

Fireball

Skavenloft

Fireball

By

Łukasz “Skavenloft” Kołodziej

Helping Hands

Dawid “Seth” Cano
Kamil “Jaskier” Furman
Piotr “Jagmin” Rasiński
Szymon “Noobirus” Piecha
Wojciech “Onslo” Chelstowski

Proofreading & Layout

Szymon “Noobirus” Piecha

Editing

Onno Tasler

Licensing

Creative Commons 3.0 Poland (CC BY 3.0 PL)
<https://creativecommons.org/licenses/by/3.0/pl/>
German Translation & License 3.0
<https://creativecommons.org/licenses/by/3.0/de/>

Fireball (Say it like a drunken wizard!) is a Polish indie role-playing game of mighty warriors and wise wizards! Sounds trite? Well, it is!

Fireball is a retro-inspired game for impatient gamers. A single throw of 6D6 gives you everything you need to start adventuring: A complete hero (including attributes, race, class, backgrounds and goals)!

The game celebrates the 2015 premiere of the Polish gaming magazine *Magia i Miecz* (*Sword & Sorcery*). This brief, modest roleplaying game found many fans because it was easy to play and was well suited for conventions.

The author, Lukasz "Skavenloft" Kołodziej, wrote the game in one evening and began play-testing quickly thereafter.

So what are you waiting for? Get a few friends, throw a small handful of your favorite d6s and slay the dragon!

PREPARATION

To play you need some buddies, a few six-sided dice (d6) and a pencil. One of you will be the game master, the other will play the heroes. You can find character sheets at the end of this book, but you can just use paper if you wish.

HERO CREATION

Roll 6d6 and record all results in order. A one is a dismal roll, a six is perfect!

ATTRIBUTES

1. The first roll - **Spunk** - reflects your strength and resilience.
2. The second roll - **Spryness** - shows how quick and nimble you are.
3. The third roll - **Smarts** - reflects your intelligence and knowledge.
4. The fourth roll - **Charm** - how much impact you have on others.
5. The fifth roll - add your Spunk - this is your **Hit Points**. (HP)
6. The sixth roll - add your Smarts or Charm this is **Magic Points** (MP)

Don't Get Angry!

If you're really upset with your rolls, just roll the dice again.



RACE

Your **worst** Attribute is...

Spunk? Then you're an *Elf*.

Because of your long life, Smarts based challenges are one level easier in difficulty.

Spryness? Then you're a *Dwarf*.

Because of your hardness, Spunk based challenges are one level easier in difficulty

Smarts? Then you're a *Halfling*.

Your empathy for others makes Charm based challenges one level easier in difficulty.

Charm? Then you're an *Orc*.

With your wild upbringing, Spryness challenges are one level easier in difficulty.

Don't want to play that race? Then you are a *Human*.

Because of your stubbornness, you can even dodge the bony finger of Death. When you die the first time you are only unconscious for the rest of the scene. You're back in the game next scene.



CLASSES

Your **best** Attribute is...

Spunk? Then you're a Warrior.

Your special ability is *Mighty Blow* (1 MP/use) – When using a two-handed weapon, you cause 2d6 + Spunk damage.

Spryness? Then you are a Thief.

Your special ability is *Dodge* (1 MP/use) – If unarmored, you may reduce any damage you just took by 1d6 + Spryness.

Smarts? Then you're a Magician.

Your special ability is *Fireball!* (1 MP/ target) - You fry as many opponents as you can for 1d6 damage each.

Charm? Then you're a Priest.

Your special ability is *Healing* (1 MP / target) - Your touch heals an ally for 1d6 HP.

Don't like your resulting class? Then you're a wanderer.

Wanderers don't have any special abilities.

Choose!

If you have several attributes that are equally highest or lowest, you have more options for race and class!



EQUIPMENT

Are you a...

Warrior?

Then you have either a weapon and shield, two weapons, or a two handed weapon. (*See Combat*).

Thief?

Then you have a weapon and a tool (*See Challenges*).

Magician?

