

WIZARDRY & WARRIORS



**An Alternate Rules Supplement For
TUNNELS & TROLLS 5TH EDITION**

WIZARDRY & WARRIORS



An Alternate Rules Supplement For **TUNNELS & TROLLS 5TH EDITION**

Text © Wizardawn Entertainment 2013

"Tunnels & Trolls" and "T&T" are trademarks of Flying Buffalo Inc.
Wizardawn™ is not affiliated with Rick Loomis, Kent St. Andre, or Flying Buffalo Inc.

TABLE OF CONTENTS

INTRODUCTION	1
CHARACTER KINDRED	2
CHARACTER TYPES	11
Barbarian.....	11
Bard	12
Hunter	13
Rogue	15
Thief	15
Warrior	16
War-Wizard	16
Wizard	17
CHARACTER LEVELS	17
Level Advancement Table	17
LANGUAGES	18
EQUIPMENT	19
Weapons	19
Armor	23
Items	24
COMBAT	29
Definitions.....	29
Basics of Combat	30
Combat Rolls (CR).....	30
Damage Rolls (DR)	31
Monster Conversion	32
Ranged Attacks	32
Group Formation	33
Battle Breakdown	34
MAGIC	36
Bard Songs.....	37
MONSTERS	39
ADVENTURES	39
CHARACTER SHEET	40



INTRODUCTION

This supplement is a collection of alternate rules and extra options that can be used for the Tunnels & Trolls™ 5th edition role-playing game. You can get Tunnels & Trolls™ from Flying Buffalo Inc. The 4th edition of the rules would also suffice, as well as the rules for the Monsters! Monsters! game. Their website is www.flyingbuffalo.com. Some local game stores still carry copies of Tunnels & Trolls™ 5.5 edition as well.

Within this book are new kindred and character types to play as characters. There is also a more condensed and simplified weapon and armor listing, along with a comprehensive list of equipment items for adventuring. There are also some modifications to the level advancement system and how adventure points are gained.

Another change with these rules is the combat system. Along with this, weapons and armor behave differently and ranged attacks are handled like melee attacks. This different system requires less dice to roll and yet remains simple to perform. Values for weapon dice and adds, along with armor hits, remain the same but work differently. This makes the new combat system easy to implement into a current campaign if you desire.

Continue reading on if this piques your interest. Even if you don't approve of some of the concepts in these rules, there is quite a bit of things here that you can use or get ideas from. This was assembled under the slogan of "adjusting the rules to suite your needs", which is what these games are all about.



CHARACTER KINDRED

This is a listing of the different types of kindred available, and is derived from the **Monsters of Wizardry & Warriors** supplement. These kindred are sized enough to fit into the dungeons and tunnels of the world. Unlike the monster counterparts of the few, some of these creatures simply decided to join society for one reason or another. All kindred below can choose whatever character type they want to be, but must also qualify for it. Some kindred are limited to what they can choose, but that information is included below.

Each kindred has a type (*human, fey, etc.*), movement rate per turn, languages they know automatically, and an average size. There are also adjustments listed that are applied during the character creation process. There is also a brief description about the kindred, along with any special abilities they may have.

Human

Type: Humanoid

Size: M (6`)

Move: 120`

Language: Common

STR: 1 / CON: 1 / DEX: 1 / INT: 1 / LCK: 1 / CHR: 1 / HGT: 1 / WGT: 1

Humans are the most common civilized race in the world. They average in ability and size, but have a natural tendency to grow, civilize, conquer, and learn. This allows humans to succeed at any SR if they fail by 1 point. They can use any item that they are 1 point shy of doing so (*EXAMPLE: if they have an 18 STR, but the item requires a 19 STR, then they are actually able to use the item*). They have the most settlements and are generally welcome in most other civilized places.

Brownie

Type: Fey

Size: S (1.5`)

Move: 120`

Language: Brownie

STR: 0.33 / CON: 0.5 / DEX: 2 / INT: 1 / LCK: 1.5 / CHR: 1 / HGT: 0.25 / WGT: 0.25

Brownies are short forest dwellers that are generally friendly toward the common races of the land. They are generally roguish in their behavior and most commonly choose that profession. They get a +6 to any SR's involving hiding in the forest. If they are unnoticed, they can make an L1SR vs. INT to try and distract a creature with ventriloquism. The brownie must also have an INT higher than the opponent.

Centaur

Type: Fey

Size: L (7')

Move: 180'

Language: Centaur

STR: 1 / CON: 1.5 / DEX: 2 / INT: 0.75 / LCK: 1 / CHR: 0.5 / HGT: 1.5 / WGT: 1.5

These creatures have the lower body of a horse but an upper torso of a human. They are generally friendly toward other civilized races and make great rangers. They are naturally skilled with bows and can use any bow no matter the DEX requirement. They obviously cannot ride any type of mount, but they mostly don't need to. Due to their hooves, they can never wear boots.

Cyclops

Type: Giant

Size: L (9')

Move: 120'

Language: Giant

STR: 2.5 / CON: 2.5 / DEX: 0.5 / INT: 0.5 / LCK: 0.75 / CHR: 0.25 / HGT: 1.5 / WGT: 2

These brutish one-eyed look like very muscular humans with hair ranging in the same colors as humans, along with skin tone. These creatures often make their homes in the crags of the mountains. They are too large to ride horses so must ride something elephant-size when traveling by mount.

Daklifar

Type: Humanoid

Size: M (5')

Move: 120'

Language: Elven

STR: 1 / CON: 0.67 / DEX: 1.5 / INT: 1 / LCK: 1 / CHR: 0.5 / HGT: 1 / WGT: 0.67

These dark cousins to elves live deep within the ground and dabble in the arts of dark magic. They often make homes and businesses in cities and will often have tunnels leading to such places. Although their businesses might appear legitimate, they are often shady in their dealings...dabbling in crime and assassination. Their skin is often varying shades of black with white hair. Their bright white eyes allow them to see perfectly in non-magical darkness. If they become wizards, they have a 1.5x for their INT. If they decide to become rogues, then they will have a 1.5x for their LCK.

Dwarf

Type: Humanoid

Size: S (4'+)

Move: 60'

Language: Dwarvish

STR: 2 / CON: 2 / DEX: 0.75 / INT: 1 / LCK: 0.67 / CHR: 1 / HGT: 0.65 / WGT: 1

Born within the mountains, dwarves often follow the ways of the warrior. Due to mining for gems in the tunnels of mountains of the world, they get a +6 to any SR's where they try to identify gems and jewels and the values of such things. They can see perfectly in non-magical darkness.

Dwurman

Type: Humanoid

Size: S (4`)

Move: 60`

Language: Dwarvish

STR: 2 / CON: 2 / DEX: 1 / INT: 1 / LCK: 0.67 / CHR: 0.25 / HGT: 0.65 / WGT: 1

Born within the deepest parts of the world, dwurman often follow the ways of the warrior. Unlike their dwarf cousins, dwurman are rarely seen on the surface. Their skin is dark grey and their hair is a dull white. Due to living in the tunnels deep underground, they get a +6 to any SR's where they try to determine more about the stone that makes up tunnels and dungeons. They can see perfectly in non-magical darkness.

Elf

Type: Humanoid

Size: M (5`+)

Move: 120`

Language: Elven

STR: 1 / CON: 0.67 / DEX: 2 / INT: 1 / LCK: 1.5 / CHR: 2 / HGT: 1 / WGT: 0.67

Elves live in the lush forests of the world and are generally one with nature. They make their homes high in the tree tops of the biggest trees and grow up learning how to use bows so they get a +3 to their CR roll when using them.

Fairy

Type: Fey

Size: S (1`)

Move: 60`/Fly 120`

Language: Fey

STR: 0.25 / CON: 0.25 / DEX: 2 / INT: 1 / LCK: 2 / CHR: 1 / HGT: 0.165 / WGT: 0.1

Fairies are very small humanoids with insect like wings that live in the forests of the world. They can emit a small amount of light varying in colors from blue, white, green, or yellow. This light can help when in the darkest of underground areas, but only up to about 6 feet. This light can also confuse an opponent for a number of combat rounds equal to their level (*per day*) if they can make an L1SR vs. INT. The fairy must also have an INT higher than the opponent. This confusion causes the opponent to use only half of their dice (*rounded up*) during the next combat round.

Falcoran

Type: Humanoid

Size: M (5`+)

Move: 60`/Fly 360`

Language: Falcoran

STR: 1.5 / CON: 1 / DEX: 1.5 / INT: 0.75 / LCK: 1 / CHR: 1 / HGT: 1 / WGT: 1.25

These bird-men often make their homes high in the trees. They look like humanoid eagles where the males have white feathered heads, while the females do not...which make them look more like humanoid hawks.

Fruglum

Type: Humanoid

Size: S-M (4`+)

Move: 30`/Swim 150`

Language: Fruglum

STR: 1.5 / CON: 1 / DEX: 1.5 / INT: 0.75 / LCK: 1.25 / CHR: 0.25 / HGT: 0.8 / WGT: 0.8

These frog men are generally green, dark-green, or blue-green in color. They are able to jump 12 feet across and 6 feet high. They can breathe underwater for an hour before needing air.

Gnome

Type: Humanoid

Size: S (3`+)

Move: 60`

Language: Dwarvish

STR: 0.75 / CON: 0.75 / DEX: 1.5 / INT: 1.5 / LCK: 1 / CHR: 1 / HGT: 0.5 / WGT: 0.75

Gnomes look similar to dwarves but are not as stocky. They also live underground and often tinker with machines and generally trying to automate their daily chores. They often build iron golems or clockwork creatures to aid them. Most gnomes tend to be magically inclined and thus become wizards. They can see perfectly in non-magical darkness.

