

Warriors, Wizards & Wanderers

A beer and pretzel Fantasy RPG

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Welcome to a world where magic exists and legends are true, a world where knights battle dragons to save the day, a world where cunning thieves try to outsmart powerful warlocks to snatch some of their treasures. Welcome to the fantasy world of *Warriors, Wizards & Wanderers*!

Warriors, Wizards & Wanderers is a fantasy role-playing game. That is, a game where the players share adventures in a magical world similar to the Middle Earth of J.R.R. Tolkien or the Hyborian age of Robert E. Howard's *Conan the barbarian*. One of the players is the Game Master (or GM). His role is to describe the imaginary world where the adventure took place and to be the referee of the game. The other players take the role of adventurers, seeking glory and treasures in perilous expeditions to the underworld.

Warriors, Wizards & Wanderers is very rules-light and minimalist by design. You can learn how to play and create your first character in less than 10 minutes. The rules assume you're familiar with tabletop role-playing games and with common fantasy tropes and conventions. No default setting is provided but the GM can use his favorite fantasy kitchen sink or any other existing fantasy setting instead.

To play you need good old six-sided dice (d6), at least one twenty-sided die (d20), pens, paper and some friends. Drinks and something to eat can be useful too, as well as a table and some kind of chair for everyone. And now, have fun!



I The Basics

When your character needs to do something difficult like solving a riddle or avoiding a cunning trap, you make a *Challenge roll* to see if the character succeeds: roll a d20 and add the relevant Trait modifier (such as Might for breaking down a door). If the result equals or exceeds the Difficulty of the *Challenge roll*, the character is successful. In the following rules, this will be noted as a <name of the relevant Trait> *Challenge roll*. The Difficulty is set by the GM and is usually between 10 and 20.

Opposed rolls are used only in case of a conflict between characters. Each involved character make a *Challenge roll* with a Difficulty equal to the result of his opponent. That means the character with the highest total is the winner of the contest.

II Characters

A PC has 3 Traits as well as a Defense score, Body points and Mind points. The Traits are Might, Skill and Spirit.

In combat, you make a *Might Challenge roll* with a Difficulty equal to your opponent's Defense score to hit him. If you hit, roll the damage of your weapon to know how many Body points your opponent loses. If you lose all your Body points, you're out of the fight. Ranged combat is a *Skill Challenge roll* instead of Might.

When you want to cast a spell, you make a *Spirit Challenge roll* with a Difficulty equal to your target's Defense score. If you succeed, you must pay the spell cost in Mind points and then resolve the effects of the spell. If you don't have enough Mind points left, the spell doesn't work and the Mind points are spent without effects.

To sneak around, steal things, pick a lock, disarm a trap, track someone, or survive in the wilderness, it's a *Skill Challenge roll* with a Difficulty of usually 18.

And if you don't want to fight everyone, you can try a *Spirit Challenge roll* to seduce, barter, intimidate, give orders and so on. This doesn't work on PCs, only on NPCs!

Acting order during a fight is determined by Skill. The character with the highest Skill always acts first and the last one to act is always the character with the lowest Skill. Those of equal Skill act simultaneously.

To create a PC, rolls 3d6 for each Trait in any order or distribute 33 points between his Traits (no Trait with a value less than 3 or higher than 18 please). Your Body points are equal to your Might and your Mind points are equal to your Spirit. The modifier for each Trait is equal to half their value (round down) minus 5. Thus a value of 15 has a modifier of +2. Your Defense score is equal to the average of your Traits (round down). Finally, you begin at Level 1 and must choose a name, a Race and a job (Dwarven defender, Gnome warlock, Halfling cook, Elven ranger, Human crusader...). The job is only for flavor and don't have an in-game effect.

A PC can also choose a specialty: a Warrior can buy weapons and armors at half price but can't cast nor learn spells (this include scrolls and similar items but not potions) and a Wizard can buy spells at 25 gold coins each (instead of 50) but cannot wear armors nor use two-handed weapons and shields. PCs without a specialty are Wanderers.

III Races & Talents

The basic rules assume most characters are humans, with non-humans relegated to the role of Monsters. Some non-humans are friendly enough to be viable PCs however. You can choose one of the following Race for your character. Don't forget to apply the various modifiers and recalculate your Body and Mind points as well as your Defense score if needed.



- **Human:** A well built man or woman, maybe a little rustic. Humans begin with 6 Talents instead of 4 to account for their natural adaptability and flexibility.

