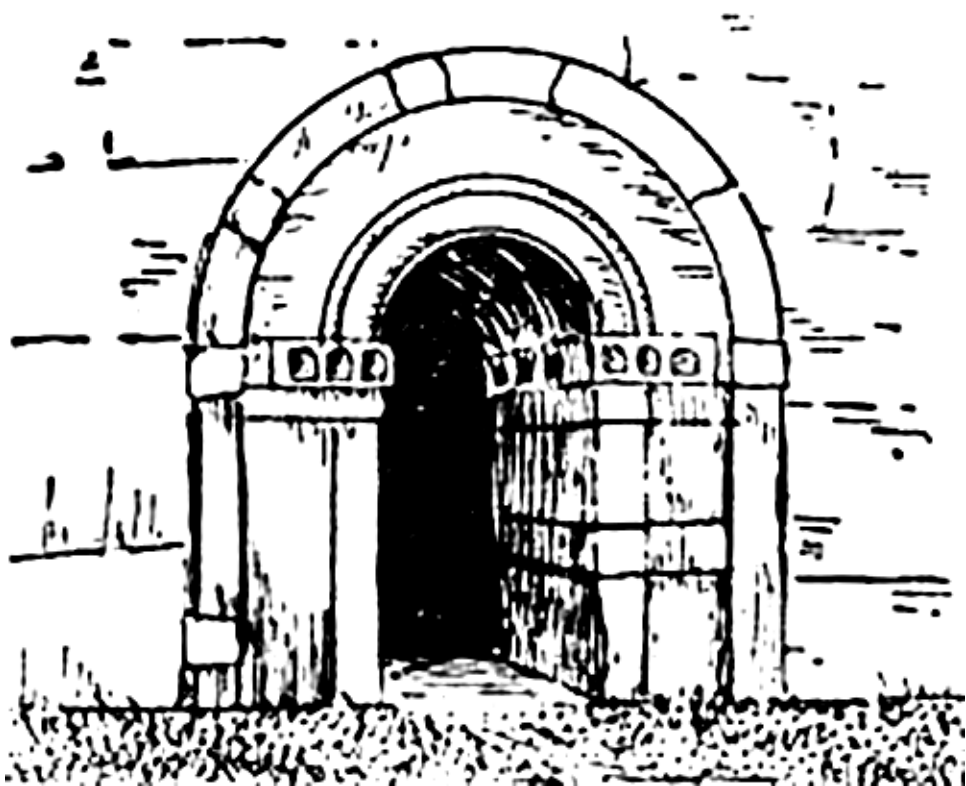


WIZARDRY & WARRIORS

DUNGEONS OF WIZARDRY & WARRIORS



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

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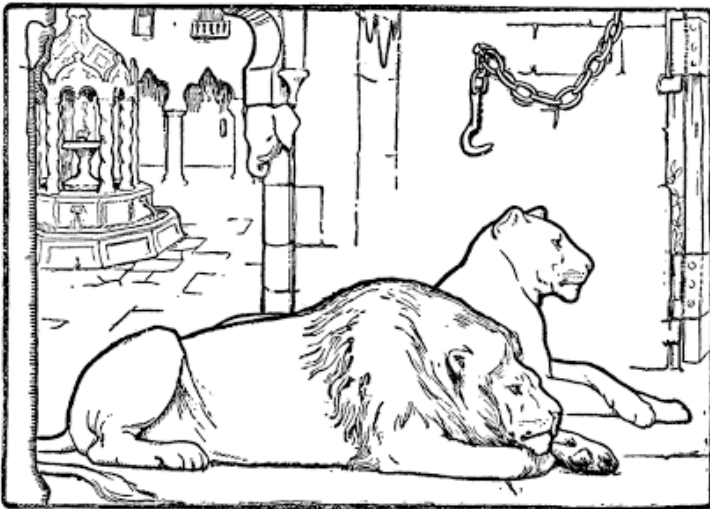
INTRODUCTION

This supplement enhances 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 tools to help you design dungeon style adventures using the Wizardry & Warriors alternate supplemental rules. The placement of monsters and traps will be covered. There will also be recommendations on character advancement through their adventuring career. This will allow players to feel the joy of exploration and discovery at a steady pace while they watch their characters grow.

