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Treasure and glittering gems; dark places beneath the earth where monsters dwell; magic circles, pentagrams and pentacles; runes of evil import, and iron-banded doors of mouldering oak; wizards of vast power, living in their isolated towers above black seaside cliffs; great-horned demons in their bloody lairs; massive stone idols with jeweled eyes and hieroglyphic pedestals, carved in the distant eons before the young civilizations of humankind; strange and glowing orbs, floating in the air above rusted metal grates leading to deeper levels of the underground passageways ...

It is about flying carpets and cursed blades, about hooded priests gathered for unspeakable rites in their forgotten temples; it is about adventure and about perilous undertakings, forcing back the evil creatures of Chaos from the borderlands of embattled civilization; it is about battle-scarred warriors and deadly sorcerers...

It's about **SWORDS & WIZARDRY**



FOREWORD

By Tim Kask, founding editor of Dragon Magazine

For thirty-five years, I have been telling roleplaying gamers to ignore rules that they do not like. The essence of RPGing is in the story, not the accomplishment of arbitrary goals and benchmarks. We all take part in creating the story; the GM writes an outline, tots up a list of "plot elements," and then sets the players loose to fill in the details. This has never changed.

What you hold in your hand are guidelines; this is one set of "rules" that has an internal integrity that makes it work. Is it the only way to play? Certainly not; from the very beginning of role-playing GMs have been encouraged to extrapolate and interpret, to make the game their own. If a given rule does not seem "right" to you, then ignore it! Or, better still, change it! Make your game or campaign your own. All GMs need to worry about is keeping a "logical reality" active in their campaigns; the players rely on that logic to find their way through the perils and puzzles of the adventure.

The truest test of whether or not you are doing it right has always been two-fold: are you having fun, and do your players keep showing up every session? If you can answer yes to either, you're on the right path. If you can answer in the affirmative to both, you have the "right" of it. From the very conception of RPGing, the whole idea was to have fun. We showed the world a new way to do it, but we never said there was only one way.

Have fun adventuring.

Tim Kask

July 10, 2010

INTRODUCTION

In 1974, Gary Gygax (1938-2008) and Dave Arneson (1947-2009) wrote the world's first fantasy role-playing game, a simple and very flexible set of rules that launched an entirely new genre of gaming. In 1975, the first supplement to these rules was published, with Rob Kuntz as Mr. Gygax's co-author, along with three other supplements. We call these rules the "Original Game."

What you are reading is an unofficial, "restated" version of the rules of the Original Game, created using material that Wizards of the Coast has made available through the Creative Commons License. It is not an exact reproduction, mainly for legal reasons; but in the 1970s, no group of gamers played precisely the same version of the Original Game anyway. The '70s was a decade of freaky improvisation, weird fantasy, and rebellion. And that's **Swords & Wizardry**. If that's how you roll, all the rest is just details.

The **Swords & Wizardry** rules are short compared to the multi-paged rule-libraries required to play most modern roleplaying games, yet this game contains within itself all the seeds and soul of mythic fantasy, the building blocks of vast complexity, the kindling of wonder. The Original Game is so powerful because it is encapsulated in a small formula, like a genie kept imprisoned in the small compass of an unremarkable lamp. Take this framework, and then imagine the hell out of it!

Enjoy!

Matt Finch

GETTING STARTED

Most likely, you already know basically how this game works. One of you is the “Referee,” who runs the game world: The Referee designs the adventures, makes decisions and rolls dice for the monsters, describes what the characters see, and judges the effects of their actions. The rest of you are the “players,” each of you taking on the role of a “player character” who might be a powerful wizard, a hard-bitten warrior, or any other sort of fantasy avatar representing you in the game world. You do not need to use miniatures, although they can sometimes help clarify who was standing underneath the stone block when it fell, and other such important questions.

The first step is to complete a character sheet, recording your character’s statistics and equipment; the next step is to sit down around a table with some dice and start playing! Unless, of course, you are the Referee, in which case you will have to prepare the adventure first. You have the Referee Book to help you with your role!

DICE

Swords & Wizardry uses several different kinds of dice, abbreviated according to how many sides they have. A four-sided die is called a d4, and if you roll 3 of them (adding the results together), that is written as 3d4. The six-sided die is a d6, the eight-sided die is a d8, the 10-sided die is a d10,

the 12-sided die is a d12, and the 20-sided die is a d20. When the rules mention d100 (or percentile dice), roll two 10-sided dice, treating the first roll as the “tens” and the second roll as the “ones.” If you were to roll a 7 and then a 3, the result would be 73. A roll of 0 and 0 means a result of “100.”