- **Elf:** Elves look like attractive slender humans. They're very nimble and intelligent granting them a +2 to their Skill value. Their bones are very fragile on the other hand, giving them -2 Body points.

- **Dwarf:** Dwarves are stout, bearded and short humans that live underground. Their great prowess provides them with a +2 to their Might but they have a -2 to Mind points, seeming unable to use magic efficiently.

- **Gnome:** Small fey-like humanoids with brown skin and a big nose. They have a great affinity for magic and seem to have some sort of magnetism granting them with a +2 to Spirit. They're also easily distracted and a little aloof. Their Skill value is reduced by 2 to determine acting order.

- **Halfling:** Halflings have big hairy feet and otherwise look like human children. They're very tough for their size and have some kind of unnatural luck that give them a +1 to their Defense score.

A Talent represents extensive training and experience in a particular field. If one or more of your Talents is relevant when you make a *Challenge* or *Opposed* roll (except attack and spellcasting rolls), you get a +5 to the result of the roll. Every character begins play with 4 Talents (6 if Human) that must be chosen from the short list below.

Talent list

- | | |
|------------------------|-------------------|
| <i>Acrobatics</i> | <i>Leadership</i> |
| <i>Acting</i> | <i>Lore*</i> |
| <i>Animal handling</i> | <i>Muscle</i> |
| <i>Art*</i> | <i>Persuasion</i> |
| <i>Climbing</i> | <i>Religion</i> |
| <i>Craft*</i> | <i>Spellcraft</i> |
| <i>Disguise</i> | <i>Stealth</i> |
| <i>Endurance</i> | <i>Streetwise</i> |
| <i>Engineering</i> | <i>Survival*</i> |
| <i>Fast talk</i> | <i>Thievery</i> |
| <i>Gambling</i> | <i>Tracking</i> |
| <i>History</i> | <i>Traps</i> |
| <i>Intimidation</i> | |

Each time a character takes a Talent with an asterisk he must choose a specialization, like Art: Music, Craft: Farming, Lore: Demons & Devils or Survival: Forests. He can take those Talents multiple times, but he must choose a different specialization every time.

IV Tools of trade

Weapons do 1d6 to 4d6 points of damage on a successful hit. Magic weapons can inflict even more damage. A character loses 1 Body point for each point of damage that is not absorbed by his Armor Rating. Ranged weapons work the same but can't be used in melee.

If you wear a suit of armor, you can lower the damage by your Armor Rating (or AR). Each point of AR negates one point of damage.

Shields don't increase your AR but once per turn you can use your shield to force your opponent to reroll his attack roll (even in ranged combat). You can't use two handed weapons with a shield.

You need spellbooks to cast spells. You need a different spellbook for each spell you want to know. You can't learn spells from scrolls or other magic items unless they count as a spellbook.

Other mundane items can also be purchased and be used during adventures. Masterwork items can give you a +2 bonus to the appropriate roll but cost twice as much as regular items.

Most magic items cannot be bought but can give you strange and useful powers.

Each Level 1 PC begins with a dagger, travel clothes and 3d6*5 gold coins to buy their stuff.

V Body and Mind

The Body point total is used to track the number of wounds a character can endure before being out of a fight. PCs get back all their Body points between each adventure and magic can heal them during an adventure if needed.

Mind points limit the number of spells a character can cast. Like Body points, PCs get back all their Mind points between each adventure but no magic can restore them during an adventure.

Instead, a Wizard (and only a Wizard) can store Mind points in a magic Focus (like a staff or an orb) buying additional Mind points at the price of 10 gold coins per Mind point.

A Wizard can also try a gruesome dark ritual to get more Mind points. This ritual can be done only once between adventures and give the PC 2d6 additional Mind points usable only to cast spells. If the PC gets a 7 or a double on his roll, the ritual backfire and he instead begins the next adventure with a Body points total reduced by the total of the dice (thus, if you get a double

5, you lose 10 Body points). This cannot reduce your Body points below 1 however.

The Mind points stored in a Focus and those given by a dark ritual are temporary: when they are spent, they're gone forever and the PC does not get them back between adventures.



VI Magic spells

Each of the following spells cost 1d6 Mind points to cast. Spells with an asterisk are utility spells and always work (no Spirit Challenge roll is necessary).

