

The Complete Works of Zorin Greystar

BOOK ONE



Steve Scherf and Kellar Autumn

**The Complete Works
of
Zorin Greystar**

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**Kellar Autumn
and
Steve Scherf**

**Illustrations
by
Violeta Autumn**

*This book is dedicated to our friends
Magnus Asbo, Greg Burgess, Matthew Peltz,
and Steve Ramirez.*

*We wish to thank Sanford Autumn, for
being such a thorough editor; Einar Asbo,
for the use of computer equipment and
expertise; and Greg Burgess and Matthew
Peltz, for being the guinea pigs for our
New System.*

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INTRODUCTION

by Zorin Greystar

Greetings. My name is Zorin Greystar. Although in your reality I exist only on some thirty weather-beaten pieces of paper, and am only a character in a Fantasy Gamer's imagination, I, and other characters are brought to life on the pages of this book.

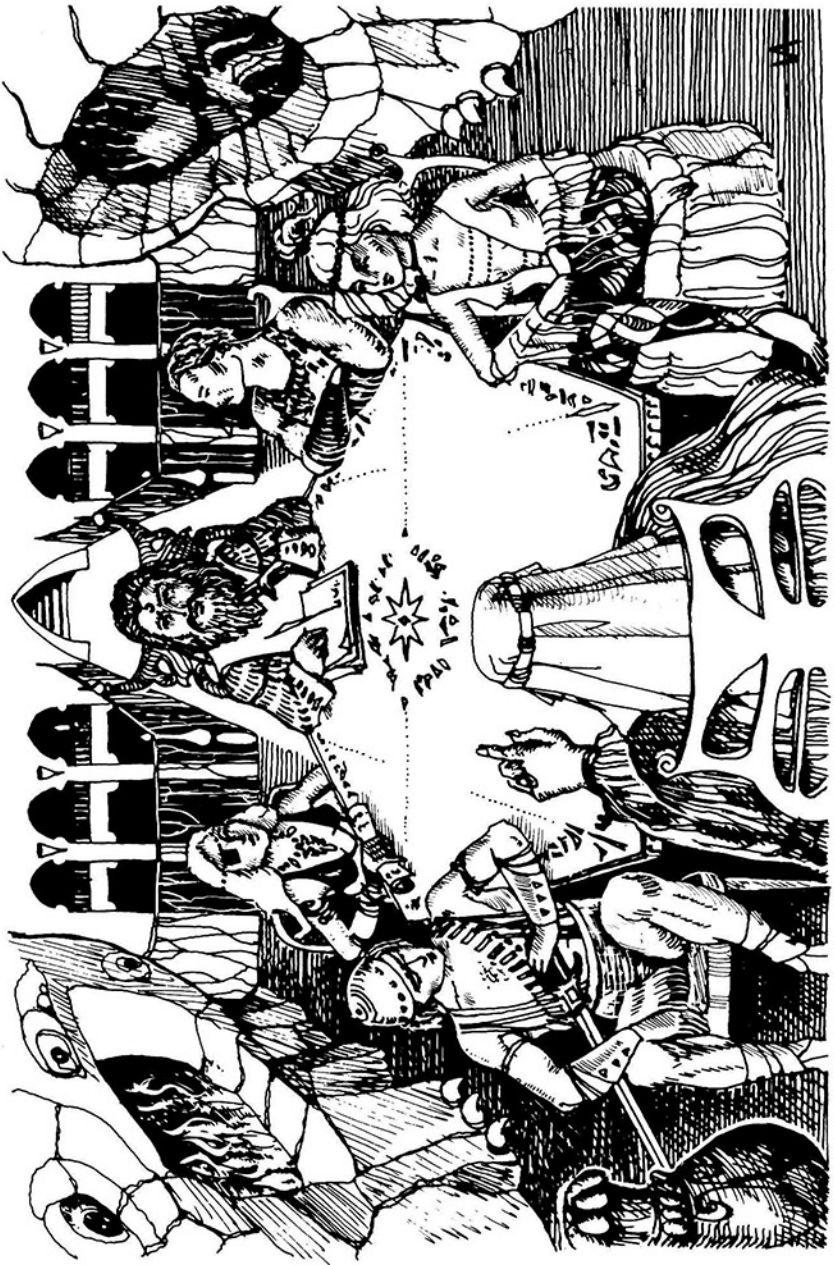
This is a book for Fantasy Gamers who are already experienced in the ways of such Role Playing Games. If you are already confused, I suggest that you obtain more basic texts on Fantasy Role Playing before reading this one.

I have held the title of archmage for many, many years, and there is almost nothing I have not seen and done regarding magic and adventuring. From my start as a lowly prestidigitator, I had no idea that I would become one of the greatest powers in the Multiverse. Then, all I could think of was learning spells and surviving. But as my wisdom grew, I could not keep myself from questioning the Rules that govern all adventurers. I fought many battles, even with the mighty Game Masters themselves, whose rules I thought inadequate. I taunted death, and even expulsion from the Masters' worlds when I pointed out their incongruities and mistakes. However, I do not blame them for those mistakes because a good Master can only follow the Books that have been written for him or her. I mean no insult to their wisdom, as mine but supplements their Books. I cannot in good conscience keep this wisdom to myself, so as writing is the only lasting

way to spread ideas, I write this manuscript. To give the reader as diverse a range of adventuring experience as possible, I have gathered here in the magical chambers of my Spherical Castle a group of fellow adventurers to invest their knowlege in these pages, along with mine. I do not agree with all of their philosophies, but since their knowledge in their respective areas is invaluable to this tome as a whole, I have granted them safe passage to and from my spherical stronghold. I hope the reader does not let their ineloquence and colloquial speech interfere with the use of this NEW ADVENTURING RULE BOOK -A SUPPLEMENT FOR EXPERT PLAYERS AND GAME MASTERS!

Contained within these pages are revolutionary changes and additions to the Rules of Adventuring. It is important that the reader be well versed in the Rules that already govern most adventures. My New System will let Adventurers and Masters alike have an enjoyable, thrilling, and true adventure.

Zorin writes as Obec raises a question. Lord Moondog finds it hard to concentrate as Obec's ring flashes before his greedy eyes. Daera, Toran and Talena listen.



FOREWORD

by Lord Moondog

These are my pages. Zorin Greystar did not see fit to include me in more important matters, so I will use them as I desire. I laugh at him and his subversive ways. Magic is no art, and it is hardly the profession of a true man. I, Lord Moondog, will instruct you in the true nature of the "game" of adventuring. With my experiences aiding me, you will soon know what adventure truly is!

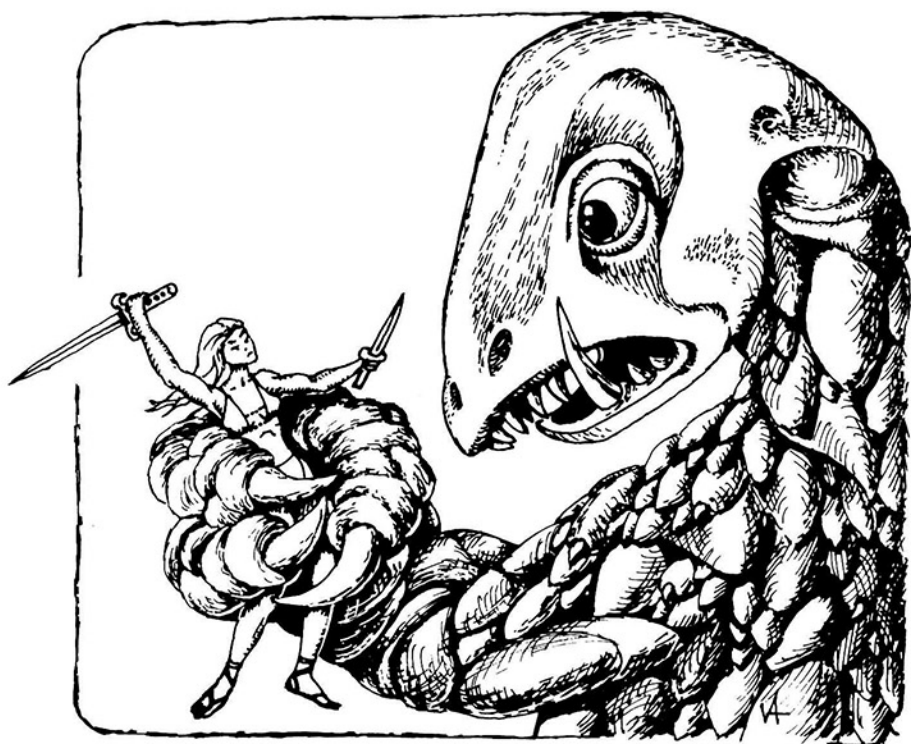
I have never known a better feeling than confidently strolling through a stinking, dimly lit hallway in cold readiness for battle; no greater excitement than when I clutch my blade and hear its evil screeches which alone can rend a cowardly heart. I fearlessly wade through my foes, thrusting and tearing without remorse. Hearing their cries of pain only makes me wish I could do it again.

When the melee is ended, gold and gems are mine. Beautiful wenches are for the having (if one is willing to part with a sovereign or two), as well as many other worldly pleasures. A tavern brawl after a round of ale provides good evening entertainment.

This violent life of mine could be harmful, however exciting it may be, to the player who controls me if it were taken in too much seriousness. But I know that he and other players do not take their gaming too seriously and would never let it affect their actions in real life situations. My player knows that controlling me is a way to vent

his inner agressions and fantasies. Using me, he uses his intellect and exercises his creative thought. Although the knowledge sickens me, I accept the fact that he plays characters of a goodly nature when in different moods. Sometimes I even think he wishes that I might come to an untimely end.

He wishes in vain however...



CHAPTER I · The Multiverse

by Talena

The Multiverse cannot be explained simply, and attempting to comprehend the explanation can torture the mind of even the greatest sage. I learned thus while only a lowly pupil of the great Patriarch Anatar of the Mountain Temple of Rhynon. Under his guidance I struggled to learn the strange functioning of the planes, which a good priest must fully understand in order to prosper. He, having traversed many of the different planes of existence, fully understood their workings and seemingly incomprehensible physical properties. Seasons of devotion and study focused on the planes led me to my present status as High Priestess of the Temple, and I have yet to completely behold the blessed light of understanding. A great deal of wisdom on the subject I do concede to holding and I, having been tasked by the Archmage Zorin Greystar, plan to divulge this knowlege in the hope of universal enlightenment. I can never hope to achieve the superior level of instruction of my old master, but the task is gratefully accepted.

To begin, the idea of the infinite planes of existence must be known. A plane is an area of infinite and unending space. A sage who is wise in the theories of geometry and mathematics might offer a quite different explanation as to the meaning of the word "plane", but the idea I am attempting to convey has no pertinence to geometrics. The Universe, not to be confused with Multiverse, is the

plane on which we reside. Usually called the Prime Material Plane by scholars, it extends infinitely in all directions. It is composed of much empty space filled with planets, stars, and other heavenly bodies. There is an order of things, a set of rules governing everything within it. Thus gravity, matter, energy, and magic are all controlled by and will always be predictable because of this order. These certain physical laws pertain to the Prime Material Plane, but not other planes as they all have their own set of physics.

By now you must surely have bred several doubts about these ideas. If a plane is infinite, how can more than one possibly exist? How can physical rules deviate from what we are accustomed to experiencing here on the Prime Material Plane? I will address these questions (though other more inexplicable things may plague your mind) for they are most commonly asked of me by my acolytes, and the answers are fundamental for full and true comprehension of the subject.

As previously explicated, a plane extends in all directions, unending. This is not the unblemished truth, however. My lack of verity is slight; for the three dimensions tangible to our normal and unaided senses this is true, but there lies a fourth unseen dimension in which all planes have little or no depth. This fourth dimension cannot be pointed to or sensed by us three-dimensional beings without magic or great psychic powers. It is not "time", as is commonly misconceived by the novice, but is actually a fourth spacial dimension akin to length, height, and depth. As planes usually only occupy three-dimensional space, this fourth direction separates them. Thus planes may overlap and fill the same three-d space, but their integrities as separate places are kept due to their distance from each other in the fourth dimension.

If you comprehend these metaphysical teachings

then you may realize that, as you sit and scrutinize these words, your body may be filling not only space in your own study chambers in the Prime Material Plane, but you may also be adjacent to another place in some other overlapping plane. If you could travel or see through four-dimensional space to that adjacent plane, then you might find that your study vault was overlapping the lofty den of a chimera.

Interplanar travel is achieved through a spacial shift of one's location in the fourth direction. Such strangeness can be encountered when another plane is visited! Some planes are similar to ours with only vague differences, while most others are radically dissimilar. I could convey numerous tales of my errands for the Altar of Rhynon to other planes, but these experiences were so unusual as to be inexplicable in this simple spoken language of yours. Let it suffice for me to state that nothing should be expected with confidence. There exists no norm!

But what are these other planes that I speak of? There are an infinite number of them, all different. I will therefore explain the ones most familiar to me through my travel and study. The Prime Material is the one best understood by humans and humanoids (save possibly Zorin, who rarely ventures there) since that is their origin. To speak of this only would be rather restricting, as the Ether-bubble in which we reside consists of a collection of planes just as important as our own. These I will explain.

The Ether-bubble is the name of the conglomeration of six planes of which the Prime Material is one. This "bubble" is not really one, but there are no better words that can convey my knowledge (as with all fields of expertise, experience cannot be conveyed through words, but must be earned through action). Four of these six are the elemental planes; one for each of the four elements which compose the Prime Material: air,

water, earth, fire. The four elemental planes each have a different set of physics, and consist mainly of objects pertaining to their name; the plane of water has no land, and consists of ice and great oceans, for one example. Life there is made of, lives in, and feeds on water. The other three are similar with respect to their themes.

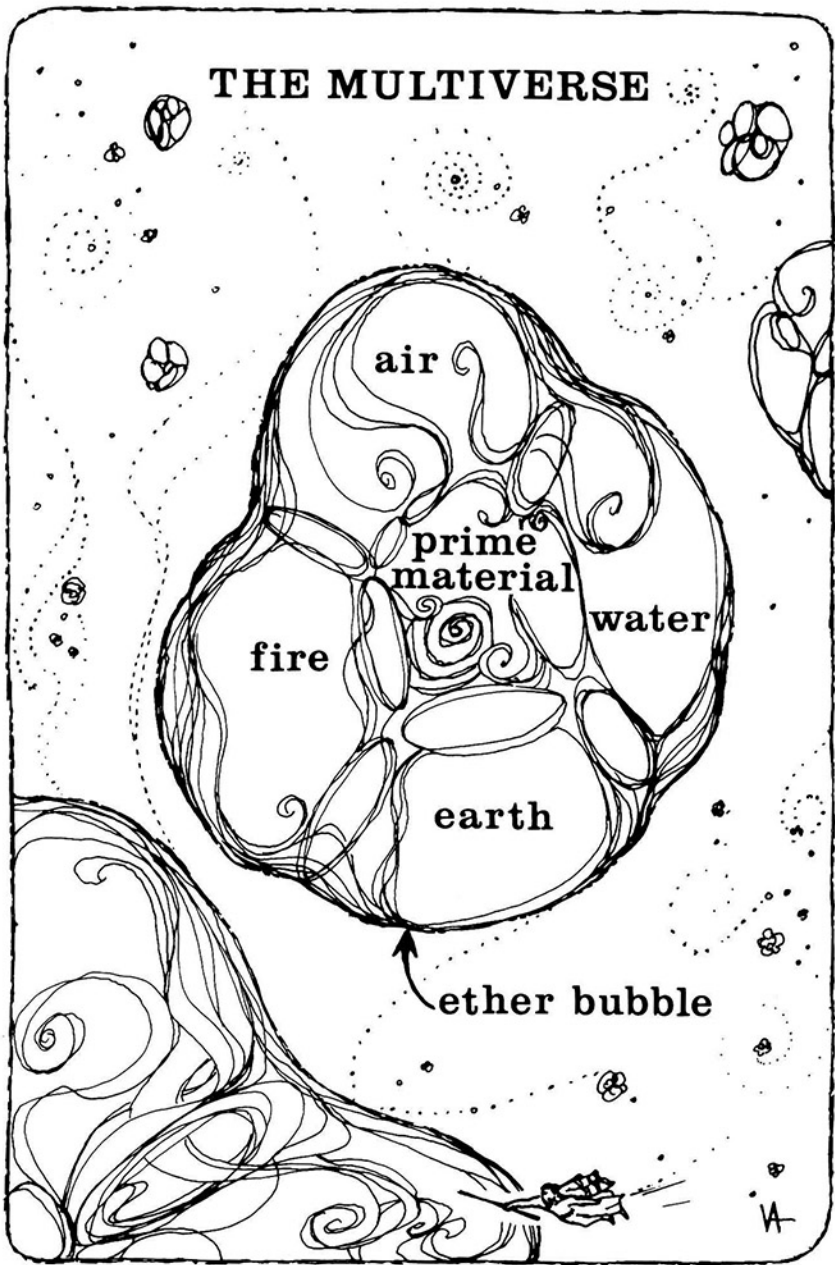
The sixth plane, the Ethereal Plane, holds the most import in the composition of the Ether-bubble. This gaseous plane resembles the bubbles of soap and water played with by the children at the Temple on the eve of midsummer; there is an airy middle held captive by the surface tension of the soapy sphere. Thus the Ethereal Plane acts as a bubble; the tense outer shell, extending into the fourth dimension, is a barrier to the four elemental planes and the Prime Material. As these five planes are held within by the Ethereal, so is the Sea of the Multiverse, the Astral Plane, kept out. Within the walls of the Ethereal Plane lies misty space. The bluish mist is found everywhere, and where it is denser vision is obscured. Things on the adjacent planes can be observed on those rare and brief occasions when the fog dissipates or is swished away by the ether-wind. The burden of gravity does not assail one here, and one floats and drifts. Travel is achieved by "swimming", and is more rapid than the flight of the fastest steed. Three-dimensional distances are shorter there than on the Prime Material, adding to the speed of movement. If one were to "swim" for mere minutes, distances equivalent to hundreds of miles on the adjacent Prime Material or elemental planes would be covered. Such travel is rarely used by those capable, owing to the extreme fierceness of the abominations which dwell there, as well as to the ease with which one can lose oneself in the obscuring clouds. The ether-cyclone further raises the risk of becoming disoriented. It is a perpetual storm far surpassing the severity and size of even an earthly equatorial typhoon. This torrent is

unpredictable in its movements, and all creatures swept up in its wandering path are scattered with randomness across the etherium, sometimes after being tossed about for days.

Of the five planes within the bubble, all are adjacent to the Ethereal Plane. Only one makes contact with the ether from without the sphere; I have previously mentioned in passing that the Astral Plane contacts the outer side of the bubble and is kept from the conglomerate of material planes. The Astral holds many similarities to the Ethereal, as the Astral is also a "container". While the Ethereal encapsulates five shifting, free moving planes, the Astral supports spherical collections of planes (such as the Ether-bubble) like flotsam on an infinite ocean. Uncountable numbers of these spheres slowly waft through the blackness of the Astral, sometimes colliding and passing through one-anothers' three-dimensional space. Though some may be configured in a like style to our sphere, most bear little resemblance and come strangely to our perception. Even the corporeal form of voyagers to alternate planes may change as an effect of the "abnormal" physical qualities found there.

