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I. Introduction

This is a revised version of the sorcery system originally written by Rick McCann.

Stephen J. Barringer posted the base version of this alternate system to the Riddle of Steel forum. Tom Vogt took it from there, modified it heavily and did the editing and layouting to turn the final result into a first PDF document.

Since then, this system has gone through several major revisions, with many changes inspired by postings to the TRoS forums.

The alternate rules were originally and are still designed to do the following things:

1) Create a more traditional system of terminology and description, getting away from the “quasi-scientific” feel of the original system.

2) Expand the scope of sorcery’s abilities, give sorcerers a few more direct-combat options, and make low-power “casual” sorcery more viable.

3) Resolve some of the issues debated about in the original system, such as whether Glamour magic should produce actual physical light, or how much damage one can do with a Movement 3 spell.

4) Bring the system more in line with the remaining TRoS rules, where the TN is seldom modified and boni/penalties are applied to the dice pools.

This system significantly expands the scope and power of sorcery beyond its already considerable range. As a result, the SA costs for improving sorcery have been increased, and it is recommended that this system not be used if you are already having trouble controlling sorcerer PCs in your game. It also changes the “feel” of TROS magic considerably, and people who like the original atmosphere better should definitely stick to it.

The appendix offers more than 30 example spells, from the easy and small effects to major rituals.

The illustrations in this work are from the TRoS core rulebook. I hope their original creators do not mind their use here, and nobody has complained so far. Nevertheless, if there is any problem with that, please do contact me.

Since these alternate rules have probably received much less playtesting than the ones published in the core rulebook, please do not hesitate to send any and all feedback to Tom Vogt via e-mail:

tom@lemuria.org

Thanks go to Jake and Rick for TRoS, to Stephen for the original version and his invaluable feedback on my modifications, as well as to everyone in the forum who wrote comments either there or to me directly.

There’s also some other TRoS stuff that I’ve made, which you can get at the same location you should look for updated versions of this document:

http://web.lemuria.org/tros/
II. Sorcerer Characters

For the main parts of character creation, refer to the core rule book. These rules only cover the additional, sorcerer-specific changes.

1. New Race and Magic Priority

The new Race and Magic Priority table replaces the one in the rulebook. In addition to a better differentiation among the lower ranks, it also adds three new kinds of sorcerers called Talented. These have limited magical powers, and are described in more detail further below in these rules.

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**Table 1**

<table>
<thead>
<tr>
<th>Priority</th>
<th>Race and Magic</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Fey (all Fey are sorcerers)</td>
</tr>
<tr>
<td>B</td>
<td>Gifted Human, Siehe or Halfling</td>
</tr>
<tr>
<td>C</td>
<td>Talented Human, Siehe or Halfling</td>
</tr>
<tr>
<td>D</td>
<td>Human, Siehe or Halfling</td>
</tr>
<tr>
<td>E</td>
<td>Human</td>
</tr>
<tr>
<td>F</td>
<td>Human</td>
</tr>
</tbody>
</table>

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2. Sorcerous Attributes

Four special derived attributes are possessed by all sorcerers. Like Reflex, Aim, and other derived attributes, they are calculated from the temporal and mental attributes, as shown in the Sorcerous Attributes table.

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**Table 2**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Formula</th>
</tr>
</thead>
<tbody>
<tr>
<td>Power (POW)</td>
<td>WP + (HT/2)</td>
</tr>
<tr>
<td>Sight (SGT)</td>
<td>(Per+MA)/2</td>
</tr>
<tr>
<td>Art (ART)</td>
<td>MA + (AG/2)</td>
</tr>
<tr>
<td>Capacity (CAP)</td>
<td>HT + (WP/2)</td>
</tr>
</tbody>
</table>

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**Power (POW)** is the raw force a sorcerer can channel. Power determines the amount of sheer energy a sorcerer can put into spells, and the amount of mana he can draw on in addition to regular recovery (see Mana Refreshment).

**Sight (SGT)** refers to the sorcerer’s intuitive magic sense, his ability to perceive magical force, spells, and magical beings.

