

# WIZARDS & WARRIORS

ROLE PLAYING GAME

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[INSERT COVER ART]

# WELCOME!

THESE ARE THE TESTING RULES OF THE FREE *WIZARDS & WARRIORS* ROLE PLAYING GAME.

IT IS DESIGNED AS A SIMPLE RULESET FOR NEW GAMERS (LIKE ME).

IT IS COMBAT-BASED IN SOME CASES, BUT ALSO INCLUDES PUZZLE CREATION RULES.

## GETTING STARTED

FIRST, CHARACTER CREATION. CREATION FOLLOWS THESE STEPS:

1. NAME YOUR CHARACTER. ALSO, NOTE WHETHER THEY ARE EVIL OR GOOD.
2. ROLL STATS. 1D8 PER STAT. STATS ARE STRENGTH, AGILITY, INTELLIGENCE, AND LUCK.
3. GAIN 1D20 CP IN MONEY.
4. ROLL 1D6 FOR JOB; 1=FARMER, 2=BLACKSMITH, 3=STORYTELLER, 4=TRADER, 5=MINER, 6=NOBLE
5. ROLL 1D6 FOR WEAPON; NOTE WEAPONS, PAGE 2. YOU CANNOT START WITH A STAFF.
  6. GAIN A +0 ATK BONUS
  7. SET TO 0 DEFENSE MOD
  8. SET TO 0 ARMOR BONUS
  9. SET TO 0 DMG
  10. SET LEVEL TO 1
  11. SET XP TO 0
  12. GAIN 1D6 HP
  13. SET TO 1 ACTION
  14. WRITE NOTES
15. CHOOSE A CLASS. WIZARDS KNOW 1D4 SPELLS
16. CHOOSE A RACE; HUMANS GAIN 1D20 XP NOW;  
ELVES GET 1D3 SPELLS; DWARVES GAIN +3 ATK AND HALFLINGS  
GAIN 1D8 LUCK
17. ROLL 1D20; 18+ MEANS CHARACTER IS A SORCERER. GAIN 1D3 SPELLS.

## WEAPONS

1. SWORD (1D6 DMG, +1 ATK) 10 GP
  2. SPEAR (1D4 DMG, +2 ATK) 8 GP
  3. BOW (60' RANGE, USES ARROWS, 1D4 DMG, +0 ATK) 25 GP
  4. DAGGER (1D4 DMG, -1 ATK) 5 GP
  5. AXE (1D8 DMG, +0 ATK) 15 GP
  6. CLUB (1D4 DMG, +1 ATK) 7 GP
  7. STAFF (1D4 DMG, +1 ATK, +1 TO ALL SPELLCASTING ROLLS) 10 GP
  8. ADD YOUR OWN!
- ARROWS ARE 1 CP PER ARROW

## ARMOR

1. PADDED (+1 ARMOR BONUS) 1 GP
2. LEATHER (+2 ARMOR BONUS) 5 GP
3. CHAINMAIL (+3 ARMOR BONUS) 10 GP
4. PLATE (+4 ARMOR BONUS) 20 GP
5. SHIELD (+1 ARMOR BONUS, CAN BE USED WITH ARMOR) 10 GP

## GEAR

- ROPE 30', 5 CP
- CHAIN 10', 10 GP
- WATERSKIN (FULL), 3 CP
- RATIONS (1 DAY), 5 CP
  - HOOK, 5 SP
  - SACK, 10 SP
  - EMPTY BOOK, 5 GP
- HORSE/PONY/MULE, 50 GP
  - ADD YOUR OWN!

