and Game Referees can learn from what happened and maybe keep it from happening next time – just like you learn when playing sports or other games.

The neat thing is that you can make this an awesome intro into a follow-up game – a band of adventurers hasn't been seen – perhaps a rescue mission or to investigate what happened?

What if the players want to do something crazy in combat?

One of the best things about Swords & Wizardry is the flexibility players have in doing something. Perhaps the players want to use a rope and lasso a monster to restrain him. Perhaps one of the players wants to do a flying tackle. Maybe one of the players wants to fill a barrel full of oil and send it careening into the room to try and burn everything inside.

The best guide is to look at the action described and see if it seems likely to succeed. If so, the easiest thing is to say "Yes!" and let them do it. If you want to inject a bit of randomness into the action (maybe it will work, maybe it won't), then you can make the players do something like:

- An attack roll. If the players are trying to hit something, use the hit tables and ask the players to roll.

- An attribute check. As mentioned in Room #20 of the dungeon, sometimes there is a chance the players might not be physically or mentally capable of doing something – have them perform an attribute check to see if they succeed.

- If all else fails, see "What if I'm not sure what to do"

What if a mage casts a spell out of combat?

Sometimes a mage may want to cast a spell out of combat. There's nothing special to worry about, just keep track of the duration of the spell and have the player roll if the spell description calls for it. Note that spells that are attacks in nature don't really do much outside of combat, unless the mage just wants to cast his *Magic Missile* at something (maybe he wants to try and burn down the door?)

What if I'm not sure what to do?

There might be times when you're just not sure what to do – perhaps the players want to do something and nothing that we've covered in this Quick Start gives you an idea – or maybe you just don't know what would happen.

This is not a bad thing and it's one of the things that sometimes makes being the Game Referee a lot of fun – you can make it up! It's been mentioned before, but it's worth repeating – if it makes sense that what the players want to do would succeed, then say "Yes!" If there's doubt to the outcome, or failure would be just as interesting as success, then have them roll a six-sided die and consult the following chart:

Action is…	Player must roll
Nearly Impossible	1
Difficult	1-2
50/50 chance	1-3
Not Too Hard	1-4
Very likely	1-5

Just remember, there is no real "right" or "wrong" in Swords & Wizardry. As the Game Referee, your biggest responsibility is to play a fair and fun game with your friends who are playing the characters.

What if players want to go back to "town" when playing "The Dungeon of Akban"?

As you'll read in the adventure intro, the Game Referee can assume there's a small village near the dungeon. We've left it purposefully vague as you might want to include this dungeon in future adventures in a world of your own choosing.

If the players want to go back to town, perhaps to buy more things, or perhaps to get some help (hirelings) in the dungeon, let them. They can always return to the dungeon and continue their adventures. In fact, Swords & Wizardry is set up so that players have to manage resources like their own hit points, light sources (like torches and lanterns) and perhaps hirelings.

If the players go back to town to get hirelings, good fighters can be hired for 25gp for the adventure. Use the statistics given in Room #18 of the Dungeon for the hirelings in combat. Mediocre or poor hirelings can be employed for 10gp for the adventure, but they have 2 hit points instead of 4.

Quick Start Adventure – The Dungeon of Akban

This dungeon is written as an introduction into refereeing a game of Swords & Wizardry. There are examples of many common types of encounters and situations. Each numbered area on the map has a detailed explanation given that will help you with each room and situation. There are helpful hints and "How Tos" that are shown in the grey boxes to help you referee particular parts of the game.

To play this adventure, have your players (2 to 4 are recommended) create their characters using the Players Quick Start. You should review the descriptions and text of this dungeon while they do so, and then begin play!