**Art (ART)** is the sorcerer’s conscious ability to control and direct magic through formal procedures. Art is used for many ritual elements of spellcasting and as a target number for resisting spells.

**Capacity (CAP)** is the sorcerer’s ability to withstand magical strain without prematurely aging his body. Capacity acts as a “buffer” of points (see below) that a sorcerer can take from failed Strain rolls before suffering the effects of aging and knockout.

**Apotheosis**

In addition, especially advanced, powerful, or corrupted sorcerers may possess the unique attribute Apotheosis, which allows sorcerers to become truly terrifying. This attribute is strictly optional, especially for player characters, who can not take it unless the Seneschal approves its use, and each additional level bought. Apotheosis was added to open up a development pathway for sorcerers that lets them become frighteningly powerful, for a high price. NPCs with this attribute will give even master sorcerer PCs a foe to fear.

**Apotheosis** (APT) reflects the degree to which a sorcerer has mastered magic beyond Strain, becoming almost godlike in his power. Every level of Apotheosis gives a sorcerer one automatic success on all Strain rolls.

There are two paths of Apotheosis, the path of light and that of darkness. The dark path is easier to walk, and each level of Apotheosis costs only 20 SA points, while it costs 25 points for those travelling the path of light.

However, the path of darkness is the path of corruption. For every level of dark APT gained, reduce one randomly chosen attribute by 1.
3. Talented

Talented (humans or semi-humans) are those with a limited gift of magic. They do not have the same amount of control and sheer power as Gifted sorcerers, but a limited gift is theirs nevertheless. Talented make excellent NPCs if the Seneschal does not want to confront the players with the full power of a sorcerer. They can also make very interesting “casual spellcaster” player characters.

There are three kinds of Talented:

Sensitives

Sensitive Characters can not cast spells or engage in any other magic. They do, however, have sorcerous attributes and have the innate abilities of magic-users. Most importantly, they can perceive magical forces (using SGT) and resist spells using their Sorcery Pool. They also have the following advantages:

• +2 SGT
• twice as fast sorcery pool recovery
  (i.e. one die every half hour)

Wild Talents

These sorcerers do not understand and can not control the gift they were born with. Their magic is instinctive, rather than conscious. They can cast spells without understanding what they are doing. In game mechanics terms, Wild Talents have the following restrictions:

• -2 to all Sorcerous Attributes
• can not slowcast
• can not formalize spells
• can not gain level 3 in more than one vagary

Ritualist Hedge-Magicians

These sorcerers lack the instinctive grasp of magic and can only wield it through ritual and ceremony. They require conscious effort and attention to wield their spells.

In game mechanics, Ritualists have these restrictions:

• -2 to all Sorcerous Attributes
• can not fastcast
• must use at least one material element in all spells (which must not be the same every time, but they can not cast without at least one)
• can not gain level 3 in more than one vagary

4. Inate Abilities

A number of abilities are available to all sorcerers. These abilities are not spells, and do not fall under the same rules and restrictions as spells do.

Mana Refreshment

In addition to the automatic, but slow, recovery outlined below (see Recovery), sorcerers can also refresh their sorcery pool faster by convering part of their own life force into mana.

Roll POW vs. a TN of 6. Every success restores 1 die into the sorcery pool. However, this roll causes an automatic strain of 1d6 points each time, no matter how many successes are rolled. If the roll is botched, no dice are regained, and the amount of strain caused is doubled.

Magic Sight

Every magical being can spot active magic (i.e. a spell while it is either being cast or active) with a roll of SGT vs. a TN of 8.

A sorcerer can also roll SGT/Ritual Magic or SGT/Arcane Theory to analyze an active spell or empowered item. If successful, this will tell him the approximate power and general effect.