COMMON TERMS

You will discover several common terms (and their abbreviations) while reading. *Swords & Wizardry* itself is a role-playing game, shortened to RPG. The Referee may also be known as the Game Master, or GM. As a player, your character will be a Player Character (PC), while the Referee will provide Non-Player Characters (NPCs). “Experience Points” (XP) are the measure of a character’s growing expertise and ability. “Hit Dice” (HD) are the number of dice a character or monster rolls to determine total “Hit Points” (hp), the amount of damage one can handle before becoming incapacitated. “Armor Class” (AC) is a measure of protection against attack. A “Saving Throw” represents the attempt to avoid or mitigate some type of unusual attack. Gold pieces (often just called gp) are the most important medium of exchange. Do not worry about trying to memorize all this; most of it will be evident as you read through.



CREATING A CHARACTER

Your first step as a player is to create a character. A Referee who is just learning the rules should also become familiar with how this part of the game works.

SETTING UP YOUR CHARACTER SHEET

Information about your character goes on a character sheet, which can be a simple sheet of paper or you can use a preprinted form.

The blank character sheet provided in this book may be photocopied or otherwise reproduced for personal use, if desired.

The character sheet is a complex form with the following sections:

- CHARACTER NAME:** A space at the top for the character's name.
- IDENTITY:** Includes fields for Class, Alignment, Age, Ancestry, and Deity.
- LEVEL:** Includes Experience Points (XP), Prime Attribute, and XP Bonus.
- HIT POINTS:** A field for the character's hit points.
- SAVING THROW:** A field for the character's saving throw.
- ARMOR CLASS:** A field for the character's armor class.
- Attributes:** A section for Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, each with a corresponding roll and bonus.
- Class Abilities:** A section for the character's class abilities.
- Gold & Treasure:** A section for the character's gold and treasure.
- Items & Equipment:** A section for the character's items and equipment, including a table for Weapons, Shields, and Armor.
- Roll Needed to Hit Armor Class:** A table at the bottom for determining the roll needed to hit the character's armor class.

IDENTITY

ATTRIBUTES

EQUIPMENT,
ARMOR &
WEAPONS

ROLL ATTRIBUTE SCORES

The basic attributes of a character are numbers representing Strength (muscle power), Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and IQ), Wisdom (common sense), and Charisma (leadership). The first step to creating your character is to roll 3d6 for each of the six attribute scores. If this is a long-term game and you want to play a specific character class, the Referee will probably allow you to shift the scores around — in some fashion — if your dice rolls are a disaster for that particular kind of character. Keep in mind that your character will almost certainly have at least one score that is lower than average. This is not a game of armored superheroes! The great wizards and knights of the world do not begin as superior specimens of human perfection; they are flawed like anyone else. What truly makes heroes of legend, in the end, is not what they were born with; it is what they achieve, in a risky life full of adventure, peril, and courage — and sometimes lots of trickery and guile, too.

STRENGTH

Roll 3d6 for your character's Strength score and write it on your character sheet. High strength lets the character force doors open more easily and allows much more weight (treasure!) to be carried. For Fighters only, high strength gives bonuses to hit and to inflict damage. The table to the right shows the effects of your character's Strength score. Write down these bonuses on your character sheet. Strength is the Prime Attribute for Fighters, Paladins, and Rangers, and one of the Prime Attributes for Assassin characters. (The Prime Attribute is important for calculating bonuses to your experience points when you get them and is described later in the rules.)

Strength

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

*Penalties apply to any character, but only Fighters get the bonuses. The Referee may perhaps choose to allow other classes to have a +1 bonus, but most certainly no more than that. Your Referee might also rule that only hand-to-hand weapons gain the Strength bonus, but the bare-knuckles Original Game allowed Fighters to be deadly archers — and so does *Swords & Wizardry*.

DEXTERITY

Roll 3d6 for your character's Dexterity score. A high Dexterity score gives your character bonuses when attacking with a bow or other missile weapon, and improves your Armor Class (explained later in the rules), making you harder to hit. Fighters with high Dexterity can even parry enemy blows while fighting defensively in battle. Dexterity is the Prime Attribute for Thieves and one of the Prime Attributes for Assassin characters.

Dexterity

Score	Missile Weapon To-Hit Bonus/Penalty*	Effect on Armor Class
3-8	-1	Worse by 1 point
9-12	+0	None
13-18	+1	Better by 1 point

*For Fighters, this bonus is in addition to any bonuses for Strength, unless the Referee tells you otherwise.