Legend:
- Stairs
- Door
- Column
- Statue
- Pit Trap
- Secret Door
- Portcullis
- Archway
- Furnishings
- Altar
- Tapestry
- Fountain

Each square is 10 feet by 10 feet.
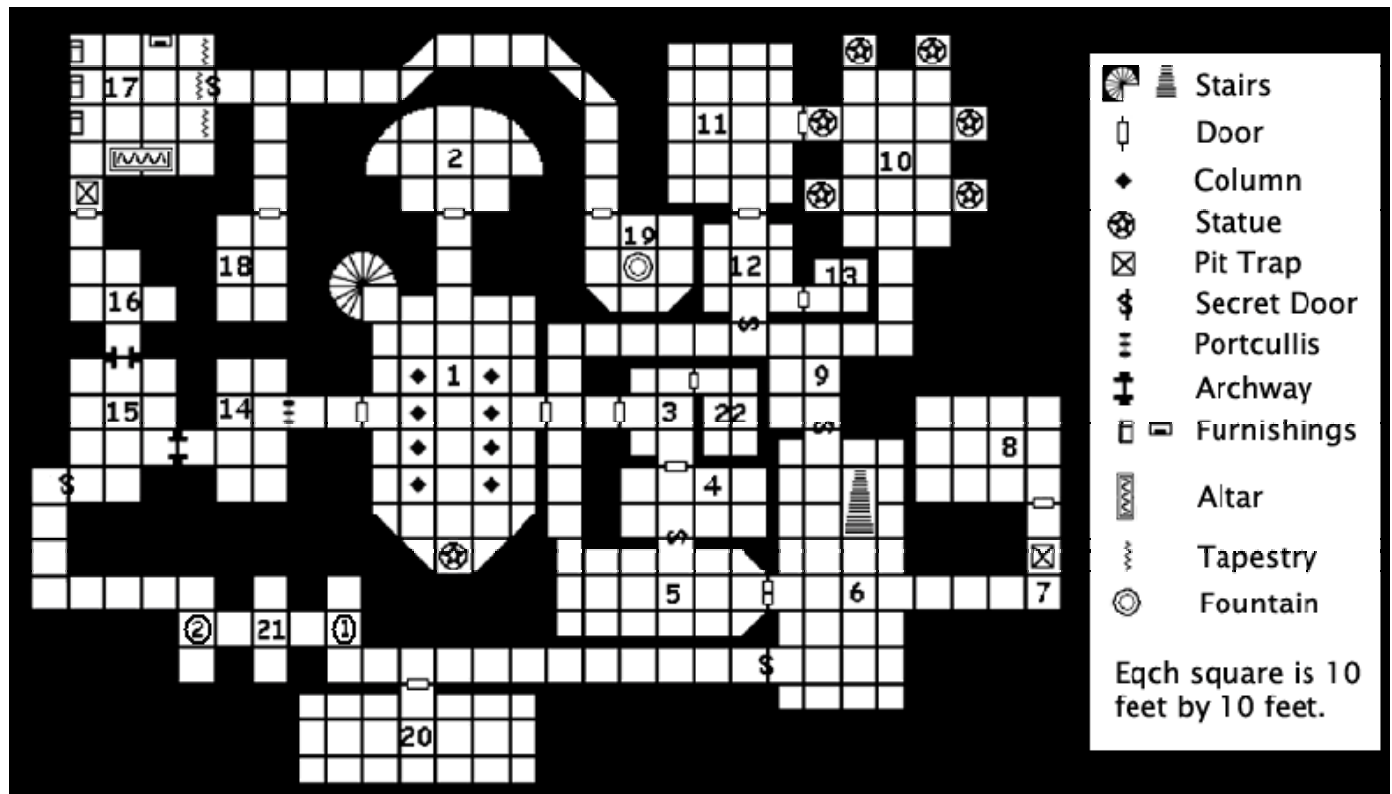
Introducing the Adventure

To make it easy, the adventure starts at the top of a set of spiral stairs descending into the darkness below (look for the stairs symbol in Room #1). Nearby is a small village where the characters can return to if they need to purchase more equipment or find new adventurers to come with them!

Starting the adventure has been left purposefully vague so you can reuse this adventure or dungeon later on when you start playing the full version of Swords & Wizardry.

If the players want to have a reason for exploring the dungeon, here are some example reasons. This might be a good chance to have the players come up with their own!

1. Goblins have been seen skulking on the outskirts of town. Tracks lead to this mysterious staircase, but nobody else wants to go in.

2. Several townsfolk have disappeared in the past few days. This staircase was just discovered in the search for the missing.

3. Legends tell of a great treasure hidden at the bottom of this mysterious set of stairs, but nobody has ever been brave enough to enter into the darkness within.

1. **Entry Room**: A double line of columns runs from north to south in this room. There is a massive statue at the southern end of the room, a fat creature with a horned head holding a massive bowl in which fires burn mysteriously without any visible source of fuel. The fire pit can be used to light torches.