Goblin

Type: Humanoid

Size: S (4`)

Move: 60`

Language: Goblin

STR: 0.75 / CON: 0.75 / DEX: 1.5 / INT: 1 / LCK: 1 / CHR: 0.5 / HGT: 0.65 / WGT: 0.5

These creatures often have reddish-green skin and large yellow eyes that allow them to see perfectly in non-magical darkness. They spend their younger ages mining in the mountains of the world. They get a +6 to any SR's where they try to identify metals or coins and the values of such things.

Gremlin

Type: Planar

Size: S (1`+)

Move: 60`/Fly 120`

Language: Gremlin

STR: 0.25 / CON: 0.33 / DEX: 2 / INT: 1 / LCK: 2 / CHR: 1 / HGT: 0.165 / WGT: 0.1

These small winged creatures are often dark green in color. They survive solely on the blood of others and are often untrusted when seen in the settlements of the world. They often act as spies as they are hard to notice, allowing them a +6 to any SR's that involve hiding.

Greyling

Type: Fey

Size: S (1.5`)

Move: 120`

Language: Brownie

STR: 0.33 / CON: 0.5 / DEX: 1.5 / INT: 1.5 / LCK: 0.75 / CHR: 0.5 / HGT: 0.25 / WGT: 0.25

Unlike their brownie cousins, these creatures often live in abandoned buildings in the dead forest regions of the world. Their skin is a shade of grey (*from light to dark*) and their hair color ranges from white, black, or grey. They are believed to be brownies that were corrupted by magic, which may hold true since these creatures almost always become wizards.

Hobgoblin

Type: Humanoid

Size: M (6.5`)

Move: 90`

Language: Goblin

STR: 1.33 / CON: 1.33 / DEX: 1 / INT: 0.75 / LCK: 0.5 / CHR: 0.75 / HGT: 1 / WGT: 1.5

These large, hair covered, goblins mostly live underground and have dark red fur. They have faces of deep red with yellow eyes. They normally pursue the life of a warrior, seeking constant battle. They can see perfectly in non-magical darkness.

Hobling

Type: Humanoid

Size: S (3`+)

Move: 90`

Language: Hobling

STR: 0.5 / CON: 1.25 / DEX: 1.25 / INT: 1 / LCK: 1.5 / CHR: 1 / HGT: 0.5 / WGT: 0.5

A sturdy and peaceful race, hobblings live in the hills of the land...building their homes in burrows. They often don't wear shoes and have hair growing on the tops of their feet which help keep their feet warm. They have a natural poison resistance and can add an extra die when rolling an SR for poison. They are trained at a young age on how to use slings so they get a +3 to their CR roll when using them.

Imp

Type: Planar

Size: S (2`)

Move: 60`/Fly 180`

Language: Devilish

STR: 0.5 / CON: 0.5 / DEX: 1 / INT: 1.5 / LCK: 1 / CHR: 0.25 / HGT: 0.35 / WGT: 0.35

These winged creatures look like short devils with their red skin and long pointy-ended tails. Their eyes are usually white to yellow in color and they have two small horns on the top of their heads. They can ignore the effects of a spell if they can make an L3SR vs. INT.

Kobold

Type: Humanoid

Size: S (3`)

Move: 60`

Language: Goblin

STR: 0.5 / CON: 0.5 / DEX: 1.5 / INT: 1 / LCK: 2 / CHR: 0.75 / HGT: 0.5 / WGT: 0.5

These creatures look like small dog-men but are covered in scales that ranges from light brown to dark brown in color.

Leprechaun

Type: Fey

Size: S (2`)

Move: 150`

Language: Fey

STR: 0.5 / CON: 0.5 / DEX: 1.5 / INT: 1.5 / LCK: 1.5 / CHR: 2 / HGT: 0.35 / WGT: 0.25

These small humanoids are generally troublesome creatures that get +6 to any SR's involving tricking another creature, which allows them to outwit one into doing something that the leprechaun wants them to do (*like go down a different passage or walking into a trap*).

Mantaran

Type: Insect

Size: M (6`)

Move: 180`

Language: Mantaran

STR: 2 / CON: 2 / DEX: 1 / INT: 1 / LCK: 0.5 / CHR: 0.25 / HGT: 1 / WGT: 0.75

These insect-like humanoids look similar to an ant and are black in color. They generally make their cities in giant hills of sand and can see perfectly in non-magical darkness.

Minotaur

Type: Beast

Size: L (8`)

Move: 120`

Language: Minotaur

STR: 2 / CON: 2 / DEX: 0.75 / INT: 1 / LCK: 0.5 / CHR: 0.5 / HGT: 1.25 / WGT: 1.5

These furry humanoids have the head of a bull, hooves for feet, and often roam the labyrinths of world. Because of this, they get a +6 when making any SR's involving determination of which direction they may be headed. They are believed to be human once but now suffer a curse that turned them into what they are today. They can see perfectly in non-magical darkness. They are too large to ride horses so must ride something elephant-size when traveling by mount. Due to their hooves, they can never wear boots.

Neptar

Type: Humanoid

Size: M (6`)

Move: 120`/Swim 180`

Language: Neptar

STR: 1 / CON: 1.5 / DEX: 1 / INT: 1 / LCK: 1 / CHR: 0.5 / HGT: 1 / WGT: 1

These humanoid fish-men have webbed feet and hands, with a fin on their head that stands about 6 to 8 inches high. Their scales are bright green or bright blue in color, often with a shine to them. They have huge bulbous eyes and fight really well with spears (*allowing them add their level to your weapon adds while using such weapons*). They can breathe indefinitely underwater and swim twice as fast as others walk. They can roam the land with others but must submerge themselves in water at least once a week to keep their scales from hurting.

Ogre

Type: Giant

Size: L (8`)

Move: 90`

Language: Ogrish

STR: 2 / CON: 2 / DEX: 1 / INT: 0.75 / LCK: 0.75 / CHR: 0.5 / HGT: 1.35 / WGT: 1.75

These muscular creatures look like a muscular human except their heads have very thick, almost neanderthal looking, skulls. They have two large teeth that protrude from the lower jaw and they are almost always bald. Their skin tone is usually pale to a dirty yellow color and they often make their homes in caves. They often find work in cities as guards for the more shady businesses. They are too large to ride horses so must ride something elephant-size when traveling by mount.

Orke

Type: Humanoid

Size: M (6`+)

Move: 90`

Language: Orkish

STR: 1.25 / CON: 1.25 / DEX: 1 / INT: 0.75 / LCK: 0.75 / CHR: 0.25 / HGT: 1 / WGT: 1.25

Orkes are a green-skinned warrior race that has huge lower fangs and reddish eyes. They can see perfectly in non-magical darkness due to the fact that live underground. Many orkes become mercenaries or bandits, while some others become members of the city guard.

Pixie

Type: Fey

Size: S (2.5`)

Move: 60`/Fly 120`

Language: Fey

STR: 0.5 / CON: 0.75 / DEX: 1.25 / INT: 1.25 / LCK: 1.25 / CHR: 1 / HGT: 0.4 / WGT: 0.25

These humanoids stand about 2 feet tall and have insect like wings. They are able to turn invisible for a number of combat round equal to their level (*per day*) and only if they make an L1SR vs. INT.

Rattanu

Type: Humanoid

Size: S-M (4`+)

Move: 120`

Language: Rattanu

STR: 0.5 / CON: 0.75 / DEX: 2 / INT: 0.75 / LCK: 2 / CHR: 0.5 / HGT: 0.8 / WGT: 0.8

These humanoid rats often live in abandoned buildings or under the city streets. They have dark brown to black fur and yellow eyes ranging from dull to bright. They have a tendency to become rogues and they can see perfectly in non-magical darkness. They can fit through spaces that are just a tad too small for a human to fit though.

Satyr

Type: Fey

Size: M (6`)

Move: 180`

Language: Fey

STR: 1 / CON: 1 / DEX: 1.5 / INT: 1 / LCK: 1 / CHR: 2 / HGT: 1 / WGT: 1

Satyrs have the legs and hooves of a goat but the upper body of a human. They have small antlers on their heads and their flesh is a darker brown color. Satyrs have an ability with instruments and never need to worry about any dexterity requirements when using them. Due to their hooves, they can never wear boots.

Sauriman

Type: Reptile

Size: M (7`)

Move: 60`/Swim 120`

Language: Sauriman

STR: 1.33 / CON: 1.33 / DEX: 1 / INT: 0.75 / LCK: 0.5 / CHR: 0.75 / HGT: 1.25 / WGT: 1.5

These lizardmen often live in the jungles and swamps of the world. They have dark green to greenish-blue scales and are strictly carnivores. Their tails range from 3 to 4 feet long. They can breathe underwater for an hour before needing air.

Slitheran

Type: Reptile

Size: M (6`)

Move: 90`

Language: Slitheran

STR: 1 / CON: 1 / DEX: 1.5 / INT: 1.5 / LCK: 0.5 / CHR: 0.33 / HGT: 1 / WGT: 1.25

The slitheran are a race of serpent men with two arms, but have no legs but instead slither around. This means that they cannot wear any type of boots or leggings. Their scales are usually golden to dull-yellow in color and they have fangs that will inject a venom once a day on whoever they successfully bite. This bite must be declared during that combat round, before dice are rolled, and the slitheran's side must win that combat round for the bite to take effect. This venom will decrease the victim's combat adds [or damage] (at the rate of the slitheran's level x 5).

Sprite

Type: Fey

Size: S (2`)

Move: 90`/Fly 180`

Language: Fey

STR: 0.5 / CON: 0.75 / DEX: 1.25 / INT: 1.25 / LCK: 1.25 / CHR: 1 / HGT: 0.35 / WGT: 0.25

These humanoids stand about 2 feet tall and have insect like wings. They are able to cause an opponent to fall magically fall asleep for a number of combat round equal to their level (*per day*) and only if they make an L1SR vs. INT. The sprite must also have an INT higher than the opponent.

