

WIZARDS ELABORATIONS

Answers, Clarifications, & Elaborations

by David Silvera



LORE FROM THE WIZARD'S DEN

What follows is a series of answers, clarifications, and elaborations culled from the Goblinoid Games forum concerning the Wizards' World RPG and its rules.

The answers below were graciously provided by the game's author, David Silvera. This is simply a collection of all of the author's explanations and clarifications gathered in one place for easier referencing.

RACIAL BALANCE

"Non-human races tend to start out quickly. For elves, the starting boost to spell points and spell learning points is a big advantage at level 1. The Demon Halfling ability to transform into any humanoid form at will is even more powerful in the hands of the right character. In the long run, though, there probably isn't any racial ability that offers more than the human's "boring" 10% experience bonus".

EXPERIENCE AND INTERVALS

EXPERIENCE

Here, Mr Silvera suggests a flat 10,000 xp per level.

"We altered the experience system a lot over the years. The main issue we found was that spell casters outstrip non-casters even at moderate levels (approx. level 6 and up). After some experimentation, we ended up switching to a flat 10,000 xp/level system to make the benefits provided by the classes more balanced".

INTERVALS

"About the intervals. Based on the forums, it looks like folks have intervals right for weapons. The intervals for skill-based classes use the same model, but are for skill acquisition rather than weapon training. Here is a hypothetical example. Suppose a Sneak was a class where first level was from 0-3000 xp, and the Sneak gained 30 skill points per level (spread across various skills, although this part doesn't matter). Sneak would have an "interval" of 100 at first level, which means that one skill point is acquired every 100 xp. The basic idea behind the interval system is to enable characters to *feel progress* even after sessions where they don't level up. This also helps balance things relative to spell casters, who potentially gain a benefit after every xp (i.e., more xp is more spell learning points, which can potentially be directly applied to learn new/better spells). If a player group doesn't like it (e.g., they think the hassle of calculating intervals outweighs any advantage for improving characters *on the fly*), they could easily fall back to a system where all benefits (in particular interval-based skill/weapon training and spell learning points) are acquired at the end of the level."

MULTI-CLASSING

"My experience with multi-classing is that it is the dominant alternative once you get to moderate levels (5-6 or higher). After playing a lot of campaigns with these rules, almost everyone was multiclassing to *reset* their experience point table. Here is a broken example. Let's say you are playing an Attacker and you have just completed level 5 (you have 33,001 xp). If you continue as an Attacker for your next level, you'll be gaining 1% of weapon proficiency every 1800 xp (1800 xp is the interval for a level 6 Attacker). Alternatively, you could become a level 1 Warrior and increase your weapon proficiency by 1% every 100 xp. Obviously the latter choice is a better deal from a pure mechanics perspective".

"After tinkering with a lot of options for how to *fix* this (and other issues related to balance between professions), we settled on the house rule mentioned in one of the other threads of making level function a flat function of xp (i.e., 10,000 xp per level). If you use this house rule, I'd recommend letting everything stack (i.e., including LP) with multi-classing".

THE ASSASSIN

"Small clarification on the assassin. Weapons and combat skills should advance independently. Thus, at first level (1500 xp long), they gain a total bonus of 25% to skills, which means they get to add 1% to a skill every 60 xp (i.e., 60 xp is the "interval" for skills). In addition, they get 3% to weapons, which means they add 1% to a weapon every 500 xp (i.e., 500 xp is the interval for weapons). It seemed so clear when I wrote it, but reading it 30 years later I can easily see the confusion".

MAGIC

SALIN'S MAGIC ROPE

For the *Salin's Magic Rope* spell (WW p.29) the save should be AGI/NE (Agility save for no effect). **NOTE:** Salin's Magic Rope is misspelled on the Spell Table (WW p.21). Saltin's Magic Rope should read Salin's Magic Rope.

LEVEL LIMIT ON SPELLS

"There is no level limit on what spells Wizards can learn. It's all about the spell learning points (SLPs). If you have enough SLPs, and you want to spend them all in one place, it is quite possible to have low level casters throwing around high level spells. That's one of the things I really like about the SLP system."

MONSTERS & SETTING

MONSTER ATTACK

Monsters attack according to their equivalent class and level, taking into account how many increments for fighter types would have accumulated for the percentage.

NO SKELETONS?

"True, no skeletons. We should probably have included them, because the way we used skeletons was a pretty *standard* approach for Wizards' World monsters. Effectively, we treated skeletons as a regular race, with all their abilities defined by what they could do before death. Like the Zombie (see WW p.79), but without the double LP, maybe with the MR reduced a little bit, and maybe half damage from piercing weapons.

SETTING

"We have played in a variety of campaign settings, none of which were probably fleshed out enough to really deserve the *campaign setting* label. World-building is not one of my strengths as a GM, unfortunately. Probably the longest WW campaign we had was actually a mix of modern Earth and portals to a Swords & Sorcery alternate world. We played ourselves as characters. This used the original WW rules, and I think my character had about 9 classes before we were done. We played pretty close to the published rules in this campaign, so yeah I definitely think multi-classing is worth it".

"Actually the Earth Lord is kind of an inside joke. We were tinkering with GM-free game design for a while (everyone in the group preferred playing to GMing), and we had a fairly extensive mini-campaign in which the Earth Lord (named Zgum, yeah, "Zgum of the Earth") featured prominently."