# CLASSES

## WIZARD

+1D6 HP/LEVEL  
+1D4 SPELLS/LEVEL  
-1 ATK  
-1 ARMOR  
+1 DEFENSE  
+1 ACTION/LEVEL  
CAN CAST SPELLS  
+1D4 STATS/LEVEL

## WARRIOR

+1D10 HP/LEVEL  
+3 ATK  
+2 ARMOR  
-1 DEFENSE  
+2 ACTIONS/LEVEL  
+1 DAMAGE  
+1D8 STATS/LEVEL

## THIEF

+1D8 HP/LEVEL  
+2 ATK  
+1 ARMOR  
+2 DEFENSE  
+1 ACTION/LEVEL  
+1D6 STATS/LEVEL

BACKSTAB: ROLL 1D20. 18+ = DOUBLE DAMAGE. ONLY USABLE EVERY 5TH TURN.

## CLERIC

+1D8 HP/LEVEL

+2 ATK

+1 ARMOR

+2 DEFENSE

+1 ACTION/LEVEL

+1D4 STATS/LEVEL

BLESSING: ON 1D20 ROLL 15+, TARGET GETS +1D4 STATS

CURSE: OPPOSITE OF BLESSING

DIVINE AID: TO REQUEST AID FROM YOUR GOD/DEMON,  
ROLL 1D20 AND ASK GM FOR AID REQUEST RESULTS.

WORSHIP: CHOOSE A GOD/DEMON; SEE *GODS & DEMONS*. YOU CANNOT CHOOSE A  
GOD IF YOU ARE EVIL OR A DEMON IF YOU ARE GOOD.

## SKILL CHECKS

IN MANY SITUATIONS, YOU MAY HAVE TO ATTEMPT TO FIND A HIDDEN DOOR, BREAK THROUGH A WALL, CLIMB A WALL, AND ANY OTHER TASK. TO DO THESE, YOU MUST MAKE A SKILL CHECK, WHERE YOU ROLL 1D20. FOR AN EASY TASK, YOU MUST GET HIGHER THAN 5. FOR MEDIUM, ABOVE 10, AND FOR HARD, ABOVE 15. ABOVE 20 IS VERY HARD. IF YOU FAIL THE ROLL, YOU MAY USE A SKILL. TO DO THIS, YOU REMOVE STAT POINTS. EACH POINT REMOVED IS +1 TO THE ROLL. IF IT IS A STRENGTH-BASED CHECK, LIKE BREAKING A DOOR, THEN REMOVE STRENGTH POINTS. FOR CLIMBING, HIDING, CRAWLING, ETC REMOVE AGILITY POINTS. FOR INTELLIGENCE BASED THINGS LIKE FINDING DOORS OR READING RUNES, REMOVE INTELLIGENCE POINTS. YOU MAY REMOVE LUCK FOR A +1 TO ANY CHECK. WHEN YOU GAIN STATS EVERY LEVEL, YOU ROLL THE DIE FOR THAT CLASS AND DISTRIBUTE THE RESULT AS STAT POINTS HOWEVER YOU LIKE (E.G. ON A 4 YOU CAN ADD 3 TO STRENGTH AND 1 TO LUCK, ETC.).

## OTHER STAT USAGE

STRENGTH MAY ALSO BE USED TO ADD +1 TO ARMOR FOR 1 TURN. AGILITY CAN BE USED FOR +1 TO DEFENSE FOR 1 TURN, AND INTELLIGENCE FOR +1 TO ATTACK (ATK). LUCK MAY NOT BE USED FOR ANY OF THESE. WHEN YOU USE A STAT, MAKE SURE TO REMOVE 1 FROM THAT STAT.

# COMBAT

THIS IS A BIG PART OF EVERY RPG. COMBAT. I HAVE SIMPLIFIED IT AS MUCH AS POSSIBLE.

WHEN A PLAYER FINDS A MONSTER, THE PLAYER(S) ALWAYS GO FIRST.

## ATTACKING

WHEN YOU (OR A MONSTER) ATTACK(S), YOU (OR THE GM FOR A MONSTER) ROLL 1D20.

