

The Sorcerer Supreme: Fail More Edition

Welcome, wizards! It is I, your GAME MASTER, THE SORCERER SUPREME. I have gathered you all here to give you AN IMPOSSIBLE TASK.

In order to conquer your mighty task, you will need to cast spells. As you all know, a spell is made of 2 or more WORDS OF POWER. Simply speak your spell using the words of power, and roll a d10 for each WORD:

Die roll	Result	Description
1	Catastrophic Failure	Replace the WORD OF POWER with another randomly, using a D20.
2 - 5	Failure	The WORD OF POWER works partially or incorrectly.
6 - 10	Success	The WORD OF POWER works as intended.

If any Failures are rolled during a spell, the SORCERER SUPREME determines the consequences.

	WORD OF POWER	Definition	Specifications/Examples
1	Si	Condition/Interaction	If (something), Then Do (something)
2	Magnitudine	Size	Large, Small, Size of a giraffe
3	Morphosia	Shape	Sphere, Cube, Shape of a giraffe
4	Ex Nihil	Create	Create flame, Create object
5	Locatia	Location	100m North, Eiffel Tower
6	Emulus	Imitate	Illusion that imitates tiger
7	Somateria	Physical Form	Me, you, that desk
8	Injectiv	Infuse/Inject	Inject a person into a location
9	Extractus	Extract	Extract water from a tomato
10	Crescere	Increase	Increase size, temperature
11	Reducto	Reduce	Reduce size, temperature
12	Transmutia	Convert	Convert water into wine
13	Preventia	Prevent	Prevent increase temperature
14	Vitalia	Life	Animate puppet, Drain Life
15	Vectora	Kinetic Energy	Force of movement, Speed
16	Luminus	Light Energy	Remove light from area
17	Thermia	Thermal Energy	Increase/Decrease temperature
18	Potentia	Electrical Energy	LIGHTNING BOLT! LIGHTNING BOLT!
19	Chronos	Time	Observe future/past
20	Aracano	Magic	Interact with spells, detect wizards

EXAMPLE - SUCCESSFUL SPELL

MEDIOAKRUS is a wizard attempting to cast a simple spell.

He keeps a bag of coins on his person but wants to reduce its size to make it easy to carry.

He waves his hands over the bag and says the WORDS OF POWER

REDUCTO! (Reduce) MAGNITUDE! (The Size)

MEDIOAKRUS has cast a spell with 2 words of power, so he must roll 2 D10s.

He Rolls: 6, 9

He gets a success on REDUCTO, so the coins will be reduced just fine.

He gets a success on MAGNITUDE, so the size is reduced to the exact amount he wanted!

And his big sack of gold now fits firmly in his pocket.

EXAMPLE - FAILING SPELL

MEDIOAKRUS finds himself in a dark cave.

He wants to light his torch so that his fellow WIZARDS can see.

CRESCERE! (increase) THERMIA! (thermal energy)

He Rolls: 3, 4

He gets a failure on CRESCERE, so the SORCERER SUPREME says that the increase will be much larger than intended.

He gets a failure on THERMIA, so the SORCERER SUPREME declares that instead of increasing the torch's heat, he's increasing the heat of a FELLOW WIZARD.

Oh no! The FELLOW WIZARD is engulfed in a TOWERING INFERNO!

At least there's enough light to see.

EXAMPLE - CASTING A COMPLEX SPELL

Now MEDIOAKRUS wants to cast a more complex spell.

He wants a whole bunch of stone blocks carved from a mountain.

He wants to EXTRACT a CUBE of STONE from the MOUNTAIN.

EXTRACUS! (extract) - MORPHOSIA! (shape) - SOMATERIA! (matter) - LOCATIA! (location)

He rolls: 7, 10, 6, 1.

So MEDIOAKRUS is extracting blocks of matter successfully, but not from the mountain.

He rolls a D20 to find out what WORD OF POWER replaces LOCATIA.

He rolls: 3. MORPHOSIA (Shape)

Now THE SORCERER SUPREME decides what that means exactly.

The nearest cube shaped object could have a series of smaller cubes carved out and shot around the room, for example.

If the SORCERER SUPREME deems that a spell makes no sense due to a CATASTROPHIC FAILURE, then it can simply fizzle and die, achieving nothing.

EXAMPLE WIZARD NAMES

Alimoos, Borabar, Crianon, Drimenodram, Eelifax, Golgori, Lilithex, Peradorf, Theodarn

ADVANCED RULES

DOING THINGS WITHOUT MAGIC

Wizards aren't that skilled with magic, let alone anything else. When a wizard wants to do something risky without using magic, they fail. If the SORCERER SUPREME is feeling extremely generous, they might let the wizard roll a D10. If they roll a 9 or better, they succeed.

TITLES

If a wizard survives an IMPOSSIBLE TASK, they may earn a TITLE. The player may choose one action or event they performed during the adventure and give themselves a title related to it. A wizard may only have one title at a time.

A TITLE allows a wizard to reroll the d10 for one WORD OF POWER when they cast a particular kind of spell. The domain of the TITLE should be extremely specific.

During his first IMPOSSIBLE TASK, MEDIOAKRUS created a bridge over a chasm. He has now become MEDIOAKRUS: THE ENGINEER, and may reroll one d10 when casting any spell involving a bridge.

EXAMPLE IMPOSSIBLE TASKS

A nearby tavern, the DRUNKEN MOOSE, has a nasty rat problem in its cellars! Surely the wizards will do more good than harm...

Wizard University is in mountains of debt! The wizards must defeat the fearsome dragon guarding the ECONOMICON and use its power to save the university!

A friendly game of WIZARD GOLF! Each wizard tries to get their boulder into a thimble on the other side of the lake. The wizard to do it in the fewest spells wins! Just watch out for the lake monster.

GM TIPS

- When you don't know what to do with a failed spell, collateral damage is always a safe bet
- Avoid knocking players out of the game until near the end of an adventure. If a wizard dies, allow another wizard to cast a spell to bring them back. (The resurrection spell failing can lead to some fun drawbacks, such as bringing only half of them back, or turning them into a ghost)

OTHER STUFF

I've found that Sorcerer Supreme plays very well in 15 to 30-minute adventures. That's usually enough time for the players to either accomplish the mission, or for the situation to become irreversibly messed up. Its short play time, slap-stick comedy, and simple rules also make it a good introduction to RPGs for new players.

Sorcerer Supreme was originally created for the 200-word RPG challenge by Andrew Harrison, and his original version can be found [here](#).