Suvarth

Type: Humanoid

Size: S (3`)

Move: 90`

Language: Dwarvish

STR: 0.75 / CON: 0.75 / DEX: 1.5 / INT: 1 / LCK: 1.5 / CHR: 0.25 / HGT: 0.5 / WGT: 0.75

Unlike their gnome cousins, suvarths deal more in illegal ways of making a living. They often visit the cities on the surface world but often to make shady deals with criminal organizations and the thieves guild. They have an almost black skin color and pure white eyes. They generally have no hair on their head but do have large moustaches that are bright white in color. They can see perfectly in non-magical darkness.

Tigran

Type: Humanoid

Size: M (5`+)

Move: 150`

Language: Tigran

STR: 1 / CON: 0.67 / DEX: 2 / INT: 1 / LCK: 1.5 / CHR: 3 / HGT: 1 / WGT: 0.67

Tigran are a race of humanoid cats that vary in fur color and appearance. Some look like panthers, while others look like tigers. Others might look like a cheetah, and some might have a leopard appearance. They live in the forests of the world and hunt with great stealth. They make their homes from wood of the surrounding forest, with beautiful architecture. Since they can move very quietly, they get a +6 to any SR roll when trying to sneak. They have a tendency to become rogues and can see perfectly in non-magical darkness.

Troll

Type: Giant

Size: L (8+`)

Move: 120`

Language: Trollish

STR: 2.5 / CON: 2.5 / DEX: 0.75 / INT: 0.25 / LCK: 0.5 / CHR: 0.33 / HGT: 1.4 / WGT: 1.75

These huge, green-skinned, humanoids often become warriors. They have pointy ears that stand about 6 inches above their head. Their eyes range from red to yellow and often make their homes in the mucky swamps of the world. They are able to regenerate CON [*or Life*] at the rate of 2 points per level...per day. If hit with any type of fire-based attack, they will take double the damage. They are too large to ride horses so must ride something elephant-size when traveling by mount.

Wulfan

Type: Humanoid

Size: M (6')

Move: 150'

Language: Wulfan

STR: 1 / CON: 1.5 / DEX: 1 / INT: 1 / LCK: 1.5 / CHR: 1 / HGT: 1 / WGT: 1

Wulfan are a race of humanoid wolves that vary in fur color from white, gray, and varying shades of brown. There are rare wulfan that have black fur. They live in small villages called 'packs' and they have a keen sense of smell. This gives them a +6 to any SR related to tracking. They often become hunters by profession and can see perfectly in non-magical darkness.

CHARACTER TYPES

The rules themselves cover character types such as Warriors, Wizards, Rogues, and Warrior-Wizards. These types can fill many niches in the fantasy world quite well, but there are varying shades of gray that one might want to explore. Below are four brand new character types, along with the original three character types and how they differ with these alternate rules. Each character type begins with a bonus to their constitution and is indicated by the character type name below. They also get this same value added to their constitution whenever they achieve a new level. They also have bonuses to CR and damage which will be covered in more detail later.

BARBARIAN

CR+2

4d6 Dmg

6 Con

The barbarian is a character type that is somewhat different than a warrior as they have trained most of their youth learning to do much with very little. They practiced using the mightiest of weapons, but due to their primitive settlements...have little use for heavy armors. Living off the land, they learned basic skills like hiding and sneaking while hunting nearby animals. They are excellent climbers from years of ascending and descending trees, cliffs, and mountains.

Due to their deficient training in armors, they cannot wear any armor...often resorting to simply wearing loincloths. They do however perform some of the best weapon damage and make up for their lack of armor with mere swiftness. Below are the various skills a barbarian has at their disposal.



Climbing: Living in mostly cold, mountainous regions, the barbarian can climb many surfaces without the need for a grappling hook and/or rope. This can be the side of a mountain, or the face of a building. This allows them to add their *level* to any saving rolls involving such feats.

Dodge: A barbarian is taught that avoidance from attacks is the best way to stay alive. They don't normally have the means to smith the metal armor and shields used by knights and warriors, so they have no use for them. Barbarians get a bonus to their armor dependent on their *Personal Adds* ($Adds \div 2$ [rounded up] = *Armor Bonus*).

Hide: Hiding without detection is what barbarians learn at an early age during game hunting. It could be from within the shadows, behind a bush, or within a tree. The barbarian adds their *level* to any saving rolls involving such actions.

Rage: Barbarians can go into a rage a number of combat rounds equal to their *level*, per day. During this rage, the barbarian does double the damage with their weapon.

Sneak: The ability to move without sound is something else a barbarian learns while hunting animals among the land. The barbarian adds their *level* to any saving rolls needed for any stealthy movement they must perform.

BARD

2d6 Dmg 4 Con

Bards are musicians, singers, poets, and storytellers. They follow groups of adventurers, writing songs of their journey and entertaining the group on long journeys. They can fight well and can use many types of armor and weapons, but their real ability comes in the magical use of music. Below are the various skills a bard has at their disposal.

Languages: Bards learn languages much easier than others. Due to their ways of writing songs and poems, they simply pick up speech because they practice their art for many races in the land. The Bard adds their ($level \times 5$) to any saving rolls required to determine if they learn a language, using the language rules contained in this supplement.

Music: Bards have some magical sonnets they can learn as they progress in their profession. Their mystical tunes do not nearly number

the spells that wizards may ever learn. Each level, a bard may learn a new song from a minstrel who will teach them the tune. They must have the charisma, along with the dexterity needed to play the music on an instrument. The minstrel teaching the song will require a fee for their services. While singing and playing a musical instrument, the bard cannot participate in combat. The magical songs are described in the **Magic** section.



Myths: Bards have shared tales they have heard from other adventurers, either in passing or bragging at the tavern. They have read books about legends and fairy tales. Quite simply, they have some knowledge about the land. Whether the knowledge is indeed fact or simply rumor, this allows them to identify magic items by using an SR vs. INT. The bard adds their (*level x 5*) to any saving rolls required to determine the value and purpose of magical items.

Singing: Bards may use extra tone in their singing of magical songs, without using an instrument. If they do this, they may fight while they sing...but the magical songs require double the magic cost to perform.

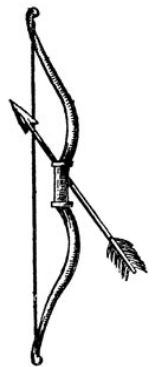
HUNTER

CR+1

3d6 Dmg

5 Con

Hunters are warrior types that are expert trackers of prey. Each hunter is unique in the type of prey they actually specialized in. They researched these types of creatures most of their young life and are ready to set out into the world to dispatch of them. They can wear many types of armor and use many different shields. Below are the various skills a hunter has at their disposal.



Hide: Hiding without detection makes a better hunter. It could be from within the shadows, behind a bush, or within a tree. The hunter adds their *level* to any saving rolls involving such actions.

Marksmen: Hunters are very proficient with ranged weapons. They most commonly they use bows and crossbows. This allows the hunter to add their *level* to their attack rolls with such weapons.

Prey: This is what defines the type of hunter one is. They may hunt dragons, or they may seek to destroy giants. Prey can be motivated by any number of things. It may be a total hatred for the type of creature. It could simply be the sport in such activities. Maybe revenge is being sought due to a tragedy caused by such creatures. Below are the options one may choose when making their hunter. Once this prey is chosen, it is with that character forever and they cannot change it.

Type	Title	Examples
Animal	Animal Hunter	Bears, Wolves, Birds, Dogs, Lions
Beast	Beast Hunter	Gargoyles, Basilisks, Krakens, Rocs, Unicorns
Dragon	Dragon Hunter	Dragons, Drakes, Wyrms, Hydras, Wyverns
Giant	Giant Hunter	Cyclops, Ettins, Giants, Ogres, Trolls
Humanoid	Bounty Hunter	Dwarves, Goblins, Lycanthropes, Humans, Orkes
Insect	Vermin Hunter	Ants, Beetles, Centipedes, Flies, Scorpions
Monster	Monster Hunter	Giant Worms, Nagas, Medusas, Giant Worms
Planar	Demon Hunter	Demons, Devils, Djinn, Efreet, Imps, Gremlins
Reptile	Lizard Hunter	Crocodiles, Dinosaurs, Lizards, Snakes, Turtles
Undead	Vampire Hunter	Lycanthropes*, Zombies, Ghouls, Vampires

**Lycanthropes are not undead, but do fall within this category.*

Enemies from within the chosen category above allow the hunter to add their *level* to attack rolls against such prey. Each monster in the **Monsters of Wizardry & Warriors** supplement will have the *type* indicated. Hunters can ignore any restrictions to hit monsters with magical spells or weapons (*and even silver weapons*). This bonus is separate from the **Marksmen** skill.

Sneak: The ability to move without sound is what allows hunters to sneak up on their prey. The hunter adds their *level* to any saving rolls needed for any stealthy movement they must perform.

Tracking: Tracking is what hunters do best. Tracking requires an SR vs. INT to determine which direction one went. The hunter adds their (*level x 2*) to any saving rolls involving such actions. They add their (*level x 5*) when tracking their specialized prey.

ROGUE

2d6 Dmg 4 Con

Rogues are very much the same as the original rules describes them. The difference is that they can do some things that thieves can do (*appraisal, climbing, dodge, hide, locks, pilfering, sneak, and traps*) but at half the expertise (*rounded down*).

THIEF

2d6 Dmg 4 Con

The thief is a new character type that sneaks in the shadows, picking pockets and climbing silently into windows. They can quietly approach a victim to provide a serious blow to the unexpected. Thieves are skilled with bypassing locks and traps, getting to steal the much wanted treasure. They have no innate abilities to use magical spells, but their cunning and stealth are unmatched.

Due to their need for stealth, they are limited to wearing light and leather armor. Thieves have a unique set of skills that are often desired in an adventuring group. They can perform the function of a scout, assassin, appraiser, or just keeping others from deadly traps. Below are the various skills a thief has at their disposal.



Appraisal: Knowing the potential value of items is what makes a thief successful. Knowing what is trash and what is treasure allows for a quicker escape with the goods when you carry only the best. The thief adds their (*level x 5*) to any saving rolls required to determine the value of non-magical items. These are items like gems, jewelry, finely crafted weapons and armor, paintings, tapestries, and carvings.