The Astral, as well, holds much strangeness, but it is a strangeness that is healing to the soul; all faculties of the body, save sight, are nullified there. Thus, all that would be perceived by one brave enough to sojourn there is the black, starless emptiness and perhaps the outer shell of a bubble-cluster. Travel is achieved by mere thought and speed is great, although traversing the distance between two bubbles may take days. Nothing can be felt, smelled, tasted, or heard, for the Astral Plane is devoid of these possibilities. As one often meditates should know, physical distractions disallow ideal concentration; the absence of these diversions in the Astral Plane makes meditation there highly rewarding. Often may priests and priestesses be found in that plane replenishing

THE MULTIVERSE



air

prime
material

water

fire

earth

ether bubble

A

mana through deep, undistracted thought.

Manna is the fuel of the spellcaster, bestowed upon him/her through deep devotion in times of meditation. Wizards regain this mystical manna merely by mental inactivity. The vast reservoir of positive energy known as the Positive Force is the source whence all living spellcasters draw their power. This infinite pool is the one from which all life springs; the life forces of all living creatures were molded from this stuff at the times of their individual beginnings, and return to it at their ends.

Naturally, there is an opposing, balancing, force, the Negative Force. From it, the spirits of the undead are created and powered. Those undead hideous enough to cast magic draw their spellpower from the Negative Force.

These opposing energies permeate the entire Multiverse, and are responsible for much creation, in the case of the positive, or much destruction, in the case of the negative. The Positive Force is the energy which caused the formation of the Prime Material from the overlap of the four elemental planes, and the Negative is constantly undoing creation; thus change. Some places may be blocked to the permeation of either one, or both of these powers. This is the secret to longevity, the reason for death. A living spellcaster in a place of no positive energy will be unable to regenerate mana, and likewise for undead in blissful places of no negative power.

This concludes my narration. May you someday obtain the divine wisdom of Holy Ones to comprehend the subtleties of the Multiverse.

CHAPTER II · Magic

by Daera

My mentor, the Archmage Greystar, has tasked me to explain the way of magic. I am Daera, sometimes known as the One-Eyed Sorceress. Just between you and me, I find an eye patch quite becoming and no one that lives has seen what lies beneath mine. As you will see, I have a different way of looking at things. The system I am here to explain to you is Zorin's brainwork, and may seem, on the surface, to be too complex and arcane for understanding. Do not despair, dear reader, if you are not a great mathematician as is Zorin. All complex formulas are supplemented by tables, and the reader will find that 7th grade math is all that is necessary. Those lucky readers possessing fabled magic calculating (or even computing) boxes will have an even easier and faster time with this REVOLUTIONARY NEW SYSTEM!

Before I get into the real bulk of the New System, I will explain Zorin's reasons for creating it.

Did you ever wonder how mages (I will put in a few words about holy people also, when I get around to it) with their unbelievable intelligence managed to forget a spell right after they cast the cursed thing?

Or why one could not memorize three more first-level spells instead of one third-level spell?

And why do mages never screw up while casting spells?

One hears stories about priests sacrificing themselves or their holy ability for some great cause just to cast one last spell. Why does that never happen in our adventures?

Well, here is a magic system that reconciles all these incongruities; a magic system that makes sense! Again, let me note that most of the algebraic formulas in this section, and in this book are to allow extrapolation of the charts given, to allow their use without this book, and for the enjoyment of mathematicians who want to know whence all those numbers came.

A spellcaster's power is called *mana*. By consulting the great sage, Webster, one will find that this word is of Polynesian origin, and is defined as the impersonal supernatural force to which magical powers are attributed. Those of a holy nature will have some difficulty with this definition, so I will name holy spellcasters' power, *mana*. This word is of biblical origin; it is the food miraculously supplied to the Israelites in the wilderness, or more generally, divinely supplied spiritual nourishment. I will hereafter refer to both by the name of the more important, *mana*.

Mana is the spellcasting power, and is dependent on the level and prime requisite (intelligence or wisdom) of the spellcaster.

- 1) Let: P = Prime Requisite
 L = Level
 M = Total Mana

$$M = (P \times L) / 2, \text{ rounding down} \\ \text{(dropping any fractions)}$$

For instance, let us say that I have an intelligence of 17 (which is almost the greatest humanly possible, without magic) and am eleventh level. My *mana* is:

$17 \times 11 / 2 = 187 / 2 = 93 \frac{1}{2}$,
which rounded down equals 93.

Mana determines how many spells one can cast. The spell cost in mana points is the square of the spell level:

- 2) Let: L = Spell Level
Sc = Spell Cost

$$Sc = L^2 = L \times L$$

For example, a first-level spell costs $1^2 = 1 \times 1 = 1$ mana point. A second-level spell costs $2^2 = 2 \times 2 = 4$ mana points. A third-level one costs 9, a fourth costs 16, and so on. As you can see, the greater the spell power, the greater the mana cost.

Once mana is used, it can be recovered only by mental rest or very great magic. Mental rest means no spellcasting, talking, etcetera (these interruptions only stop mana recovery momentarily). Mana is recovered at a steady rate based on constitution and total mana ($[P \times L] / 2$). The following formula is the basis for the Mana Recovery Table on the next page. If, reader, you are leery of decimal fractions, or find that they are too time-consuming, you will find the table adequate for most situations (more about this later).

- 3) Let: C = Constitution
M = Total Mana
Mr = Mana Recovered per Turn

$$Mr = (M \times C) / 1000$$

For example, I am not as sturdy as some, and have a 10 constitution. As I have showed previously, I have a total mana of 93. My mana recovery rate is $10 \times 93 / 1000 = 930 / 1000 = .93$ mana points per turn. If I walk along, ignoring the unintelligent

babble of my companions, and cast only a few negligible one-segment spells (these are negligible because they interrupt only for a short time) for four turns, I will potentially regain $4 \times .93 = 3.72$ mana points. I say potentially because if I had not used that much mana prior to this resting period, I would regain only to my original mana total. That is, one can never regain more mana than total mana ($[P \times L] / 2$). Coming back to the example, after four turns of mental rest, I regain 3.72 mana points. One can never have fractional mana points, so the fraction is dropped leaving three mana points regained since I started resting. Let us say that I had used (prior to resting) 15 mana points. Since I am not in a critical combat situation, I forget about the three points regained and simply tell my companions, "No, I will not turn you invisible because I am not fully rested yet," and ignore the comments of, "Flighty sorceress." By dividing 15 by my recovery rate of .93, I find that it will take me about 16 turns to recover all the mana I have used.

This may be easy for Zorin Greystar, but most will find that the following chart saves time. The Mana Recovery Chart does all the rounding for you, and skips the multiplication and division.

The chart is of the three-dimensional variety, and requires level, intelligence, and constitution. This is better explained in an example, and I will use the same instance as above: my sum of mana used is 15 points, and I would like to know how long it will take me to regain my full strength. The intelligence and level axes yield mana points recovered every R turns. The constitution scale is linear, and gives the R value. Since I am eleventh level and have the outstanding intelligence score of 17, I recover 9 mana points every R turns. With a constitution of 10, $R = 10$ so the resultant rate is 9 mana points every 10 turns. By this I can be sure of full mana after 20 turns of mental rest.

Note that a "per turn" rate can be found using

Mana Recovered Every R Turns

Level

28	12	13	15	16	18	19	21	22	23	25	26	28	29
27	12	13	14	16	17	18	20	21	22	24	25	27	28
26	11	12	14	15	16	18	19	20	22	23	24	26	27
25	11	12	13	15	16	17	18	20	21	22	23	25	26
24	10	11	13	14	15	16	18	19	20	21	22	24	25
23	10	11	12	13	14	16	17	18	19	20	21	23	24
22	9	10	12	13	14	15	16	17	18	19	20	22	23
21	9	10	11	12	13	14	15	16	17	18	19	21	22
20	9	9	11	12	13	14	15	16	17	18	19	20	21
19	8	9	10	11	12	13	14	15	16	17	18	19	19
18	8	9	9	10	11	12	13	14	15	16	17	18	18
17	7	8	9	10	11	11	12	13	14	15	16	17	17
16	7	8	8	9	10	11	12	12	13	14	15	16	16
15	6	7	8	9	9	10	11	12	12	13	14	15	15
14	6	7	7	8	9	9	10	11	11	12	13	14	14
13	5	6	7	7	8	9	9	10	11	11	12	13	13
12	5	6	6	7	7	8	9	9	10	10	11	12	12
11	4	5	6	6	7	7	8	8	9	9	10	11	11
10	4	5	5	6	6	7	7	8	8	9	9	10	10
9	4	4	4	5	5	6	6	7	7	8	8	9	9
8	3	4	4	4	5	5	6	6	6	7	7	8	8
7	3	3	3	4	4	4	5	5	5	6	6	7	7
6	2	3	3	3	3	4	4	4	5	5	5	6	6
5	2	2	2	3	3	3	3	4	4	4	4	5	5
4	1	2	2	2	2	2	3	3	3	3	3	4	4
3	1	1	1	1	1	2	2	2	2	2	2	3	3
2	.5	1	1	1	1	1	1	1	1	1	1	2	2
1	.5	.5	.5	.5	.5	.5	.5	.5	.5	.5	.5	1	1

9 10 11 12 13 14 15 16 17 18 19 20 21
Intelligence

C	3	4	5	6	7	8	9	10	11	12	13	14
R Turns	33	25	20	16	14	12	11	10	9	8	7	7

C	15	16	17	18	19	20	21	22	23	24	25
R Turns	6	6	5	5	5	5	4	4	4	4	4

the chart also. Simply divide mana points recovered every R turns by R to give you mana recovered per 1 turn for a given constitution. Doing this, you mathematicians will discover that the rate yielded by the table (using my example) is .90 mana points per turn, while the formula yields .93 mana points per turn. This is due to the rounding method that was used to generate the table. Forget about it. The difference is negligible unless one has as much mana as Zorin (who, partially for that reason, uses the formula to be perfectly exact).

The next item I will explain to you is optional. The Masters of some worlds use it, and some do not. Personally, as a mage, I prefer it not to be used as it greatly limits my power. I will, however, explain it to you anyway under protest! Spellcaster's fatigue occurs when more than half of a spellcaster's mana has been used. Fatigue takes the form of temporary reduction of the constitution score. The percentage of total constitution lost is dependent on total mana and sum mana used.

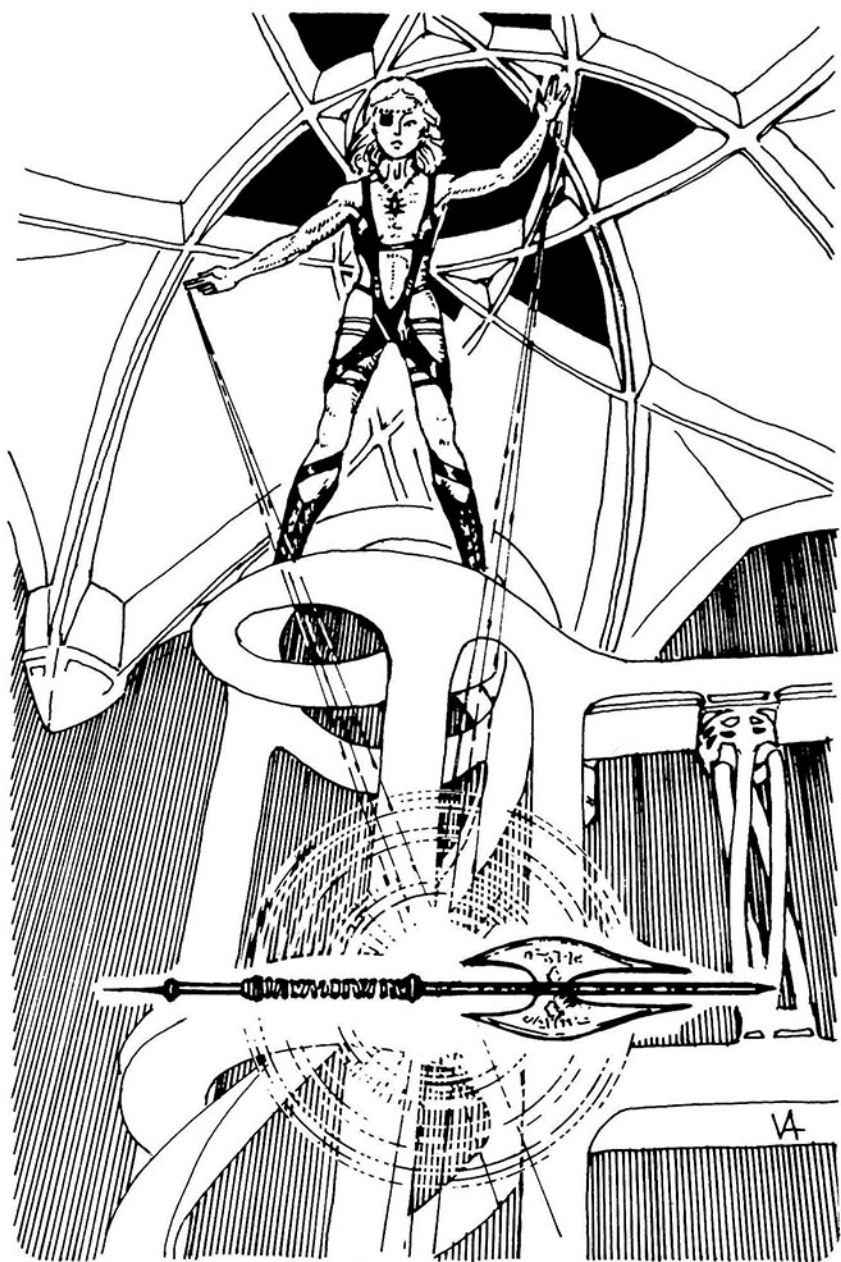
- 4) Let: $M = \text{total mana} = P \times L / 2$
 $D = \text{sum mana used at that time}$
 $F\% = \text{Percent of Constitution Lost}$

$$F\% = 50((2D / M) - 1)$$

Only positive results are meaningful, and fractions are dropped. One need only check for fatigue once the half-mana point has been passed. You can check earlier, just for fun, but a negative or zero quantity will result, indicating no constitution loss.

Did I hear a request for an example? Well! I was going to do one anyway. As you are surely tired of hearing, I have 93 mana.

I remember an adventure I had, not long ago: when on a journey from Quartermoon to Randor, my group was assaulted from the sky by a poison-



Enchanting the mattock.

breathing dragon! All my "friends" either died or ran away, and I was left to bravely combat it alone. I protected myself by magically creating an immunity to poison gases. This is a fifth-level spell, and cost me 25 mana. I tried to evoke magical armor, but the beast raked me, and I lost control of the spell (I will explain later how this can happen) and half my remaining mana was sucked away! This amounted to 34 points. My sum mana used totaled 59. My half-mana point is 46.5, so the fatigue formula is consulted:

$$M = 93$$

$$D = 59$$

$$F\% = 50((2 \times 59 / 93) - 1)\%$$

$$= 50((118 / 93) - 1)\%$$

$$= 50(25 / 93)\%$$

$$= 13.5\%,$$

rounded down equals 13%.

My constitution is 10, and 13% of 10 = .13 x 10 = 1.3. Again, fractions are dropped and I lose 1 constitution point. I was not beaten yet, and cast a bolt of lightning while hiding between the cover of two outcropping rocks. This cost me 9 mana, bringing my sum of mana used to 68. I consult the fatigue formula again:

$$F\% = 50((2 \times 68 / 93) - 1)\% = 23\%$$

constitution loss.

When computing fatigue, original constitution is always used. This amounted to 2.3 constitution points, rounded to 2. This is not added to the 1 constitution point lost before. Fatigue is not cumulative, and one can never lose more than 50% of constitution.

The dragon was still alive, and raked me twice more. I was getting tired and angry, and wanted to save some strength to roast the companions who ran

away. I lifted the patch covering my magical eye, and the dragon moved no more.

Once constitution is lost, it is recovered at a steady rate. This can be found two ways. The first is to use the mana recovery formula or chart to find how much mana has been recovered. Then subtract this from sum mana used. Now go back to the fatigue formula to get % constitution still lost at this time. When mana reaches half, constitution loss will be 0.

The second method is a formula that yields the constitution points recovered per turn. This rate is proportional to the mana recovery rate.

- 5) Let: C = Constitution
 Cr = Constitution points recovered per turn
 $Cr = C^2 / 1000 = C \times C / 1000.$

One can see that the time required to regain all of one's lost constitution is the same as the time required to bring one to half-mana.

For example, since my constitution is 10, my constitution recovery rate is $10^2 / 1000 = 10 \times 10 / 1000 = 100 / 1000 = .1$ constitution points recovered per turn, or 1 point every 10 turns.

Now that our sojourning reader has surmounted the initial harrowing mountains of magic learning, I will explain how spellcasters deal with their spells. In the past there have been tables showing how many spells of a certain level one is able to memorize. After casting, the spell is forgotten. Well, all that is obsolete now, thanks to Zorin! You will find his New System much easier, quicker, and more versatile.

Before a spellcaster can use a new spell, she/he/it must *learn* it first. The spellcaster must read and understand all the parameters, hand motions, spoken components, etcetera, of the spell. Even first-level spells are of comparable complexity to ten minutes of classical music being performed by

rote memory. The consequences of a single mistake can be deadly. A high level spell could be compared with conducting an entire symphony by memory. When one is too low level to cast a spell, it just means that the learning is beyond their comprehension at that time (one can attempt to cast spells that have not been learned or are above one's comprehension, but it is very dangerous. I will discuss this later).

Learning takes one full day per level of the spell, minus one day per 2 intelligence points over 12 (minimum 1 day).

- 6) Let: S = Spell Level
 T = Learning Time in Days
 P = Prime Requisite

$$T = S - [(P - 12) / 2],$$

minimum 1 day.

This period must be devoted solely to the study of the new spell. No physical or mental activity can occur (other than that necessary to study) while learning a spell. This includes the spellcaster's sleeping time, when nothing must awaken her/him/it. Note that those who do not need to sleep may not cut learning time down. Daily study consists of 16 hours of reading and 8 hours of meditative sleep. If the spellcaster is interrupted while studying, the day's work is forgotten and must be re-learned the next day. Once a spell is learned, it need never be learned again.

The highest level spell a spellcaster can learn is limited by his own level and prime requisite score. Use the smaller of the numbers yielded by the following constraints:

- 7) Let: P = Prime Requisite
 L = Level of Spellcaster
 Smax = Maximum Spell Level Able to be Learned

$S_{max} = (P / 2) + 1$ or $(L / 2) + 1$,
round down and select the minimum.

The table, "Spell Learning and Memorization," is derived from the equation above. Simply use the smaller of either level or prime requisite to find the maximum spell level that can be learned.

Applying the formula for my intelligence of 17 and level of 11, I find that $(17 / 2) + 1 = 9$ and $(11 / 2) + 1 = 6$. 6 is smaller than 9, so the highest level spell I can learn at this time is 6. Zorin always remind me that however exceptional my intelligence may be, it will always limit me to ninth-level spells regardless of what level of experience I attain, unless I can find some rare way to increase it. A spell that has been learned can then be *memorized*. Whereas learning involves the comprehension and assimilation of a spell, memorization stresses the ritualistic incantations. Once memorized, the spellcaster can put the spell in hers/his/its repertoire and can cast it as many times as mana permits. Memorization takes 1 hour per spell level minus 1 hour per 2 intelligence points over 12 (minimum 1 hour) of complete concentration. Any interruptions require that the spellcaster begin anew. This formula yields the time necessary to memorize a spell:

- 8) Let: S = Spell Level
P = Prime Requisite
H = Hours Required to Memorize

$H = S - [(P - 12) / 2]$,
for all values of $P > 12$.
Always round down.