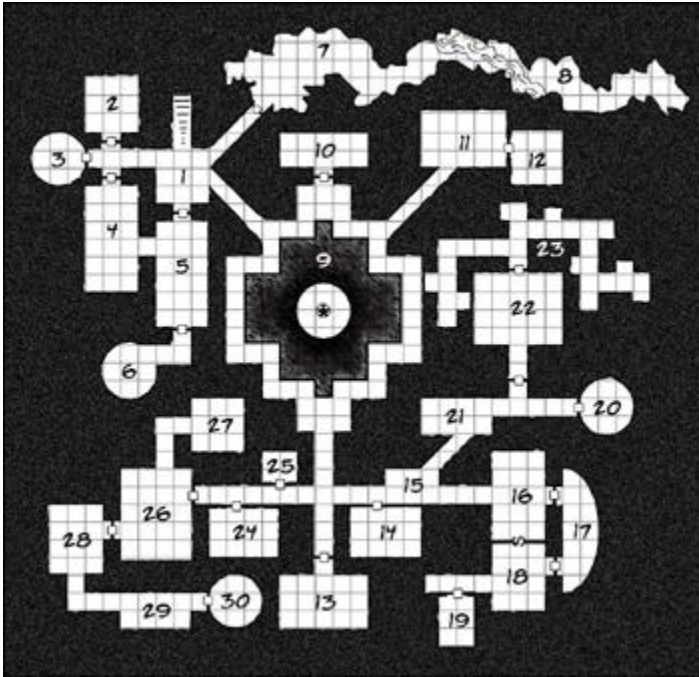
Magical items will be discussed, helping you design and place such relics without making characters too powerful...too quickly. You will be provided with random tables to roll against to determine treasure to help stock your dungeons with riches.

Continue reading on if you seek guidance or ideas in such areas. Even if you don't approve of some of the concepts in this supplement, there is quite a bit of things here that you can use or get ideas from.



DUNGEON MAPS

This may be obvious for most of you, but this book needs to start somewhere so it might as well be at the beginning. You need a map of your dungeon, maze, cave, or labyrinth. Create hallways, rooms, secret doors, stairs, pits, water, or anything else you need to represent. Number the rooms so you can make yourself a key.



You also need to decide the overall theme of the dungeon. Is it an ancient prison? Maybe an old abandoned wizard lair? It could be a temple for serpent men and their vile god. Write a paragraph about the construction of the temple. What are the floors generally like? What are the walls constructed of? How high are the ceilings? Are their torches or candles lighting the halls? Whatever the overall mood, this is what you will read to the players when they first enter this place. Individual rooms can have their own unique appearances and setting...but this first paragraph will give the group the overall picture of the place.

QUESTS

There needs to be a reason to enter this dangerous place. Seeking fame and fortune should suffice...but sometimes the group needs a little more. Maybe they are to dispatch of a hidden evil within. Maybe they are seeking an artifact of great power. Perhaps someone needs to be rescued from here. Once you have determined this, then you can place your main villain on the map. You can also place the clues and riddles you may want in the various rooms. This is important to do first as you will then build things around this concept.

MONSTERS

What is a dungeon without monsters to face? First decide if you have an overall monster theme. Are their orkes in here? Maybe it is infested with goblins. You could take the magical, fantastical approach and just have a bunch of different kinds.



If you already have monsters to use, the **Wizardry & Warriors** supplement will help you quickly convert the monsters to the newer format. You can also use the **Monsters of Wizardry & Warriors** supplement to help. There are almost 500 monsters all set to use with this supplement. Turn to page 69 and you will have the entire dungeon lurking monsters right in front of you. They are already sorted by level of difficulty so you can easily design a dungeon right for your players.

OBVIOUS CHALLENGES

Each monster has a number appearing value that is merely a guideline to how many of these creatures would be together at a time. Don't get hung up on this value if it just doesn't fit for you. Below are some examples of choosing monsters.