YOU ADD YOUR ATK MODIFIER. YOU SUBTRACT THE TARGET'S DEFENSE MODIFIER. IF THE RESULT

IS ABOVE 10, YOU HIT. EXAMPLE: YOU ATTACK AN ORC. IT HAS +2 DEFENSE. YOU HAVE

+1 ATK. YOU ROLL 1D20 AND GET 9. SO THE FINAL RESULT IS  $9 + 1 - 2$ . THAT EQUALS 8. A MISS.

IF YOU/THE MONSTER HIT(S), YOU/THE MONSTER DO DAMAGE EQUAL TO 1D(ATTACKER'S DMG + ATTACKERS WEAPON'S

DMG - TARGET'S ARMOR) TO THE TARGET'S HP. ATTACKING TAKES 1 ACTION. WITH THE EXCEPTION OF BOWS,

YOU MUST BE WITHIN 5' TO ATTACK. QUICK ATTACK EXAMPLE: BIBLO ATTACKS AN ORC.

HE ROLLS AN 11. HE HAS +2 ATK AND THE ORC HAS +1 DEFENSE. THE TOTAL IS 11, A HIT.

BIBLO HAS A DMG MODIFIER OF 2 AND HIS WEAPON HAS 4 DAMAGE. THE ORC HAS 2 ARMOR,

SO BIBLO DEALS 1D3 DAMAGE.

## OTHER ACTIONS

OTHER ACTIONS INCLUDE CASTING SPELLS, USING BACKSTAB, MAKING CHECKS, ETC.

# SPELLS & SPELLCASTING

A SPELLCASTER ROLLS 1D20 AND ADDS THEIR LEVEL. IF THE RESULT IS HIGHER THAN THE STATED REQUIREMENT FOR THAT SPELL, IT IS A SUCCESS. BEFORE ROLLING THE DIE, THE CASTER MAY REMOVE STAT POINTS TO ADD +1 TO THE ROLL FOR EACH POINT (E.G. REMOVING 1 LUCK, 1 INTELLIGENCE, 1 STRENGTH AND 2 AGILITY WOULD BE A +5).

LIST OF SPELLS (FEEL FREE TO ADD YOUR OWN!):

## MAGIC MISSILE

REQUIREMENT: 14

DEAL 1D6 DAMAGE ACROSS AS MANY TARGETS AS YOU LIKE. MUST HAVE LINE OF SIGHT, BUT YOU CANNOT MISS THIS ATTACK.

## FIREBALL

REQUIREMENT: 12

DEAL 1D4 DAMAGE TO ALL ENEMIES IN A 5' RADIUS OF WHERE YOU THROW THE FIREBALL. THEY ARE ALL LIT ON FIRE; 1D3 DAMAGE PER TURN FOR 1D3 TURNS.

## MAGIC SHIELD

REQUIREMENT: 14

CREATE A SHIELD THAT GIVES +1D4 TO ARMOR FOR 1D4 TURNS. ALSO BLOCKS SPELLS.

## LEVITATE

REQUIREMENT: 14

LEVITATE ANY SINGLE THING UP TO 15' FOR 1D4 TURN CYCLES. YOU CAN MOVE THE OBJECT AROUND IN THE AIR, BUT IF YOU LOSE LINE OF SIGHT, THE SPELL IS CANCELED.

## INVISIBILITY

REQUIREMENT: 18

TURN ANY SINGLE THING INVISIBLE FOR 1D6 TURN CYCLES.

## SLEEP

REQUIREMENT: 13

ONE TARGET FALLS ASLEEP FOR 1D8 TURN CYCLES. THEY MAKE BE WOKEN NORMALLY, E.G. TAKING DAMAGE AWAKENS THEM.

## ENLARGE

REQUIREMENT: 14

ANY TARGET ENLARGES AND GAINS +2 STRENGTH AND ARMOR FOR 1D6 TURN CYCLES. MAY BE USED ON INANIMATE OBJECTS.

