Sorcery and Sorcerers

Sorcery is the direct manipulation of the cosmos through application of the will. It relies on no god or spirit, only the knowledge and mental strength of the sorcerer.

The Sorcery Skill

The skill of Sorcery allows a sorcerer to learn sorcery spells and understand the methods of his craft. The Skill may be rolled upon to:

- Learn New Spells through instruction or research.
- Recognize Sorcery in effect, or in the process of being cast.
- Detect Magic.
- Recognize a written sorcery spell or grimoire of spells, in whatever form they take.
- Analyze Magic Items. 1d6 Hours and 1d6 POW per hour per item.
- Comprehend Runes and their meaning for Sorcery.

Costs of Magic

Each level of a spell normally requires the expenditure of 1 POW to cast. If a sorcerer's POW is reduced to 0, he cannot cast magic, even if he has stored POW available. The POW will return at a rate of 1 point for every half hour of full rest or every two hours of movement and action. A failed or aborted spell costs 0 POW.

Levels of Effect/ Time to Cast Spells

Nearly every spell on the Spell list is variable, which means that, if more levels are known, and the necessary POW is spent, more powerful versions of a spell may be cast. The exact effect of these extra levels of POW is described in each spell description.

Every sorcerer has a **Manipulation Limit** [1/3 INT rounding up] which governs the maximum number of levels of a spell he can learn or cast.

Spell Strike Rank

Each level of POW in the spell subtracts one from the sorcerer's SR for the encounter. Thus, if Sangor's SR is 15 and he wishes to cast a second level Fire/Frost, the spell will happen at SR 13 (15-2). For each additional Strike Rank you spend casting (Maximum of SR equal to your Manipulation Limit), you may increase your chance to cast by 3%. Doing so reduces your SR from then on, to a minimum of 0.

- A sorcerer may also spend extra Rounds casting. Each one grants +20% to the spell success chance.
- Each level of the spell, regardless of how the levels are used, counts for POW cost and reduction in SR.

Overcoming POW

Unless otherwise stated, any magic affecting a living target, such as Change or Control, must overcome the POW of the target on the Resistance Table. This need not to be done if the target is willing to receive the spell, as in the case of someone receiving a Heal or Enhancement spell. An unconscious target cannot resist a spell.

Memorization of Magic

A sorcerer must have spells memorized to use them quickly. The limit to the number of levels of spells a sorcerer may have readied is equal to the INT of the character.

Grimoires

Any other spells a sorcerer knows must be carried in spell books, or stored in the INT of a bound spirit or specially prepared magical item. It takes an hour to change any number of spell levels held in mind, but the sorcerer must have access to his grimoire to access a spell not in his memory.

A spell may be used directly from the sorcerer's grimoire, but this will take one full melee round per level of effect desired. A grimoire need not be a book. It could be a set of tattoos, a sigil covered robe, even a rune embossed staff or a set of carved armor.

A sorcerer may use another sorcerer's spell book if the sorcerer makes a Sorcery check at Difficult [-20%] as a percentage for each spell he attempts to decipher. Otherwise, the notation for the spell will be incomprehensible. Reading it anew may be attempted only when a character's Sorcery increases.

The Sorcerer

Initial Training

A sorcerer gains initial experience according to their background, but their profession choice is Sorcerer. A character who becomes a sorcerer will receive the following benefits:

LITERACY – The character will receive Sorcery and Read and Write [Language] as *Advanced Skill* choices.

MAGIC BONUS – The starting percentage when a spell or magical skill is acquired, is equal to INT + POW.

INITIAL SPELLS – A character will be trained up to Magic Bonus% skill in nine spell levels of his choice, with no higher than level 3 in any spell.

MEMORIZATION TRAINING – The character will be trained in the techniques allowing him to memorize spell levels up to his INT.

DISPEL – a Sorcerer is trained to dispel his own spells as a free action on his Turn.

Gaining POW

A magician needs a high POW to fuel his spells, and to successfully overcome the resistance of target. Fortunately, it is possible for his permanent POW to increase in the course of his career.

Any time a magician successfully defends with his POW, or overcomes the magical resistance of a target, his POW has been exercised and may increase. Each spell description notes whether a POW check might be gained while using that spell. Subtract the current POW of the character from the Species Maximum [usually 21], then roll the result or less x5 on 1D100.

Example

Sangor the Sorcerer, with a POW of 17, subtracts that from 21 to get a result of 4[x5 = 20%]. He rolls 1D100, getting a 33. Sangor does not succeed in gaining POW.

For every successful roll to gain POW, the magician will gains POW normally. This roll is made along with normal experience checks, when sufficient time is available after an adventure.

Losing POW

Some ceremonial Magics, such as attuning a magic item, take permanent POW away from the practitioners. Magical mishaps or attacks by certain monsters might also result in temporary or permanent POW loss. It is also possible to trade Permanent POW to demons or spirit lords for Spell knowledge.

Gaining New Spells and Spell Ranks

Sorcerers may gain new spells by buying Levels at the prices on the list of Spells, or by spending 1d6+2 weeks in full time study, then attempting to make a roll on his Sorcery Skill (-10% per rank of the spell being studied). A successful roll means that the sorcerer has gained new knowledge, a spell of his choice from the list at Level 1, or a new level of a spell he already knows. A failed roll may be retried each following week of continued study. New spells gained by research begin at a percentage equal to Magic Bonus.

A sorcerer may research part time, though no less than half-time, in which case increase the time required by the requisite amount. In addition, the penalty to the Sorcery check is -20% per level to be gained. For higher-level spells, full-time research is definitely the better option.

A sorcerer may also study to raise his casting ability. After each week of full time study, he may roll his Sorcery. If he succeeds he may place a check against one of his spells for Experience rolls. After rising in a spell chance from study, the spell chance must be raised by actual use before it can be studied again.

Potent magical items, libraries, Cabal memberships and grimoires may confer bonuses to certain research rolls.

Example

Sangor attempts to rise from level 2 to level 3 in Summon Salamander. Having rolled a 4, he spends six weeks in full-time study of his subject, aided by a tome found in his adventure 'On the Nature of the Plane of Pyres', which grants +10% to sorcery research checks regarding fire. At the end of that time, he rolls on his Sorcery of 71%, subtracting 30% for the level of the spell. Adds 10% to this modified skill [for his book] he has a 51% chance to learn the new level. He rolls 60, not quite good enough. Another week of continued study gets him another chance, at the same percentage. He rolls a 14 and masters the deeper understanding of the plane of fire.

Sangor then attempts to study Level 1 of Vision, while juggling other duties. Rolling a 3 to see how long he must study, he doubles this for part time research, and has a 51% chance to succeed [71% - 20% per level of the spell to be learned].

Purchase and memorization of Spells by Non-Sorcerers

Non-sorcerers may learn Sorcery (as an Advanced Skill in Character Creation, or later through study or training), but they are not taught the necessary notation to create or read a spell book, and they are not taught how to effectively memorize spells. Therefore a non-sorcerer has a Manipulation limit one less than normal, and cannot memorize more than INT/2 in spell levels [round down] . Non-Sorcerers start at Magic Bonus% with each spell learned and cannot research new spells.

Sorcery Spell Costs

Nearly every sorcery spell is variable, and levels must be learned separately. Successive levels of a spell increase in cost by 500L over the previous level. So a spell that costs 1000L for level one will cost 1500L for level two, and 2000L for level three. A sorcerer cannot learn higher levels than his Manipulation Limit.

The Sorcerer's Staff

A sorcerer may pay an enchanter [or do the job himself if he is an enchanter] to have a staff made for him. The ritual will take 5+1d6 weeks of the sorcerer's time and he will have to pay for the enchanter's upkeep and the expenses of the enchantment at a rate of 3d6 x100 Lunars per week. The sorcerer must be available for that time, and cannot be away from the process for more than a few days at a time. The final ceremony will cost him a point of POW, permanently subtracted from his characteristics.

- The staff acts as a reservoir of POW for the sorcerer. It will have a POW equal to the sorcerer's after he has sacrificed the point of POW, and it can be used to power spells instead of using the POW of the sorcerer. It regains POW at the rate of 1 POW every 2 hours.
- A sorcerer's staff has 20 Hit Points and AP according to the material used in its construction +1d6.
- In melee, at a cost of 1 temporary POW from the staff, it can do an additional 1D6 damage to a target struck with it, if its POW overcomes the POW of the target. If broken in combat, the staff will wither and become useless and dead. If the sorcerer dies, his staff loses its special staff abilities permanently, though it will retain any other enchantments.
- A staff need not be an actual 'staff'. Sorcerers have been known to have jewels, wands, or even weapons enchanted. However, the cost in ingredients and time is doubled for any non-wood substance. A sorcerer may have any number of staves.

Manipulation Limit Explained

Magical Manipulation is what sets sorcery apart from other forms of magic, which rely on set forms of magical expression. The power and properties of a sorcery spell are limited not by the dictates of a god or spirit, but by the desire and power of the mage casting it. In game terms, the degree of power and control is defined as the *Manipulation Limit*.

Manipulation Limit is Intelligence / 3 [rounding up]. So Sivastri the sorceress, with a INTelligence of 16, would have a Manipulation Limit of 5. That means that she can learn up to 5 levels of any variable sorcery spell, and non-variable spells with a total POW cost of 5 or less. Further, it means she can decide, case by case, how to spend the levels she knows, or even whether she casts at full POWer. Each level of the spell, up to her Manipulation Limit, or the Levels she knows [whichever is lower] may be allotted to alter certain aspects of the spell when it is cast: Level of Effect, range, duration, number of creatures affected, which are detailed in the spell write up.

Spell Descriptions - General Notes

- LEVEL OF EFFECT –SPELL RANGE - Listed for each spell, commonly Touch, 10 Yards, 30 Yards, 60 Yards, 120 Yards. Levels known can be spent to extend range, at the expense of Level of Effect.
- RUNIC DESCRIPTORS– each spell has one or more [Runes] associated with it. These may affect other sorcery effects or spells.
- DURATION – The base duration of a spell is listed under its description. Subject to the Manipulation Limit, extra levels of a non-instantaneous spell can be used to increase the duration of a spell up the Duration Track even multiple times

Limitations to Spell Manipulation:

A Sorcerer may Manipulate up to the Number of Ranks she has in the spell, or her Manipulation Limit, whichever is lower. Sorcery spells allow for some or all of: Level of Effect, Range or Duration, to be *Manipulated* from the base stated in the spell description. Each level of a spell may be devoted to one of Level of Effect, Range or Duration. Occasionally a spell, will allow a Level to be spent to do something other than the above, like add additional targets, or other effects.

Magnitude: Sometimes referred to as Level of Effect, this is the actual number of spell ranks known. The Magnitude of a spell can be no higher than the highest rank a sorcerer knows in that spell. The variables described in the body of the spell description, such as dice of damage for Blast, or the # of SIZ for Lift, and any lesser features that go along with them. Each spell is listed in terms of what a single increment or Rank of that spell will do. Additional Levels or Ranks devoted to *Level of Effect* increase the base amount as described in the spell (another d6 damage for *Blast*, more SIZ for *Lift* or *Change*). So Sivastri, who knows Conjure/ Dismiss Sylph 4, could summon a Sylph of Ranks 1 to 4. The lowest Magnitude a sorcerer can cast is one.

Example: Sangor knows Blast 3, which means that his casting of Blast can do no more than 3d6 damage. Since his Manipulation Limit is higher, he can devote Magic Points and levels of manipulation to extending the Range.

Aspects that can only be Manipulated with Magnitude:

Level of Effect: Sometimes a spell allows Magnitude to be spend to add a feature to a spell, or increase one that is included in the spell. Magnitude devoted to this purpose does not also add to other Rank dependent aspects of the spell.

Example: Sangor, With Fire/ Frost 5, could cast the spell as a single one-yard diameter area of effect doing 4d6 damage. Or he could devote one or more of the 5 Magnitude, as levels of effect to add 1 Yard radius to the spell, or another distinct area of effect of the existing radius, to the spell. This Magnitude does not increase the damage done by the spell, because it has been devoted to manipulating the area. So if he devotes two Magnitude to add 2 yards of radius to the spell (for a 5 yard diameter circle of effect), the larger area would be capable of doing no more than 3d6 damage.

Aspects that Can be Manipulated with Magic Points:

The following aspects of a spell are subject to Manipulation purely through the expenditure of Magic Points, capped by a total of the caster's Manipulation Limit:

Range: A spell's range is subject to manipulation upward from its base range if the spell specifically states so. Otherwise it is fixed and cannot be manipulated. Each Level devoted to manipulating Range raises the effective range of the spell by 1 increment from its base. Levels devoted to manipulating Range, cannot be devoted to Duration or be used as Magnitude.

Range Track:

10 yards > 30 yards > 60 yards > 120 yards > double each further increment.

Duration: Duration may be manipulated upward on the *Duration Track* by dedicating ranks of the spell to doing so. Start at the increment listed in the spell, and devote a rank per increment until you get to the increment you want. Note that 'Instant' does not appear on the track. Instant spells are not subject to manipulation. Duration may not be reduced from the amount listed in the spell description. Levels devoted to extending the duration cannot also extend range or be used as Magnitude.

Duration Track:

1 round > 1 min/10 rounds > 15 min > 1 hr > 2 hrs > 4 hrs > double each further increment.

Example of Spell Manipulation

Sivastri knows Conjure/ Dismiss Sylph 4. She decides that she needs the service of a level 2 Sylph for an extended period, since she hopes to use it to carry her overland. Normally, a Rank 2 Sylph could carry her [SIZ 10] 1000 yards in 10 rounds (1 Minute: the base duration of the spell). Sivastri's destination is ten miles away [17600 yards], so she needs to keep the sylph around for at least 18 minutes to reach her destination.

Her Manipulation limit is 5. Two Magnitude allow her to conjure a Level 2 Sylph. Conjuring a more powerful sylph would not get her where she needs to g any faster – it and would reduce the number of ranks by which she can manipulate the duration.

*Manipulation of Range and Duration do not take up Magnitude, but **are** limited by the caster's Manipulation Limit. meaning Sivastri can choose to Manipulate Conjure Sylph 2 by up to 3 more ranks (Manipulation Limit 5). Checking the spell, we can see that Conjure/ Dismiss Elemental does not allow manipulation of Range. Manipulating the Duration, could move her 1, 2 or 3 steps up the Duration track from Base (1 Minute) to one Rank (15 minutes), two Ranks (1 Hour), or three Ranks (2 Hours). One rank of Duration would get her most of the way to her destination (15 minutes out of the 18 required), but Sivastri decides that having the sylph 2 around for a little extra time is prudent and worth the additional Magic Point. She casts Conjure Sylph 2, manipulates the spell duration by 2 to extend it to one hour, and pays 4 Magic Points.*

Common Spell List

Spell	Rune[s]	Cost [L]
Aid	Magic	200
Blast	Fire, Disorder	500
Change	Man, Beast, Disorder	1500
Conjure/ Dismiss Elemental	Each of Fire, Air, Earth, Water, Darkness, Lunar	1000
Control	Man, Beast, Mastery	1500
Countermagic	Magic	500
Dispel Magic	Magic, Disorder	500
Enhance/Disminish	Man	1000
Fire/Frost	Fire, Ice	1000
Heal/Wound	Man, Beast, Life/ Disorder	1500
Illusion	Light	1000
Invisibility	Light, Darkness	1000
Lesser Thaumaturgy	Many	500
Lift	Air	1000
Light/Dark	Light, Darkness	500

Lightning	Light, Air	1500
Perception	Air	500
Protection	Earth, Disorder, Stasis	500
Resist	Magic	1000
Seal/Unseal	Earth, Stasis	500
Sharpen/Dull	Earth, Disorder	500
Speak to Mind	Mind, Communication	1000
Teleport	Mind, Man	1500
Vision	Light, Air	1000
Wall	Earth	1000
Wards	Magic	1000

Aid [Magic]

Range – 5 Yards   **POW Check** – No   **Duration** – Instant

The caster wills one Magic Point per Magnitude (temporary POWer point) to another person, or into a waiting magical item or vessel that can store it (a Power Storage crystal or other such vessel). If the recipient is able, she may use the donated Magic Point to cast a spell that turn, otherwise it will replenish any Magic Points she has not recovered. Aid can replenish spent Temporary POW (Magic Points), but it cannot raise the target's POW beyond it normal level. POW cannot be placed in an item that cannot accept it.

Added ranks of Magnitude may be spent to create a network of additional targets to lend OR receive the POW, or to increase the number of POW that each participant can lend per turn. Magic Points cannot be compelled from a participant, only donated freely.

Spell Manipulation: Range, Duration.

Blast [Fire, Disorder]

Range – 120 Yards   **POW Check** – No   **Duration** – Instantaneous

This spell immediately creates a magical blast of fire directed at a single target. Roll the spell chance, reduced by any defense the target may have. A success is a hit. For each level of effect, the target takes 1D6 damage to its total Hit Points. Armor in the location will absorb the damage, but the spell cannot be parried. A Protection or Resist Fire spell will reduce the damage done. Countermagic will affect Blast, as will Resist Fire.

Spell Manipulation: Range.

Change [Man, Beast, Disorder]

Range – 30 Yards   **POW Chec**k – Yes, if resisted   **Duration** – 10 Rounds

This spell affects 5 SIZ points of a target per Magnitude, which may be the caster if he wishes. Sufficient Magntude must be used to equal or exceed the total SIZ of the target. The spell changes the target's shape into another. The new shape must be in the same kingdom (animal, vegetable, or mineral) as the original target, e.g., a troll cannot be changed into a tree, but it can be changed into a frog. The frog would have all the attributes of the troll, including the SIZ, although the sorcerer could use additional Magnitude to reduce the SIZ of the Frog for the duration of the spell. Finally, the conditions for life in the new form must be present: the spell cannot change a man to a fish in the desert, though he might be changed into a fish in a river or a sea.

The target of this spell cannot use the spells, mental faculties or exotic abilities of the new shape if it has any. The troll turned dragon would not be able to breathe fire, nor would he have the intelligence or knowledge of a dragon. Physical abilities granted by the new form are available, so he would be able to fly, attack with claw, at their starting % (or higher if the target individual possesses greater ability).

The target of the spell has its physical attributes altered to suit those of the new form, but its mental attributes are unchanged. If the new form's physical attributes are higher, or if the spell is compelling a change on an unwilling subject (which would also necessitate a POW contest success), the sorcerer can devote Levels of Effect to impose some of those attributes. Each level will increase or decrease an one or more Physical attribute(s) by up to a total of ten points, but a sorcerer cannot increase or decrease any attribute beyond the listed average value for that creature.

Note: It is up to the sorcerer's player to provide the necessary information required to use the spell. This may require some preparation in order to have the hit location tables and such on hand. Many sorcerers develop "favorite" shapes to simplify this.

A Changed Sorcerer may use her Sorcery Skill normally while Changed, but cannot cast spells while Changed unless the new form possesses speech for vocalization and appropriate digits for gestures. If the form is capable, the sorcerer has all spellcasting rolls reduced by 20% while transformed. Do not refigure skills to reflect the sorcerer's changed physical attributes. Any skills that the sorcerer has normally that the new form shares (a claw attack, for example) are available at their full value (possibly modified by altered Ability scores). Finally, use the new Physical Attributes to figure Hit Points, Damage Bonus, etc.

Spell Manipulation: Duration.

