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A decorative rectangular frame with ornate scrollwork at the corners. The bottom right corner features a red rose illustration.

STRENGTH		HIT POINTS	
DEXTERITY		SAVING THROW	
CONSTITUTION		ARMOR CLASS	
INTELLIGENCE		Attribute Bonuses	
WISDOM		Bonus to Hit (STR)	
CHARISMA		Open Doors (STR)	
Class Abilities		Damage Bonus (STR)	
		Carry Modifier (STR)	
		Bonus to Missiles (DEX)	
		Armor Bonus (DEX)	
		Hit Point Bonus (CON)	
		Raise Dead Survival (CON)	
		Additional Languages	
		Max # of Special Hirlings	

Items & Equipment	
Movement Rate	

Weapon	Damage	To Hit Bonus	Range

Thieving Skills	
Climb Walls	
Delicate Tasks	
Hear Sounds	
Hide in Shadows	
Move Silently	
Open Locks	

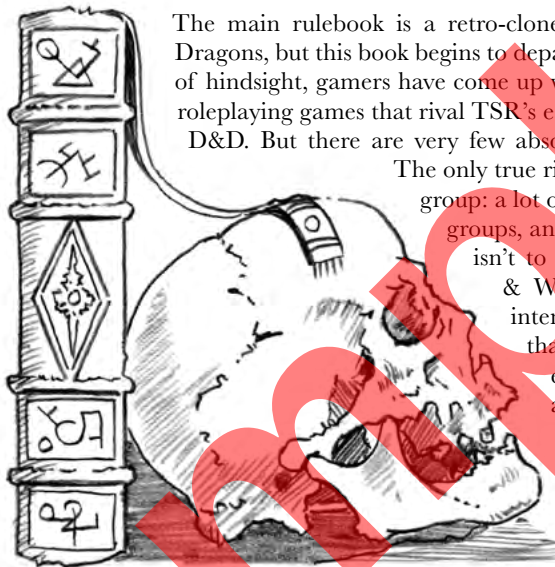
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INTRODUCTION

The very first thing to emphasize here is that everything in this book should be considered *optional* for a group playing Swords & Wizardry. Part of the appeal of Swords & Wizardry is its simplicity, and even though the material in this book isn't complex, piling too many simple rules into the mix can make a game cumbersome just by the sheer amount of material (especially for the Referee). Many groups prefer to play the game using only the most archetypal of character classes (fighter, magic-user, cleric, and sometimes thief), and this is just as valid a way to play as a fully-tricked-out "Arduin-style" game with lots of options.

The main rulebook is a retro-clone of the original form of Dungeons & Dragons, but this book begins to depart from that mode. With forty years or so of hindsight, gamers have come up with some interesting ideas about fantasy roleplaying games that rival TSR's early efforts to refine and improve original D&D. But there are very few absolutely right answers, if any, in gaming.

The only true right answer is what works for *your* gaming group: a lot of alternatives work well for some gaming groups, and poorly for others. This book's intention isn't to offer an "advanced" version of Swords & Wizardry, or to "update" it. Rather, the intention is to offer a wide variety of choices that might improve your own gaming experience, for you to browse through and choose the parts you like.



OPTIONAL CHARACTER CLASSES

This section offers several optional new character classes for your game. Before jumping in, though, keep in mind that one of the strong points of original D&D was the archetypal nature of the underlying character classes. There's a powerful folkloric feel to a game that only contains a few true character classes, with the individualization coming from actual play. That said, however, most players are interested in exploring character class options beyond the originals. This has been the case ever since the dawn of D&D, as evidenced by the fact that new character classes started showing up in the Strategic Review in its very earliest issues.

foe. Barbarians have a deep distrust of magic, magical items, and spellcasters (with the exception of Clerics and Druids, whose magic is perceived as more "natural"). Barbarians can join an adventuring party that contains Magic-users or other arcane spellcasters, but there will inevitably be some tension.

