

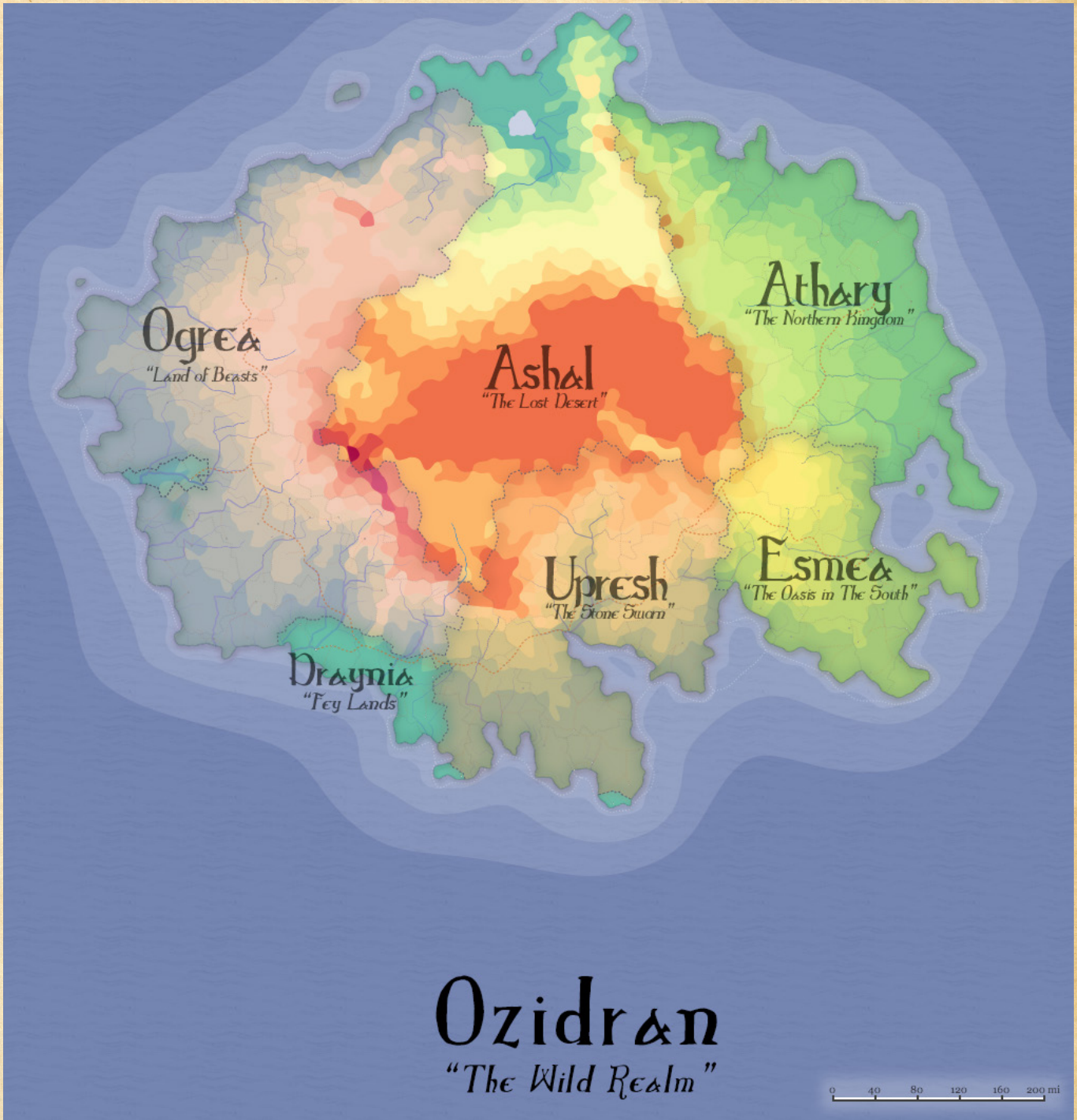
SELLSWORDS & SORCERERS AND THEIR HEROIC ADVENTURES

By: MORGAN DUTY

Introduction: Players take on the role of heroes in a strange world filled with magic, monsters, ancient prophecies, and of course adventure! Through sheer skill they strive to make a name for themselves through their deeds, regardless of if they are heroic or vile. The system is based in many ways off of the wonderful one page RPG Lasers and Feelings. But with some slight alterations and additions, we feel it can give players something different yet still fun as hell!

