

Swords against Sorcery



A Microlite 20 distribution - Pacificon 2008 Edition - 8/26/08 draft

Introduction

Swords against Sorcery ("SvS") is a distribution (mash-up, blend, whatever) of the Microlite20 game ("M20"). This is a trimmed-down, subminiature version of the Primary Fantasy SRD rules (see license for more info) that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion.

Stats

There are three stats : Strength (STR), Dexterity (DEX) and Mind (MIND). Roll 4d6 for each stat, dropping the die of your choice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.
Hit Points = STR Stat + 1d6/Level.

All characters speak common tongue, as well as their native language; humans speak common natively. Characters may speak one additional language per point of MIND over 10.

Characters begin at Level 1, with 0 experience points.

Races

Dwarves get STR +2.
Elves get MIND +2.
Halflings get DEX +2.
Humans get +1 to any two stats.

Classes

Fighters add +1 to all attack and damage rolls. Every five levels starting at five (5, 10, 15, etc.) add another +1 to attack and damage rolls. They receive a +3 on Physical skill rolls.

Wizards cast arcane spells, and read arcane scrolls and spellbooks. They receive a +3 on all Knowledge skill rolls.

Clerics cast divine spells. A Cleric can Turn Undead (2 + Level + MIND Bonus) times per day. They receive a +3 on all Communication skill rolls.

Skills

There are 5 skills : Physical, Subterfuge, Knowledge, Communication, Survival. Roll higher than the given Difficulty Class to succeed.

Skill rank = level + class and race bonuses.
Skill roll = d20 + skill rank + stat bonus + situation modifiers.

Starting characters can spend 3 points on skills - including class-bonused skills - but no skill can be higher than +4 at start.

Magic

Every spell has a Spell Level. The maximum Spell Level for a spellcaster is Level/2, rounded up. Casting a spell of any kind costs Hit Points. The cost is 1 + double the level of the spell being cast:

Spell Level	0	1	2	3	4	5	6
HP Cost	1	3	5	7	9	11	13
HP if favorite		2	4	6	8	10	12
Min. Caster Level	1	3	5	7	9	11	

Wizards casting in armor pay additional HP equal to their armor bonus. There is no need to memorize spells in advance. Spellcasters can pick a favorite spell on every Spell Level starting at 1st level. These spells are easier to cast due to familiarity, costing 1 less HP to use.

The Difficulty Class (DC) for all spells is
10 + Caster Level + Caster's MIND bonus

Note that there are no separate "saving throws" in this game: use STR bonus + your level for Fortitude saves and use DEX bonus + your level for Reflex saves. Saving against magic (Will save) is usually MIND bonus + your level.



Gear

Weapons

Unarmed = 1d4
Light Weapons = 1d6
Medium Weapons = 1d8
Heavy Weapons = 1d10

Armor

Light = +2 AC
 Medium = +4 AC
 Heavy = +6 AC

Shields

Light = +1 AC
 Heavy = +2 AC

Surprise

At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 you are surprised and may not act.

Combat

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee attack bonus = STR bonus + Level
 Missile attack bonus = DEX bonus + Level
 Magic attack bonus = MIND bonus + Level
 Armor Class (AC) = 10 + DEX bonus + Armor bonus
 Add attack bonus to d20 roll. If higher than your opponent's Armor Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage. A 1 is always a miss.

Damage

Damage = d6 or weapon + fighter bonus. Add + STR bonus if a melee attack; x2 for 2-handed weapons.

If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Resting for 30 minutes recovers all hit points lost. One day of rest recovers one point of STR.

**Level Advancement**

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. eg: 1 kobold = EL1. 2 kobolds = EL2. 4 kobolds = EL3, etc.

Add up the Encounter Levels (ELs) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX or MIND (player's choice).

Fighters gain +1 to their attack and damage rolls at levels 5,10,15,etc.

Clerics and Magi gain access to new spell levels at levels 3,5,7,9,etc.