Prime Attribute: Strength and Constitution both 13+ (+5% experience bonus)

Hit Dice: 1d10/level (Gains 3 hp/level after 9th.)

Armor/Shield Permitted: Leather armor and ring mail armor only. Shields are permitted.

Weapons Permitted: Any.

Ancestry: Humans only.

Combat and Saving Throws: Barbarians use the same Attack Table as a Fighter of the same level.

ABOUT BARBARIANS

Alignment: Barbarians cannot be Lawful.

Ancestry: Player character Barbarians must be human, although some humanoids (particularly gnolls) may be found as NPCs with the abilities of this class. Humans have unlimited advancement.

Magic Items: Barbarians can use any magic items normally permitted to Fighters.

BARBARIAN CLASS ABILITIES

Tracking: Barbarians are able to track down other creatures in the wild, in cities, and even through underground passages.

- **Outdoor Tracking:** Outdoors, the basic chance for successful tracking (on a day-to-day basis) is 90%, modified by a -10% for each day old the tracks are, and modified by -10% (for the entire effort thereafter) for each day of rain (or snow) that has fallen on the trail.
- **Underground and City Tracking:** Tracking in the city (any urban or populated area) or underground makes it considerably harder to find and follow a trail. First, the beginning of the trail must be no more than an hour old. The base chance to track is still 90%, but each time the trail changes (as described below), there is a chance for the Barbarian to lose the trail and be unable to track it further; that is, the Barbarian cannot pick up the trail even by circling the area where the trail was lost. The circumstances under which the prey can "lose" the Barbarian are as follows:

- **Turns down a side passage:** 25% chance to lose trail

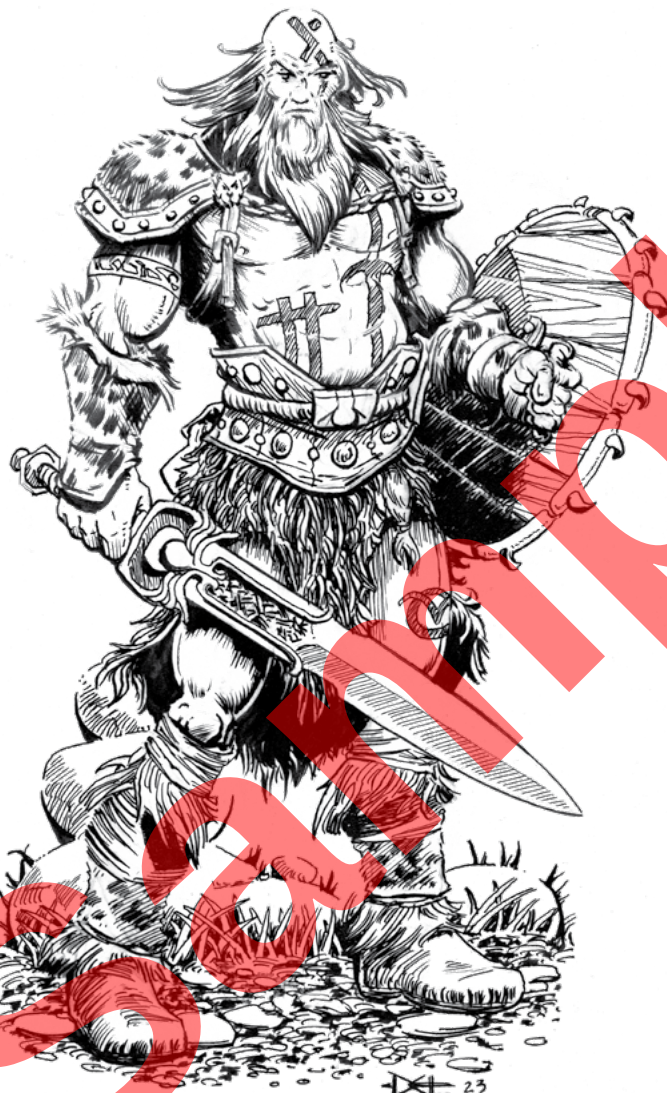
- **Goes through a door:** 35% chance to lose trail

- **Goes up or down through a trapdoor or ladder:** 40% chance to lose trail

- **Climbs a wall up or down (including pits and shafts):** 50% chance to lose trail

Alertness: A party containing a Barbarian is unlikely to be surprised, with only a 1-in-6 chance.