CONSTITUTION

Roll 3d6 for your character's Constitution score. A high Constitution gives your character extra hit points for each hit die. It is not the Prime Attribute for any character class, but those extra hit points can come in very, very handy. Constitution is also used to determine a character's likelihood of successfully being raised from the dead, or surviving other truly major shocks to the system. (For other shocks, use the same percentage chance as shown for "Raise Dead Survival" on the table to the right.)

Constitution

Score	Hit Point Modifier (per hit die)	Raise Dead Survival
3-8	-1	50%
9-12	+0	75%
13-18	+1	100%

INTELLIGENCE

Roll 3d6 for your character's Intelligence score. High Intelligence allows a character to speak additional languages, as shown on the table to the right. Intelligence is the Prime Attribute for Magic-Users, and one of the Prime Attributes for Assassin characters. Only Magic-Users with high Intelligence are able to learn the highest-level spells. There are also limitations on how many spells a Magic-User can learn, based on the character's intelligence.

Available languages include the Common Tongue (known by all characters), Dwarven, Elvish, Dragon, Giantish (which includes ogres), Goblin (which includes orcs), and various other possibilities depending on your Referee's campaign. The alignments of Law and Chaos have rudimentary "alignment tongues," allowing simple converse between those who serve the same alignment. One cannot learn the common tongue of an opposing alignment, and Neutrality does not have any sort of alignment common language, although there is a secret druidic language (druids are of Neutral alignment).

Intelligence

Score	Maximum Additional Languages	Max Spell Level	Chance to Understand New Spell	Min/Max Number of Basic Spells Understandable per Level
3-7	0	4	30%	2/4
8	1	5	40%	3/5
9	1	5	45%	3/5
10	2	5	50%	4/6
11	2	6	50%	4/6
12	3	6	55%	4/6
13	3	7	65%	5/8
14	4	7	65%	5/8
15	4	8	75%	6/10
16	5	8	75%	6/10
17	5	9	85%	7/All
18	6	9	95%	8/All

WISDOM

Roll 3d6 for your character's Wisdom score. Wisdom is the Prime Attribute for Clerics and Monks, and one of the two Prime Attributes for Druid characters. If a Cleric has a Wisdom score of 15 or greater, the character gains an additional first-level spell. Note: The potential for a bonus spell is not a feature of the Original Game, but it is a way to give low-level parties a bit more stamina

and flexibility during an adventure. Your Referee might choose not to grant the bonus spell, but it is strongly suggested. Any character with a Wisdom score of 13 or higher receives a +5% bonus to all experience point awards. (Clerics with high Wisdom receive both this bonus and any bonus for Wisdom as their Prime Attribute.)

CHARISMA

Roll 3d6 for your character's Charisma score. Highly charismatic characters have a better chance to talk their way out of trouble, and can lead more followers than characters with low Charisma. Charisma also limits the number of "special hirelings" your character can attract into service as vassals. This does not mean normal men-at-arms; it means henchmen who are character-types: Magic-Users, Clerics and others. Once your character reaches higher levels, you will need those minions! Charisma does not affect the number of regular troops, lantern-bearers, and pack-carriers you can employ, although it might affect how loyal they are. Charisma is one of two Prime Attributes for Druid characters. Any character with a Charisma score of 13 or higher receives a +5% bonus to all experience point awards.

Charisma

Score	Maximum Number of Special Hirelings	Adjustment to Retainer Morale
3-4	1	-4
5-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+4

CHOOSE A CHARACTER CLASS

Once you roll up your attribute scores, the next step is to choose a “character class.” The available classes are: Assassin, Cleric, Druid, Fighter, Magic-User, Monk, Paladin, Ranger, and Thief. Your Referee may also have invented other character classes that are available to you. Decide what sort of character you want to play, keeping in mind

that certain attribute scores work well with certain character classes. Later you will choose your character’s ancestry and “Alignment,” which is the character’s alliance with Law or Chaos. Some classes can be of any ancestry and alignment, but others have restrictions, so you should be aware of this when you are considering your choice.

ASSASSIN

Assassins are a rare sub-class of Thieves; they are trained killers, members of secret guilds and societies of their kind. As an Assassin, you begin the game as a very minor member of the nearest assassins’ guild, a secret organization to which you and your fellow Assassins have given dire oaths and pledges of loyalty. The first rule of the assassins’ guild, one might say, is that no one talks about the Assassins’ Guild. You are not an indiscriminate killer for hire, for the guild strictly regulates the actual assassination missions its members are permitted to undertake. As an Assassin-adventurer, you provide your allies with a mixture of thieving skills and combat capabilities, although you are not as proficient with thieving skills as a true Thief, nor are you truly a front-line fighter. However, your ability to disguise yourself can be of great advantage in certain situations, and your ability to use poisons and poisoned weapons can often turn the tide in a desperate combat.