Bushwhack: If the thief is hidden, or can sneak upon a victim, they can bushwhack them. The thief adds their current *level* to any attack rolls. They also add their (*level x 2*) to their damage dealt when bushwhacking. If a thief is being targeted by someone during the fight, they cannot sneak...hence they cannot bushwhack.

Climbing: The thief can climb many surfaces without the need for a grappling hook and/or rope. This can be the side of a mountain, or the face of a building. This allows them to add their (*level x 2*) to any saving rolls involving such feats.

Dodge: A slow thief is a dead thief. Trained to avoid dangers, thieves get a bonus to their armor equal to their (*level x 2*).

Hide: Hiding without detection is a favored ability with thieves. It could be from within the shadows, behind a curtain, or simply under a bed. The thief adds their (*level x 2*) to any saving rolls involving such actions.

Locks: Thieves can bypass almost any non-magical lock they encounter. Needing quick hands, and some lock picks, they will have a door open quickly and quietly. The thief adds their (*level x 2*) to any saving rolls required for bypassing a mechanical lock. Locks are limited, however. If the lock requires a key, then one can attempt to pick it.

Pilfering: Sleight of hand is what allows a thief to quickly separate one from their coin. The thief adds their (*level x 2*) to any saving rolls required to dig around in unsuspecting pockets.

Sneak: The ability to move without sound is what makes a thief a good scout. The thief adds their (*level x 2*) to any saving rolls needed for any stealthy movement they must perform.

Traps: A thief can add their (*level x 2*) to any saving rolls involving the searching and disabling of traps. These traps can be placed in a hallway or room, and can also be set on objects like treasure chests.

WARRIOR **CR+2** **4d6 Dmg** **6 Con**

Warriors are the same as in the original rules, except for the damage they deal and the constitution gains per level listed above.

WAR-WIZARD **CR+1** **3d6 Dmg** **5 Con**

War-Wizards (*Warrior-Wizards*) are the same as in the original rules, except for the damage they deal and the constitution gains per level listed above.

Unlike the original rules, wizards are able to use any weapon. The limitation will be on the amount of damage they do with such weapons as listed above. Otherwise, they are relatively unchanged.

CHARACTER LEVELS

Wizardry & Warriors uses a different approach to level progression than the original rules. Adventure points are gained from dealing with enemies and the gold acquired from coins and the sale of items obtained on adventures (*gems, jewels, magic items, rugs, paintings, etc.*).

This supplement assumes that characters will probably adventure until they are level 20 and then retire with their wealth and glory. This is when characters are no longer fearful of demons and dragons. The Game Master may decide to create newer, more difficult monsters so the adventure can continue. That is why the level progression to 40 is included.

Level	Adventure Points
1	0
2	1,000
3	2,000
4	4,000
5	8,000
6	16,000
7	32,000
8	64,000
9	125,000
10	250,000
11	500,000
12	1,000,000
13	2,000,000
14	3,000,000
15	4,000,000
16	5,000,000
17	6,000,000
18	7,000,000
19	8,000,000
20	9,000,000

Level	Adventure Points
21	10,000,000
22	11,000,000
23	12,000,000
24	13,000,000
25	14,000,000
26	15,000,000
27	16,000,000
28	17,000,000
29	18,000,000
30	19,000,000
31	20,000,000
32	21,000,000
33	22,000,000
34	23,000,000
35	24,000,000
36	25,000,000
37	26,000,000
38	27,000,000
39	28,000,000
40	29,000,000

Not everything is the result of luck or fate, and that holds true in Wizardry & Warriors. Luck can get you out of many situations, but also being strong or quick can also save you from certain death. A spear might thrust out from a nearby wall, due to a pressure plate triggering it. A lucky person may avoid it, but a quick person may also avoid it since they are highly dexterous.

With every level a character attains, they can spend a number of points (*equal to the achieved level number*) into any of their attributes. They can spend them all on one attribute, or spread them among many different ones. This replaces the attribute progression rate from the original rules. They also can add an automatic number of constitution points dependent on their character type (*see the section about **Character Types***).

LANGUAGES

This is a complete listing of all the languages spoken by all of the creatures of the land. You could essentially one day have a character that is able to speak to almost any creature of the world. They are listed below in alphabetical order. Each one has a number showing how many different creatures speak the language.

There is also an SR value one must make in order to learn the language. When someone wants to learn a new language, they must make the SR vs. INT to see if they are able to learn the one they chose. They will then get a book that they can take on their travels that will teach them the language. This means another 1d6 roll determines how many weeks needed to finish their studies. This "number of weeks" takes into account reading during adventure rest periods and during the break between adventures at a home, tavern, or inn. If they fail the SR, then they cannot attempt to learn another language until that same amount of time has passed.

All kindred begin with their language listed in the Kindred section, along with the common tongue. Any additional language may be chosen at character creation time, that require an L2SR or lower, immediately...without the learning time. Any other languages, with higher SR requirements...or after the game session begins, must be learned by the method described above.

#	SR	Speech	#	SR	Speech	#	SR	Speech
87	L1SR	Common	14	L14SR	Amphibian	9	L2SR	Antaur
28	L11SR	Avian	23	L10SR	Balrog	18	L12SR	Bovine
8	L2SR	Brownie	27	L11SR	Canine	7	L2SR	Centaur
10	L14SR	Cetacean	7	L5SR	Chimera	19	L10SR	Devlish
29	L8SR	Dragon	11	L1SR	Dwarvish	17	L1SR	Elven
17	L12SR	Equine	7	L2SR	Falcoran	23	L11SR	Feline
16	L4SR	Fey	40	L14SR	Fish	7	L2SR	Fruglum
8	L5SR	Gargoyle	17	L3SR	Giant	8	L2SR	Gnoll
13	L2SR	Goblin	11	L2SR	Gremlin	7	L5SR	Harpy
8	L12SR	Hippopotamus	7	L1SR	Hobling	37	L15SR	Insect
7	L2SR	Mantaran	7	L5SR	Manticore	7	L2SR	Mermen
7	L2SR	Minotaur	9	L4SR	Naga	7	L2SR	Neptar
11	L3SR	Ogrish	10	L2SR	Orkish	14	L12SR	Pachyderm
17	L17SR	Plant	10	L12SR	Porker	7	L2SR	Rattanu
21	L11SR	Rodent	53	L12SR	Saurian	8	L2SR	Sauriman
18	L13SR	Serpentine	12	L4SR	Simian	7	L2SR	Slitheran
15	L14SR	Slug	16	L7SR	Sphinx	19	L13SR	Spider
7	L3SR	Tigran	10	L5SR	Treekin	14	L3SR	Trollish
39	L9SR	Undead	18	L12SR	Ursine	7	L6SR	Vampire
7	L16SR	Wisp	29	L18SR	Wizard Speech	7	L3SR	Wulfan
			8	L7SR	Zorn			

EQUIPMENT

The weapons listed below include the strength and dexterity requirements for each weapon, and how many hands needed to wield it. Some weapons have two values indicated for dexterity requirements. The first value is the required dexterity to use the weapon in melee. The second value is the required dexterity if one wishes to throw the weapon. Range weapons will have the range indicated in feet.

WEAPONS - BOW

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Arrow (24)	-	-	-	40gp	1	-
Bow	5 + 3	20	16	175gp	2	150y
Elven Long Bow	6 + 5	15	18	500gp	2	220y
Long Bow	6 + 3	25	17	250gp	2	160y
Short Bow	4 + 3	15	15	100gp	2	140y

WEAPONS - CROSSBOW

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Bolt (10)	-	-	-	5gp	1	-
Crossbow	5	15	10	250gp	2	100y
Hand Crossbow	3	8	12	150gp	1	40y
Heavy Crossbow	6 + 3	17	10	400gp	2	100y
Light Crossbow	4	12	10	170gp	2	90y
War Crossbow	8	15	10	600gp	2	100y

WEAPONS - DAGGER

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Battle Dagger	3	10	12	25gp	1	-
Dagger	2	1	3 / 14	10gp	1	10y
Dirk	2 + 1	1	4 / 10	18gp	1	10y
Elven Dagger	2 + 5	6	6 / 30	30gp	1	15y
Knife	1 + 2	1	1 / 7	3gp	1	5y
Kris	2 + 3	8	5 / 20	120gp	1	10y
Large Dagger	2 + 3	1	4 / 23	20gp	1	10y
Long Dagger	2 + 1	1	2 / 15	14gp	1	10y
Orkish Dagger	2 + 2	2	8 / 25	21gp	1	10y
Sacrificial Knife	2 + 3	-	7	35gp	1	-
Stiletto	2 - 2	1	1 / 8	5gp	1	5y
Throwing Knife	2 + 1	7	6 / 12	15gp	1	10y

WEAPONS - HAFTED

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Axe	3	8	4	20gp	1	-
Battle Axe	6 + 3	21	10	140gp	2	-
Battle Hammer	5 + 2	18	8	95gp	2	-
Broad Axe	4	17	8	100gp	1	-
Cleaver	3 + 1	8	3	5gp	1	-
Club	3	5	3	15gp	1	-
Crowbar	3 + 3	12	4	12gp	2	-
Dagger Mace	3 + 4	15	7	100gp	1	-
Dwarven Warhammer	6 + 1	19	6	100gp	2	-
Executioner Axe	4 + 4	14	11	130gp	2	-
Great Axe	5 + 3	20	10	110gp	2	-
Hatchet	2 + 3	6	6	8gp	1	-
Heavy Mace	6 + 4	18	4	150gp	2	-