Example:

Sivastri, with Change 4, wishes to change her own form to something more powerful in melee, that can also fly. She decides on a gargoyle. At SIZ 10, Sivastri needs to devote 2 levels of effect to transform her SIZ of 10 into a rather diminutive SIZ 10 Gargoyle. This leaves her two Magnitude of her Change 4 to Manipulate the level of effect. She could use 2 Magnitude to increase her physical attrbutes by a total of 20 points, raising her SIZ by 10 to 18, making her the same SIZ as a normal gargoyle. She would have 12 points with which to increase her STR, CON or DEX. Her DEX is already higher than that of the Gargoyle, so she does not need to alter it. She elects to spend 6 points each on STR and CON, making her a rather weak gargoyle, but a gargoyle nonetheless. Because her Manipulation Limit is 5, Sivastri could increase the duration of her 4 Magnitude spell by 1 step for 1 additional Magic Point.

Conjure/Dismiss Elemental [Type]

Range – 10 Yards   **POW Check** – Yes   **Duration** – 10 rounds

This spell conjures a specific type of element, specified when the sorcerer learn the spell, shapes it, and directs it to its task. A elemental conjured has 3D6 DEX, and 1D6 SIZ per level of the elemental. It has no INT or POW and must be directed with the attention of the magician, taking one Action to change the elementals instructions. All elementals are affected by magic and are immune to poison. Their hit points equal their SIZ. Aside from these aspects, each elemental has different abilities. In addition, elementals interact with other elementals or elemental spirits according to the Elemental Interaction table.

Levels may be spent to increase the duration of the conjuration.

Elemental Interaction

	Earth	Fire	Air	Water	Shade	Lune
Earth	Level	Mutual dest	No effect	Level	No effect	No effect
Fire	Mutual dest	No effect	Level	Mutual dest	Level	Mutual dest
Air	No effect	Level	No effect	No effect	No effect	Level
Water	Level	Mutual dest	No effect	No effect	No effect	Mutual dest
Shade	No effect	Level	No effect	No effect	No effect	Level
Lune	No effect	Mutual dest.	Level	Level	Mutual dest	No effect

Fulminar	Mutual dest	No effect		No effect	Mutual dest	Level	Level

- **No effect** – Elementals have no effect on each other.
- **Mutual destruction** – The two elementals compare hit points. The one with the fewer points is destroyed, the other is reduced to the difference between the hit points. If the elementals have the same hit points, both are gone.
- **Level** – Compare the level of the attacking elemental to the level of the target elemental. An attack is made using the resistance table. If the attack is successful, the target elemental is destroyed. Elementals automatically attack each other at the same time on the resistance table, which can lead to mutual destruction.

Example

A gnome with 10 hit points meets a salamander with 12 in a contest to Mutual Destruction. The gnome loses 12 HP, becoming a puddle of slag; the salamander loses 10 HP, and has 2 remaining.

- A sorcerer cannot conjure elementals that make up ranks higher than his Manipulation limit. So Sivastri, with Conjure/ Dismiss Sylph 4 and ML 5, could conjure five Sylph 1s, or a Sylph 3, and a Sylph 2, or any combination that makes up her ML. She can still Manipulate the duration of each conjuring independently however. And of course, she can only order one elemental per turn.
- Roll SIZ/ HP for each elemental on summoning. Each time it damages or attacks a target, subtract 1 HP from its total [Its SIZ does not change] for each die of damage added. Thus if a SIZ 12, level 3 Salamander does 3d6 damage to a target, its own HP drop by 3 immediately. Similarly a SIZ 9 Sylph could add 3d3 to arrows or thrown weapons, three times over three rounds, before being dispersed. If the effect is not rated in dice, subtract 1d4+1 HP.
- Elementals can manipulate their own forms, or their element, at will, under the direction of their controller, roughly equivalent to their own SIZ. This can be used in combination with skill rolls. So a SIZ 10 gnome could move 10 SIZ of earth, roughly 3 cubic feet, or 1 cubic foot of stone, at its full speed, excavating as the controller directs, or building if the controller has an applicable skill. A fire elemental of 10 SIZ could swallow a campfire, putting it out, recovering up to 10 lost HP; or heat a sword blank to the appropriate temperature for the hammer. These sorts of tasks are open-ended and comprise the most common use of elementals in the world.

Air – the Sylph

A sylph is a whirlpool of air, which will occasionally form into transparent humanoid shape. It can:

1. Carry an object through the air at 5 points of SIZ per level of sylph for 1000 Yards in 10 melee rounds.
2. Knock down 3 points of SIZ per level of sylph.
3. Destroy a salamander or Lune by comparing its level against the level of the salamander on the resistance table and making a successful attack.
4. Ignore damage from physical weapons, even those with Sharpen spells.
5. Be added to a missile or thrown weapons to increase the chance of hitting by 5% per level and add 1 damage per level, or reduce the chance to hit of arrow, bolts and other light missiles, by 5% per level.
6. Move without burden at 36 Yards per melee round, quadrupled if moving at full speed.
7. Carry messages on scraps of paper up to a Mile away in 10 melee rounds.

8. Maintain a wind of 20 MPH over a 3-yard by 3-yard area. Levels may be devoted to increasing the force of the wind or the area by another 3x3 section.

Fire – the Salamander

A salamander usually appears as a lizard-like shape of fire. Constantly active, even while being held in place by its summoner, it can:

1. Engulf a single target in flames, doing 1D6 damage per level of salamander. Armor and Protection spells protect against this attack.
2. Ignite inflammable objects it touches, so they will burn on their own, doing 1D4 flame damage per round in addition to the salamander's fire damage.
3. Be damaged by physical weapons, but damage them in turn at 1D6 per level of the salamander.
4. Absorb flame damage from other sources, including the Fire spell, to heal its wounds.
5. Destroy a Sylph or Shade by comparing its level against the sylph's on the resistance table and making a successful attack.
6. Mutually annihilate the hit points of an Undine, Gnome or Lune until only one survives.
7. Can be added to a metal weapon to do an additional 1D6 of damage per level of the salamander plus the damage of the weapon, but the weapon takes 1d6 damage per rank when the salamander is placed in the weapon.
8. Move at 24 Yards a round, which triples when moving at full speed.
9. Salamanders can be damaged by the Frost spell.

Earth – The Gnome

The gnome always forms into a man-like shape. It can:

1. Hit physically for 1D6 damage per level of gnome at 15 x Level%.
2. Be damaged by physical weapons, but the attacker must make a roll of POW×5 or less on 1D100 or the weapon takes the same amount of damage back to itself.
3. Find nearest source of metals or gems within POW in yards, as specified by the caster.
4. Destroy an undine by comparing its level to the undine's on the resistance table and making a successful attack.
5. Mutually annihilate hit points with a salamander until one is gone.
6. Move 12 yards a round over or through the earth (doubles when moving at full speed).
7. Excavate or move earth equal to 1 cubic foot per 3 SIZ of the gnome at its normal speed.

Water – The Undine

The undine will manifest as a tower of water and occasionally take the shape of a beautiful human female. It can:

1. Engulf one target to drown it at 1D8 points/melee round. Each melee round the target may match its POW against the POW of the undine on the resistance table to keep its breath and not be drowned.
2. Be damaged by physical weapons, but take half the rolled damage and cannot be impaled.
3. Carry an object or person on top of or through the water at 5 points of SIZ per level of undine for a mile in 10 melee rounds.
4. Wash away a gnome by comparing its level against the level of the gnome on the resistance table and making a successful attack.
5. Mutually destroy a salamander's or Lune's hit points until one or the other is destroyed.

6. Be added to a weapon to let it move normally underwater.
7. Move unencumbered 36 Yards per melee round in water, and 6 Yards on land.

Darkness - Shade

A shade is a roiling cloud of shadow, which may take on a vaguely humanoid form. It can:

1. Obscure a natural light source [and the light it sheds] such as a torch or campfire, sustaining damage to itself equal to 1d6 per die of damage the item would do.
2. Travel instantly from one shadow to another within 1000 yards.
3. Carry an object at 5 SIZ per level of the Shade, instantly from one shadow to another within the SIZ of the Shade in Yards, at the cost of Id6 damage per trip.
4. Attempt to smother a salamander or Lune by comparing its level to that of the other elemental.
5. Grant a single individual +10% to Stealth per level of the Shade.
6. Move itself with a 90% Stealth roll when not in direct light.
7. Engulf a living target that does not possess the Darkness rune, causing Demoralize on a successful POW attack, at the cost of 1d4+1 damage to itself.
8. Move up to 24 yards per turn in shadow, 9 normally, 3 in bright light

Fulminar – Lightning

A Fulminar appears as a burly humanoid composed of cloud and lightning. It can:

1. Create Light as the Light/ Dark spell of its Rank.
2. At the cost of 1 HP per die of damage it deals, strike at objects or creatures within 5 yards with lightning doing 1d4+1 damage per rank of the Fulminar on a successful POW vs. POW. It may strike up to its rank in targets, doing 1d4+1 to each, or a single target for 1d4+1 X its rank.
3. Take damage normally, but if struck in melee its lightning does 1 damage per rank directly to the HP of the striker.
4. Teleport as a move action up to 24 yards, or 10 times that distance as a full round action. It can carry 5 SIZ in willing passengers per rank while teleporting.
5. A Fulminar fails Stealth rolls automatically in most situations.
6. Mutually destroy a Gnome or Undine, or destroy a Shade or Lune by comparing levels and making a successful attack.
7. Can be added to a weapons damage doing +1d4+1 damage to targets struck. When the Fulminar is placed within the weapon, 1 Point per rank is done directly [ignoring Armor Points] to the HP of the weapon or the wielder.

Red Moon - Lune

A Lune is an eldritch egg-shaped patch of scaly, shadowy red, with a tail or tentacle. It can:

1. Touch one target with its tentacle to inflict Madness. Each melee round the target may match its POW against the POW of the Lune on the resistance table to keep it's Sanity. On a fail, roll on the Madness chart below.
2. Be damaged by physical weapons.
3. Carry an object or person through shadows, darkness or Red Moonlight, at 5 points of SIZ per level for a mile in 10 melee rounds.
4. Destroy a Sylph or Undine by comparing Levels and making a successful attack.
5. Mutually destroy a salamander's or shade's hit points until one or the other is destroyed.
6. Carry messages any distance under the light of the Red Moon.

7. Move unencumbered 36 squares per melee round under the light of the Red Moon, 18 at night and 3 during the day.
8. Destroy Spirits by comparing is level and making a successful attack.

Madness: This effect must overcome the target's POW to be successful. If the victim is overcome, then the priest rolls 1D100 again with the results below. If the victim is not overcome, roll 1D100 and add 50:

- **01-05**   Insanity. Temporarily lose 1d4 INT; Roll again on the Madness table for the effect. If 01-05 is rolled again, victim loses 1 INT Permanently and develops a psychosis.
- **06-20**   Catatonia [Collapse as if in a coma; cannot be reached magically, or physically].
- **21-80**   Paranoia [Attacks the nearest person immediately, loosing their next action].
- **81-100** Delusion [Befuddled, allow player to describe the delusion].
- **101-150** No effect.

Dismissing Elementals

A sorcerer can dismiss her own elementals at any time. The user of this spell may also cast the spell to dismiss an elemental of any type the user knows how to conjure. He must overcome the level of the elemental with the casting level of Dismiss Elemental on the Resistance Table. If he succeeds, he must pay the Magic Points equal to the casting level of his dismissal.

Example

Sangor knows Conjure/Dismiss Salamander 3. A level 5 salamander is conjured against his party. Casting Dismiss Elemental 3, he compares his level 3 Dismiss against the level of the salamander on the resistance table, a 40% chance. Sangor rolls 27, Pays 3 Magic Points, and the attacking salamander is gone. If he had only 2 Magic Points available, he could still attempt to dismiss, but at casting level 2 on the resistance table.

Control [Man, Beast, Mastery]

Range – 120 Yards   **POW Check** – Yes   **Duration** – 10 melee rounds

Each level of the spell equates to 5 INT, which must equal or exceed the INT of the creature to be controlled. Creatures without INT cannot be affected, nor can any form of undead. If the Caster has sufficient Magnitude, he may attack more than one creature per casting. Each individual attacked requires a POW vs. POW check. On a success, if the caster wishes, he may simply allow his victim to *collapse* [see below], at which time the spell ends. If the caster wishes to maintain control, he must concentrate on the spell, using no other spells or doing anything more than moving normally and speaking to others in short sentences. While concentrating, he may control the movements, even the speech of the target. If the caster is forced to fight or concentrate on any other activity, the victim *collapses*.

A *collapsed* victim is robbed of the ability to take physical or mental actions, until it regains control of itself with a roll of POW + CON on D100 or the first time he is struck. The roll may be attempted once each melee round after the round of collapse. NPCs will revive after 1d6 rounds instead if the GM wishes.

- The afflicted can still move, and attacks against a collapsed victim are rolled normally. Spell Manipulation: Duration, Range.

Countermagic [Magic]

Range – 30 Yards   **POW Check** – No   **Duration** – 5 minutes

This spell creates a magical shield around the user or on any person or object he wishes to keep outside magic from affecting. The level of an incoming spell must be rolled against the level of the Countermagic on the resistance table. A successful roll means the spell penetrates the Countermagic. If a POW vs. POW roll is required by the incoming spell, it will still have to be made. The Countermagic protects the target and anything he is carrying. The Countermagic remains in play, unless the spell that overcame it was Dispel.

Countermagic is effective versus Blast and Lightning, but not against Fire/Frost.

Spell Manipulation: Range, Duration.

Dispel [Magic, Disorder]

Range – 120 Yards   **POW Check** – No   **Duration** – Instantaneous

This is the spell for removing the effects of other spells such as Control, Countermagic, Lift, Sharpen/Dull, etc. It must overcome the level of the target spell on the resistance table. It can be used to dispel an elemental. It must be directed at a particular spell (though saying, "Get rid of that spell that has Gottfried walking like a zombie" will do, if the exact spell is not known) and, if the target is protected by Countermagic, it must be of equal or higher level than the Countermagic. It may be directed against a target's Countermagic specifically, in which case roll on the Resistance Table to see if the Countermagic is dispelled.

Dispel may also be thrown at a character who is in the process of casting a spell in an attempt to keep that spell from happening. The dispelling mage must complete his casting in the same round that the spell he is attempting to affect is cast.

Spell Manipulation: Range.

Example

Sangor attempts a third level Dispel to stop the mage in the black robes from casting whatever spell he is currently attempting. Sangor succeeds with his casting check on the same round that his target did theirs, so he compares his Dispel with the level of the spell his target was casting on the Resistance Table to see who was successful.

Enhance/Diminish [Man, Beast]

Range – Touch   **POW Check**- On diminish   **Duration** – 15 minutes

This spell can add one point per level, in any combination, to the STR, CON, SIZ or DEX of the target. This spell can also diminish a characteristic in the same manner.

Spell Manipulation: Range, Duration.

Fire/Frost [Fire, Ice]

Range – 120 Yards   **POW Check** – Yes   **Duration** – 1 Round

Each level of this spell does 1D6 fire or cold damage to everything in a one-Yard-diameter circle. Levels may be used to add 1 yard radius to an existing fire, or add another fire area at the same intensity of effect, even combining the effects. The Fire/Frost appears as a pillar of the

appropriate element arising from the ground. Damage is absorbed by armor, Protection, and Resist spells, but Countermagic has no effect. The affected area does not require fuel for fire and can only be removed via Dispel, or the successful casting of its opposite on an area.

- The fire version may also ignite flammable material, damaging anyone or thing within it at 1D4 points per melee round.
- Frost can also be used to put out fires, freeze water sufficient to bear SIZ equal to its rolled damage, and damage salamanders.

Spell Manipulation: Range, Duration.

Example

Sangor the Sorcerer needs to block a 2 Yard-wide passage, and fry the first rank of attacking trollkin in the process. He casts Fire 5, to create a 2 yard diameter (1 Magnitude) Fire doing 3d6 (3 Magnitude), filling the passageway, using his remaining level (which is also within his manipulation limit of 5), to extend the casting to 10 rounds. Making his POW vs. POW against the front two trollkin, they each take 2D6 damage, and their fellows will have to deal with crossing or extinguishing the fire if they want to pursue.

Healing/Wounding [Man, Beast, Disorder]

Range – Touch   **POW Check** – On wounding   **Duration** – Instantaneous

A level of this spell heals or inflicts 1 Hit of damage done to the Hit Points of a target. It does not work against poison or disease. Healing can keep a dying character from death if cast in time. It can also be cast on a location to heal local damage, even reattaching a limb or similar if 6 or more Hits are applied in a single casting to such a wound.

Cast as Wounding, the caster must touch the target, overcome the target's POW. Wounding then does 1 Hit of damage per level to a single location [roll d20 for location as normal]. Countermagic and Resist Wounding will affect this, but armor and Protection do not.

Spell Manipulation: Range

Illusion [Light]

Range – 30 Yards   POW Check – No   **Duration** – 15 minutes

This spell allows the caster to build up an image of an object equal to 5 SIZ points for every Magnitude. This image is totally visual, with no sound, scent, touch, or taste component. Unless the caster concentrates on it to the exclusion of all else, the illusion will not move. Additional levels of effect can add another aspect of sensation to the Illusion. If touch is included, an illusion can affect the minds of those who have not disbelieved, causing 1d6 Stun damage [behaves as real damage in all ways, except it cannot damage or kill, only paralyze and overcome location or drive someone into Unconsciousness for 1d6 rounds per level] per level of the illusion if appropriate [An illusory troll could do Stun Damage, whereas the illusion of a treasure chest would not]. The more senses included, the less likely the spell is to be dispelled, or disbelieved.

Observers may disbelieve an illusion if they suspect its true nature. They must spend a combat action doing so, during which they cannot defend against the Illusion [because that would defeat their attempt to disbelieve it]. If they succeed on a POW x5 the illusion becomes obvious

and incapable of harming or affecting anyone. For each additional sense included, the target for the POW check is reduced by one multiple. Other factors, such as history, or realism of the setting, might also affect the check. By 1 multiple in either direction.

Finally, a sorcerer who knows Illusion and chooses to disbelieve does so at POW x5 regardless of the normal difficulty.

Spell Manipulation: Range, Duration.

Example

Sangor is dueling a brother sorcerer, Alagard for bragging rights. Alagard casts Illusion 5, spending 3 levels on what appears to be a potent fire elemental, adding the sensations for Touch and Hearing, with his remaining levels. Sangor is taken aback by the hissing flaming lizard, shying from the heat of it. Until he remembers that Alagard doesn't know how to conjure a salamander. Sangor does not know the Illusion spell, but attempts to disbelieve. Normally, the POW check would be POW x3 [x5, reduced by 2 multiples for the added senses of Touch and Hearing], but the GM allows that Sangor's conviction that Alagard does not know the conjure salamander spell will improve his odds of success by 1 multiple, so the POW Check goes back up to x4. Sangor rolls, and fails. Alagard's ersatz salamander does 3d6 stun damage to the hapless Sangor, who couldn't quite convince himself that it was not real.

Invisibility [Light]

Range – Touch   **POW Check** – No   **Duration** – 15 minutes

Each Magnitude covers a SIZ 5 object or person. The caster must concentrate on the spell and must do no more than a normal move or speak. Fighting, casting spells, or similar distractions such as falling into pits or negotiating a difficult path will break the spell. If the subject of the spell is attacked by something that cannot better perceive it, the attack is made at -50% IF the location of the invisible subject is successfully guessed with a Listen or other check. This spell does not stop sound or senses other than the visual.