ABOUT ASSASSINS

Alignment: Assassins must be of Neutral or Chaotic alignment. In the Original Game, Assassins could only be Neutrally aligned, presumably since their allegiance to a guild is similar to the Druidic allegiance to the powers of nature, and they are not indiscriminate in their actions. However, for purposes of *Swords & Wizardry*, the Referee has the flexibility to allow Chaotic alignments even for player character Assassins. A Chaotic alignment, however, means that a creature is utterly bad, down to the very bones (see the section on “Alignment” later in the book).

Prime Attribute: Dexterity, Strength, and Intelligence all 13+ (+5% experience bonus)

Hit Dice: 1d6/level (Gains 1hp/level after 13th level)

Armor/Shield Permitted: Leather armor only, shield permitted

Weapons Permitted: Any

Ancestry: Only humans may be Assassins

ASSASSIN CLASS ABILITIES

Disguise: Assassins can disguise themselves with great skill, allowing them to blend into other groups without causing suspicion. A person of average Intelligence and Wisdom (both scores averaging about 10) has only a 5% chance to see through such a disguise, unless it involves considerable fakery such as posing as a member of the opposite sex. In these cases, the base chance to detect the disguise is 10%. The Referee will modify these chances to take the observer’s intelligence into account. As a rough guideline, if the observer had the brutish intelligence of an orc or a particularly foolish human, the chance to detect the disguise might drop by 1% or 2%. If the observer were a captain of the guard, a Cleric, a Magic-User, or were otherwise of greater than average mental capacity, the chance to detect such a disguise would increase by 1% to



3%. The Assassin's disguise is more than just a matter of costume; it encompasses mimicry of speech and behavior as well. However, if the character is impersonating a specific individual, the disguise can make the Assassin look only vaguely similar — anyone at all familiar with the original would spot the imposture immediately. Disguises are more about blending in, mimicking a different social class, and — especially — not being recognized afterward.

Magic Items: Assassins can use any magic items usable by Thieves, plus any magic weapons, armor (leather only), and shields.

Poison: Assassins are able to use poison on their weapons without the risk of making basic errors. Fighters who coat their swords with poison might — just might — make the mistake of absentmindedly rubbing their eyes before remembering to wash the deadly toxin from their hands; Assassins are trained not to fall prey to such basic errors when using poison. Assassins are not, however, trained at concocting poisons; most guilds employ an alchemist for such purposes.

Thieving Skills: Assassins have skills similar to those of Thieves, but comparable to a Thief two levels lower than the Assassin character. (See the Thief class for an explanation of abilities in the table.)

Backstab: Assassins may attack from behind with a to-hit bonus of +4 and inflict double damage. This damage multiplier increases at the same level as that of a Thief.

The original rules did not provide any “automatic kill” abilities for Assassins, other than for hired Assassins, as a way of determining success or failure on a mission. The Referee might choose to allow Assassin characters to add the Assassin's level of experience to damage inflicted by a backstabbing attack.

Establish Guild (14th): At 14th level, the Assassin may establish (or take over) a guild of Assassins. The guild need not be located in a large city and can even be established as a barony in the wilderness. However, if the new guild is within the territory of an existing guild, there will unquestionably be a battle to the death between them. Assassins' guilds do not — ever — share their territory. An existing guild of Assassins will generally not accept the leadership of a new guildmaster who does not claim that rank by killing the former guildmaster.