WEAPONS – HAFTED *(cont.)*

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Heavy Flail	4 + 4	20	15	55gp	1	-
Light Flail	3 + 4	19	13	100gp	1	-
Mace	5 + 2	17	3	120gp	2	-
Morningstar	5	17	11	140gp	1	-
Orkish War Axe	6 + 1	23	12	160gp	2	-
Pickaxe	3	15	10	15gp	1	-
Sickle	4 + 1	11	7	110gp	1	-
Sledgehammer	4	15	6	90gp	2	-
Spiked Club	3 + 2	6	5	18gp	1	-
Spiked Warhammer	6	18	10	125gp	2	-
Throwing Axe	3 + 2	9	12	70gp	1	-
War Axe	6 + 2	25	8	180gp	2	-
Warhammer	5 + 1	16	3	85gp	1	-
Woodsman Axe	3	10	9	7gp	2	-

WEAPONS - POLEARM

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Bardiche	6 + 2	15	12	200gp	2	-
Halberd	6	16	12	200gp	2	-
Pike	6	15	12	160gp	2	-
Pitchfork	3 + 2	10	7	20gp	2	-
Pole Axe	7	14	13	210gp	2	-
Pole Cleaver	5 + 3	15	9	160gp	2	-
Scythe	4 + 3	11	7	80gp	2	-
Short Halberd	4 + 1	13	9	110gp	2	-

WEAPONS - RANGED

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Blowpipe	1 + 1	1	1	10gp	1	35y
Blowpipe Darts (30)	-	-	-	5gp	1	-
Boomerang	2 + 3	11	11	50gp	1	60y
Sling	2	5	10	5gp	1	50y
Sling Stone (100)	-	-	-	3gp	1	-

WEAPONS - SPEAR

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Forkspear	5 + 2	14	12	110gp	2	-
Harpoon	4 + 3	14	12	80gp	1	30y
Javelin	2	5	7	10gp	1	10y

WEAPONS - SPEAR *(cont.)*

Lance	5	20	18	60gp	2	10y
Long Spear	5	12	10	40gp	2	10y
Short Spear	2 + 3	7	12	20gp	1	10y
Spear	3 + 3	8	8	15gp	1	15y
Trident	4 + 3	10	10	60gp	1	5y
War Spear	4 + 2	13	8	90gp	2	-

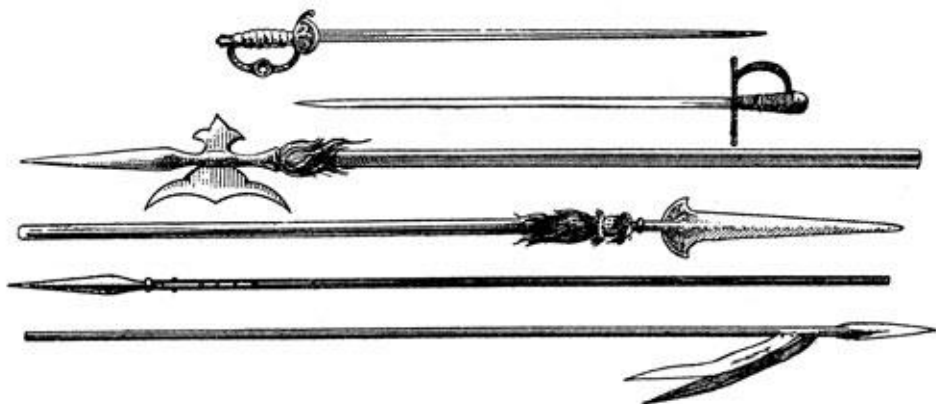
WEAPONS - SWORD

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Bastard Sword	7 + 1	21	18	375gp	2	-
Broadsword	3 + 4	15	10	140gp	1	-
Cutlass	3 + 3	8	11	100gp	1	-
Elven Long Sword	6	21	18	240gp	2	-
Fencing Sword	2 + 1	7	14	25gp	1	-
Great Sword	7 + 2	22	18	400gp	2	-
Long Sword	5 + 2	17	14	220gp	2	-
Orkish Scimitar	4 + 4	14	12	200gp	1	-
Rapier	3 + 4	10	14	160gp	1	-
Saber	3 + 5	9	10	110gp	1	-
Scimitar	4	10	11	120gp	1	-
Short Saber	3 + 1	7	5	40gp	1	-
Short Sword	3	7	3	35gp	1	-
Two-Handed Sword	7 + 3	25	15	360gp	2	-

WEAPONS - MISC

Name	Dice + Adds	STR	DEX	Cost	Hands	Range
Blackjack	1 + 3	4	12	5gp	1	-
Brass Knuckles	2	2	3	20gp	2	-
Bullwhip (12')	4	15	14	40gp	1	5y
Grapple Hook & Rope (30')	1 + 1	3	8	15gp	2	10y
Lasso (30')	1 + 2	7	15	25gp	1	10y
Net*	-	8	12	8gp	1	-
Quarterstaff	2	10	8	10gp	2	-
Spiked Punching Gloves	2 + 2	2	3	3gp	1	-
Strangle Rope	1 + 3	8	14	5gp	1	-
Throwing Star (10)	1 + 3	10	15	50gp	1	15y
Tiger Claws	2	2	10	30gp	1	-

**This weapon does no damage, but instead wraps up an opponent. They can free themselves if they can make an L1SR vs. STR.*



The armor listed below reduces the choices to shields and full suits of armor. Included are the strength requirements for each piece.

SHIELD

Name	HITS	STR	Cost
Buckler	2	2	20gp
Dwarven Shield	4	10	90gp
Great Shield	7	14	130gp
Heater Shield	5	10	65gp
Kite Shield	6	12	130gp
Shield	3	4	80gp
Tower Shield	6	12	100gp
Wooden Shield	3	2	10gp

ARMOR

Name	HITS	STR	Cost
Banded Mail Armor	13	13	320gp
Chain Mail Armor	12	12	250gp
Cloth Armor	1	3	20gp
Heavy Cloth Armor	3	6	50gp
Heavy Plate Mail Armor	20	19	1300gp
Leather Armor	5	7	50gp
Loincloth, Leather	1	1	10gp
Plate Mail Armor	18	16	460gp
Ring Mail Armor	8	10	210gp
Scale Mail Armor	9	13	200gp
Splint Mail Armor	13	14	435gp
Studded Leather Armor	7	8	170gp

The other equipment below is a greatly expanded list that should give explorers all they need to adventure in the land and dungeons. The listing is separated by general items, clothing, containers, provisions, instruments, herbs, animals, traveling (*boats and carts*), and other services (*such as inns and stables*).

ITEMS			
Beads, Prayer	1gp	Cloth, Silk (1 sq yd)	3gp
Bedroll	2sp	Cloth, Velvet (1 sq yd)	4gp
Beeswax	1sp	Cloth, Wool (1 sq yd)	8cp
Bell, Cow	3gp	Crowbar	2gp
Bell, Hand	5gp	Cup, Clay	4cp
Bell, Small	1gp	Cup, Pewter	2sp
Bellows	1gp	Cup, Silver	2gp
Bird Cage	5gp	Cup, Wooden	2cp
Blanket	8sp	Dice, Ivory	3sp
Block & Tackle	5gp	Dice, Ivory (loaded)	4gp
Book (100 pages)	220gp	Dye, Cloth	5sp
Bottle, Glass	3sp	Dye, Hair	8sp
Bowl, Clay	5cp	Firewood	1cp
Bowl, Pewter	2sp	Fish Hook	1sp
Bowl, Silver	2gp	Fishing Net (25 sq ft)	1sp
Bowl, Wooden	3cp	Flask, Leather	3cp
Brazier	15gp	Flint & Steel	1gp
Candle	1sp	Glue (2 oz)	2gp
Canvas (1 sq yd)	1sp	Grappling Hook	1gp
Cauldron	6gp	Hacksaw	2gp
Chain, Iron, (1 ft)	1gp	Hammer & Chisel	5sp
Chalk	1cp	Holy Symbol, Pewter	5gp
Charcoal (10 lbs)	2gp	Holy Symbol, Silver	25gp
Climbing Peg	1sp	Holy Symbol, Wooden	6sp
Cloth, Cotton (1 sq yd)	1sp	Holy Water, Bottle	25gp
Cloth, Linen (1 sq yd)	5cp	Hourglass	4gp
Cloth, Satin (1 sq yd)	4gp	Incense, Stick	1gp
		Ink (2 oz)	1gp

Iron Spikes (dozen)	1gp
Jar, Glass	5sp
Jug, Clay	2sp
Kettle, Iron	8gp
Ladder, Folding (10 ft)	5sp
Lamp, Bronze	1sp
Lantern, Bullseye	12gp
Lantern, Hooded	7gp
Lens, Magnifying	5gp
Manacles & Key	15gp
Metal File	2gp
Mirror (1 sq/ft)	15gp
Mirror, Small, Silver	45gp
Mirror, Small, Steel	20gp
Mortar & Pestle	2gp
Oil, Lamp (pint)	1sp
Padlock with Key	6gp
Paint (1 gallon)	2gp
Paint Brush, Large	5sp
Paint Brush, Small	1gp
Parchment (1 sheet)	4gp
Perfume (1 oz)	1gp
Pillow, Feather	2sp
Pipe Tobacco	1gp
Pipe, Corncob	1cp
Plate, Clay	3cp
Plate, Pewter	2sp
Plate, Silver	2gp
Plate, Wooden	2cp
Pliers	1gp
Pole (10 ft)	2sp
Pot, Iron	5sp
Quill	2cp

Razor	1gp
Rope, Hemp (50 ft)	1gp
Rope, Silk (50 ft)	10gp
Scissors	5sp
Scrollcase, Bone	4gp
Scrollcase, Leather	1gp
Sewing Needle	3sp
Shovel	4gp
Skillet	1gp
Soap, Bar	2gp
Spyglass	900gp
Stool, Folding	2gp
Strap, Leather (3 ft)	10sp
String (50 ft)	1sp
Tent (2 person)	10gp
Thieves' Tools	30gp
Thread, Spool	5cp
Tinderbox	1gp
Tongs	4sp
Torch	1cp
Tweezers	5sp
Twine (100 ft)	8cp
Vial, Ceramic	1gp
Vial, Crystal	4gp
Vial, Metal	3gp
Waterskin (3 pint)	1gp
Whetstone	1gp
Whistle, Signal	8sp
Wooden Mallet	1sp
Wooden Stake (3 ea)	2cp