Spell Manipulation: Range, Duration.

Lesser Thaumaturgy

Range - 5 yards   **POW Check** – No   **Duration** – special (see description)

POW Cost 0   [Occupies 1 INT]   **Cost to Learn** – 500L

You manifest a minor wonder, a sign of supernatural power, within range. This spell cannot affect others who are unwilling or unaware. You must have memorized a spell including the [Runic descriptor] associated with the effect you wish to create.

You may create one of the following magical effects within range, or another of your own devising, similar in power:

- Your voice booms up to three times as loud as normal for 1 minute. [Air]
- You cause a book to open and turn to the page of your choice. [Air]
- You cause flames to flicker, brighten, dim, or change color for 1 minute. [Fire]
- You cause your hands, eyes, or a holy symbol or idol in range to bleed for 1 minute. [Body]

- You cause harmless tremors in the ground, and or the sound of grinding earth, for 1 minute. [Earth]
- You create an instantaneous sound that originates from a point of your choosing within range, such as a peal of thunder, eagle's cry, or sinister whispers. [Air, Sky, Beast]
- You cause the flowers of all plants within range to blossom or wither. [Earth, Life]
- You instantaneously cause an unlocked door or window to fly open or slam shut. [Mastery, Air]
- You instantaneously cause a gust of wind to blow through an area in range. This wind can be cold or hot. [Air]
- You alter the appearance of your eyes for 1 minute. [Body]
- Cause a block of text to glow for 1 minute. [Fire, Sky]
- Other non-damaging effects are possible, commensurate with the scale of the ones listed above.

This spell may be extended in duration or range up to the Manipulation Limit of the caster, but POW must be spent to do so. If you cast this spell multiple times, you can have up to your Manipulation Limit in effects active at a time.

Lift [Movement]

Range – 30 Yards   **POW Check** – Yes   **Duration** – 15 minutes

Each Magnitude of Lift affecst 5 SIZ points of the person or object to be lifted. If the SIZ is sufficient, the caster may lift the object and move it through the air. If the SIZ affected is less than the SIZ of the subject, it is considered lighter by the SIZ of the spell, for purposes of movement, pushing, etc. The caster may Lift himself, using the spell to fly, if he has sufficient levels to equal or exceed his SIZ. The subject will move at 25 Yards per melee round. Each SIZ that the spell can move above the minimum necessary to move the subject's SIZ may add 1 Yard per melee round to this speed, if desired. Each 5 ENC carried by the subject reduces the speed by 1 Yard per round.

If the object does not wish to be lifted, the caster must overcome its POW. An unwilling recipient of the spell may attempt a POW vs. POW to free himself each Round.

Special: Lift may also be used as an immediate reaction to slow or catch a falling object or individual, including the caster. If the subject is too big for the level of the spell, each Magnitude reduces the falling damage by 1d6.

Spell Manipulation: Range, Duration.

Light/Dark [Light, Darkness]

Range – 30 Yards   **POW Check** – No   **Duration** – 4 Hours

Light creates a magical light source which illuminates a 3-yard-radius circle. Each additional Magnitude adds 3 Yards to the radius. This light is of torch magnitude. The spell may be cast on an object. If so it may be carried and moved. The light may also be cast in mid-air, in which case it is tethered to the spot, unless a Level of the spell is dedicated to tethering it to a willing subject, in which case it follows, obeying the caster's mental direction, but remaining within 5 yards of the "tether".

Dark imposes a sourceless darkness in a 3 yard-radius circle, which may manipulated just as Light above. The area is considered to be unlit, imposing a -40% penalty on Spot checks. Torches, fire or other non-magical light sources in the area shed no light.

Opposing versions of this spell or of magical light can affect each other by comparing the Magnitude of the attacking effect against the other on the Resistance Table. If it succeeds, it persists and dispels the other effect. On a failure, the opposing effect triumphs.

Spell Manipulation: Range, Duration.

Lightning Arc [Air, Light]

Range – 60 Yards   **POW Check** – yes   **Duration** – Instantaneous

Projecting lightning from the caster's hands, each Magnitude of this spell does 1D6 damage directly to the hit points of that target if the Caster succeeds on a POW vs. POW check against it. Each additional rank of Magnitude may increase the damage by 1d6 per rank, or add one potential target (who must be within your Manipulation limit in yards from the primary target) to the Lightning Arc. Roll on the Resistance Table. Nominating each target after the Primary in order, your roll must overcome that target's POW to affect it. If you fail to Overcome a target's POW, it is unaffected AND your Arc ceases, leaving other targets unaffected.

Armor, and spells that grant Armor Points, work against Lightning, but all metal armor only stops 4 points. Resistance: Lightning reduces the damage by 1 Die per rank of Resistance. The lightning itself is not magical, only produced BY magic, so Countermagic and similar effects do not work.

Spell Manipulation: Range.

Example

Sivastri, exploring the Tesserae of Wyrms, is surprised by three scorpionids, who immediately charge what appears to be an easy meal. Sivastri decides that the best defense is a good offense and hurls a potent Lightning 5 at the creatures as they close. Her targets are well within the base range of 60 yards, but the sorceress elects to have the lightning Arc to [potentially] include all three scorpionids, devoting a level to each of the additional targets. 3d6 of lightning blasts from her fingertips to strike her initial target. Sivastri matches her POW against that of the lead scorpionid (the Primary target) and succeeds, inflicting the lightning damage, and arcing on to her next target. If Resistance roll also overcomes this target, it will take 3d6 damage as well, and the bolt will continue on to strike the final of her three targets - if her Resistance roll was enough for another success.

Perception [Man, Beast, Light]

Range – 120 Yards   **POW Check** – No   **Duration** – 10 Round

The caster may specify one type of thing he is searching for, such as a trap, door, gold, magic, stairway, thoughts, etc. This spell will then indicate the direction to the nearest such unknown source that meets these qualifier(s) within the range of the spell. Each additional Magnitude allows for more than one searchable thing (the closest *two* traps, or the closest trap *and* the closest door), adds another qualifier to the first search (the nearest source of *hostile* magic. Any qualifiers may be combined, so long as sufficient levels are available.

Finally, by devoting at least Magnitude 4 to the search, a singular object or person may be searched for (Davos the Black, The Wyrmic Pattern, the Sword of Soulblight, etc). A successful

Sorcery check to accurately name the individual is generally required, unless the full name (or the true name in the case of certain supernatural entities) is already known.

Spell Manipulation: Range, Duration.

Example

Sivastri, with Perception 4, has just enough Magnitude to Perceive for the Wyrmic Pattern, a potent ritual site in the Tesserae of Wyrms, a labyrinthine ruin she is currently exploring. Because her Manipulation Limit is 5, she can manipulate the range by up to one rank, extending the distance to which she is able to Perceive to 240 Yards. She succeeds on her Sorcery check to Name the object of her Perception, and can detect its direction for the next 10 rounds if she is within 240 yards.

Protection [Movement]

Range – 30 Yards   **POW Check** – No   **Duration** – 15 minutes

This spell works like armor. Each level adds one point to the armor protection of the caster. Protection works against Fire/ Frost and Blast. It does not work against Illusion or Lightning.

Spell Manipulation: Range, Duration.

Resist [Magic, Fire, Ice]

Range – Touch   **POW Check** – No   **Duration** – 15 minutes

This spell, originally designed to counter Fire/ Frost, allows each Magnitude to reduce heat or cold damage taken by 1d6 or one Rank (whichever is more beneficial). If the protected character is hit by more than one Heat/ Cold attack, each roll is reduced by the level of the effect.

A caster may choose to cast Resist specific to another type of direct damage, such as Lightning, Poison, or Acid. Only one type of resistance applies in such circumstances. Only one casting of Resist can affect any single subject at any given time.

Spell Manipulation: Range, Duration.

Example

Sivastri the Sorceress, protected by Resist Heat/ Cold 3, is hit by a salamander 4, and a Magnitude 3 Frost attack. Her Resist 3 reduces each by three Magnitude, negating the Frost completely. The 4d6 of damage from the Salamander is reduced to 1d6. Later in the round, she is struck by a level 2 Lightning bolt, which is unaffected by her Resistance.

Seal/Unseal [Earth]

Range – Touch   **POW Check** – No   **Duration** – 8 Hours/ Instant

This spell acts to bond the edges of any two unliving objects which are at rest and touching one another. Some examples are a door in a doorframe, a sword in a scabbard, or an object held against a wall. The two objects become one object, and cannot be separated for the duration of the spell. The objects can still be battered open or destroyed. A Seal spell adds 10 Hit Points per magnitude to whatever hit points the object normally has, or creates an STR 20 (+5 per additional Magnitude) obstruction that must be overcome, which lasts for the stated duration.

The reverse spell is instant and will open doors [even locked ones on a POW x ? check – the multiple determined by the difficulty of the lock], cause scabbarded objects to fly out of their containers and drop to the ground, etc. Unseal also negates a Seal spell if the level of the Unseal overcomes the level of the Seal on the resistance table.

Spell Manipulation: Range, Duration.

Sharpen/Dull [Earth, Disorder]

Range – 30 Yards   **POW Check** – on Dull   **Duration** – 15 minutes

Each magnitude of his spell adds 5% to the attack chance and 1 point of damage to any weapon (including blunt weapons and missile weapons) to which it is successfully applied. If more than one level is used, it can either add multiples of 5% and one point of magic damage to the weapon, or it can be distributed equally among several weapons, up the Magnitude of the spell, and range to the weapon to be affected.

Dulling a weapon or weapons, it reduces the chance to hit by 5% and to damage by one point per Magnitude. Damage cannot be reduced below one point. Levels of Dull may be spread to affect multiple weapons if desired: Compare your POW on the Resistance Table to all others you wish to affect.

Spell Manipulation: Range, Duration.

Speak to Mind [Man, Beast, Magic]

Range – 120 Yard   **POW Check** – Yes   **Duration** – 10 melee rounds

Each Magnitude of this spell allows the caster to speak telepathically to another mind, intelligent or not. Only surface conversation or feelings are transmitted. The target of this spell cannot communicate to any other target of this spell. The caster may, however, cast Speak to Mind on two other characters to let them communicate. Additional Magnitude may include additional subjects in the link. If a target resists you must overcome their POW to succeed.

Spell Manipulation: Range, Duration.

Teleport [Movement, Man]

Casting time – Instant or Ritual*

Range – Instant: 120 Yards; Ritual: Miles x Manipulation Limit

POW Check – No   **Duration** – Instantaneous

One Magnitude allows the caster to instantaneously transport 5 SIZ points of an item, items, or a person or persons within 10 Yards of him, to another place known well to the caster, at the listed range. If the Caster has sufficient Magnitude, he can teleport himself. Only willing or inanimate subjects can be teleported.

If the spell is cast *Instantly*, the base distance is 120 Yards, and Spell Manipulation can increase the distance using the Range Track (1 rank for 240 Yards, 2 ranks for 480 Yards, etc). If the casting period is *Ritual* (taking a number of minutes equal to 10 - Manipulation Limit; minimum 1 minute) a sorcerer can teleport up to a number of miles equal to his Manipulation Limit. Each Magnitude of the spell doubles the SIZ to be teleported, which may include any number of items or willing individuals within that total.

Beasts could be teleported with a successful Handling or Ride check, provided the Teleport's SIZ is sufficient. ENC up to a Character's normal ENC does not count, but each 5 ENC, or portion thereof, over this total is equal to 1 SIZ. When filled with a typical load, a one-mule cart is equivalent to 30 SIZ.

With a Sorcery check, a caster may attempt to memorize a location so that she can teleport to it later, even if it is not in sight. She may hold up to her Manipulation Limit of such locations in mind for later use.

A fumble with this spell may send the caster to a different, probably unpleasant location, whether he was transporting himself or something else.

Example

Sivastri spots scorpionids scrambling across the jumbled tesserae, and decides to teleport away, She knows only Teleport 2, which is enough to move her SIZ of 10. But she is over-encumbered by 13, and loathe to leave behind the loot she has amassed. The 13 ENC over her Encumbrance limit add 3 more size to her own SIZ 10, for a total of 13. She cannot teleport herself AND her hard-won treasure. She is far enough from the junction of the Pavis Road (2 miles away), which she studied on the way here against just this sort of need, that only a Ritual casting will suffice (her Manipulation Limit of 5 gives her base range of 5 miles for a ritual casting).

Sivastri gauges the distance between her and the approaching scorpionids. The creatures would be upon her before she completed the ritual casting. Looking about, she spies a solitary column 60 or more feet in height and big enough around for her to perch on. Best of all it is only 50 or so yards away. She casts Instant Teleport 1 on her pack (ENC 13 = SIZ 3, and it vanishes, appearing atop the column in a puff of displaced dust. The scorpionids are near enough now that Sivastri can hear them clicking on the broken tiles of the next courtyard. With a grin, she casts Teleport 2 on herself . . . and is peering down upon the confused predators from the top of the column. Now, if she can just manage a couple of Prolonged castings to get her loot and then herself to the crossroads . . .

Vision [Mind]

Range – 30 Yards   **POW Check** – No   **Duration** – 10 melee rounds

The caster may see what is happening in any area with which he is familiar within the range of the spell. This gives full vision and hearing (with normal perception rolls) as if the caster were in the area. The caster may also place the spell's "Point of View" on the opposite side of some obstruction that blocks his normal perception, granting him the opportunity to see on the other side of a door or wall, for example. Once the Point of View is set, it cannot be moved, but continues to be active for the duration of the spell. The caster can perceive from it for as long as she remains within range, and will regain its use if the spell persists until such time as she re-enters the range, at which time she may perceive through it again.

Extra Magnitude allows (One Magnitude must be devoted to each of the following that you wish to add to the spell:

- Perceive into darkness and see the invisible with a successful Sorcery check.
- Allow the caster to see what happened in an area as much as 1 day ago, with a successful Sorcery check.
- With a successful Sorcery check, reveal the answer to a simple yes or no question that would be revealed from the point of the vision, such as "is the Crown Here?" or "Was

the Crown here then?" In such a case, no other viewing is allowed, simply a vision that shows the answer if it can be answered in the time allowed.

- Touch an item and receive a vision of its previous use or owner, with a successful Sorcery check. Each additional Magnitude reveals another user or another picture pertaining to that item, each further into the past than the last.
- Allow the user a cumulative 10% chance of learning the activation word for a magical device. The user may only attempt this once for any one object until he gains an increase in skill with the spell.

If the location to be viewed is Warded or Countermagicked, the Magnitude of the Vision must overcome the Magnitude of the protective spell on the Resistance Table to succeed.

Spell Manipulation: Range, Duration.

Example

As Sivastri makes her way back to Pavis-outside-the-walls, she wants to know whether the Scorpionids are still on her trail. She casts Vision 3 to see the Fork from the Pavis road where she teleported, using 2 Magnitude to increase the range of her spell to 120 yards. Since it is a known location - she has seen it before - the GM describes the area as it is at present, just as though she were actually there, and that nothing changes in the 10 melee rounds she views. Since Sivastri only knows Vision 3, and did not use it to frame a question the location could have revealed, she does not learn that the Scorpionids passed this way a minute or two ago. She probably will find out soon, though.

Wall of _ [Earth, Ice]

Range – 10 Yards   **POW Check** – No   **Duration** – 15 minutes

This magic brings a wall out of the ground or stone floor, or summons chunks of ice sufficient to the task. The sorcerer must choose which rune he is accessing (earth or ice) and which type of wall he can summon, when he learns the spell. A magnitude 1 wall appears anywhere needed within range and is 1x1x3 yards in size, placed as the caster chooses, in any orientation. Each Magnitude of the spell adds another identical portion, which may be combined as desired to create shapes. Wall sections have 30 hit points and 8 AP each. If this amount of damage is done, the affected section is destroyed, but others remain. A wall may not be conjured to land, fall on, or injure a living target, but it can be conjured into the same space. The target has the option of moving out of the area, or taking up a position atop the wall.

This spell may also be used to create a bridge or other such structure, if the Sorcerer can make a Sorcery Check.

Spell Manipulation: Range, Duration.

Example

Sangor, finds himself in a ruined library, seeking forbidden tomes, or the means to acquire them. He sees a shelf of books through a broken wall in a chamber above him, but no way to get there. He casts Wall 2, and succeeds at a Sorcery check to create a bridge 1 Yard wide x 1 Yard thick and 6 yards long, extending to the room he seeks. He must hurry to gather his prizes before the bridge disappears.

Ward [Magic]

Range – Touch   **POW Check** – No   **Duration** – 2 Hours

This ritual creates a Ward: a protective area of magic surrounding a person or object in need of guarding or protection, or around something to be confined within the circle. A circle, square or other simple geometric area of approximately 5 yards in diameter, or on a side, may be so guarded. The Ward requires, and is formed from four or more stones, wands or other items created in a preliminary ritual to gain the effect. Such ward-stones can be used and re-used so long as they are not destroyed. Only the caster may take down the Wards safely when they are empowered by the spell, although they may be dispelled.

- Each Magnitude of Ward act as Countermagic 1 against any spell or magical effect passing into or out of the Ward.
- Any creature or item passing into or out of the Ward is subject to Blast 1 per Magnitude of the Ward.
- The caster of the Ward is never affected by it unless (for some reason) she wishes to be. One target per Rank of the Ward may be exempted (by the caster) from effects of passing in either or both directions. As long as the caster is within the warded area, she may alter these exemptions as she wishes with a successful Sorcery check.
- Ranks of Magnitude may be devoted to increasing the size of the Ward, rather than its potency, each Magnitude doubling the existing area's aproximate diameter in Yards.

NOTE: To create permanent Wards, the spell may be cast using Permanent POW for Magnitude and Manipulation for increased area. So a Magnitude 3 Ward could be made permanent by sacrificing 3 POW permanently from the caster's POW. No Manipulation is required to extend the duration in such a case. Such a ward requires permanently placing the Ward stones, which may not be moved without destroying the spell.

Failure to cast a permanent Ward costs 1d6 Temporary POW per Magnitude. Permanent Wards will re-establish themselves if Dispelled, returning at a rate of 1 Magnitude per Round.

Spell Manipulation: Duration (except when making Permanent).

Example

*Sangor, having found himself a respectable sorcerer's tower at last, decides to permanently Ward his work area against demons or other hostiles. He knows Ward 3, but the workroom is small, so he need not increase the area of the spell. After crafting a set of Warding Stones for this Ward, he prepares himself and casts - but fails. The ward does not work, and Sangor is bereft of 3d6 temporary POW. Since he did not fumble, the game master allows him to try again with the same materials. Dejected, he stares about his little tower and elects to wait for the next day when his POWer has returned. The following morning, his spell is successful. Sangor reduces his permanent POW by 3, but has a level 3 Ward on his workroom - that **should** last forever, and that he can alter the permissions for as he chooses.*

Uncommon Sorcery Spells:

Some are known only from in a single grimoire. Others are available to members of a particular cabal. Since Cabals are often formed by sorcerers who have common interests, the spells they develop often show the same commonality. So in addition to the common spells of sorcery, the Fellowship of the Ascendant Talon might specialize in spells that enhance their bestial, even draconic, aspects (Aspect of the Beast, Draconic Ascent, Scent, perhaps Immolation). Whereas the Stone Circle concentrates on magic influenced by or manipulating earth (Break/ Repair, Command Elemental [Earth], Conjure/ Dismiss Elemental [Earth], Hammerhand, Stone Flesh, Twist Trail).