System Rules & Campaign





Ozidran

"The Wild Realm"

0 40 80 120 160 200 mi

System Rules

Sellswords & Sorcerers is a simplified system largely based off of Lasers and Feelings. It is set in a high fantasy setting. And while there are rules and dice rolls it is mainly designed to be an story-telling adventure. Where the players and Master of Games work together to weave an interesting tale of adventure.

What You Need To Know As the GM

- **Its not you VS. them.** While part of your job is to create challenges and enemies for the players to face. You are not here to try and destroy them. (Unless they are being problematic...)
- **This is a game of reaction.** Nine times out of ten you will set the scene and then react through story to what your players choose to do.
- **Your NPCs and Monsters don't need stats.** Since the game will mostly be focused on the story you will never roll a dice and therefore your monsters don't need stats. you just decide what happens based on the rolls.

Rolling The Dice

When you do something that is either risky challenging, Your GM will ask you to **roll 1d6** to find out how well it goes.

You will be able to roll **+1d6** if you're prepared and another **+1d6** if you're an expert. (**The GM tells you how many dice to roll.**) Roll your dice and compare each die result to your selected core stat number.

If you're using **MIGHT, WISDOM, or a HIGH ARCANA** you want to roll under your selected core stat number.

If you're using **AGILITY, CHARISMA, or a LOW ARCANA** then you will want to roll above your selected core stat number.

- If **0 dice succeed**, it fails. The GM says how things go wrong.
- If **1 die succeeds**, you succeed but barely. The GM inflicts a complication, or stress.
- If **2 dice succeed**, you do it with no issues. Good job!
- If **3 dice succeed**, you success with a critical! The GM will tell you some extra effect you get.
- If you **roll your number exactly**, you have. You get a special insight into what's going on.

Ask the GM a question and they'll answer you honestly. Some good questions: How could I get them to ____? What should I be on the lookout for? What's really going on here? You can then roll that dice again.

HELPING: If you want to help someone else, who's rolling, say how you try to help and make a roll. If you succeed, give them +1d.

CASTING ARCANA

Casting Magic. Arcana flows through all living things Learning to control arcana and bend it to one's will requires a lot of strenght. And if used to much it can quickly drain the user.

When a player rolls to use their magical talents. The complications that comes with **0 to 1 successes** will cause players to recieve one level of stress. When players use magic make sure to describe of taxing the magic is even when they succeed. This should remind the of the signifcance of the control the are exerting over magic in the world.

Quick Scenerio Builder

When you do something that is either risky challenging, Your GM will ask you to **roll 1d6** to find out how well it goes.

The Threat..

- | | |
|--------------------------------|--------------------|
| 1. Barbaric Tribes | 5. Demon Hordes |
| 2. Cultist of a dead god | 6. Undead Armies |
| 3. Invaders from another Realm | 7. An Evil Wlizard |
| 4. Dragon/ Monster | 8. You choose |

Wants To...

- | | |
|------------------------|---------------|
| 1.. Destroy/Corrupt | 5. Protect |
| 2. Steal/ Capture | 6. Build |
| 3. Bond with/ Dominate | 7. Occupy |
| 4. Empower | 8. You choose |

The...

- | | |
|---------------------------|----------------------|
| 1. Kingdom | 5. Ancient Ruins |
| 2. Bridge to Hell/ Heaven | 6. Powerful artifact |
| 3. Weapon of Destruction | 7. Fey people |
| 4. Dimensional Portal | 8. You choose |

Which Will...

- | | |
|----------------------|--------------------------|
| 1. Destroy the world | 5. Rip a hole in reality |
| 2. Reverse Time | 6. Fix everything |
| 3. Enslave all life | 7. Restart life |
| 4. Start an invasion | 8. You choose. |

THE WILD REALM

“At the beginning magic and words were one in the same, and even now the spoken and written words of our world still retain much of their ancient magic.”

— Archmagi Torilin

Ozidran

Ozidran is home to six kingdoms. Athary The human Kingdom in the North. Esmea a mysterious Oriental Empire in the South. Upresh a land of Stone, Draynia the fey wilds, Ogree the land of Monsters. And finally Ashal The fallen wastelands. These kingdoms are filled with many dangers and the people of all these lands constantly strive to survive.

The 6 Kingdoms Of Ozidran

The world of Ozidran is currently divided into 6 known regions. Athary, Esmea, Upresh, Draynia, Ogree, and Ashal. Each with it's own unique cultures and and various races.