## SHRINK

REQUIREMENT: 13

REVERSE OF ENLARGE ABOVE

## ILLUSION CHARM

REQUIREMENT: 10

CREATE A VISUAL OR AUDITORY ILLUSION (LIKE FLASHING LIGHTS, A SHADOW, OR A BANG) ANYWHERE UP TO 50' AWAY.

## PHYSICAL CHARM

REQUIREMENT: 13

CREATE SOME EFFECT, LIKE SHOVING, PULLING, LIFTING OR RIPPING SOMETHING, ANYWHERE UP TO 50' AWAY. MUST BE SOMETHING THAT COULD BE DONE NORMALLY (E.G. YOU CANNOT SHOVE A MASSIVE ROCK)

## FLAME FINGERS

REQUIREMENT: 14

SHOOT FIRE OUT OF HANDS FOR A RANGE OF 15'. TARGET IS LIT ON FIRE; 1D3 DAMAGE PER TURN FOR 1D3 TURNS.

## LIGHTNING

REQUIREMENT: 18

BLAST A BOLT OF LIGHTNING AT ANY RANGE THAT DEMOLISHES STONE, MELTS METAL, BURNS WOOD, AND DEALS 2D6 DAMAGE TO EVERY LIVING THING WITHIN A 10' RADIUS OF WHERE IT HITS. IF IT DIRECTLY HITS A LIVING THING, THAT THING TAKES AN ADDITIONAL 1D4 DAMAGE.

## PHYSICAL PROJECTION

REQUIREMENT: 18

PROJECT A TRANSPARENT VERSION OF YOURSELF FOR 1D6 TURNS ANYWHERE UP TO 50' AWAY. THE PROJECTION MIMICS YOUR MOVEMENTS AND CAN TOUCH THINGS NORMALLY (INCLUDING HITTING ENEMIES), BUT YOU WILL NOT BE HURT IF IT IS INJURED OR KILLED

## ELEMENTAL MANIPULATION

REQUIREMENT: 24

COMPLETE CONTROL OF THE ELEMENTS FOR 1D4 TURNS. MOVE ANY OBJECT, CREATE A WHIRLWIND, CONTROL FIRE AND WATER AND RESHAPE THE WORLD.

## HEALING

REQUIREMENT: 16

TOUCH A LIVING THING AND CAST THIS SPELL TO HEAL 1D3 HP AND FIX ALL THE TARGET'S NON-MAGICAL WOUNDS (E.G. A CUT WOULD BE CLOSED AND A BROKEN BONE REPAIRED). MAGICAL WOUNDS MAY NOT BE CLOSED WITHOUT A HEALING POTION.

## CREATE STAFF

REQUIREMENT: 18

THIS SPELL TAKES THREE HOURS TO CAST. YOU MUST HOLD THE STAFF (WHICH MUST BE AT LEAST AS TALL AS THE CASTER) THE ENTIRE TIME. THE STAFF IS IMBUED WITH MAGIC, BOUND TO THE CASTER. IT HAS NORMAL STAFF STATS, BUT ADDS A +1 TO ALL SPELL ROLLS WHEN USING IT. IT CAN ALSO LIGHT UP AT WILL, CREATING A GLOWING ORB AT THE END WHICH CASTS LIGHT IN A 20' RADIUS, WITH VARYING INTENSITY AT THE CASTER'S DISCRETION. IN ADDITION, IF THE CASTER CHOOSES TO REMOVE ONE POINT OF EACH STAT WHILE MAKING THE STAFF, THEY MAY SELECT ONE SPELL TO GET AN ADDITIONAL +1 TO WHEN CAST USING THIS STAFF. ALL SPELLS THAT WOULD NORMALLY COME FROM THE CASTER'S HANDS WILL INSTEAD COME FROM THE END OF THE STAFF.

## GAINING SPELLS

WHEN A WIZARD LEVELS UP, OR ANY CHARACTER BECOMES AN ELF OR SORCERER (OR WIZARD), THEY GAIN THE SPELLS DICTATED BY THE CLASS/RACE/SETUP RULES. SPELLS ARE DETERMINED RANDOMLY. IF YOU GET A DUPLICATE SPELL, YOU DO NOT GET TO REROLL.