- 3 Level 1 Characters** Choose a level 1 monster and put 3 of them in a room.
- 4 Level 1 Characters** Choose a level 2 monster and put 2 of them in a room.
- 4 Level 2 Characters** Choose a level 1 monster and put 8 of them in a room.
- 2 Level 3 Characters** Choose a level 4 monster and put 1 of them in a room. Maybe add a single level 2 monster to be with the first.

What the examples basically show you is to add up the levels of the group and pick that many levels of monsters. Do not try to go 3 levels or higher with monsters in relation to the characters. This means if you have 6 level 1 characters, don't throw a level 6 monster in a room. Stick with maybe 2 level 3 monsters or lower.

SUBTLE CHALLENGES

I already explained how to make rooms filled with pretty equal challenges, but the subtle challenges are actually a fun way to do monster placement. These types of challenges may seem easy to the characters as they go from room to room, but over time...that will change. They can go further with less rest and recuperation. As they get deeper and deeper into the dungeon, they will slowly get reduced in health and magic. They may find that they are simply not strong enough to attempt a retreat. There are wandering monsters about (*discussed later*) that could jump out and ruin their day.

Subtle challenges will keep the game flowing and cause the players to manage their physical condition and resources with more precision...well...if they want to survive anyway. A tired group of adventurers could easily lose a comrade from a rat bite if they are not careful

STORY CHALLENGES

This should have been predetermined in the **Quest** section. You usually need a single monster as the main villain. This is assuming you have a villain in your adventure. Many adventures have no villain as they are just exploration of the unknown. If you do have a main villain, I would suggest using a monster as described in **Obvious Challenges**. Then change some things about the monster. Maybe change the appearance of the monster. Adding to the overall MR (*Life*) of the monster is also suggested. Not too much, but something to give that “bigger” challenge. Do not change any other values like CR rating. Leave those values alone. Just simply increase the MR value...and with that, the AP value.

WANDERING MONSTERS

This subject is covered in the original rules and those will work just fine. I would suggest reducing the wandering monster checks from every turn to every 3 turns or more. Also construct a small table to randomly roll against when a wandering monster does appear. Choose something like 6 or 11 monsters. Then you can roll 1d6 or 2d6 to determine the monster. Below is an example of a wandering monster table for a level 1 dungeon.

2d6	Monster
2	Beetle, Giant, Fire
3	Centipede, Huge
4	Frog, Giant
5	Ghoul
6	Gnoll
7	Orke
8	Rat, Giant
9	Skeleton
10	Spider, Large
11	Toad, Poisonous
12	Zombie

TRAPS

Traps are bound to be sprung during the exploration of crypts and dungeons. Although not always possible, try to design your traps with 2 saving roll types to avoid them (*or lessen the effects/damage*). Below are some simple examples of traps you can use. Some have a severity that is indicated with the *LEVEL* variable. Whatever level of adventure you are creating; use that value in place of *LEVEL*.

2d6	Trap	SR to Avoid
2	Acidic Gases (1d6 + <i>LEVEL</i> damage)	STR or CON
3	Poison Gases (causes death)	STR or CON
4	Trapdoor Pit (1d6 + <i>LEVEL</i> damage)	LCK or DEX
5	Trapdoor Pit With Spikes (1d6 x <i>LEVEL</i> damage)	LCK or DEX
6	Spear Trap (1d6 + <i>LEVEL</i> damage)	LCK or DEX
7	Darts of Poison (causes death)	LCK or DEX
8	Portcullis Closes (blocking the way)	LCK or STR
9	Magic Beam (varying effects)	LCK or DEX
10	Nearby Wall Opens (monster revealed)	STR to Keep Closed
11	Poisonous Insects (disease or death)	LCK (CON for disease)
12	Bright Light Flash (causes blindness)	LCK or DEX

SKILLS

Skills are nothing new to Tunnels & Trolls as the rules were updated over the years, but for the 5th edition they are. Anything can be attempted by a character with a simple saving roll, but the skills introduced in Wizardry & Warriors allow for better chances in such feats. Different kindred and character types may have some skills that they can perform better than others...but how do you use them? Some are self-explanatory but the ones described below should be explained in their use, especially for Game Masters designing adventures.

