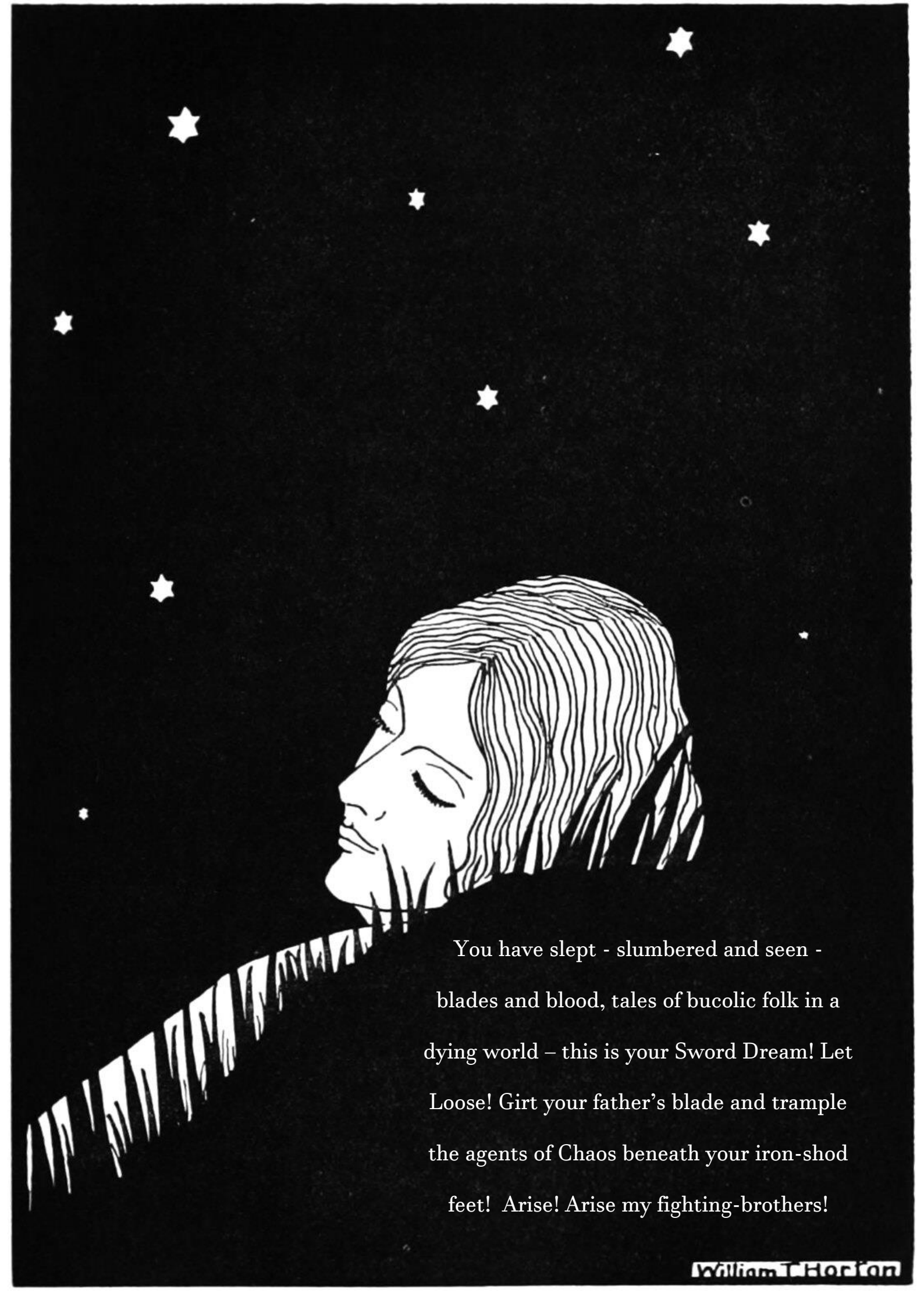


# SWORD\*DREAM

- THE LAST VALLEY



art by  
William T.  
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You have slept - slumbered and seen -  
blades and blood, tales of bucolic folk in a  
dying world – this is your Sword Dream! Let  
Loose! Girt your father's blade and trample  
the agents of Chaos beneath your iron-shod  
feet! Arise! Arise my fighting-brothers!