The total or sum levels of spells that can be memorized is given by the following formula:

- 9) Let: L = Level
 ΣS = Sum Levels of Spells Able to be
 Memorized

$$\Sigma S = (L^2 / 3) + L, \text{ rounding down.}$$

The following chart gives the above values for each given level.

This is called flexible spell memorization. A spellcaster can choose how many spells, if any, of a given level are to be memorized, limited by the ΣS constraint.

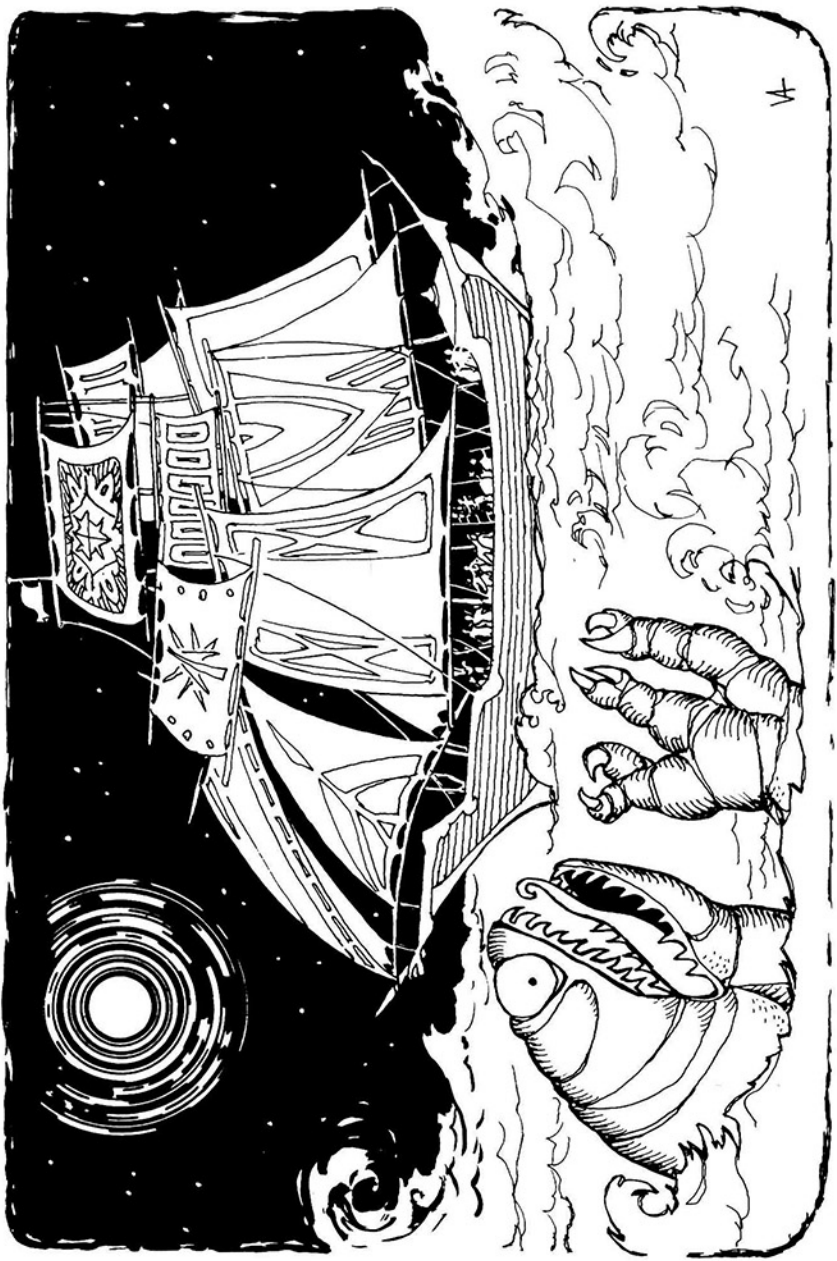
For instance, I am eleventh level, and can memorize $\Sigma S = (11^2 / 3) + 11 = (11 \times 11 / 3) + 11 = (121 / 3) + 11 = 51 \frac{1}{3}$. Rounding down, 51 levels of spells. Now, let us take an easier case. Oelan, who recently succumbed to the bite of a giant gerbil, was third level, poor chap. This meant that he could memorize $\Sigma S = (3^2 / 3) + 3 = (3 \times 3 / 3) + 3 = 6$ levels of spells. He could have memorized 6 first-level spells, 4 first and 1 second-level spell, or any combination thereof totaling 6 or fewer levels of spells (a first-level spell is 1 level, a second is 2, a third is 3 levels of spells in case you didn't catch that), and limited by the highest level spell able to be learned. One can never memorize a spell that has not been learned.

Note: a spellcaster, having reached his maximum sum of spell levels, may opt to forget a spell (or spells) to make mental "space" for another. This takes place when the memorization process begins for the new spell.

Before a spellcaster can cast one of the spells that have been memorized, she/he/it must *remember* it first. Remembering is the process of clearing one's mind and bringing from memory a spell or spells to be cast at a moment's notice. An analogy could be drawn to a poet who has learned and memorized many poems, but must pause and put herself in the proper state of mind before uttering one of them; she must

Spell Learning and Memorization Tables

<u>Minimum of Prime Requisite or Level</u>	<u>Maximum Level of Spell Learnable</u>	<u>Level of Spell Caster</u>	<u>Sum Level of Spells Memorable</u>
0	1	0	1
1	1	1	1
2	2	2	3
3	2	3	6
4	3	4	9
5	3	5	13
6	4	6	18
7	4	7	23
8	5	8	29
9	5	9	36
10	6	10	43
11	6	11	51
12	7	12	60
13	7	13	69
14	8	14	79
15	8	15	90
16	9	16	101
17	9	17	113
18	10	18	126
19	10	19	139
20	11	20	153
21	11	21	168
22	12	22	183
		23	199
		24	216
		25	233
		26	251
		27	270
		28	289



remember the verses, the meter, etcetera, in order to bring these together in a perfect recital.

A spellcaster is limited by level as to how many spells can be held in this remembered state. Spellcasters can remember their level in levels of spells at any one time. For example, since I am eleventh level, I can remember 11 levels of spells. I will give you a full example of this soon.

The time it takes to remember spells is based on intelligence, spell level, and maximum spell level able to be learned.

- 10) Let: P = Prime Requisite
 S = Spell Level to be Remembered
 Smax = Maximum Spell Level Able to be Learned
 Tr = Time Required to Remember in Segments

$$Tr = 16 - (P / 2) + S - M$$

Minimum 1 segment. Round down.

The Time Required to Remember a Spell table is three-dimensional, and follows the formula given above. Plug in prime requisite and level of spell to be remembered to give the unadjusted time. Then subtract M from this. If M is equal to or larger than the unadjusted time, thus yielding zero or a negative number, then a one segment remembering time is indicated.

If more than one spell is to be remembered, they must be remembered contiguously. Any pause in the remembering process will cause (upon remembering a new spell or spells) all previously remembered spells to be forgotten.

A few months ago I was preparing myself before entering the River Rat, a rowdy one-star tavern in the port city of Emnet. I waited quietly outside while clearing my mind and remembering (up to 11 levels of spells) Magical Missile Type II (2 levels), Sleep (1 level), Web (2 levels), Charm (1 level), and Fireball (3 levels), just in case things

Time Required to Remember a Spell

Subtract M from the numbers below, where M is the maximum spell level able to be learned.

	30	2	3	4	5	6	7	8	9	10	11	12	13
	29	3	4	5	6	7	8	9	10	11	12	13	14
I	28	3	4	5	6	7	8	9	10	11	12	13	14
n	27	4	5	6	7	8	9	10	11	12	13	14	15
t	26	4	5	6	7	8	9	10	11	12	13	14	15
e	25	5	6	7	8	9	10	11	12	13	14	15	16
l	24	5	6	7	8	9	10	11	12	13	14	15	16
l	23	6	7	8	9	10	11	12	13	14	15	16	17
i	22	6	7	8	9	10	11	12	13	14	15	16	17
g	21	7	8	9	10	11	12	13	14	15	16	17	--
e	20	7	8	9	10	11	12	13	14	15	16	17	--
n	19	8	9	10	11	12	13	14	15	16	17	--	--
c	18	8	9	10	11	12	13	14	15	16	17	--	--
e	17	9	10	11	12	13	14	15	16	17	--	--	--
	16	9	10	11	12	13	14	15	16	17	--	--	--
S	15	10	11	12	13	14	15	16	17	--	--	--	--
c	14	10	11	12	13	14	15	16	17	--	--	--	--
o	13	11	12	13	14	15	16	17	--	--	--	--	--
r	12	11	12	13	14	15	16	17	--	--	--	--	--
e	11	12	13	14	15	16	17	--	--	--	--	--	--
	10	12	13	14	15	16	17	--	--	--	--	--	--
	9	13	14	15	16	17	--	--	--	--	--	--	--
		1	2	3	4	5	6	7	8	9	10	11	12
		Level of Spell											

got really tough. My prime requisite, intelligence of course, is 17. Using the formula, $16 - (17 / 2) + 2 - M = 16 - 8 \frac{1}{2} + 2 - M = 18 - 8 \frac{1}{2} - M$, dropping fractions, $= 10 - M$. My maximum spell level able to be learned is $(11 / 2) + 1 = 6$, so $M = 6$. $10 - M = 4$ segments.

The next spell which I will remember without pausing is Sleep, a first level spell. Using the table this time, a 17 intelligence and a first-level spell gives an unadjusted time of 9. Subtracting M from that we get $9 - M = 9 - 6 = 3$ segments. Since I already remembered a second-level spell, I know that it takes me 4 more segments to remember Web.

I was in the second segment of remembering Charm, when a mangy cur of a man passed, mumbling something obscene, and pinched my rear! I immediately responded by plastering him to the stairs with webs. Unfortunately, some of the rabble inside witnessed this overt act of magic and flung the windows aside, screaming, "Sorceress! Witch! Witch!" and threw bottles, which I deftly dodged. But by the sheer luck of a drunken arm, a full plate of boiled cod hit the side of my face.

Now let me remind you that I only had the chance to remember Magical Missile Type II, Sleep, and Web before interrupting myself by casting a spell. A third-level spell takes me $11 - 6 = 5$ segments to remember, but I tried it anyway, taking cover behind the web covered stairs. Since one must clear one's mind before remembering a new spell or set of spells, I was "spelled" for 5 segments until I remembered Fireball.

The River Rat has since been rebuilt, but the tale of the one-eyed sorceress still lingers...

The process of remembering is one of great concentration. Remembering is interrupted if the spellcaster speaks, uses any mental activity or pauses in the remembering process. If the interruption or pause is in the middle of the spell being remembered, that spell is forgotten, as was

the charm spell in my example.

Spells are forgotten after a time of spellcasting inactivity, based on prime requisite. That is, spells are remembered for intelligence (or wisdom) in turns. If any one of the spells remembered are cast, the time is augmented by that amount.

For instance, I remembered my spells for 17 turns, starting from the end of the remembering period. If I cast one of those spells, I remember all of them for 17 turns from the time I finish casting that spell.

One cannot cast a spell from memory without remembering it first.

This next part is used by some Masters, and not by others. It is optional. As a spellcaster, I support its use, as it gives higher level spellcasters an air of mystery and an extra edge. What I am speaking of is *purely somatic spellcasting*. When a spellcaster can remember a spell in 1 segment, this means that she/he/it is so familiar with it that it can be cast with only the movement of the arms and hands (or spellcasting extremities in the case of non-humanoids). Unfortunately, it will be many levels before I can remember even first-level spells in 1 segment. But I have seen Zorin turn lead to gold with a few waves of his hand. Note that the casting time of the spell is not reduced by purely somatic spellcasting.

The only way spells that have not been memorized or remembered can be cast is by *spellcasting from a book*. This is, however, very time-consuming because the spell must be read directly from the pages of a spellbook. The time needed to cast a spell from a book is an initial 2 segments to find the spell, plus 2 segments per level of the spell to read and familiarize one's self with the spell parameters, and double-normal casting time. This does not include the time required to take out one of many large books from



Searching for the elusive spell.

their place of storage. Note that all spells cast must first be learned, or great risk is run. Also, the time required to familiarize one's self with the spell must be contiguous with the double-normal casting time because the spellcaster has not memorized the spell.

Spells that have not been, or cannot be learned can be attempted, but at great risk. This is generally called *overlevel attempt*. The following formula gives the percentage chance (to be rolled on percentile dice) of a spellcaster successfully casting such a spell from a book.

- 11) Let: P = Prime Requisite
 S = Level of Spell Attempted
 Smax = Maximum Spell Level Able to be Learned
 S% = Percent Chance of Success

$$S\% = 5(P + M - S - 10)\%$$

I will explain the workings of this equation in verbal form. The equation gives a base 10% chance of success. Then, for every point of prime requisite the spellcaster has above 12, the chances increase by 5%. Furthermore, the chance is reduced 5% for every level higher the attempted spell is than the spell level normally possible. If you find this explanation confusing, just accept the equation; it works!

An example: I fortunately possess the spell, Elessa's Adamantine Arrows in my spellbook, or I might not be here to write this chapter. While adventuring deep beneath the Dragonsback Mountains in the Red Caverns, my companions and I stumbled into the lair of a wight of immense power. My spells, and the swords of my company would do nothing to it. It drained away the life of three of my five companions, and they started to transform into creatures such as this! The remaining two and I retreated, rested, and discussed our fate as the

only known way out lay behind the hideous creatures. It was decided that our only chance was for me to attempt to cast Adamantine Arrows from my spellbook while the other two held the monsters off. I located the spell and began to cast it, reading from the book as my brave companions engaged the wights. I did not have to take 2 segments per level of the spell to familiarize myself with it, because I could not understand the spell at all. All I could do was cast and hope. It took me double-normal casting time, as I was reading from a book, and not from memory (it is impossible for me to memorize that high level a spell). The cost of a tenth-level spell is 100 mana points, and I only have 93. But, as I will explain later, one can risk going overmana. Both my companions perished just as I finished 8 segments of spellcasting. My chance of success is $5(17 + 6 - 10 (\text{level of the spell}) - 10) \% = 5(3) \% = 15\%$. By an incredible stroke of luck, the spell worked! 11 shimmering cones plunged into the wights, and none were left standing. After recovering from the strain of using 7 more mana than I had, I was left with the laborious task of carrying away their treasure as well as the valuables of my unfortunate companions.

If I had not been so lucky, and my overlevel attempt had failed, the Overlevel Attempt Chart would have been consulted. This chart is combined with the Spell Fumble Chart, which I will explain shortly.

Spells which have not been learned, but are within one's capability can only be cast in this fashion and must be read from a book, for they too cannot be memorized until learned.

Spell fumbles can be dangerous to both the spellcaster and the spellcaster's ego -not to mention bystanders. When a mage is physically or mentally interrupted during spellcasting, one must check whether the spell itself was affected. If so, the results could be disastrous. The interruption

Spellcaster's Fumble
and
Overlevel Attempt Chart

Fum.	Over.	Effect
<u>01-40:</u>	<u>01-20</u>	Spell fails, mana is used.
<u>41-46:</u>	<u>21-27</u>	Spell is turned on caster if aimed elsewhere. If aimed at caster, spell is directed at a random target within 2", including caster.
<u>47-54:</u>	<u>28-33</u>	Spell energy is released on caster, explosion insues: all within 1/2" of caster take 1 hit point of damage/mana point put into the spell (save to 1/2), and are blinded for 2-8 intervals (save negates).
<u>55-61:</u>	<u>34-41</u>	Spell is directed at random target. If not possible, spell functions as normal.
<u>62-66:</u>	<u>42-45</u>	Spell fails and slight contact is made with the negative force*, and all remaining mana is sucked away (save to 1/2). See zero on Below Mana Chart.
<u>67-68:</u>	<u>46</u>	Spell fails and momentarily opens a rift exposing a 2" diameter area, centering on the spellcaster, to the negative force*. All living things within the area must save versus magic or have their souls obliterated and bodies shriveled. The spellcaster gets no save. Items and undead are unaffected.
<u>69-72:</u>	<u>47-50</u>	Spell fails and contact is made with the positive force*. The spellcaster's mana is replenished.
<u>73-75:</u>	<u>---</u>	Spell doubles in power in all respects, except mana cost.
<u>76-82:</u>	<u>51-58</u>	Effects of spell are reversed.

If not possible spell functions normally.

- 83-91: --- 1 extra interval is added to casting time.
- 92-95:59-62 50% chance of a disturbance of the planes, resulting in an ethereal encounter (creature materializes near spellcaster). Spell fails.
- 96-97:63-65 Roll twice and accept both results.
- 98-99:66-71 Temporary insanity for 1-4 turns, 10% chance of being permanent. Spell fails.
- :72-76 Temporary insanity for 1-4 days, 50% chance of being permanent. Spell fails.
- :77-80 Permanent insanity. Spell fails.
- :81-83 Feeblemind as spell (no save). Spell fails.
- :84-86 Coma for 1-20 days. 5% chance per day of death.
- :87-91 Lose 1-6 intelligence points for 2-7 days.
- :92-95 Lose 1-6 intelligence points permanently.
- :96-97 Lose 1 life level. 10% chance of losing all experience gained as a spellcaster.
- :98-99 Spellcaster is killed in a blaze of energy, his/her body is completely ruined.
- 00 : 00 Spell continues as normal.

Note: unless otherwise stated, the spell is successfully cast.

* Indicates that if the spellcaster is undead, the polarity of force contact is reversed.

must happen during spellcasting. That is, if the spell is longer than 1 segment and the interruption comes after the beginning and before the finish of the casting.

Physical interruptions, such as weapon hits, require the spellcaster to make a dexterity roll, i.e. roll equal to or less than one's dexterity score on a 20-sided die, where 20 is a fail regardless of dexterity. Mental interruptions, such as psychic blasts or Interrupt spell require a saving roll versus magic. If the dexterity roll or saving roll fails, the Spellcasters Fumble Chart must be consulted.

Spellcasters may, as I demonstrated in my example, go overmana. The Overmana Chart must be consulted every time a spellcaster reaches 0 or fewer mana points. Upon inspection of the chart, you will see that I was very lucky indeed to have survived going to -7 mana after casting such a high level spell.

In summary, mana is the power of spellcasters, and depends on the prime requisite and level. Mana determines how many spells one can cast. It is possible to use more mana than one has, but this is very dangerous.

Spell cost is in mana points, and is the square of the level of the spell.

Once used, mana is recovered at a steady rate that may be determined by formula or table.

Spellcaster's fatigue is a suggested guideline to spellcasting. Fatigue results when more than half-mana is used. Constitution lost due to spellcaster's fatigue is recovered at a steady rate proportional to the recovery of mana.

