

Supplemental Lore

Additional Class for Swords & Wizardry

Monk

Monks are monastic martial artists who strive for physical and mental perfection. Humans with a minimum score of 15 in both Wisdom and Dexterity and 12 in Strength may become monks. Although monks prefer unarmed combat they may, if they wish, use any weapons. They may not wear any armor.

Monks treat treasure and wealth as paladins do with the exception of armor (which they may not use). A monk attacks using the cleric's Attack Chart (S&W p.12).

Monks may use magic weapons as well as rings but may not use potions or scrolls.

Monks may not gain followers or hirelings until they reach 30,000 xp. Afterwards, the monk may have a number of followers as indicated in the Charisma chart (see S&W p.2). The monk gains an additional follower for every level he has attained. These followers are limited to monks (of the same order as the player character) and fighting-men who cannot be of higher level than the monk's level -1.

The Monk	
Hit Die Type	1d6-1 per level After reaching 9 hit dice, the monk gains only 1 hit point per level
Armor/Shield Permitted	None
Weapons Permitted	Any
Prime Attribute (5% xp bonus)	Wisdom 13+

Monk Hierarchy

At any given time the number of monks of 7th level and above is limited to 1. When a monk gains enough experience points to reach 7th level (or higher), he temporarily gains the abilities of the new level but must seek out and defeat the monk who currently holds that rank (level). This compulsion is treated as a Gease spell (see S&W p.27). These fights need not be to the death, and magic may be employed. The loser of such a confrontation drops in number of experience point to the level below. For example, a 7th level monk wishing to take the place of another 7th level monk loses his confrontation. His experience points are reduced to 30,000 (6th level monk).

The suggested level limit for monks is 16th level when the druid takes the mantle of Grand Master (provided he can defeat the reigning Grand Master). The Monk Advancement

Table allows for level progression beyond 16th for GMs who wish to allow higher advancement.

Monks possess special abilities restricted to their class alone as well as some shared with the thief class.

Monk Class Abilities

Weapon Bonus: Monks fighting with weapons gain a +1 per 2 levels bonus to damage up to a maximum of +8.

Unarmed Combat: Monks fighting unarmed have a 1-15 on d20 chance of stunning their opponent (for 3d4 turns) if the number generated to hit is 5 or more than the minimum required. There is a 1-5 on d20 chance that such a blow will kill the victim.

In addition, an unarmed monk gains various abilities, such as increased movement, extra attacks, better unarmored AC, and increased unarmed damage based on level (see Monk Abilities Chart below).

Thief Abilities: The monk possesses the following thief abilities (with modifiers similar to the Racial Bonuses for Thief Abilities given above); Open Locks (as an 'obbitt), Remove Traps (as a dwarf), Listen, Move Silently, Hide in Shadows (as an 'obbitt).

Climbing: Monks may climb as thieves. At level 5, a monk may fall 20' without sustaining damage if a wall is within a reach of 2' to break the monk's fall. At 8th level the distance fallen increases to 40' and the wall must be within 4'. At 12th level, a monk may fall any distance provided a wall is within 6'.

Speak with Animals (4th): At 4th level a monk may speak with animals.

Simulated Death (5th): At 5th level the monk may simulate death, lowering his heart beat and body temperature. He may remain in this state for d6/level turns.

Immunity from ESP (6th): A monk has a 1-18 on d20 chance to counter ESP.

Heal Self (7th): Once per day, the monk may heal himself of 1d6+1 points of damage. For each level beyond 7th, the monk adds an additional +1 to the roll.

Speak with Plants (8th): At 8th level, a monk may speak with plants.

Immunity to Suggestion and Hypnosis (8th): See Suggestion spell (S&W p.37).

Immunity to Gease and Quest (10th): See Gease (S&W p.27) and Quest (S&W p.35).

Quivering Palm (13th): Once per week, by laying his palm upon a creature, the monk may have the creature die on

Supplemental Lore

command. The creature may not have HD greater than the monks level for this special ability to work. The command to die need not be given immediately, and the monk can choose to withhold the command for a number of days equal to his level.

Dodge Missile: A successful saving throw allows the monk to dodge missiles while a saving throw at -2 penalty allows the monk to dodge magic missiles.

Monk Abilities Chart

Level	Move	AC	Att/rnd*	Dam
1	+0"	9 [10]	1	d4
2	+1"	8 [11]	1	d4+1
3	+2"	8[11]	1	d6
4	+3"	7 [12]	2,1	d8
5	+4"	6 [13]	2,1	d10

6	+5"	5 [14]	2	d12
7	+6"	4 [15]	2	2d8
8	+7"	3 [16]	2	3d6
9	+8"	2 [17]	3,2	2d10
10	+10"	1 [18]	3,2	2d12
11	+12"	1 [18]	3	3d8
12	+14"	0 [19]	3	3d10
13	+16"	0 [19]	3	5d6
14	+18"	-1 [20]	3	4d8
15	+20"	-2 [21]	4	3d12
16	+22"	-3 [22]	4	4d10

*2,1 = 2 attacks first round, followed by 1 attack on the second. 3,2 = 3 attacks first round, followed by 2 attack on the second.

Monk Advancement Table

Level	Experience Points Required	Hit Dice (d6-1)	Saving Throw
1	0	1	14
2	1,500	2	13
3	3,500	3	12
4	6,500	4	11
5	14,000	5	10
6	30,000	6	9
7	60,000	7	8
8	110,000	8	7
9	165,000	9	6
10	225,000	9+1	5
11	290,000	9+1	4
12	360,000	9+1	4
13	430,000	9+1	4
14	500,000	9+1	4
15	570,000	9+1	4
16	640,000	9+1	4
17	710,000	9+1	4
18	780,000	9+1	4
19	850,000	9+1	4
20+	920,000 (+70,000 per level beyond)	9+1 (+1 per level beyond)	4

Supplemental Lore

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Supplemental Lore

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