2. **Spider Room**: This room is filled with thick cobwebs. The room is rather tall, with the ceiling 30 feet above the floor. A body lies in the corner, which are the remains of an unlucky goblin drained of its blood and juices. There are small bits of equipment and a skeleton (not an undead skeleton) lying in the middle of the room. A Giant Spider lurks above, waiting for victims to enter the room and investigate. A Giant Spider surprises the characters on a roll of 1 to 5, instead of 1 to 2. The Giant Spider is never surprised, although you can let the players roll anyway. The Giant Spider has an Ascending Armor Class of 11. It has a Hit Dice of 1+1 and has hit points of 7. It attacks by biting, which causes 1 hit point of damage, but also has poison. Characters must make a Saving Throw (give them a +2 bonus since the poison is weak) or they die.

Checking around on the floor may reveal some sort of treasure (from past victims, most likely). Roll 1d6: 1–3 = no treasure; 4–5 = 1d10 gp (roll a ten-sided dice to see how many coins there are); 6 = 3d6 gp (roll 3 six-sided dice to see how many coins there are.)

3. **Empty room**: The only thing in the room is a broken helmet (useless and worthless). The ceiling of the room is damp, and drips.

4. **Empty room**: The ceiling in this room has a large crack in it, and many roots dangle down through it into the room.

5. **Goblin Room**: 8 goblins make their lair here, with dirty bedrolls, a small fire and a couple of sacks of moldy food. They have treasure of 200gp in gold coins total amongst them.

The goblins have an AAC of 12. Their HD are 1d6 (< 1HD). Their hit points are: 1, 2, 3, 3, 3, 4, 4, 6. Goblins do 1d6 damage if their attacks are successful. They fight with their short swords.

6. **Stairs Down**: This room is empty, but the wind drafts between levels create a strange whistling noise. There is a secret door in the west wall. See the note in Room 4 about how to deal with secret doors.

7. **Pit Trap:** A section of the floor gives way, plummeting the unlucky down ten feet into a wet, rocky pit.

8. **Mushroom room:** This room has a deep, earthy smell with a muddy, dirt floor. Moisture drips from the severely cracked ceiling. The nature of the room has allowed a wild variety of strange mushrooms to grow. If players choose to eat mushrooms, roll a d8 to determine the effects:

1. Nothing

2. Paralysis for 1 hour (character can avoid by making a successful saving throw)

3. Sleep for 1 hour (character can avoid by making a successful saving throw)

4. Confused for 1 hour (character can avoid by making a successful saving throw)

5. Heals 1d4 damage

6. Poisons for 1d4 damage (character can avoid by making a successful saving throw)

7. Ill/unable to fight for 1 hour (character can avoid by making a successful saving throw)

8. Physical Change: something random and funny, but not life-threatening changes on the character, like hair color, warts or something else, for 1 day.

9. **More Goblins:** This small room is empty and has an intact floor and ceiling. However, 4 goblins and a goblin shaman cower in here, afraid of the statues in Room #10. They want to pass through it to explore beyond. There are secret doors in the south wall and in the corridor just NW between this room and Room #12. See the note in Room 4 about secret doors.

The goblins have an AAC of 12. Their HD are 1d6 (< 1HD). Their hit points are: regular goblins: 2, 3, 5, 5; the goblin shaman has 5 hp. Goblins do 1d6 damage if their attacks are successful. These goblins are also carrying short swords. The shaman has the ability to cast two spells: *Charm Person* and *Magic Missile*.

The goblin shaman has a small pouch filled with a gooey substance that heals 1d3 hp of wounds – there is enough goo for 3 applications. Between all the goblins, they have 60gp.

10. **Statuary:** There is a statue in each "niche" of this large room, for a total of 6 statues. The statues are of various humans in armor or fancy clothing. These statues have glowing eyes that move and watch as creatures and adventurers move through the room.

Interactive scenery

These statues love to talk. As the Game Referee, you get to improvise on what they'll say and when they'll speak. Perhaps they're sarcastic and witty. Perhaps they're mysterious. If the characters are kind to them, you could have the statues give them hints as to what lies elsewhere. You can just as easily make them into tricksters.