## XP AND LEVELS

LEVELING UP IS AN IMPORTANT MECHANIC. WHEN YOU LEVEL UP, YOU GAIN HP, STAT POINTS, EXTRA ACTIONS, AND WIZARDS GAIN SPELLS. WHEN YOU KILL A MONSTER OR SOLVE A PUZZLE, YOU GAIN 1D4 (OR 1D6, DEPENDING ON YOUR GM) XP. TO

LEVEL UP, YOU NEED A CERTAIN AMOUNT. HERE'S HOW MUCH:

LEVEL 1: 0 XP

LEVEL 2: 10 XP

LEVEL 3: 30 XP

LEVEL 4: 60 XP

LEVEL 5: 100 XP

LEVEL 6: 170 XP

LEVEL 7: 270 XP

LEVEL 8: 400 XP

LEVEL 9: 700 XP

LEVEL 10: 1100 XP

FOR HIGHER LEVELS THAN 10, ASK YOUR GM. YOU DO NOT GAIN ACTIONS PAST LEVEL 2.

EXTRA ACTIONS CAN NOT BE USED TO MOVE.

## MONSTERS

MONSTER STATS ARE DISPLAYED AS SHOWN:

(NAME)(HOW MANY):(ATK MOD), (DEFENSE MOD), (ARMOR MOD),  
(NUMBER OF ACTIONS), (ATTACKS AND DAMAGE), (DAMAGE MOD),  
(HP), (NOTES, MAGICAL ATTACKS, SPECIAL MOVES);

SO HERE'S 5 GOBLIN'S STATS:

GOBLIN(5):+1 ATK, +2 DEFENSE, +1 ARMOR, 1 ACTION,  
ATTACKS: BITE 1D4 DAMAGE AND CLUB 1D6 DAMAGE,  
+0 DAMAGE, 4 HP, NOTES: THEY ARE COWARDS;

## GODS & DEMONS

GODS:

- LEAD GOD
- ELEMENTAL GOD

- MOON GOD
- SUN GOD

DEMONS:

- FLAME-DEMON
- SHADOW-DEMON
- LEAD-DEMON

## KING GOD (LEAD GOD):

VERY DANGEROUS; CLERICS WHO KILL ANY LAWFUL CREATURE SUFFER 1D3 DAMAGE. WARLOCKS OF THIS GOD SUFFER 1D4 OR ON A 1 ROLL ON 1D20 THEY ARE KILLED INSTANTLY. SPELLS:

### FLYING ANGEL:

REQUIREMENT: 16

FOR 1D6 TURNS TARGET CAN FLY (+3 DEFENSE) AND SHOOT ENERGY ARROWS (1D4 AT RANGE 150').

### RAGING STORM:

REQUIREMENT: 18

CASTER CREATES AN UP TO 1 SQUARE MILE STORM; HAIL DOES 1D3 DAMAGE TO EVERYONE IN STORM EACH ROUND, AND FOR 1 ACTION CASTER CAN MAKE LIGHTNING; 1D8 DAMAGE TO ONE TARGET IF A 1D20 ROLL ABOVE 15.

### GOD'S CALL:

REQUIREMENT: 22

CASTER CALLS THE KING GOD TO FIGHT WITH HIM; IT REMAINS FOR 2D6 TURNS OR UNTIL KILLED OFF OF THE MORTAL PLANE. CASTER OF THIS SPELL TAKES 1D4 DAMAGE.

KING GOD(1): +4 ATK, +2 DEFENSE, +5 ARMOR, 6 ACTIONS,  
ATTACKS: SMITE 1D6 DAMAGE AT 40' & ENERGY RAY 1D8  
AT 80', +0 DAMAGE, 35 HP

## MOON GOD:

DANGEROUS; ATTACKING ANY MAGICAL CREATURE MAKES  
A CLERIC TAKE 1D4 DAMAGE OR A WARLOCK TAKE 1D8.