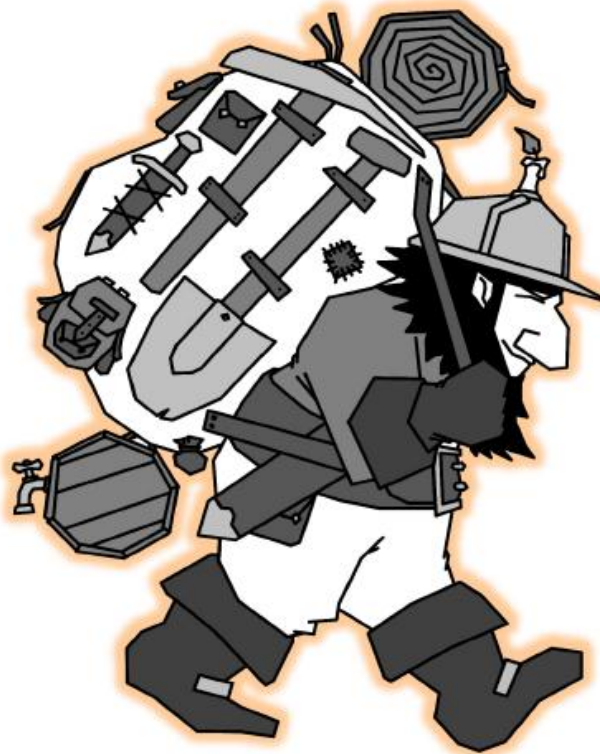
Then you have a weapon and a spell book (*See Magic*).

Priest?

Then you have a weapon and a holy symbol (*See Prayers*).

Wanderer?

Then you have a weapon and a horse (*See Movement*).



SPELLS & PRAYERS

SPELLS

As a magician, you can have your Smarts value in spells within your spell book, determined randomly with a d6 roll.

1. Invisibility (2 MP) - Your touch makes an ally invisible. The spell ends when the invisible target makes an offensive action.
2. Stone Skin (2 MP) - Reduces all damage you suffer by 1d6. The spell ends after he has reduced 12 points of damage.
3. Choking Cloud (2 MP/ target) - The selected foes take 1d6 damage each round. The spell ends after he has added a total of 12 points of damage.
4. Flight (3 MP) - Your touch allows an ally to rise into the air. The spell ends when the target touches the earth again.
5. Teleport (2 MP/target) - You instantly transport chosen allies to a place known to you.
6. Summoning (4 MP) - You call a magical beast (*see Monster*) that serves you until its death. Another Summoning banishes the previous beast.

PRAYERS

As a priest memorize a number of prayers equal to your Smarts score, determined randomly with a d6 roll. Without a holy symbol, prayers can only be cast within a temple to your god.

1. Manna from Heaven (1 MP) - You provide enough food for the group for one day.
2. Miracle Cure (1 MP) - You heal an ally of all diseases and poisons.
3. The Wrath of God (2 MP) - Your weapon causes additional 1d6 damage per hit. The spell ends when you drop or sheath your weapon, or when it causes a total of 12 damage.
4. Sanctuary (3 MP) - Demons, ghosts and undead cannot penetrate into an area affected by this spell. The spell ends when the priest leaves the sanctuary.
5. Dispel (1 MP/MP of Spell canceled) - Ends selected spell or prayer in effect.
6. Resurrection (5 MP) Restores a dead target back to life when touched. Resurrected beings have 1 HP and 1 MP until healed or rested.

Think about it!

You can also pick and choose your spells/prayers if you wish.

DETAILS

Age (In years)

Add up your Attributes and add....

10 if you are human.

15 if you're an orc.

20 if you are a halfling.

100 if you're a dwarf.

200 if you're an elf.

Height (in inches).

Multiply your Spryness x 5 and add...

30 if you are a halfling.

35 if you're a dwarf.

50 if you are human.

52 if you're an elf.

55 if you're an orc.

Weight (in pounds).

Multiply your Spunk x 5 and add...

50 if you are a halfling.

100 if you're an elf.

