

A TABLETOP  
ROLEPLAYING GAME  
COMPATIBLE WITH THE  
**Swords & Wizardry**

RULES AND ALL EDITIONS BASED ON  
THE ORIGINAL 1974 ROLEPLAYING GAME



**Bandits and Brigands**

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Thanks to Matthew J. Finch for putting together the Swords & Wizardry Core Rules

## **BANDITS**

Bandits are outlaw bands roaming the roads and countryside robbing merchants and peasants. They are usually poorly organized, poorly led, and poorly fed making them desperate people capable of anything.

Typical bandit gangs are 4d6 individuals in size. At most there will one bandit gang in a barony (four to six rural villages) due to the attention of the noble lords and need for food.

### **Bandit w/ Club**

This bandit was once a peasant farmer.

#### **Bandit w/ Club, 1<sup>st</sup> Level Craftsmen**

Init +0; AC 9[10]; HP 4; Save 17;

Move 120'; CL/XP A/5;

#### **Attacks (x1)**

*Club*; HTB +0, DMG 1d4;

#### **Attributes**

Str 10 (+0); Dex 10 (+0); Con 10 (+0);

Int 10 (+0); Wis 10 (+0); Cha 10 (+0);

#### **Abilities**

Professional (Farming) +1;

#### **Possessions**

Clothes, Club, 1d.

### **Bandit, Spear**

A bandit who was a peasant militiaman and managed to keep his spear and a wooden shield.

#### **Bandit w/ Spear, 1<sup>st</sup> Level Craftsmen**

Init +0; AC 8[11]; HP 4; Save 17;

Move 120'; CL/XP B/10;

#### **Attacks (x1)**

*Spear*; HTB +0, DMG 1d6;

#### **Attributes**

Str 10 (+0); Dex 10 (+0); Con 10 (+0);

Int 10 (+0); Wis 10 (+0); Cha 10 (+0);

#### **Abilities**

Professional (Farming) +1;

#### **Possessions**

Clothes, Small Shield, Spear, 1d.

### **Bandit, Archer**

A bandit who was a peasant militiaman and managed to keep his short bow and a dagger.

<b>Bandit Archer, 1<sup>st</sup> Level Craftsmen</b>
Init +0; AC 9[10]; HP 4; Save 17;
Move 120'; CL/XP B/10;
<b>Attacks (x1)</b>
<i>Dagger</i> ; HTB +0, DMG 1d4; or
<i>Short Bow</i> ; HTB +0, RoF: 2, RNG: 50 ft./yds., DMG 1d6;
<b>Attributes</b>
Str 10 (+0); Dex 10 (+0); Con 10 (+0);
Int 10 (+0); Wis 10 (+0); Cha 10 (+0);
<b>Abilities</b>
Professional (Farming) +1;
<b>Possessions</b>
Clothes, Short Bow, Dagger, 1d.

### **Bandit, Tough**

A village tough who was outlawed and now lives as a bandit.

<b>Bandit Tough, 1<sup>st</sup> Level Thug</b>
Init +0; AC 8[11]; HP 4; Save 15;
Move 120'; CL/XP 1/15;
<b>Attacks (x1)</b>
<i>Club</i> ; HTB +1, DMG 1d4+2; or
<i>Farm Tools</i> ; HTB +1, DMG 1d4+2;
<b>Attributes</b>
Str 13 (+1); Dex 10 (+0); Con 10 (+0);
Int 10 (+0); Wis 8 (-1); Cha 10 (+0);
<b>Special</b>
<i>Brute Strength</i> : +1 to damage for all weapons.
<b>Abilities</b>
Athletics +2; Intimidation +1; Professional (Farming) +1;
<b>Possessions</b>
Clothes, Club, Farm Tools, 2d

### **Bandit, Lieutenant**

Once a village tough who is now considered to be second in command to the band's captain. One lieutenant will be found for every 3 to 6 bandits in the band.

<b>Bandit Lieutenant, 3<sup>rd</sup> Level Thug</b>
Init +0; AC 8[11]; HP 10; Save 15;
Move 120'; CL/XP 3/60;
<b>Attacks (x1)</b>
<i>Shortsword</i> ; HTB +3, DMG 1d6+4; or
<b>Attributes</b>
Str 15 (+2); Dex 10 (+0); Con 10 (+0);
Int 10 (+0); Wis 10 (+0); Cha 12 (+1);
<b>Special</b>
<i>Brute Strength</i> : +2 to damage for all weapons.
<b>Abilities</b>
Area Knowledge (Local Region) +1; Athletics +4; Intimidation +2;
Professional (Farming) +1;
<b>Possessions</b>
Clothes, Shortsword, 20d.

