Swords and Wizardry Reference Doc

This will be a living reference document for the ongoing Swords and Wizardry game. It is intended to grow as the world of the game grows. Player experiences should define the world as much as GM narration. This document should continue to note the characters PCs meet and how they impact the world around them. Creativity is power.

Year 898 ABA (After Benevolent Arrival)

Gods of Lewin-Tou

The Benevolent One - Lawful

It is said that 898 years ago the Benevolent One descended to earth to help humanity onto the path of truth. It established a cult to continue its mission after it returned to the heavens. The doctrine of the Benevolent One is built on abridged journals of Saints who hear its voice.

Earth-Mother Diaxin - Neutral

Mother of the earth and all natural things living on it. The giver and taker of life, a Goddess of beginnings and ends. She is depicted both with a kindly smile and teeth like knives.

Duran Daag – Lawful

Dwarven God of construction and civilization. He has been adopted by many human societies as a lord of organization and trade.

Panger-Yotto – Chaotic

Patron of violence, beasts, and survival. Followers of the Beast are expected to complete monthly ritual sacrifice. Really big on blood.

Pa’jere – Neutral

Lord of messengers and the winds. An antiquated divine force, but common especially among nomadic tribes.

The Divine Birds – Lawful

A 3000 year old faith which was ubiquitous until the arrival of the Benevolent One. Many still worship this pantheon of benevolent guardian figures.

Vaks-Dan – Lawful

God of technology and warfare, conquest and progress, truth. An antiquated god, mostly worshiped by soldiers and crafts-workers.

El'ter’y’plou’i’k’k’ – Neutral

The eternal ancestor of the elves. A trickster and a hero. There are stories of how they brought magic into the world.

Session 1

E’clair, Siegfried, and Aubrgtne, arrive in Bendeshi. They hear rumors of bandits in the forest, worms in the hills, and a woman haunted by a tree. They watch as Paladin Sir Elaine jumps into a sinkhole in the city. After investigating the bandits they explore the forest and return with 5 of them. After a night’s rest they pursue Elain. E’claire is bitten by a giant turtle and dies.

Bendeshi City

People
• Barry, Town Guard
• Sir Elaine, The Paladin
• Jameson, The Carpenter
• Beiry and Baery

Place
• The Golden Goat
• Guard House
• The Pit

Pop 1800-2000

Clay Buildings.

House Rules

Character Generation:

Players are given 21 dice to distribute among their players 6 attributes. No attribute is allowed to have less than 2 dice. Players then roll the dice for each attribute and take the top 3 dice.

Hp and Death:

Characters who are brought to 0 or fewer hit points bleed 1 point of hp until another character takes a turn to stabilize them. If a character reaches hit points equal to -(Constitution), they are dead.
Gods of Lewin-Tou

The Benevolent One (2) – Lawful
The orders of the Benevolent One are numerous and diverse. The Vereclissians are the most pronounced and widespread. They emphasize a parental responsibly of the church for its people and continue the Benevolent One's tradition of maintaining orphanages. The Magistrate of Bendeshi is not respected by the Vereclissian sect.

Skel'yre'phrae – Lawful
The goddess of lies, social-constructs, and the spirits that won't pass on. Her icon is an eye, simultaneously open and closed. Her worship revolves around recognizing and respecting the lies of the world. Her trusted work to reveal the truth, to create better serving lies. Some of her most devout followers claim she does not exist.

Session 2
Siegfried and Aubbrgtne return to the surface. They are found by an officer of the Magistrate and brought to free lodging. They meet the sorcerer Tuglac the Wise and his cohort of apprentices. The three are visited later that day by the Magistrate who offers them 200 each for each of the body, armor, and sword of Sir Elaine.
After 2 days of rest, they return to the pit, facing off against a ghoulish cloaked enemy and an enormous mole and finding all manor of strange locations. They return minus one apprentice, plus 10 lbs of gold chains, 2 magic scrolls, a pair of socks, one sword, Elain's corpse, and most of his armor.
Ludwig, Siegfried, and Aubergine return to the surface, sword and armor in tow. They head straight to the magistrate, spying a plate with a hole in it and a stone forearm and hand on displayer in his office. He pays them as promised, but withholding one last set of payment, for neither the armor nor Elaine is complete. Ludwig takes his apprentices to the local brothel. Siegfried celebrates by going out to drink and hears rumors of a body drained of blood near the river.

The next morning Siegfried finds a tanner to clean his stinking turtle head. Beiry and Baery asks Siegfried for his sponsorship. If denied, they would be put to hard labor by the magistrate. Siegfried accepts, for their first task they are to make weapons. Sigfried and Ludwig go back into the hole. They explore near the cliff, finding a platform and a crevice in the wall leading down. They decide exploring the unknown would be foolhardy.

They discover a second turtle, like the one that killed Eclaire. They scheme, returning to the surface for wood planks and nails, making a cunning trap for the beast. They easily best it and Siegfried takes its head. Their party finds a large ruby, a five sapphires in the turtle nest. Siegfried then rescues what is left of Elaine's head from inside of the giant mole. They return to the magistrate, head and helmet, and are paid for their work. The next day they find B&B with a dozen wooden spears.

### Money Lending

When the Benevolent one departed, he bestowed upon his cult with the responsibility to protect and guide the region Lewin-Tou. As surrogate parents to the people of Lewin-Tou, the cult of the Benevolent One has established a bureaucracy to manage the economy.

While money can be freely loaned, only exchanges overseen by a priest of the Benevolent One are legally enforceable. A cleric must reach 5th level before they are given the power to officiate contracts, and they must do so on terms that do not exploit the borrower, with an eye on practicality and progress of Lewin-Tou as a state serving its people. Contracts must be signed in blood.