There are three requirements that must be fulfilled before a spell can be cast. A spell must be learned, and then memorized, thus putting it in the spellcaster's repertioire. Then, before it can be cast, it must be remembered. Remembering brings forth the spell from memory. Remembering takes time,

Overmana Chart

<u>Mana</u>	<u>Effect</u>
0	Extreme lassitude, mage must rest no less than 10 hours and regains lost mana 1/2 normal speed.
2	As above, but mage requires 15 hours rest, regains mana at 1/3, and has a 5% chance of losing 10%-20% of mana permanently.
4	As above, but mage requires 20 hours rest, regains mana at 1/4, and has a 10% chance of losing 10%-40% of mana permanently.
7	Comatose for 1-6 hours, 5% chance that the coma will last for 1-6 days. Must sleep for 1-2 days afterwards, mana regained at 1/5, 10% chance of losing 20%-40% of mana permanently.
9	As above, but coma for 1-12 hours, 10% chance of lasting for 1-12 days, 5% chance of death. Must sleep for 1-4 days thereafter, mana is regained at 1/6, 10% chance of losing 20%-80% of mana permanently.
11	As above, but for 3-18 hours, 15% chance of lasting 3-18 days, 10% chance of death. Must sleep for 3-18 days, mana regained at 1/7, 10% chance of losing 30%-80% of mana permanently.
14	Coma for 1-6 days, 15% chance of death. 5% chance of losing 1 constitution point permanently, all spellcasting abilities lost until healed (as the clerical spell). Loss of ability becomes permanent in 1 week if not healed.
16	Coma for 2-12 days, 20% chance of

- death, 10% chance of losing 2 constitution points, spell ability lost until clerically healed within four days.
- 18 Coma for 3-18 days, 25% chance of death, 15% chance of losing 3 constitution points, spell ability lost until clerically healed within 2 days.
- 21 All spellcasting ability lost permanently, dazed 1-12 turns, 5% chance of insanity, 14 intelligence points lost permanently.
- 23 All spell ability lost permanently, dazed for 2-24 turns, 10% chance of insanity, 3-12 intelligence points lost permanently.
- 25 All spell ability lost permanently, dazed for 3-36 turns, 15% chance of insanity, 3-12 intelligence points lost permanently.
- 28 All spell ability lost permanently, intelligence reduced to 3.
- 31 Death; life force is used to power spell.

and most spellcasters prepare by remembering an appropriate set of spells before entering into a situation.

Purely somatic spellcasting is a suggested addition for higher level spellcasters. When remembering time for a spell is 1 segment, the spellcaster need only use hand and arm movements to cast. However, the casting time is not reduced.

Spells that have been learned can be cast from a book, but this takes a long time and is generally not practical in combat.

Spells that have not been or cannot be learned can be attempted by reading from a book. This is very dangerous, and mana cost often exceeds mana possessed. The time required to cast a spell in this fashion is double-normal casting time.

If a spellcaster is physically or mentally interrupted while casting a spell, a spell fumble may result.



CHAPTER III · Experience

by Lord Toran

Experience is something I have a lot of. I am Toran, Lord of the Dragonsback Mountains. Many have heard my name, and many also have run from my sword in battle. Battle is my trade, for I am a warrior. Scores of young lads have I taught, and I am always asked, "How can I learn to be a strong warrior, like you?" My answer is always the same. If experience is what you seek, seek not gold or magic, but seek battle! Treasure will not help one swing a sword or ward a blow! One learns how to fight well by fighting, by defeating the enemy.

I have heard lore of strange worlds where adventurers gain experience in finding gold and magic. Also in these strange places, the larger the party of adventurers, the less each gets, for experience is divided like booty at the end of each quest. Why, if I was in a world like that, I would strike down all my comrades just before the quest finished and take all the gold and experience for myself!

Zorin Greystar has told me of these places, and of the Masters who control the fates of those who venture there. He tells me of how he saw the Masters in their wrath. They sat for hours around a darkened table with numbers covering their parchment, all in tens of thousands. They used magic calculating boxes and many tables and lists while they grumbled.

"What were they doing?" I asked, "Submitting a thesis to the High Board of Math?"

"No!" he said, "Something much more complicated. They were figuring out how much experience we gained."

I laughed, "Do our Masters do that also?"

"Not anymore," said Zorin, "not since I gave them the New System."

I will explain this New System to you, and you will find that experience can be computed in seconds.

Experience is gained by doing what one is trained to do. If one is a fighter, one becomes more experienced by fighting. If one is a mage, one gains experience by casting spells and fighting in the feeble way of mages.

As one gains experience, one reaches new "levels" of aptitude and strength. It is said that experience is held in the soul, along with the intellect and other such metaphycological things.

For instance, now I can wield a sword and withstand blows many times better than I could when I was but a footman.

Experience is "awarded" at the time the deed is done, not at the end of the quest. All who experience the defeat of an enemy gain equally, regardless of the number present. What I mean by "experiencing the defeat" includes all endangered by or interacting with the enemy, not only those who struck or cast spells upon it.

Experience points are awarded at 1 point per level or hit die of the enemy, multiplied by 1.5 if the enemy had any "special abilities," or multiplied by 2 if the enemy had any "exceptional abilities" Special and exceptional abilities are determined at the discretion of the Game Master.

For instance, my three companions and I are attacked by giant rats while searching for a worthy tavern in the filthy streets of Am Pem. Oelan, our brave sorcerer, runs for his life and disappears around a bend in the street. With my mighty blades in hand, I cleave in twain two of the beasts. The

Lady Tirra does the same to two more. Arethi, in the usual manner of a princess, declines to soil her weapon on the vile creatures.

All but two of the grotesque rodents flee. The largest chips its teeth on Tirra's shin plate. The other sinks its yellow fangs into Arethi's calf, and she screams in pain and resolves to soil her royal blade. However, both rats fall instantly to Tirra's and my flashing steel. Just in time Oelan returns, saying, "See, I chased them off!"

Experience is awarded to all who experienced the conflict with the four rats. This means Tirra, myself, and Arethi.

Oelan did not interact with the enemy, nor was he endangered by it. Let me note that even if the rat had decided to attack me instead of Arethi, she would still gain experience from the encounter.

Since giant rats have 1 hit die, 1 experience point is awarded for each rat. Because rats sometimes transmit diseases, they are judged to possess special abilities. The total of 4 experience points (for the four 1 hit die creatures) is multiplied by 1.5. $4 \times 1.5 = 6$, so Tirra, Arethi, and I each gain 6 experience points at the exact time the creatures were defeated. Or, to be more exact, we gained 1.5 points each time a rat was defeated.

The G.M. decides to award us an additional 2 points for scaring off the other 20 rats. Note that this is completely at the discretion of the Game Master, who may decide to award no experience at all for routing the enemy.

8 experience points is not much for seasoned adventurers as Tirra, Arethi, and myself, but is a substantial amount for one just starting out. As one attains higher levels of experience, more experience is needed to attain the next. Also, certain professions are easier to progress in than others.

With the help of the notes Zorin has given me, I will explain this. The total experience needed to

attain a certain level may be found by the following formula, or the table which is derived from it.

This formula represents the simplest form of the sum of an arithmetic progression, $1 + 2 + 3 + 4 + \dots + L$, where L is the level that is to be attained. A simpler formula which gives the same results:

- 1) Let: L = Level to be attained
 K = Character class constant (to be explained presently)
 E = Total experience points needed

$$E = [K(L^2 + L)] / 2$$

There is a character class constant for each character class. Generally more powerful classes have higher character class constants. If you use a character class that is not listed here, simply compare its relative power and assign one. Also, feel free to change the character class constants if you want characters to proceed through levels at a different rate.

Character Class Constants

<u>Character Class</u>	<u>K</u>
Thief	90
Fighter	100
Cleric/Druid	110
Assassin/Monk/Paladin/Ranger	120
Illusionist/Bard	130
Mage	150

For example, if I want to know how many experience points my son needs to attain third level as a fighter, one could take the arithmetic sum from 1 to 3 and multiply it by the fighter character class constant, 100. Thus, $1 + 2 + 3 = 6$, and $6 \times$

100 = 600.

Now I will use the formula:

$$\begin{aligned} & [100(3^2 + 3)] / 2 \\ & = [100(9 + 3)] / 2 \\ & = 100 \times 12 / 2 \\ & = 600 \end{aligned}$$

The Experience Charts were generated by this method and will save you the brainwork, but Zorin urges you to familiarize yourself with the formula in case the charts are not at hand, or do not include a certain character class.

You may have noticed that a certain amount of experience is needed to attain first level for all character classes. This is to allow G.M.s the option of starting characters at "zero-th" level, or before a character has finished his/her training. This puts the character in perspective. For instance, I am not simply a fighter who suddenly appeared in this world at first level. I am the son of a cobbler in Randor, and gained my training as a footman mercenary under Captain Strongblade.

This feature adds detail to a character's history, but sometimes proves too time consuming for adventures which include many zero-th level characters. G.M.s should feel free to start characters at first level and just explain where the experience came from (that is, make up a character history instead of playing one).

Characters at zero-th level have the same number of hit points and hit dice as first level characters, but have somewhat more limited abilities:

- Fighter types attack at 0 level.
- All zero-th level characters roll saving rolls as normals.
- Thief and assassin character types subtract 10% from all ability percentages.

Experience Level Chart

- #1 = Thief
 #2 = Fighter
 #3 = Cleric/Druid
 #4 = Assassin/Monk/Paladin/Ranger
 #5 = Illusionist/Bard
 #6 = Mage

<u>L</u>	<u>#1</u>	<u>#2</u>	<u>#3</u>	<u>#4</u>	<u>#5</u>	<u>#6</u>
1	90	100	110	120	130	150
2	270	300	330	360	390	450
3	540	600	660	720	780	900
4	900	1000	1100	1200	1300	1500
5	1350	1500	1650	1800	1950	2250
6	1890	2100	2310	2520	2730	3150
7	2520	2800	3080	3360	3640	4200
8	3240	3600	3960	4320	4680	5400
9	4050	4500	4950	5400	5850	6750
10	4950	5500	6050	6600	7150	8250
11	5940	6600	7260	7920	8580	9900
12	7020	7800	8580	9360	10140	11700
13	8190	9100	10010	10920	11830	13650
14	9450	10500	11556	12600	13650	15750
15	10800	12000	13200	14400	15600	18000
16	12240	13600	14960	16320	17680	20400
17	13770	15300	16830	18360	19890	22950
18	15390	17100	18810	20510	22230	25650
19	17100	19000	20900	22800	24700	28500
20	18900	21000	23100	25200	27300	31500
21	20790	23100	25410	27720	30030	34650
22	22770	25300	27830	30360	32890	37950
23	24840	27600	30360	33120	35880	41400
24	27000	30000	33000	36000	39000	45000
25	29250	32500	35750	39000	42250	48750
26	31590	35100	38610	42120	45630	52650
27	34020	37800	41580	45360	49140	56700
28	36540	40600	44660	48720	52780	60900
29	39150	43500	47850	52200	56550	65250
30	41850	46500	51150	55800	60450	69750



— Spellcasters have a base chance of 50% for proper spellcasting, increasing 1% for every experience point the spellcaster has, until 95% is reached. Spellcasters have, thereafter, a 5% chance of spell failure until first level is reached. Spell failure entails consumption of mana or manna without any spell effect. This spell failure percentage must be rolled each time a spell is cast.

Experience is awarded for the use of character abilities. Spellcasters gain 1 experience point per level of spell cast in combat or in a non-repetitive fashion. For example, a mage gains 10 experience points for casting 10 Magical Missile Type I spells at an enemy, but only gains 1 experience point for casting 7 Light spells to allow him to read during the night (1 experience point for the first Light spell, and none for the others as they were repeats of the same spell cast in a non-combat situation).

Thief types gain the following experience for using their abilities:

Experience Awarded for Thieving Abilities

<u>Ability</u>	<u>Points Awarded</u>
Opening locks	1
Finding/removing traps	2 find, 3 remove
Picking pockets	1/level of victim
Moving silently	2
Hiding in shadows	2
Listening for noise	1
Climbing walls	1/successful check

Experience is awarded for successful use of abilities in a dangerous situation, or in a non-repetitive fashion.

Assassins add 50% to experience gained by slaying an enemy if assassination is used. If an assassin assassinates a fifth level victim who has

no special or exceptional abilities, he/she gains 5 points for the victim plus 50% of 5, which is 2 1/2. Dropping all fractions, the assassin gains 7 experience points.

Experience may be awarded accordingly at the G.M.s discretion, for character classes not mentioned here.

Additional experience is awarded if a character defeats an enemy over 10 levels more experienced than he/she, and if the enemy possesses exceptional abilities. If a first level and a second level character defeat a dragon of 12 hit dice, the first level character gains additional experience while the second level character does not. The theory behind this is that when a character survives the defeat of an exceptional enemy over 10 levels greater than he/she, a good deal of extra experience is deserved.

The amount of experience awarded is based on the ability value of the enemy (shown on Ability Value Chart), and the difference in level between the enemy and the character.

- 2) Let: A = Ability value
 ΔL = Level of individual enemy minus character level
 X = Additional experience awarded

$$X = A^2(\Delta L - 10)$$

Ability Value Chart

<u>"A" Value</u>	<u>Ability of Enemy</u>
11	Magic use at eighteenth level of ability or greater
7	Cleric, druid, or illusionist spell use at fourteenth level of ability or greater
6	Innate ability to use 10 or more third-

- level spell-like abilities
- 5 Magic use at tenth to seventeenth level; cleric, druid, or illusionist spell use at tenth to thirteenth level; psychic ability of 201 or greater
- 4 Assassin ability at tenth level or greater; innate ability to use 3 to 9 third-level spell-like abilities
- 3 Psychic ability of 200 or less
- 2 Thief ability at tenth level or greater
- 1 All other exceptional abilities regardless of number

Additional experience is awarded at the G.M.'s discretion above and beyond experience gained normally (1 experience point per hit die). Additional experience is figured for each character involved in the defeat of an enemy individually. If the characters are of varying levels, some will gain more additional experience than others, while some may gain none at all because the level difference may not be great enough.

Let us say, just for an example, that a group of thieves assaults a thirteenth level mage in a dark alley. The mage has a psychic ability of 220 and wields a magic wand that can fire an incendiary cone. Nelb, Zet, and Quaan are first, second and third level respectively. Zet has obtained a fast-acting sleep poison for her dagger.

Nelb leaps out to cause a distraction (at the order of Quaan) and is pounded to death by the mage's magical missiles.

Zet and Quaan leap out from behind and backstab the mage, who succumbs to the poison and is killed while still asleep.

Now for the experience: all (Nelb, posthumously) are awarded 13 experience points for the 13 levels of the mage, multiplied by two for all of his exceptional abilities. This comes to 26. Zet and Quaan are considered by the Game Master for

additional experience (if Nelb were to be resurrected from death by some odd chance, some G.M.s would give him additional experience for having survived the defeat of the mage, some would not). Quaan turns out to be, unfortunately only 10 levels lower than the mage was, and gets no additional experience. Zet, however, is eleven levels lower and does gain.

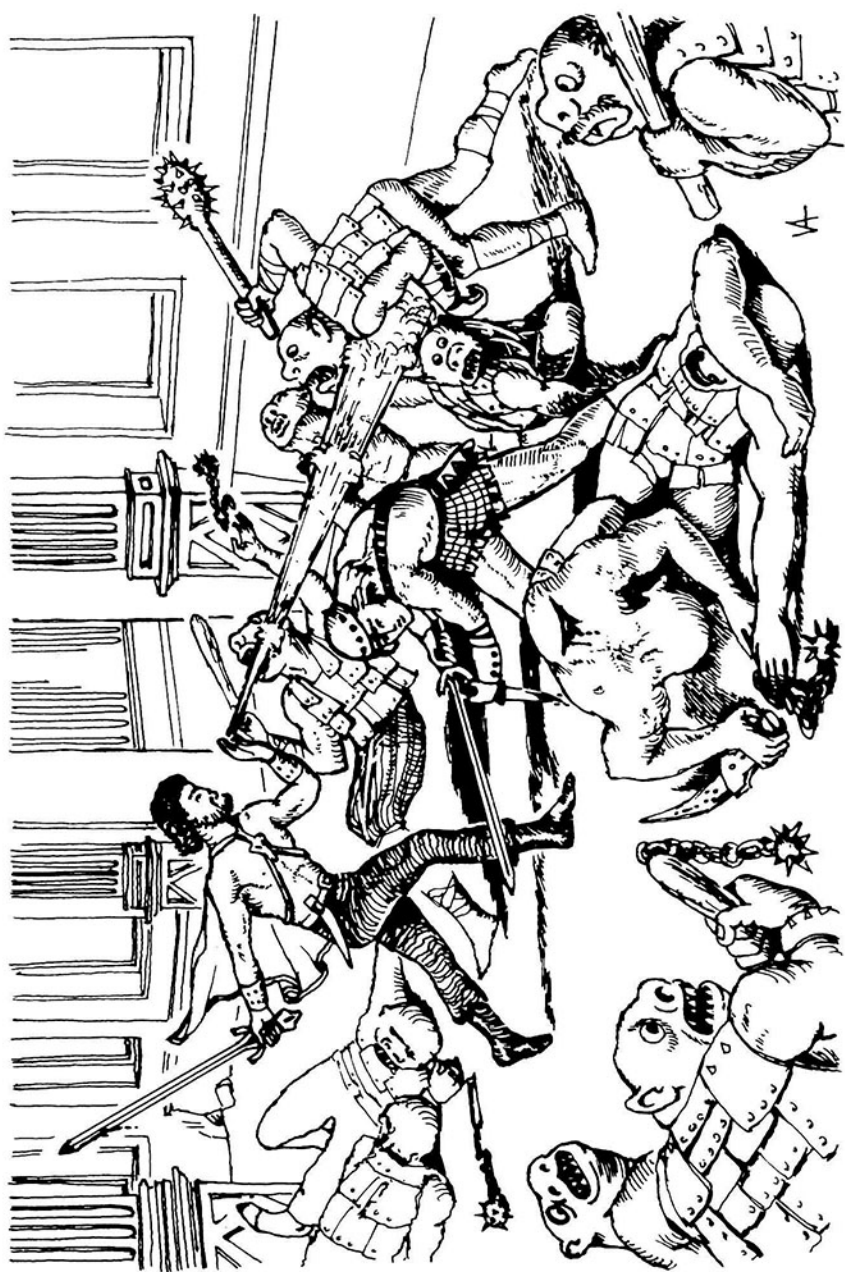
Now we must figure the ability value of the mage. Magic use at thirteenth level gives an ability level of 5. Psychic ability of 220 gives an ability value of 5 more. The use of an exceptional magic item, the wand, gives 1. Note that even if the mage had 2 or 3 wands and a detachable prehensile tail, only an ability value of 1 is given. The total ability value is 11 ($A = 11$). Additional experience for Zet is as follows: $11^2(11 - 10) = 11 \times 11 \times 1 = 121$. This turns out to be enough to bring Zet to third level on the spot.

Additional note: if these three thieves had slain a dinosaur of 20 hit dice, they would probably have not gained additional experience because not many dinosaurs have exceptional abilities.

Zorin must have cast me into a hypnotic trance while I wrote this, because I seem to have sacrificed the graphic examples of monster slaying that I was going to give you for a lucid account. Well, I hope all is clear anyway. Such things are wont to happen when a warrior ventures into the house of a mage.



