

THE SORCERER SUPREME is a ROLE PLAYING

GAME for 3 - 10 players. One player is **THE SORCERER SUPREME**, the most powerful wizard to ever live. **THE SORCERER SUPREME** tests the other players magical ability by inventing a **TASK** for them to complete, like rescuing a cat from a tree, or fixing a broken down car. The players are only allowed to use magic spells to solve the **TASK**.

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**.

Longer **SPELLS** need more dice rolls, and as such, are more difficult than short **SPELLS**.

For each **WORD** in a **SPELL**, the **WIZARD** rolls a 20 sided dice, also known as a **D20**.

Die Roll	Result	Description
1	Critical Failure	When a CRITICAL FAILURE occurs, roll a D20 . The result corresponds to the WORD OF POWER that REPLACES the WORD OF POWER you attempted to use.
2 - 5	Failure	The WORD OF POWER works PARTIALLY , or INCORRECTLY . You get an underwhelming, or completely incorrect result.
5 - 10	Minor Success	The WORD OF POWER works SATISFACTORILY , but THE SORCERER SUPREME may describe the result as less than perfect.
11 - 15	Major Success	The WORD OF POWER works very well.
16 - 20	Critical Success	The WORD OF POWER works PERFECTLY as you intended. You can describe extra benefits as the SORCERER SUPREME sees fit.

EXAMPLE - CASTING A SIMPLE SPELL

MEDIOAKRUS is a **WIZARD** attempting to cast a simple **SPELL**. **MEDIOAKRUS** has found a huge bag of gold, and wants to reduce its size so it's easy to carry.

MEDIOAKRUS waves a hand over the bag and says the **WORDS OF POWER**:

REDUCTO! (Reduce) **MAGNITUDE!** (The Size)

MEDIOAKRUS has cast a spell with 2 words of power, and has to roll a **D20** twice.

MEDIOAKRUS rolls an 11, and then rolls a 14.

The result is a **MAJOR SUCCESS** on **REDUCTO**, so something will be reduced just fine, and a **CRITICAL SUCCESS** on **MAGNITUDE**, so the size is reduced by the perfect amount! The big sack of gold now fits firmly inside of a pocket.

THE WORDS OF POWER!

	WORD OF POWER	Definition	Examples
1	Si	Condition/Interaction	If (something) Then Do (Spell)
2	Magnitudine	Size	Large, Small, Size of a giraffe
3	Morphosia	Shape	Sphere, Cube, Shape of object
4	Ex Nihil	Create	Create flame, Create object
5	Locatia	Location	100m North, Eiffel Tower
6	Emulus	Imitate	Illusion imitates tiger
7	Somateria	Physical Form	Me, you, that desk
8	Injectiv	Infuse/Inject	Inject person into location
9	Extractus	Extract	Extract water from 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	Reduce static electricity
19	Chronos	Time	Observe future/past
20	Arcano	Magic	Detect other Wizards

EXAMPLE - CASTING A COMPLEX SPELL

Now **MEDIOAKRUS** wants to cast a more complex spell.

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

MEDIOAKRUS will **EXTRACT**, **BLOCK** of **PHYSICAL MATTER** from the **MOUNTAIN**.

EXTRACUS! - MORPHOSIA! - SOMATERIA! - LOCATIA!

MEDIOAKRUS rolls: 7, 12, 6, 1.

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

MEDIOAKRUS rolls a **D20** to see what **WORD OF POWER** replaces **LOCATIA** (Location).

MEDIOAKRUS 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 shoot around the room, for example.

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

Optional Rules

During playtesting, we have very quickly figured out that having a **GAME MASTER** (A player acting as **THE SORCERER SUPREME**) is not necessary for this game. A **WIZARD** (player) is perfectly happy to describe the catastrophic results of a **SPELL** gone wrong, as well as the incredible benefits from a “perfect” **SPELL**. So, playing without a **GAME MASTER** is actually pretty simple. In order to come up with the mission/goal that the **WIZARDS** seek to accomplish, play **ONE WORD STORY**, performing one rotation on your group of **WIZARDS**. If you are unfamiliar with how to play, form a circle with your play group. Each player adds one word to a sentence, making a story.

Example

Player 1: Several
Player 2: Horses
Player 3: Have
Player 4: No
Player 5: Power
Player 6: Drills
Player 7: And
Player 8: Hammers

So, having finished the story, the **WIZARDS** immediately realise that a group of construction workers that just happen to be horses have misplaced their power tools and need the assistance of our **WIZARDS** in order to find them.