- **Blessing**: The target get a bonus to his next roll equal to the result of a d6. The caster can also choose to curse the target and lower his next roll by the same amount instead.

- **Confusion**: The caster charms his target that begins to act randomly for the duration of the combat (less than 10 minutes if outside combat). The target will not harm his allies but he'll not attack the caster's allies either.

- **Darkness***: Create shadows nobody can see through in a 30' radius area. Even magical light is useless. Every PC and NPC caught in the area of effect have all their rolls reduced by 5. The shadows disappear after 10 minutes.

- **Fireball**: The caster shoots an exploding ball of fire. Everyone in a 10' radius lose 2d6 Body points (AR works as usual).

- **Healing**: Unless it's an undead, the target recovers 1d6 Body points. An undead lose 1d6 Body points instead, ignoring the undead's AR.

- **Invisibility***: The caster becomes invisible, giving a -5 penalty to the attack rolls of anyone trying to hit him. The spell ends when the caster tries to harm a creature or after 10 minutes whichever is sooner.

- **Levitate***: The caster can hover and fly very slowly for 10 minutes. The spell fails if the caster has a heavy load.

- **Light***: An item in the hand of the caster glows as bright as a lantern for one hour.

- **Lightning**: A basic attack spell. The target loses 2d6 Body points, ignoring AR.

- **Magic aura**: The target can raise or must lower (caster's choice) his AR by 2 for the duration of the fight. Its effect stacks if the caster spams this spell on the same target.

- **Phantasm***: Create an illusion the size of a man for 10 minutes. The caster can choose what it looks like and how it behaves. A suspicious character can make a *Skill Challenge roll* with a Difficulty of 20 to see through the illusion.

- **Sixth sense***: The caster can sense magic as long as he concentrates. He knows how powerful the magic he detects is, but not what kind of magic it can be. The caster can also sense danger if he stands still and concentrate a lot more.

VII Monsters

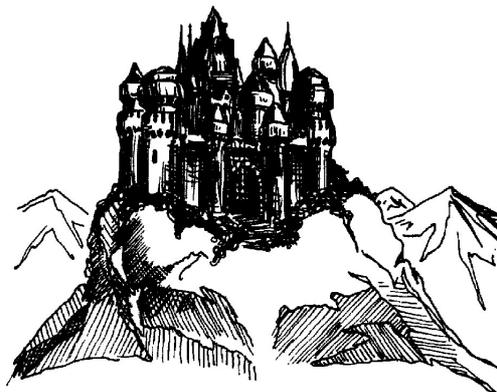
Monsters (and other NPC) don't have a Level or Traits, only a Monster Rating (MR), Body points and Mind points.

Assume all the Monster's Traits and his Defense score are equal to his MR when you need them for a roll. If a monster is very good at something, just give him an appropriate Talent.. Most monsters also have a specialty: Brutes add a third of their MR (round down) to their Might rolls, Sneaks add a third of their MR (round down) to their Skill rolls and Mystics add a third of their MR (round down) to their Spirit rolls.

A standard monster has as many Body points and Mind points than his MR except mindless creatures who don't have Mind points at all. You can choose to halve Body and/or Mind points for a weaker monster or double them for stronger ones. Very strong monster can have as much Body or Mind points as four times their MR.

Most humanoids will use weapons and armors. Beasts will use their natural weapons (claws, teeth...). As a suggestion, a monster should do on average 1d6 of damage per 5 points of MR. Thus a MR 8 monster should do around 1d6 points of damage, a MR 15 one around 3d6 and so on.

Very tough monsters usually have an Armor Rating even if they don't wear armor. A monster with a carapace, a very tough hide or exceptional fighting skills could



count as using a shield.

Weird abilities are more or less spell or spell-like effects and use the same rules as spells or count as magic items that can't be looted.