The details of cabals are left unspecified to better adapt to whatever a game and milieu requires. But at the least, a cabal will have a description and restrictions not unlike any Gloranthan cult: With requirements for membership, ranks of membership, leadership, and goals. In addition, because a cabal does not gain its power from a god, the cabal will require the sacrifice of at least 1 characteristic POWer to join. This sacrifice will bind the cabalist to his cabal, and probably convey other membership benefits and responsibilities.

The nature of these benefits and responsibilities will vary from cabal to cabal. Some cabals are loosely organized collectives of equals who have banded together purely for self defense in a world that is often hostile to those who gain magic without worship. Other cabals have strict rules and close association of members, who might also undertake group projects or ideals, even political stances.

Uncommon Spells

- Animate
- Aspect of the Beast
- Augury
- Avert
- Banish Undead
- Blood Ward
- Break/ Repair
- Butterfingers
- Chaos Blast
- Calling
- Command Elemental
- Dazzle
- Dehydrate Gorp
- Destroy Undead
- Death Mask
- Detection
- Dilute Potion
- Draconic Ascent
- Explosive Gem
- Eyes Behind
- Fortune's Fool
- Fresh Air
- Geas
- Hammerhand
- Immolation
- Leech
- Lesser Thaumaturgy
- Lesser Ward
- Lucky Break
- Mis/Fortune
- Mortality
- Persuasiveness
- Power Pool
- Ray of Rays
- Reveal/ Conceal
- Reverse Missiles
- Scent
- Silence/ Stifle
- Sleep
- Speed/ Slow
- Stone Flesh
- Storm Shield
- Summon/ Dismiss "Creature"
- Swim with the Fishes
- Touch of Death
- Twist Trail
- True Sight

- Glamour
- Halt

- Undead Swarm
- Weave of Fate
- Whip of Jellyfish

Animate [Earth or Movement]   Range – Touch   POW Check – No

Cost to Learn – 1000L
Magnitude - Variable
Time to Cast - 1 Action
Duration – 10 rounds

By altering the substance of an item, a sorcerer can make it move according to his will. Each rank of the spell devoted to potency animates 5 SIZ of the object. The total SIZ of the object must be equaled to animate the object. If not the spell fails and 1 POW is expended, rather than the full amount of POW. For a base duration of 10 rounds, the object is animated and may be commanded much as an elemental would be.

Because sorcery is governed by sympathetic relationships, an animated object must have a relatively stable form, in order to be animated. Water, or unformed earth, for example cannot be animated. The form of the object determines the animated object's properties and abilities, but it has ST and HP equal to its SIZ, no individual hit locations, a base move of ½ its SIZ, and an attack value of the caster's POWx3%, doing 1d4 damage per 10 SIZ. An object with a broad flat surface[s] [such as a curtain or carpet] can fly, and one with a streamlined pointed profile can burrow. Otherwise the object will roll, crawl, slither or run along the ground.

Sorcerers sometimes purchase or craft items, or statues to be animated via this spell. Such objects, called 'automata' serve their purpose extremely well, and may move at their SIZ in speed and fight at the cast's POWx4%, doing 1d6 damage per 10 SIZ. If applicable, such automata may also gain access to applicable combat maneuvers, even ranged attacks if applicable [an animated arbalest automata, for example]. Creating Automata costs SIZ x 20L in materials, and requires at least 100% in crafting successes to complete.

Example: Sivastri knows Animate 4, and has just received a commissioned sabrefang statue to decorate her sanctum. She has ensured that the statue will be SIZ 20, so that her Animate spell will function. When she animates her automaton, it has HP and ST = to Its SIZ [20] and can move at that rate as well. It acts on the same SR as its caster and may be commanded just like an elemental. Sivastry has a POW of 17, so the autmaton saberfang can attack at 68% doing 2d6 with its fangs, and can impale. Currently, Sivastri can only animate the thing for the minimum 10 rounds, but she hopes to learn more Animate in future. And there is always the possibility that she will master the Earth Rune, increasing her ability to manipulate the element.

Repair, Magical or otherwise will work, repairing damage equal to the magnitude of the spell. A magical Item, or one in another's possession, may not be animated.

Aspect of the Beast [Beast]

Range – Self   **POW Check** – No   **Duration** – 10 Melee Rounds

Time to cast – 1 Action **Magnitude** – Variable   **Cost to Learn** – 1000L

Often called Aspect of the _____, where the blank is the chosen beast lord (wolf, tiger, hawk, etc), you imbue your body with the power of one of the beast lords. For each Magnitude of the spell, you gain +5% to Intimidate and your STR or your DEX rises by 1 (choose which and in what proportion when you learn the spell). You gain a melee attack (which you may gain Experience

in normally) doing 1d6+1 (plus your damage bonus) and granting access to the Slash special maneuver. You also gain one of the following when you learn this spell: +5% to Spot and Listen Skills per Magnitude; Dark Vision; Scent Tracking.

Additional Magnitude of this spell also increases your talon damage, by +1. Your hand takes no damage from whatever it strikes. However, if you parry with the Talon, or are struck on that limb, you suffer damage normally. When the spell is learned, decide whether the spell actually transforms the caster physically, or grants the abilities metaphysically. If there is a physical transformation, often it will change the target into a particular creature, or give her certain aspects of it. It might also create an "amalgam" appearance, which the possessor of the spell should determine when learning the spell. Attributes granted through Aspect of the beast do not stack with bonuses to the same attributes granted via Enhance/ Diminish.

While you are under the effects of Aspect of the Beast, you automatically fail Influence and Courtliness checks. You may use additional levels to extend the duration on the Duration Track.

Example

Har casts Aspect of the Wolf 4, gaining +4 STR, +20% to Intimidate, Spot and Listen, the Scent special ability, and a 1d6+4 claw attack.

Augury [Rune/ Beast/ Man, Disorder]

Range – touch   **POW check** – No   **Duration** – 10 Rounds, special – see below

Time to cast - 10 Rounds   **Magnitude** – Variable   **Cost to Learn** – 500L

This ritual, accomplished via diverse methods, allows a sorcerer to divine some clue as to future events. The sorcerer spends ten rounds inspecting entrails, watching the flights of birds, reading tea leaves, etc. and frames a yes/ no question, or one that can be answered with no more words than his Manipulation Limit, which the player repeats to the GM. The GM then makes a check against the Sorcery skill of the character. On a success, the GM will bestow a portent on the caster as interpreted through the augury method, but making clear the answer to the question subject to the word limit.

- The first Magnitude covers only events that are currently occurring, or are likely to occur in the immediate future [15 minutes]. Each Magnitude may be used to ask an additional question.
- If the caster wishes, he may choose to specialize in a single augury method, gaining a +10% with that method, but taking a -10% with all others. Casters who specialize may also use their Sorcery to ritually prepare items or elements pertinent to their chosen method, adding 5% per item, up to their Manipulation Limit in elements. Prepared elements must be bought or made, and maintained, which costs 10L, and 1 Temporary POW, per week per item.

Example

Sangor's rival in the Order of the Silver Moon, Alagard, has been tasked with finding, and rescuing the errant sorcerer from his recent foray into the troll ruin. Alagard, wishing to know more before he sets out, performs a number of auguries, using his favorite method. He places his ritually prepared rowan wood and Olibanum into the brazier he crafted for the purpose, lights the flame with a careful application of the fire spell, so as not to corrupt the items with his touch

or unclean fire. Then he casts Augury 3 successfully. Now he may begin asking questions of the Aether [GM], roll his Sorcery skill, modified by +15% for his ritually prepared items.

- *Alagard has thought carefully about these and first asks "Is Sangor in danger?" His player rolls a success. Immediately, the flames flare up, releasing a great gout of black smoke along with a sulphurous stench. The Game Master tells Alagard that this as a 'yes' response.*
- *Since Alagard knows that Sangor intended to venture into the ruins south of town, his second question is more precise, "Is Sangor in the troll ruin south of town?" Alagard's player rolls another success, and receives another gout of flame and smoke for an affirmative answer to his question.*
- *Alagard asks, "Where is in the troll ruin is Sangor?" Another Augury success grants him the cryptic answer: "Beneath the deep staircase". Since Alagard's Manipulation Limit is 4, he receives not further information.*
- *Alagard puts out the ritual flame, grabs his gear and rushes out, reasonably sure that Sangor will be in trouble within the next little while, and reminding himself to watch especially for staircases.*

Spell Manipulation: Duration (to Augur further into the future).

Avert [Man, Beast]

Range – 10 Yards   **POW Check** – Yes   **Duration** – 10 Rounds

Time to cast – 1 Action **Magnitude** – Variable   **Cost to Learn** – 500L

This spell affects up to one target per Magnitude. On a successful POW vs. POW contest, targets of the spell must end their movement 1d6 Yards further from the caster than they began, up to the range of the spell. Each turn, any target may make a POW vs. POW against the caster to overcome the spell, in which case they are no longer affected by it. A target who cannot move away except by running into an obstruction or danger may immediately make another POW vs. POW contest. On a fail, the target is compelled to move regardless of the danger, and may suffer its effects normally.

Avert has no other effect on its targets and they may act in all other ways as normal, even attacking the caster with whatever means they have that will reach, or fleeing until the spell's duration is over.

Spell Manipulation: Range, Duration.

Banish Undead [Death]

Area – 10 Yards   **POW Check** – Yes   **Duration** – 10 Rounds **Magnitude** - Variable

Your command of the Death rune forced undead creatures from the area centered on you. By succeeding on a Power vs. Power Check against a masterless undead, or against the POW of a controlled undead's master, you force one undead creature to exit the area of your Banishment. Affected undead are unable to return for the duration of the spell.

Additional Magnitude allow you to include more undead in your banishment. Each Magnitude doubles the number of undead affected. Roll your POW contest once, and compare it to all

undead (or their master's) to determine whether they are affected. Undead that are not affected can move freely into, out of, or through the Banishment. The spell imposed the power of the rune on individuals, not an area.

Spell Manipulation: Area, Duration.

Blood Ward [Mastery, Magic]

Range – Self   **POW Check** – Possibly   **Duration** – 15 Minutes

Time to cast – 1 Action   **Magnitude** – Variable   **Cost to Learn** – 500L

Blood Ward, is a lesser form of the spell: Ward, easier to learn and cast and tuned specifically to warding creatures tainted by Blood Magic. Because it is often used *in extremis* it forgoes the setting of warding wands or stones, instead creating a ring 5 yards in diameter with the caster at its center. Alternately, it can be made to adhere to a scribed or otherwise apparent boundary or defined delineation. This could be a room, a doorway, even a crack in the flagstones or a line drawn with chalk or scraped into the dirt.

Any Blood-tainted creature or Blood Magic spell or effect that attempts to cross the ward instantly becomes known to the caster, even if he is asleep, busy or distracted. Each rank of Magnitude Acts as Countermagic 1 and Resistance 1: Blood Magic against spells or spell-like effects. A Blood creature or entity attempting to cross the Blood Ward must overcome the Power of the caster in a POW vs. POW contest (which will certainly alert the caster). Against physical breaches of the boundary, each Magnitude acts as Blast 1 and adds 3 to the Caster's Resisting POW against Breach attempts.

Spell Manipulation: Duration.

Break/ Repair [Earth, Disorder, Stasis]

Range – Touch   **POW Check** – No [?]   **Duration** – Instant / [10 rounds]

Time to Cast - 1 Action   **Magnitude** – Variable   **Cost to Learn** – 500L

This reversible spell may be used to break or weaken an item or object, or repair damage that one has suffered. By attacking the very substance of an item, Break can weaken or destroy it. Each Magnitude of the spell devoted to potency does 1d6 points of damage to an item's HP, ignoring Armor Points. If the total HP of the item is equaled or exceeded, it is destroyed. If not it is weakened, and may be destroyed by other stresses, such as more damage, or even normal use in some cases. Destruction is permanent, though it may be repaired magically or otherwise, but a weakened item remains so for a base period of 10 rounds [which may be extended if the sorcerer devotes ranks to duration]. If an item is the subject of more than a single Break spell, only the highest level Break will weaken it. Other attempts will not do further Hit Point damage unless they are of higher level than the one currently affecting the item.

- Break may affect held items or weapons, but a POW vs. POW success is required in such a case. Magical Items may be affected but their AP, Magical bonuses, and possibly their own POW, must be overcome before applying any damage to the HP of the magical item. Items benefiting from temporary enhancements [such as Bladesharp or Sharpen, may count their numerical bonus as AP against Break.
- Repair instantly restores 1d6 hit points [or Armor Points] per Magnitude to an item or substance. Thus one could repair a sword, a statue, an armor strap, etc. In fact, regular

use of repair is almost essential to maintain armor and weapons in good working order. Most people who are not sorcerers make do with a trip to the armorer.

- If repaired, a magical item that was destroyed, does not regain any magic it possessed.

Spell Manipulation: Range, Duration.

Butterfingers [Man, Disorder]

Range – 10 Yards   **POW check** – Yes   **Duration** 10 Melee Rounds

Casting Time – 1 Action **Magnitude** – 2 **Cost to Learn** - 500L

The caster must overcome the POW of the target creature. If successful, the target drops whatever it was holding in the hand defined by the caster. For the duration of the spell, the target must roll to overcome the caster's POW in order to successfully draw, pick or hold anything in that hand. If the target succeeds in overcoming the caster's POW, the spell is broken.

In addition to the above, the target of this spell suffers a -20% penalty on Athletics skill checks.

Spell Manipulation: Range, Duration.

Calling [Man, Beast, Mastery]

Range – 480 yards   **POW Check** – No   **Duration** – 10 Rounds

The caster issues a magical summons for a particular creature, type of creature or name individual, up to the range of the spell. For the duration of the spell, the closest subject that qualifies for the summons and fails a POWx3% roll, is compelled to move as quickly as it is able toward the issuer of the summons. The subject of a Calling must be on the same plane as the summoner. If it is restrained or unable to move, it will attempt to get free and comply. Note that Calling does nothing to alter the reaction of the summoned to being summoned. The summons is immediately dispelled if the summoned is beyond the maximum range, or when the duration ends. At which point the summoned is free to act as it sees fit.

Additional Magnitude may be spent to add another subject (the 2nd to fail its POW check, etc), or to refine the summons by adding qualifiers, such as adding "cave" to a calling of "troll". For each qualifier placed on the summons, another Magnitude is required. Adding a specific name to a calling requires minimum Magnitude of 4, but negates the need for other qualifiers if the name is accurate.

Spell Manipulation: Range, Duration.

Chaos Blast [Chaos]

Range – 30 yards   **POW Check** – Yes   **Duration** – Instant

Time to Cast - 1 Action **Magnitude** – Variable   **Cost to Learn** – 500L

You summon a writhing ball of purest chaos and project it toward a single target in range. Roll your Sorcery skill as your "to hit" chance, reduced by the target's Defense. The Chaos Blast does 1d6 of damage per rank of magnitude devoted to damage, and also immediately makes a POW Attack against the target's POW. If it fails, there is effect beyond the damage. If it succeeds, compare the margin of success [the % by which the POW attack was successful] on the table below for further effect.

Chaos Blast effects:

- **1-20:** Stunned - Lose 1d4 Turns
- **21-30**: Knockback – Does 8+1d8 Knockback per Rank (resisted by SIZ) hurling the target 1 yard away from the caster per point by which the knockback exceeds SIZ. Roll DEX x3 to remain standing or to stop the progress of the knockback at some obstruction, or before a ledge, etc.
- **31-50**: Touched by Chaos – Random Chaotic Feature, Temporary [A hero may spend Hero Points to roll POW x the # of Hero Points spent to banish the Chaos Feature].
- **50+**: Mark of Chaos – Random Chaos Feature, Permanent [A hero may spend Hero Points to roll POW x the # of Hero Points spent to banish the Chaos Feature]. The subject also is branded with the horned circle of chaos.

The chaos blast has no effect on chaotic creatures, but will affect members of chaos cults who are not yet chaotic. Some cults consider it a terrible blessing by their masters to be subjected to repeated chaos blasts until they are Marked.

- Given the revulsion with which chaos is viewed by most Gloranthans, only those truly devoted to chaos, or the absolutely power-mad would risk tainting their souls with knowledge of this spell. However, the power-mad are not under-represented among the ranks of sorcerers. And of course there will always be those who embrace chaos and seek its promulgation.

Spell Manipulation: Range, Duration.

Command Elemental [Elemental Runes, Mastery]

Range – 10 Yards   **POW Check** – Yes   **Duration** – 10 Rounds

Time to cast – 1 Action **Magnitude** – Variable   **Cost to Learn** – 500L

Although sorcerers do not normally conjure true elemental beings, this spell allows the command and control of sorcerous elementals, or elemental beings on a POW vs. POW success against the elemental, or its controller if the elemental is controlled. In this way a sorcerer could wrest control of an elemental from another caster, or command a true elemental that he encounters. Each rank of the spell grants the Sorcerer control of up to 10 SIZ (or one Cubic Meter if that is how the elemental is "rated") of the elemental. If the ranks are insufficient to account for the whole of the elemental, the caster can still exert limited control over the portion he *can* command, reducing the SIZ, and damage of the elemental by one Rank or die for each Magnitude of the spell.

Spell Manipulation: Range, Duration.

Dazzle [Fire/ Sky, Air]

Range – Self   **POW Check** – No   **Duration** – Instant   **Area** – 3 Yards

A blinding flash of light radiates out from the caster to afflict all targets within 3 yards, friend or foe. All those affected must succeed at a POW x3% Check or be at -10% (per Magnitude) to hit, Parry, Block and Spot, for a number of turns equal to the Magnitude of the spell.

Spell Manipulation: Range, Duration.

Dehydrate Gorp [Water]

Range – 10 Yards   **POW Check** – Yes   **Duration** – Instant

Time to Cast - 1 Action **Magnitude** – Variable   **Cost to Learn** – 500L

Gorps are a considered a plague of chaos and a corruption of the element of water. Thus many sorcerers are happy to learn this spell so that they can destroy these abominations with relative ease. On a successful POW vs. POW check, each rank of the spell devoted to damage does 1d10 damage to a gorp. If the creature could normally regenerate this damage, it cannot. A useful but unexpected benefit of this spell is that it does 1d8 per rank damage to Dragon Snails, water elementals, and other creatures partaking of the water rune in a fundamental way, and does 1d4 damage per rank to any other creature that is composed, at least in part, of water.

Spell Manipulation: Range, Duration.

Destroy Undead [Death]

Range – 10 Yards   **POW Check** – Yes   **Duration** – Instant   **Magnitud**e – Variable
Your command of the Death rune tears away at the unclean power animating an undead creature. By succeeding on a Power vs. Power Check against a masterless undead, or against the POW of a controlled undead's master, you deal 1d4+1 damage to that undead in a random location. For each Magnitude you have in the spell, you can deal another 1d4+1 to that undead, in another random location. Armor and Protection do not apply to this damage, but Countermagic and Resistance: Death take effect normally.

You may devote Magnitude to including more undead in your destruction. Each Magnitude doubles the number of undead affected, but does not increase the damage dealt. So a Magnitude 4 casting could do 4d4+4 to a single undead, 3d4+3 to two undead, 2d4+2 to four undead, or 1d4+1 to up to 8 undead. Roll your POW contest once, and compare it to all undead (or their master's) to determine whether they are affected.

Spell Manipulation: Range.