Arcane Spells

Wizards can cast any arcane spell they learn. Learning an arcane spell means copying it by hand into one's spell book. A wizard can only learn a spell equal or below 1/2 their class level, rounded up. Wizards start with three first levels arcane spells in his spell book and can add more spells by finding (or buying) them on scrolls or books and copying them into his spell book.

0-Level Spells

Arcane Mark: Permanently inscribes a personal rune (visible or invisible).

Detect Magic: Detects spells and magic items.

Ghost Sound: Figment sounds for minutes.

Light: Object shines like a torch for hours.

Mage Hand: 5-pound telekinesis while concentrating.

1st-Level Spells

Alarm: Wards an area for hours.

Cause Fear: One creature of 5 HD or less flees.

Charm Person: Makes one person your friend for a day.

Comprehend Languages: You understand all spoken and written languages.

Grease: Makes area or one object slippery.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Read Magic: Allow target to read arcane scrolls and spellbooks. Duration 1 minute per level.

Scribe Scroll: Store a spell that you cast on a scroll to be released by reading it. This requires a use of Read Magic beforehand.

Sleep: Puts 4 HD of creatures into magical slumber.

Spider Climb: Grants ability to walk on walls and ceilings.

Ventriloquism: Throws voice.

2nd-Level Spells

Acid Arrow: 2d4 damage for 1 round +1 round/three levels.

Command Undead: Undead creature obeys your commands.

Detect Thoughts: Allows "listening" to surface thoughts.

Draw Runes: Stores a spell that you cast in a rune you draw to be released using a simple trigger you specify.

Fly: Subject flies at speed of 60 ft.

Hold Person: Paralyzes one humanoid.

Invisibility: Subject is invisible until it attacks.

See Invisibility: Reveals invisible creatures or objects.

Web: Fills area with sticky spiderwebs.

3rd-Level Spells

Craft Wand: Store a spell that you cast into a wand to be released using a command word.

Dispel Magic: Cancels magical spells and effects.

Fireball: 1d6 damage per level, 20-ft. radius.

Gentle Repose: Preserves one corpse.

Haste: One creature/level moves faster or gets a second melee attack.

Major Image: Image plus sound, smell and thermal effects.

Summon Monster: Calls extraplanar creature to fight for you.

Tongues: Speak any language.

WindWalk: Targets turn to dust and fly in a gust of wind.

4th-Level Spells

Animate Dead: Creates undead skeletons and zombies.

Charm Monster: Makes monster believe it is your ally for a day.

Create Wondrous Item: Permanently enchant masterwork items including arms and armor with effects that are thematically linked to a spell you cast.

Illusory Wall: Creates a permanent wall, floor, or ceiling that looks real, but anything can pass through.

Scrying: Spies on subject from a distance.

ShadowWalk: Take subjects into shadow to travel rapidly.

Shout: Deafens all within cone and deals 5d6 sonic damage.

Stone Shape: Sculpts stone into any shape.

5th-Level Spells

Cone of Cold: 1d6/level cold damage.

Dominate Person: Controls humanoid telepathically.

Magic Jar: Enables possession of another creature.

Permanency: Makes certain spells permanent.

Planar Binding: Traps extraplanar creature of 6 HD or less until it performs a task.

Polymorph: Transforms subject into harmless animal.

Seeming: Changes appearance of one person per two levels.

Telepathic Bond: Link lets allies communicate.

Teleport: Instantly transports subjects hundreds of miles.



6th-Level Spells

Create Golem: Creates constructs made of dead material.

Create Undead: Creates ghouls, ghosts, mummies, or mohrgs.

Disintegrate: Makes one creature or object vanish.

DreamWorld: Creates a permanent portal to a new pocket dimension.

Geas: Commands subject.

Petrify: Turns subject creature into statue.

Plane Shift: Subjects travel to another plane.

True Seeing: Lets you see all things as they really are.

