



Swords & Sorcery

by Alex Lechev

You are an adventuring party of heroes who are on a quest to delve into dungeons, slay monsters and collect treasure.

Create Characters

Choose your Hero's name. Pick a fantasy name for your character (e.g. Legolas)

Pick a class and record stats:

- **Fighter**.....Power number **5**, **15** Hit points.
- **Rogue**.....Power number **4**, **14** Hit points.
- **Cleric**.....Power number **3**, **13** Hit points.
- **Wizard**.....Power number **2**, **12** Hit points.

Everyone has hit points (hp). Once you reach **0** hp your hero dies.

Rules

Power roll. To determine outcomes of risky actions roll **2d6**. If something is benefiting you, roll **3d6**. If something is hindering you, only roll **1d6**. Compare the result to your **Power number**.

If using **Sorcery** (cast scrolls, reason, charm), you want to roll **over** your number.

If using **Swords** (strength, agility, attack), you want to roll **under** your number.

If **no dice succeed**, it goes wrong; your attack fails; if attacked, you take full damage; you fail to cast the scroll.

If **1 dice succeeds**, you barely manage it; you deal **1** damage; if attacked, you block **1** damage; you cast the scroll with a complication.

If **2 dice succeed**, you do it well; you deal **2** damage; if attacked, you block **2** damage; you cast the scroll.

If **3 dice succeed**, it's a critical success; you deal **3** damage; if attacked, you take **no** damage; Your scroll is cast and can be reused.

If you roll your power number exactly, it is a failure but you get a **+1d6** to your next roll.

Spell Scrolls

Scrolls. While adventuring you will find and use magic scrolls which are **1** use.

1. **Drain** - Target takes **2** damage; you gain **2** hp.
2. **Hex Bolt** - **1d6** targets, deals **1** damage each.
3. **Healing** - Target regains **1d6** hp.
4. **Fireball** - Target suffers **1d6** damage.
5. **ForceField** - Blocks next **2** damage against you.
6. **Invisibility** - Can't be targeted until you attack.

Starting equipment

- **Fighter** - Starts with **Old Shield** and **ForceField**.
- **Rogue** - Starts with **Lockpicks** and **Invisibility**.
- **Cleric** - Starts with a **Healing** and **Old Shield**.
- **Wizard** - Starts with a **Hex Bolt** and a **Fireball** .
(Item effects are found in the *Loot Generator* chart)

Monsters

Combat. When in combat the heroes go first in a clockwise order, after that the monsters take turns as **The GM** decides. Monsters can either attack or use a magic effect if available.

The GM rolls a **1d6** and the hero with an equal **power number** is targeted. On a **1** and **6** the monster targets the one with the most hp.

Monster Types:

- **Minion**.....**2** Hit points, does **1** damage.
- **Tough**.....**4** Hit points, does **2** damage.
- **Deadly**.....**6** Hit points, does **2** damage.
- **Legendary**...**12** Hit points, does **3** damage.

For **Minion** monsters, use **4-6** per encounter; for **Tough** monsters, use **2-4**; for **Deadly** monsters, use **1-3**; and for **Legendary** monsters, limit to **1** per encounter.

1-2 Monsters in an encounter can perform **1** magic effect from a scroll innately **3** times.

Legendary monsters have **3** different magic effects **twice**. Either pick or roll a **1d6** on the **Spell Scroll** list to determine a monster's effects.

When attacked **physically**, heroes roll **Swords** to determine if they take or avoid damage.

When attacked **magically**, heroes roll **Sorcery** to determine if they take or avoid damage.

The Adventure

The GM creates a quest with maps filled with monsters and loot, and places challenges before the heroes while narrating outcomes.

Quest Generator

The GM can create a quest from the prompts or generate one by rolling **1d6** four times.

The heroes must...

- | | | |
|------------------|------------|------------|
| 1. Retrieve | 2. Destroy | 3. Deliver |
| 4. Lift curse of | 5. Defend | 6. Stop |

The...

- | | | |
|-------------|--------------|----------------|
| 1. Monster | 2. Ruler | 3. Artifact |
| 4. Supplies | 5. Messenger | 6. Magic Spell |

In the..

- | | | |
|---------------|---------------|--------------|
| 1. Stronghold | 2. Old Temple | 3. Dark Wood |
| 4. Catacombs | 5. Cavern | 6. Dungeon |

Before the..

- | | | |
|----------------|----------------|-----------------|
| 1. Ritual ends | 2. War starts | 3. Dead rise |
| 4. City falls | 5. Orcs attack | 6. Portal opens |

Map Generator

When adventuring into a treacherous location, The GM creates **random maps** by rolling **1d6** per direction: NW, N, NE, E, SE, S, SW, W, and Center. The results below describe each area. The GM should re-roll until there is at least one of each type of area on the map.

- protected/guarded entrance or **encounter 1**.
- puzzle, blockage or trap.
- passive threat, hazards or **encounter 2**.
- danger, enemy lair or **encounter 3**.
- key destination or goal (**treasure**).
- open path or clearing.

Each map should have **3** encounters. After every encounter the heroes find **treasure**. The GM either places each encounter or rolls **1d6** every time the heroes enter a new area. On a **1** or a **2** there is an encounter in the area.

Every danger outside of combat deals **1D6** damage. **Lockpicks** open locked doors and chests.

Encounters

When the players reach an encounter The GM rolls **2d6** on the corresponding column from the **Encounter** chart to see which monsters appear. They can pick freely to fit the adventure as needed.

Encounter 1

- Ogres
- Assassins
- Hobgoblins
- Pirates
- Kobolds
- Goblins
- Undead
- Bandits
- Bugbears
- Orcs
- Trolls

Encounter 2

- Drakes
- Nagas
- Werewolves
- Harpies
- Ghouls
- Cultists
- G. Spiders
- Gray Oozes
- Vampires
- Cyclops
- G. Centipede

Encounter 3

- Lich
- Tarrasque
- Beholder
- Drider
- Witch
- Wraith
- Warlock
- Basilisk
- Devil
- Hydra
- Dragon

Loot Generator

Loot. When the heroes find **treasure**, each hero rolls **1d6** to determine the number of items they find and then they roll **2d6** on the list below for each item to see what they retrieve.

- Flammable and slippery oil.
- Torch.
- Potion of full health.
- Old shield (blocks **2** damage before breaking).
- Spell Scroll (roll **1d6** on **Spell Scroll** table).
- Lockpicks (break on a failed roll; Rogues **+1d6**).
- Spell Scroll (roll **1d6** on **Spell Scroll** table).
- Old shield (blocks **2** damage before breaking).
- Potion of full health.
- Rope.
- It's a Mimic! (take **1d6** damage).

The GM can change the game to make it more fun!

Go Play!

Inspired by John Harper's Lasers and Feelings as well as Ben and Jessica Dutter's Five Torches Deep. Special thanks to u/eduty.