If the characters attempt to remove the glowing eyes, the eyes flash and cause 1d6 electrical damage. The eyes are nothing more than colored glass. The statues most likely have something to say about that!

One statue has a secret panel with 6 gems worth 50gp each inside. The door from Room #10 to Room #11 is accessible behind one of the statues, but only one person can get through at a time.

11. **Giant Rats nest:** This room is filled with noisome trash and debris piled into the corners. There are a myriad of small (roughly dog/cat sized) holes in the walls and the door leading to Room #12 is clawed and chewed in many spots, barely hanging on its hinges.

The room contains 8 Giant Rats. These rats have come from the dungeon to eat what was formerly contained in Room #12, and have made their lair here. They've picked up bits of debris throughout the dungeon and left it in their nests.

The rats are cautious at first and flee any who enter, but as soon as the party nears the door to Room #12, they attack to protect their food supply.

The Giant Rats have an AAC of 12 and a HD of 1/2. Their hit points are: 1, 1, 2, 2, 3, 3, 3, 3. Rats bite for 1d3 of damage and can cause disease with their bite 5% of the time.

1d3?

You may wonder how you could roll a 1d3. Unless you happen to have dice with 3 sides, the easiest way is to roll a d6 and divide the result by 2, rounding up (1-2 would be 1, 3-4 would be 2 and 5-6 would be 3).

Rats and disease

Giant rats can cause disease 5% of the time they bite someone. The easiest way to determine this is to roll a d20. If you roll a 1, the victim is diseased.

The nature of the disease is up to you, but here are some suggestions (use one or a combination that suits you):

- Victim is sick for 1d6 hours; all dice rolls have a penalty of 1.

- Victim is sick for 1d6 hours and can move at half speed and attack only every other round.

- Victim doesn't notice any unusual symptoms, but you describe how they begin to feel sick the further they play – by the end of 1d4 days, they are unable to do anything and in 1d6 days, they die (Use a saving throw for this possibility)

Something to think about

If you want to make this room more challenging, have one or two rats show up every so often during the combat – to generate hit points for the new rats, roll a d4 for each new rat. Alternatively, you could refill the room with rats after the characters leave; forcing them to refight their way through when they return to the room.

12. **Barrels and Crates:** This room has the appearance of a storage room that was hit by a tornado. Crates and barrels lie smashed, clawed and scattered throughout the room. The smell of rotted food and rat dung is overpowering.

13. **Marcus's End**: A small room with a thick door that is difficult to open. Each person attempting to open it must roll a 1 or 2 on a 1d6.

Inside is a man who is really a wererat. His name is Marcus and he is trying to resist his nature as a wererat, but he is not doing well with that. Every so often, he changes and joins with the giant rats in Room #11.

At first, Marcus is pleasant to the characters, more concerned if they are going to rob or kill him. However, the longer the characters stay with Marcus, or if they are unfriendly, he snaps from the pressure and begin to change into wererat form and attack.

As a wererat, Marcus's AAC is 13. His Hit Dice are 3 and his hit points are 10. He attacks two times a round, a bite and a claw. The bite causes 1d3 damage and the claw does 1d6 damage. If a character hits Marcus with a silver weapon, the attack does double damage to Marcus when he is in wererat form.

Marcus can summon Giant Rats from Room #11 (even if the characters already killed all of the rats) when in wererat form by spending a combat round squeaking instead of attacking. This summons 1d6 rats from the room. It's up to you as the Game Master to decide if and when he'll do this – the characters may have their hands full with just the wererat alone! Perhaps Marcus does so when he drops below 5 hit points? For the summoned Giant Rats, use the stats from Room #11.

Attacking as a wererat

Marcus may not have many hit points, but his two attacks per round, plus the possibility of causing lycanthropy make him a fearsome foe for 1st level characters.

Each attack is rolled individually, so he gets to roll twice to hit. You need to note which attack is being done, so you know which damage to roll if he hits.

If a person loses more than half of the hits points they started with when entering combat with Marcus, they contract the disease of lycanthropy. Example: Wulfgard normally has 6hp but he enters the fight with Marcus with 5hp. Marcus bites him for 3 points of damage. Ouch! Now Wulfgard has lycanthropy.

There are no hard and fast rules for how lycanthropy works. For games involving this Quick Start, here are a couple of suggested options:

- The character runs the risk of turning into a wererat (and becoming a monster instead of a character) in each combat situation after they become infected. Roll a d20: if you roll a 1 or 2, they turn and are considered "dead".