The embarrassing defeat of the Grimb Fight tribe.



CHAPTER IV · Combat

by Lord Toran

Zorin has bid me to explain how his New System affects combat. He said to me in his mage's talk, "Lord Toran, if it is within the capacity of your warrior's intellect, fill this parchment with words on magic and arms in combat."

I took his greasy paper and said nothing, for I know as well as any that the time for insolence lies not within an archmage's stronghold. But he is a fool, for his New System has given me, a man of the blade, a chance against his kind—the spellcasters.

Before, a spellcaster such as he could cast 7 Magical Missile spells and a lightning bolt while I could swing my blade but once or twice. Even I could not withstand 7 Magical Missile spells and a bolt of lightning. For that matter, neither could almost any monster in the world! Why, the damage alone from a spellcaster who could cast such a 10 segment attack would be 239 to 699 hit points. Spellcasters were like rapid-fire war machines and nothing could stand in their way but another spellcaster or one immune to magic.

However, in his foolishness, Zorin has created a combat system that gives warriors and monsters a fighting chance, and makes attack more fun to boot.

Time is the key to combat, and one cannot have a realistic battle unless close track is kept of it. The smallest time increment is the *segment*, which consists of 6 seconds. A *fighting interval*, or interval for short, is made up of 2 segments and

therefore 12 seconds, quoting from Zorin's notes. There are 5 intervals and 10 segments in a *round*, which is 1 minute. A *turn* is 10 rounds and 10 minutes.

As the name suggests, one fighting attack occurs during a fighting interval. A dragon could get a claw/claw/bite in this time, and a warrior could swing his sword once or twice, depending on prowess.

Zorin tells me that a 1 segment spell still takes 1 segment, and 2 of these may be cast in one interval. Longer spells may take many segments (and intervals) to cast, giving those who attack physically a chance against high level spells or repeated low level ones.

When 2 or more parties are in a conflict situation (Party #1 versus Party #2, etcetera), an *initiative* roll is made to determine the order of combat after surprise attacks (if any) are finished. An initiative roll is made at the beginning of every fighting interval in a conflict. The order of combat also depends on the number of attacks each member of the parties has.

Let us take the simplest case first. When I was just a mere footman mercenary in Emnet City, I came across a trio of jeering, drunk guardsmen. I said, "If you think I am just a weak merc-boy, why don't you prove it! You loud-mouthed pot-bellies have the breath of a nanny goat and the strength of a gerbil!" I drew my broadsword.

An initiative roll was made by each party: I rolled 5 and they rolled 2, so I attacked first. To be exact, I attacked in the first segment of the fighting interval, and the living guardsmen attacked in the second segment the fighting interval.

I spilled the blood of the largest guard, and he fell before his sword was half-drawn.

The other two swung their longswords, but I dodged both. That was the end of the first fighting interval, and initiative was rolled. I rolled 4 and

they rolled 3, so I attacked first again. This time I decided to use two weapons and risk the difficulty of hitting with a broadsword in one hand and a shortsword in the other. This meant that I would attack in the first part of the first segment and the last part of the second segment, while the living guardsmen would attack in the first part of the second segment. If this seems confusing, take a look at the Order of Combat Chart.

My broadsword bit into the arm of the drunken slob who called me a weak fop, but he still stood and swung at me. I still bear that scar to remind me of my rash youthful days. But I still had fight left in me and the other guard swung wide. My shortsword felled the wounded guard and I gave a battle-cry as I turned to face the other. He rolled a 4 for initiative and I rolled 1. Drunk as he was, he knew his match and fled like a child from an angry dog. I chased him for a while, but my shoulder wound was painful so I let him live to tell the story of Toran the Mercenary.

Spellcasting in combat is treated in the same way. Each segment of spellcasting is one attack. Longer spells may span many intervals, and the initiative roll on the last interval of casting will determine where in the interval the spell will be cast.

Now on to my favorite subject --the actual hack and slash of combat! Hits and misses are determined by two 20-sided dice rolls. The first is the *hit die*, which indicates a hit or miss in the traditional fashion. The second is the *luck die*, which in the case of a hit may indicate an *exceptional hit*, or in the case of a miss, may indicate a *fumble*.

A roll of 20 on the luck die indicates an exceptional hit if indeed a hit is rolled on the hit die.

A roll of 1 on the luck die indicates a fumble if a miss is rolled on the hit die.

Order of Combat Chart

A represents the attack of Party A. B represents the attacks of Party B. In this example, Party A wins the initiative. AA represents two attacks from Party A, if any member of that party possesses multiple attacks.

Greatest # of Attacks of any Member of <u>Party A</u>	Greatest # of Attacks of any Member of <u>Party B</u>	Fighting Seg. 1	Interval Seg. 2
1	2	A	B
2	1	A	B A
3	1	AA	B A
4	1	AA	B AA
1	2	A	B B
1	3	A	BB B
1	4	A	BB BB
2	2	A	B B A
3	2	AA	B B A

* * *

Zorin's note: one of the advantages of the two-die system is, as fans of probability theory will note, that as the chance of hitting or missing varies (due to armor type, etc.) the chance of exceptional hit or fumble varies proportionally. Let us take the case of the exceptional hit. The chance of a 20 being rolled on a 20 sided die is, of course, 1 in 20 or $1/20$. Let us represent the chance of hitting, which varies from $1/20$ (1 in 20) to $19/20$ (19 in 20), by the letter H. The probability of both a hit and a 20 being rolled on the hit die and the luck die respectively is $H \times 1/20$, or the probability of success of one event multiplied by the probability of success of the other. This means, in simpler terms, that the more likely one is to hit, the more likely one is to gain an exceptional hit. The same follows for missing and fumbling.

If you are still wondering why a single die is not used, and a fumble designated by a 1 and an exceptional hit by a 20 on that die, consider the following disadvantages of the one-die system: when hitting lower-numbered armor classes where, say, 19 or better is needed to hit, one will see that an exceptional hit results half of the time when a hit is scored. This is unrealistic since a defender with such a strong armor class is supposedly well defended. Also, in the case of fighters of high ability who only miss on a 1, these fighters will fumble every time they miss. This is unfair to those fighters because they are supposed to be warriors of prowess rather than klutziness.

Game Masters will also find that the luck die is useful for the abilities of magic weapons, since it is never adjusted by character ability pluses. For instance, a magic sword might drain a point of strength from those hit if a 15 or better is rolled

on the luck die.

Now I will let Toran finish.

* * *

As I was going to say before I was interrupted by time stop, if a fumble is indicated there remains a 1% chance per level of experience of correcting the mistake. That is, a fifteenth level warrior has a 15% chance of turning a fumble into an ordinary miss.

Now let me tell you of the time I took on 23 ogres...

* * *

Zorin's note: the Fumble Charts are of 8 sections, A through H. Fumble Chart A is consulted first when a fumble is indicated. Charts B through H determine the actual result. If the indicated result is not possible in the specific situation, it is up to the G.M. to either make up a result of similar magnitude, or roll again on Chart A.

On the Exceptional Hit Chart, one will find effects labeled with a "+". These are permanent effects, and once the damage has healed normally, they become the true form of the individual. For instance, when the 1-4 points of damage has healed from the removal of an ear, the individual will most likely be earless for the rest of his/her/its days. Permanent effects can be healed only by great magic such as clerical cures for critical wounds, regeneration, psychic forms of cell reconstruction, or other methods of that strength. Wounds that have healed over are even more difficult to repair, and lost limbs sometimes require wishes to restore if the stump has been cauterized or left to heal normally.

As with the Fumble Chart, if an effect is not possible, it is up to the G.M. to determine an



Bandits are no threat to Master Yuji.

effect of similar severity, or roll again. This may occur often in the case of monsters, since the Exceptional Hit Chart is constructed for use with humanoids. The G.M. must remember that a 6' tall human will not be likely to hit a 20' giant on the head with his scimitar. The body parts of a monster may be treated as a fitting humanoid part or appendage. For instance, wings or tentacles or forelegs may be likened to arms. A snake-monster would only have a head and torso to hit exceptionally. You may want to construct Exceptional Hit Charts for monsters, but the task will doubtless, prove tedious.

* * *

Well, I see by the writing on my parchment that Zorin has time-stopped me again and left me no room to tell you how I slew 23 ogres single-handedly. I have no like for his abstract theory. After all, the only way to understand combat is to fight!

Another innovative part of Zorin's New System is hit placement. Admittedly, it is not within the bounds of the fantasy-world I am part of, to specify exactly where a blow strikes, but there have been many times when I have wanted to aim for a certain area. For instance, one might want to aim for the arm of a creature to knock an object from its grasp. Before I get into the nitty-gritty of hit placement, let me explain about damage.

Damage to characters or monsters is represented, as you surely know, by hit points. An individual possesses a certain number of hit points, and if these are reduced below 0, the individual dies. It is not generally explained how hit points are depleted beyond the simple, "You are bitten by the beast for 6 hit points of damage." As a warrior I am a fan of blood and gore; most Masters are not. Detail beyond the occasional exceptional hit is not needed and is not playable in a fantasy world.

Damage takes the form of battering in general: cuts, bruises, bleeding, scrapes, etcetera. Exceptional hits that occur occasionally give a more realistic picture and remind Masters that we characters really do feel pain when we are sent into battle.

Obviously, if a great deal of damage is done by a blow and a minor exceptional hit such as "thumb sprained" is also indicated, the exceptional hit is not the only damage done. One does not die from a sprained thumb or even a removed thumb, as hideous as that may sound to those not used to such things. In such a case, the major part of the damage is not in the thumb area, it is in the "battering in general" area, which can account for part or all of one's hit points in damage.

As for hit placement, let me tell you as an experienced warrior that it is very difficult to aim for a specific area of an opponent while in combat. An ordinary hit is placed wherever there is an opening. A specific hit means that one must pass up all openings in areas besides that specific area. Because of this, a large subtraction from the "to hit" roll is taken. Although for a fighter such as I, these subtractions are minimal because of my skill.

Specific Hit Chart

<u>Area</u>	<u>Subtraction from hit roll</u>
Arm	-7, -11 if shield arm
Wing	-4
Leg	-6
Head	-10, -12 if helm worn
Upper torso	-5, -7 if shield used
Lower torso	-6
Tail	-6

Damage from a specific hit is normal unless a 19 is rolled on the luck die, in which case damage

is increased 50%. If an exceptional hit is indicated from a specific hit, it will be in the specified area.

One must take each specific hit case by case as with exceptional hits. A dwarf with a sword is not likely to hit a rearing dragon in the head.

If the Fumble Chart indicates that weapon breakage may occur, or if a weapon is struck against a hard object (of armor class 3 or better) with combat force (when an 18 or greater is rolled on the luck die), the Weapon Breakage Chart must be consulted. As Zorin tells me, weapons of different materials have different "weapon substance constants". These vary from 0 for the most brittle, stone, to 16 for the almost indestructible adamantine steel. If the weapon is magical, any "pluses" or "minuses" are taken into account. The Weapon Breakage Chart is far simpler than the formula it was generated from, but Zorin will have me include both.

Weapon Substance Constants

Stone: 0 Wood: 2 Bone: 3 Copper: 6
 Bronze: 7 Iron: 9 Steel: 11 Mithril: 14
 Adamantine steel: 16

- 1) Let: S = Strength score
 W = Weapon substance constant
 P = Weapon plus or minus, if any
 %B = Percent chance of breakage

$$\%B = ([(S - W)^2 + S - W] / 4) - P,$$

rounding down

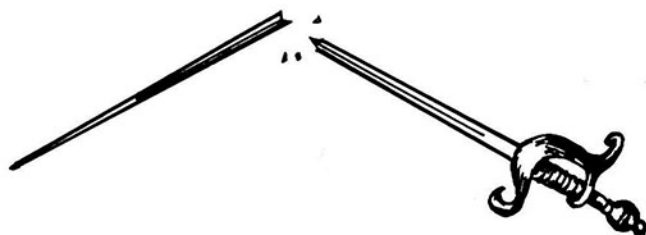
For instance, I have a strength of 18 and wield a +2 mithril broadsword. If I fumble and smash my sword into a stone pillar, I have the following chance of destroying my magnificent blade:

$$\%B = ([(18 - 14)^2 + 18 - 14] / 4) - 2$$

Weapon Breakage Chart

Subtract 1% for each plus of the weapon.

25	162	138	126	95	85	68	52	33	22
24	150	126	115	85	76	60	45	27	18
23	138	115	105	76	68	52	39	22	14
22	126	105	95	68	60	45	33	18	10
21	115	95	85	60	52	39	27	14	7
20	105	85	76	52	45	33	22	10	5
19	95	76	68	45	39	27	18	7	3
S 18	85	68	60	39	33	22	14	5	1
t 17	76	60	52	33	27	18	10	3	0
r 16	68	52	45	27	22	14	7	1	0
e 15	60	45	39	22	18	10	5	0	0
n 14	52	39	33	18	14	7	3	0	0
g 13	45	33	27	14	10	5	1	0	-1
t 12	39	27	22	10	7	3	0	0	-3
h 11	33	22	18	7	5	1	0	-1	-5
10	27	18	14	5	3	0	0	-3	-7
9	22	14	10	3	1	0	0	-5	-10
8	18	10	7	1	0	0	-1	-7	-14
7	14	7	5	0	0	0	-3	-10	-18
6	10	5	3	0	0	-1	-5	-14	-22
5	7	3	1	0	0	-3	-7	-18	-27
4	5	1	0	0	-1	-5	-10	-22	-33
3	4	0	0	-1	-3	-7	-14	-27	-39
	0	2	3	6	7	9	11	14	16
	W Value								



$$\begin{aligned}
 &= ([4^2 + 4] / 4) - 2 \\
 &= ([16 + 4] / 4) - 2 = 5 - 2 \\
 &= 3\%
 \end{aligned}$$

Using the same example, the chart gives us an unadjusted chance of 5% from a strength of 18 and W value of 14. We subtract 2% from that for the +2 of my weapon. This gives us again a 3% chance of weapon breakage. If breakage is indicated, the weapon will shatter, leaving it effectively useless. If a roll of up to 2% above the weapon breakage percentage results, this indicates that the weapon is not broken but is chipped and cracked and will certainly break at the next weapon breakage check. Chipped and cracked weapons can be repaired much more easily than broken ones, which are often beyond hope.

Armor may be damaged much the same way that weapons can. Now let me tell you about the time my plate mail was destroyed when I single-handedly battled 23 ogres...

* * *

Zorin's note: armor damage may occur if the armor receives a blow which is especially severe. Blows of this kind are indicated when a hit is made against the armor, and an 18 or greater is scored on the luck die. Falls, or blows from very large weapons or attackers may also be considered for armor damage at the G.M.'s discretion. Damage takes the form of tears and rends in the armor. Damaged armor is not necessarily destroyed, but its effective protection is lowered. This damage is permanent until repaired.

The percent chance for armor damage is given by the following formula or the Armor Damage Chart.

- 2) Let: A = Armor class without shield
 %D = Percent chance of damage

Chance of Armor Damage

<u>Armor Type</u>	<u>% Chance of Damage</u>
10	42
9	40
8	38
7	36
6	34
5	32
4	30
3	28
2	26
1	24
0	22
-1	20
-2	18
-3	16
-4	14
-5	12
-6	10
-7	8
-8	6
-9	4
-10	2

$$\%D = (2A + 22)\%$$

If a shield is used, there is a 20% chance that the will take the damage rather than the armor. Damage, if indicated, is determined on the following table by a percentile roll.

Severity of Damage to Armor	
01-50	1 class lower
51-80	2 classes lower
81-95	3 classes lower
96-100	4-7 classes lower (1 die 4 + 3)

These numbers indicate the armor class rating loss in the armor. If a suit of chain mail (normally AC 5) is damaged, and becomes 3 classes lower, its new armor class rating becomes AC 8 (AC 5 + 3 = AC 8). If the armor is magical, the magical bonus is included in the armor class rating before subtracting damage. For example, if +2 plate (AC 1) is damaged and becomes 4 classes lower, it is AC 5 (AC 1 + 4 = AC 5). Even if the armor were lowered to AC 9 it would still be enchanted at +2, but would be so damaged that the pluses would be ineffective until the rends were repaired (although the +2 would still be in effect for all other considerations such as saving rolls). If armor is bashed in so badly that it is lowered below AC 9, it is past repair and is useless. Magical armor loses its enchantment in this case. Under no circumstances can armor be lowered beyond AC 10. Note: when lowering the AC rating of damaged armor, the dexterity and other AC bonuses should not be considered; only the armor and any magical pluses it provides are in question.

If a shield is damaged rather than armor, it is destroyed (unless it is magical, in which case 1 plus is lost for each AC rating it is lowered by). A magical shield is destroyed when it is lowered 1

more plus than it has. Thus if a +3 shield is damaged to the extent that it loses 4 pluses, it is destroyed.

If an individual is not wearing armor or shield, or is wearing armor which is irreparable and useless, armor damage is not considered. It affects only armor or shield, and no other form of protection.

* * *

That slimy wizard time-stopped me again! I can think of a few things I'd like to do to him when he gets too old and addled to cast spells. Well, my great, great grandchildren will probably be buried by then... Ahh, I didn't notice... he left me dinner while I was frozen in time. Maybe he's not such a bad old geezer after all. Anyway, he'll surely turn me into a roach if I keep on wasting parchment like this.

This is the last part of my writing on combat. After I am done with this, I will collect my reward from Zorin (you didn't think I would do this for free, did you?), the Armor of Invincibility! The armor is like liquid metal, but cool and hard as adamantine steel! Wearing it, I might even withstand the flames of the evil Archmage Aletar...

It is right that I speak of withstanding great peril, for I will now discuss *saving rolls*. I am sure you are familiar with rolls of this type, and I have little to add. A saving roll is made on a 20 sided die when necessary. That is, when in a situation where luck, willpower, and agility might save one's neck. Zorin tells me that the godlike Masters believe that one deserves a chance, no matter how slim. It is this luck that allows one to survive the bite of a poisonous snake or partially dodge the blast of a mage's flames. The actual chance of one being lucky and dexterous enough to dodge balls of fire, resist spells, or be unaffected



by poison depends on one's class, among other adjustments, as you must already know. However, when spells are to be saved against, spell level is taken into account. For every 3 levels of spell, 1 is added to the number needed to make one's saving roll. Also, the level difference between the spellcaster and the victim attempting to save against the spell adjusts the number needed to save. For every 3 levels of the spellcaster above or below the level of the victim, 1 is added to or subtracted from the number needed to save, or so Zorin tells me. All this math is below my warrior's mind -all I need math for is counting the bodies of my foes and the pieces of gold in my satchel.