CLOTHING

Belt, Leather	4sp
Belt, Leather, Wide	6sp

Blouse	4sp
Boots, Heavy	2gp
Boots, High, Hard	2gp
Boots, High, Soft	1gp
Boots, Low, Hard	1gp
Boots, Low, Soft	1sp
Boots, Soft	1gp
Cap, Cloth	5cp
Cap, Leather	4sp
Cape	3sp
Cloak	5sp
Cloak, Fur	8gp
Doublet, Linen	3gp
Dress	9sp
Girdle, Broad	2gp
Girdle, Normal	10sp
Gloves, Cloth	2sp
Gloves, Leather	8sp
Gown, Linen	3gp
Gown, Silk	50gp
Gown, Wool	5cp
Hat	7sp
Robe, Linen	3gp
Robe, Silk	60gp
Shirt	4sp
Shoes, Common	5sp
Shoes, Noble	30gp
Skirt	3sp
Trousers, Heavy	8sp
Trousers, Light	3sp
Tunic, Formal	10gp
Tunic, Wool	5cp

CONTAINERS

Backpack, Leather	2gp
Bag, Leather, Large	15cp
Bag, Leather, Medium	11cp
Bag, Leather, Small	7cp
Barrel, Wooden	2gp
Box, Iron, Large	28gp
Box, Iron, Small	9gp
Box, Wooden, Large	6gp
Box, Wooden, Small	1gp
Bucket, Iron	8sp
Bucket, Wooden	3sp
Cask	5sp
Chest, Wooden, Large	2gp
Chest, Wooden, Small	3sp
Pouch, Belt, Large	4sp
Pouch, Belt, Small	2sp
Quiver (holds 12 arrows)	1gp
Quiver (holds 12 bolts)	12sp
Quiver (holds 24 arrows)	25sp
Quiver (holds 24 bolts)	3gp
Sack, Cloth, Large	11cp
Sack, Cloth, Small	7cp
Satchel	1gp

PROVISIONS

Ale (1 gallon)	2sp
Ale (1 pint)	1sp
Apple	3cp
Apricot	4sp
Beef	9sp
Beer (1 gallon)	4sp
Beer (1 pint)	1sp
Berries, Bag	1cp

Brandy (1 pint)	2sp
Bread	6cp
Cabbage	3cp
Carrot	1cp
Cheese	6sp
Cherries (8 ea)	1gp
Cider	4sp
Eggs, Pickled (1 cask)	12sp
Fish	7sp
Fish, Dry, Salted (1 barrel)	40gp
Flour (10 lbs)	4sp
Grog (pint)	3sp
Lamb	1gp
Lemon	5sp
Lettuce	3cp
Mead, (1 pint)	5sp
Nuts, Bag	2cp
Onion	2cp
Orange	5sp
Peach	4sp
Pork	5sp
Pumpkin	4cp
Rations	2gp
Rum (1 pint)	5sp
Strawberries (5 ea)	1gp
Turnip	2cp
Wine (1 pint)	5sp
Wine, Bottle	2gp
INSTRUMENTS	
Bandora	15gp
Chime	2gp
Drum	4gp
Fife	5gp

Flute	16gp
Gong	5gp
Harp	50gp
Horn	6gp
Lute	25gp
Lyre	27gp
Mandolin	28gp
Pipes	2gp
Rebeck	30gp
Recorder	6gp

HERBS

Belladonna (1 oz) [cures lycanthropy]	4sp
Garlic (1 ea) [drives off vampires]	4cp
Spiderwort (1 oz) [treat poison stings or bites]	2sp
Wolfsbane (1 oz) [drives off werewolves]	8sp
Yarrow (1 oz) [can stop bleeding]	4cp

ANIMALS

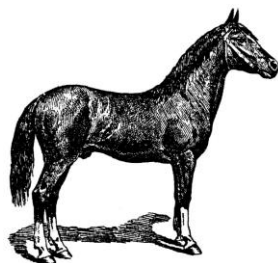
Barding, Leather	240gp
Barding, Mail	1,500gp
Barding, Plate	3,500gp
Barding, Quilted	100gp
Barding, Studded Leather	300gp
Chicken	3cp
Cow, Beef	8gp
Cow, Milk	10sp
Dog, Guard	25gp
Dog, Hunting	17gp
Donkey	8gp
Elephant	900gp

Goat	1gp
Grain, Horse	1sp
Harness	12sp
Hawk, Large	40gp
Hawk, Small	18gp
Horse, Draft	30gp
Horse, Riding	40gp
Horse, War, Heavy	500gp
Horse, War, Light	200gp
Horse, War, Medium	350gp
Mule	18gp
Ox	15gp
Pig	3gp
Pigeon	2cp
Piglet	1gp
Pony	12gp
Reins, Bit & Bridle	2gp
Saddle & Stirrups	10gp
Saddle Bags, Large	4gp
Saddle Bags, Small	3gp
Saddle Blanket	3sp
Sheep	2gp
Songbird	4cp



TRAVEL

Barge, Small	50gp
Boat, Long	150gp
Boat, River	4,000gp
Boat, Sailing	2,000gp
Boat, Small	75gp
Canoe	55gp
Cart	50gp
Galley, Large	25,000gp
Galley, Small	10,000gp
Horse, Cart	15gp
Lifeboat	800gp
Raft	50gp
Ship, Merchant, Large	15,000gp
Ship, Merchant, Small	5,000gp
Ship, War	20,000gp
Wagon	150gp
Wagon, Large	250gp
Wagon, Small	100gp

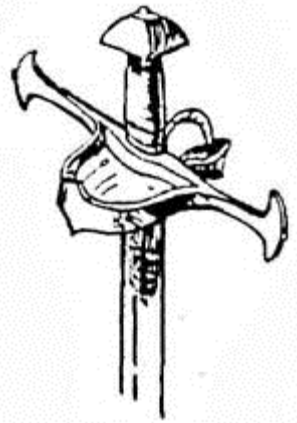


SERVICES

Docking (per day)	2gp
Inn, Common (per night)	3sp
Inn, Good (per night)	5sp
Inn, Poor (per night)	1sp
Stabling (per day)	5sp

COMBAT

Wizardry & Warriors uses a very different combat system. This is neither better nor worse than the original rules, but a different way at mediating battles while using less dice. It also allows for damages by weapons and a more personalized battle between a pair of opponents. Before we begin, let's quickly go over some changes in the game's definitions of the original rule's terms...and new terms.



DEFINITIONS

- **Life** – This is the total value of a character's *Constitution*, along with any special abilities and magical effects that enhance this value. This "Life" value is recorded on the character sheet. Any damage taken reduces this value and no longer reduces the *Constitution* value. The *Constitution* value simply shows the maximum amount of "Life" a character may have. Some magical effects can increase the maximum amount of "Life", and may be greater than a character's *Constitution*. A good 6 to 8 hour rest will fully recover a character's "Life".
- **Armor** – This is the total value of armor *Hits*, along with any special abilities and magical effects that enhance this value. This "Armor" value is recorded on the character sheet. Whenever damage is taken, the character subtracts it from the "Armor" value first. Once this value is depleted, then their "Life" will start to reduce when damage is taken. A good 6 to 8 hour rest will give one enough time to rebuild their "Armor" value back to maximum. During this resting period...armor is repaired or stitched up, magical effects are recharged, and any special abilities have time to recover from the day's adventuring.
- **Combat Rolls** – This is a roll of 3d6 to determine the outcome of one's attack on another (*also known as a CR*). This will be explained in detail later.
- **Damage Rolls** – This is a roll of a number of 6 sided dice determined by the *Character Type*. The value determines the amount of damage dealt from a successful attack (*also known as a DR*). This will be explained in detail later.
- **Dice** – This is no longer the amount of dice you roll for your attack, but a value you add to your *CR*. This will be explained in detail later.
- **Adds** – This differs from the original rules as it will determine a value you will add to your *DR*. This will be explained in detail later.

BASICS OF COMBAT

Now let's go over the steps for a round of combat. These steps occur after any type of surprise attacks that may have occurred.

1. One of the players will roll 1d6, while the Game Master will also roll 1d6. The group rolling higher gets the first attack that round. Any ties should be rerolled.
2. Anyone able to attack with a ranged weapon goes first. Melee attackers then go next. Anyone casting spells goes last.
3. Whoever attacks, they select a target they can attack and roll an $L\#CR$, adding the total to any *Dice* they may have. If the value is equal to, or greater than, the $L\#CR$ value of the opponent...a hit is struck. Anything else is a miss.*
4. Effects and/or damages are then calculated. Any damage is subtracted from the character's *Life* (or *monster's MR*), while any other effects are applied.
5. Steps 1-4 keep repeating until the battle is finished. This may be due to a side being slain by another, a side surrendering, or even a side running away.

* *If one happens to roll snake eyes (at least two 1's), then the attack is an automatic miss. If one were to roll two 6's, then the attack is an automatic hit.*

COMBAT ROLLS (CR)

Combat rolls are similar to saving rolls but they determine the outcome of an attack. Characters have unique CR levels depending on their Character Type (see the section on **Character Types**), in which others use to attack them. Characters normally have a CR that is equal to their current level, but some characters have a bonus of a CR one level higher ($CR+1$) or maybe two levels higher ($CR+2$). As for monsters, you can calculate the CR to hit them off of the monster's MR value.

$$MR \div 10 \text{ [rounded down]} = \text{CR Level}$$

A CR level cannot be lower than 1. Once you have this value, then you know the CR value that needs to be rolled for. The attacker rolls 3 dice and adds them together. Then they can add any Dice points they have to this attack value. If the total is equal or higher to the needed roll, then the attack is successful. The table below shows the various CR levels and the corresponding rolls needed to achieve success.