- The character is sickened with the effects, and suffers penalties to any rolls. They are unable to attack any Giant Rats.

Marcus has a small sack stashed away in the corner of his room that contains a small golden statuette of a strange god – this is worth 150gp. It also has 80 gp in coins.

14. **Trapped:** This room is empty. As soon as someone passes through the archway in the corridor between Rooms #14 and #15, the portcullis in the east wall opening slams down. It is a thick, heavy gate that requires a combined strength of 40 to attempt to lift.

Lifting the Portcullis

Two or three characters with combined strength of 40 (add their Strength attribute scores together) are required to attempt to lift the portcullis – no more than 3 people can fit into the 10 foot area in front of it. If they are strong enough, roll a d6 dice. If you roll a 1 or 2, they succeed!

Instead of telling the players the mechanics involved,

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make it into a puzzle for them. If the lifters don't have the required strength, perhaps describe how it appears that it takes "very strong adventurers" to lift it and how the "gate doesn't budge".

If they have the required strength, but they don't make the roll, you can describe how the gate starts to move, but doesn't lift very much.

The point is to give the players clues so they solve the puzzle based on what they do, not on them knowing the exact numbers and the rolls needed.

Something to think about

If you want to make this room extra challenging, you could have the skeletons from Room #15 attack the characters while they are trying to lift the gate. That can present some interesting options and challenges for them, especially if they haven't explored any other part of the dungeon and don't know the other routes back to the exit.

15. **Guardians**: This room is empty, save for 6 skeleton guardians in various spots around the room or along the wall. The skeleton guardians are all armed with swords and shields with a green circle standard.

These skeletons have an Ascending Armor Class of 12. Their Hit Dice is 1 and their hit points are: 2,3,4,6,6,6. They attack with swords that cause 1d6 damage. A cleric of any faith or alignment can attempt to turn these skeletons.

Something to think about

Sometimes, Swords & Wizardry is played where the skeletons' bony structure is easier to destroy with "blunt" weapons like maces and clubs, instead of stabbing spears, swords and arrows. If you like this idea, you can cut the damage that edged weapons cause in half, and describe to the players how the swords and spears seem to get caught and slide around in the bones, where the clubs and maces are smashing the bones to bits.

16. **Gate Winch:** This room is also empty, except for a wooden winch in the wall in the SE niche. It lifts the portcullis in Room #14. You can describe that the characters hear a grinding, rattling sound in the walls if they turn the winch. The door leading from Room #16 to Room #17 is locked and needs to be broken down or opened by picking the lock. If players try to bash the door down, they have a 2 in 6 chance each attempt of smashing it open (1 or 2 on a d6 means success).

17. **The Mistress's Hideout:** This is a tough room/encounter. There are many dangers in this room, so you might find that many different things can happen.

The area behind the doorway is trapped with a 10' pit trap filled with sleeping gas. If the characters bash the door down, the pit is not "armed". If the characters pick the lock or somehow open the door so that it swings open, the trap is armed. There is a 2 in 6 chance (roll 1 or 2 on a d6) that the trap opens for each person stepping on it.

The room is a central area for a powerful cleric who worships the Frog God. There are 2 goblins here with her, and she has a contingent of 4 skeleton guardians on watch.

The room has furnishings for the cleric to live and worship here. There are beds and chests along the west wall, a "throne" on the north wall and an altar to the Frog God on the south wall.

The goblins have an Ascending Armor Class of 12. Their HD are 1d6 (< 1HD). Their hit points are: 3,5. Goblins do 1d6 damage if their attacks are successful. They fight with their short swords.

The skeleton guardians are all armed with swords and shields with a green circle standard. These skeletons have an AAC of 12. Their Hit Dice is 1 and their hit points are: 1,3,4,6. They attack with swords that cause 1d6 damage. A cleric of any faith or alignment can attempt to turn these skeletons.

The cleric is wearing chainmail armor, so she has an Ascending Armor Class of 14. She is also a powerful cleric at 3rd level, so she can cast spells! Her Hit Dice are 3 and her hit points are 14. She knows the spells *Cause Light Wounds* and *Darkness*. She is armed with a light mace which does 1d4+1 damage (roll a d4 and add 1 to the result.). She also carries a *potion of cure light wounds*, as well as keys to the locked doors of Room #17 and #18.