Death Mask [Death]
Range – Self **POW check** – No   **Duration** – 1 hour   **Magnitude** – 3

Your body takes on the trappings and certain aspects of the dead, appearing as a recently dead version of your living appearance, the details of which are up to you but could include such things as pallor, bloating, beginning corruption and a death wound. Though you are replete with death, you do not detect as undead. Mindless undead will accept you as one of their own automatically, while undead with a consciousness are unlikely to note you as alive unless you do something that gives yourself away, in which case they can make an INTx5% to notice, or take such actions as casting an appropriate Detection spell (should they have such).

As a Magnitude 3 spell, you can feign the appearance of a zombie, wight, or similarly obviously corporeal undead creature. As a Magnitude 5 spell, you can feign the appearance of a vampire. In no case do you suffer from any vulnerabilities associated with these forms of undead, such as fleeing from the Death Rune, being Turned, nor are you subject to spells that target undead specifically.

In addition to appearing undead, your bodily processes are slowed and feign death (or undeath) reasonably well. Your body is less reactive to pain and you bleed slowly, if at all. You gain 1 temporary HP per location for the duration of the spell, and will not die of blood loss if you reach 0 total Hit Points, or negative HP in a location and cannot treat the wound (which would

be a giveaway in certain circles). You still lose the use of locations that are at 0 HP or lower, and will die normally from grievous damage to the head or chest.

Spell Manipulation: Range – You may cast this on a willing subject, Duration.

Detection [Magic]

Range – 60 Yards   **POW Check** – No   **Duration** – Instant

Time to Cast - 1 Action   **Magnitude** – Variable   **Cost to Learn** – 500L

Building on the natural sorcerous ability to sense magical emanations, Detection allow a sorcerer to tune that ability to detect other things. At Magnitude 1, the caster must state in one word (the "Descriptor"), the "thing" he wishes to detect: Enemies, Life, Trolls, Cats, Tigers, etc. The caster immediately knows whether anything fitting the descriptor is present within range. For each Magnitude greater than 1, the sorcerer can do one of the following:

- Add another descriptor to the detection.
- Add a descriptor to improve the precision of the detection: Distance and Direction are the most common.

Spell Manipulation: Range.

Example:

Sangor has Detection 3. With 2 Magnitude devoted to detecting: Enemy Trolls, and another Magnitude devoted to Direction, Sango can get a pretty good idea of which directions to avoid. Before casting the spell, however, he realizes that Enemy Trolls will eliminate non-hostile trolls from his search – which would include trolls that don't know of his presence. Since he has no friends who are trolls, he decides to use 1 Magnitude to detect for trolls, and one Magnitude each to detect for Direction and Distance. AND, since he has a Manipulation Limit of 5 and a fair number of stored Magic Points, he decides to extend the Range by 2 ranks. The Game Master now tells Sangor the direction and distance of any trolls within 240 yards of his current position.

Dilute Potion [Water, Disorder]

Range – Touch   **POW check** – No   **Duration** – Instant

Time to Cast - 1 Action   **Magnitude** – Variable   **Cost to Learn** – 500L

With a touch a potion or other magical elixir may be reduced in potency, as the water rapidly sheds the magic bound into it. Compare the magnitude of the spell against the level of the potion on the Resistance Table. On a success, the potion becomes nothing more than its component parts, the magic permanently gone. Additional magnitude can affect multiple potions.

Spell Manipulation: Range, Duration.

Draconic Ascent [Dragon]

Range – self   **POW Check** – No   **Duration** – 10 Rounds

Time to Cast – 1 Action   **Magnitude** – Variable   **Cost to Learn** – 2000 Lunars

This rare draconic spell causes the caster to grow draconic scales and grants the power of flight. Each level increases the caster's Armor Points to increase by 1 and grants her a flight speed by 5.

If the caster is capable of flight naturally, this increases her natural flight speed. Otherwise, Magnitude 1 grants Move 5 flight, and further levels increase it by 5.

Spell Manipulation: Range, Duration.

Example

Skyrnir, a gryphon, has recently joined the Vermis Custodes, a cabal of sorcerers who are devoted to unlocking the mysteries of the Empire of the Wyrms' Friends. As an incentive to recruit this powerful new ally, the cabal offered him free instruction in 2 Magnitude of Draconic Ascent, a spell that is almost unknown outside of the VC. Under the effects of the spell, for 10 Rounds, Skyrnir can fly at the impressive speed of 22 [Fly speed 12, +10 for level 2], and his Armor Points go from 4 to 6 as his feathers and fur take on a shimmering scaly look.

Explosive Gem [Earth, Fire, Lightning, Disorder]

Range – Touch   **POW Check**- No   **Duration** – 1 hour

This spell invests sorcerous power in a gemstone, making it explosive when the trigger conditions of detonation are triggered. Each Magnitude causes an explosion of 1d6 and adds 1 yard to the Radius of the effect. The gem is charged until the duration expires. If it is not detonated in that time, the spell ends and the gem is no longer any different than it was previously. If the gem detonates, it is destroyed completely in the wave of potent destructive magic of the appropriate elemental type (if the accessing rune is an element). The Gem used in the spell must be worth at least 20 Lunars per Magnitude of the spell. Any target within the area of the effect, may attempt Evade, negating the effect on a success, or a Dex x3% roll for half damage otherwise. Armor or an appropriate Resistance will reduce the damage. Countermagic has no effect, because the magic causes the explosion, but the damage is physical or elemental in nature but not inherently magical. A gem is light enough that it is not readily thrown for distance, but it may be thrown with a "Throw" skill success, or with a Dex x3% success. Ranges: 3/ 8/12.

The "trigger" must be clearly stated, and cannot include specifics as to target or effect. So you could say, "The thing it hits when I throw it", or "the next time it is touched." You may spend one Magnitude to add a condition to the trigger, with approval by the Game Master. Then such triggers as "the next troll to touch it", or similar are possible.

Levels may be spent to increase Duration.

Eyes Behind [Light, Beast]

Range – Touch   **POW Check**- No   **Duration** – 15 minutes

This spell grants greater awareness of the area around a willing subject. If the accessing Rune is Light, the spell warps light and allows the target to see in all directions at the same time. If the accessing Rune is Beast, the spell increases the sensitivity of the subject's senses to all stimuli, granting preternatural perception of areas that are behind or to the flanks of the target.

The subject of the spell gains +5% to all Perception checks for the duration of the spell. In addition, the effect of the spell negates any Advantage a single attacker gains from outnumbering the target per Magnitude of the spell.

Spell Manipulation: Range, Duration.

Fortune's Fool [Luck]

Range – Touch   **POW check** – no   **Duration** – Instant

Time to Cast – Major Action   **Magnitude** – 2

Cast on a willing subject, this spell alters the immediate future of the target positively by granting a reroll for a single roll he has just made.

Spell Manipulation: Range.

Fresh Air [Air]

Range – 10 Yards   **POW Check** – No   **Duration** – 15 Minutes

Time to cast – 1 Action **Magnitude** – Variable   **Cost to Learn** – 500L

Each Magnitude of the spell delivers fresh untainted air to the one willing target, wherever she may be (underwater, in a cloud of noxious gas, entombed in the earth, etc.).

Spell Manipulation: Range, Duration.

Geas [Mastery, Man, Beast]

Range – 5 Yards   **POW Check** – Yes   **Duration** – 1 Day

The Caster makes a single command of a subject within range and hearing, and who is able to comprehend the command (it must be a language that the subject can understand). The subject must be overcome in a POW vs. POW contest, and gains a bonus of 20% if the Geas goes directly against an established code of action (Humakti Honor, for example). Once the subject has been Geased, the listed range no longer applies and the geas will remain until removed or completed. The Gaesed party need not attempt to accomplish the Geas immediately or single-mindedly unless that was part of the Geas, but if the Geased situation occurs, he will act according to the Geas. The Geas can only command a single action, one time, so once the action is completed, the Geas is done, regardless of any remaining duration of the spell.

The command must be something that can be acted upon ("Challenge the next Humakti Runelord you meet"), or completed through a certain inaction ("do nothing to stop the next person to pass your guard post"), and must provide clear parameters to be effective, since the subject can interpret the Geas to his advantage in such cases.

Magnitude may be spent to increase the duration or the number of identical incidences for which the Geas remains in effect. To refine the Geas to include a personal name or allow an alternate response for the Geased (using an "If/ Then" format, for example: *If* the Humakti Runelord declines, *then* attack), the caster must have, and devote, Magnitude 4, or higher.

Glamour [Man, Light]

Range – 3 Yards   **POW Check** – No   **Duration** – 15 Minutes

Time to cast – 1 Round **Magnitude** – Variable   **Cost to Learn** – 500L

This spell will affect a single willing target of up to 10 SIZ, which may be the caster if he wishes. The spell creates a visual glamour, an illusory guise, that overlays and hides the normal form of the target(s) with one determined by the caster.   Each additional Magnitude may add another target of SIZ 10 or less, allow the spell to affect a larger target, or increase the perceived SIZ of

the glamour, adding up to an additional 10 SIZ. Sufficient Magnitude must be used to equal or exceed the total SIZ of the target. Magnitude not devoted to size may include another sense to be fooled by the glamour, adding hearing, scent, touch or taste, to the visual glamour. Note that, even if touch is affected, the glamour does not convey any ability to cause damage or harm, though it might alter how damage otherwise inflicted appears to be delivered. So a swordsman glamoured to appear as a gryphon might appear to attack with its claws, even as he swings his sword, but the blow, should it land, would be whatever damage the sword deals, and the wound itself is entirely without glamor and looks like a wound from a sword.

Disbelief: The more senses included in the glamour, the less likely the spell is to be dispelled, or disbelieved. Observers may disbelieve an illusion if they suspect its true nature. They must spend an action doing so. If they succeed on a POW x5 the glamour is dispelled. For each additional sense included, the target for the POW check is reduced by one multiple. Other factors, such as history, or realism of the setting, might also affect the check by 1 multiple in either direction. A sorcerer who knows Illusion and chooses to disbelieve does so at POW x5 regardless of the normal difficulty.

Spell Manipulation: Duration.

Halt [Man, Beast, Mastery]

Range – 30 Yards   **POW Check**- Yes   **Duration** – 10 rounds

This spell reduces the Move of one target to 0, if it is overcome by a POW contest. Each turn the target may attempt a POW contest to Move. On a success, he can move freely for that turn. On a failure, he cannot leave the place in which he is halted, but may act normally otherwise, including casting spells, attacking, etc. The target is affected by this spell until the end of the duration, OR until it has succeeded in a POW contest a number of times equal to the Magnitude of the spell, at which point the spell is automatically dispelled.

The caster can devote Magnitude to adding more targets to the spell, but Magnitude spent this way do not increase the number of successes required to be free of the spell effect.

Spell Manipulation: Range, Duration.

Hammerhand [Earth]

Range – Self   **POW Check** – No   **Duration** – 1 Melee Round

Time to cast – 1 Action   **Magnitude** – Variable   **Cost to Learn** – 500L

You transform one of your hands into a powerful weapon imbued with Earth magic. Your normal damage for such an attack becomes 1d8 [plus any damage bonus], with 1d6+8 Knockback and granting access to the *Sunder* and *Stun* special Maneuvers. Additional Magnitude increases your damage by +1, and does +1D6 of Knockback to your target. Knockback does no damage, but the target must resist the rolled Knockback with their SIZ as a free action or be pushed back 1 Yard per point of difference between your Knockback and their SIZ, If the Knockback is equal to, or lower than the target's SIZ, they fall down in place. Your Hammerhand takes no damage from whatever it strikes. However, if you parry with the Hammerhand, or are struck on that limb, you suffer damage normally.

While you have Hammerhand cast, you cannot cast spells with any other elemental Runic associations.

Spell Manipulation: Duration.

Example

Sivastri, with Hammerhand 4, could spend 3 levels of her spell on enhancing her damage and Knockback, for 1d8+3 damage and 3d6+8 Knockback, and her fourth level to extend the spell to 10 Melee Rounds. Sivastri hopes she will not need to cast Fire/ Frost or Conjure/ Dismiss Sylph, because she would need to dismiss Hammerhand to do so.

Immolation [Fire]

Area – 1 Yard **POW Check** – No **Duration** - Instant

Time to cast – 1 Action **Magnitude** – Variable **Cost to Learn** – 500L

Immolation sends out a wave of fire in all directions from the caster, doing 1d6 fire damage to the total HP of all targets (friend or foe) within range of the caster, excepting the caster herself. Protection and similar spells, and Resist Fire will reduce this damage. In the case of physical armor, use the lowest Armor the target possesses to determine the reduction. Damage is not done to a location, but only to the total HP of the target. Additional Magnitude may be used to increase the fire damage by 1d6, or the area of the Immolation by 1 yard. So a Level 4 Immolation could do 1d6 to all creatures within 3 yards of the caster, 2d6 to all within 2 yards, or 3d6 to all within a yard. Anyone within the area of effect may Evade to suffer no damage, or Roll DEX x5% or less to suffer half damage.

Spell Manipulation: None (but see "Area" in the spell description).

Leech [Man, Beast, Undeath]

Range – Touch **POW Check** – Yes **Duration** – 10 Rounds

For each Magnitude, drain 1 POW or 1 STR from a target with a touch and a successful POWer contest. If any of your own attributes are temporarily reduced, the leeched points replenish them (permanent reductions are unaffected). If your attributes are not in need of replenishment, these points temporarily increase your STR (but not your POW) by the total leeched. Your STR may not be increased beyond half again its normal amount in this or any other way. Leeched STR does not stack with STR gained from the spells: Enhance or Strength. Once the Leech has occurred, the victim is no longer affected by a spell, only by the diminished attributes, and so there is no spell to dispel on the victim. If the caster is dispelled he loses the leeched attributes, but they do not return to the victim. Victims regain leeched attributes as if they were regaining POWer.

Spell Manipulation: The duration for which the caster retains the benefit of the leeched attributes.

Lesser Thaumaturgy

Range - 5 yards **POW Check** – No **Duration** – special (see description)

POW Cost 0 Occupies 1 INT Cost to Learn 500L

This is effectively a Magnitude 0 spell, sometimes referred to as a cantrip. You manifest a minor wonder, a sign of supernatural power, within range. This spell cannot affect others who are unwilling or unaware, and does not damage in any case. You must have memorized a spell including the [Runic descriptor] associated with the effect you wish to create.

You may create one of the following magical effects within range, or another of your own devising, similar in power:

- Your voice booms up to three times as loud as normal for 2 minutes. [Sound]
- You cause a book to open and turn to the page of your choice. [Telekinesis. Air]
- You cause flames to flicker, brighten, dim, or change color for 1 minute. [Fire]
- You cause your hands, eyes, or a holy symbol or idol in range to bleed for 2 minutes. [Body]
- You cause harmless tremors in the ground for 2 minutes. [Earth]
- You create an instantaneous sound that originates from a point of your choosing within range, such as a peal of thunder, eagle's cry, or sinister whispers. [Sound]
- You cause the flowers of all plants within range to blossom or wither. [Earth]
- You instantaneously cause an unlocked door or window to fly open or slam shut. [Telekinesis, Air]
- You instantaneously cause a gust of wind to blow through an area in range. This wind can be cold or hot. [Air]
- You alter the appearance of your eyes for 2 minutes. [Body]
- Cause a block of text to glow for 2 minutes. [Fire]
- Other non-damaging effects are possible, commensurate with the scale of the ones listed above.

If you cast this spell multiple times, you can have up to your Manipulation Limit in effects active at a time. Caster may dismiss at will.

Spell Manipulation: Duration: If you wish to extend the duration, you may devote Magic Points to do so, up to your Manipulation Limit.

Lesser Ward [Master, Magic]

Range – 10 Yards   **POW Check** – No   **Duration** – 8 Hours

Time to cast – 1 Action **Magnitude** – Variable   **Cost to Learn** – 500L

Lesser Ward is not as potent as the Ward spell, but is cheaper to learn, easier to cast and does not damage those who cross it. Thus it is often used in circumstances where the sorcerer does not want to harm those who cross the warding barrier. It also has the advantage of subtlety and convenience, since it does not require the placement of ward stone or wands if the sorcerer has a naturally defined delineation he can use in their stead. This delineation could be the boundary of a room, a doorway, even a crack in the flagstones or a line scribed or drawn in the dirt.

The sorcerer can ward an area of up to one square yard, or 4 linear yards, for each point of his Manipulation Limit. The area must be outlined in some physical way (as noted above). Any creature or spell that crosses the ward instantly becomes known to the caster, even if he is asleep, busy or distracted. If the intrusion was, or is, hostile, the caster will also know that much. The spell will last up to 8 hours, but the caster must remain within Manipulation Limit x5 yards throughout or the spell immediately fails.

Many who know the spell do not bother to learn more than a single Magnitude, but there are advantages to doing so. Each Magnitude allows you to

Spell Manipulation: Duration.

Lucky Break [Luck]

Range – Self   **POW check** – No   **Duration** – Instant

Time to Cast - Reaction **Magnitude** – 2

The caster may elect to cast this spell as a reaction to a failed skill or percentage roll he has just made, to gain an immediately reroll. Lucky Break cannot be used to re-roll a Fumble. Whatever the result of the second roll may be, the caster must accept it.

Spell Manipulation: Range.

Mis/Fortune [Luck]

Range – 10 Yards   **POW check** – Yes   **Duration** – Instant

Time to Cast – Major Action   **Magnitude** – Var

This reversible spell allows the caster to alter the fate of the target positively or negatively. The caster must state whether a particular casting will add or subtract 10% per Magnitude from the chance to succeed with the chosen skill in the target's next action (which must be in the current round or the one following). An unwilling target must be overcome in a POWer contest. Note that Special, Critical, and Fumble results are also affected by Mis/Fortune.

Spell Manipulation: Range.

Mortality [Death]

Range – 30 Yards   **POW check** – Yes   **Duration** – 10 Rounds   **Magnitude** – 3

Invoking the Death rune, you turn your gaze upon one foe, living or dead. Make a POW Contest. If you succeed, the target is Demoralized for the Duration, or as long as it remains in your Line of Sight and Range.

Spell Manipulation: Range, Duration.

Persuasiveness [Man, Mastery]

Range – Touch   **POW Check**- No   **Duration** – 15 minutes

This spell increases the CHArisma of a willing target by 1, and grants +10% to Social interaction skill checks (Influence, Intimidate, etc) per Magnitude of the spell.

Spell Manipulation: Range, Duration.

Power Pool [Water]

Range – Touch   **POW Check** – No   **Duration** – 4 Hours

Time to cast – 10 Rounds   **Magnitude** – Variable   **Cost to Learn** – 500L

You can cast and store temporary POW in a ritually prepared pool of water. You spend 10 rounds in a ritual of your devising, then cast the POW to be stored into the pool. You can expend up to 5 POW per point of Magnitude you possess. Each POW you store in the pool adds 1 POW to the Pool. At another time, within the duration of the spell, you, or another may withdraw a

number of POW up to their Manipulation Limit from the Power Pool. This POW will restore lost Temporary POW, or may be used for spellcasting. Once withdrawn from the Power Pool, it must be used within their Manipulation Limit in Rounds or be lost. This spell is of great use for ritual magic or other purposes for which a great deal of POWer must be accessed. It is also popular with sorcerer cabals, or those who have apprentices, since one may cast into the Power Pool and another can withdraw.

Spell Manipulation: Range, Duration.

Example

Sivastri has Power Pool 3. Called to aid her old master in a great working, she ritually prepares a bowl of water before casting her spell, throwing 10 POW into the bowl, and extending the duration to 8 hours. After resting for a few hours, her POW has returned to full, and she can use it and the 10-point Power Pool to aid her master.