Anyway, that math stuff is right down there in the Saving Roll Table. I remember that time I fought that miserable cur of a mage, Rantal (don't worry, Zorin, I'm making this short). Why it wasn't 10 minutes after Tirra and I met the slime roaming the streets of Quartermoon before he tried to charm me with a spell. I was a fighter of but seventh level at the time, and needed a base 17 minus my level adjustment. The adjustment for victim level is:

- 3) Let: V = Level of victim
A = Adjustment of victim

$$A = -V / 3, \text{ rounding down}$$

So, with the notes Zorin gave me, $-7 / 3 = -2 \frac{1}{3}$, rounded down = -2. That brings my number needed to save from base 17 to $17 - 2 = 15$. I got an additional adjustment to my save for my +1 plate mail (which has since been destroyed). Magical "pluses" like those from armor which help one resist attack are actually subtracted (I told you math doesn't make any sense) from the saving throw needed. That means my +1 armor gives me a $15 - 1 = 14$ needed to save. Rantal's feeble spell was only first level and the adjustment for level of spell

Saving Roll Table

	Magic/Spell	Poison	Breath	Gaze	Small Item	Large Missile	Cleric Missile	Illusion Spell	Illusion
Assassin	17	11	15	15	16	13	14	17	18
Bard	16	14	14	15	15	14	15	15	18
Cleric	15	15	14	13	15	15	15	14	16
Druid	15	15	14	14	14	15	16	14	16
Fighter	17	14	13	15	16	14	15	16	18
Illusionist	16	16	16	13	15	14	14	15	15
Mage	15	16	16	13	14	16	17	15	16
Monk	17	14	14	14	16	14	15	16	17
Normal	19	17	17	17	18	17	18	18	19
Paladin	16	16	13	15	15	14	15	15	17
Ranger	16	14	13	14	15	14	15	15	17
Thief	18	13	15	16	17	13	14	17	18

Adj. for victim level: $-V / 3$

Adj. for spell level: $S / 3$

Adj. for level difference of spellcaster
and victim: $\Delta L / 3$

is:

- 4) Let: S = Spell level
 A = Adjustment of victim

$$A = S / 3, \text{ rounded down}$$

In this case (I hope these notes are right), $1 / 3 = 1/3$, rounded down = 0. His level, though, was higher than mine by 4. The adjustment for level difference in spellcaster and victim is:

- 5) Let: ΔL = Level of spellcaster minus
 level of victim
 A = Adjustment of victim

$$A = \Delta L / 3, \text{ rounded down}$$

His level, 11, minus my level at the time, 7, equals 4. So, $\Delta L = 4$. $4 / 3 = 1 \frac{1}{3}$, rounded down = 1. 1 is added to my saving roll needed: $14 + 1 = 15$. With all adjustments accounted for, I needed a roll of 15 or greater in 20. Unfortunately I rolled a 9 and succumbed to his treachery that, in the end, almost led to the downfall of myself and Lady Tirra in our Dragonsback Castle.

I hope you find this New System of combat as fair and enjoyable as I do. May your sword be ever-sharp, and may your armor ever remain unrent.

Fumble Chart A

- 01-25 Lose balance, roll on Chart B.
 26-40 Weapon may slip from grasp, roll on Chart C. If not possible, roll on Chart B.
 41-55 Hit timing off, personal or weapon damage may result, roll on Chart D.
 56-70 Weapon entangled, roll on Chart E.
 71-90 Normal miss, but defense is impaired, roll on Chart F.
 91-99 Poor aim, may hit others. Roll on Chart G. If not possible, roll on Chart B.
 00 Very unlucky, random results. Roll on Chart H.

Fumble Chart B

- 01-30 Turn in random direction, lose dexterity bonus for AC if back or rear flank is toward opponent.
 31-65 Make dexterity roll or fall and lose next attack and dexterity bonus for AC.
 66-80 Make dexterity roll at 1/2 or lose attack as above.
 81-93 Fall and lose next attack and dexterity bonus for AC.
 94-97 Fall and stun oneself for 1-4 intervals, lose dexterity bonus for AC.
 98-99 As above, but also roll on Chart C.
 00 As above, roll instead on Chart H.

Fumble Chart C

- 01-35 Make dexterity roll or weapon slips from grasp and next attack is lost.
 36-65 As above, but dexterity roll at 1/2.
 66-80 Weapon slips from grasp, next attack is lost.
 81-93 Make dexterity roll at 1/2 or weapon hits nearby inanimate object and slips from grasp. Check for weapon breakage. Next attack is lost.
 94-97 Opponent may grab and take weapon instead of next attack.
 98-99 Weapon slips from grasp, next attack is lost. Roll on Chart B.
 00 As above, instead roll on Chart H.

Fumble Chart D

- 01-50 Hit timing off, make dexterity roll or hit self.
 51-90 Hit timing off, make dexterity roll or hit ground or nearby inanimate object.
 91-99 Hit timing off, make dexterity roll or hit self. Also roll on Chart B.
 00 As above, but roll on Chart H.

Fumble Chart E

- 01-20 Make dexterity roll or weapon becomes entangled in clothing* (damage to clothing); no attack for 0-3 intervals.
 21-30 Make dexterity roll at 1/2, as above.
 31-45 Make dexterity roll or 50%-100% of upper clothing* (includes armor) is torn from body; no attack for 0-3 intervals.

Fumble Chart E continued

- 46-60 Make dexterity roll or 50%-100% of lower clothing* (includes armor) is torn and entangled in legs; make dexterity roll again at 1/2 or fall and lose attack and dexterity bonus for AC for 1-4 intervals.
- 61-65 Make dexterity roll or knock shield from grasp.
- 66-95 Make dexterity roll or trip self with weapon, fall and lose next attack and dexterity bonus for AC.
- 96-99 Make dexterity roll or knock off helm.
- 00 Make dexterity roll at 1/2 or trip self with weapon, fall and lose next attack and dexterity bonus for AC. Also roll on Chart H.

* If no clothing, long hair, etcetera, roll on Chart B.

Fumble Chart F

- 01-30 Open self for attack, +4 on AC.
- 31-60 Open head for attack, opponent may use specific hit with no penalty.
- 61-90 Open weapon arm for attack as above.
- 91-00 Opponent may use specific hit with no penalty on any area.

Fumble Chart G

- 01-50 Attack directed at random target, roll to hit at -2. If not possible, roll on Chart D.
- 51-65 Backswing or follow-through miscalculated, roll to hit random target on rear flank at -4.
- 65-00 Attack directed at random target, roll to hit at -2. If not possible, roll on Chart D. Also roll on Chart B.

Fumble Chart H

- 01-20 Weapon flung as far away as strength allows.
- 21-30 Non-magical weapon breaks, check for weapon breakage if magical.
- 31-50 Hit self.
- 51-65 Stumble towards enemy, who may hit automatically (if within hand-to-hand combat range).
- 66-80 Twist ankle, 1/2 dexterity for 1-4 rounds.
- 81-90 Tear upper clothing off (see Chart E), lose next 2 attacks.
- 91-99 Tear lower clothing off (see Chart E), fall and lose attack and dexterity bonus for AC for 1-4 intervals.
- 00 Exceptionally hit self.



Exceptional Hit Chart

Directions: roll percentile dice to determine the body placement of the exceptional hit, then roll on the chart for the body area indicated. If the damage indicated by the table could fall on either the right or left side of the body, a 50%-50% roll must be made.

Body Placement of Exceptional Hit:

Head	01-10
Arms	11-25
Torso	26-70
Legs	71-00

Head:

Location & Description	Damage
<u>01-07</u> Ear+	1-4
Ear removed: 50%-100% hearing loss.	
<u>08-10</u> Eye+	1-2
One eye ruined: blinded.	
<u>11-15</u> Eyes, both+	2-4
Both eyes ruined: blinded.	
<u>16-17</u> Face+	2-8
Side shaved off: includes much of mouth, nose, and ear. -8 charisma.	
<u>18-22</u> Forehead	1-4
Gashed: blood in eyes. Blinded for 1-6 intervals.	
<u>23-37</u> Head, general	1-4
Stunned: sees stars and cannot fight for 1-6 intervals.	
<u>38-42</u> Head, general	1-6
Minor concussion: stunned as above for 1-10 intervals; 30% chance of being knocked out for	

Head cont.:		
Location & Description		Damage
1-6 rounds; 10% chance of amnesia lasting 1-6 turns.		
<u>43-48</u> Head, general		2-8
Moderate concussion: stunned for 4-16 intervals; 70% chance of unconsciousness lasting 1-10 rounds; 20% chance of amnesia lasting 1-6 hours.		
<u>49-55</u> Head, general		2-12
Major concussion: unconscious for 2-20 rounds; amnesia for 6-48 hours, 25% chance of being permanent; 10% chance of coma for 1-4 days.		
<u>56-65</u> Head, general+		
Brain damage, varied results:		
<u>01-10</u> Amnesia: 50%-100% of memory lost.		1-4
<u>11-49</u> Death.		All
<u>50-59</u> Incoherence: the victim is unable to think coherently; intelligence effectively lowered to 4.		1-6
<u>60-69</u> Insanity: type and extent G.M.'s discretion.		1-4
<u>70-79</u> Intelligence lowered 1-6 points.		1/int. point
<u>80-84</u> Motor ability (dexterity) lowered 1-6 points.		1/dex. point
<u>85</u> No adverse effect.		1-2
<u>86-90</u> Total paralyzation: all voluntary muscle control lost.		1-8
<u>91-95</u> Speech loss: all speech is garbled by stuttering.		1-4
<u>96-00</u> Roll twice on this table.		---
<u>66-67</u> Head, general		All
Skull crushed: death.		
<u>68-69</u> Jaw		2-12

Head cont.:		
Location & Description		Damage
Bone severed: lower half of mouth removed; -6 charisma.		
<u>70-74</u> Mouth	Teeth knocked out (1-6).	1/two teeth
<u>75-77</u> Neck	Head removed: death.	All
<u>78-81</u> Neck+	Neck broken: 50% chance of total paralyzation below neck, otherwise death.	3-18/ All
<u>82-85</u> Neck, front	Esophagus crushed: pass out in 1-2 rounds; death in 1-4 rounds thereafter.	1-8
<u>86-87</u> Neck, side	Artery severed: bleed to death in 1-10 intervals.	1-6
<u>88-89</u> Neck, front+	Vocal cord ruined: total voice loss.	1-8
<u>90-97</u> Nose+	Nose ruined: -3 charisma; breathing impaired, constitution -1.	2-8
<u>98-99</u> Tongue+	Tongue removed: speech impossible.	2-8
<u>00</u>	Roll twice on above table.	---

Arms:

Location & Description		Damage
<u>01-10</u> Arm, general	Arm impaled: pinned to nearby object (if any). Roll die 8 for hit location:	2-12
<u>1-2</u> Hand		
<u>3-5</u> Forearm		
<u>6-8</u> Upper arm		

Arm cont.:		
Location & Description		Damage
<u>11-15</u> Elbow		
Elbow smashed: varied results.		
<u>1-2</u> Broken: arm unusable for 5-8 weeks.		1-8
<u>3-7</u> Funny bone smashed: arm unusable for 2-8 intervals.		1-2
<u>8-10</u> Sprained: arm unusable for 1-6 days.		1-6
<u>16-45</u> Forearm		
Forearm takes bad blow: varied results:		
<u>1</u> Wrist artery cut: die in 1-8 rounds.		1-6
<u>2-3</u> Broken: arm unusable for 4-7 weeks.		1-10
<u>4</u> Muscle damage: arm unusable 3-12 weeks.		3-12
<u>5</u> Nerve damage+: arm unusable below wound.		1-8
<u>6-7</u> Sprained: arm unusable for 1-4 days.		1-2
<u>8</u> Tendon severed+: hand unusable.		1-4
<u>9-10</u> Removed+: arm severed, die in 1-8 rounds.		3-18
<u>46-65</u> Hand		
Hand takes bad blow: varied results:		
<u>1</u> Broken: 1-4 fingers unusable for 4-7 weeks.		1/ finger
<u>2</u> Broken: thumb, as above.		1-2
<u>3</u> Nerve damage+: 1-5 fingers unusable.		1-2
<u>4-5</u> Fingers removed+: 1-5.		1/ finger
<u>6-9</u> Fingers sprained: 1-5 unusable for 1-4 days.		1/ finger
<u>10</u> Tendons cut+: 1-5 fingers		1-4

Arm cont.:		
Location & Description		Damage
	unusable.	
<u>66-00</u>	Upper arm	
	Upper arm takes bad blow: varied results.	
<u>1-2</u>	Artery cut: die in 1-8 rounds.	1-6
<u>3-5</u>	Broken: unusable for 5-8 weeks.	1-10
<u>6</u>	Nerve damage+: unusable.	1-4
<u>7</u>	Removed+: arm severed, die in 1-8 rounds.	4-24
<u>8-9</u>	Sprained: unusable for 1-4	1-8
<u>10</u>	Muscle damage: unusable for 1-4 weeks.	4-16

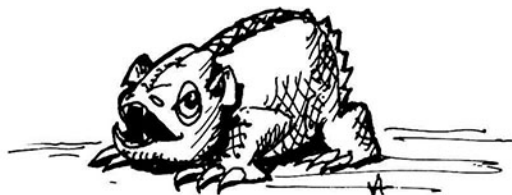
Torso:		
Location & Description		Damage
<u>01-08</u>	Buttock+	3-18
	Buttock removed: unconscious for 1-3 turns; movement slowed to 30% of normal rate.	
<u>09-11</u>	Chest+	2-12
	Lung punctured: breathing difficulty; -2 constitution.	
<u>12-26</u>	Chest+	3-12
	Muscle damage: -2 strength in upper body; if female, damage is double (breast removed).	
<u>27-46</u>	Chest	1-4
	Wind knocked out: stunned for 1-4 intervals.	
<u>47-62</u>	Chest/back	1-10
	Weapon stuck in bone: 15 or greater strength required to remove.	
<u>63-65</u>	Chest, left	All
	Heart pierced: death	

Torso cont.:		
Location & Description		Damage
<u>66-68</u> Chest, lower+	Diaphragm damaged: breathing impaired; 20% chance of suffocation; -4 constitution.	2-8
<u>69-72</u> Groin+	Genitals removed: unconscious for 1-4 turns; if female, hard blow received: stunned for 1-4 intervals and 1/2 damage.	3-18
<u>73-87</u> Side	Ribs broken: 1-10 broken.	2/rib
<u>88-90</u> Spine+	Spine damaged: varied results:	
<u>1-2</u> Death in 1-10 intervals, no movement possible.		All
<u>3</u> Dexterity and strength halved.		2-12
<u>4</u> Paralyzed from waist up.		3-18
<u>5</u> Paralyzed from waist down.		3-18
<u>6</u> Paralyzed on left side.		3-18
<u>7</u> Paralyzed on right side.		3-18
<u>8-10</u> Total paralyzation		2-24
<u>91-94</u> Torso, general	Internal damage: die in 1-6 turns; fighting is impossible.	3-36
<u>95-00</u> Torso, general	Impaled: pinned to nearby object, if any.	3-30

Legs:		
Location & Description		Damage
<u>01-03</u> Ankle	Takes bad blow: varied results:	
<u>1-2</u> Achilles tendon+: severed; walking difficult.		1-3
<u>3-5</u> Broken: cannot walk on foot for 4-7 weeks.		1-8
<u>6-7</u> Removed+: foot removed at		

Leg cont.:		
Location & Description		Damage
ankle; death in 1-6 rounds.		3-12
<u>8-10</u> Sprained: cannot walk on foot for 1-4 days.		1-8
<u>04-20</u> Foot		
Foot takes bad blow: varied results:		
<u>1</u> Broken: cannot walk on foot for 4-6 weeks.		1-8
<u>2</u> Nerve damage+: 1-5 toes unusable; if more than 3 affected, limp will result.		1-4
<u>3-4</u> Sprained: cannot walk on foot for 1-4 days.		1-8
<u>5</u> Toes broken: 1-5 toes.		1/toe
<u>6-7</u> Toes removed: 1-5 toes; if more than 3, limp will result.		1/toe
<u>9-10</u> Toes sprained: 1-5 toes.		1/toe
<u>21-25</u> Kneecap		
Takes bad blow: varied results:		
<u>1</u> Broken: leg unusable for 6-9 weeks.		1-10
<u>2-4</u> Sprained: leg unusable for 5-8 days.		1-8
<u>26-35</u> Leg, general		
Leg impaled: pinned to nearby object.		4-16
<u>1-2</u> Foot		
<u>3-5</u> Lower leg		
<u>6-8</u> Upper leg		
<u>36-65</u> Leg, lower		
Takes bad blow: varied results:		
<u>1-3</u> Broken: cannot walk on leg for 5-7 weeks.		2-12
<u>4-5</u> Muscle damage+: limp results.		4-16
<u>6</u> Nerve damage+: leg useless below wound.		1-4
<u>7</u> Removed+: leg removed below		4-24

Leg cont.:		
Location & Description		Damage
wound; death in 1-8 rounds.		
<u>8-10</u> Sprained: cannot walk on leg for 4-7 days.		1-10
<u>66-00</u> Leg, upper		
Takes bad blow: varied results:		
<u>1</u> Artery severed: die in 1-4 rounds.		1-10
<u>2-3</u> Broken: cannot walk on leg for 5-7 weeks.		4-16
<u>4</u> Muscle damage+: limp results.		3-18
<u>5</u> Nerve damage+: leg useless below wound.		1-4
<u>6</u> Removed+: leg removed below wound; death in 1-4 round.		3-36
<u>7-10</u> Sprained: cannot walk on leg for 4-7 days.		2-12





A

CHAPTER V · New Spells

by Zorin Greystar

The time comes for every mage when a life of adventure grows tiresome. Through the years I have adventured less and less, and spent much of my time entombed in my library researching the arcane. As a result of the past eight score and nineteen years of seclusion I have composed thirty-nine new spells. Mages are trained in a tight-lipped manner, and are therefore loath to disclose any secrets, especially spells, without great compensation.

Having obtained everything I could want in the way of riches and magic, there is nothing anyone could pay me to part with my secrets. Thus, there is no reason I should keep these to myself (they certainly cannot be used against me); I disclose this small excerpt from my spellbook freely. Many of these spells may even be granted Clerics by their dieties. Of course, I do not release anything with which you could do widespread and long-lasting damage such as my more powerful temporal acceleration and reversal spells, and the ever-feared Storm of Chaos.

I have pontificated enough; here are the spells:

New Spells by Level and Name

<u>Level</u>	<u>Name</u>
1	Dispel Type I
1	Magical Missile Type I
2	Cat Sleep
2	Magical Missile Type II
3	Daera's Concentration Spell
3	Detect Life
3	Dispel Type II
3	Secret Writing
4	Empathy/Atrophy
4	Interrupt
4	Magical Armor
5	Breathe/Suffocate
5	Improved Fly
5	Protection from Gases
5	Protection from Liquids
6	Protection from Cold/Fire/Lightning
7	Delay
7	Protection from Curses
7	Protection from Normal Weapons
7	True Sight
8	Strengthen/Lessen Attributes
8	Tactile Protection
9	Final Strike
9	Teleportation Type II
9	Zaardoz's Spell of Soul Stealing
10	Elessa's Adamantine Arrows
10	Improved Shield
10	Protection from Detection/Location
10	Zorin's Spell of Permanent Shape Change
10	Zorin's Spell of Storing
11	Anti-Magic Shell Type II
11	Negative/Positive Projection
11	Permanency Type II
11	Teleportation Type III
11	Zorin's Instant Summons
12	Contact Positive/Negative Force
12	Dirkhand's Endurance Spell

12 Indestructability
12 Time Stop Type II

DISPEL TYPE I (m/c)

Level: 1 Components: s
Saving Roll: none Range: 3" + 1"/level
Duration: instantaneous
Magical Casting Time: 1 segment
Clerical Casting Time: 1 segment
Area of Effect: special

This spell affects spells cast by the spellcaster only. When cast at an existing spell, it automatically negates it. If the spell to be dispelled is a combination of 2 or more spells cast by different spellcasters, only the part cast by the dispelling spellcaster will be negated. The only exception are permanent spells: if a spell cast by Tala is made permanent by Sharra, Tala cannot dispel it with Dispel Type I (but Sharra can dispel the permanency, and therefore Tala's spell). Note: This spell can dispel only 1 spell at a time, and only the one intended to be dispelled.