Active Resistance

For full details see Resisting, below. All sorcerers can use their sorcery pool as additional dice for resistance rolls, though dice used this way are used up as if they had been used in casting a spell.
5. Sorcerous Gifts and Flaws
These Gifts and Flaws can be taken only by sorcerers. They are often inborn abilities (or shortcomings) of a character, linked directly into his magic abilities. As such, they are more expensive to acquire or buy off during the game (i.e. any time after character creation). Instead of 10 SA points, minor gifts/flaws cost 15 points to buy/remove, while the cost for majors is 25 SA points.

In addition, some Seneschals may decide that once a Sorcerous Flaw is taken it can never be “bought off”, or that doing so temporarily hampers the sorcerers casting abilities (all sorcerous attributes are halved and recover at 1 point a week until back to their old level).

The Seneschal always has the last word on whether or not a Gift or Flaw is allowed in his campaign, and which flaws can be “bought off” and how. The Seneschal should especially limit the availability of gifts for Talented.

Sorcerous Gifts

Amulet (Minor/Major Gift)
You possess an item that provides an additional reservoir of magical power, in the form of bonus SP dice, for key spells. Minor Amulets add 1 SP to your Sorcery Pool; major Amulets add 2 SP. Up to three Amulets may be used on a single spell (though there’s no guarantee of ever finding that many!).

**Design Note:**
This is the Talisman Gift renamed, to avoid confusion, as the term “Talisman” is used for something quite different in these rules.

Artifact (Major Gift)
You possess that rarest of things, a truly enchanted item – an object with a specific spell permanently Infused within. The nature of this artifact can be whatever you determine or the Seneschal is willing to permit, but the rarity of “magic items” at all in TROS means that the more powerful the artifact, the more attention – unwelcome and otherwise – you will attract for possessing it.... (This Gift need only be bought if you want to start with an Artifact, and can be bought by non-sorcerers if their story explains it.)

Blood of the Ancients (Minor/Major Gift)
Your Gift is stronger than normal, perhaps betraying descent from one of the Nine themselves.... Increase your POW Attribute (and thus your Sorcery Pool) by 1 for the minor version of this Gift, 3 for the major version.

Born to Mastery (Minor/Major Gift)
You have an intuitive talent for the complexities of advanced magic and ritual. The minor version of this Gift raises your ART Attribute by 1, the major version by 3, adding to your SP for Castings and Rituals and aiding Formalization.

Familiar (Minor Gift)
You begin play with a familiar, a spirit bound to you who takes the shape of a small animal (ferret, frog, cat, owl, bat, etc.). The familiar gives you 1 automatic success on all Strain rolls, and by entering a trance you may “ride” your familiar, sharing its thoughts and feelings, seeing through its eyes and directing its movements. However, you experience the Shock and Pain of any wounds dealt to your familiar!

Piercing Eye (Major Gift)
Your Sight is more acute and piercing even than most sorcerers’. Not only is your SGT Attribute increased by 2 dice (which also increases your Sorcery Pool), but you can roll SGT/8 to read living beings’ auras, the field of psychic energy that surrounds them. Each success can reveal one otherwise non-obvious fact about the target’s emotional or physical state to you. A success can also reveal the presence of any Infused spells (1 success per spell), or the level of the target’s Sorcery Pool if it has one. Clever use can help you determine if the target is lying, by spotting discrepancies between emotional response and verbal statements.
**Spirit Ally (Minor/Major Gift)**
Like Haunted, but your invisible companion is benevolent rather than malicious. It may or may not communicate overtly with you, or explain why it has chosen to help you, but the spirit entity will nonetheless provide assistance at key moments. A minor Spirit Ally provides only intermittent and partial help; a major Ally can accomplish significant tasks at your behest, and will do so frequently. The Seneschal will roleplay its interaction with you and its exact powers.

**Sorcerous Flaws**

**Haunted (Minor/Major Flaw)**
You have attracted the attention of an entity of the Otherworld, a ghost, spirit or spectre which only you can see. This entity constantly torments and interferes with you by distracting you at key moments, keeping you awake at night, and generally making your life miserable. In the minor version of this Flaw, your tormentor is more mischievous than hostile, and only troubles you intermittently; in the major version, the Haunt truly despises you and wants to see you destroyed or dead. The Seneschal will improvise the actions of your Haunter and their effects; the Haunter will generally take care not to reveal itself to anyone but you, and the more frustrated and angry you get at your “invisible enemy”, the madder some may think you....