## What is SWORD\*DREAM – The Last Valley?

SWORD\*DREAM – The Last Valley is a \*DREAM style roleplaying game that allows a ‘Dungeon Master’ and a group of friends to act out wild flights of daring adventure, typical of fantasy dungeon-delving games. However, SWORD\*DREAM – The Last Valley also promulgates greater depths of emotional and social consciousness through the game mechanics and the implied setting.

## On \*DREAM

SWORD\*DREAM – The Last Valley takes its name from the eponymous SWORD\*DREAM movement and seeks to realise some of the movement’s key principles into a playable role-playing game. SWORD\*DREAM – The Last Valley deals with the dynamics of violence, greed, social decay and the faceless systemic and spiteful interpersonal, communal oppression. It attempts to model a myriad of social issues and their answers including the incentivisation of social activism, socialised community action, philanthropy and direct action.

## The World of SWORD\*DREAM – The Last Valley

All is nearly lost, oppressed on all borders, physically and spiritually, the once ennobled and urbane empire of your forefathers was brought low and destroyed – its people killed, enslaved or

bewitched – its culture made mockery or crushed to clay shards. Some say the end came in the form of a great and terrible maelstrom of bloodshed and unstoppable tyranny, others yet speak of a slow, imperceptible murder perpetrated across generations – each being poisoned by the twisting subversion of chaotic princes and wicked cults. Both stories are true. Now all that remains of that peaceable folk, your forefathers, reside hidden in the refuge of a lone and pleasant fertile valley. Their lives and your own, rest solely in the security of your valley-home. For in the hills and the cities beyond – around dark fires, evil eyes glower and scheme, their only want - your ruination. Raids are frequent, spies, provocateurs and heresiarchs lurk in all dark corners. All those beyond your borders prepare for the final battle, the final destruction of you, your family, home and beliefs. What will you do?

You take the role of an adventurer, part wrathful fighting-man, part idealistic champion. You and your brethren must repel the agents of Chaos through the strength of your deed and the clout of your word. Many adventures are to be had in the Valley and the Outlands beyond but beware the ever-encroaching shadow of disorder and death within your heart and the hearts of those you love. For when all is lost, the campaign ends.



William I. Horton

## Dreamer, who are you? Character Creation

Roll and record the total result of 3d6 for the following stats: Charisma, Constitution, Dexterity, Intelligence, Strength and Wisdom. Then, recording the modifiers for each stat as listed below.

Ability Score	Modifier
3	- 3
4 - 5	- 2
6 - 8	- 1
9 - 12	+ 0
13 - 15	+ 1
16 - 17	+ 2
18	+ 3

**HP:** Start with 6+1d6 HP, adding your Constitution modifier to find your total Hit Points.

## Saving throws

Record the following saves; Paralysis, Poison, Dragon's Breath, Magic Device, Magic and Chaos. Each save starts at a defined number and are modified by ability scores when rolled.

Save	Score	Modifier
Paralysis	16	Strength
Poison	14	Constitution
Dragon's Breath	16	Dexterity
Magic Wands	15	Intelligence
Magic	18	Charisma
Chaos	18	Wisdom

## Other character notes:

Record your 'To Hit' scores:

Melee = strength modifier +1

Ranged = wisdom modifier +1

Record your Armour Class. AC = Dexterity modifier +10 + armour rating.

## Starting Equipment

Your father was a good and honest man, he was...

### D20

1 a Slave	11 a Soldier
2 a Shepard	12 a Sheriff
3 a Fisherman	13 a Priest
4 a Hunter	14 a Hermit
5 a Labourer	15 a Gentleman
6 a Blacksmith	16 a Village Elder
7 a Miner	17 a Scholar
8 a Forester	18 a Paladin
9 a Farmer	19 an Outlander
10 a Merchant	20 Mysterious

Roll 2d6, this is how many items you still possess of your fathers, infer equipment based on your father's profession and the Dungeon Master's discretion. In addition to those items add d4 rations, one torch, a knapsack and a flint+steel to your equipment list.