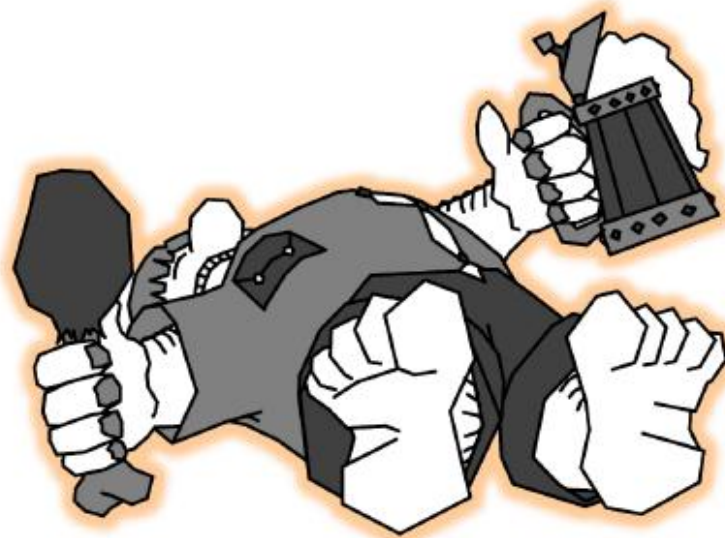
150 if you are human.

175 if you're a dwarf.

200 if you're an orc.

Make up your mind!

Choose your gender, name, skin hair and eye color as you wish.



PERSONAL GOALS

Roll	1st	2nd	3rd	4th	5th	6th
Score	Your...	Was	By	Why?	Where?	Needs to be....
1	Apprentice	Sold	A Demon	Cruelty	Hell	Freed
2	Mentor	Kidnapped	Bandits	Greed	darkest jungle	Ransomed
3	Friend	Bribed	A Dragon	Revenge	An old keep	Killed
4	Relative	Obsessed	The Undead	Despair	The Afterlife	Saved
5	Lover	Killed	Orcs	Carelessness	Wild mountains	Avenged
6	Rival	Seduced	A Sorcerer	Jealousy	An exotic land	Faced

Think about it!

Adventuring groups can use repeating motives to find common goals.

OBJECTIVES

You are ready. Your buddies probably are, too. You're a group of adventurers who have come together to achieve their goals. The GM makes a secret 6d6 roll to find out which task must deal with here.

Roll	1st	2nd	3rd	4th	5th	6th
Score	You Must	A What?	From whom?	Where?	For whom?	Reward?
1	Find	Treasure	Dragon	Caves	The Thieves Guild	Riches
2	Bring	Magical Beast	Orcs	Mountain Fortress	Mercenaries	Betterment Of world
3	Destroy	Wizard	Sorcerer	Dark Tower	A Witch Coven	An Artifact
4	Unite	Ghost	Demon	Dungeon	The Temple	A Blessing
5	Hide	Delivery	Undead	Ruins	A Mysterious Wanderer	Pleasure
6	Liberate	Prisoners	Bandits	Capital City	The King	Glory

Think about it!

GM, use similarities in objectives to motivate the heroes.

COMBAT

First, the GM describes the environment. Then, all parties act in order of Spryness. With a tie is decided by the Smarts and, if that does not help, the game master decides..

ACTIONS

When it's your turn, you can perform up to two actions. Here are a few examples:

Movement

You can easily move twice your Smarts in meters. When you fly or ride a horse you're twice as fast. If you climb or swim you're half as fast. When you use two actions to move in the same round, you are considered running (or galloping on a horse).

Attack

You hit an opponent within the range of your weapon automatically and cause...

1d6 + Spunk score damage if you are a warrior, thief or wanderer

Spunk score damage if you are a magician or priest.

If you attack with a ranged weapon or two weapons, use your Spryness instead of Spunk. You can only attack twice if you're fighting with two weapons.

Magic

Cast a spell or say a prayer, reducing your MP by the value that of the given spell or prayer. Like attacks, magic always hits but sometimes the caster must be able to touch the target. You can only conjure up a spell or prayer once per round.

In addition you need...

... Your spellbook if you are a wizard (except for your fireball).

... A holy symbol if you are a priest (or you must be in a temple to your god) (except of Healing).

Magic Points regenerate at a rate of 1 point per hour of rest.

INJURY

If you are wearing...

... No armor or shield: Reduce all damage taken by your Spryness.

... Shield OR armor: Reduce physical damage by 1d6.

... Shield AND Armor: Reduce physical damage by 2d6.

Remember, when wearing armor or using shields thieves cannot use their dodge ability and magicians cannot cast.

If your HP drops to 0 or less, you're dead.