**Weak-Blooded (Minor/Major Flaw)**
The potency of your Gift is diluted and weakened. For the minor version, reduce your POW Attribute (and the Sorcery Pool) by 1; for the major version, reduce POW (and thus the Sorcery Pool) by 3.

**Inept (Minor/Major Flaw)**
Through your power may be mighty, your ability to master it is not; for whatever reason, you simply cannot consciously control or understand complex magics very well. Your ART Attribute is reduced by 1 for the minor version of this Flaw, and by 3 for the major version, reducing the Sorcery Pool for Castings and Rituals and making Formalization much more difficult.

**Procedural Dependence (Major Flaw)**
Whether from psychological insecurity or gap in your training, you are less flexible in your Procedures than other sorcerers. All your Cantrips and Castings must include the same preset element – you choose from Incantations, Gestures, or your Talisman – and inability to use that element prevents you from casting; all Formalized spells must include that element for you to use them. The dependence on a material element also means you can not fastcast.

**Strenuous Magic (Minor/Major Flaw)**
Some sorcerers simply cannot channel the force of magic properly or safely. For the minor version of this Flaw, all spells inflict at least 1 Strain point automatically, regardless of Strain roll successes; for the major version, all spells inflict at least one month’s aging automatically, regardless of Strain resistance successes (remember to roll Knockout!). In addition, possession of either version of this Flaw means you cannot buy levels in either Apotheosis or Monstrosity until the Flaw is bought off.

**Volatile Magic (Major Flaw)**
Some styles or talents of sorcery are more dangerous than others. Your particular arts are more unstable even than normal. Whenever you fail or fumble any Casting Roll, the magic escapes your grasp in a destructive outburst! You receive 1d10 – TO electrical Wounds (from the Generic Damage Table) applied randomly across your body, as for a fall.
6. Improving Sorcerous Abilities

Because this revised system makes sorcery considerably more powerful, the SA costs for improvement are increased, as follows:

- To buy Level 1 in a new Vagary costs 5 SA points.
- To increase an existing Vagary from Level 1 to Level 2 costs 10 SA points.
- To increase an existing Vagary from Level 2 to Level 3 costs 15 SA points.

Add 5 points to these costs if working without a teacher, extensive library or other source of study and education.

- Acquiring a new Sorcerous Gift or buying off a Sorcerous Flaw (with Seneschal permission for either) costs 15 SA points for a Minor Gift or Flaw, 25 SA points for a Major one.
- Levels in Apotheosis cost 25 SA points each.

III. Spells

Spells is the generic term for all types of active magical workings. Spells are divided into three types, which determine the base Sorcery Pool available for them, their base casting time, and the maximum number of Vagaries that can be incorporated into them:

**Cantrips**
- A hasty impromptu magic of minimal elegance. Only a single vagary can be used in Cantrips.
  - **Base Sorcery Pool:** POW + SGT
  - **Normal Casting Time:** (CTN) seconds
  - **Maximum Vagaries:** 1

**Castings**
- More complex and controlled spells, though slower. This type is for spells using 2 or 3 vagaries.
  - **Base Sorcery Pool:** POW + SGT + ART
  - **Normal Casting Time:** (CTN x 10) seconds
  - **Maximum Vagaries:** 3

**Rituals**
- Extended, hugely complex and powerful workings.
  - **Base Sorcery Pool:** POW + SGT + ART + CAP
  - **Normal Casting Time:** (CTN x 10) minutes
  - **Maximum Vagaries:** Any

**Design Note:**
As should be obvious, a **Cantrip** is what used to be called a Spell of One, a **Casting** is what was called a Spell of Three, and a **Ritual** is, well, a Ritual, or Spell of Many. The names were changed simply to provide a little more classic magical “atmosphere”.

The sorcery pool is always expended and recovered “from the bottom up”, i.e. the base dice from POW+SGT which are used for all spells are lost first and recovered first.