**Silver:** Roll 1D8, this how many coins you start with.



## Playing the Game

### - Ability Scores

Charisma,	governs trust and luck
Constitution,	governs physical endurance
Dexterity,	governs speed and bodily skill
Intelligence,	governs knowledge
Strength,	governs physical might
Wisdom,	governs mental fortitude and calm

*Tests:* Should you attempt something dangerous or story affecting the DM will ask you to test a certain ability, roll under that ability's score with a d20.

*Saving throws:* When in great danger you may be asked to roll a saving throw. Roll a d20 applying that saving throw's ability modifier to the result, to succeed you must roll over the given save's score.

### Combat

*Initiative:* At the start of combat, test your dexterity, if successful go before your opponent, if unsuccessful go after. Player characters in each stage act concurrently. This order is kept in subsequent rounds of combat.

*Attacking:* Roll 1d20 + your appropriate To Hit score vs an opponents Armour Class. If successful roll your weapons damage die.

*Turns:* In each turn a player is limited in what he can do. A player may attempt two short actions (move and attack) or one long action (climb, sprint a distance, disable a trap, read a book, etc)

*Death and Dying:* On 0 HP you die, you may take your levels HD worth of enemies with you.

### Weapons and Armour:

Weapons come in 4 damage sizes

Minor d4      Small d6      Medium d8

Great d10 (two handed, apply strength modifier to damage rolls)

Weapons come in 4 different types.

*Chopping:* Axes. Against Light armour or less, increase damage die by one size.

*Smashing:* Hammers. +2 to hit against Medium armour or better.

*Slashing:* Swords. +1 melee AC and +1 to melee To Hit score.

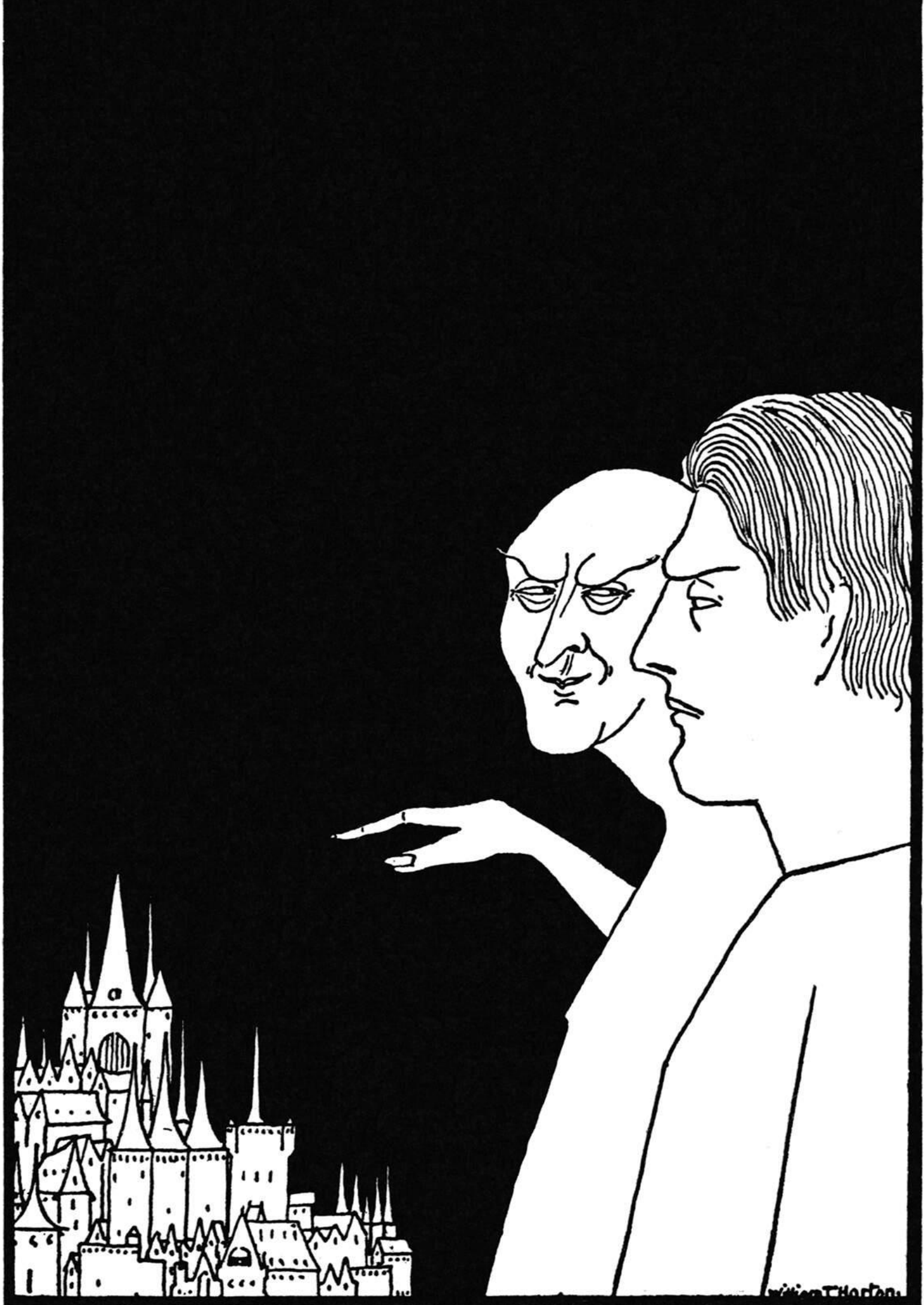
*Stabbing:* Daggers. Minor weapons only, Quintuple damage on unsuspecting opponents