SPELLS:

### CALL OF THE WEREWOLF:

REQUIREMENT: 15

THE CASTER HAS A WEREWOLF TO HELP HIM!

WEREWOLF(1): +1 ATK, +2 DEFENSE, +1 ARMOR, 1 ACTION,  
ATTACKS: BITE 1D6 DAMAGE, +1 DAMAGE, 15 HP.

### FROZEN MOONSIGHT:

REQUIREMENT: 27

UP TO 15 TARGETS ARE FROZEN IN TIME UNTIL CASTER FREES THEM.

## SUN GOD:

ANGERABLE: IF A CLERIC KILLS A GOOD CREATURE IN THE DAYTIME  
THEY TAKE 1D4 DAMAGE; IF A WARLOCK DOES, THE WARLOCK IS  
KILLED AND IS TORTURED FOREVER.

SPELLS:

### SCORCHING RAY:

REQUIREMENT: 15

TARGET TAKES 2D8 DAMAGE

### HEALING BEAM:

REQUIREMENT: 18

TARGET HEALS 3D8 DAMAGE

## ELEMENTAL GOD:

EVIL; EVERY DAY A CLERIC MAKES A 1D20 ROLL; ON A ROLL  
BELOW 5 THE CLERIC IS TORTURED FOR FUN AND TAKES 1D4

DAMAGE. A WARLOCK TAKES 1D6.

SPELLS:

### WIND & WATER:

REQUIREMENT: 25

UP TO 5 TARGETS ARE DROWNED; EACH TAKES 4D8 DAMAGE.

### EARTH & AIR:

REQUIREMENT: 18

TARGET IS BURIED 15' UNDERGROUND. AFTER 5 TURNS, THEY DIE.

## DEMON-LORD (LEAD-DEMON):

KILLS FOR FUN: ANY CLERIC OR WARLOCK THAT KILLS AN EVIL CREATURE

WITH NO NEED TO DO SO OR REASON DIES INSTANTLY. SPELLS:

### FLAMES:

REQUIREMENT: 14

UP TO 4 TARGETS TAKE 1D4 DAMAGE A TURN FOR 1D4 TURNS.

### SHADOW BOMB:

REQUIREMENT: 18

CASTER CAN THROW SHADOWS FOR 1 ACTION FOR 1D6 TURNS;

IF THEY HIT, THE TARGET IS REMOVED FROM EXISTENCE FOR

1D16 TURNS AND NO ONE REMEMBERS THEM EVEN WHEN THEY RETURN.

## INVOKE THE ARCANE:

REQUIREMENT: 22

AS GOD'S CALL ABOVE UNDER KING GOD, BUT WITH THESE STATS:

DEMON-LORD(1): +6 ATK, +1 DEFENSE, +3 ARMOR, 5 ACTIONS,

ATTACKS: HIT 1D4 DAMAGE AT 20' AND ROAST 1D4 DAMAGE PER TURN FOR

3 TURNS AT 40', +1 DAMAGE, 35 HP, NOTES: CAN CAST ANY SPELL.

## FLAME-DEMON:

ENJOYS TORTURE; CLERICS TAKE 1 DAMAGE A NIGHT AND WARLOCKS TAKE 2 UNLESS THEY KILLED AN INNOCENT CREATURE THAT DAY.

SPELLS:

### FLAMES:

AS ABOVE UNDER DEMON-LORD BUT WITH 1D3 DAMAGE.

### FLAMING-TORTURE BLAST:

REQUIREMENT: 20

TARGET IS IN INTENSE PAIN AND TAKES 1 DAMAGE A NIGHT FOR 3 YEARS OR UNTIL CASTER DIES.

