

CHANGES FROM 3.0 TO 3.5

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EXPERIENCE

The required experience points to rise to higher (10 +) levels were markedly reduced. This is due to the fact that the experience points from defeated opponents are not proportional to their power and increases to the maximum levels would be unattainable.

With the new tables, the rapid rise in the first few levels is retained, with increases gradually being experienced without being unattainable.

LEVEL	XP	LEVEL	XP
1	0	11	2.700
2	50	12	3.500
3	100	13	4.300
4	200	14	5.300
5	300	15	6.300
6	500	16	7.600
7	700	17	8.900
8	1.100	18	10.500
9	1.500	19	12.100
10	2.100	20	14.000

TALENTS

These changes relate to the same effect in three similar talents. So far, these talents are only usable once per day.

These talents have been updated to make them more useful for their cost.

The following talents can now be used for one round once per battle per rank:

Brutal Strike
Deadly Shot
Spellforce

STANDARD CHECKS

Some of the standard check examples now have a new recommended attribute and ability combination:

Dancing: AGI + AU
Open locks: MIN + DX
Riding: AGI + AU

SPELLS

All prices for spells have been revised and are now based on a "real" system. The cost of low-level magic has been lowered to a fairer level.

Also, some spells have been modified as follows:

Exorcise

The spell drives away demons/ undead for a number of minutes instead of hours.

Greater Healing

Healers can now learn this powerful magic at 10th level instead of 15th.

Hellfire

The casting bonus has been lowered from +10 to +5.

Magic Lock

The open lock checks are now increased until the lock is actually opened.

Open

The spell can only be cast once per lock. If the caster fails, the lock must be opened by other means.

Protective shell

The shell can not be moved.

Summon demon

The demon will stay for no more than 1 day or until it fulfills a number of errands equal to RE. If the casting check fails, the demon will attack.