Ambush: A Barbarian in a wilderness or underground environment who is given enough time to investigate their surroundings can lay an ambush for any foes passing through the area. The Barbarian can take into consideration their allies when preparing this ambush, but for each additional person receiving the benefit of this ability, the Barbarian's chance of success is reduced by -5%, unless those allies are also Barbarians. If the ambush effort is successful, the Barbarian (and their allies, if present) automatically surprise foes that come within 30 feet of where the ambush has been prepared.



BARBARIAN

Barbarians are warriors that have grown up outside the confines of civilization. Living life among the many natural and supernatural dangers of the wilderness, they combine an almost-inhuman endurance with uncanny senses to become a formidable and resourceful

Detect Pits and Snares: The Barbarian can detect any concealed pits or snares with this ability, such as those commonly used in wilderness environments to capture animals and travelers. This does not include the ability to disarm them.

Detect Secret Doors: Barbarians can detect secret doors on a roll of 1-2 on a d6 when searching. In addition, Barbarians have a 1-in-6 chance of noticing the presence of a secret door just when passing near one and not actively searching.

Detect Illusions: The Barbarian's keen senses and innate distrust of magic means they can sometimes detect an illusion immediately and automatically.

Climb Sheer Surfaces: This percentage chance is what the Barbarian needs to climb a wall that others cannot climb. If the wall is more difficult than normal (very slippery, for example), the Referee may lower a Barbarian's chances of success. In general, if a normal person has a chance to climb a wall, a Barbarian can most likely do it automatically.

Hear Sound: A Barbarian can hear well when concentrating; this mainly includes listening at doors, but can also be used to hear unusual or discordant sounds in the wilderness.

Limited Wealth: Barbarians have little use for material wealth and may only own what they are able to carry with them.

Saving Throw Bonus: Barbarians receive a +2 bonus on all saving throws made to avoid traps, both mundane and magical. Against a trap that offers no saving throw, the barbarian receives a saving throw to lessen or escape the result of the trap (Referee's discretion), although the saving throw against a "no saving throw" trap is made with a -4 penalty. This ability represents the fact that the barbarian has an intuitive sense for dangers and threats.

Establish Clan (9th Level): Upon reaching 9th level, a Barbarian earns the title of Chieftain, at which time 2d6+1 1st level Barbarians will track down the Chieftain and swear allegiance to the new clan. They will remain loyal followers as long as the Chieftain provides for their basic needs, takes them on regular raids, and provides ample opportunity for battle. A Chieftain who fails to do so may eventually be branded a coward, and betrayed or challenged for supremacy.

BARBARIAN ADVANCEMENT TABLE

Level	XP Required for Level	Hit Dice (d10)	Saving Throw
1	0	1	15
2	2500	2	14
3	5000	3	13
4	12,000	4	12
5	25,000	5	11
6	50,000	6	10
7	100,000	7	9
8	175,000	8	8
9	275,000	9	7
10	550,000	9+2 hp	6
11	825,000	9+4 hp	5
12	1,100,000	9+6 hp	5
13	1,100,000	9+8 hp	5
14	1,375,000	9+10 hp	5
15	1,600,000	9+12 hp	5
16	2,000,000	9+14 hp	5
17	2,200,000	9+16 hp	5
18	2,400,000	9+18 hp	5
19	2,600,000	9+20 hp	5
20	2,800,000	9+22 hp	5
21+	+200,000 per level	+3 hp/level	5