Ozidran's History

When the gods made Ozidran they began with the Fey and and the Stone Sworn. Together in peace the various races lived in the world. But several gods conspired and sought to challenge the young races and so monsters, and beast men were born into the lands. after many years of war and sturggle the races began to build peaceful relationships. and For as all could remember that was how the realm moved. That was until man arrived.

Ozidran was first settled nearly 1000 years ago by men. History says they first arrived sailing on large ships from the East. History speaks of how they sailed across the open seas from a forgotten continent that was ravaged by war and death.

Upon arriving the people quickly spread out all over the continent. Waring with the other races for control. After nearly 200 years of war. The various races held a treatie to end all the fighting and new borders were established. The land was divided into 5 kingdoms with the Fey ruling all of the central part of the land.

However the central lands of the Fey suffered from a great tragedy that destroyed almost the entire land and the people who lved there. What is left is a lost kingdom surrounded by a desert and filled with undead.

Since that time the remaing fey cling to their last forests in the far south and have stayed silent for many years, with only a few leaving to explore the rest of the realm.

Athary: The Northern Kingdom

Athary is one of the two human Kingdoms. The humans divided the east into two kingdoms. Though at peace and open to trade the cultures are vastly different. The people who live in Athary are curious and always seeking knowledge. They have begun to develop constructs and other unique items.

Esmea: The Oasis In The South

Esmea is the second human Kingdom. The people here have focused heavily on studying self, the world, and perfection of both. They are ruled by an emperor who is the head of the 12 clans. Each clan is responsible for different functions within the kingdom. Their warriors are known as samurai and their spies are masters in the shadows.

Upresh: The Stone Sworn

Upresh houses some of the most ancient people to live on the continent. They live both on and in the mountains. Their are the Dwarf and Gnomish clans masters craftsmen. The Stone-kin beings made of stone and live as part of the mountains. and the Half Giants, the last remanents of a great empire. Upresh is filled with Mountain ranges, tough trails, and deep caverns. Very few outside the Stone Sworn races have managed to survive here. But those who have are treated as kin.

Draynia: The Fey lands

Draynia was once the largest empire on the entire continent. Their mystical forests and cities filled the entire continent. But Some dark magic seeped into the forest and destroyed almost the entire lands leaving the Central part of the continent in ruins. Now the surviving fey races live deep in the remaing forests of their ancestors. While strangers are not necessarily welcomed inside their borders, they are also not killed on site. Travelers proving to be kind to nature often find shelter here.

Ogree: The Land of Beasts

Ogree is filled with various beasts and mosnters. Tribes of Orcs, catfolk, and other unique beastmen claim these wild jungles as their homes. They are savage to many outside of their lands, but a few who have managed to gain the tribes trust have come to discover a certain respect for their unique ways of life.

Ashal: The Lost Desert

Ashal once held the capital city of the Feylands and was a massive ancient forest. Today it is nearly void of all life. it is a desert and filled with scores of undead. But oddly enough many undead here can still remember their former lives and have begun to build their own kingdom on top of the former Fey cities.

Races of This World

It is possible to run into a lot of strange creatures in the various locations of this world. But when it comes to the primary races out there, several come to mind. Humans, Dragons, Shadowlings, Elves, Fey, Undead, Dwarves, Stonekin, lizard-kin, Orcs, Ogres, and Half-Giants. There are many more and if you can imagine it, then it can exist.

Create Characters:

1. Choose a Race (use one of the above or something else you can think of)

2. Choose a style for your hero: **Adventurous, Dedicated, The Wise, Gallant, Roguish, Naive, Savvy or Sexy, or The Fool**

3. Choose a role for your hero: **Mage, Knight, Scout, A Shadow, Lore Master, or Noble.**

4. Choose your numbers, For each of your core stat from **2 to 5**: A high number indicates you are better at the first half of the Core stat and a low number means you are more adapt at the second half of each of the core stats.

Physical Core Stats: Might / Agility

Mental Core Stats: Wisdom / Charisma

Example. Mike has chosen 4 for his core stats Might and Agility. This means when Mike rolls for strength he can roll 1-3 and succeed, but if he rolls for agility he must roll a 5 or 6 to have a success.

5. Give your character a unique heroic name!

6. Choose a character goal: Choose one or create your own: **Become A Lord, Meet Sexy People, Kill Bad Guys, Explore New Regions, Solve Ancient Mysteries, Prove Yourself, or Keep Being Awesome** (you have nothing to prove).