HIDING, PILFERING, SNEAKING, & TRACKING

These skills should be measured against the one being avoided or targeted. If the character is attempting to hide from a black dragon, they should have to make an L7SR to hide from it (*since the Wizardry &*

Warriors version of the black dragon is a level 7 creature). This goes with trying to pilfer from such a creature, along with sneaking near it or tracking it.

CLIMBING

Climbing requires a decided-upon value at the time of the climb and determining a saving roll required. Is the surface rough or smooth? Is the surface dry or wet? Are there places to put feet and hands?

SENSE HEADING

To be able to tell the direction one is traveling can be an asset. In Wizardry & Warriors, only a minotaur has this skill...but a Game Master may decide that hunters and/or barbarians get this as a bonus to their currently available skills. Below is a reference table to demonstrate the level of saving roll required depending on the terrain the character is traversing.

Terrain	SR Level
Desert	4
Dungeon	3*
Forest	7
Hills	5
Lake	3
Mountains	6
Plains	2
Sea or Ocean	9
Swamp	8
Sky (Flying)	1

* Although a dungeon requires an L3SR, this should increase by 1 for each level they delve deeper underground. So if the character is 3 dungeon levels deep below the surface, they should have to make an L5SR to sense the direction they are heading...

Dungeon Level 1 L3SR
Dungeon Level 2 + 1
Dungeon Level 3 + 1
 = L5SR

IDENTIFYING ITEMS (*Appraisal or Myths*)

When special items are found, one would not readily know the value or purpose of the item. They may figure it out by trial and error, or get it identified from a sage...but some would try to figure them out. Anyone trying to identify an item must make an SR vs. INT to figure it out. The table below gives you guidance on what type of SR an item may need. It is either based on the bonus of the item, or the value of the item. It is recommended that the Game Master performs these SR's in secret so the players do not get an indication of the item's worth if asked to make the SR on their own. Other items that have no predetermined value, or a simple bonus value, must have the difficulty determined by the Game Master based on the powers the items has.

SR	Bonus	Value	SR	Bonus	Value
1	+ 1	100gp	11	+ 11	15,000gp
2	+ 2	200gp	12	+ 12	24,000gp
3	+ 3	300gp	13	+ 13	38,000gp
4	+ 4	500gp	14	+ 14	60,000gp
5	+ 5	800gp	15	+ 15	100,000gp
6	+ 6	1,300gp	16	+ 16	150,000gp
7	+ 7	2,100gp	17	+ 17	250,000gp
8	+ 8	3,400gp	18	+ 18	400,000gp
9	+ 9	5,500gp	19	+ 19	600,000gp
10	+ 10	9,000gp	20	> 19	> 600,000gp

LOCKS, TRAPS, & STONEMWORK

Working locks and traps should be measured against the level of area in which the lock or trap is found. If it is a level 3 dungeon, then the traps and lock should require an L3SR to bypass. The same goes for the construction or quality of stone that makes up the area. If the character is in a level 5 cave, then an L5SR should be performed to successfully determine the safety of the cavern walls.

TRICKING

Some kindred can trick other creatures into doing something that the trickster wants. If you take the target's intelligence is a factor (as described in the character kindred section), then you can ignore this rule. If that is not the case, you can measure it against the one being

tricked. If the character is attempting to trick an ogre, then the trickster should have to make an L5SR to trick them (*since the Wizardry & Warriors version of the ogre is a level 5 creature*).

CHARACTER PROGRESSION

Below are averages you can use to judge character progression in your game.

Level	Dice (Attack Bonus)	Adds	Damage Bonus	Magic Adds	Magic Damage Bonus	Armor	Attribute	Magic Attribute	Life
1	3	3	+ 0	3	+ 0	6	9	9	13
2	4	4	+ 0	5	+ 0	9	10	12	17
3	5	5	+ 0	6	+ 0	12	11	15	21
4	6	7	+ 0	9	+ 0	15	13	19	25
5	7	9	+ 0	11	+ 1	18	15	23	29
6	8	12	+ 1	15	+ 1	21	18	28	33
7	9	15	+ 1	18	+ 1	24	21	33	37
8	10	19	+ 1	23	+ 2	27	25	39	41
9	11	23	+ 2	27	+ 2	30	29	45	45
10	12	28	+ 2	33	+ 3	33	34	52	49
11	13	33	+ 3	38	+ 3	36	39	59	53
12	14	39	+ 3	45	+ 4	39	45	67	57
13	15	45	+ 4	51	+ 5	42	51	75	61
14	16	52	+ 5	59	+ 5	45	58	84	65
15	17	59	+ 5	66	+ 6	48	65	93	69
16	18	67	+ 6	75	+ 7	51	73	103	73
17	19	75	+ 7	83	+ 8	54	81	113	77
18	20	84	+ 8	93	+ 9	57	90	124	81
19	21	93	+ 9	102	+ 10	60	99	135	85
20	22	103	+ 10	113	+ 11	63	109	147	89