Assassin Advancement Table

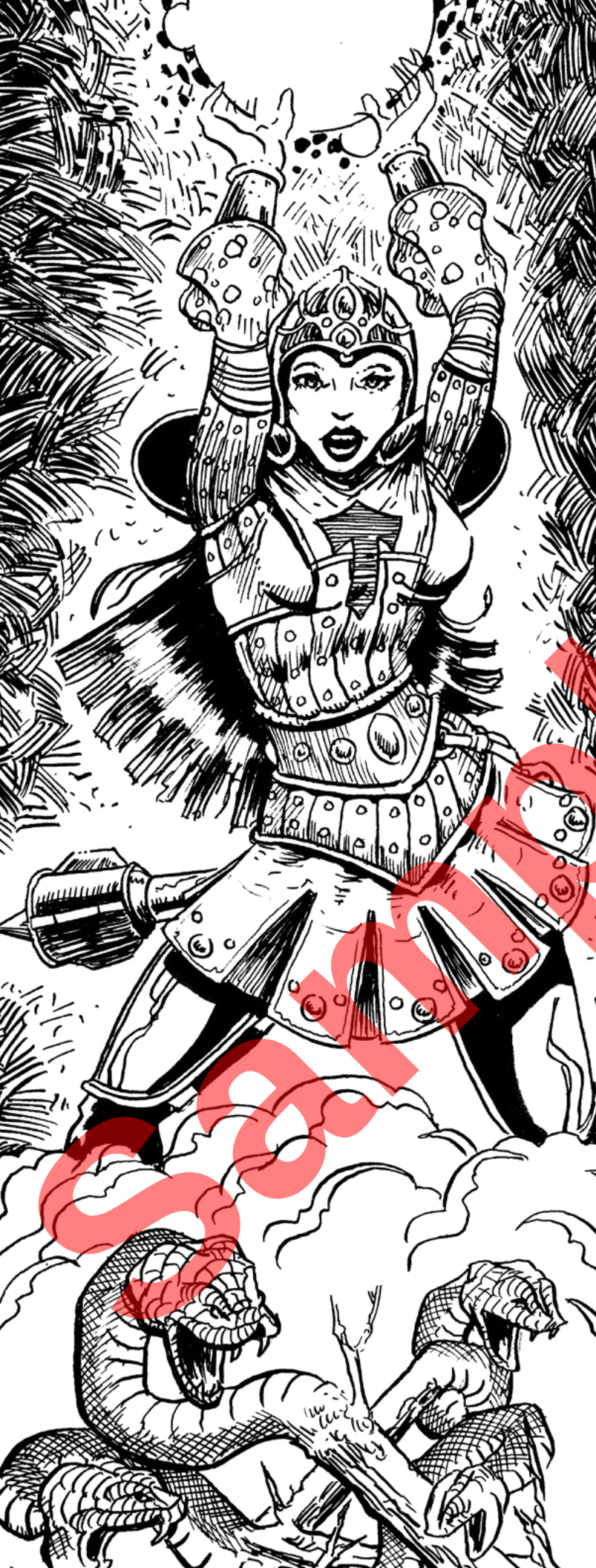
Level*	XP Required for Level	Hit Dice (d6)**	Saving Throw
1	0	1	15
2	1,500	2	14
3	3,000	3	13
4	6,000	4	12
5	12,000	5	11
6	24,000	6	10
7	48,000	7	9
8	96,000	8	8
9	192,000	9	7
10	275,000	10	6
11	400,000	11	5
12	550,000	12	5
13	700,000	13	5
14	850,000 (Guildmaster)	13+1 hp	5
15	1,000,000	13+2 hp	5
16	1,150,000	13+3 hp	5
17	1,300,000	13+4 hp	5
18	1,450,000	13+5 hp	5
19	1,600,000	13+6 hp	5
20	1,750,000	13+7 hp	5
21+	+150,000 per level	+1 hp/level	5

* Assassins were capped at 13 levels of ability in the Original Game.

** Hit points shown for levels after the character no longer gains full hit dice are the total combined number. A 15th-level Assassin has 13 HD plus 2 hit points total, not 13 HD plus one hit point gained at 14th level and another 2 hit points gained at 15th.

Thieving Skills for Assassins

Level	Climb Walls	Delicate Tasks and Traps	Hear Sounds	Hide in Shadows	Move Silently	Open Locks
3	87%	15%	3 in 6	10%	20%	10%
4	88%	20%	3 in 6	15%	25%	15%
5	89%	25%	4 in 6	20%	30%	20%
6	90%	30%	4 in 6	25%	35%	25%
7	91%	35%	4 in 6	30%	40%	30%
8	92%	40%	4 in 6	35%	45%	35%
9	93%	45%	5 in 6	40%	50%	40%
10	94%	50%	5 in 6	55%	60%	55%
11	95%	60%	5 in 6	65%	70%	65%
12	96%	70%	5 in 6	75%	80%	75%
13	96%	80%	6 in 6	85%	90%	85%
14+	Remains at 96%	Remains at 80%	Remains 6 in 6	Remains at 85%	Remains at 90%	Remains at 85%



CLERIC

Clerics are armored warrior-priests (or -priestesses) who serve Law or Chaos. Most Clerics have a patron deity or serve a particular religion, although the unified power of Law is paramount for Lawful Clerics and has an existence in and of itself. You are a champion of your faith and moral alignment. You might be a shining knight of the faith, an exorcist of demons, or a sinister witch-hunter. Because most of a Cleric's abilities are oriented toward healing and protecting, Clerics tend to play a support role during combat: backing up the front line, but able to stand shoulder to shoulder with the party's Fighters if the need arises — at least for a while. As your Cleric grows in power and reputation, the character might establish a stronghold for the faith: a fortified monastery, a soaring cathedral in the wilderness, or whatever strikes the Cleric as the best way to protect and serve a growing flock of acolytes and loyal peasant followers.