Example: Casting a cantrip where 4 dice are expended does lower the SP for the following ritual. If another 5 dice are expended there, the SP for the next cantrip is reduced by 9.
1. Definitions

The Casting TN, or CTN, depends on the power and the complexity of the spell. The CTN can never be less than 2.

Start with the Level of the spell, which is simply the highest Vagary level used in the spell, plus 1 for any additional Vagaries used.

Now add modifiers for Range, Target and Duration:

Range is the distance between caster and subject at which the spell will function. Note that this is the range of the actual magic effect – throwing a stone through magic would be Range 1 if the caster is touching the stone, since the magic affects the stone (which is touched), not the target.

All magic will automatically hit its target. Again, note that in the example above, this only means the stone will be accelerated – but in that case, an attack roll has to be made in order to actually hit anything. See Targeting, below.

0 -- Self only.
1 -- Touch.
2 -- Immediate vicinity (~5 to 10m)
3 -- Line of sight.
4 -- Anywhere/unlimited – this requires the use of the Vision vagary.

Target is the kind, diversity and size of whatever is affected by the spell. A spell that affects complicated, large or multiple targets is more difficult than one affecting a single small object.

A single human or human-sized target is the normal case, with a Target of 0. Modify this value as follows:

+1 if the target is much larger or smaller (a factor of at least 3)
+2 if it is very large or small (a factor of 10 or more)
+1 if the target is extraordinarily complicated, or part of a larger whole
+1 for multiple targets (up to a dozen)
+2 for large groups (more than a dozen)

Affecting more than one target with the same spell always requires that they form a group of some kind, or are standing close together. The Seneschal should raise the CTN further if the spell targets exceptionally huge groups (say, a whole army or village).

Duration is the time for which the spell lasts. Cantrips cannot have a Duration longer than 0, as the Mana Vagary is required to fuel a self-enduring spell.

Also see Spell Durations, below, for more details.

0 -- Instant
1 -- Sustained (see Sustained Spells, below)
2 -- Minutes or Hours (15 minutes per success)
3 -- Hours or Days (12 hours per Casting Success)
4 -- Permanent (see Permanent Spells, below)

2. Spell Durations

The duration of a spell is the time for which the actual magic lasts – though whatever change the spell causes in the physical world is permanent. A creature slain by a spell is not resurrected when the spell ends, and an item changed does not change back.

In most cases, it is obvious what will happen when the spell ends. The end of a levitation spell means gravity reasserts itself, with whatever consequences for anything that is still in the air. Something grown through a spell does not shrink again when the spell ends, but remain whatever size it is (i.e. the effect of growing ends).

Many effects can be done reasonably well with instant spells. However, some changes cannot realistically or reasonably be done in the fraction of a second an instant spell allows. Growing an item may work that fast, but growing a living being at that speed will cause it shock or kill it. Likewise, a telepathy spell is of dubious use if it lasts no longer than a flash.

Sustained Spells

Sustained spells are powered from the sorcerer's Sorcery Pool. They remain in effect until the sorcerer intentionally drops the spell, or loses consciousness (KO, sleep, etc.).

Sustaining a spell this way ties up all dice used in the Casting Roll, plus one additional die per Level of the spell. All of these dice are used to sustain the spell and do not recover as long as the spell is in effect.

Spells sustained in this way do not require much conscious effort or concentration, but in especially stressful situations, the Seneschal can require a roll of WP/CTN to keep the spell running.
Note that a sustained spell requires the target to remain within the Range for the entire duration, and will be interrupted if the target leaves the Range or the sorcerer moves away from the target far enough. Self-sustaining spells (Duration 2 and higher) do not suffer this disadvantage.