7. Gear up | choose: armor or robes (with an insignia for your nation), a super-sweet tool set or instrument, a single weapon of choice (longbow, sword, axe, etc.)

8. Use of Magic. In Ozidran all heroes are naturally gifted in certain realms of magic. Warriors might use their talents to combine their fighting with their magic, while mages learn to control and cast spells.

Just as you did with your Primary Core Stats each player must choose an Arcana Core Stat to focus in. There are 8 known schools of magic. These schools are broken down into 2 sections of magic, high and low arcana. Each player chooses one higher school and one lower school. these represent the areas of magic they are proficient in.



Arcana School Details

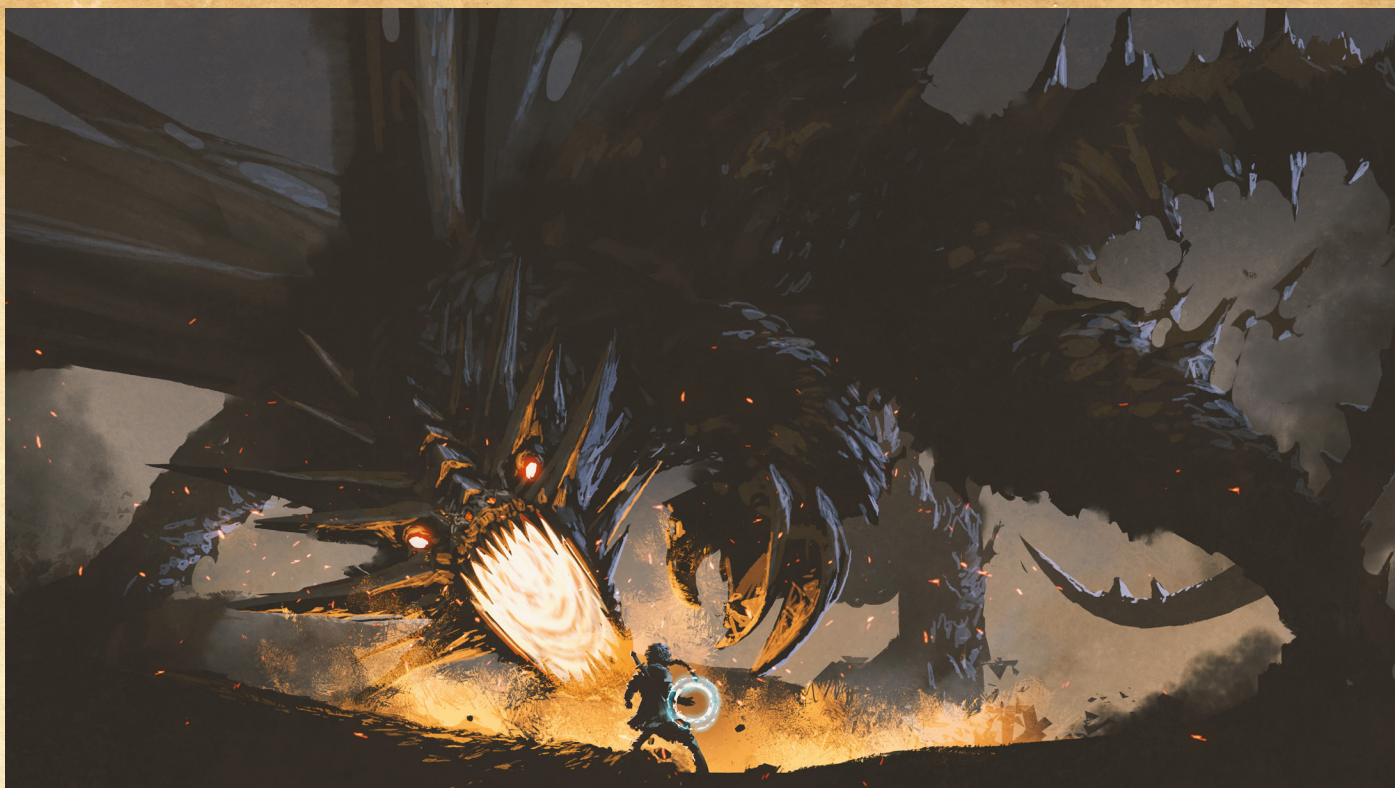
- **Alteration.** Change shape, transmute one material into another.
- **Creation.** regeneration, healing, blessings, purification, manifest something from nothing
- **Energy.** Create and control the elements - fire, cold, electricity, and earth.
- **Entropy.** poison, create/control undead, kill with words, curses
- **Influence.** illusion magic, control minds, telepathy, create fear, become invisible
- **Movement.** Flight, hover, teleport, hasten,
- **Prescience.** See the future, read minds, detect magic, detect good and evil, scry
- **Protection.** Protection from damage, break supernatural influence, dispel magic