Prime Attribute: Wisdom, 13+ (+5% experience bonus)

Hit Dice: 1d6/level (Gains 1 hp/level after 9th level)

Armor/Shield Permitted: Any

Weapons Permitted: Blunt weapons only (club, flail, hammer, mace, staff, etc.). No missile weapons other than oil or slings if the Referee permits.

Ancestry: Half-elves and Humans may be Clerics

CLERIC CLASS ABILITIES

Spell Casting: Clerics cast “divine” spells from a specific list, with numbers as per the Cleric Advancement Table. Clerics of specific deities might have different lists of available spells, as designed by the Referee. Each day, the Cleric selects and prays for a particular set of spells, choosing any spells from the standard list. Once a spell is cast, it cannot be cast again until the next day unless the Cleric prepares (prays for) the spell more than once.

Banishing Undead: Lawful Clerics can “turn” undead monsters (see “Turning the Undead” in the Combat Section), making them flee from the Cleric's holiness. Whether Chaotic Clerics can affect undead at all is up to the Referee.

Saving Throw Bonus: Clerics gain a +2 bonus on saving throw rolls against being paralyzed or poisoned.

Religious Stronghold (9th level): At ninth level, a Cleric character may establish a stronghold and attract a body of men-at-arms who swear fealty to the character as loyal (or perhaps even fanatical) soldiers and retainers.

Cleric Advancement Table

Level	XP Required for Level	Hit Dice (d6)*	Saving Throw	Number of Spells (by level)**						
				1	2	3	4	5	6	7
1	0	1	15	—	—	—	—	—	—	—
2	1,500	2	14	1	—	—	—	—	—	—
3	3,000	3	13	2	—	—	—	—	—	—
4	6,000	4	12	2	1	—	—	—	—	—
5	12,000	5	11	2	2	—	—	—	—	—
6	24,000	6	10	2	2	1	1	—	—	—
7	48,000	7	9	2	2	2	1	1	—	—
8	100,000	8	8	2	2	2	2	2	—	—
9	170,000	9	7	3	3	3	2	2	—	—
10	240,000	9+1 hp	6	3	3	3	3	3	—	—
11	310,000	9+2 hp	5	4	4	4	3	3	—	—
12	380,000	9+3 hp	4	4	4	4	4	4	1	—
13	450,000	9+4 hp	4	5	5	5	4	4	1	—
14	520,000	9+5 hp	4	5	5	5	5	5	2	—
15	590,000	9+6 hp	4	6	6	6	5	5	2	—
16	660,000	9+7 hp	4	6	6	6	6	6	3	—
17	730,000	9+8 hp	4	7	7	7	6	6	3	1
18	800,000	9+9 hp	4	7	7	7	7	7	4	1
19	870,000	9+10 hp	4	8	8	8	7	7	4	2
20	940,000	9+11 hp	4	8	8	8	8	8	5	2
21+	+70,000 per level	+1 hp /level	4	9	9	9	8	8	5	3

* Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 11th level Cleric has 9HD plus 2 hit points total, not 9HD plus one hit point gained at 10th level and another 2 hit points gained at 11th.

** Clerics continue to gain spells after 21st level according to the same pattern.





DRUID

Druids are part of a mysterious religious order of priests and priestesses who worship and serve the powers of nature. As a Druid, you have great reverence for the natural world, and are more comfortable with plants and animals than with other people. You can cast spells to talk with wildlife, or enlist animals and even plants as your allies, but you are also an able fighter in defense of your forest and your friends. You share some characteristics with Fighters, Clerics, and Magic-Users, but you are not as strong as those classes in their own specialties. However, you are better in physical combat than a Magic-User, while still having some healing ability and offensive spell power. Some of your nature spells are unlike anything a Cleric or Magic-User can cast. You are ready to extend the balance of nature to human affairs and have little tolerance for those who go to excess either for good or evil, Law or Chaos. You keep your rituals secret and prefer to live in the wilderness rather than in cities. Your ability to control fire helps to protect your sacred groves, but also can be effective in battle. One day, when you gain all your powers, you might choose to leave the life of adventuring and retreat to the ancient forests, never to be seen again. Or you might choose to establish a druidic citadel in a forest or around a newly-raised henge of stones. The decision is yours.