## SHADOW-DEMON:

TAUNTS; A CLERIC OR WARLOCK WHO NEEDLESSLY KILLS AN EVIL CREATURE IS SUDDENLY DEHYDRATED AND SEES MIRAGES OF WATER, TAKING 1D4 DAMAGE. SPELLS:

### SHADOW-VAIL:

REQUIREMENT: 18

TARGET IS REMOVED FROM EXISTENCE AND MEMORY FOR 3 YEARS.

### REAP:

REQUIREMENT: 35

TARGET IS WIPED FROM EXISTENCE AND MEMORY UNTIL CASTER DIES; THEY ARE TORTURED IN HELL.

## SOUL-SELLING:

A CHARACTER MAY SELL THEIR SOUL TO A DEMON OR GOD; THEY GAIN ACCESS TO THAT DEMON/GOD 'S SPELLS, BUT GET THE DISADVANTAGES STATED UNDER THE DEMON/GOD 'S NAME. THEY ALSO MUST KILL CLERICS SERVING OTHER DEMONS OR GODS; IF THEY REFUSE OR FAIL, THEY DIE PAINFULLY WITHIN THE HOUR. FOLLOW RULES FOR WARLOCKS,

NOT CLERICS (WARLOCKS HAVE WORSE PUNISHMENTS). THE CHARACTER  
IS CLASSIFIED AS A WARLOCK, NOT A CLERIC.

## MONEY SCALE

MONEY GOES AS FOLLOWS:

10 CP = 1 SP

10 SP = 1 GP

10 GP = 1 EP

CP IS COPPER PIECES

SP IS SILVER PIECES

GP IS GOLD PIECES

EP IS EMERALD PIECES

WHILE MONEY IS USED TO BUY GEAR, ARMOR, AND WEAPONS (WHEN IN TOWN),

I RECOMMEND YOU ADD OTHER WAYS TO SPEND IT. YOU CAN ADD YOUR OWN  
GEAR AND WEAPONS AND ARMOR (OR USE A GEAR BOOK AVAILABLE ON THE WNW RESOURCES  
PAGE), BUT ALSO HAVE THE CHARACTERS SPEND THEIR MONEY ON HOUSES, INNS, BEER,  
GAMBLING, MEALS (DON'T *ONLY* EAT RATIONS!), AND ANYTHING ELSE. HAVE CHARACTERS  
BRIBE OTHER PEASANTS.

## BUILDING THE PERFECT WORLD

WHILE DUNGEON CRAWLING IS FUN, YOU NEED A REASON. EVERY GOOD ADVENTURE  
HAS BACKSTORY. HOW DID THE DUNGEON GET HERE? WHY ARE THERE MONSTERS IN IT?  
WHAT IS ITS HISTORY? WHY ARE THE CHARACTERS THERE? SOME REASON *OTHER* THAN GOLD.  
AND YOU NEED A QUEST. HAVE THE CHARACTERS BE AFTER INGREDIENTS TO A POTION.  
HAVE THEM BE AFTER A CRYSTAL BALL THAT MIND-CONTROLS PEOPLE. MAYBE THEY  
SEE AN ALIEN FACE IN THE CRYSTAL BALL. THE FACE TELLS THEM TO GET A FLAMING  
AMULET FROM A DUNGEON IN FARAWAY MOUNTAINS. HAVE THE CAMPAIGN FLING  
THE CHARACTERS FAR AND WIDE TO FIND WHAT THEY WANT. HAVE A WORLD. I  
RECOMMEND YOU GET SOME CLEAN PAPER AND DRAW OUT YOUR WORLD. WHEN  
WALKING, CHARACTERS MOVE 3 MILES PER HOUR, SO MAKE THE WORLD BIG--  
REQUIRE SOME LONG TRAVELS. IF YOU'VE READ *THE HOBBIT*, USE BILBO'S TRAVELS

AS AN EXAMPLE. MAKE EACH AREA DIFFERENT. MAKE EACH TOWN OR VILLAGE HAVE CHARACTER. GIVE THEM BACKSTORIES. HERE'S SOME TRAVEL INFORMATION:

WALKING SPEED IS 3 MPH

MULE OR HORSE OR PONY IS 6 MPH

A BOAT, CARAVAN, OR RAFT IS 4 MPH

I RECOMMEND YOU ADD ENCOUNTERS OFTEN. EVERY MILE OF TRAVEL, ROLL 1D20.

