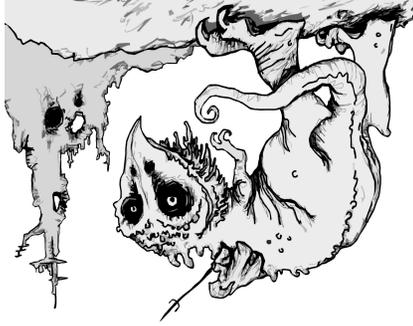


# SORCERERS & SELLSWORDS

You are a company of adventurers in a land of weirdness and danger.



Game by Ray Otus, based on John Harper's *Lasers & Feelings and Dungeon World* by Sage Latorra and Adam Koebel. Text is CC BY-SA 4.0. More games at [www.jellysaw.com](http://www.jellysaw.com)

## Your Character

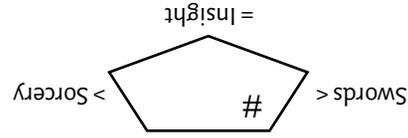
**Choose a Skill number (#) from 2-5.**

Go low to be better at Sorcery (weird powers, ancient/alien artifacts, intuition, persuasion, passionate action). Go high to be better at Swords (mundane tools and weapons, logic, diplomacy, calm precise action).

**Choose your Style:** Dangerous, Dauntless, Feral, Flashy, Furtive, Lofty, Sexy, Shrewd, or Spunky.

**Choose your Calling:** Alchemist, Alien, Archer, Artificer, Assassin, Barbarian, Beastmaster, Construct, Cutpurse, Elemental, Knight, Mystic, Necromancer, Pitfighter, Psion, Shapeshifter, or Summoner.

**Choose a Goal:** Lead the Company, Meet Sexy Humanoids, Crush Bad Guys, Find a Safe Place, Delve Dark Secrets, Establish Your Reputation, or just Keep Being Awesome.



Name

Style & Calling

Goal



## Your Sorcery

Real supernatural sorcery flows from a wild, dark place within you. Some suppress it because playing with such powers is always risky! Any powers you have are related to your Calling or Style. You get only 1d6 unless you have used the exact same sorcery before (expert) and/or spend a turn "charging up" the sorcery before using it (prepared). You can prepare a sorcery ahead of time, as long as nothing ruins your concentration. You can push for big effects, but keep in mind that any backlash could be equally dramatic!

## Your Company

As a company of adventurers...

**Pick two Advantages:** Well-Provisioned, Connected, Bad Ass Reputation, Clued In, Stylish, or Lucky.

**Pick one Problem:** Hunted, Indebted, Exiled, Foreign, or Doomed.

## Adventures

Roll d6 for each table

**Begin:** 1) at the dungeon door, 2) amid ancient ruins, 3) in a sprawling city, 4) on the shore of a great sea, 5) deep in a steamy jungle, 6) in an icy waste.

**The Problem is:** 1) someone was taken captive, 2) a people are enslaved, 3) an invasion of monstrous creatures, 4) war, 5) a powerful relic has been unearthed, 6) a string of murders.

**The Threat is:** 1) cultists of an elder god, 2) the Bone Queen/king, 3) the [beast]-people, 4) an ancient alien intelligence, 5) a charismatic enchanter, 6) a death machine.

**The Twist is:** 1) no one is entirely in the right, 2) the best solution is immoral, 3) innocents stand in the way, 4) the villain may really be the hero, 5) the real threat is hidden, 6) A secret and forbidden love.

**Remove them as appropriate.**

## The Overlord

**Ask characters questions and build on the answers.** "What happened the last time you encountered the Infernal Lords?" "Your company is indebted; what do you owe and to whom?"

**Foreshadow threats.** "When you pick up the strange artifact there is a squirmy sensation in your brain and the hairs on your neck stand up. What do you do?"

**Play to find out what happens.** Don't pre-plan outcomes. Be a fan of the characters when they succeed. When they fail give them harm, put them in more danger, or force hard choices on them. The situation always changes after a roll, for good or ill!

**Characters die.** But only when it feels right to the player. Otherwise they take harm: Dazed, Bleeding, Poisoned, etc. These tags matter in the fiction! Remove them as appropriate.

## Your Move

When you do something risky or complicated, roll 1d6, +1d6 if you are an expert, +1d6 if you are prepared.

For Sorcery, count dice OVER your #.

For Swords, count dice UNDER your #.

Dice ON your # give you Insight.

**0 = Failure.** The Overlord says how things get worse.

**1 = Minor Success.** The Overlord adds a complication, harm, or cost.

**2 = Success.**

**3 = Major Success.** The Overlord adds a bonus effect.

**Insight.** You may ask the Overlord a question for each Insight and you will get an honest answer. After hearing the answer, you can change your action if you want to, then roll again. (You *may* use this to get out of a bad roll, but you *must* change your action.)

Some good Insight questions are:

- . What are they really feeling?
- . Who is behind this?
- . How could I get them to \_\_\_\_?
- . What should I be on the lookout for?
- . What is the best way to \_\_\_\_?
- . What is really going on here?

**Helping.** You can use your move to help or hinder another's action. Say how you do it and roll. If you succeed, add a die to that character's next roll (or take one away to hinder, but a player never rolls less than one die).

Only one help or hinder applies to each character's action (no stacking) and the "how" has to make sense. At the Overlord's discretion, failure can have the opposite effect. If you fail at helping, you may hinder, and vice versa.