Arcana Core Stats

"High" Arcana	"Low" Arcana
Creation	Entropy
Alteration	Movement
Prescience	Influence
Energy	Protection

9. Finally each player selects one boon that helps their character succeed in their journey.

10. All heroes have **3 Stress levels**. **Stress** is something a player may receive when failing during certain actions or combat scenes. The first level of stress brings no negative reactions but each stress suffered afterward will cause a player to lose one success on every roll they make. These negative effects will persist until they are able to recover from their injuries. If a player receives a level of stress beyond 3 they will be taken out of the scene. (depending on the situation perhaps permanently)



Hero Boons

Each player may choose one boon when starting to give their hero a specialty.

Dodge

Re-roll 1 failed die roll when using **agility** to avoid damage.

Arcana Mastery

Choose either your high or low arcana to gain +1d6 on rolls with that particular arcana once per session.

Detection Mastery

Reroll 1 failed die roll when using **Prescience** magic for detection.

Healer

When using **Creation** magic to heal an ally, instead of healing only one stress heal 1 for each success.

Drain Life

When using **Entropy** magic and succeed you clear one extra level of stress.

Precognition

When you roll your exact Core Stat number you can ask 2 questions instead of one.

Resistance

Can ignore 1 level of stress once per session.

Shapeshift Mastery

When using **Alteration** magic, this allows you to not only take on a visual transformation but shift your stats around as needed

Weapon Mastery

Re-roll 1 failed roll when using your chosen weapon

Researcher

1 success does not cost you any type of penalties

Defensive Reflexes

Gain +1d6 on next attack when you avoid damage this turn.

Diehard

When you would go beyond 3 stress and fall ignore the last hit instead once per game session.

Captain Charisma

When you are being persuasive or deceptive you may reroll one failed die roll

Arcana Fortitude

Ignore one level of stress caused by a failed casting of a spell once per game session.

Heroic Bonds (Optional)

Creating connections is important. It binds us to those around us in one fashion or another. Bonds also allow for us to make sense of why we are where we are now. As an optional rule, each player may choose a minimum of 1 to 2 bonds with two fellow players when starting. But they are not restricted to only two. They can have a bond for every player if they so choose.

Bond Options

This is not the first adventure that I have had with _____.

_____ is often the someone I make fun of.

_____ trusted me with a secret, and I hold it to this day.

_____ does not believe I am reliable, and they have a good reason not to.

_____ has insulted my family honor; Now I find it hard to have faith in them.

_____ is a good and reliable person; I fully believe that I can entrust them even with my life.

_____ is in constant danger, I will safeguard them with my life.

I am working on converting _____ to follow my religion.

Spirits have spoken to me about a great danger that follows _____.

I owe _____ a life debt, whether they want to admit it or not. Until it is paid I stand with them against all challenges.

I worry about _____ ability to survive in this hectic and dangerous world.

_____ is tender-hearted, but one day I will find a way to make them hard like me.

_____’s misguided life choices endangers their very soul! I hope to teach them better.

_____ has stood by me in battle and I trust them completely.

I respect _____ but I keep faith that they will one day see they can be better.

_____ is a brave soldier, and I believe that I can gain much in knowledge from them.

I robbed _____ of something important.

_____ has always watched my back when things go south.

_____ knows my deepest secret.

_____ has tasted my blood and I theirs. We are bound by it.

I believe that _____ will be a part of something of major significance in the future to come.



Build A Base of Operations

Once the players have built their characters the next step is deciding on a place where they operate out of and return to when they are not questing. This location may at times play a huge part in the story while at others a very minor role. But You never know when you need a place to hold up and recover in!

Building The Perfect Base

All players must discuss and decide on what would be the best options for their base.