Prime Attribute: Wisdom and Charisma, both 13+ (+5% experience bonus)

Hit Dice: 1d6/level (Gains 1 hp/level after 9th level)

Armor/Shield Permitted: Leather armor, wooden shield

Weapons Permitted: Dagger, sickle-shaped sword (treat as short sword), spear, sling, oil

Ancestry: Only humans may be Druids

ABOUT DRUIDS

Alignment: Druid characters must begin with a Neutral alignment. Separate druidic-oriented orders might exist, but these would draw their powers not entirely from nature and not entirely from the powers of Law or Chaos. A trade-off of some kind would have been made, resulting in something druidic but not Druid. Chaotic “druids” conduct human sacrifices and their deeds are dark indeed, drawing strength from ancient and best-forgotten cthonic chaos-beings steeped in earth and blood. Lawful “druids” are even less common, for Chaos has a stronger link to the wild places of the earth than do the powers of Law, but such Lawful “druids” also exist, often setting themselves against the darker, fallen druidic orders. Again, however, the members of such orders are merely druidic — they differ in subtle ways from the true Druids represented by the character class.

Mistletoe: A sprig of mistletoe serves for Druids much as a holy symbol serves for Clerics, but is even more important. A Druid can barely cast spells at all without the mystical or symbolic connection provided by the mistletoe sprig. The connection of a Druid to nature is not the same as the Cleric's connection to a divine being; it is inherently more inchoate, less focused, and more diverse. Although Druids are considered a sub-class of Clerics, their magic bears some partial similarities to that of Magic-Users: they require more of a symbolic focus, more of a ritualistic style of casting, and rely to a greater degree on learning and lore than upon the faith, devotional, and crusading aspects that are so crucial to the power of a true Cleric of Law or Chaos.

Druidic Hierarchy: The Druid character is a member of a Druidic Order (or the Druidic Order, if there is only one), a hierarchy of power and authority — essentially a pyramid — culminating in the person of the Grand Druid. This august and mysterious personage is the ultimate leader of all Druids in the order. There might be more than one Grand Druid, each ruling different far-flung regions, but in the specific locale where a Druid character begins play, there is, and can be, only one. Moreover, in this area (however large or restricted it might be), there are limited numbers of Druids who may serve in the less-lofty positions of the hierarchy as well. The levels of druidism represent the sequential introduction to higher knowledge — secrets that are dangerous for those of lesser power to know — and also the initiation of the Druid into increasingly smaller “circles” of higher-ranking druids. Once a Druid reaches 11th level, having learned the full scope of the mysteries of druidism, the character gains the title of Druid. (This is just a title in the order; obviously, the character has been a “druid” since the beginning.) Gaining the position of an Archdruid, or rising to the highest authority of the Grand Druid, requires more than just gaining the necessary experience points; it requires supplanting the current holder of that position. If the Druid character cannot challenge and defeat one of the current Archdruids (to gain 12th level), or the current Grand Druid (to gain 13th level), the character cannot advance to the higher level without departing from the true order of druids and becoming an outcast. The nature and “rules” of the druidic challenge are kept a deep secret from all non-Druids. Losing a druidic challenge causes a loss of experience points to the beginning of the level of advancement below the challenger's current level, so it is a grave setback. (For example, an unsuccessful challenger for the rank of Archdruid would be reduced to the beginning of 10th level.) However, a determined Druid may gain more experience and then return to challenge again, as many times as he or she needs or desires.

The Grand Druid may continue to gain levels, although the progression and benefits gained from these levels are minor — the character has already learned the significant mysteries — and all that remains is to refine and polish the use of this knowledge. A Druid who has lost a challenge, regained the necessary experience to make another, and then declines to make that challenge, becomes an outcast. Such druids can continue to advance in levels, but those who forgo the challenges and strike out on their own path are forever separated from the protection, assistance, and community of the druidic hierarchy. They are considered, for all intents and

purposes, to be renegades. In rare cases, a Druid who declines to challenge may be accepted into the hierarchy instead of becoming a renegade if the Druid swears an oath never to further seek a place in the druidic leadership. At that time, the Druid would become a counselor and/or an agent of the Grand Druid, and gain a title such as “Counselor of Forests” rather than becoming a renegade.

DRUID CLASS ABILITIES

Spell Casting: Druids cast spells from a specific list, with numbers as per the Druid Advancement Table. Each day, the Druid selects and prays for a particular set of spells, choosing any spells from the standard Druid spell list. Once a spell is cast, it cannot be cast again until the next day, unless the Druid prepares (prays for) the spell more than once.

Saving Throw Bonus: Druids gain a +2 bonus on saving throw rolls against fire.