ON A 5 OR BELOW, THERE IS AN ENCOUNTER. ROLL 1D4. ON A 4 IT IS A TRAVELER.

ON A 3 IT IS SOMETHING ON THE GROUND. ON A 2 OR 1 IT IS A MONSTER OR ENEMY.

EACH NIGHT THAT A CHARACTER SLEEPS, THEY GAIN 1 HP. BUT EACH DAY THAT THE CHARACTER DOESN'T EAT ANYTHING AND DOESN'T DRINK ANYTHING, THEY LOSE 1 HP. 1 RATIONS IS

1 DAY'S MEAL FOR 1-2 CHARACTERS. IF A CHARACTER ONLY EATS HALF A RATION, THEY

DO NOT HEAL THAT NIGHT (BUT THEY DON'T TAKE DAMAGE EITHER). A FULL WATERSKIN

LASTS 6 DAYS FOR 1 CHARACTER, 3 DAYS FOR 2 CHARACTERS, ETC (A FLASK LASTS ONE-THIRD AS LONG).

IN ORDER FOR A CHARACTER TO LOSE THE 1 HP, THEY NEED TO NOT EAT ANYTHING OR NOT DRINK ANYTHING.

TO GAIN THE 1 HP, THEY MUST EAT AT LEAST 1 FULL RATION AND DRINK SOMETHING.

OTHERWISE, THEY DON'T GAIN OR LOSE HP.

SUMMARY: TO GAIN 1 HP PER NIGHT, A CHARACTER MUST EAT 1 RATION'S WORTH OF FOOD

AND MUST DRINK  $\frac{1}{6}$  OF A WATERSKIN OR  $\frac{1}{2}$  OF A FLASK. IF THE CHARACTER FAILS TO EAT OR DRINK, THEY LOSE 1 HP. EATING OR DRINKING LESS THAN THIS THRESHOLD RESULTS IN NO DAMAGE, BUT NO HEALING.

## ENCUMBRANCE

A CHARACTER CAN HOLD UP TO 5 WEAPONS AND UP TO 15 GEAR ITEMS.

WEAPONS DO NOT COUNT AS GEAR, BUT ARMOR DOES. RATIONS CAN STACK.

A SACK DOES NOT TAKE UP A GEAR SLOT AND EXTEND GEAR BY 4.

## MORE SPELLS

FOR MORE SPELLS, MAKE YOUR OWN! OR ASK YOUR GM TO CREATE SOME! OR EVEN CHECK FOR *WIZARDS & WARRIORS* SPELLS ONLINE! THEY ARE ALSO AVAILABLE UNDER "SPELLBOOKS" AT

<https://future-games.site/www/resources.html>

## MAPS

YOU MAY FIND IT USEFUL TO HAVE A MAP. TO MAKE ONE, YOU JUST NEED GRAPH PAPER!

## RESOURCES

TO FIND RESOURCES SUCH AS SPELLS AND PREMADE ADVENTURES, JUST SEARCH "*WIZARDS & WARRIORS RESOURCES*" OR GO TO [HTTPS://FUTURE-GAMES.SITE/WWW/RESOURCES.HTML](https://future-games.site/wnw/resources.html)

## HELP & SUPPORT

FOR HELP, OR IF YOU DON'T UNDERSTAND SOMETHING, EMAIL [FUTUREGAMESSTORE@GMAIL.COM](mailto:futuregamesstore@gmail.com)  
OR [YESHAYAZ@ICLOUD.COM](mailto:yesmayaz@icloud.com).

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