Rays of Rays [Water, Beast]   Range – 30 Yards   POW check – No

Cost to Learn – 1000L
Magnitude - Variable
Time to Cast - 1 Action
Duration – 1 Round

Ancient pacts between Magasta, Lord of the Seas, and the various Beast Lords who dwell in his kingdom, allow crafty spell-casters to exploit those synergies. Such it is with Ray of Rays. This spell conjures one beam of water per rank of Magnitude, each conveying a stingray to its target. Each stingray attacks immediately, with a chance to hit equal to the Sorcery skill of the caster, less the Defense of the target [targets may also Dodge if they have a Combat Action remaining, but must dodge each ray's attack separately]. If the attack hits, roll location normally. The Attack inflicts 1d6 damage, can impale, and, if it causes at least a single point of damage, injects a painful poison [Potency 8+ Spell Magnitude or suffer, -1d3 DEX, -1d3 CON]].

Upon completing its attack, the ray falls to the ground adjacent to its target and will continue to attack once per turn for the duration of the spell. On land, rays have a Move of 1 yard per turn. In water, they can swim at a speed of 8, and will follow their

target for as long as the spell lasts. Rays may be attacked normally. They have no hit locations, 2 Armor Points, and 8 Hit Points. Scoring a special against one allows the tail to be removed with a single strike, effectively removing the ray as a threat. Alive or dead, a ray caused the area it is in to be difficult terrain.

Any rays still alive at the end of the duration of the spell return magically to their watery abode.

Reveal/ Conceal

Range – 10 Yards   **POW Check** – Yes   **Duration** – 10 rounds (Permanent is 1 Permanent POW is expended)

Time to cast – 1 Round **Magnitude** – Variable   **Cost to Learn** – 500L

Cast upon a single nearby person, terrain, feature, object, etc. this multipurpose spell can be used:

1. To find or conceal objects
2. To detect a hidden magical effect on a person, an area or object
3. To hide a magical effect on a person, an area or an object
1. Finding and Concealing: For each Magnitude of the Spell cast, the target of the spell is 10% easier or harder to find with skills like Spot, Scent or Tracking, or with Detect spells.
2. As above, each Magnitude adds +10% to the possibility of Detecting a magical effect. If the effect is readily noticeable with a detect spell, Reveal is unnecessary. If the effect is concealed, perhaps by Countermagic or Rune Magic, such that a Detect spell is not automatic, this spell increases the chance of detection by 10% per rank. If a Sorcerer or other mage is using his Magical Skill to detect for magic, Reveal improves his Magical Skill by the same amount for detecting magic.
3. Concealing a magical effect may be done to make an enchanted item seem innocuous, or to hide certain elements or restrictions on an enchantment. So an item could have Conceal placed on it to make it harder to notice as magical, by 10% per Magnitude of the spell. Or it might have a conceal on certain enchantments, or elements or restrictions thereof. For example, A female sorcerer enchants her dagger with Sharpen 4, but also with another enchantment for Dull 4, which automatically overrides the Sharpen effect if the dagger is wielded by a man. She further casts Conceal 3 on this Dull spell, so that those who detect the weapon are likely to only notice the Sharpen Spell.

Ranks of Reveal cancels out Conceal. So a Reveal 4 will immediately remove the effect of 4 ranks of Conceal for the duration of the reveal. If the spell is affecting something with personal POW, the Reveal or Conceal must overcome that POW, unless the target allows the spell.

Spell Manipulation: Range, Duration.

Reverse Missiles [Air, Magic]

Range – Touch   **POW Check** – No   **Duration** – 10 Rounds

Time to cast – 1 Action **Magnitude** – Variable   **Cost to Learn** – 500L

Any missile (arrow, thrown axe, spear or javelin, sling stone, etc) that hits the target of the spell has a 10% chance per spell rank of missing and being reversed upon the shooter or thrower of the affected missile. Missiles that hit with a Critical or Special are unaffected by Reverse Missiles, as are those enchanted with more levels of spell power than the Reverse Missiles spell in effect. So a Spear with Pierce 2 would be affected by Reverse Missile 2, but an arrow with Speedart, or a slingstone critical will not be turned. Any missile that is reversed immediately hits the one who made the attack.

- This spell has no effect on non-ranged attacks or on a purely magical missile attack, like Blast or Skybolt.

Spell Manipulation: Range, Duration.

Scent [Beast]

Range – Self   **POW Check** – No   **Duration** – 15 Minutes

Time to cast – 1 Action **Magnitude** – Variable   **Cost to Learn** – 500L

You gain the ability to detect via scent and discern between them, even tracking by spoor. For the duration of the spell, you gain the skill Tracking (at your starting percentage) if you do not already have it. Your olfactory acuity allows you a 10% bonus to the skill per Magnitude. Whether you possess Tracking normally, or only through this spell, you can learn to employ it better through experience.

Spell Manipulation: Range, Duration.

Silence / Stifle [Air, Man]

Range – touch   **POW check** – Yes   **Duration** - 1 Round

Magnitude – Variable   **Cost to Learn** – 500L

One target is subject to absolute silence for a single round, including the ability to speak.

- When cast upon allies, the spell is called Silence. Listen checks to detect an affected target are at -10% per Magnitude.
- The sorcerer may instead cast the Stifle version of the spell upon an unwilling target, such as a spellcaster, with a POW vs. POW check. Stifle dampens the affected target's speech, imposing a penalty of -10% per Magnitude on Influence, Sorcery spellcasting checks, Language checks to speak, as well as attempts to be heard, etc.
- Additional Magnitude may be devoted to silencing or stifling additional targets. These magnitude do not increase the degree by which the spell affects perception or stealth.
- A single casting of the spell may Silence or Stifle, but not both.

Spell Manipulation: Range, Duration.

Example

Sangor knows he is unlikely even to evade trollkin with his miserable stealth skills, so he takes a moment to cast Silence 3 upon himself. He races down the corridor without making a sound, right into the trollmother, who gestures with her witching stick and begins to incant. Thinking quickly, Sango casts Stifle 3 on the trollmother, imposing a -30% modifier on her Sorcery checks,as well as her ability to communicate with her trollkin.

Speed/ Slow [Man]

Range – 10 Yards   **POW Check** – Yes   **Duration** – 10 Melee Rounds

Magnitude - Variable   **Cost to Learn** – 500L

As the beneficial Speed, one target's Movement rate is increased by 2 per Magnitude. As Slow, the caster must overcome the target's POW to reduce its Movement by 2 per Magnitude.

Spell Manipulation: Range, Duration.

Stone Flesh [Earth]

Range – Touch   **POW Check** – No   **Duration** – 10 Rounds

The caster touches a nearby stone or one that he has kept as a focus for the spell, and takes on some of the resilience of the material. For the duration, the caster or a willing subject gains 1 AP and1 HP per level of the spell devoted to Magnitude (improving both its total HP and its HP per location). In addition, attacks that do no damage, but rely on injecting poison or some other substance, cannot penetrate the stony flesh of the subject. Because the subject is transmuted into something like stone, they are at -1 Move per Magnitude.

Spell Manipulation: Range, Duration.

Storm Shield [Air]

Range – Touch **POW Check** – No **Duration** – 10 Melee Rounds

Magnitude - Variable **Cost to Learn** – 500L

Summon a buffeting wind that surrounds you, pushing back nearby foes and warding you against attack. Each Magnitude of this spell does 1D6 of Knockback to anyone within 1 yard of you. Knockback does no damage, but the target must resist the Knockback with their SIZ as a free action or be pushed away 1d6 yards, or fall prone in their current location [target's choice]. In addition to the push, any incoming melee or missile attacks are reduced by 5% per Magnitude.

Spell Manipulation: Duration.

Swim with the Fishes [Water, Man]   Range – 10 yards   POW check – Yes

Cost to Learn – 500L
Magnitude – Variable
Time to Cast - 1 Action
Duration – 10 Rounds

This spell may be cast the beneficial way, or be reversed as a curse.

In the beneficial version, each magnitude allows one willing target to swim alongside and within a school of nearby fish, chosen by the caster, for the duration of the spell or until the caster decides to end the spell [for example, when the school of fish moves in an undesirable direction, etc.] While so swimming, the recipients of the spell can breathe water and school along, maintaining the same speed as the school. They are not affected by any but the most extreme pressures, so they can go to significant depths without trouble. However, if the spell duration ends, the spell's recipients leave the school, or the school breaks up, the recipients lose all benefits of the spell immediately. Therefore, being at the surface of the water when that happens is good planning. Using this method, someone can travel approximately 10 miles per hour through a body of water, more or less in the direction they hope to go. If the recipients of the spell must fight, the spell allows them to act with the same freedom of movement a fish would enjoy.

In the curse version, the sorcerer may target a single individual who is in the water. On a successful POW. Vs. POW roll, the target immediately begins to sink, as though weighted down. Swim checks are at -10% per magnitude of the spell. A successful Swim check allows the target to resist sinking for that turn. A failed swim check means

the target sinks 3 yards per rank spend on Magnitude that turn, until they hit bottom. When the duration of the spell is over, the target is no longer affected, but may still be in danger, possibly far below the surface.

Touch of Death [Death]

Range – Self   **POW check** – No   **Duration** – Instant   **Magnitude** – Variable

Charging your body with the power of the Death Rune, you touch a living target and release that energy into them. Make a roll to hit in melee, with an unarmed or weapon attack that deals no damage of its own, acting only as a conduit for the Touch of Death. The target may Evade to negate your touch, but blocking or parrying do not avert its effect. If you hit, make a POW Contest against the target, doing 1d6 per Magnitude to the total HP of the target. Armor and Protection do not apply to this damage, but Countermagic and Resistance: Death take effect normally.

If you do not succeed in the POW Contest, the target is Demoralized for its next action, temporarily overwhelmed by the flood of death energy and the certainty of its imminent demise.

True Sight [Light, Mastery, Illusion]

Range – touch   **POW check** – No   **Duration** – 15 minutes

This spell grants a willing subject increased resistance to mirages, images, illusions or visual distortions like the Shimmer spell. Each Magnitude of the spell negates such illusory effects for 1 target if they can make a POWx5% success for the effect to be negated. For those who fail, or are not affected by True Sight, any illusory effects remain. For those who succeed, the effects are noticeable but do not deceive, and have no effect. If the illusory effect persists after the duration of the True Sight expires, those who were previously immune are once more subject to it.

Spell Manipulation: Range, Duration.

Twist Trail [Earth, Disorder]

Range – 10 yards   **POW check** – No   **Duration** – 1 hour

Twist Trail confuses those trying to trace the affected subject. ANY method of following a trail is affected, including Tracking, Scent, Scrying, or magical detection. Each rank devoted to Magnitude reduces any attempt to follow or track by 10%. Moreover, if the tracer fails to make a POW x3%, Twist Trail will direct her down a false trail, in the wrong direction, or otherwise mislead her for the duration of this spell.

Levels may be spent to add additional subjects or to increase Duration.

Undead Swarm [Undeath]

Range – 10 yards   **POW check** – No   **Duration** – 10 Rounds

Time to Cast - 2 Actions **Magnitude** - Variable   **Cost to Learn** – 1000L

You imbue the husks of nearby vermin [rats, bats, insects, etc.] with a semblance of life, creating minor undead that act as a swarm of creatures under the caster's control. An undead swarm has 1d10 HP and SIZ per Magnitude, but the maximum SIZ and HP are limited by the SIZ of raw materials available. The swarm can move at a rate of 6, either flying or scuttling as appropriate to the type of creature if which it is composed. It has a defense of 10% per Magnitude of the spell, which is ignored by attacks that can affect an area, or effects like a salamander's or sylph's

attacks, which may also affect the target of the swarm. The swarm ignores control spells other than those which affect undead.

The swarm attacks HP vs. POW against a single opponent. If it succeeds, the target is distracted by the crawling and biting, which do 1d3 point to 1d3 locations that round [ignoring armor]. Melee attacks against a target that was successfully struck by the swarm in the current round are made at Advantage.

Spell Manipulation: Range, Duration.

Example

While exploring a crypt in search of new necromantic lore, Helgar notices that the floor is littered with the husks of hundreds of tomb beetles. He casts his Undead Swarm 4, raising 2d10 HP and SIZ worth of undead beetles to do his bidding, extending the spell for 1 hour. The skittering horde follows him as he delves deeper.

The Weave of Fate [Luck]

Range – 10 Yards   **POW check** – Yes   **Duration** – 10 Rounds

Time to Cast – Major Action   **Magnitude** – Variable

You weave the fate of all your companions into a greater whole. making normal endeavors seem effortless and difficult ones seem easy. Nominate up to one subject (which can include yourself) per Magnitude that you possess in the spell and weave their future actions into your casting. You gain a number of temporary Fate "threads" equal to your Manipulation Limit, each of which corresponds to a 10% modifier that you can apply once, positively or negatively, to any **roll** made by or against one of the subjects of your weaving. You can apply them after the roll has been made, but before any effects of it have been implemented. The Gamemaster should tell you whether an attack is a hit, a miss, a special, a fumble, or a critical, but is otherwise not required to tell you the exact roll. When Weaving the rolls of your allies, you may know the exact number, but no alteration, positively or negatively, can alter one of their rolls more than one step in the chain of success (Miss <-> Hit <-> Special <-> Critical).

You (or the player subject of your Weaving) should narrate the alteration to the weave of Fate.

Example:

> *Sigrun (Manipulation Limit 5, Spell Magnitude 3) and her friends encounter a group of trolls in the ruins of the Rubble. As the trollkin sling, and the trolls magic themselves, Sigrun casts Weave of Fate to include her three allies, leaving herself out of the weaving (she only has 3 Magnitude and can affect up to three subjects), in the hope that she can hang back from the fight.*

> *In the first round, one of the trollkin gets a lucky sling shot that Impales one of her subjects, so Sigrun (who has five 10% "threads", each of which may be spent once) elects to spend one Thread of her five to raise the trollkin's roll. The GM tells Sigrun that this makes the attack a normal hit instead of a critical, and rolls the result.*

> *During round three, Sigrun weaves a single thread into one of her subjects rolls that missed being a special by only 3%. The thread improves the Hit, making it a Special Attack, but cannot reduce it more than one step in the chain of success.*

In round six, a great troll attacks wildly with his maul and succeeds with a normal hit against another subject of Sigrun's spell. Knowing that a hit from a maul wielded by a great troll could result in an instantly deadly wound, she weaves all three of her remaining threads into the tapestry of events, increasing its roll by up to 30%. The great troll, deadly with his weapon who rolled well, still hits even after having its roll result increased by 30%.

The fate of Sigrun's companion is now out of her hands.

Whip of Jellyfish [Water, Beast]

Range – 10 yards   **POW check** – No   **Duration** – 10 Rounds

Time to Cast - 1 Action   **Magnitude** - Variable   **Cost to Learn** – 500L

Whip of Jellyfish, is the result of sorcerers exploiting the ancient fealty of the certain Beast Lords to Magasta, Lord of the Seas. Sorcerers believe that the reason for the use of such comparatively primitive creatures, is that the associated Beast Lords are not of sufficient intellect to notice the use of their subjects. Historically-minded mages point to the ill-fated attempt by Zeiringian the Fin to codify the spell "Storm of Sharks", as evidence of what can occur if the Beast Lord objects, as Carcarax Shark Lord did on that occasion.

Whip of Jellyfish summons a whip composed of a man-o-war jellyfish. The caster (who is rendered immune to jellyfish stings for the duration of the spell) wields it by wrapping the body of the man-o-war jellyfish around his hand and arm, and flailing with the feeding tentacles.

The wielder may attack using his Major Action, using his Sorcery skill to hit, minus the Defense of his target. Evasion allows a target to avoid being struck, but blocking or parrying merely changes the location contacted to the parrying object and arm. On a hit, a tentacle enwraps the location and breaks away from the whip, stinging continually, automatic attacking for 1d3 damage per round for Magnitude in rounds before dying and falling off [Armor does not protects against this damage]. While suffering the effects of a stinging tendril, all melee attacks against the subject are at Advantage.

Those hampered by tentacles may attack the tentacle with damaging magic or normal fire, or with weapons. Weapon do half rolled damage to the tentacle, but become trapped unless the attack was a Special Hit or the tendril is destroyed. Tentacles have 1 Hit Points per Magnitude of the spell.

The Whip has (or grows) sufficient tentacles to continue to function, and attack for the duration of the spell. The tentacles of the man-o-war cannot maintain their strength at any greater ranges. At the end of the spells duration, the whip and any lost tentacles disappear. While the Whip of Jellyfish is manifest, the caster can cast other spells only with difficulty. Any other spell-casting done during the duration of the whip is at -20% to the Sorcery Skill.

Spell Manipulation: Duration.

Feats of Arms for Sorcerers

Battle Mage

Prerequisites: POW 15, Magical Skill at 50%

Cost: 5 Hero Points, and you must train with a tutor who has the feat for 1d4+2 weeks, paying what they demand.

You have learned the value of concentration in the presence of flashing swords and arrows. You may spend a Hero Point in combat to succeed (a Normal success) on a spellcasting or sorcery roll. You could do this to cast a spell, maintain a spell that required concentration, or to manipulate a spell in some way, or to concentrate on your magical senses in the tumult of battle.

Ease Armor

Prerequisites: STR 13, CON 11

Cost: 4 hero Points, and you must train for 1d4+2 weeks in armor for several hours per day, walking, hiking, fighting, etc.

You have learned to move more easily in armor. The total ENC from the armor you are wearing is reduced by 25% [round down], which affects the degree to which your movement and Strike Rank are reduced.

Elemental Defense

Prerequisites: POW 16, Sorcery 60%, one or more prepared Conjure/ Dismiss Elemental spells at 60%.

Cost: 6 Hero Points, and you must train for 1d4+2 weeks with a tutor, paying what they demand, or you must have Mastered the Runes for the elements you hope to defend against [in which case you need no tutor, but must still spend the time].

You command of the elements enables you to better defend against such attacks. Increase your Defense against attacks from those elements [those for which you have prepared the C/D elemental spell at 60% or higher] by 5% per rank of the spell, and defend against elemental POW vs. POW attacks with +1 POW per Magnitude of the spell you have prepared.

Example:

Deseneus has the spells Conjure/ Dismiss Undine 3 and Conjure/ Dismiss Salamander 5 at 60% or higher, and has them prepared. When an Undine attempts to drown him he defends with his POW+3. When an enemy hurls a Blast at him [a fire spell] his Defense against it striking him is +25%. Had he prepared only 2 ranks of Conjure/ Dismiss Salamander, he would gain only +10% Defense against the Blast.

Elemental Manipulation

Prerequisites: POW 15, Sorcery at 50%, Two damaging spells with Elemental Runes at 50%.

Cost: 7 Hero Points, and you must train for 1d4+2 weeks with a tutor, paying what they demand.

You may spend a Hero Point to call up elemental energy and manipulate it as you wish for a short time. You must have POW higher than 0 and a Conjure/ Dismiss Elemental or an elemental Damaging spell such as Blast, Lightning or Fire/ Frost memorized. Make a Sorcery check to

summon some portion of the element you choose, based on the Magnitude you have memorized.

Your summoned element remains for a number of Hours equal to your manipulation limit (or less if you choose to release it), during which it can take a number of Major Actions or Attacks equal to your Manipulation Limit. Otherwise, it trails along within 1 yard of your, or attaches itself to you if that is more convenient – inflicting no damage and granting you no other beneficial effects for doing so.