MAGICAL MISSILE TYPE I (m)

Level: 1 Components: v,s
Saving Roll: none Range: 5"
Duration: instantaneous
Magical Casting Time: 1 segment
Clerical Casting Time: n/a
Area of Effect: 1 target

This is one of the greatest offensive spells for a low-level mage. Upon casting, a glowing green comet-like missile 3" in diameter issues from the mage's hand. The missile will strike any 1 target

for 2-5 hit points of damage, regardless of armor type. The target must be seen by the caster at the time of casting. Magical missiles never miss. The missile dissipates upon striking its target or reaching its maximum range.

CAT SLEEP (m)

Level: 2 Components: v,s
 Saving Roll: none Range: touch
 Duration: until wakened
 Magical Casting Time: 2 segments
 Clerical Casting Time: n/a
 Area of Effect: 1 creature

When touched, the recipient of this spell is able to sleep as lightly as a cat. He or she will be able to hear any out of the ordinary noises and be treated as if awake for purposes of surprise, initiative, and attack. Rest gained while sleeping is normal.

MAGICAL MISSILE TYPE II (m)

Level: 2 Components: v,s
 Saving Roll: none Range: 5" + 1"/level
 Duration: instantaneous
 Magical Casting Time: 1 segment
 Clerical Casting Time: n/a
 Area of Effect: 1 target/missile

This spell is much like Magical Missile Type I, but multiple missiles can be cast. 1 missile per 2 levels of the mage shoots from the hand or hands. As with its first-level counterpart, all targets of this spell must be seen. These missiles will always strike their targets, regardless of armor type. 2-5 hit points of battering damage are done by each

missile. Note that all targets must be predetermined before the spell is cast. For example, a mage is attacked by a band of brigands. He cannot simply direct his missiles at the leader until he dies and then move his fire to other targets. The mage must decide beforehand how many missiles are to strike which targets. Magical missiles fly at such a rapid rate that their exact number is not discernable to observers or victims. That is, one cannot tell a mage's level by how he or she casts this spell.

DAERA'S CONCENTRATION SPELL (m/c)

Level: 3 Components: v,s
 Saving Roll: none Range: 0
 Duration: 1 round + casting time of next spell
 Magical Casting Time: 1 segment
 Clerical Casting Time: 2 segments
 Area of Effect: caster only

When cast up to 1 round before another spell, it allows the caster to concentrate on remembering and casting that spell only. Only when that next spell is remembered and cast will the caster's attention widen to other things, such as damage or attackers. The only thing that will stop the casting of that certain spell is his or her death or incapability to cast it. Magical fumbles are not possible while this spell is in use. Movement is for casting purposes only. No dodging is possible (dexterity bonuses lost and -2 to armor class). For example, Daera could cast this spell, remember Lightning spell, and cast it under a rain of arrows that could have caused her to fumble. Note: another spell must be started within 1 round, or the concentration spell is negated.

DISPEL TYPE II (m/c)

Level: 3 Components: v,s
 Saving Roll: none Range: 1/2"/level
 Duration: special
 Magical Casting Time: 3 segments
 Clerical Casting Time: 6 segments
 Area of Effect: special

This spell affects any one spell, and some magical items. When cast at a spell currently in effect, there is a base 25% chance of negating it. If only the existence of magic is known, rather than the name or effects of the spell(s), the lowest level spell in the area to be affected is attempted to be dispelled first. The adjusted chance for dispelling spells is found by the formula below:

L = Level of the mage attempting to dispel

C = Level of the caster of the spell to be dispelled

S = Level of the spell to be dispelled

% chance to dispel = $5(L - C) - S + 25$

Note: if a spell depending on another spell to maintain functioning is to be dispelled, (such as a permanent or extended spell) consider the level of the maintaining spell and the level at which it was cast. E.g. A Breathe spell cast by a tenth level mage is made permanent by a twentieth level mage. If it is to be dispelled, consider only the level of the Permanency Type II spell and the 20 levels of its caster.

For magical items to be dispelled, consider the level at which the item functions, or if there is no functioning level, the level of the mage who created it. The adjusted chance for dispelling magical items is found by the formula below:

L = Level of mage attempting to dispel
 I = Functioning level of item (or level at
 which it was made)
 P = Any "plusses" the item has

% chance to dispel = $5(L - I - P) + 25$

Magical items so dispelled will cease to function for 2 segments per level of mage dispelling. Note: items are not considered magical unless an enchantment has been made. Multiple spells cast on an object are dispelled individually.

DETECT LIFE (m/c)

Level: 3 Components: v,s
 Saving Roll: none Range: 3"
 Duration: 1 round/2 levels of caster
 Magical Casting Time: 3 segments
 Clerical Casting Time: 6 segments
 Area of Effect: 1" path, 3" long

The caster can detect the presence of any life within the area of effect. The caster can rotate the path of the spell 180 degrees per round (one could search in a complete circle in 2 rounds). Stone 1' thick, metal 1 inch thick, or wood 3' thick will block the spell. Note: the caster only knows whether or not life exists within the area of effect. How many or what type of life is unknown. However, larger life forms can be differentiated from very small ones, e.g. microbes.

SECRET WRITING (m)

Level: 3 Components: v,s
 Saving Roll: none Range: touch
 Duration: instantaneous



Zaardoz and Moondog ascend Rhynon.

Magical Casting Time: 1 round

Clerical Casting Time: n/a

Area of Effect: 1 page of writing/level of caster

This spell alters writing so as to make it unreadable by any but the caster. Once touched, all writing on the page(s) blurs, smears, and changes. Only the caster will be able to read it normally. This spell cannot be dispelled because the writing is actually changed, and the magic is gone once cast. The reverse of the spell, Manifest Writing, makes normal any writing altered by the spell if cast by a mage of equal or higher level than the original caster of the Secret Writing.

EMPATHY/ATROPHY (m/c)

Level: 4 Components: v,s

Saving Roll: none Range: touch

Duration: instantaneous

Magical Casting Time: 8 segments

Clerical Casting Time: 4 segments

Area of Effect: creature touched

The Empathy Spell allows the caster to transfer all damage, diseases, etcetera, in any living creature that the caster touches to his/her own person. All ailments will instantly be accrued to the caster, and will possibly kill him if the damage is too great. Note that even if the amount of damage to be removed is greater than the caster can sustain, all of it will be removed before he is slain. This spell will not affect magical ailments such as curses, nor will it affect dead creatures. If the spell recipient has physical damage as well as disease, both are removed and transferred to the caster. Partial healing is not possible. The reverse of the spell, Atrophy, transfers all of the mage's damage to the creature touched in a like manner as

empathy (although if the creature is touched, it receives a saving throw versus spells).

INTERRUPT (m)

Level: 4 Components: v,s
 Saving Roll: neg. Range: 3"
 Duration: instantaneous
 Magical Casting Time: 2 segments
 Clerical Casting Time: n/a
 Area of Effect: 1/2" radius

By casting this spell, a mage can interrupt the mana flow of spellcasters of all types within the area of effect. Each spellcaster in the affected area must save versus spells or consult the Spellcasters' Fumble Chart.

MAGIC ARMOR (m)

Level: 4 Components: v,s
 Saving Roll: none Range: 0
 Duration: 1 turn/level
 Magical Casting Time: 4 segments
 Clerical Casting Time: n/a
 Area of Effect: caster

By use of this spell the caster can raise his/her armor class base. A magical barrier is brought into being about his/her person as if armor were being worn. The new armor class is determined by the following equation:

$L = \text{Level of caster}$

$\text{New armor class} = 10 - (L / 2), \text{ round down}$

All AC bonuses from dexterity, protection devices,

etcetera, apply normally. In all respects the mage is wearing weightless, bulkless armor. The spell, however, does not create a shield or helm. AC 0 is the maximum base attainable with this spell.

BREATHE/SUFFOCATE (m/c)

Level: 5 Components: v,s
 Saving Roll: none Range: touch
 Duration: 3 turns/level
 Magical Casting Time: 5 segments
 Clerical Casting Time: 1 round
 Area of Effect: 1 creature

This spell allows the recipient, when touched, to breathe without the use of lungs (or gills, in the case of an aquatic creature). He or she need not open his or her mouth. After the spell expires, the recipient may hold his/her breath for 3 spell segments per constitution point (which is the normal breath-holding time). The reverse of this spell, Suffocate, prevents air from passing into the bloodstream. The victim will die after the above breath-holding time, unless the spell is dispelled.

IMPROVED FLY (m)

Level: 5 Components: v,s
 Saving Roll: none Range: touch
 Duration: 1 turn/level
 Magical Casting Time: 5 segments
 Clerical Casting Time: n/a
 Area of Effect: 1 creature

The recipient of this spell is able to fly at a rate of 36" (half speed if climbing, double speed if diving). The recipient may hover, move slowly, or not fly at all, depending on mental command. Attacking, spellcasting, etcetera, is normal as the

recipient need not move his/her body to fly. The recipient will know when the spell is 1 round from expiring, and when it does, he/she may float to the ground at a rate of 1' per segment or faster as desired. This spell also bestows, while hovering or flying, a +2 bonus to armor class and dexterity related saving rolls.

PROTECTION FROM GASES (m/c)

Level: 5 Components: v,s
 Saving Roll: none Range: 0
 Duration: 1 turn/level
 Magical Casting Time: 5 segments
 Clerical Casting Time: 1 round
 Area of Effect: 1" radius

This spell causes a swift wind to blow away from the caster on all sides for the duration of the spell. All within 1" of the caster will be protected from clouds and gases. Torches or any small flame will be blown out within the area of effect. Underwater this spell creates a current instead of a wind.

PROTECTION FROM LIQUIDS (m/c)

Level: 5 Components: v,s
 Saving Roll: none Range: 0
 Duration: 1 turn/level
 Magical Casting Time: 5 segments
 Clerical Casting Time: 1 round
 Area of Effect: caster only

Protection from Liquids prevents the caster or anything on his/her person from being touched by liquids, slimes, jellies, etcetera. A spellcaster using this spell could immerse him/herself in a pool

of acid and come out dry and whole.

PROTECTION FROM COLD/FIRE/LIGHTNING (m)

Level: 6 Components: v,s
 Saving Roll: none Range: 0
 Duration: until used
 Magical Casting Time: 6 segments
 Clerical Casting Time: n/a
 Area of Effect: caster only

A magical protection is bestowed upon the caster. The type of protection (cold or fire or lightning) is decided at the beginning of the spell. A mage protected from one of these three would take no damage if his/her saving roll was made, one-half if not. This spell gives a saving roll when one is not normally given (in the chosen damage type). Only one of the three damage types can be chosen in any one casting of the spell. Only one of these spells can be in existence on a mage at any one time. For example, Tala protects herself from fire, but finds that she will be confronting a white dragon, and so casts a Protection from Cold (cancelling the fire protection). She takes a full breathe from the nasty dragon but makes her save, taking no damage. Her protection is now gone. Knowing this, Tala manages to escape before it can breathe again.

DELAY (m)

Level: 7 Components: v,s
 Saving Roll: none Range: 0
 Duration: 2 segments/level
 Magical Casting Time: 7 segments
 Clerical Casting Time: n/a
 Area of Effect: caster only



would be negated. Since only one Protection from Curses can be in use at one time, if the dagger was picked up again before the spellcaster recast this spell, he/she would be affected.

PROTECTION FROM NORMAL WEAPONS (m)

Level: 7 Components: v,s
 Saving Roll: none Range: 0
 Duration: 1 turn/level
 Magical Casting Time: 7 segments
 Clerical Casting Time: n/a
 Area of Effect: caster only

When protected by this spell, the mage is treated as a creature that can be hit only by magical weapons. The degree of protection is dependent on the mage's level:

L = Level of mage

Magical bonus of weapon needed to hit=
 (L / 6) - 1, round down.

The minimum protection provided by this spell is protection from all weapons below +1 and the maximum is protection from all weapons below +4.

TRUE SIGHT (m)

Level: 7 Components: v,s
 Saving Roll: none Range: touch
 Duration: 1 round/level
 Magical Casting Time: 1 round
 Clerical Casting Time: n/a
 Area of Effect: 1 creature

This powerful and useful spell, when cast,

endows the subject with the power to see all things as they really are. All things hidden, magically or normally are automatically seen. Invisibility, illusions, apparitions, or ethereal creatures are revealed. All things changed from their original form by Polymorph, Shape Change, etcetera, are seen as they truly are. Magical radiations emanating from objects or creatures can be seen and their functions known. Even the true nature of things is revealed. The aura of all aligned things can be seen, as well as the state of mind (emotion) of all living creatures. All untruths are instantly uncovered. The properties of all substances are obvious (poisonous, explosive, curative, etcetera). Seeing things in this manner is highly stressful to the recipient's intellect, and there is a chance of permanent insanity ensuing. That chance is described by the equation below:

I = Intelligence of recipient
 W = Wisdom of recipient
 R = Number of rounds recipient has
 used True Sight

% chance of insanity =
 (R - 1) x [(50 - I - W) / 2]

Check each round for insanity until insanity is indicated, the duration expires, or the recipient decides to stop. In the latter case, the spell is negated. The great stress that is put on the recipient's mind requires that he/she abstain from using this spell for 1 week after use, or insanity will result.

STRENGTHEN/LESSEN ATTRIBUTES (m)

Level: 8 Components: v,s
 Saving Roll: none Range: touch

Duration: 1 turn/level
 Magical Casting Time: 1 turn
 Clerical Casting Time: n/a
 Area of Effect: 1 creature

By means of this spell the caster can raise any one of the spell recipient's attributes (strength, charisma, etcetera) by 1-6 points. When the mage casts this spell he/she simply touches the subject to attain the desired effect. All bonuses for the new ability score apply until the spell fades, at which time the raised score reverts to normal. If the spell is cast a second time on the recipient within 24 hours of the first casting, the spell will have reverse effects, draining 1-6 points in the specified attribute. The reverse, *Lesser Attributes*, will lower the desired attribute 1-6 points for the duration of the spell.

TACTILE PROTECTION (m)

Level: 8 Components: v,s
 Saving Roll: neg. Range: 0
 Duration: 1 turn/level
 Magical Casting Time: 8 segments
 Clerical Casting Time: n/a
 Area of Effect: special

Tactile Protection creates the illusion that the caster cannot be felt. Any creature touching the mage or his/her items will receive the sensation that they are not solid. This effect includes all types of physical contact such as biting, clawing, or even swinging a sword. This means that the attacker cannot know, except through vision or hearing (seeing blood, hearing an axe clank on metal), whether the mage has been touched. Since feeling the hit is a major part of combat, the mage's armor class is lowered by a quantity of 2 (AC

3 lowers to AC 1), and all damage accrued to the mage through hand-to-hand combat is at -2 hit points. Also, the mage receives a +2 saving roll versus all touch related spells, even when one is not normally allowed. This spell will not affect creatures not using hand-to-hand attacks (missiles, non-touch spells, breath weapons, etcetera). The creature(s) attempting to attack the mage must initially make a saving roll versus magic or believe that the mage cannot be felt for the duration of the spell. If the save is made, the creature is not affected and may attack normally.

FINAL STRIKE (m)

Level: 9 Components: v,s
 Saving Roll: none Range: special
 Duration: until used
 Magical Casting Time: 9 segments + special
 Clerical Casting Time: n/a
 Area of Effect: special

This is a spell of retribution. It allows the mage to store 1 level of spells per experience level to be released at the time of the mage's death. Time required to cast Final Strike is 9 segments plus the casting time of the spells to be stored. A final word finishes the spell and holds the others in stasis until released. If the mage dies, all the stored spells are released at once, centering from the spot the mage died. Attack spells that are aimed randomly affect those opposing the mage. Spells that require a decision, such as Teleport, cannot be stored by Final Strike. Release time is 1 segment, directly after the mage's death. Only 1 Final Strike can be cast on a mage at one time.

TELEPORTATION TYPE II (m)

Level: 9 Components: v
 Saving Roll: none Range: touch
 Duration: instantaneous
 Magical Casting Time: 2 segments
 Clerical Casting Time: n/a
 Area of Effect: special

With this spell, the mage can transport instantly to a well-studied area (studied for at least an hour). This transportation will take the mage to the previously studied area (not limited to surfaces) with no chance of error. Weight additional to the mage's own body may be taken if touched, at a rate of 300 gold piece weight per level. If the mage desires to bring another person or set of items, the person or items need only touch each other. The mage must take whole items. He/she may elect to leave behind any or all items touched. Planes may not be transcended by Teleport Type II.

ZAARDOZ'S SPELL OF SOUL STEALING (m)

Level: 9 Components: v,s,m
 Saving Roll: spec. Range: special
 Duration: special
 Magical Casting Time: special
 Clerical Casting Time: n/a
 Area of Effect: 1/2" radius sphere/3 levels

This is an evil spell. It traps the soul of the victim and uses it as a "shield" for the mage's own soul. First, a black pentagram must be drawn that will at least fit the victim. The pentagram must fit completely within the area of effect. The mage must also be within the area of effect, which centers on the pentagram, at all times. The victim must then be killed within the pentagram. Any strenuous mental activity by the mage, such as spellcasting, will

ruin the spell. Any other means may be used to slay the victim. Once the victim is dead, its soul (life levels) are trapped and made to "surround" the soul of the mage. The stolen soul is forced into a mass along with previously stolen souls. Individuality of souls is not possible, only the total number of life levels is kept. The victim cannot be brought back to life unless the mage desires to release all souls possessed. The benefits of this spell are great enough to entice even some good characters to use its evil methods. All life drains affect the "soul shield" first, before the mage's own. Unnatural aging is absorbed at a rate of 1 year per life level by the soul shield. Soul trapping, possession, aura reading, and alignment changing are negated by the soul shield which itself is not weakened. A mage, however cannot have more life levels trapped than he/she has experience levels. If the victim's level plus the current level of the soul shield exceeds the spellcaster's level, the spell is negated, and the victim's soul goes free. Every time this spell is cast, the mage must make a system shock roll (always at least 1% chance of failure) or have one of his/her own levels stolen instead of the victim's soul. Example: Zardoze charms Valamir the Valiant, a fourth level paladin, and asks him to, "Please stand in the middle of this little star I just drew, close your eyes, and put your fingers in your ears." Valamir complies. Zardoze carefully stays within the area of effect while he sprays the poor holy warrior with a cone of cold from his Ring of Color. Valamir falls with a splintering of ice. Zardoze fails his system shock roll and, cursing and screaming, loses one of his own life levels. Note: Zardoze has added one level to his soul shield, but he is not happy about it.