### **Bandit, Captain**

Once a village tough who is now in command of a band of bandits.

<b>Bandit Captain, 5<sup>th</sup> Level Thug</b>
Init +0; AC 7[12]; HP 20; Save 13;
Move 120'; CL/XP 5/240;
<b>Attacks (x1)</b>
<i>Shortsword</i> ; HTB +4, DMG 1d6+4; or
<b>Attributes</b>
Str 15 (+2); Dex 10 (+0); Con 10 (+0);
Int 10 (+0); Wis 10 (+0); Cha 12 (+1);
<b>Special</b>
<i>Brute Strength</i> : +2 to damage for all weapons.
<b>Abilities</b>
Area Knowledge (Local Region) +1; Athletics +6; Intimidation +3;
Professional (Farming) +1;
<b>Possessions</b>
Clothes, Leather Armor, Small Shield, Shortsword, 50d.

## BRIGANDS

Brigands are the rural equivalent of urban thieves' guilds. They are better organized than ordinary bandits and more capable of hiding from the authorities. Usually brigand gangs form from a mercenary band that ran into bad luck or was outlawed for a crime. Because of this, they have slightly better equipment and have fighters as members as well as thugs. The biggest difference from urban thieves' guilds is the lack of burglars. Due to their focus on assault and robbery, thugs and fighters are much more common. In addition due to their rural location, there exists an underground trade network of fences and smugglers so the brigands can sell the goods they rob.

A brigand gang will have about 5d6 individuals. Generally there only one brigand gang per castle domain with four to six baronies with a total of 16 to 40 rural villages.

### Brigand, Tough

A village tough who joined a brigand gang. Has better equipment and discipline compared to his bandit counterpart.

#### Brigand Tough, 1<sup>st</sup> Level Thug

Init +0; AC 7[12]; HP 4; Save 15;

Move 120'; CL/XP 1/15;

#### Attacks (x1)

*Spear*; HTB +1, DMG 1d6+2 (1H), 1d8+2 (2H), RoF: 1, RNG: 20 ft; or

*Large Dagger*; HTB +1, DMG 1d4+2;

#### Attributes

Str 13 (+1); Dex 10 (+0); Con 10 (+0);

Int 10 (+0); Wis 10 (+0); Cha 10 (+0);

#### Special

*Brute Strength*: +1 to damage for all weapons.

#### Abilities

Athletics +2; Intimidation +1; Professional (Farming) +1;

#### Possessions

Leather Armor, Small Shield, Spear, Large Dagger, 1 days ration, bedroll, 5d.

## Brigand

A down on his luck mercenary, yeoman, or guard who now one of the rank and file of a brigand gang.

<b>Brigand, 1<sup>st</sup> Level Fighter</b>
Init +1; AC 7[12]; HP 6; Save 14;
Move 120'; CL/XP 1/15;
<b>Attacks (x1)</b>
<i>Spear</i> ; HTB +1, DMG 1d6+1 (1H), 1d8+1 (2H), RoF: 1, RNG: 20 ft; or <i>Large Dagger</i> ; HTB +1, DMG 1d4+2;
<b>Attributes</b>
Str 12 (+1); Dex 11 (+0); Con 10 (+0); Int 10 (+0); Wis 10 (+0); Cha 10 (+0);
<b>Abilities</b>
Athletics +2; Intimidation +1; Survival +1;
<b>Possessions</b>
Leather Armor, Small Shield, Spear, Large Dagger, 1 days ration, bedroll, 5d.

## Brigand, Lieutenant (Tough)

Once a village tough who is now considered to be one of those in second in command to the gang's captain. One lieutenant will be found for every 3 to 6 brigand in the gang.