NOTE: If one happens to roll snake eyes (at least two 1's), then the attack is an automatic miss. If one were to roll two 6's, then the attack is an automatic hit.

CR	Roll	CR	Roll	CR	Roll	CR	Roll
1	16	11	26	21	36	31	46
2	17	12	27	22	37	32	47
3	18	13	28	23	38	33	48
4	19	14	29	24	39	34	49
5	20	15	30	25	40	35	50
6	21	16	31	26	41	36	51
7	22	17	32	27	42	37	52
8	23	18	33	28	43	38	53
9	24	19	34	29	44	39	54
10	25	20	35	30	45	40	55

DAMAGE ROLLS (DR)

If an attack is successful, then damage can be rolled. For characters, the amount of dice they roll for damage is determined by Character Type (*see the section on **Character Types***). They can add about a tenth of their total *Adds* to this damage value (*rounded down*). Below is a table demonstrating the comparison of the old *Adds* to new damage bonuses.

Adds	Dmg	Adds	Dmg	Adds	Dmg
1-9	0	120-129	+12	240-249	+24
10-19	+1	130-139	+13	250-259	+25
20-29	+2	140-149	+14	260-269	+26
30-39	+3	150-159	+15	270-279	+27
40-49	+4	160-169	+16	280-289	+28
50-59	+5	170-179	+17	290-299	+29
60-69	+6	180-189	+18	300-309	+30
70-79	+7	190-199	+19	310-319	+31
80-89	+8	200-209	+20	320-329	+32
90-99	+9	210-219	+21	330-339	+33
100-109	+10	220-229	+22	340-349	+34
110-119	+11	230-239	+23	350-359	+35

Monsters deal damage differently. They roll 1d6 and add any *Adds* bonus using the table above, but they also add their *Dice* value to the

damage giving them the total value of damage they dealt that attack. The example below shows a Tunnels & Trolls monster and how it is quickly converted to Wizardry & Warriors. Each of the giant spiders below give 80 adventure points if dealt with.

Tunnels & Trolls

Giant Spider

MR: 80

Dice: 9

Adds: 40

Their bite will be poisonous if they roll a '6' at least 3x with their attack. This poison will cause the victim to die unless they can make a L5SR vs. CON. Each target that gets damaged from the attack rolls 1 die to determine which one is infected with the poison, where the lowest number suffers from the effects. If one makes their SR for this poison, they are instead wrapped in a sticky web where they must reduce their combat dice by half (rounded up) until they can free themselves. Making a L5SR vs. STR will accomplish this.

Wizardry & Warriors

Giant Spider

MR: 80 (*Life*)

Level: 5

L8CR to hit it

Damage: 1d6 + 9 + 4

Their bite will be poisonous if they roll a '1' on their damage die roll. This poison will cause the victim to die unless they can make a L5SR vs. CON. If the victim makes their SR for this poison, they are instead wrapped in a sticky web where they can only roll 2 dice for any attacks until they can free themselves. Making a L5SR vs. STR will accomplish this.

Some monsters have special abilities that are triggered during certain events. This is most commonly a determined number of 6's rolled on their combat dice in T&T. In Wizardry & Warriors, this is determined when the monster rolls their 1d6 for damage. If the dice rolls up a "1", then the special ability they have will take effect. Notice the giant spider above and compare the two special abilities, paying attention to how each one is triggered.

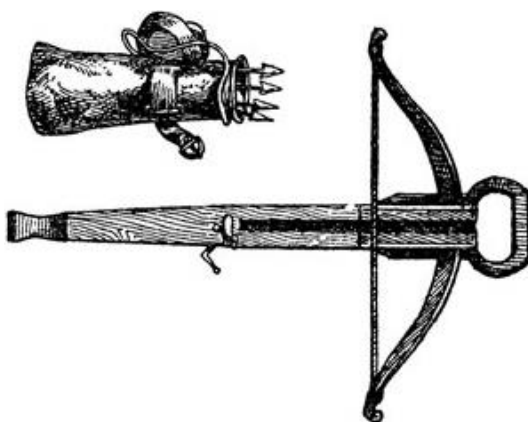
RANGED ATTACKS

Ranged attacks are no longer performed by a saving roll, but instead a combat roll just like melee attacks. The one difference is that they are performed first in any round of battle. They use the same *Dice* and *Adds* just as melee attacks were described above. Because of this, the distance and target size modifiers are different than the original rules. The tables below show the new modifiers for such situations.

NOTE: The below table is optional and can be omitted from the game if the Game Master chooses.

Category	Distance in Feet	CR Modifier
Pointblank	0 – 15	+2
Near	16 – 150	0
Far	151 – 300	-2
Extreme	301 +	-4

Size	Height	CR Modifier
Huge	greater than 12'	+2
Large	12' – 5'	0
Small	5' – 2'	-1
Very Small	2' – 4"	-2
Tiny	less than 4"	-3



GROUP FORMATION

While traveling in caves, dungeons, or on the surface...it is important to let the Game Master know what order the group is traveling. The ones who will fight with melee weapons usually travel in the front. The spell casters and ranged attackers normally travel in the rear. Anyone in the front will be susceptible to melee attacks, unless the group is attacked from behind. Anyone with spells or ranged weapons can attack either the front or rear ranks of the group. There may also be situations where the Game Master may have a melee attacker close the distance to one of the characters in the rear. Any character who decides to attack with a melee weapon will be assumed to have moved to the front ranks. Along with this, any character that decides to use a ranged weapon is assumed to move to the back of the group.

BATTLE BREAKDOWN

As you have read, the Wizardry & Warriors combat system behaves quite differently than the original rules. This different system works within somewhat different bounds which will be explained in more detail below.

Armor soaks up damage initially taken by the victim. The *Hits* value for armor is recorded in the “Armor” field on the Wizardry & Warriors character sheet (*along with any other magically armor enhancing effects*). As a fighter gets pummeled in his plate mail, the plate mail will take a number of damage before it needs to be repaired. If he has some type of hammer, he can knock out dents during the period in which the group rests. If leather armor gets too damaged, a sewing needle and thread can repair it. Any magical items (*an amulet with protection magic for example*) need some time to recharge and once again provide their armor enhancements. The Game Master may decide that the group needs to return to a settlement and have a craftsman repair such items for a fee...or a mage to recharge protective magic items. Monsters have armor like characters do, but their value is combined in their MR value.

Life allows for the separation of a character’s constitution and a working value in which damage reduces. This life value is not a necessary part of Wizardry & Warriors, but it does allow a player to track their health much easier. It also opens up the world to have magic items that may enhance one’s life...but not their constitution.

Combat Rolls (CR) replace the concept of rolling many dice and puts it into a much simpler 3 dice roll. It also is designed around a one-on-one style of combat where no matter the character’s skill...they do have a 7% chance to hit a target no matter how mighty the monster may be. This also means that even the mightiest character has a 7% chance to miss a rabbit. The number of *Dice* that a weapon has is now an added value to these combat rolls as some weapons have better chances of hitting targets than others. This value can be recorded on the Wizardry & Warriors character sheet. In the example below, the character has a weapon with 3 *Dice*, so they can add 3 to their CR’s.

DICE 3 Attack Bonus

Damage Rolls (DR) are a representation of a character's strength, dexterity, and luck. If they are stronger...they can swing the weapon harder, pull bows back further, or throw weapons much harder. If they are more dexterous...they can hit a weak spot quicker before the victim can try and protect it. If they are lucky...they can just hit the right spot at the right time, doing more damage. These are the reasons why the *Adds* are used for damage bonuses, but only about 10% of them. Some weapons provide *Adds* as well because they are constructed in a way that provide more damage than other weapons. You would simply get your total *Adds* and record it on the Wizardry & Warriors character sheet. In the example below, the character has a total of 42 *Adds*. They are recorded in such a manner (with the 10's and 1's separated) for easier use as it shows you immediately what your actual damage bonus is. Below you can see this character has +4 to their damage rolls.

Apps 4 ^{Damage}_{Bonus} (2)

Character Types also have their own set of dice they roll to determine this DR value. Wizards roll 1 die as warriors would roll 4 dice. This is a representation of warriors being more deadly than a wizard swinging a sword. These damage rolls also allows wizards to use any weapon in the game. All weapons will do a minimum damage of "1".

Resting accomplishes many things in Wizardry & Warriors. It is a way to represent the fact that adventurers need to rest. At lower levels, they need to rest more often as they are new to this dangerous career and simply tire much easier. As they achieve greater levels, they would need to rest less often as they are stronger, wiser, and have better armor needing fewer repairs. A good 6 to 8 hours of rest should suffice, but if the group is interrupted during this time...the rest is wasted.

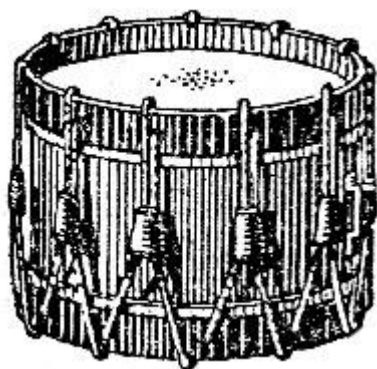
The new combat rules for Wizardry & Warriors add a couple of new elements to the game and redefine some original elements, but they are still easy to adjudicate. It provides a system with less dice, a more one-on-one style combat, and some chances for any character or monster to strike a blow. The values used throughout are more consistent thus allowing for better adventure design through naturally progressive values...and limits the need to constantly change things on the fly to make they work.

MAGIC

The conjuration of magical forces works differently in the world of Wizardry & Warriors. Magic is summoned through one's intelligence and not their strength. This brings a new term to the game called "Magic". This is the total value of a character's *Intelligence*, along with any special abilities and magical effects that enhance this value. This "Magic" value is recorded on the character sheet. Any spells cast reduces this value and no longer reduces the *Strength* value. The *Intelligence* value simply shows the maximum amount of "Magic" a character may have. Some magical effects can increase the maximum amount of "Magic", and may be greater than a character's *Intelligence*. "Magic" is now only recovered with a good 6 to 8 hour rest for meditation. Once "Magic" is depleted, one cannot cast spells.