Divine Spells

Clerics may cast any divine spell, with a spell level equal or below 1/2 their class level, rounded up. Clerics do not need spell books and automatically have access to all divine spells of a level they can cast (use of certain spells may be forbidden by the cleric's deity, however). Clerics can Turn Undead with a successful Magic Attack. DC is the current Hit Points of the Undead. If the DC is exceeded by 10 it is destroyed.

0-Level Spells

Cure Minor Wounds: Cures 1 point of damage.

Detect Poison: Detects poison in one creature or object.

1st-Level Spells

Brew Potion: Store a spell you cast in a potion to be released when quaffed.

Bless: Allies gain +1 on attack rolls and saves against fear.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Shield: AC +2 +1/6 level.

2nd-Level Spells

Augury: Learns whether an action will be good or bad.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Zone of Truth: Subjects within range cannot lie.

3rd-Level Spells
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Remove Curse: Frees object or person from curse.

Speak with Dead: Corpse answers one question/two levels.

4th-Level Spells

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration: Restores level and stat drains.

5th-Level Spells

Mass Cure Light Wounds: Cures 1d8 damage +1/level for many creatures.

Raise Dead: Restores life to subject who died as long as one day/level ago.

Hallow: Designates location as holy.

Commune: Deity answers one yes-or-no question/level.

Reversible Spells

Spells are reversible if possible.

New Spells

It is of course possible to research further arcane spells and to ask a patron deity for further divine favors. Take a look at the SRD for inspiration.

Scrolls

There are arcane and divine scrolls. Arcane scrolls are created by wizards, and can only be read by wizards or those under a Read Magic spell. They cost wizards no hp to cast; those using Read Magic must pay the hp cost as if the scroll spell was a favorite spell.

Divine scrolls are created by clerics. They can be cast by any able to read by anyone, and cost no hp to cast.

Monsters

Creation: Pick a name, assign a level, hit dice = level, hit points = 1d6 per level, magic defense = 10 + level, all attack bonuses = level, damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like, AC = armor equivalent; pick special abilities as the level increases.

Special attacks act like magic attacks against an appropriate defense. Monsters and non-player characters don't have stats.



ANT, GIANT: AC: 16 HD: 3d6 AT: bite +3 (1d6) S: acid (2d6)

BASILISK: AC: 15 HD: 6d6 AT: bite +6 (1d6) S: petrifies onlookers

BLACK PUDDING: AC: 13 HD: 10d6 AT: slam +10 (2d6) S: immune to everything but fire, divides when hit

BLINK DOG: AC: 14 HD: 4d6 AT: bite +4 (1d6) S: teleports

BUGBEAR: AC: 14 HD: 3d6 AT: weapon +3 (1d6) S: surprise foes on a 1-3

CENTAUR: AC: 14 HD: 4d6 AT: 2 kicks +4 (1d6), weapon +4 (1d6)

CENTPEDE, GIANT: AC: 16 HD: 6d6 AT: bite +6 (2d6) S: poison (1d6 DEX)

CHIMERA: AC: 15 HD: 9d6 AT: 2 claws +9 (1d6), goat gore +9 (1d6), lion bite +9 (1d6), dragon bite +9 (2d6) S: breathes fire (3d6), flies

COCKATRICE: AC: 13 HD: 5d6 AT: bite +5 (1d6) S: petrifying bite

DJINN: AC: 14 HD: 7d6 AT: slam +7 (2d6) S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons

DOPPELGANGER: AC: 14 HD: 4d6 AT: claw +4 (1d6) S: immitate humanoids, immune to sleep and charm

DRAGON, BLACK: AC: 17 HD: 7d6 AT: 2 claws +7 (1d6), bite+7 (1d6) S: breathes line of acid (7d6)

DRAGON, BLUE: AC: 19 HD: 9d6 AT: 2 claws+9 (1d6), bite+9 (3d6) S: breathes line of lightning (9d6)

DRAGON, GREEN: AC: 18 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (3d6) S: breathes cloud of chlorine gas (8d6)