Level	Dice (Attack Bonus)	Adds	Damage Bonus	Magic Adds	Magic Damage Bonus	Armor	Attribute	Magic Attribute	Life
21	23	113	+ 11	123	+ 12	66	119	159	93
22	24	124	+ 12	135	+ 13	69	130	172	97
23	25	135	+ 13	146	+ 14	72	141	185	101
24	26	147	+ 14	159	+ 15	75	153	199	105
25	27	159	+ 15	171	+ 17	78	165	213	109
26	28	172	+ 17	185	+ 18	81	178	228	113
27	29	185	+ 18	198	+ 19	84	191	243	117
28	30	199	+ 19	213	+ 21	87	205	259	121
29	31	213	+ 21	227	+ 22	90	219	275	125
30	32	228	+ 22	243	+ 24	93	234	292	129
31	33	243	+ 24	258	+ 25	96	249	309	133
32	34	259	+ 25	275	+ 27	99	265	327	137
33	35	275	+ 27	291	+ 29	102	281	345	141
34	36	292	+ 29	309	+ 30	105	298	364	145
35	37	309	+ 30	326	+ 32	108	315	383	149
36	38	327	+ 32	345	+ 34	111	333	403	153
37	39	345	+ 34	363	+ 36	114	351	423	157
38	40	364	+ 36	383	+ 38	117	370	444	161
39	41	383	+ 38	402	+ 40	120	389	465	165
40	42	403	+ 40	423	+ 42	123	409	487	169

You will notice **Magic Adds** and **Magic Damage Bonus**. These columns represent a character's values when enhanced with magical items. The **Adds** and **Damage Bonus** columns are merely the raw character values as they progress in levels...without the aid of magical relics or spells.

It is alright for a character to be lower or higher than the represented values in these tables, as long as they are near the values shown. This type of progression will allow characters to face the dangers of their current level and help a Game Master better judge what types of magical

items to put into treasure that enhance these values. You may decide to have a slower or faster progression. Again, you can use the table above as a guide to help determine what monsters to use in the adventure if you decide to take such a route with your game.



Wizardry & Warriors is an idea that characters should not get as mighty as a demon or dragon by sheer exercise and experience. They require some help from the discovery and use of magical artifacts that allow them to face such beasts in battle. Without these relics, they could not hope to face the evils and survive.

NOTE: Again, these are guidelines to better demonstrate how Wizardry & Warriors works with a set of average values. Using these will better help you create adventures that will slowly challenge the characters while giving the joy of finding magically enhanced items.

MAGIC ITEMS

Exceptional items need some thought and care before placing them in the world for characters to discover. Something too powerful could quickly cause the Game Master's adventure to fall apart as characters calmly deal with challenges presented to them. Here you will be provided with guidelines on constructing exceptional items, without destroying the semblance of balance in your game.

BANE

Some items strongly effect, or only effect, a certain type of creature. To help determine this, simply roll on the table below.

3d6	Type	3d6	Type
3	Animal	11	Insect
4	Beast	12	Monster
5	Construct	13	Planar
6	Dragon	14	Plant
7	Elemental	15	Reptile
8	Fey	16	Slime
9	Giant	17	Undead
10	Humanoid	18	<i>Reroll</i>

WEAPONS & ARMOR

When creating exceptional/magic weapons and armor, simply use the **Equipment** section (*in the Wizardry & Warriors rules*) to choose an item. Then assign it a bonus based off the level of the characters. This bonus can either be a bonus to armor, attack rolls, damage rolls, or a combination of any.