BARD SONGS

Minstrels are commonplace in Wizardry & Warriors. It is normal to see one singing tales of high adventure next to the tavern fire place, all the while sipping ale and wine. Those that fear the unknown are often listening intently at what stories unfold. In order for bards to learn these songs, they must have the charisma to perform song. They also need to meet the dexterity requirements for playing the song on an instrument. They may ignore any dexterity requirements if they choose to put forth the effort to elegantly sing the song (*which costs double the required "Magic" points doing so*).



Where spell casters determine "Magic" with their intelligence, a bard uses their charisma to accomplish this. Like spell casters, they spend these

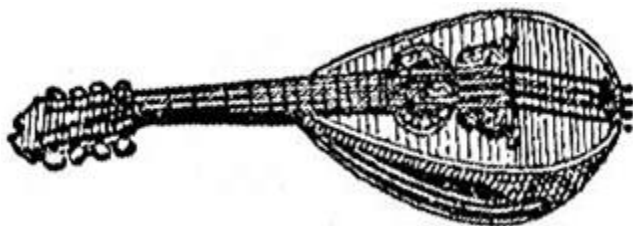
“Magic” points to perform their songs. The recover these “Magic” points in the same manner but instead of meditation, they usually relax and enjoy some wine or ale next to a fire...perhaps playing a common song or telling a tale to the group. Once they are depleted, the bard cannot perform any more magical songs.

The songs are shown in the table below. The **Level** is the level the bard needs to be to learn the song. The **MAG** value indicates how many “Magic” points need to be spent to perform the song. The **CHA** value indicates the charisma required to perform the song. The **DEX** value indicates the coordination one needs to play an instrument with the song. The **Cost** is the amount the bard needs to pay another minstrel or bard to teach them the song.

Level	Song	MAG	CHA	DEX	Cost
1	Sir Walfred's Courageous Tune	5	9	10	-
This very song will cause confusion and soothing in opponents, allowing the group to flee with little chance of pursuit. There is also a 1 in 6 chance the opponents will forget who they were fighting. This song only lasts for a single battle.					
2	Goroth's War Song ●	3	10	11	400gp
The words to this song get the group in a rage where they get a +1 to their damage rolls. This ballad lasts for a single battle only.					
3	Ballad of Master Surgard ●	3	11	12	800gp
The words to this song get the group focused where they get a +1 to their attack rolls. This tune lasts for a single battle only.					
4	The Midnight Sonnet ▲	1	14	13	1,200gp
The magic of this ballad allows the group a form of magical sight, where they can see perfectly in non-magical darkness. This song lasts for a single turn.					
5	The Sleepy Sonnet	10	16	14	1,600gp
If this song is sung prior to resting for the night, the next few hours will be uneventful as no wandering monsters will disturb the group.					
6	Song of the Bear Trap ▲	4	19	15	2,000gp
Traps of a non-magical nature fail to trigger when this song is played. If the singer is over level 11, it will also work on magical traps. This tune lasts for a single turn.					
7	The Limerick of the Lazy Lad ●	5	22	16	2,400gp
The words to this song will cause opponents to feel a bit tired and weary. This causes them to do -1 to damage. This ballad lasts for a single battle only.					

Level	Song	MAG	CHA	DEX	Cost
8	Tune of the Lucky Lady • or ▲	5	26	17	2,800gp
The lyrics of this ballad wash luck over the group where they get a +1 to their saving rolls. This song lasts for a single turn.					
9	Song of the Godly Shield •	3	30	18	3,200gp
The lyrics to this tune get the group protected where they get a +1 to their armor. This tune lasts for a single battle only.					
10	The Healing Hymn ▲	2	35	19	3,600gp
Restoration of life is the hidden meaning in this song. For the duration of a single turn, the group heals 1 life point. This ballad lasts for a single turn.					
11	Conjurer's Carol •	4	40	20	4,000gp
The verses to this ballad will envelope spell casters in a meditative mood. This allows them to spend 1 less magic point for casting spells. This tune lasts for a single battle only.					
12	The Lovely Lullaby ▲	15	46	21	4,400gp
While this musical piece plays, it will cause a single opponent to fall asleep for 1d6 turns if they fail an INT SR that is a level equal to the bard's level.					
13	Adventurer's Anthem	20	52	22	4,800gp
This tune only affects the bard, where they are magically led toward the exit of any caves, labyrinths, or dungeons. If sung outdoors, it will lead the bard to nearby peaceful settlement.					
14	Mage Wall Melody ▲	18	59	23	5,200gp
Whenever this song is sung, the group has a 50% (<i>rolling a 1-3 on a die</i>) chance that a harmful spell cast at them will simply fizzle away harmlessly. This song lasts for a single turn or a battle.					

NOTE: It may not need to be written, but bards do not need any dexterity or charisma for singing and playing simple songs that have no magical effect. Remember, they simply like to entertain others when not adventuring.

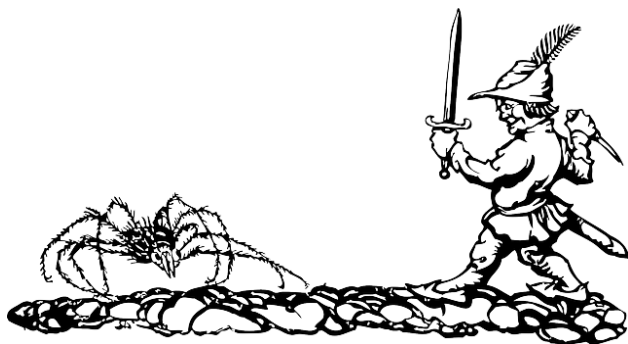


NOTE: Nearby monsters may be warned of a groups' presence, if they hear the bardic music in a distance.

MONSTERS

Any monster that you have, with an MR value, can easily be made to work with Wizardry & Warriors as demonstrated on page 32. There is also the **Monsters of Wizardry & Warriors** supplement that has almost 500 monsters ready to use for your adventures.

Did you notice the giant spider on page 32 having a *Level* of “5”, but the CR level is “8”? These two values are separate and the *Level* simply indicates a Game Master can use this monster against level 5 characters. As a guideline, you can use monsters against characters that are 1, 2, or 3 levels lower than the monster’s CR level...to provide a challenge.



ADVENTURES

This supplement does not cover the art of adventure design as it can be a lengthy subject. Others may feel they have their own vision of this design and that is another reason it is not included within these pages. You should be aware that with any game, adventure design should have some thoughtfulness put into the process. Without guidance, you may run into an adventure where characters quickly die off from dangers. You could have the opposite effect where young warriors wield a hammer from the gods...smashing everyone that opposes them with a single hit.

It is within the best interest of all involved in the game that things remain challenging...but not impossible. You may need help in determining what monsters to use and what magic items to place without causing unneeded havoc on your game world. If you wish to explore such topics, get yourself the **Dungeons of Wizardry & Warriors** supplement.

CHARACTER SHEET

The character sheet included with Wizardry & Warriors has all of the information you will need. If both pages below are printed, they will fit on a letter sized piece of landscaped paper. Most of the fields are explained in the original rules, and there are some new fields that were explained in the **Combat** section. There are some additional fields like the + ____ next to each attribute. This is used for any bonuses to attributes that are not a part of the normal character build. Magical effects that provide bonuses would have values in this type of space, as to separate the two so you know what attribute is real...and what enhancement they may have.

There are new fields to track the “Life”, “Armor”, and “Magic” used in Wizardry & Warriors. There is also a space to record the character’s CR level. Whenever a character is going to be attacked, a Game Master will ask for their “CR” level so they will know the value the monster needs to successfully strike that character. The last new addition is the tables for saving rolls and combat rolls. This lets the players reference the values they need to roll for when asked.



WIZARDRY & WARRIORS



NAME _____ KIN _____

TYPE _____ GENDER _____

HGT _____ LEVEL _____

WGT _____ AP _____

STR _____ + _____ CON _____ + _____

DEX _____ + _____ INT _____ + _____

LCK _____ + _____ CHR _____ + _____

LIFE _____ ARMOR _____ MAGIC _____ CR _____

DICE _____ Attack
Bonus

ADDS _____ Damage
Bonus (____)

WEAPONS & ARMOR

CR	1	2	3	4	5	6	7	8	9	10
#	16	17	18	19	20	21	22	23	24	25
CR	11	12	13	14	15	16	17	18	19	20
#	26	27	28	29	30	31	32	33	34	35
SR	1	2	3	4	5	6	7	8	9	10
#	20	25	30	35	40	45	50	55	60	65
SR	11	12	13	14	15	16	17	18	19	20
#	70	75	80	85	90	95	100	105	110	115

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. Each set consists of three lines: a solid top line, a dashed middle line, and a solid bottom line. There are ten such sets of lines on the page, providing a template for handwriting practice or general writing.

[illegible]

PREPARE YOURSELF FOR A WORLD FULL OF WIZARDRY & WARRIORS...

Delve into a fantastical world where ancient dungeons have been unexplored for centuries. Travel a land where trolls, humans, and elves can be found sitting at the same table of the tavern...or working together to find a long lost treasure. Explore the farthest reaches of the sea, searching for new lands while avoiding the dangers in the murky deep.



Wizardry & Warriors is a set of optional rules for use with the Tunnels & Trolls™ 5th edition role-playing game. This can also be used with Tunnels & Trolls™ 4th edition, as well as the Monsters! Monsters! role-playing game.

"Tunnels & Trolls" and "T&T" are trademarks of Flying Buffalo Inc.
Wizardawn™ is not affiliated with Rick Loomis, Kent St. Andre, or Flying Buffalo Inc.