The *Cause Light Wounds* spell allows a cleric to touch a person and cause them 1d6+1 damage. The *Darkness* spell creates a circular area 120 feet in diameter that is completely pitch black. Torches, candles, even an elf's darkvision doesn't penetrate this area.

The goblins have 10 gold pieces between them. One of the skeletons has a fine shield which is actually worth 100gp due to the fine craftsmanship. The cleric has several bits of treasure stashed in two chests:

Chest 1 – 3 gems worth 75gp each; a gold candelabrum worth 100gp.

Chest 2 – A silver ceremonial dagger (can be used as a weapon against the wererat in Room #13); a priest's silk vestments inlaid with gold worth 50gp.

Several rich tapestries hang on the wall, covering the secret door in the east wall. They depict foul sacrifices and evil acts of the Frog God. Each tapestry is extremely heavy, and worth 100gp. One person can carry only one tapestry and they can't hold anything else in their hand at the same time.

Why are the cleric and the goblins in the same room? Perhaps the goblins are working for the cleric and exploring the dungeon for her. Perhaps the goblins stumbled upon the skeleton guardians, then surrendered and are now pleading for their lives. Perhaps the goblins are negotiating with the cleric so they can explore other areas. You can make this situation and this encounter fit what you think would be a neat scenario.

18. **Prisoners**: The door to this room is locked. It can be opened by a key from the cleric in Room #17 or the characters can try and break the door down. (2 in 6 chance – roll a d6 and a 1 or 2 indicates success) This room has manacles and chains bolted to the floor, several skeletal remains of previous prisoners and 4 weak adventurers (all human fighters) who were imprisoned by the cleric. They have no equipment on them and have been locked up for weeks with very little to eat or drink. They are most grateful for the party to free them. If given some equipment (perhaps the shields and swords from previous vanquished monsters?) they agree to accompany the characters.

If the fighters do agree to come with the party, their AAC is 10 (unless given shields or armor from other monsters – then use the charts in the Players Section to determine their armor class). Each fighter has 4 hp. They do damage based on the weapons they are given – if they have no weapons, they can punch for 1d2 points of damage. (Roll a d4 and divide it in half)

Hirelings and friends

The players might be finding some of the combats tough and they may have already had a character or two die. Sometimes, characters need to bring along friends or hirelings (think mercenaries or guards) to help them with battles or exploring the dungeon.

This group of prisoners, if treated kindly, is happy to help the characters and become hirelings for free – in exchange for their freedom from the cleric!

Just because they have agreed to be extras doesn't mean that the players can use them as cannon fodder in a non-caring way. If treated badly, or if they are too frightened, hirelings can break morale and run away, just like monsters may run away. Sending the hirelings into an obviously bad situation may lead to some interesting role playing as the hirelings may refuse, or ask for larger payments!

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19. **The Fountain**: The door to this room is magically locked. There is a face on the door with an open mouth whose lower lip is a small cup. If a character pours some liquid into the cup, the door unlocks. They cannot open the door by any other means, including kicking/hacking it open. The door resists all efforts.

Inside is an extremely beautiful room with marble floor, walls and ceiling. The room is lit by a soft blue glow coming from the fountain.

The fountain itself is a series of floating balls that spout water into a small 5 foot wide and 3 foot deep pool. These balls rotate in a circle about 5 feet above the pool. They do not touch each other or anything else. They cannot be moved from their position above the pool, although characters can touch them without any trouble.

The power of the pool itself depends on the person who drinks the water. The pool's effects apply once to each character in the party, and thereafter, the water is just plain water to that person. If the characters take some water from the pool, it loses its magical abilities.

For each person drinking, roll a 1d6 and consult the table below, based on the character's class. Dwarf characters use the Fighter table. Elves use either the Fighter table or Magic User table, depending on which class they've chosen to adventure as.

Cleric

1. Is able to touch another character and heal them for 1d6 hit points, up to their max hit points.

2. Radiates light (bright enough to light up for 120' radius) for the rest of the day. Gains +2 to their roll for turning undead.