Level	Bonus	Level	Bonus	Level	Bonus	Level	Bonus
1	+ 1	11	+ 11	21	+ 21	31	+ 31
2	+ 2	12	+ 12	22	+ 22	32	+ 32
3	+ 3	13	+ 13	23	+ 23	33	+ 33
4	+ 4	14	+ 14	24	+ 24	34	+ 34
5	+ 5	15	+ 15	25	+ 25	35	+ 35
6	+ 6	16	+ 16	26	+ 26	36	+ 36
7	+ 7	17	+ 17	27	+ 27	37	+ 37
8	+ 8	18	+ 18	28	+ 28	38	+ 38
9	+ 9	19	+ 19	29	+ 29	39	+ 39
10	+ 10	20	+ 20	30	+ 30	40	+ 40

These bonuses do not have to be magical in nature, but merely the material and craftsmanship of the weapon or armor. Below are some common materials used in crafting exceptional items, along with the bonuses they have.

Leather	<i>Pegasus</i>	<i>Unicorn</i>	<i>Demon</i>	<i>Dragon</i>
Wood	<i>Maple</i>	<i>Oak</i>	<i>Yew</i>	<i>Reaper</i>
Metal	<i>Silver</i>	<i>Gold</i>	<i>Adamant</i>	<i>Mithril</i>
<i>Well Crafted</i>	+ 1	+ 2	+ 3	+ 4
<i>Finely Crafted</i>	+ 2	+ 3	+ 4	+ 5
<i>Expertly Crafted</i>	+ 3	+ 4	+ 5	+ 6
<i>Superbly Crafted</i>	+ 4	+ 5	+ 6	+ 7

The table above is used going down, across, or both. Here are some examples of items produced using these tables.

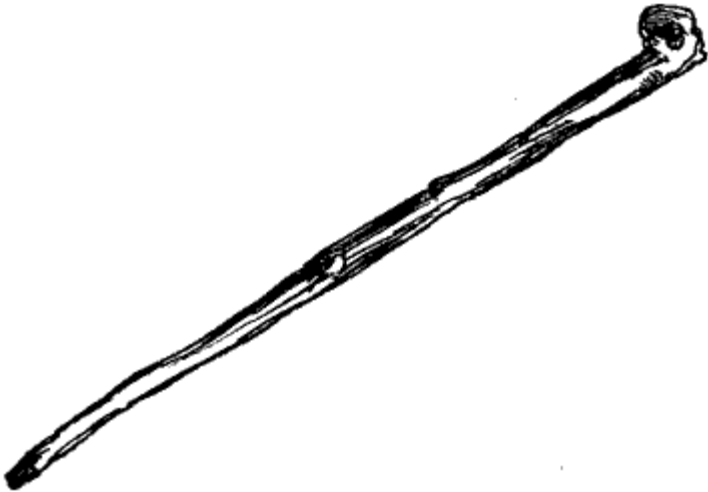
Level 1 Item	Well Crafted Magical Pegasus Skin Sling	+2 to ATK & DMG
	• +1 for being well crafted pegasus skin, +1 for being a level 1 magical item	
Level 1 Item	Finely Crafted Silver Sword	+2 to ATK & DMG
	• +2 for being finely crafted of silver	
Level 4 Item	Expertly Crafted, Enchanted Demon Skin Leather Armor	+9 to ARMOR
	• +5 for being expertly crafted demon skin, +4 for being a level 4 magical item.	
Level 10 Item	Superbly Crafted Mithril Axe of Magic	+17 to ATK & DMG
	• +7 for being superbly crafted mithril, +10 for being a level 10 magical item.	

Having a finely crafted item can reward characters with a better item, while at the same time reducing the amount of magic items in your game world. Any monsters immune to normal weapons will also be immune to exceptional weapons because they are not “magical”. Also keep in mind that you can have magical items that are also exceptional crafted.

You can also have weapons that harm a particular *type* of monster, and even armor that protects better against such *types*. Simply add an addition bonus point (*or even 2 bonus points*) when this *type* of monster is involved with the weapon or armor. See the previous **Bane** section to randomly determine these *types*.