**Permanent Spells**

The creation of permanent spells requires that the sorcerer infuses the spell with a part of his life force in order to sustain it. The sorcerer will thus age one month per Level of the spell made permanent, above and beyond whatever aging the strain of the spell may cause (though he only rolls for knockout once). There are two kinds of permanent spells – those with and those without a Spellbreaker condition. Both kinds can be forcibly dispelled, but spells with a Spellbreaker will also end when a specific action is made on the behexed target (e.g. the kiss of a handsome prince, the presence of a specific object, person or type of person, the saying aloud of a keyword, etc.). Note that for a Spellbreaker to be used, the spell must include the Divination Vagary. Every Spellbreaker Condition is subject to Seneschal approval.

## IV. Spellcasting

Two rolls are made to resolve a spell: A Casting Roll, which determines whether the spell works as intended and how strong it is, and a Strain Roll to resolve the toll the casting takes on the sorcerer.

To resolve these rolls, the sorcerer divides his current Sorcery Pool between Casting and Strain. He can divide any way he likes, but he must allocate at least one die to the Casting roll.

Resolve both rolls independently, using the same CTN.

Every die used on the Casting Roll is temporarily expended, and will recover as described in **Recovery**, below. Dice allocated to the Strain Roll remain in the Pool and can be used in future rolls.

### 1. The Casting Roll

The number of successes in the Casting roll determine how well the spell was executed and how powerful it will be. The exact effect depends on the spell cast, of course.

As a guideline, multiply the number of successes by the highest vagary used in the spell and use that number as an equivalent to character attributes. For example, a combat spells utilizing Movement-3 (see Vagaries below) and with 4 successes on the Casting Roll would have a damage rating of 12 (4 x 3 and equivalent to STR for damage purposes).

For spells that have an all-or-nothing result, a single success is usually enough, or the Seneschal can set a required number of successes as for other rolls.

In situations asking for extended rolls, roll only one Casting Roll and use its successes each time. For example, climbing up a cliff side might require 20 successes. The sorcerer who levitates up needs 20 successes as well, rolls only once, gets 6 successes (on a Movement-1 spell) and will thus be at the top when everyone else is rolling the 4th time.

If a casting roll is botched, the spell may backfire, affecting the sorcerer himself. In addition, a strain roll is still required.
2. The Strain Roll

Every spell inflicts Strain points equal to its CTN. This can be reduced either by levels in Apotheosis or Monstrosity (every level reduces Strain by 1) or by successes on the Strain Roll (every success reduces Strain by 1). Strain can not be negative.

If there is any Strain left after considering Apotheosis, Monstrosity and the successes of the Strain Roll, the casting has inflicted Strain on the sorcerer. Note down the number of Strain points caused.

A sorcerer can accumulate Strain points equal to his CAP before the magic begins to eat away at his flesh and lifeforce, effectively aging him. Every Strain point taken above CAP ages the sorcerer by one month, requiring him to roll Knockout vs. a TN equal to 5 plus the months aged every time aging occurs.

Note that Strain accumulates – the CAP limit is not per spell, but subject to a slow recovery as outlined below.

DESIGN NOTE:
The concepts of Strain and Capacity were added to give sorcerers some margin of error before they begin to burn their vital lifeforce, thus making “casual” sorcery a little more viable.

3. Affecting the target

When spells affect living beings, they can do so either directly, or indirectly. Whenever a spell directly affects a living being, the target can resist the spell effects. Resistance is automatic, but can be voluntarily forfeit if the target is aware of what is going on. See Resisting, below. Indirect spells are a little more complicated. Magic does not have to target a living being to affect it. Often, the spell is used to create blades of ice, accelerate a stone, or otherwise create an effect where it is the effect, not the spell itself, that impacts on the victim. In those cases, the target can not resist the spell (since a stone flying at the speed of sound is a completely non-magical danger). However, other than spells targeted directly, these spells carry a chance that they miss their mark.

Hitting

For all indirect spells, the sorcerer has to make two rolls – a magic roll for the spell, and an attack roll in order to hit.

For melee attacks, use the brawling proficiency. For missile attacks, use the new proficiency Spells, with an ATN of 6, independent of range. However, slow-moving attacks (thrown rocks, etc.) can be evaded using the rules in TFoB.