*Ranged Weapons* come in 4 damage types as melee weapons do, increasing 20ft in range with each die size. Great ranged weapons require a turn to reload after every shot fired.

*Armour:* Armour affects your Armour Class

Leather (light)	+2 AC
Chain (medium)	+4 AC
Plate (heavy)	+6 AC

A shield grants +1 AC.



## Running the Game, Notes for Dungeon Masters:

The world of SWORD\*DREAM – The Last Valley is divided into two distinct areas. The Valley and the Outlands, each area is populated by the Valley-Folk and the Outlanders respectively. The Valley represents an ordered way of life – peaceful, productive, natural but ever interrupted and increasingly tainted by Chaos – the breakdown of law and social function. The Outlands are the domain of both Chaos and Tyranny, it represents the ruins of a flawed but peaceful world torn down by the licentiousness, greed and hubris of its own people knowingly exploited by the intentions of wicked men. The Outlands are the majority of the earth, they are constituted by sprawling polluted wastes and the pox of nameless, soulless industrial cities – mired in oppression, deceit and hatred. All the men, beasts, monsters of the Outlands covet the Valley and seek its destruction.

When running SWORD\*DREAM – The Last Valley it is important to understand that there are no defined tactics or goals for the adventuring players. The defence of the Valley and resisting the oppression of chaos is vital but how the players attempt this is up to them. Talking to Outlanders is a valid approach.