DRAGON, RED: AC: 20 HD: 10d6 AT: 2 claws +10 (1d6), bite (4d6) S: breathes cone of fire (10d6)

DRAGON, WHITE: AC: 16 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: breathes cone of cold (6d6)

DRYAD: AC: 14 HD: 2d6 AT: no S: charm

EFREET: AC: 16 HD: 10d6 AT: slam (2d6) S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons

ELEMENTAL, AIR: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: whirlwind, extra damage against foes in the air

ELEMENTAL, EARTH: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: tear down stone, extra damage against foes standing on the ground (1d6)

ELEMENTAL, FIRE: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: ignite materials

ELEMENTAL, WATER: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: overturn

boats, extra damage against swimming foes (1d6)

GARGOYLE: AC: 14 HD: 4d6 AT: 2 claws +4 (1d6), bite +4 (1d6), horns +4 (1d6) S: fly

GELATINOUS CUBE: AC: 11 HD: 4d6 AT: slam +4 (2d6) S: touch paralyses, immune to lightning and cold, surprise foes on a 1-4

GHOUL: AC: 13 HD: 2d6 AT: 2 claws +2 (1d6), bite +2 (1d6) S: touch paralyses, humans slain by ghouls rise again as ghouls in 24h

GIANT, CLOUD: AC: 15 HD: 12d6 AT: morningstar +12 (4d6) or +12 hurl rocks (3d6) S: only surprised on a 1.

GIANT, FIRE: AC: 15 HD: 11d6 AT: sword +11 (5d6) or +11 hurl rocks (3d6) S: immune to fire

GIANT, FROST: AC: 15 HD: 10d6 AT: greataxe +10 (4d6) or +11 hurl rocks (3d6) S: immune to cold

GIANT, HILL: AC: 15 HD: 8d6 AT: spear +8 (2d6)

GIANT, STONE: AC: 15 HD: 9d6 AT: stone club +9 (3d6) or +9 hurl rocks (3d6)

GIANT, STORM: AC: 17 HD: 15d6 AT: greatsword +15 (8d6) S: call thunderstorm in 10min, then call lightning (15d6)

GNOLL: AC: 14 HD: 2d6 AT: weapon +2 (1d6)

GOBLIN: AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: -1 to hit in sunlight

GOLEM: AC: 18 HD: 9d6 AT: 2 slams +9 (2d6) S: hit only by magic weapons, immune to magic, healed by lightning

GORGON: AC: 17 HD: 8d6 AT: gore +8 (2d6) S: breathes petrifying gas

GREY OOZE: AC: 11 HD: 3d6 AT: slam +3 (2d6) S: acid destroys armor in one round, deals automatic damage after the first hit, immune to fire and cold

GRIFFON: AC: 14 HD: 7d6 AT: 2 claws +7 (1d6), bite+7 (2d6) S: flies

HARPY: AC: 12 HD: 3d6 AT: 2 talons +3 (1d6), weapon +3 (1d6) S: flies, siren-song

HELL HOUND: AC: 15 HD: 5d6 AT: bite +5 (1d6) S: breathe fire (5d6)

HIPPOGRIFF: AC: 14 HD: 3d6 AT: 2 claws +3 (1d6), bite +3 (1d6) S:flies

HOBGOBLIN: AC: 13 HD: 1d6 AT: weapon +1 (1d6)

KOBOLD: AC: 12 HD: 1d6 AT: weapon (1d6)

LIZARDMAN: AC: 15 HD: 2d6 AT: weapon (1d6)

LYCANTHROPE, WEREBEAR: AC: 17 HD: 6d6 AT: 2 claws +6 (2d6), bite +7 (2d6) S: lycanthropy, extra 2d6 damage if both claws hit

LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d6 AT: tusk +6 (2d6) S:

lycanthropy, attack +6 instead of +4 because of rage

LYCANTHROPE, WERERAT: AC: 12 HD: 3d6 AT:

bite +3 (1d6) S: lycanthropy,

surprise foes on a 1-4

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d6 AT: 2 claws +5 (1d6), bite +5 (2d6) S: lycanthropy, surprise foes on a 1-4