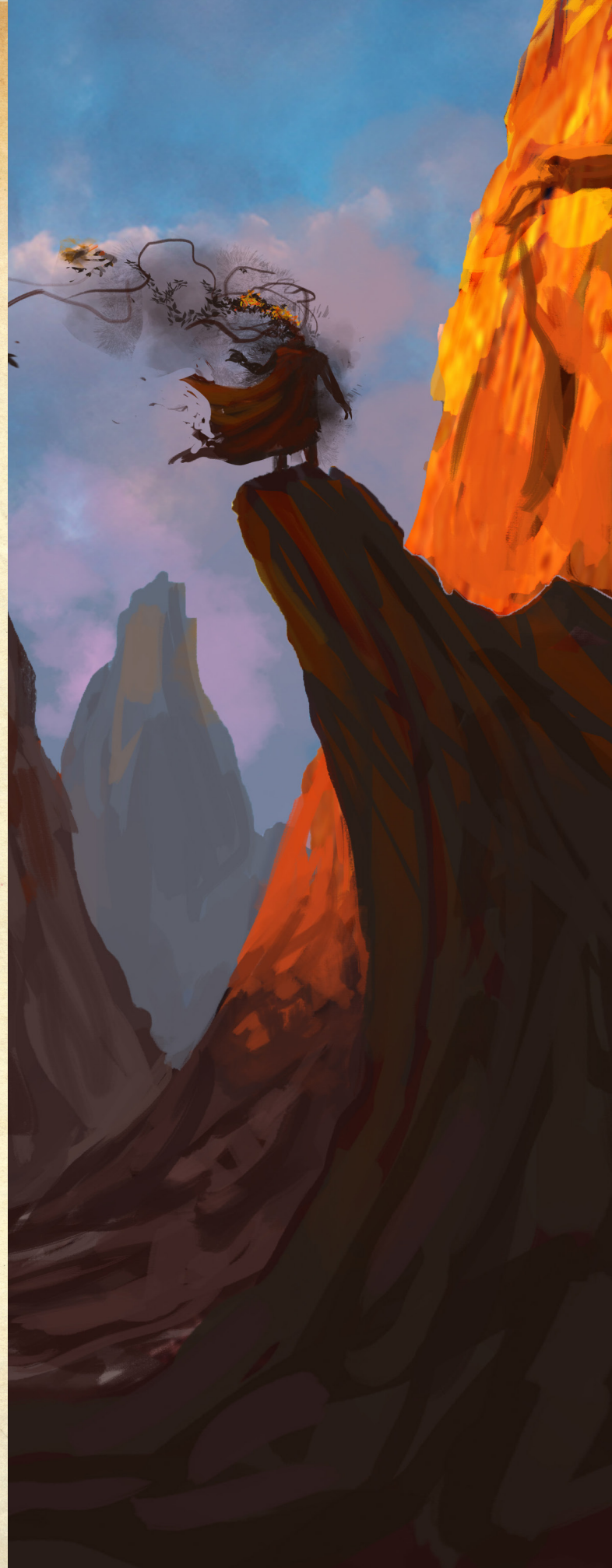
- 1. What type of location?** A hidden cavern, a wizards tower, an old castle, A tavern along the road, or something else.
- 2. Pick Your Bases Strengths.** As a group, pick two strengths for Your Base: **Well-Guarded, Powerful Defenses, Superior Scouts, Magically Hidden, Arcane library, Flying Mounts, Hidden Tunnels.**
- 3. Pick it's Weakness.** Pick one problem: **Poor supplies** (always needs to search for food and other items), **Small Hospital** (only room for one person to get help), **Low Quality Stone** (in battle, sections of walls tend to explode and give way), **Grim Reputation** (Some bad stuff happened here in the past).
- 4. Finally pick its name.** - All great places have intriguing names!

EXAMPLE BASE: Castle Grey Stone

Castle Grey Stone has been here for centuries, after surviving three wars it fell into disuse. Recently though it was awarded to several heroes. This castle is **Well Guarded** and holds **Arcane library**. But from centuries of abandonment has left many of its walls weakened ie, **Low Quality Stone**.

EXAMPLE BASE: The Travler's Den

The Traveler's Den is an odd tavern along the road that appears only to those who have been welcomed inside. It is **magically hidden** from almost all. and it holds **hidden tunnels** if its magic is ever breached. Unfortunately it has a very **Grim reputation** as being home to thieves and murderers, and so entrance is often being sought by powerful people who want to destroy it.



Name: _____
Race: _____
Style: _____
Role: _____

Goal: _____

Physical Stats

Might
Roll Under

Agility
Roll Above

Mental Stats

Wisdom
Roll Under

Charisma
Roll Above

ARCANA STAT

Roll Under

Roll Above

STRESS:

0 -1 -2 X

Character Appearance

Hero Boon

Hero Details:

My Gear