<b>Brigand Lieutenant, 3<sup>rd</sup> Level Thug</b>
Init +0; AC 6[13]; HP 10; Save 13;
Move 120'; CL/XP 3/60;
<b>Attacks (x1)</b>
<i>Shortsword</i> ; HTB +3, DMG 1d6+4; or <i>Large Dagger</i> ; HTB +1, DMG 1d4+4;
<b>Attributes</b>
Str 15 (+2); Dex 10 (+0); Con 10 (+0); Int 10 (+0); Wis 10 (+0); Cha 12 (+1);
<b>Special</b>
<i>Brute Strength</i> : +2 to damage for all weapons.
<b>Abilities</b>
Area Knowledge (Local Region) +1; Athletics +4; Intimidation +2; Professional (Farming) +1;
<b>Possessions</b>
Cuirboulli, Small Shield, Shortsword, Dagger, 1 day ration, bedroll, 10d.

### **Brigand, Lieutenant**

A down on his luck mercenary, yeoman, or guard who is now considered to be one of those in second in command to the gang's captain. One lieutenant will be found for every 3 to 6 brigand in the gang.

#### **Brigand Lieutenant, 3<sup>rd</sup> Level Fighter**

Init +3; AC 6[13]; HP 15; Save 12;

Move 120'; CL/XP 3/60;

#### **Attacks (x1)**

*Shortsword*; HTB +3, DMG 1d6+1; or

*Large Dagger*; HTB +1, DMG 1d4+1;

#### **Attributes**

Str 12 (+1); Dex 11 (+0); Con 10 (+0);

Int 10 (+0); Wis 10 (+0); Cha 12 (+1);

#### **Abilities**

Athletics +2, Intimidation +2, Survival +1;

#### **Possessions**

Cuirboulli, Small Shield, Shortsword, Large Dagger, 1 day ration, bedroll, 10d.

### **Brigand, Captain**

A down on his luck experienced mercenary, or guard who is now in command of a brigand gang.

#### **Brigand Captain, 6<sup>th</sup> Level Fighter**

Init +7; AC 3[16]; HP 27; Save 9;

Move 90'; CL/XP 6/400;

#### **Attacks (x1)**

*Longsword*; HTB +6, DMG 1d8+2; or

*Large Dagger*; HTB +6, DMG 1d4+2;

#### **Attributes**

Str 15 (+2); Dex 12 (+1); Con 12 (+1);

Int 10 (+0); Wis 10 (+0); Cha 13 (+1);

#### **Abilities**

Athletics +4, Intimidation +2, Strategy +1, Survival +1;

#### **Possessions**

Chainmail Armor, Medium Shield, Longsword, Large Dagger, 3 days ration, bedroll, 60d.

## Rural Fence

A rural fence is usually an itinerant tinker who deals with bandit and brigand gangs buying their ill-gotten gains. The tinker will then take the stolen goods to sell in a market or town outside of the region in order to reduce the chance of the items being identified.

<b>Rural Fence, 3<sup>rd</sup> Level Craftsmen</b>
Init +0; AC 9[10]; HP 4; Save 17;
Move 120'; CL/XP A/5;
<b>Attacks (x1)</b>
<i>Small Dagger</i> ; HTB +0, DMG 1d3;
<b>Attributes</b>
Str 10 (+0); Dex 10 (+0); Con 10 (+0);
Int 12 (+1); Wis 10 (+0); Cha 10 (+0);
<b>Abilities</b>
Area Knowledge +3; Locution +1; Survival +1;
<b>Possessions</b>
Clothes, Dagger, Hand Cart, 50d.

## Smuggler

A merchant specializing in transporting stolen and/or illegal goods from market to market. Usually will have 1d3 Brigand Toughs or Brigands work with him as guards along with 1 Peasant Farmer for every two mules.

<b>Smuggler, 3<sup>rd</sup> Level Merchant Adventurer</b>
Init +0; AC 9[10]; HP 10; Save 14;
Move 120'; CL/XP 3/60;
<b>Attacks (x1)</b>
<i>Shortsword</i> ; HTB +1, DMG 1d6;
<b>Attributes</b>
Str 10 (+0); Dex 12 (+1); Con 10 (+0);
Int 12 (+1); Wis 10 (+0); Cha 10 (+0);
<b>Abilities</b>
Accounting +3, Area Knowledge +5, Locution +2, Perceive +2; Stealth +2; Survival +2;
<b>Possessions</b>
Leather Armor, Short sword, 3 day ration, 1d6 Mules, 30d.



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