3. Healed for 1d6 hit points, up to their max hit points.

4. Poisoned for 1d3 (roll a 1d6 and divide in half)

5. Loses a bit of faith and suffers a -2 penalty for their roll for turning undead.

6. Becomes "tainted" for 1d6 turns and attracts attacks from all monsters – monsters prefer to attack the cleric above all others.

Fighter

1. Gains 1d3 points of strength (not above 18), with any bonuses applicable, for the rest of the day

2. Skin becomes tough and Armor Class is increased by 1 for the rest of the day

3. Healed for 1d6 hit points, up to their max hit points.

4. Poisoned for d3 (roll a d6 and divide in half)

5. Becomes sick and is unable to fight for an hour

6. Becomes afraid of any monsters for 1d6 turns – the fighter attempts to run away in the opposite direction of the monster(s) and does not attack.

Magic User

1. Gains an extra random spell (choose by rolling a 1d10 and consulting the list of spells in the Players Section.)

2. Regains any spells previously cast during the day. If spell has not been cast, mage can cast it twice.

3. Healed for 1d6 hit points, up to their max hit points.

4. Poisoned for 1d3 (roll a 1d6 and divide in half)

5. Forgets their memorized spell for an hour (6 turns)

6. Is transformed into some random animal for 1d6 turns (Game Referee gets to choose the animal). The character retains hit points and Armor Class for duration of spell, but cannot cast spells

20. **Windy Room**: This is an empty room, except for a large mound of treasure on floor against the wall opposite the door.

Upon entering this room, all torches are blown out, and all lanterns are mysteriously darkened, in the 10' square immediately in front of the door (either when entering or exiting.) The door attempts to shut on its own. When the door is shut, a fierce wind forces all the characters away from the treasure and push them against either the east or west wall. The wind seems to emanate from the treasure.

The wind affects characters in different ways based on their Strength:

Under 9 – Characters knocked off their feet. They are unable to stand

9 to 12 – Characters are knocked off their feet. They can make a Strength check to see if they can make it to their feet, then make another Strength check to move. If they fail any Strength check, they get knocked to the floor again.

Above 12 – Characters can resist the wind, but must make a Strength check to be able to move.

Making Ability Checks

For some actions where there's a chance of failure, you can use ability checks to see if the character succeeds. An ability check involves the player rolling a 1d20 – if the roll is lower or equal to the attribute value being checked, the check is a success.

In the case of the Windy Room, trying to move against the wind requires brute strength, so players must roll less than or equal to their Strength attribute to be able to stand and move.

Other ability checks may apply in other situations – if someone is trying to climb a steep, difficult surface, you might use a Dexterity check.

Don't substitute ability checks for role-playing! If someone is trying to talk a monster into surrendering, don't just make a Charisma check – have the player really speak the words or give the gist of what they're trying to say. Save ability checks for those situations where role-playing and/or player/GM discussion won't necessarily resolve the situation (like fighting the wind in the Windy Room) or situations where success/failure is a very random outcome.

If any character makes it to the mound of treasure, the mound disappears, leaving only a chest. Within the small wooden chest is 64 gp, six thin silver bracelets (50 gp each), 10 silver-tipped arrows (1 gp each), a silver dagger (20 gp), a sack with Wolvesbane (repels anyone with lycanthropy, including characters!), and an ornate signet ring of silver depicting a wolf (100 gp).

21. **Teleporter**: As soon as anyone in the party walks on one of the spaces marked *1* or *2*, the whole party is teleported to the other space (1 transports to 2, 2 transports to 1). The party does not notice that they've been teleported – continue to describe what they see in front of them as if they've been moving in the same direction. If the characters keep moving forward, they are not teleported again until they leave the room and return to it. This does mean that the characters could keep going back and forth if they return to this room many times!

Astute players may notice the difference, especially if you describe directions in "North, South, East, And West" fashion, but if you use "Left, Right, In Front, Behind" directions, it is very confusing at first.

Example of play for Room #21

Assume the characters are coming from Room #20 and are facing west from the door to #20.

GM: "You see that the corridor goes about 20 feet and then turns to the right."

Player: "OK, we'll go down the corridor and look around the corner."

GM: "You get to the corner, look to the right, and see that the corridor goes straight another 20 feet and dead ends. There is a side corridor to the left about 10 feet down."

Player: "We'll go the left corridor and look, making sure to use our 10 foot pole to check for traps." (Smart players!)