Some sample monsters:

- **Giant rat** (Sneak): MR 6 (-2/+0), *Stealth* Talent, Body 6, Mind 3

- **Goblin scout** (Sneak): MR 8 (-1/+1), use a club and a bow and wear leather armor, Body 8, Mind 4

- **Skeleton** (Brute): MR 10 (+0/+3), undead, use a sword and a shield, Body 20, Mind 0

- **Giant wolf** (Sneak): MR 12 (+1/+5), can't be surprised or ambushed, Body 12, Mind 6

- **Orc raider** (Brute): MR 14 (+2/+6), use a broadsword and a shield and wear leather armor, Body 14, Mind 7

- **Zombie** (Brute): MR 16 (+3/+8), undead, immune to Confusion, Phantasm and Darkness, Body 32, Mind 0

- **Giant spider** (Sneak): MR 18 (+4/+10), Web (same effect as Confusion), Poison (if the spider hits, it makes a *Spirit Challenge roll* with a Difficulty equal to the Defense of the target; if it's a success, the target is poisoned and has a cumulative penalty of -2 to all his rolls until cured), Armor Rating 3, Body 18, Mind 9

- **Troll** (Brute): MR 20 (+5/+11), use a giant club (damage: 5d6), Armor rating 8, Body 40, Mind 10

- **Wight** (Mystic): MR 22 (+6/+13), undead, ignore armors and shields, use a Soullkiller dagger, can only be hurt by a magic weapon or the Healing spell, know any 1 utility spell, Body 22, Mind 44

- **Minor demon** (Brute): MR 24 (+7/+15), can only be hurt by blessed weapons and spells, his claws count as a magic weapon of GM choice, Armor Rating 5, Body 48, Mind 12

- **Evil warlock** (Mystic): MR 26 (+8/+16), can cast 6 spells of GM's choice, can pay 1d6 Body points to summon a minor demon under his control, use a Powerstone or a Magus staff, Body 26, Mind 52



- **Young dragon (Brute):** MR 28 (+9/+18), can attack 2 different characters with his claws in the same turn, can cast a Fireball causing 4d6 points of damage and any 2 utility spells, Armor Rating 10, Body 112, Mind 28

VIII Treasures

The most common treasures are gold coins, magic potions and magic scrolls. Gold is used in town to buy new gear and training. As a guideline, a PC should find during an adventure as much gold coins as the total of the MR of the encounters he faced, not counting magic items. Thus, if the adventure consist of fighting against 15 orcs raiders (MR 14), sneaking past a couple of troll (MR 20) and negotiating with an evil warlock (MR 26), each PC should find around 276 gold coins over the course of the adventure (or a little more than 1100 gold coins total for a group of 4 PC).

Magic potions and magic scrolls are one-time spells. Potions only affect the PC drinking them. Potions of invisibility, of levitation, of sixth sense, of magic aura and of healing can be found easily. Cursed potions of confusion also exist and must be avoided if possible. The PC doesn't need to spend Mind points to use them and the spell always works. Scrolls work like regular spells and you must do a Spirit roll to cast them for the non-utility spells. Like potions, you don't have to spend Mind points to use a scroll, but the scroll crumbles to dust after use.

Other magic items include:

- **The Iron Fortress:** A magical suit of plate armor with an Armor Rating of 10.

- **The Elixir of Life:** This elixir will bring a dead person to life, restoring all Body and Mind points.

- **Orc Slayer:** You can make 2 attacks on the same turn when you fight against orcs or goblins with this magical axe.

- **Arcane Ring:** This ring can store a spell. A stored spell works like a scroll but if it is cast, the owner of the ring can store a new spell in the ring.

- **Spirit Blade:** This sword gives you a +2 to hit and does 4d6 points of damage against undead.

- **Powerstone:** A sapphire that reduce the cost of your spells by 1 Mind point as long as it is worn.

- **Magic Wand:** You can reroll your Spirit Challenge rolls when you cast a spell.

- **Cloak of Shadows:** This magic cloak increase your Defense by 2 and count as a spellbook of Darkness.

- **Magus Staff:** A powerful staff that count as a shield and can be used as a magical weapon doing 2d6 points of damage. This staff counts as a two handed weapon for non-Wizard characters.

- **Silent boots:** Those boots give you a +5 your Skill Challenge rolls when you try to hide or move silently.

- **Soulkiller:** On a successful attack roll with this dagger, your target loses 2d6 Mind points instead of losing Body points. This does not affect Mind points from your Focus. If Soulkiller lowers your Mind to 0 or less (ignoring the Mind points in your Focus or coming for dark rituals), you're dead.

- **The Black Scroll:** A special scroll that can summon a number of Skeletons under your control equal to your Level. The Skeletons disappear at dawn.

XI Level-up

Every PC begins at Level 1 and can spend gold coins to train and increase their Level. The higher the Level, the more powerful the PC is. The cost for training to gain one Level is 100 time your current Level in gold pieces. Thus a Level 3 PC needs to spend 300 gold coins in training to become Level 4.