Injured characters heal Spunk HP per full day of rest.

CHALLENGES

To achieve your goals, you will not only fight, but will also do things like climb, disarm traps, ride beasts and much, much more. These situations are called Challenges. When failure has risks (injury, detection, prevention of goals, etc.) The GM decides how difficult the challenge is (Easy, Normal, Hard, Heroic or Impossible), which attribute is required and the consequences arising out of failure. Compare the difficulty to your attribute score:

...

- ... in a **Simple** challenge at 2 or more.
- ... Is in a **Normal** challenge 3 or more.
- ... Is in a **Heavy** challenge 4 or more.
- ... Is in a **Heroic** challenge 5 or more.
- ... Is at an **Impossible** challenge 6.

In certain circumstances, a thief can employ a tool and roll a 1d6 instead of comparing the required ability.

Think about it!

In a challenge you can use different attributes if it can be justified and the GM agrees.

EXPERIENCE

Every time your hero solves a problem, you get one point which you can...

- **Increase your Spunk**, thus increasing your HP and damage dealt.
- **Increase your Spryness**, thus increasing your movement rate, damage dealt with two weapons and ranged weapons, and damage reduced if you are unarmored.
- **Increase your Smarts**, thus increasing a magician's MP and granting a new spell
- **Increase your Charm**, , thus increasing a priest's MP and granting a new prayer

Don't forget higher attributes allow you to master more difficult challenges. No attribute may exceed 6. If your attributes are maxed out, instead, increase your HP and MP by 1.

Don't Get Angry!

If you are a wanderer, you can choose another class instead of increasing an attribute.

BESTIARY

During your adventure you will fight various monsters. Leaders, scoundrels and warlocks can be created much like heroes, using a 6d6 throw. You can easily create exotic beasts by using these examples as a guide or simply let your imagination lead you!

GOBLIN

Spunk **1** | Spryness **4** | Smarts **1** | Charm **1**

HP: **4** MP: **2** Damage: **1d6+1**

Ambush - the Goblin is invisible until he performs an offensive action

SLIME

Spunk **2** | Spryness **1** | Smarts **1** | Charm **1**

HP: **8** MP: **1** Damage: **1d6+1**

Gobble - after an attack the slime devours one piece of the victim's equipment, such as a shield, a weapon or item the victim is currently using. The object can be retrieved once the slime is killed.

MIMIC

Spunk **2** | Spryness **2** | Smarts **2** | Charm **4**

HP: **10** MP: **3** Damage: **1d6+1**

Duplicate - the mimic looks exactly like a certain object. Unwary passersby notice no difference and the mimic attacks when his unsuspecting victim comes close.

TROLL

Spunk **5** | Spryness **3** | Smarts **1** | Charm **1**

HP: **15** MP: **2** Damage: **1d6+5**

Regeneration - at the beginning of each round the Troll regenerates 5 life, even at 0 or lower HP. One can only kill a troll with fire or acid, and they cannot regenerate damage from those sources

UNDEAD

Spunk **4** | Spryness **4** | Smarts **3** | Charm **2**

HP: **10** MP: **6** Damage: **1d6+4**

Hand of death - every attack from the undead reduces all of the victim's attributes by 1. The attributes cannot fall below 1. Attributes are restored after the undead are destroyed.

MAGICAL BEAST

Spunk **4** | Spryness **5** | Smarts **3** | Charm **3**

HP: **12** MP: **9** Damage: **1d6+4**

Hocus Pocus - the magical beast knows two spells or prayers (chosen by the GM).

GHOST

Spunk **3** | Spryness **5** | Smarts **4** | Charm **1**

HP: **12** MP: **10** Damage: **1d6+4**

Disembodied - a ghost resides between the worlds of the living and the dead, thus it can go through walls and is only harmed by magical weapons or the attacks and prayers of the a priest.

TREANT

Spunk **5** | Spryness **1** | Smarts **5** | Charm **3**

HP: **20** MP: **12** Damage: **1d6+5**

Tree form - in the forest, treants can only be discerned from trees when they move. Treants receive double damage from fire and axes

GOLEM

Spunk **6** | Spryness **2** | Smarts **2** | Charm **2**

HP: **25** MP: **0** Damage: **2d6+3**

Rock - a golem can be made from different materials, but his body is so tough that it can only be harmed by cutting weapons or magic.