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d6 AT: bite +4 (2d6) S: lycanthropy

MANTICORE: AC: 15 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total

MEDUSA: AC: 11 HD: 4d6 AT: weapon +4 (1d6) S: onlookers turns to stone, averting eyes reduces to-hit by 4 and grants +2 to medusa attacks

MERMAN: AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: breathe water, swim

MINOTAUR: AC: 13 HD: 6d6 AT: Head gore +6 (1d6), weapon +6 (1d6)

MUMMY: AC: 16 HD: 5d6 AT: slam (2d6) S: mummy rot curse if hit (no more healing), hit only by magic weapons, spells, and fire, immune to charm, sleep, and hold spells

NIXIE: AC: 12 HD: 1d6 AT: weapon (1d6) S: swims, charm

OCHRE JELLY: AC: 11 HD: 5d6 AT: acid strike +5 (2d6) S: a hit destroys organic material, lightning and weapon damage divides jelly into three jellies, each doing +2 (1d6) damage

OGRE: AC: 14 HD: 4d6 AT: weapon +4 (2d6)

ORC: AC: 13 HD: 1d6 AT: weapon +1 (1d6)

OWLBEAR: AC: 14 HD: 5d6 AT: 2 claws +5 (1d6), bite +5 (1d6) S: hug for additional 2d6 if both claws hit

PEGASUS: AC: 13 HD: 2d6 AT: 2 hooves +2 (1d6) S: flies

PURPLE WORM: AC: 13 HD: 15d6 AT: bite +15 (2d6), sting (1d6) S: poison sting (1d6 STR), swallows whole on a natural 20, swallowed creatures take 3d6 automatic damage every round

ROC: AC: 17 HD: 12d6 AT: 2 claws +12 (1d6), bite +12 (3d6)

SALAMANDER: AC: 17 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (1d6) S: heat does 1d6 to nearby creatures, immune to fire, hit only by magic weapons

SHADOW: AC: 12 HD: 2d6 AT: touch (1d46) S: drains 1 STR per hit, hit only by magical weapons, immune to charm and sleep spells, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24h later as a shadow

SKELETON: AC: 12 HD: 1d6 AT: weapon +1 (1d6) S: immune to charm and sleep spells

SPECTER: AC: 17 HD: 6d8 AT: touch +6 (1d6) S: immune to charm, sleep and hold spells, drains 2 levels per hit, creatures reduced to 0 levels

will rise 24h later as a specter

STIRGE: AC: 12 HD: 1d6 AT: sting +1 (1d6) S: attaches on a hit and will deal 1d6 automatically damage every round

TOAD, GIANT: AC: 12 HD: 2d6 AT: bite +2 (1d6) S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue

TROLL: AC: 15 HD: 6d6 AT: 2 claws (1d6), bite +6 (2d6) S: regenerate 3 per round

VAMPIRE: AC: 17 HD: 9d8 AT: bite +9 (1d6) S: immune to charm, sleep and hold spells, hit only by magical weapons, regenerate 3 per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round

WIGHT: AC: 14 HD: 3d8 AT: claw +3 (1d6) S: immune to charm and sleep spells, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise some days later as a wight

WILL-O-THE-WISP: AC: 27 HD: 9d6 AT: 1 shock +9 (1d6+4)

WOLF: AC: 12 HD: 2d6 AT: bite +2 (1d6)

WORG: AC: 13 HD: 4d6 AT: 1 bite +4 (2d6)

WRAITH: AC: 16 HD: 4d6 AT: touch +4 (1d6) S: immune to charm, sleep, and hold spells, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24h later as a wraith

WYVERN: AC: 16 HD: 7d6 AT: bite +7 (2d6), sting +7 (1d6) S: poison sting (1d6 STR), flies

ZOMBIE: AC: 11 HD: 2d6 AT: claw +2 (1d6) S: immune to charm and sleep spells, always loose initiative.



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