ELESSA'S ADAMANTINE ARROWS (m)

Level: 10 Components: v,s
 Saving Roll: none Range: 3"/level
 Duration: instantaneous
 Magical Casting Time: 4 segments
 Clerical Casting Time: n/a
 Area of Effect: 1 target/arrow

This deadly spell causes a spray of elongated cones (2' in length with 4" bases) to shoot forth from the mage's extended finger or fingers. These silvery magical arrows are made of an incredibly strong metal which cannot be broken (as Indestructibility spell). These arrows can be aimed at separate targets and are +3 to hit, doing 3-30, +3, hit points of damage. If used against a structure, a single missile inflicts the following structural damage:

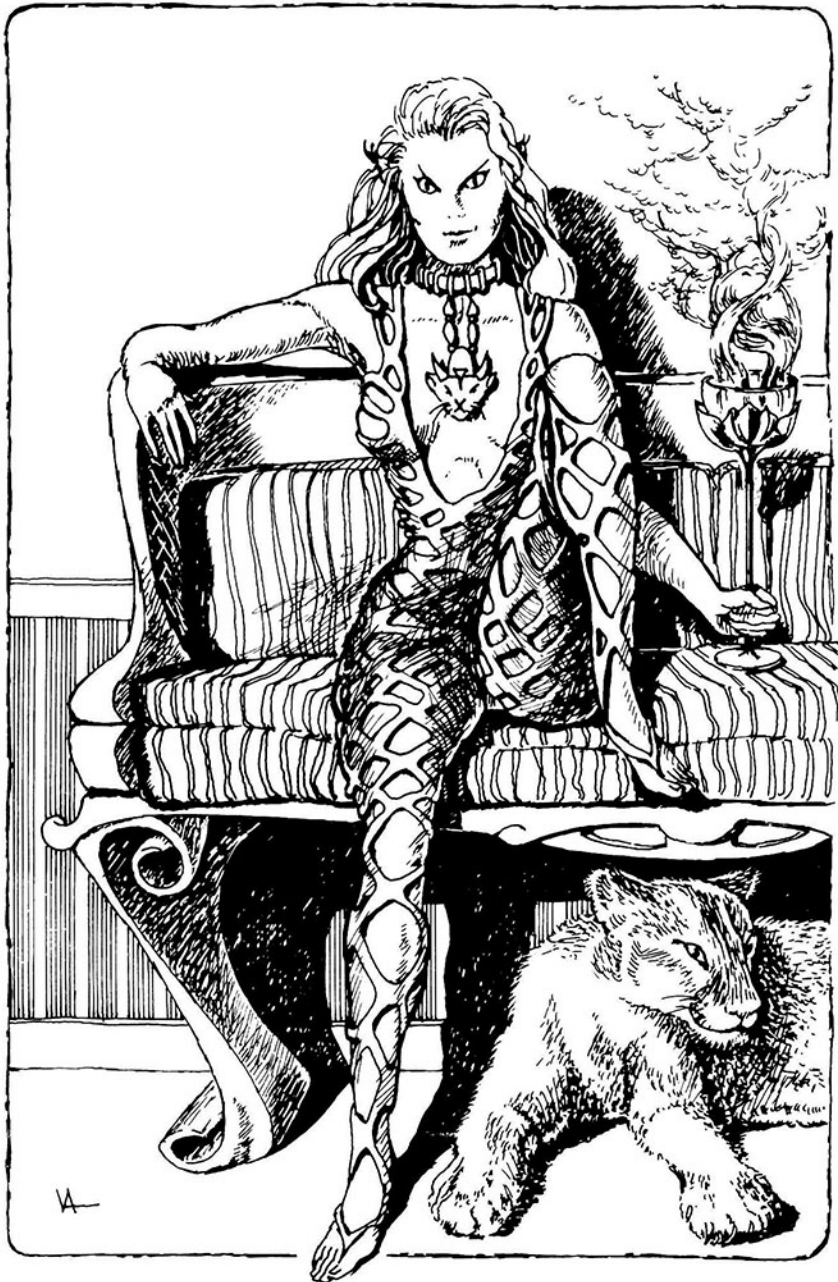
Wood: 1	Earth: 0
Soft stone: 1/2	Hard rock: 1/4

One arrow is given per level of caster. These arrows, although magically evoked, are real. Therefore they will not be dispelled if they enter an anti-magic aura or similar protections, and will do damage as normal (although they would lose their magical +3 bonus). The arrows vaporize upon impact and leave no trace, except for the damage they do.

IMPROVED SHIELD (m)

Level: 10 Components: v,s
 Saving Roll: none Range: 0
 Duration: 5 rounds/level
 Magical Casting Time: 10 segments
 Clerical Casting Time: n/a
 Area of Effect: special

This spell creates a number of translucent



Kabeila, mistress of illusion.

magical shields which interpose themselves between the mage and any attack. The mage receives 1 shield for every 5 experience levels. These shields will shift and move independently to protect the mage from damage. They will automatically block any physical blow which would have otherwise hit the mage. The shields can withstand 20 hit points of damage each before being dispelled. Each shield is capable of blocking only 1 attack at any time. If there are more attacks directed at the mage than there are shields, only the first attacks will be blocked, allowing all other attacks to be unhindered. The shields will move to block only if a hit is indicated. If a shield is dispelled by damage exceeding its 20 hit points, any excess damage from the dispelling blow is accrued to the mage. Shields with the most power will move to block before weaker ones. The mage has no control over which blows the shields counter, since they always block the first blows to come the mage's way. A mage can only have one Improved Shield spell up at any time. The shields do not affect armor class.

PROTECTION FROM DETECTION/LOCATION (m/c)

Level: 10 Components: v,s
 Saving Roll: none Range: touch
 Duration: 2 turns/level
 Magical Casting Time: 1 turn
 Clerical Casting Time: 1 turn
 Area of Effect: 1 creature

This spell prevents the recipient from detection/location by magical or mental means. The recipient and any items on his/her person are unaffected by E.S.P., clairvoyance, clairaudience, clairkinesis, telepathy, crystal balls, divination type spells, and any other detection or scrying devices or spells. The reverse of this spell doubles

the likelihood of the functioning and the range of all the aforementioned location/detection modes concerned with the victim.

ZORIN'S SPELL OF PERMANENT SHAPE CHANGE (m)

Level: 10 Components: v,s
 Saving Roll: none Range: touch
 Duration: permanent
 Magical Casting Time: 1 round
 Clerical Casting Time: n/a
 Area of Effect: 1 creature

This spell permanently changes the shape of one living victim to whatever creature or object the spellcaster desires. The victim gains all the abilities of the creature/object he becomes, save mental abilities as his/her mental faculties are retained (memory, intelligence, wisdom, experience, and spellcasting ability if the new form allows). In all other respects, the victim is the creature or object. This effect is permanent. Zorin's Permanent Shape Change may be cast again or some other extremely potent magic used to return the victim to its original (or some other) form. Weaker spells of form-or-shape change will not affect a creature under the influence of this spell. Items on the victim's person may be changed with the spell at the mage's will, but each item so affected receives a saving roll versus magic before the change occurs. Of course, this spell cannot change creatures into magic items of any kind.

ZORIN'S SPELL STORING (m)

Level: 10 Components: v,s
 Saving Roll: none Range: special
 Duration: until used

Magical Casting Time: 1 turn + special

Clerical Casting Time: n/a

Area of Effect: special

Zorin's Spell Storing is an extremely useful spell which allows the mage to store spells in differently shaped and colored receptacles for later use. This spell first creates a non-solid (cannot be touched) shape, of which the mage has six choices: tetrahedron, cube, octahedron, dodecahedron, icosahedron, and sphere. These shapes may be of any color of the mage's choosing, but must be monochromatic. Once the color and shape are stated by the mage, the object will appear, suspended before him/her. Any spell below seventh-level may then be cast into the receptacle. When this happens, the object becomes solid as well as indestructible (as the spell), and the magic is stored within it. The object is 1 inch across its widest point, and weighs 1 gold piece. Only the caster's own magic may be stored, and all parameters of spells to be stored must be stated before the storing occurs. If no spell is cast into the receptacle within 3 turns, it will fade, and the spell will be wasted. Spells can be stored indefinitely. The caster may release the spell in one segment by grasping the receptacle and willing the magic to be freed. Only the caster of the stored spell may do this. If the receptacle is dispelled by some means, the magic within is lost.

ANTI-MAGIC SHELL TYPE II (m)

Level: 11 Components: v,s

Saving Roll: none Range: 0

Duration: 1 turn/level

Magical Casting Time: 2 segments

Clerical Casting Time: n/a

Area of Effect: 1/8" diameter sphere/level

This spell creates an invisible sphere surrounding and moving with the caster. This shell prevents the functioning of any magic within, with the exception of that limited to the mage's person. Although the sphere surrounds the caster, it does not actually touch him/her. Spells cannot be cast that are not specifically limited to the mage's person. All magic items but those on the caster will cease to function while within the sphere. Spells cannot be cast within the effects of the sphere. spells cast at a target within the sphere will not function. Spells already in operation entering the effects of the sphere will cease to function only as long as they are within it. In order for spells or magic to function for the mage they must be limited to the close vicinity of the mage. A good example of spells that would function for the caster of an Anti-Magic Shell Type II would be Magical Armor or Improved Shield. The type of spells that would not work are exemplified by Detect Life and Lightning. However, a spell like Elessa's Adamantine Arrows would function with certain limitations. The arrows would lose their magical bonus only, since they are cast into being on the mage's person and there is nothing magical about their flight through the Anti-Magic Shell Type II. If 2 of these or other anti-magic type spells contact one another, the area common to the two spells is unaffected by either spell i.e. magic will function. Two such spells cast on or by the same caster will negate each other in the manner mentioned above.

NEGATIVE/POSITIVE PROJECTION (m/c)

Level: 11 Components: v,s
 Saving Roll: spec. Range: 1/2"/level
 Duration: instantaneous
 Magical Casting Time: 11 segments
 Clerical Casting Time: 22 segments

Area of Effect: 1" radius sphere

This dangerous and deadly spell momentarily opens a rift, exposing a 2" diameter spherical area to the negative force. All living things within the sphere must make a saving roll versus magic or have their souls obliterated and bodies shriveled. Undead will have all of their mana restored (if a spellcaster) and damage regenerated instantly). The reverse of this spell, Positive Projection causes all undead beings to save or have their spirit obliterated and their form scattered. Living spellcasters will have all mana (and therefore all constitution lost due to spellcasting fatigue) restored instantly. Every spellcaster, however, has a 50% chance of this restoration overloading his/her brain, causing a coma for 1 to 4 days with a 5% cumulative chance of death per day. When casting a Positive or Negative Projection there is a base 40% chance, minus 1% per level of the caster (always at least 1%), of contacting the wrong force.

PERMANENCY TYPE II (m)

Level: 11 Components: v,s
 Saving Roll: none Range: 1"
 Duration: permanent
 Magical Casting Time: 11 segments
 Clerical Casting Time: n/a
 Area of Effect: special

When cast on an existing spell, the powerful Permanency Type II makes its duration permanent. The only way a spell made permanent can be dispelled is to dispel the Permanency Type II, allowing the original spell to expire normally (if it has not already). Only stationary area of effect spells and spells that can be cast on a single creature or object can be made permanent by this spell. Spells

without a time-based duration or that are instantaneous are not affected by this spell. There are no side effects when casting this type of permanency, but due to the great magical power of Permanency Type II, a creature cannot sustain more than one permanent spell upon his person for every 4 intelligence points possessed without danger. If that number of permanent spells is exceeded, the resultant magical force is enough to interfere with the creature's intellect, lowering his/her intelligence by 3 per "extra" permanency for as long as the number exceeds that allowed by his/her original intelligence. Note: if this spell is cast on an unwilling target, an appropriate saving roll is given.

TELEPORTATION TYPE III (m)

Level: 11 Components: v,s
 Saving Roll: none Range: touch
 Duration: until used
 Magical Casting Time: 11 segments
 Clerical Casting Time: n/a
 Area of Effect: 1 creature or object

All of the parameters of this spell are stated at the time of casting, but the effects are delayed until the caster's death. When triggered this spell functions as Teleportation Type II, affecting one creature or object only, and transporting it to the previously stated (at time of casting) area. If the triggering of this spell is delayed by means other than its dispelling, such as time stops, anti-magic shells, etcetera, it will trigger as soon as allowed. When Teleportation Type III is cast on an object or creature other than the caster, it must be within 1" of the caster at the time of death for the spell to function. Note: if cast on another creature, the spell is triggered by the caster's

death, not the creature's. Example: a few years after Zaardoz became an archmage, he cast this spell 3 times on himself, his regeneration bracelet, and his pet demon. He gave the Necromantic Chamber in his castle as the destination. He was exploring a few weeks later, and carelessly fell into a chute trap that carried him into a pit of swirling blades and mashing blocks. He died. His body and bracelet were teleported to his dank chamber. His bracelet luckily survived, and brought him back to life. All of his other finery and his loyal pet demon (who was more than 1" away) were left behind. The demon, not being of the intelligent variety, followed him down the chute.

ZORIN'S INSTANT SUMMONS (m)

Level: 11 Components: v,s
 Saving Roll: none Range: infinite + spec.
 Duration: permanent
 Magical Casting Time: 1 turn/object
 Clerical Casting Time: n/a
 Area of Effect: caster only

When cast while touching a group of inanimate objects, this spell allows the mage to "imprint" them for summoning. One or all of the objects may be summoned instantly or sent from the caster to a well-known area. One object per 3 levels can be imprinted by the spell. The weight of each cannot exceed 100 gold pieces per level. The caster may summon them as many times as he/she wishes. This spell can only be dispelled at the caster because he/she is the recipient of the spell, not the items. An item so summoned may appear anywhere on the caster, but must come and go to/from him/her, not from place to place. If there is something shielding the object from the magic of the spell, the caster will not be able to summon it until the shielding

force is gone. Summoning one or more objects takes a total of 1 segment and is triggered by thought. Only 1 Zorin's Instant Summons can be possessed at one time.

CONTACT POSITIVE/NEGATIVE FORCE (m/c)

Level: 12 Components: v,s
 Saving Roll: none Range: 0
 Duration: instantaneous
 Magical Casting Time: 1 segment
 Clerical Casting Time: 1 segment
 Area of Effect: caster only

By use of this spell the caster can replenish depleted mana as well as constitution lost through spellcasting fatigue. This spell is highly dangerous, as the mage opens a bridge to the positive force (or the negative if the caster is undead). The spellcaster attempts to channel just enough positive energy to restore all lost mana. Undead casters dealing with the negative force will also have all physical damage healed. The danger is great, however. The difficulty of this spell makes it hard to contact the correct force. There is a 50% chance, minus 1% per spellcaster's level of bridging to the opposite force. There is always a minimum of 5% chance of error. If error is indicated, the caster's soul (or spirit) will be obliterated and body destroyed.

DIRKHAND'S ENDURANCE SPELL (m/c)

Level: 12 Components: v,s
 Saving Roll: none Range: touch
 Duration: 2 rounds/level
 Magical Casting Time: 12 segments
 Clerical Casting Time: 24 segments

Area of Effect: 1 creature

By use of this spell the mage doubles all bonuses from the effect of exceptional constitution in the creature touched. This includes hit point bonuses, poison save bonuses, super-normal regeneration, etcetera. For example, Tirra the ninth level fighter has 90 hit points, 36 of which are attributed to her 18 constitution (+4 hit points per die x 9 dice = 36). If her friend Arethi, Princess of the Nereid were to cast this spell upon her, the bonus of 36 points would be doubled, giving her 72 extra points for a grand total of 126 hit points. This spell affects only bonuses for high constitution, not normal properties of constitution such as resurrection survival chances, system shock, etcetera. The reverse of the spell causes the victim to lose all bonuses from high constitution. Example: if Arethi turned out to be not such a good friend and cast the reverse of this spell on Tirra, instead, she would lose her 36 bonus points and end up with a total of 54 hit points.

INDESTRUCTABILITY (m)

Level: 12 Components: v,s
 Saving Roll: none Range: touch
 Duration: 12 hours/level
 Magical Casting Time: 4 turns
 Clerical Casting Time: n/a
 Area of Effect: 1 object of 3' cu./level

Indestructibility spell makes the object touched unbreakable. No amount of smashing, twisting, scraping, etcetera, will break or scratch the object so protected. This does not mean that an indestructible object is inflexible; a normally flexible weapon such as a whip or bow will stay that way. When an indestructible item is flexed to the



An addition to the collection.

point at which it would normally break, it will bend no further regardless of how much pressure is applied. Any magical item with this spell upon it will function normally. Death will come in 1-10 turns to the creature which has this spell cast upon it.

TIME STOP TYPE II (m)

Level: 12 Components: v,s
Saving Roll: neg. Range: 1"/level
Duration: permanent
Magical Casting Time: 12 segments
Clerical Casting Time: n/a
Area of Effect: 1 object

This spell, when cast at an object or creature, will shrink it to a 4 inch size and encase it in an indestructible (as the spell) sphere. The sphere is 6" in diameter. If the target of the spell is a living creature, all items on its person are shrunk with it. The space inside the ball is in temporal stasis so the trapped individual cannot move or take action of any sort. Nothing can affect anything within the ball, not even the caster's own magic. The sphere is transparent and allows the victim to be viewed. If the mage desires he may communicate with the creature within the sphere, allowing it only to speak, and nothing more. The creature is not obliged to answer. A prisoner being allowed to communicate cannot speak spells or use psychic powers. A successful Dispel Type II will release the victim and return it to normal size.

FINAL NOTE · Treasure

by Obec the Tradesman

Hello there, my greedy adventure-seekers. I am Obec, the Tradesman, the Treasure Trader. If it is riches and magic you search for, I am the one to talk to. Many a map have I knowledge of that will take you to what you so dearly desire... but desires are not always easily fulfilled. No, often they lead one into the face of Death himself. Desire for riches is a Pandora's Box of death and disaster. But you already know this, you say; you know that adventuring is dangerous, but after the danger there are always sacks of gold and gems waiting; magic and scrolls for the taking. In your world, maybe, but not in mine, oh no! Where I come from treasure is hard to come by indeed -and magic is even more rare.

What sort of a balance would there be in the world if after every adventure a wain's load of gold and jewels was found, and all who survived brought back with them a magic item or two? If "adventuring" as a trade was so profitable, wouldn't every poor serf or farmer wish to learn it? This is not true, of course, for if you tell any farmer or barkeep that you plan to earn your livelihood by being a slayer of beasties and taker of booty, he will laugh and chortle in a wry sort of way and will tell you, "Oh, I knew an adventurer once... He used to beg in the alley for enough coppers to buy him a meal and a dagger. Forget it, my boy. Get a real job and work hard! That's the only way to get by."

"But, but..." you stutter, "what about all

those stories about Lord Toran and the sorceress Daera and all that stuff..."

"Oh well... they are old now. It took them many years of hard work and empty tummies to get what they did! And they will meet their end some day too, just like that starving treasure-seeker I knew -just disappeared and never returned. Even the successful are just a flash in the pan. They lose their riches as fast as they got them, and their lives as well with a stroke of bad luck."

"I'll take my chances," you say. "Just wait and see, I'll be rich beyond your wildest dreams."

Well, maybe you will and maybe you won't, but that is what adventuring is all about. If you use your head and have some luck, you may get some gold and gems; if you wait long enough, you might even find some magic. One thing is for sure, it won't be easy, my adventuring friend -but that is the fun of it.





END OF BOOK ONE

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Violeta Autumn spent her childhood in Peru. She is an architect, artist and author. She is a yoga expert and enjoys swimming and body-building.

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