If allowed by the Narrator, you may spend your Minor Action directing the element to take a Minor Action within 1 yard of you (Examples: Fire – Shed Light, start a fire in a pile of kindling, Lightning – Shed Light, shock a sleeping target into wakefulness or out of Befuddlement, Air – blow out a candle, roll something light along a surface, Earth – turn a door knob, tip a table or other item in contact with earth). Instead, you may spend your Major Action, directing the element up to your Manipulation Limit away from you and doing any of the above, or make an attack, or take some other more significant action the element is capable of (Earth – make a short bridge, or wedge a door shut, Air – extinguish a bonfire, Fire – start a fire with available material, burn away spiderwebs or hanging cloth, Lightning – arc out from its position, extending its light source a further number of yards equal to your ML, leave a scorch mark on a surface, potentially a sigil with a Sorcery success).

Use the following table to determine its damage value. The damage you do with your Elemental Manipulation is based on the highest applicable Magnitude you have memorized for a given element, and is limited by your sorcery skill. Your Sorcery skill must equal or exceed the threshold listed to access the damage for that rank.

Magnitude	Sorcery % Threshold	Elemental Damage
1	50	1d3+1
2	60	1d6+1
3	70	1d8+1
4	90	2d6+2
5	110	2d8+2
6	130	2d10+2
Additional Ranks	+20	+1d6

Elemental Transposition – POW 17, Sorcery 80%, Conjure/ Dismiss Elemental Spell at 80%.

Cost: 4 Hero Points, and you must train for 1d4+2 weeks with a tutor, paying what they demand.

You may spend a Hero Point to cause your body to transpose into an elemental state that matches any Conjure Dismiss Elemental you know at 80% or higher. You remain in this state for a number of rounds equal to your Manipulation Limit. For the duration you become an elemental creature of your SIZ and POW, with an Elemental Rank equal to the Magnitude of the elemental that is powering your transposition. You gain all the abilities, limitations and vulnerabilities listed under the appropriate entry in Conjure/ Dismiss Elemental. If you interact

with another element, or elemental, consult the Elemental Interactions table for details of how it affects you. If you attack with your elemental ability, you lose an equal number of temporary POW, but not SIZ or HP.

Infuse Weapon

Prerequisites: POW 15, Sorcery 60%, Damaging spell with an Elemental Rune at 60%.

Cost: 7 Hero Points, and you must train for 1d4+2 weeks with a tutor, paying what they demand.

You may spend a Hero Point to infuse a melee or ranged weapon you touch with elemental power of a type you command. Infusion lasts for a number of Combat Rounds [or Combat Actions if you are using Combat Actions instead] equal to your Manipulation Limit. Use the following table to determine the extra damage value.

Your summoned element remains infused in your weapon for a number of Hours equal to your manipulation limit (or less if you choose to dispel it), during which it can be used to Attack a number of times equal to your Manipulation Limit. When the last attack has been resolved, the elemental infusion ends. While the weapon is infused, you benefit from any incidental effects the element can be expected to apply. So a fire or lightning infusion sheds light in a 1 yard diameter per rank of the infusion, air and dust swirl around your weapon, water drips, or pebbles fall, from the blade of your sword, etc. If the Narrator permits, any of these effects may be used to affect your environment in minor ways.

Use the following table to determine your elemental infusion damage value. The damage you add is based on the highest applicable Magnitude you have memorized for a given element.

Magnitude of Elemental Spell Known	Elemental Damage
1	1 pt
2	1d4
3	1d6
4	1d8
5	1d10
6	1d12
Each additional Rank	+1d4

Example:

Deseneus knows Fire/ Frost 4 and Lightning 2. If he infuses his falx with Fire or Frost energy, he will inflict +1d8 bonus damage of that type. However, if he chooses Lightning damage, he will only add +1d4 Lightning damage to his falx damage.

Runic Affiliation

Cost: 5 Hero Points, Prerequisites: Cannot be Affiliated with an opposing Arcana. Must undertake the necessary ritual of affiliation.

After undergoing a ritual significant to a particular rune, you find it easier to access the power within it. Simultaneously, you foreswear the use of an opposing Rune, giving up all power over it in exchange for a certain resistance to its effects. The ritual has the following effects:

- All spells incorporating the Rune to which you are affiliated have their Magic Point cost reduced by 1. This can make Rank 1 spells castable with no Magic Points, and is one of the main advantages of Runic Affiliation.

- You can never cast (whether from memory, a tome, scroll, item or other device) any spell or magical effect incorporating a Rune you have foresworn. You complete antipathy to the power of the foresworn Rune grants you +20% to your Resistance rolls for spells against its use against you.

Other Effects:

When you have a Runic Affiliation, you have access to the Runic Arcana for that Rune. So the Runic Affiliation: Fire grants you access to the Fire Arcana, and the Runic Affiliation: Luck grants you Access to the Luck Arcana. You also have foresworn certain opposing Rune(s) in exchange for the power you have gained. The opposite runes are open to some discretion, and may change from setting to setting. In the above examples, Fire might have Darkness as an Opposing Rune, but Ice or Cold are equally possible. Similarly, Luck could be opposed by inalterable Stasis, but could also be opposed by Truth or even by Fate, depending on a setting's particular understanding of predestination.

It is possible to be affiliated with more than one Rune, and thus be a sorcerer of multiple Arcana. Each such affiliation also carries with it the Foreswearing of an Opposition Rune, so if there are a limited number of runes in a particular setting, it might be possible for an ambitious sorcerer to "run out" of Affiliations to gain.

Combinations of Arcana (The Masters of Luck and Death, for example) are a great way to personify a sorcerer character or cabal.

Unusable Runes or those without Opposites:

Some runes cannot be accessed as Runic Arcana. This is partly because they have not opposite to foreswear, like Rune Mastery or Man. It can also because they are too general to provide the benefits of an Arcana – like Magic. All sorcerers already have a form of Affiliation with Magic and an accompanying access to the Magic Arcana.

Spell Priming

Prerequisites: POW 15, Magical Skill at 60%

Cost: 5 Hero Points, and you must train with a tutor who has the feat for 1d4+2 weeks, paying what they demand.

You have mastered the trick of casting a spell nearly all the way in advance of when you need it, so that it can be cast quickly when you do. Successfully cast any non-attack spell with yourself as the target, and pay 1 POW to "*Prime*" the spell, readying it for activation at a later time. At that time you pay the Full POW of the spell, and it is cast as a Minor Action. You are then free to take another action, including a Major Action, such as attacking or casting another spell.

You can only have a single spell *Primed* at a time. It remains *Primed* for a maximum of 10 Minutes per point of INT you possess, until it is cast, or until you drop the spell. You cannot cast another spell while a spell is primed, so you must either drop the primed spell or activate it before you cast another spell.

The Master Sorcerer – Part One – Attaining Mastery and What it Means

Masters of sorcery exist, just as surely as do Runelords and Priests. Just as many cultists aspires to rise from lay member to initiate and then to rune-level, a sorcerer progresses from apprenticeship through journeyman to mastery. And just as a Runelady of Orlanth possesses potent powers from her relationship and service to her god, a master sorcery gains a deeper comprehension of reality – which translates into greater understanding, power and new magicks.

The path to mastery begins long before it is attained. As a journeyman, sometimes before, a sorcerer will encounter, or research, spells and knowledge of particular interest – which in turn will direct their pursuits thenceforth. A potential master usually will show signs of his interests long before the rank is reached. Appropriate spells to this interest are studied, special researches undertaken, such that when mastery is achieved, the sorcerer is ready to choose her specialty.

A specialty does not mean the character is no longer a sorcerer. Sorcery works as it always did. However, the specialty allows the sorcerer greater ability within its scope – sometimes ability that was all but unattainable before.

Requirements:

A Master Sorcerer must have the following:

- POW 18.

- The Sorcery Skill at 90% or higher.

- At least 4 Spells at 90% or higher, at least one of which must be applicable to an intended specialty.

Benefits:

- The Specialty - The master may choose a sorcerous specialty, such as Elementalism, Enchantment, Necromancy, Wizardry, or Summoning. Thereafter, they may be referred to as an Enchanter, Wizard, Summoner, etc, as appropriate. The Specialty begins at the Master's Magical Skill starting chance [POW + CHA] + ¼ of the Master's Sorcery Skill. There are more or less common specializations, but there is not set list from which a master or mistress MUST choose. Many cabalists choose to specialize in the magic of their cabal – Beast magic for Beastlords, Sea Magic for Thalassomancers, as examples. It is important to define clearly what the specialty covers, and what it confers to the master.

- Familiar – A master may summon, create, bind or awaken a familiar in a manner appropriate to their Specialty – such as an intelligent item for an enchanter, a demon for a Wizard, a summoned elemental or creature for an elementalist or summoner. A sorcerer's familiar is different from a bound spirit or creature in that it is wholly allied to the sorcerer and can act in addition to the sorcerer, rather than subservient to it. A familiar act at the owning player's discretion, use the master's spells, POW and skills, just as the sorcerer may use her familiar's. See 'Part Two – The Master Sorcerer's Familiar', for full details.

The Specialty

Specialty Skill - A master or mistress of sorcery may choose a specialty as mentioned above, depending on their interest and training. The skill starts at the listed percentage [POW+CHA+1/4 of Sorcery Skill] and governs knowledge and research into the field of study, as well as comprehension of the magic thereof.

Although the specialty skill will often remain lower than a master's Sorcery skill percentage, it confers greater understanding of the subject, and a success on Wizardry, for example, should give the player more information about a demon, than would a success on sorcery, even if the sorcery skill is higher and the check a better result. Generally, a normal success on a specialty skill may be rewarded the way one would reward a special success on sorcery – if the specialty pertains [as in the Wizardry example above].

Comprehension - Knowledge of a Specialty skill also grants a mystical comprehension of the standard languages and writing systems used in it. Thus a Necromancer would gain understanding of Cryptic, the writing system employed by the great necromancers of old, while a Beastlord Master can speak to animals. But the understanding goes beyond the physical. A specialist can as easily comprehend a text or speech related to his specialty regardless of how it is conferred, simply by succeeding at a specialty check. Spells, texts, and the spoken word can be understood regardless, because of the sorcerer's deeper comprehension of the underlying reality pertaining to his specialty. The degree of fluency or understanding is in keeping with the level of the governing skill – thus, for a skill below 50%, comprehension is only partial and speech is simple and slow, for example.

Manipulation Limit – The Manipulation Limit of the mistress is one point higher for spells that fall into her specialty. So an elementalist with INT 16, which grants a Manipulation Limit of 5, would have a 6 when casting elemental spells.

Specialty Spell Ranks and Memory – A specialty spell is easier for the sorcerer to memorize and recall, such that it takes 1 less INT for the specialist to memorize or even to store in her familiar

or other source. Essentially, the specialist can memorize or imprint the spell in a form of eldritch shorthand, such that a Rank 3 Wizardry spell would require only 2 free INT to memorize or store.

Specialist Spells

The spell list contains many spells that already apply to some specialties, fewer to others. For example, elemental sorcery is common, so many spells are available to the elementalist. The GM is the final arbiter as to whether a spell falls under a particular specialty. And the same spell may be available to more than one specialty. Thalassomancers and Beastlords may each consider Ray of Rays a specialty spell, for example, just as elementalists and summoners may each see Conjure/ Dismiss Elemental as a specialty spell.

One of the best ways to determine whether a spell falls into a particular specialty is to look at the runes associated with the spell. Any spell with the runes for fire, earth, air or water may be considered an elementalist specialty spell. In the same way, spells associated with disorder or magic may be counted as Wizardry.

The Master Sorcerer's Familiar!

A master sorcerer's familiar is a companion and faithful servant, even a friend in what can be a very lonely and dangerous existence. Before mastery, there are rituals that some sorcerers use to animate, create, summon or bind constructs, animals, elementals, even undead, to their will in imitation of the familiar. But the master's familiar is another entity entirely.

A Master may create a familiar according to his specialty. He has a number of *Familiar Creation Points* equal to 20 plus his Specialty Skill percentage to spend on the base creature, its attributes and powers. So Demosthenes, who has only recently become an Enchanter and has an Enchantment Skill of 44%, could build a construct or item familiar with a budget of 64 Points. The demon familiar of the ancient wizard Kroaton, on the other hand, with a Wizardry skill of 112% is built with 132 points.

Creating a familiar represents a considerable investment of time and funds on the part of the creator, and some Masters cannot afford, or don't bother, to create one. The process requires raw materials and ritual elements equal to *Specialty Skill x 3d6 x10* in Silver.

Similarly, improving a familiar is also costly. Whenever the master's specialty skill improves, the possibility of improvement to the familiar exists [increasing the points on which the familiar is built]. However, each improvement requires a number of Silver equal to *# of Improvement Points x 50.*

The ritual itself is lengthy and demanding, but so long as the time and preparations are done, is not fraught with peril or risk of failure. The procedure requires 1 day for each 1000 Silver spent in materials. During this time the sorcerer is occupied full time with little rites and observances, such that they can do no other work [including haring off on adventures].

When the materials and such are assembled, and the master devotes enough time to the ritual, the player should decide what sort of familiar she wants. The first choice is the base creature. Note that not all types are available to all masters, depending on specialty. The list below describes the base creature types, any cost in Familiar Creation Points to access that type, and their general abilities.

To create your familiar, spend Creation Points on a type available to the specialty, then spend the rest of the points giving the creature attributes and powers. If your type has access to special powers, you may purchase powers according to the restriction for that type. Figured characteristics such as movement, attack values, damage, etc, are based on the attributes and type you have chosen. Combat Actions (if used), Damage Bonus, Strike Ranks, Hit Points and Locations are determined as normal for Legend. Fractions are rounded up.

Familiar Types:

Animal [Free] Availability: All; a natural animal. An animal familiar may not be as powerful as a demon or Elemental, but it is innocuous in most circumstances, allowing the sorcerer to draw less unwanted attention. This is also the easiest familiar to create in terms of player choice. Simply choose a natural animal like a fox, cougar, or frog, then spend Creation Points to purchase its attributes to the extent that you can afford, remembering to save some for INT, and possibly POW. Your familiar is essentially an intelligent, devoted version of that animal. Ideal animal familiars for new masters are hawks, dogs, cats, etc. More experienced masters could manage boars, bears, or large felines. SIZ, STR, DEX, and CON are important if the familiar is to have a physical role, or you wish it to excel in combat. Because it is an animal you need not assign points to CHA.

- Primary movement type = DEX. Others = DEX /10.

- Armor Points CON/ 8.

- Athletics: DEX x4; Perception: INT x3; Evade: DEX x4;

- Attack – as Base creature, DEX+STR+INT+POW% to start.

- Attack Damage – STR+SIZ 10 or less = 1d3; Over 10, 1d6 for every 30 STR+SIZ.

- Possible Powers: Command Own Kind, Conjure/ Dismiss, Dark Vision, Detect, Far Vision, Improved Damage, Improved Protection, Tracking.

Construct [10 Points] Availability: Enchanter; a created being of metal, wood, leather, and other materials. A Construct is durable and sturdy, but among the more expensive to create [multiply creation cost by 1.5]. You may choose the form of your construct and its appearance, and spend points freely based on your description, from the Powers list for Constructs.

- Primary movement type = 1/2 DEX. Others = DEX /10.

- Armor Points CON/ 4.

- Athletics: DEX x2; Perception: INT x3; Evade: DEX x2;

- Attack – as Base creature, STR+SIZ+POW% to start.

- Attack Damage – STR+SIZ 10 or less = 1d4; Over 10, 1d6 for every 20 STR+SIZ.

- Possible Powers: Dark Vision, Detect, Far Vision, Improved Protection, Poison, Poison Cloud, Special Attack, Tracking.

Magical Beast [7 Points] Availability: Summoner; a creature of fixed intelligence, but unnatural in some way – examples include Magical beasts can offer abilities unavailable to mere animals. Many summoners also consider them a visible badge of their expertise in their craft. In the same

way that a griffon is more than a mere combination of eagle and lion, magical beasts usually eclipse the ability of animals, even if they resemble them or share some aspects of theirs. Choose a magical beast on which to model your familiar, paying points for special powers from the Familiar Powers List; spend the rest on stats. New masters might hope for a . Senior Masters could opt for a basilisk, gargoyle, ghoul, even a manticore.

- Primary movement type = DEX. Others = 2/3 DEX.
- Armor Points CON/ 6.
- Athletics: DEX x4; Perception: INT x3; Evade: DEX x3;
- Attack – as Base creature, DEX+STR+INT+POW% to start.
- Attack Damage – STR+SIZ 10 or less = 1d4; Over 10, 1d8 for every 30 STR+SIZ.
- Possible Powers: Command Own Kind, Conjure/ Dismiss, Dark Vision, Detect, Far Vision, Improved Damage, Improved Movement, Improved Protection, Shapeshift, Tracking.

Item [5 Points] Availability: Enchanter; Even less noticeable than an animal, an item has the potential advantage of being in the enchanter's possession at all times. On the other hand, an item familiar cannot physically act of its own volition, and may only leave the sorcerer if removed by her and put down, where it becomes vulnerable. The benefit of an item familiar is that no Creation Points need be devoted to STR or DEX, allowing the item greater score in other attributes. If you want an desirable, or attractive item, spend points in CHA. Otherwise the item is rather lackluster in appearance.

- Primary movement type N/A
- Armor Points CON/ 4.
- Hit Points = CON.
- Perception: INT x3; Detect Magic POW x3.
- Attack: Possible through Powers.
- Attack Damage: See Powers.
- Possible Powers: Dark Vision, Detect, Far Vision, Poison, Poison Cloud, Special Attack, Tracking,

Elemental [7 Points] Availability: Elementalist, Summoner; A showy, but demonstrably useful familiar, elementals also may be dismissed and summoned at will. This elemental is different from the standard elementals conjured by sorcery in that it has been given independent existence and intellect. The sorcerer may determine the appearance of the elemental as she wishes. Elementals are immune to damage of their type. Movement is based on the type of elemental. When interacting with other elementals on the Elemental Interaction table, Elemental Familiars are equal in Rank to their Master's Manipulation Limit for that Element.

- Primary movement type (Improved or Eldritch Movement as type) = DEXx2.
- Armor Points CON/ 6.
- Athletics: DEX or STR x4; Perception: INT x3; Evade: DEX x3; Elemental Lore INT x5.
- Attack – by element, DEX+STR+INT+POW% to hit.

- Attack Damage – Elemental 1d6 for every 20 STR+SIZ.
- Power: Conjure/ Dismiss
- Possible Powers: Command Own Kind, Dark Vision, Detect, Far Vision, Heat Vision, Improved Protection, Special Attack – Elemental.

Demon [10 Points] Availability: Wizard; Similar to an elemental, a demon is a flashy familiar, with potentially powerful abilities, that may be dismissed and summoned at will. The Wizard may craft his demonic familiar according to his whim, and purchase powers as noted below.

- Primary movement type = DEX. Others = DEX /10.
- Armor Points CON/ 6. Silver counts as *Piercing 3* against these AP.
- Athletics: DEX x4; Perception: INT x3; Evade: DEX x3; one Lore Skill INT x5.
- Attack – as Base creature, DEX+STR+INT+POW% to start.
- Attack Damage – STR+SIZ 10 or less = 1d4; Over 10, 1d8 for every 30 STR+SIZ.
- Possible Powers: Beguiling Visage, Conjure/ Dismiss, Dark Vision, Detect, Eldritch Movement, Far Vision, Improved Damage, Improved Movement, Improved Protection, Shapeshifting, Special Attack.