RELICS

Relics come in many forms. They can be magical boots, enchanted rings, mystical cloaks, or even divine belts. Some of the concepts below can also be applied to the weapons and armor previously listed, where you could have a sword that cures disease...or a dagger that summons an illusion. You could even have a shield that emits magical light, which would allow one to travel without a lantern or torch. Feel free to mix these things together to make unique magic items for your world. Any effect on *TYPE* can be determined in the previous **Bane** section. If you need a +Bonus for an item, use the table in the **Weapons & Armor** section above.



Some items affect attributes and/or have a duration (*any durations are decided by the Game Master*) associated with them. The following two tables can help you determine these elements.

1d6	Attribute
1	Strength
2	Dexterity
3	Luck
4	Intelligence
5	Constitution
6	Charisma

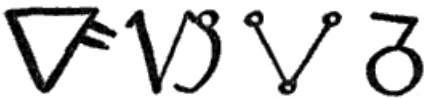
3d6	Duration
3-7	1 Round
8-11	1 Turn
12-14	1 Hour
15-16	6 Hours
17	12 Hours
18	1 Day

There are magical potions, oils, and powders that can have magical effects. These should have *durations* as they shouldn't last forever. For the first table, roll 3d6 twice. The first value will help determine the item, while the second value will determine the protection.



3d6	Item	Protection from...
3	Dust	A Certain <i>TYPE</i>
4	Liquid	Acid
5	Oil	Cold
6	Powder	Curses
7	Scroll	Demonic Possession
8	Dust	Dragon Breath
9	Liquid	Electricity
10	Oil	Fire
11	Powder	Gases
12	Scroll	Gaze Attacks
13	Dust	Illusions
14	Liquid	Magic
15	Oil	Magic Weapons
16	Powder	Normal Weapons
17	Scroll	Traps
18	Sand	Water

4d6	Potion of...
4	Antidote
5	<i>ATTRIBUTE</i> + <i>Bonus</i>
6	Cure Disease
7	Dominating <i>TYPE</i>
8	Flying
9	Growing
10	Healing
11	Invisibility
12	Invulnerability
13	Levitation
14	Lying
15	Mind Reading
16	Persuasiveness
17	Poison
18	Polymorph
19	Shrinking
20	Speech
21	Speed
22	Truthfulness
23	Underwater Breathing
24	Ventriloquism



Magical rings, amulets, and bracelets can also be discovered. To determine these items, roll 4d6 twice. The first value will help determine the item, while the second value will determine the magical effect the item has.

4d6	Item	Magical Effect
4	Amulet	Armor <i>+Bonus</i>
5	Arm-Ring	<i>ATTRIBUTE +Bonus</i>
6	Arm-Ring	Chameleon
7	Bracelet	Demon Summoning
8	Bracelet	Dominating <i>TYPE</i>
9	Bracelet	Elemental Summoning
10	Circlet	Feather Falling
11	Crown	Influence Others
12	Crown	Invisibility
13	Locket	Leaping & Jumping
14	Medallion	Lie Detection
15	Necklace	Magery (<i>4 Less MAG for Spells/Songs</i>)
16	Pendant	Pass Through Walls/Doors
17	Ring	Regeneration
18	Ring	See Through Walls/Doors
19	Ring	Shielded From Mind Reading
20	Ring	Sorcery (<i>2 Less MAG for Spells/Songs</i>)
21	Ring	Spell Turning
22	Ring	Telekinesis
23	Tiara	Underwater Breathing
24	Tiara	Water Walking

Some wizards have been able to make items such as rods, wands, and staffs. Sometimes they are constructed of wood, but can even be found crafted of metal or even bone. To determine these items, roll 4d6 twice. The first value will help determine the item, while the second value will determine the magical effect the item has.