GM: (Noting that the characters have now teleported from 1 to 2, continues to describe what the characters see…) "You see that about 20 feet straight down that corridor is a 4 way intersection. Straight forward, the corridor continues out of the range of light from your torch."

Player: "We'll continue down, testing for traps…"

(Play continues with the characters actually heading BACK to Room #20.)

(Note that this would play differently if you describe things in terms of compass directions. You might choose to change how you describe things, but players may notice the difference. You could just continue to describe in compass directions, leaving the players slightly confused as to why directions have now changed…)

In this case, if there are no warrior ants, you may decide that the giant ants ignore the characters unless the characters attack first. If there is a warrior ant, it may attack to make the characters leave the room, but not abandon its post. Those decisions are up to you and how you want to play the ants.

22. **Ant Room:** This small room is the home of a nest of giant ants, and the stone floor is broken up and uneven from their burrowing. At any given time there are 1d4 giant ants in the room, and there's a 10% chance one of them is a warrior ant.

To determine if one of the ants is a warrior ant, you roll a d20. If the number is a 1 or 2, then one of the ants is a warrior ant!

The giant ants have an Ascending Armor Class [AAC] of 16. Their HD is 2 (for regular giant ants) and 3 (for warrior ants). Hit points for up to 4 giant ants: 4, 10, 10, 12. (Meaning that if you roll for 2 ants, you can have one have 4 hit points, the second has 10 hit points) Hit points for the warrior ant: 16. When giant ants (normal or warrior) succeed on a hit, their bite does 1d6 damage.

If a warrior ant is present and successfully attacks the player, their poison may inflict additional damage to the player. If the character bitten fails their saving throw is failed, the poison causes an extra 1d6 damage to the normal 1d6 damage from the bite. If the saving throw succeeds, only 1d4 points of damage is suffered.

Checking around on the floor may reveal some sort of treasure from the ants tearing up the floor. Roll 1d6: 1–3 = no treasure; 4–5 = 1d10 gp (roll a ten-sided dice to see how many coins there are); 6 = 3d6 gp (roll 3 six-sided dice to see how many coins there are.)

Do all monsters fight?

Some monsters are intelligent, some are not. Some do not automatically attack characters, others do. A lot of that depends on how YOU imagine how the monsters might act.

If you want to play again…

The adventure you begin here doesn't have to stop. This Quick Start is meant for first level characters only and the Quick Start Adventure. If you head over to http://swordsandwizardry.com, you'll be able to download a free copy of the full **Swords & Wizardry Core rules**, as well as get links to adventures, accessories and other things to help you play your game. You can also purchase Swords & Wizardry through lulu.com and have a paperback or hardcover version of the rules to take with you.

It's my hope that you've enjoyed this Quick Start and that you'll remember the ONLY REAL RULE of Swords & Wizardry…

Have fun, and imagine the hell out of your game!

Swords & Wizardry

CHARACTER NAME

CLASS AND LEVEL

DISTINCTIVE TRAITS

RACE AND ALIGNMENT

PLAYER NAME

RELIGION OR PATRON DEITY

AGE AND GENDER

ATTRIBUTE SCORES

STR ◯ MELEE TO-HIT,
MELEE DAMAGE

DEX ◯ MISSILE TO-HIT,
AC MODIFIER

CON ◯ HIT POINTS

INT ◯ LANGUAGES,
BONUS 1ST LEVEL SPELLS

WIS ◯ EXPERIENCE,
BONUS 1ST LEVEL SPELLS

CHA ◯ HIRELINGS,
LOYALTY

SAVING THROW

SAVING THROW
AND MODIFIERS ◯

ARMOR CLASS

ARMOR, SHIELD,
AND MISC. ⬡

TO-HIT BONUS

MELEE ☐ MISSILE ☐

EXPERIENCE

HIT POINTS

TOTAL _____

SPECIAL ABILITIES

WEAPONS

LANGUAGES

MONEY AND TREASURE

ITEMS AND EQUIPMENT

SPELLS

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Swords & Wizardry™

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Swords & Wizardry is a fantasy role-playing game, an approximate re-creation of the Gygax-Arneson original fantasy role-playing game and its several supplements as written in 1974.

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- Play and combat rules
- Game Referee Guidance
- A complete adventure – The Dungeon of Akban