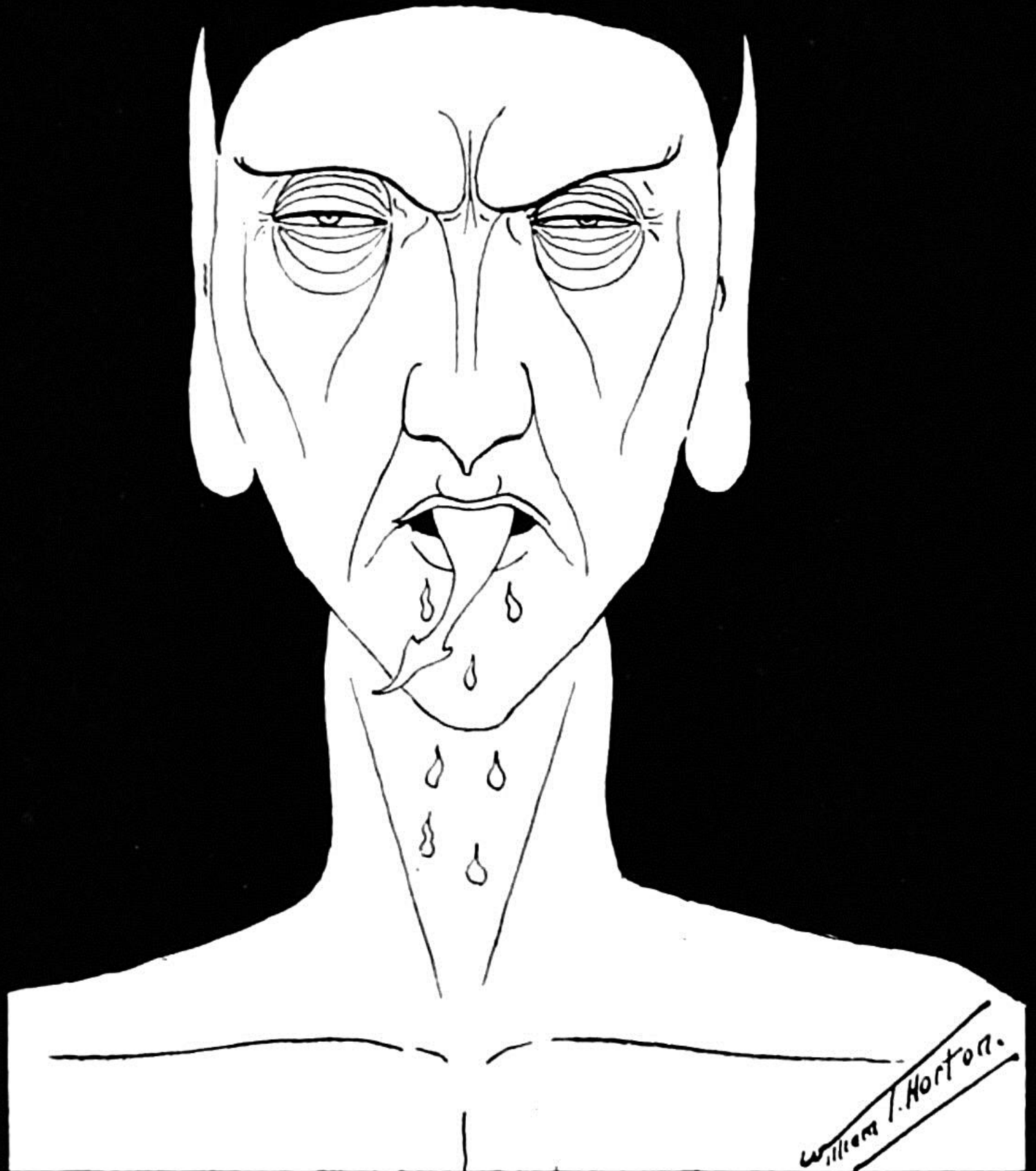
As the game is very light, when playing or running the game out of the box thinking is encouraged. Rules and rulings should be made on the fly by the DM as and when the players need them.

If unsure how an NPC or Creature may respond to the PC's, roll for their reaction. The initiating PC subtracts their charisma modifier against the roll.

<b>2</b>	Friendly
<b>3 - 5</b>	Indifferent
<b>6 - 8</b>	Neutral
<b>9 - 11</b>	Unfriendly
<b>12</b>	Hostile

Outlanders react to obvious Valley-Folk at a +2 reaction roll, this is the same when Valley-Folk react to Outlanders.

**Ending the campaign:** The campaign is considered over when the Valley is overrun by the armies of the Outlands or descends into same sickness that infects the Outlands. The Valley has a specific amount of HP which without interference will trickle down to 0, at which point the Valley will have fallen. This number is known only to the DM. Each time an Outlander intrusion succeeds, a heresy spreads or a player commits an act of Chaos, decrease the Valley's HP score by either 1 point or 1d6 points depending on the severity of the act. Philanthropy MAY heal the valley.



**Character advancement:** Characters advance with the attainment of experience points: XP. XP can be gained in several ways.

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**The acquisition of silver through adventure**

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**The slaying of enemies and existential threats**

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**Social philanthropy**

**Acquisition of Silver:** Every coin acquired adventuring translates to 1 XP

**Slaying Enemies:** Award XP for slain monster's HD

Enemy HD	XP	Existential XP	What constitutes an Existential threat?
0	5	25	
1	10	50	
2	25	75	An existential threat
3	50	250	is any danger, social
4	75	375	or physical that
5	100	500	presents a direct and
6	250	750	immediate danger to
7	500	2500	the Valley-Folk and
8	750	3750	the function of their
9	1000	5000	society.
10	1250	6000	
11+	1500	7500	

**Philanthropy:** Any and each coin that is given charitably or spent on the selfless improvement or defence of society is worth 1 XP.