4d6	Item	Magical Effect
4	Crystal Ball	Animate Object
5	Crystal Ball	Charm Creature
6	Crystal Ball	Conjure Creature
7	Crystal Ball	Create Illusion
8	Rod	Cure Disease
9	Rod	Emit Light
10	Rod	Fear
11	Rod	Find Traps & Doors
12	Scepter	Find Treasure
13	Scepter	Freeze Ray
14	Scepter	Magery (<i>4 Less MAG for Spells</i>)
15	Scepter	Magic Absorption

16	Staff	Nullify Magic
17	Staff	Paralyzation
18	Staff	Polymorph
19	Staff	Resurrection
20	Wand	Sorcery (<i>2 Less MAG for Spells</i>)
21	Wand	Teleportation
22	Wand	Unlock Doors
23	Wand	Water Spray
24	Wand	Wizardry (<i>6 Less MAG for Spells</i>)

There are many more possibilities for magical items and they have no way to ever be covered in books. The table below is just a very minute list of magic items, but the rest is up to the Game Master to create.

4d6 Magical Item

4	Bag - <i>Can hold items but weighs nothing</i>
5	Bell - <i>Rings when enemies are nearby</i>
6	Boots - <i>Allow one to walk on walls</i>
7	Brazier - <i>Will walk with the owner, lighting the way</i>
8	Broom - <i>Can be flown by an individual</i>
9	Candle - <i>The light will reveal invisible things</i>
10	Carpet - <i>Can be flown with a others</i>
11	Chains - <i>Will magically wrap around someone</i>
12	Cloak - <i>Can turn the wearer invisible</i>
13	Coin - <i>Answers "yes" or "no" questions when flipped</i>
14	Crystal Ball - <i>Can see what is happening elsewhere</i>
15	Goblet - <i>Any liquid put in it turns to pure water</i>
16	Lamp - <i>Will summon a genie</i>
17	Lantern - <i>The glow keeps undead away</i>
18	Monocle - <i>Can find secret doors</i>
19	Robe - <i>The wearer can appear as someone else</i>
20	Rope - <i>Will ascend upward to be climbed</i>
21	Shovel - <i>One can dig without tiring</i>
22	Skeleton Key - <i>Opens any lock</i>
23	Smoking Pipe - <i>Will create a large cloud of smoke</i>
24	Tent - <i>When setup, it provides seemingly endless room</i>

This should be enough to get you on your way to making your own magical items for the Wizardry & Warriors world. Don't limit yourself to what you read here, but mix things around. Maybe an axe that provides a bonus to Armor instead of Damage? How about a magical ring that gives you a bonus to combat rolls?

FINAL WORDS

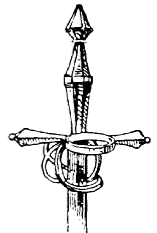
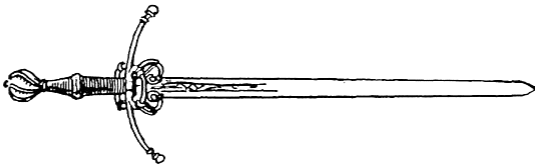
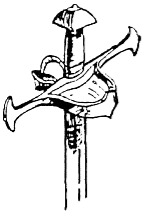
This brief supplement was by no means an in depth look into dungeon design. This should help you when designing not just dungeon style adventures, but any type of adventure. You can see how far along characters should be in power and strength while using the Wizardry & Warriors rules. This will greatly aid you in determining when magical or exceptional items are found...along with the power they should have. You should now know what types of monsters, and how many, can be effectively used while designing dangers to face.

The skills presented in Wizardry & Warriors should also be taken into consideration when making an adventure. Place traps throughout the darkened hallways. Keep some doors locked or treasure chests with keyholes needing the skill of a master thief.

Now it is time to jump in and swim. Draw a map, fill it with some monsters, add some traps, and come up with treasure waiting to be discovered. Before creating the following adventures, quickly look over the character sheets of the players. Do they fall in line with the tables on page 9 and 10? If so, then things are going at a nice and steady pace. If they are lower, then maybe add a few magical relics to enhance the shortage. Make a quest out of it...

You seek the Mystical Sword of Gerard the Great

If they are higher, then slow down the magical items found and replace it with gems and jewels for the time being. Add an extra creature with a group to give the stronger characters a bit of a rough tumble. As long as you keep a finger on the pulse of the group, you can react to the situation and keep things flowing smoothly.





Dungeons of Wizardry & Warriors is a set of adventure design ideas you can use with the Wizardry & Warriors alternate rules supplement, which is used 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.