Each time you level-up, you can increase a Trait by one and you add the result of a d6 to your Body or your Mind points (not both). Don't forget to recalculate your Body and Mind points and your Defense if needed.

A PC also gets a bonus to all his Challenge and Opposed rolls equal to half his Level, rounded down. The PC also adds the same bonus to his Defense score.

Finally, characters gain an additional Talent at every Level divisible by 3 (Levels 3, 6, 9, 12 and so on). The GM can also give a PC the permission to learn very special skills (blind fighting, ambidexterity, deflect arrows...).

Those usually cost 100 gold coins each and you cannot learn more than one per Level.

X Equipment lists

Each Level 1 PC can spend up their starting gold on these lists. Between adventures, they can also sell their loot at half the price listed and use their gold to buy new stuff.

- Basic stuff:

1 coin: Torch, bedroll, warterskin, meal...

5 coins: Rations for a week, backpack, rope, healing herbs (give back 1 Body point)...

10 coins: Camping kit, lantern, lockpicks, shield...

20 coins: Fancy clothes, pet, magic potion, magic scroll...

50 coins: Riding horse, spyglass, mirror, spellbook...

- Weapons:

Dagger or club: 1d6 points of damage, 5 coins

Mace or sword: 2d6 points of damage, 10 coins

Flail or greatsword: 3d6 points of damage, two-handed weapon, 20 coins

Bow: 2d6 points of damage, ranged weapon, two-handed weapon, 20 coins

Battle axe: 4d6 points of damage, two-handed weapon, 50 coins

Spear: 3d6 points of damage, reach advantage, can be thrown, two-handed weapon, 50 coins

Crossbow: 3d6 points of damage, ranged weapon, two-handed weapon, 50 coins

- Armors:

Padded armor: Armor Rating 1, 5 coins

Leather armor: Armor Rating 2, 10 coins

Scale armor: Armor Rating 3, 20 coins

Chainmail: Armor Rating 4, 50 coins

Plate armor: Armor Rating 5, 100 coins



XI Sample characters

The Human Barbarian (Warrior)

Might: 15 (+2) Skill: 12 (+1) Spirit: 6 (-2)

Body: 15 Mind: 6 Defense: 11

Talents: *Climbing*, *Craft* (player's choice), *Gambling*, *Intimidation*, *Muscle*, *Survival* (player's choice)

Equipment: Battle axe, dagger, leather armor, lantern, camping kit, travel clothes, 1d6 coins

The Gnome Mage (Wizard)

Might: 8 (-1) Skill: 9 (-1) Spirit: 18 (+4)

Body: 8 Mind: 18 Defense: 11

Talents: *Fast talk*, *History*, *Religion*, *Spellcraft*

Equipment: Any two spells, dagger, travel clothes, 1d6 coins

Special: Skill has only a value of 7 to determine acting order.

The Dwarven Fighter (Warrior)

Might: 16 (+3) Skill: 11 (+0) Spirit: 8 (-1)

Body: 16 Mind: 6 Defense: 11

Talents: *Craft* (player's choice), *Engineering*, *Leadership*, *Traps*

Equipment: Sword, dagger, chainmail, shield, rope, rations, travel clothes, 1d6 coins

The Human Assassin (Wanderer)

Might: 8 (-1) Skill: 14 (+2) Spirit: 11 (+0)

Body: 8 Mind: 11 Defense: 11

Talents: *Acrobatics*, *Acting*, *Disguise*, *Lore* (player's choice), *Streetwise*, *Thievery*

Equipment: Sword, dagger, padded armor, lockpicks, rope, any one potion or scroll, travel clothes, 1d6 coins

The Elven Warlock (Wizard)

Might: 10 (+0) Skill: 10 (+0) Spirit: 15 (+2)

Body: 10 Mind: 15 Defense: 11

Talents: *Animal handling*, *Art* (player's choice), *Lore* (player's choice), *Persuasion*

Equipment: Sword, dagger, any one spell, 3 healing herbs, travel clothes, 1d6 coins

The Halfling Scout (Wanderer)

Might: 7 (-1) Skill: 16 (+3) Spirit: 10 (+0)

Body: 7 Mind: 10 Defense: 12

Talents: *Endurance*, *Stealth*, *Survival* (player's choice), *Tracking*

Equipment: Bow, dagger, padded armor, healing herbs, rations, backpack, camping kit, travel clothes, 1d6 coins