Swords & Wizardry Spell Sheet:

Any natural roll of 1 (d20) is a critical fail and the reverse occurs (except clerics).

A natural roll below 5 (d20) the caster forgets the spell until a long rest.

Magic user add intelligence modifier and their level to their d20 roll.

Druids and Clerics add their wisdom modifier and level to their d20 roll.

|  |  |
| --- | --- |
| 1st level- must roll 12 or higher on a d20 | 2nd level- must roll 14 or higher on a d20 |
| 3rd level- must roll 16 or higher on a d20 | 4th level- must roll 18 or higher on a d20 |
| 5th level- must roll 20 or higher on a d20 | 6th level- must roll 22 or higher on a d20 |
| 7th level- must roll 24 or higher on a d20 | 8th level- must roll 26 or higher on a d20 |
| 9th level- must roll 28 or higher on a d20 | Scrolls (just don’t roll a 1) |