First Mysteries (2nd): The “First Mysteries” that a Druid learns at 2nd level grant a variety of abilities to the character. The 2nd-level Druid can determine whether water is pure; identify any type of normal plant by sight, smell, or taste; and move easily through non-magical undergrowth, including thorns or heavy vines.

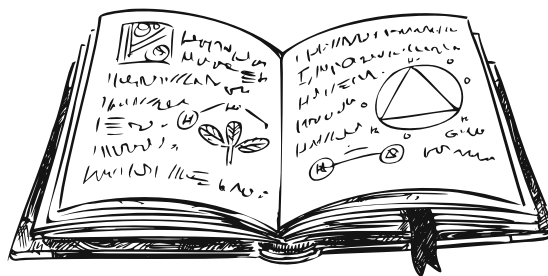
Shape Change (5th): At 5th level, the Druid can change shape into the form of an animal. The animal's size can range from that of a crow to that of a black bear (but not a huge bear such as a grizzly or polar bear). The druid can change into as many as three different animal forms per day — one from each category of reptile, mammal, and bird — but only once for each form within a single day. When the Druid shapeshifts, 1d6 x 10% of any lost hit points are cured in the transformation.

Immunity to Fey Charms (5th): Also at 5th level, the Druid becomes completely immune to the charms of dryads, naiads, satyrs, and other such fey creatures of the wild woods and rivers.

Magic Items: Druids are able to use any magical item Clerics can, with the exception of Clerical-spell scrolls.

Secret Language: The druidic hierarchy speaks a secret language known to all true (Neutral) Druids.

Druidic Stronghold (11th): Upon reaching 11th level, a Druid may build a stronghold in the wilderness, usually made up of a stone circle and/or other megaliths, one or more groves, and a fortress redoubt of some kind to protect the area. Such isolated strongholds often serve as informal academies for aspirant Druids-in-training, or as fortresses sited to defend wilderness areas threatened by Law or Chaos. A Druid who establishes such a stronghold gathers supporters and followers, although many of these will not be human.



Druid Advancement Table

Level*	XP Required for Level	Hit Dice (d6)**	Saving Throw	Role in Hierarchy	Number of Spells (by level)***						
					1	2	3	4	5	6	7
1	0	1	15	None	1	—	—	—	—	—	—
2	2,000	2	14	Initiate of the First Mysteries	2	1	—	—	—	—	—
3	4,000	3	13	Second Mysteries	3	1	—	—	—	—	—
4	8,000	4	12	Third Mysteries	3	1	1	—	—	—	—
5	13,000	5	11	Fourth Mysteries	3	2	1	—	—	—	—
6	20,000	6	10	Fifth Mysteries	3	2	2	—	—	—	—
7	40,000	7	9	Sixth Mysteries	4	2	2	1	—	—	—
8	60,000	8	8	Seventh Mysteries	4	3	2	1	—	—	—
9	90,000	9	7	Eighth Mysteries	4	3	3	2	—	—	—
10	130,000	9+1 hp	6	Ninth Mysteries	5	3	3	2	1	—	—
11	200,000	9+2 hp	5	Druid	5	3	3	3	2	1	—
12	400,000	9+3 hp	4	Archdruid (or Renegade Druid)	5	4	4	4	3	2	1
13	800,000	9+4 hp	4	The Grand Druid (or Renegade Druid)	6	5	5	4	4	3	2
14	950,000	9+5 hp	4	The Grand Druid (or Renegade Druid)	7	5	5	4	4	3	2
15	1,100,000	9+6 hp	4	The Grand Druid (or Renegade Druid)	7	6	5	4	4	3	2
16	1,250,000	9+7 hp	4	The Grand Druid (or Renegade Druid)	7	6	6	4	4	3	2
17	1,400,000	9+8 hp	4	The Grand Druid (or Renegade Druid)	8	6	6	5	4	3	2
18	1,550,000	9+9 hp	4	The Grand Druid (or Renegade Druid)	8	7	6	5	5	3	2
19	1,700,000	9+10 hp	4	The Grand Druid (or Renegade Druid)	9	8	6	5	5	3	2
20	1,850,000	9+11 hp	4	The Grand Druid (or Renegade Druid)	9	8	7	5	5	3	2
21+	+150,000 per level	+1 hp/level	4	The Grand Druid (or Renegade Druid)	9	8	7	6	5	4	3

* Druids were capped at 13 levels of ability in the Original Game.

** Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 11th level druid has 9HD plus 2 hit points total, not 9HD plus one hit point gained at 10th level and another 2 hit points gained at 11th.

*** Druids continue to gain spells after 21st level according to the same pattern. Note that no more 6th- or 7th-level spells are added after the Druid is 21st level.