DRAGON

Spunk **6** | Spryness **5** | Smarts **6** | Charm **6**

HP: **30** MP: **15** Damage: **2d6+5**

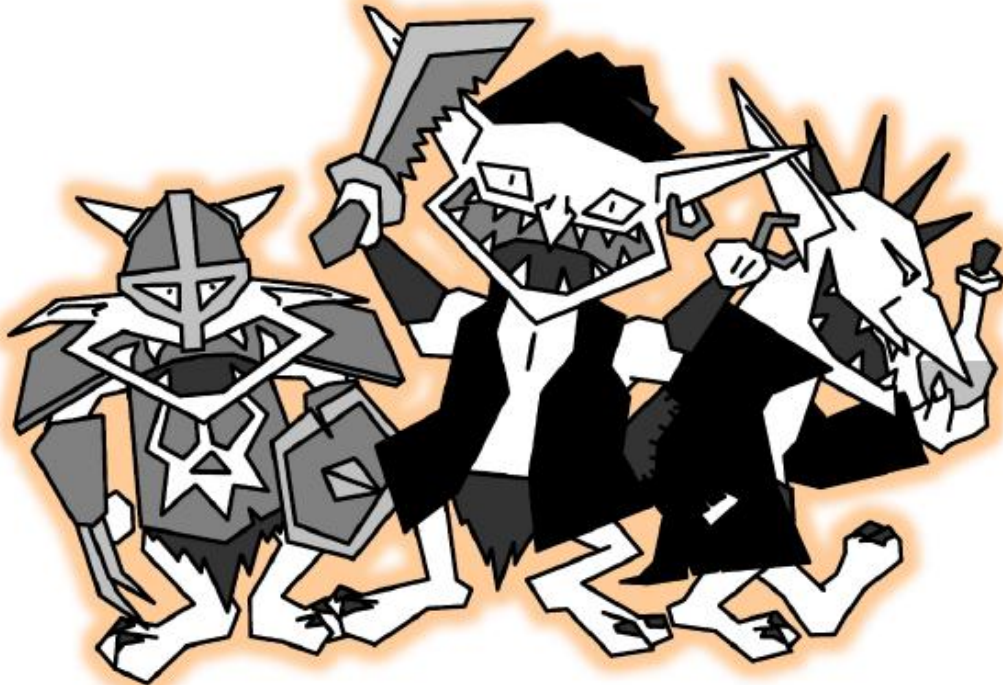
Dragonfire - a dragon knows the magic of flight and fireball, which he can use simultaneously.

DEMON

Spunk **6** | Spryness **6** | Smarts **6** | Charm **6**

HP: **25** MP: **20** Damage: **2d6+6**

Sinister knowledge - a demon knows all the spells and prayers, even fireball and healing.



TREASURE

Most opponents have a wide variety of possessions: weapons, armor, food and everyday items. Usually they are not very valuable and can be bought or sold at merchants. However, strong opponents and special merchants offer magical treasures. Below there are a few examples of magical treasures. The GM can (and should) create his or her own treasures.

MAGICAL TREASURE

1. Magic Weapon - Allows an additional 1d6 damage for 2MP
2. Mage Armor - Protects against physical and magical damage.
3. Potions - Drinking a potion costs an action and effects the drinker as per a spell (GM determines the spell).
4. Wand - Costs an action and triggers a spell (GM decides which). A wand has limited uses (GM decides how many).
5. Ogre Belt - Increases Spunk by 2 (Maximum of 6).
6. Magic Bag - This bag can hold an unlimited number of things without changing shape or weight.

LEGENDARY TREASURE

1. Phoenix Down - Its touch resurrects a dead man, consuming it.
2. Magic Ring - Gives the wearer a magic bonus, for example, Protection against fire, the ability to breathe underwater, +1 to an attribute (chosen by the game master).
3. Flying Carpet - Can carry up to six people.
4. Ancient Tome - Includes a new, unknown spell or prayer (chosen by the game master).
5. Crystal Ball - Shows a place or a person after being asked.
6. Golden Bottle - Summons a genie who grants a wish. In most cases, in a very unpleasant way.

Think about it!

If anything is unclear, lean on your own understanding.