Undead [5 Points] Availability: Necromancer; For the necromancer, nothing demonstrates his mastery of the undead like an undead familiar. There are many potent types, and the necromancer can readily improve or replace his familiar's body when the resources permit.

- Primary movement type = 2/3 DEX. Others = ½, if applicable.
- Armor Points CON /6. Death Rune weapons count as *Trueblade* against this creature.
- Athletics: DEX x2; Perception: INT x3; Evade: DEX x2;
- Attack – as Base creature, DEX+STR+INT+POW% to start.
- Attack Damage – STR+SIZ 10 or less = 1d4; Over 10, 1d8 for every 30 STR+SIZ.
- Possible Powers: Beguiling Visage, , Dark Vision, Detect, Eldritch Movement, Improved Damage, Improved Movement, Improved Protection, Life Drain, Shapeshifting, Special Attack.

Powers:

- **Armor** – Each Point spent raises the Armor Points of the Creature by 1.
- **Beguiling Visage** – The creature can adopt the illusory semblance of other creatures, though none of their powers, allowing it to approach, even beguile or seduce. [CHA] [Cost – 5]
- **Command Own Kind** – The creature can command and control others of its "kind". Elemental familiars may only control elementals that share in their element. Animals may control creatures of their type (an alynx familiar could command or control lions, housecats, other alynxes, etc) Other creatures must choose a type of creature, and may

add more types for 1 point per type. If the creatures to be commanded are hostile, a CHA vs. POW roll is required. [CHA] [Cost – 5]

- **Conjure/ Dismiss** – You can conjure or dismiss the familiar at will as a normal action. When dismissed, you are still in metal contact, can access its INT or POW, but it has no corporeal form. [Cost – 1]

- **Dark Vision** – the creature can see in darkness equally as well as a cat. [INT] [Cost – 2]

- **Detect** – The creature has the ability to detect a particular type of thing (examples include, enemies, life, magic, gold, etc;] in a radius equal to POW x3 Yards. The accuracy and detail is based on the success level of the roll [INT] [Cost – 2]

- **Eldritch Movement** – A single form of supernatural movement (Phasing through solid substances, traveling as mist or smoke, teleportation, interdimensional travel, etc), though more than one form may be taken, so long as each form is purchased separately. The cost is reduced by 1/3 if there is some significant limitation on it [teleport – only from or to fire, or phasing through stone, for example]; If others can be carried the cost is increased by 1/3 for each passenger increment (1,2,4,8, etc). [DEX] [Cost – 10]

- **Far Vision** – The creature can see things that are 20 times as far away as if they were within a few yards. [INT] [Cost – 2]

- **Heat Vision** – The creature can perceive the heat given off by objects and creatures. One benefit of this is that invisibility often does not mask heat. [INT] [Cost – 3]

- **Improved Damage** – The creature's damage with its primary attack form is particularly devastating (which should be represented by the description of the creature). Increase the die type of damage listed by 1 (d6 to d8, for example). [Cost – 2]

- **Improved Movement** – The Creature movement ability is enhanced, either in terms of speed (x2 listed for primary, or equal to the attribute for one other). It is also possible that the improvement is qualitative, in which case Athletics or other checks for this movement form are at +50%. [DEX] [Cost – 2]

- I**mproved Protection** - The figured Armor Points rise by 1. For example: a Construct with Improved Protection 3 would gain CON/ 4 + 3 AP per location. With CON 20 this would be 5 + 3 or 8 AP. [CON] [Cost - 2]

- **Life Drain** – The creature can drain the blood or life energy from a victim it touches, bites, etc. The creature may drain 1 Point of CON (Blood), or POW (Life Force) whenever it strikes in melee, or touches a willing victim. This stolen point raises the CON of the attacker immediately or automatically heal a point of damage currently suffered. The Attacker cannot go beyond twice its original CON in this way. In addition, the CON of the creature is reduced by 1 each day, eventually reaching 0 CON if it is not replenished, at which point the familiar is too frail to move, but remains aware and in pain unless destroyed somehow. Many necromancers who create wights or vampiric familiars resign themselves to feeding the things continually. The Drain damage inflicted may be increased by 1 point for each increment: 1d2, 1d3, 1d4, 1d6. [Cost – 6]

- **Poison** – The creature has a poisonous bite or sting, equal to 2/3 CON in Potency. If the attack does any hits of damage to a victim, the Poison does 1 point of damage to the victim's attribute per round [chose the attribute when the power is purchased]. For +2 Points, the Potency = CON. For each extra point, the Damage goes up according to the

following scale: 1d2, 1d3, 1d4, 1d6. Poison may also be used to represent a sleep sting (damage INT), paralysis (damage DEX), enslavement [damage POW], etc. Animals and magical beasts generally have poison in keeping with the type they represent, and must pay 1 extra point to affect INT or POW. [CON] [Cost – 6]

- **Poison Cloud** – Poison Cloud, as above, except the cloud issues from the familiars designated position, either as a radius around it, or a cone forward of it. Radius is equal to SIZ/6. [CON] [Cost – 10]

- **Shapeshifting** – The Creature may shapeshift, exchanging STR, CON, SIZ and DEX points between the these attributes, and altering its appearance, even buying alternate movement forms, vision, etc. This is a complex power usually only held by demons. GMs should feel free to restrict or deny its availability. The creature may have a single alternate form (worked out in advance) to and from which it may shift at will, or it may shapeshift to whatever form it can replicate and return to its original form once per day. Each extra point allows another shift per day. Additional physical Attribute points may be bpurchased for a shapeshifted form – 1 Creation Point will gain 5 Attribute points to add to a single form [either the base creature, or a single other chosen form]. [Cost – 10]

- **Special Attack** – The creature possesses a ranged attack of some sort: spikes its hurls, a gout of fire it spits, a spear of ice it can create and throw. Range is Close 10/ Far 50, or a Cone that projects from the creature's position a number of yards equal to SIZ /6. Damage is 1d6 per 20 STR+SIZ. Chance to hit begins at CON+DEX+INT+POW%. The creature can make this attack CON/ 5 times per day. Additional uses per day may be purchased for 1 point each. [Cost -10]

- **Tracking** – The creature can track (as the Advanced Skill) using its INT x5 as a starting skill percentage. [Cost – 2]

Examples:

#1:

Sivastri, who has recently mastered sorcery and chosen to specialize in elementalism, wants a air elemental familiar that can carry her over long distances. Her Elementalism is at 50%, so she has 70 Creation Points. . She spends 7 points to gain an elemental familiar, leaving her 63 to spend on powers and attributes. Fortunately, elementals already have much of what she wants. She just needs to make sure it is robust enough to carry her overland. Here is what the Elemental gets as its base:

- Primary movement type (Improved or Eldritch Movement as type) = DEXx2.

- Armor Points CON/ 6.

- Athletics: DEX or STR x4; Perception: INT x3; Evade: DEX x3; Elemental Lore INT x5.

- Attack – by element, DEX+STR+INT+POW% to hit.

- Attack Damage – Elemental 1d6 for every 20 STR+SIZ.

- Possible Powers: Command Own Kind, Dark Vision, Detect, Far Vision, Heat Vision, Special Attack – Elemental.

She gives her Elemental enough STR to carry her [10], sufficient CON to keep it going for a while [13], DEX to let it move quickly [13]. She gives it 10 SIZ to make it sufficiently large to carry her in comfort (and boost its Hit Points), and then scrimps a little on INT [7], and POW [10], intending to improve them as her skill in Elementalism rises. Her elemental is able to bear at a movement rate of 26 [Half again faster than a galloping horse, for 3 hours with ease. It is can store 7 INT of her spells, and provide her with 10 POW for spellcasting or other purposes. And she can still direct it to work and fight for her as any other air elemental, though it is a rather weak combatant. The elemental also has 2 Armor Points, but it will not make a good councilor on elemental matters until she can improve its INT. Finally, since Sivastri has a Manipulation limit of 5, the elemental is rank 5 for purposes of Elemental Interaction.

STR 10   CON 13   SIZ 10   INT 7   POW 10   DEX 13

HP 12   Armor Points 2   SR 10

Move 26 [Fly]   Attack 40% to hit, 1d6 Damage - 1d2 Damage penalty

#2:

Machariades the Black, with 87% in Summoning (and 107 Creation Points), wishes to create a familiar in the form of a shadowcat, that can shapeshift into a horse when required. After putting together all the unguents and magical materials, he is set to create his familiar. He must take a Magical Beast [he is not a wizard, so he cannot summon a demon] as the type of creature. With 7 points spent for a magical Beast, he has 100 points to spend on the creature's attributes and powers. Shapeshifting will cost 10 for the base ability, leaving 90 for other powers and attributes. Macharaides allots them as follows:

STR 10, CON 16, SIZ 10, INT 10, DEX 28, POW10 = 84 Creation Points, He adds Dark Vision for 2 Points.

HP 13   Armor Points 3   SR 19

Move 22 [Run]   Attack 54% to hit, 1d8 Damage - 1d2 Damage Penalty

Athletics: 112%; Perception: 30%; Evade: 84%;

All in all a tough Shadowcat: With 3 Armor points, extremely good DEX, large and strong for a shadowcat and adequate INT and POW for its role.

Machariades then works out the horse form: He has 64 points in STR, CON, SIZ and DEX to arrange. Macharaides decides to spend extra points on shapeshifting to increase his familiar's physical attributes while shifted. 4 Points will get him 20 Points to add to any of STR, CON, SIZ or DEX in a single form. The cost for Shapeshifting goes up to 14 (Quick recap, 107 – 7 – 14 = 86 Creation Points for Attributes and powers other than shapeshifting.) But Macharaides has 20 points to add to his horse form's physical attributes, for a total of 84 in those four. He rearranges his familiar's feline attributes, adds the extra 20, and comes up with this. He elects to drop the Dark Vision in horse form, and add Improved Movement to increase the horse's speed to 24 overland (much faster than a normal horse). Improved Movement costs 2, the same as the Dark Vision.

STR 28   CON 16   SIZ 28   INT 10   DEX12   POW10

HP 22   Armor Points 3   SR 11

Move 24 [Run]   Attack 60% to hit, 2d8 Damage + 1d12 Damage Bonus

Athletics:48%; Perception: 30%; Evade: 36%;

- Primary movement - land = DEX. Others = 2/3 DEX. *Cat form 28 Yards, Horse 24 yards.*

- Armor Points CON/ 6. *3 AP as cat AP, 3 as horse,*

- Athletics: DEX x4; Perception: INT x3; Evade: DEX x3;

- Attack – as Base creature, DEX+STR+INT+POW% to start.

- Attack Damage – STR+SIZ 10 or less = 1d4; Over 10, 1d8 for every 30 STR+SIZ.

- Possible Powers: Command Own Kind, Dark Vision, Detect, Far Vision, Improved Damage, Improved Movement, Shapeshift, Tracking.

If he wished, Machariades could have saved the 14 points he spend on shapeshifting, added that to the Shadowcat's INT and POW equally to have a single form as below:

STR 10, CON 16, SIZ 10, INT 17, DEX 28, POW17

Such a familiar, though not capable of acting as a riding beast, would be much more useful for casting spells on its own, as an aid to memorizing spells, and as a source of POW.

#3:

Thrandulf the Bloody, chooses to create an animal familiar to help him hunt and survive his simple, rather brutal, lifestyle in the wastelands. His specialty skill, which we must make up based on his cabal - the Beast Lords - is called *The Hunter's Path*. Thrandulf, a relatively new Beast Lord, has 56% in this skill, granting him 76 Familiar Creation Points. Thrandulf considers his ideal familiar, envisioning the Wolf personified in his own name (-ulf).

- Primary movement type = DEX. Others = DEX /10.

- Armor Points CON/ 8.

- Athletics: DEX x4; Perception: INT+POW x3; Evade: DEX x4;

- Attack – as Base creature, DEX+STR+INT+POW% to start.

- Attack Damage – STR+SIZ 10 or less = 1d3; Over 10, 1d6 for every 30 STR+SIZ.

- Possible Powers: Command Own Kind, Dark Vision, Detect, Far Vision, Improved Damage, Tracking.

STR 13, CON 14, SIZ 13, INT 6, DEX 14, POW 10 = 70 Creation Points.

HP 13   Armor Points 2   SR 10

Move 28 [Run]   Attack 43% to hit, 1d8 Damage +1d2 Damage bonus

Athletics: 58%; Perception: Tracking 48%; Evade: 58%;

With his remaining 6 Creation Points, Thrandulf gives his wolf Improved Movement, Improved Damage, and Tracking (the profile above reflects these powers). He would like to include

Command Own Kind, but decides that he needs a companion and aide more. He vows to give his familiar that power when he can.

#4:

Demosthenes the Enchanter (our exemplar from the start of this post) with Enchantment at 44%, has only just attained Mastery. he requires an item familiar to aid in his work and decides on a ring that will be with him at all times, and is unlikely to be misplaced (a failing in Demosthenes is that he has a habit of leaving things lying around). he also need devote only a single Creation Point ot SIZ, since a ring is so small, saving more for INT and POW, where he intends to place most of his 64 Creation Points. Creating a ring familiar costs 5 Points, plus 1 for the SIZ 1, and he has spent 6 so far.

He allots 21 to CON, making the ring fairly tough, but by no means indestructible. Because Demosthenes is not a showy individual, he cares not for a showy item, and devotes no CHA to the plain iron ring of his mastery. Before dividing the remainder between INT and POW, he decides that Detect Magic would be a useful addition in his line of work. After an instant dreaming about shooting blasts of fire from the ring, he comes to his senses. Detect Magic costs 2 Creation Points, leaving him 37 to place in INT and POW. Demosthenes possesses a keen intellect, and requires the same of his familiar as he envisions long talks about esoteric enchanting problems. And with 20 POW, he will have much more available for his work and the ring itself will be a potent defensive aid and spell caster.

- Primary movement type N/A
- Armor Points CON/ 4.
- Hit Points = CON.
- Perception: INT x3; Detect Magic POW x3.
- Attack: Possible through Powers.
- Attack Damage: See Powers.
- Possible Powers: Dark Vision, Detect, Far Vision, Poison, Poison Cloud, Special Attack, Tracking,

STR 0   CON 21   SIZ 1   INT 17   POW 20   DEX 0

HP 21   Armor 5   SR 0

Move 0   Attack - may cast spells it or Demosthenes has memorized

Athletics: 0%; Perception: Detect Magic 51%; Evade: 0%;

Next time – M*ore on Familiars*, and *The Master-Familiar Bond*!

The Powers and Properties of the Familiar

The familiar is a master sorcerer's constant companion, at your beck or in you presence at all times, unless you command it to be elsewhere (or you give it the Conjure / Dismiss power). It will do your bidding to the best of its ability, including fighting and casting spells to protect you.

If well treated, it can be incredibly loyal as well. Beyond these general traits, a familiar has the following abilities:

- Speech in whatever language you determine when the familiar is created. The familiar may study and learn languages as it may any skill (see Learning).

- Personality – the familiar will develop its own personality, often sharing or amplifying certain personality traits of its master. The older the familiar, the more pronounced these become.

- Untiring – Does not require sleep or rest, except under the most exceptional circumstances.

- Self-Sustaining – Does not need to eat or drink. It may still do so to disguise its nature, or out of enjoyment. A familiar heals at the same rate as a living character, but does not need to eat, rest, etc, to do so.

- Learning – May learn or improve skills, including Sorcery and Spells, through experience or teaching.

- Memorize your spells – you can use the familiar's INT in the same way as your own for purposes of spell rank memorization. So long as the familiar is within your POW/3 miles you, you can draw on that knowledge.

- Use of POW – subject to the distance restriction for INT above, you may draw upon your Familiar's POW for spellcasting or other purposes.

- Action – the familiar can act as another character under your control, including fighting, casting spells that it has in mind, that it knows or those you have memorized, at your Sorcery Skill percentage, using your POW or its own, and whichever is lower of your or its Manipulation Limit. If it is convenient to do so, the familiar acts on your initiative. If the familiar is distant (beyond your POW/3 miles), the familiar is limited to its own POW, INT and spells stored in its INT.

- Independence – You may send your familiar on errands or quests. Distance, even interdimensional distance, is not a factor. The Bond between you and your familiar must be maintained, however, so time is significant. If the familiar is away from you for longer than your POW in days, it begins to lose 1 Characteristic point per day until it is destroyed or returns to you (See The Bond, for more information).

The Bond

The mistress and her familiar are bound each to the other. This is demonstrated in a number of ways:

- Regardless of distance, each has at least some idea of the condition of the other, and its general circumstance. If necessary a POW check may be used to determine the degree of information known. POW x5 grants basics like level of injury and general condition, direction and distance. Each POW increment lower than x5 grants more details.

- Within the master's POW in yards, the effects of spells the master casts on himself may be shared with the familiar.

- If the familiar is gravely wounded (brought below 2 HP, but not slain), the master will feel the pain of the injury irrespective of distance. If the master is doing something requiring of concentration or similar, he may make a Sorcery check to continue through the pain.

- If the familiar is slain, the master instantly loses all access to any of the familiar's abilities, as well as its POW for spellcasting. He loses access to any spell ranks stored in the familiar's INT until he can access them in some other way (from a grimoire, etc). he also immediately loses 1d6 Permanent POW.

Death of a Familiar

As seen above (**The Bond**), a master and his familiar share a unique and intimate link. This link goes beyond the boundaries of life. Indeed, it is debatable whether familiars are truly alive, or simply a physical manifestation of their mage's own will and life force. Thus, when a familiar 'dies' it might be better to say that it has ben destroyed. And since the sorcerer created it once, it can be re-created again.

The process of re-creating a familiar is identical to creating one in the first place. The sorcerer may use his current specialty skill percentage, and may, if he wishes, create the familiar in a different form, even a different base creature type, so long as it is one that is allowed to his specialty.

The re-embodied familiar has all the memories, skills, even spells that it knew previously. It will not gain the skills listed for its base creature type, but the master may give it powers according to its new type. The master does not regain the POW lost when the familiar was destroyed, and must pay the cost in time and materials, just as for creating a new familiar.

It is also possible to create a wholly new familiar to replace one that has been destroyed. Few sorcerers would chose this path, but to do so, simply go through the creation procedure again.

Familiar-Related Feats of Arms

It is entirely likely that sorcerers will expend time and energy exploring ways to enhance or expand the Bond or their familiar's capabilities. Note however, that a familiar cannot learn feats of arms, only its master may do so. Here are two, but there will undoubtedly be others out there (also, check back to see more as they are dreamt of).

Note: Familiar Feats usually will require knowledge of a spell to be taken. In addition, you (not the familiar) must have that spell, and any ranks listed, memorized to access the feat. Thus, if you want to make use of the Life Link feat of arms, you must have Heal/Wound 2 or higher memorized.

Life Link – POW 18, Heal/ Wound 2

Cost: 5 Hero Points, and the sorcerer's familiar must have existed for at least one game year.

You may cast Heal/ Wound upon, or through, your familiar, regardless of the distance between you. Your familiar may do the same in return.

<u>Mental Link – POW 18, Speak to Mind</u>

Cost: 5 Hero Points, and the sorcerer's familiar must have and INT of 5 or higher.

You can cast Speak to Mind at the rank you have memorized, irrespective of the distance to your familiar.

Rune Mastery

Of course, a sorcerer may master one or more runes just as anyone else can. The benefits are much the same, and can combine with mastery of Sorcery or Spells.