BARBARIAN SKILL ADVANCEMENT TABLE

Level	Ambush	Climb Sheer Surfaces	Detect Illusions	Detect Pits & Snares	Hear Sound
1	10%	87%	5%	20%	3-in-6
2	15%	88%	10%	25%	3-in-6
3	20%	88%	15%	30%	4-in-6
4	25%	89%	20%	35%	4-in-6
5	30%	90%	25%	40%	4-in-6
6	35%	91%	30%	45%	4-in-6
7	40%	92%	35%	50%	5-in-6
8	55%	93%	40%	60%	5-in-6
9	65%	94%	45%	70%	5-in-6
10	75%	95%	50%	80%	5-in-6
11	85%	96%	55%	90%	6-in-6
12	95%	96%	60%	99%	6-in-6
13+	Stays at 95%	Stays at 96%	Stays at 60%	Stays at 99%	Stays at 6-in-6



BARD

Bards are members of a single, world-spanning (or at least regional) organization dedicated to learning, archiving, and the preservation of culture. As a bard, you have been trained in a wide variety of skills, not only in music and poetry, but for the many challenges that might arise in your profession, including fighting and a deep knowledge of history and arcana. The worldwide affiliation of bards has no single leader, a multitude of goals (almost as many as there are bardic members), and few strictures upon its members — it exists mainly as a hierarchy of status among those who pursue similar goals according to their own inspiration.

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

Hit Dice: 1d6/level (Gains 1 hp/level after 10th.)

Armor/Shield Permitted: Leather armor, ring mail, and chainmail armor only. Shields are not permitted.

Weapons Permitted: Any.

Ancestry: Any. Dwarfs, elves, and halflings may only advance to 8th level.

Combat and Saving Throws: Bards use the same Attack Table as a Cleric of the same level.

ABOUT BARDS

Alignment: Bards may be Lawful or Neutral in alignment.

Ancestry: Any. Dwarfs, elves, and halflings may only advance to 8th level.

Magic Items: Bards may only use rods, staves, wands, and miscellaneous magic items that would also be available to Fighters, Thieves, Druids, or such items that are not restricted by the wielder's class. Bards can read protection scrolls and spell scrolls containing druid spells, due to their extensive arcane scholarship. Unfortunately, whenever a bard wears a magical item that provides a numeric benefit to their armor class (such as a *Ring of Protection* or *Bracers of Defense*), they reduce the effectiveness of their Charm ability by 5% per point of benefit to their armor class. Thus, a bard wearing a *Ring of Protection*+2 would reduce their Charm ability by -10%.

BARD CLASS ABILITIES

Spell Casting: Beginning at 2nd level a Bard can prepare and cast spells in a manner identical to the Druid class. Bards cast spells from the Druid spell list. Each day the Bard selects and prays for a particular set of spells, choosing any spells from the list. Once a spell is cast, it cannot be cast again until the next day unless the Bard prepares (prays for) the spell more than once.

Oratory: Bards are master storytellers and can use their gifts of rhyme, spoken word, and song to captivate an audience. The Bard must be able to speak and continue speaking for this ability to remain in effect. They can target any number of targets who understand the language they are speaking who are within 60 feet. While under the effects of a Bard's Oratory ability, victims do nothing but listen to the Bard's tale if the Bard rolls equal to or under their Oratory percentage, though significant distractions (ranging from loud noises to being attacked) automatically end this effect. While the victim is under the

effects of this ability the Bard can weave a story that will implant a *Suggestion* (per the spell) in the minds of those listening. Only one shared *Suggestion* can be planted in the mind of the victims hearing the story and they may make a saving throw vs. spells to resist this effect. Strong-willed individuals and truly strange creatures are less susceptible to the bard's Oratory, with their chance of success reduced as defined on the table below. Creatures immune to mind-influencing magic are immune to a Bard's Oratory.

ORATORY MODIFIER TABLE

Creature Type	Charm Modifier
Humanoids and most monsters	-5% per hit die or level over 4. (i.e -5% at 5th level/5 HD, -10% at 6th level/6 HD)
Monks	-10% per hit die of the monk
Undead	-10% per hit die of the undead creature