Dungeonslayers 3.0 to 3.5

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SPELLS 3.5

Spell	Type	CB	B	H	W	Distance	Cooldown	Spell effect	Gold
Arrow of darkness	T	+2	2	-	6	REx10m	0	Combat spell, creatures of light get -2 on their Defense check	75
Arrow of light	T	+2	-	2	5	REx5m	1	Combat spell, creatures of darkness get -2 on their Defense check	45
Banish	T	-(BOD+AU)/2	14	8	18	r=REx2m	100	Destroys a number of undead/demons equal to half the caster's level	255
Bless	N	+0	-	2	-	REx2m	1 day	Allies in range get a +1 bonus on all checks for RE hours	90
Blinding flash	T	-(AGI+AU)/2	-	1	5	REx5m	5	Target (no Defense) is blinded for check result in rounds	10
Blood boil	T	-(BOD+AU)/2	13	-	17	REx10m	1 day	Magical damage from within that deals damage = check result x2	1580
Calm animals	N	-(MIN+RE)/2	-	1	7	r=REx5m	0	Calms uncontrolled animals up to the caster's level for RE hours	10
Chain lightning	T	+3	10	15	10	REx5m	5	Deals damage up to (RE) m around the target (metal armor: no Defense)	460
Clean	N	+0	-	3	7	Touch	0	Cleans items, food, people and clothes from dirt	80
Control	N	-(MIN+AU)/2	4	-	8	r=REx2m	10	Caster can control a number of undead creatures up to his level	205
Create food	N	+0	12	2	7	REx1m	1 day	Creates a daily ration of food for a number of people equal to caster's level	90
Create holy water	N	+0	-	1	-	Touch	1 day	Creates units of holy water (24h) equal to check's result (=damage).	10
Exorcise	N	-(MIN+AU)/2	-	1	-	r=REx2m	10	Drives away a number of demons/undead equal to level/2 for RE minutes	10
Fireball	T	+3	10	-	10	REx10m	10	Deals damage up to (RE) meters around the target (no Defense)	460
Firelance	T	+2	5	-	5	REx10m	0	More powerful version of the fire ray	210
Fireray	T	+1	1	-	1	REx5m	0	Typical combat spell, damage dealt is equal to check result	10
Flight	N	+0	10	20	10	Touch	100	Target can fly for rounds equal to check result (Speed: REx 2m/rd)	460
Gaseous form	N	+0	15	15	15	Touch	1 day	Target & equipment become gaseous for max. casters check result in rounds	1000
Greater healing	N	+0	-	10	-	Touch	1 day	Heals all wounds and restores hp to the maximum (no resurrection)	650
Halt!	T	-(BOD+AU)/2	6	1	6	REx5m	10	Target can't move for RE rounds; damage breaks spell	10
Healing hands	N	+1	-	1	-	Touch	0	This healing touch restores hp equal to the check result	10
Healing light	T	+2	-	4	-	REx2m	2	A beam of light restores hp equal to the check result	115
Hellfire	T	+5	15	-	15	REx10m	1 day	Deals damage up to (RE) meters around target (no Defense) for RE rds.	1420
Identify magic	N	+0	1	5	1	Touch	0	Reveals magic, its source and function (includes magic items)	10
Invisibility	N	+0	12	20	12	Touch	1 day	Target is completely invisible for check result in minutes or until it attacks	1120
Lance of darkness	T	+5	10	-	15	REx10m	0	Combat spell, creatures of light get -2 on their Defense check	595
Levitation	N	+0	5	7	5	Touch	0	Target can levitate up/down for a check result in rounds (Speed: RE m/rd)	210
Light	N	+5	5	1	1	Touch	0	A flame-like light surrounds the target for the check result in minutes	10
Lightning	T	+3	7	10	7	REx10m	1	Target gets hit by lightning (no Defense when wearing metal armor)	310
Magic ladder	N	+0	4	8	4	Touch	1 day	Summons a ladder (length RE x level m), stays as long as caster concentrates	320
Magic lock	N	+0	1	3	1	Touch	0	Open lock checks are increased by check result for check until opened	10
Magic shield	N	+0	8	4	8	Touch	100	Check result is added to target's Defense for REx2 rounds	115
Magic step	N	+0	6	10	6	Touch	10	Willing target can be teleported up to check result x 2 in meters	260
Magic weapon	N	+0	1	1	2	Touch	0	Target weapon deals magic damage (WB+1) for RE rounds	10
Open	N	+0	1	2	1	Touch	0	Opens a lock without damaging it, 1 casting per lock	10
Protection	N	+0	4	1	4	REx2m	0	Check result is added to target's Defense until its next turn	10
Protection from poison	N	+0	8	1	8	Touch	0	Increases Defense against poison by caster's level for RE hours	10
Protective bubble	N	+0	8	4	8	r=RE m	100	Protects from mundane missiles for check result in rounds	115
Protective shell	N	+0	12	8	12	r=RE m	d20 days	Impenetrable shell (only from the outside), stays as long as caster concentrates, can not be moved	765
Raise skeletons	N	+0	6	-	-	r=REx5m	1 day	Raises one (uncontrolled) skeleton per caster level	670
Raise zombies	N	+0	8	-	-	r=REx5m	1 day	Raises one (uncontrolled) zombie per caster level	930
Remove poison	N	+0	12	3	12	Touch	10	Neutralizes poison instantly	80
Resurrection	N	+0	-	10	-	Touch	d20 days	Resurrects (if no dead longer than d20 days); not healing; BOD -1	975
Sleep	N	-(BOD+RE)/2	5	2	5	r=REx2m	10	Puts to sleep a number of enemies equal to the caster's level instantly (no Defense)	45
Slow	N	-(BOD+AU)/2	8	3	8	r=REx5m	10	Halves the Speed of a number of enemies up to level/2	80
Sneezing fit	T	-(BOD+AU)/2	7	3	5	REx5m	10	Target gets a sneezing fit for RE rounds; cannot perform any actions	80
Summon demon	N	-(BOD+AU)/2	10	-	16	r=RE m	1 day	Demon fulfills (RE) errands, but attacks if check was a failure, stays 1 day	1190
Teleport	N	+0	10	20	10	Touch	1 day	Teleports spellcaster + allies up to caster's RE to known location	920
Terror	N	-(MIN+RE)/2	7	5	9	r=REx5m	1 day	Humanoid creatures up to caster's level flee in terror for RE minutes	300
Walk on water	N	+0	9	5	9	Touch	0	Target can walk on water for check result in rounds	150

Type = (N)ormal spell or (T)argeted Spell; CB = negative modifiers count towards the target's Defense; H = min. level for healers; W = min. level for wizards; B = min. lvl. for black mages
 Spells are acquired/found and can be either learned or can be activated (regardless of level) directly from the scroll. In both cases the spell disappears from the parchment.