On Level up gain:

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**+1 To Hit OR 1 miracle (see below)**

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**+1d8 HP + Con Modifier**

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**+1 to any ability score (self-improvement)**

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**Improved Saving Throws (on levels 2, 5 and 8)**

**Level Progression:**

2	2000 XP	-2 saves*
3	4000 XP	
4	8000 XP	
5	16000 XP	-3 saves*
6	32000 XP	
7	64000 XP	
8	124000 XP	-4 saves*

\*Minuses to saving throws are cumulative

**Miracles:** Miracles are randomly generated magical abilities that, while powerful can only be used once per day. To generate a Miracle roll 2d6 on each of the Holy Word tables, designating one die to the x and y axis of both tables to find the words. The two words when placed together create your miracle. Work with the DM to define the effect of the miracle. Some combinations may be cerebral.

**Holy Word 1**

Thunderous	Undying	Graceful	Forlorn	Iron	Savage
Ancestral	Purifying	Ethereal	Golden	Astral	Grave
Wounding	Fighting	Inspiring	Healing	Solar	Bleak
Burnished	Dooming	Howling	Flawed	Soul	Blade
Wrathful	Flaming	Glorious	Roiling	Pure	Holy
Primordial	Meteoric	Revealing	Winged	Moon	God's

**Holy Word 2**

Wind	Halo	Image	Strike	Sphere	Chains
Oak	Earth	Guardian	Symbol	Shape	Smite
Blood	Vortex	Communion	Smoke	Dream	Light
Blessing	Sight	Monolith	Waters	Word	Eye
Hands	Form	Beast	Shadow	Fury	Storm
Ghost	Rain	Ritual	Speech	Watcher	Omen



*William L. Horton*

## D20 plot hooks

1. An Outlander has entered into a small farming community and now the field hands conspire to murder the farmers and take their land.
2. Things came in the night, killed the men and carried off the women. Some went voluntarily.
3. An Alderman has begun enclosing commonly held pastures and proclaiming them as his own.
4. A pariah priest says we should welcome the Outlanders into our valley to conquer us.
5. An astringent weed from the Outlands is turning men who imbibe it into slovenly louts who's craving eventually turns to violence and breaks their brains.
6. A great winged creature has taken residence in a cave in the high hills, its eyes like blazing saucers glower menacingly at night.
7. A troupe of half-things have entered the valley and taken over a small village, they are rowdy and threaten violence if not fed.
8. They say some men of inappropriate wealth and influence have taken up secretive masked festivals with an infamous 'do what thou wilt attitude'. Some report that have begun to worship Chaotic idols and steal children.
9. A raiding party have been burning down wild forests and pouring noxious chemicals into the water supply.
10. A defensible keep near the mouth of the Valley has been experiencing a rash of attacks by chaotic humanoids from a nearby cavern.
11. A great army is amassing and will descend upon the valley in a tidal wave of ravagement and glut itself on blood and flesh within a year.
12. A church just beyond the Valley has been using Chaotic methods to fight against the tide. It's said that they posses demonic artefacts.
13. I've heard that a group of 'workers' in one of the cities have broken their conditioning and are beginning to resist and organise themselves.
14. A cult of necromancers and wizards once resided atop a cold, bleak mountain. Perhaps investigating would be of use to us?
15. The printing press has arrived in the valley. Its owners promote half-truths and will uniformly slander the players.
16. A cruel and puerile frog-god has crawled into the Valley. It promises salvation in return for anarchic slothfulness. Some young men have fallen for its darkly prankish trickeries.
17. A militia-captain promotes war wheresoever he may find it. The only way to end our troubles is a war unending.
18. Men are giving up hope and growing ever weaker, suicides are rising throughout the valley and many question why they should continue to struggle as they languish in purposelessness.
19. An order of knights have secluded themselves within their castle, they say theirs's is the one true interpretation, their drive for spiritual purity is driving them to maddening levels and the ghost of bloodshed lingers in the air.
20. There is no hope. Too much has been lost and we are too late. We are the last generation to know truth – all that comes after us is a howling void. Nothing can be done.

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