The MP starts to refresh when the sorcerer has completed the spell (i.e. after the casting time is up) and the sorcerer can “hold back” the spell for a few turns before releasing it to get his MP refreshed. The actual spell (and Casting Roll) is made when the spell is released, i.e. at the time of the attack.

In both cases, melee and ranged, a single success is all that is needed and additional successes may improve the accuracy of the attack (each die allowing a +/- 1 shift on the ranged combat table from TFoB if you use that), but not the damage done.

Spells can be explicitly built so that they not only accelerate or create, but also magically guide a missile towards the intended target. This method works reliably, but can not be used for Cantrips, and therefore not for combat spells. The only defense against these guided attacks is evasion (if possible) or cover.

Resisting

All living beings also can make Resistance Rolls against spells that affect them directly, i.e. if they are the target of the spell. Resistance Rolls are made with WP against spells that affect the mind and HT against spells that affect the body. The TN of these rolls is the ART sorcery attribute of the sorcerer – the more refined his wielding of magical energies, the more difficult it is to resist.

When a sorcerer or other magic being is the target of a spell, they have much better chances of resisting. Any being capable of magic, i.e. anything that has a Sorcery Pool, can add dice from the Sorcery Pool to any Resistance Rolls. These dice are spent, as if they had been used to cast a spell (but no Strain Roll needs to be made). Use the appropriate Sorcery Pool for the spell type in question, i.e. a Cantrip is resisted using the Cantrip Sorcery Pool, a Casting with the Casting Pool and a Ritual is resisted with the Ritual Sorcery Pool.
Every success rolled on the Resistance Roll reduces the effect of the spell (i.e. Casting Roll successes times highest vagary level) of the spell.

If multiple targets are attacked by the same spell, each target resists the spell individually with their WP or HT. However, dice from Sorcery Pools affect the spell directly and should be rolled before any individual Resistance Rolls are made, and their successes add to all Resistance Rolls in the group.

Dispelling
Spells can be forcibly interrupted, either while in effect or while being cast (the later especially for rituals). Dispelling is a spell in itself, requiring both Casting and Strain rolls. It can utilize either the Mana Vagary (to draw the magical energy away) or at least one of the same Vagaries as the spell to be dispelled (to neutralize its effect). If the sorcerer knows neither Summing nor any of the Vagaries used in the spell, he can not dispel it.

Every success on the dispelling roll reduces the number of casting successes for the original spell by one. When they have all been removed, the spell is completely dispelled.

4. Procedure
Procedure defines the time and material elements required for spell and modifies the casting method, without changing the effect. The same spell can be done using different procedures.

Casting Time
By working more slowly and carefully, a spell can be made easier to complete. On the other hand, if time is of the essence, a spell can be hurried to complete it more quickly, but at a greater risk.

There are three casting times levels: Slowcast, Normal and Fastcast. Refer to the Casting Times table for the resulting casting times. If spells are used during combat, assume that each exchange lasts 1 second.

Note that casting time is based on the base CTN of a spell, before material elements or casting time levels are applied. Only formalization affects the casting time, since it lowers the base CTN.

**Slowcast** is used when the sorcerer proceeds slowly and carefully, following arcane theory precisely and wielding the forces very consciously and intentionally. Slowcasting is impossible if the sorcerer is in a hurry or can not concentrate fully on the task at hand.

The Seneschal may decide that an appropriate roll, such as WP/Arcane Theory is required if the sorcerer is attempting slowcasting in unfavourable circumstances, especially if there are any distractions.

Slowcasting reduces the CTN by 1.

**Normal** is just that, the sorcerer is neither hurried nor taking his time. Use this if a player does not specifically announce a different casting time.

**Fastcast** allows a sorcerer to act quickly and complete a casting in a shorter time than it would usually take, relying on instinctive control of the magical forces. Its main disadvantage is that Fastcast Cantrips are the only magic quick enough to be used during melee combat. In red/red situations, use the CTN of the spell as the TN for the reflex roll to determine whether weapon or magic hit first. Any wounds taken before the cantrip can be cast will remove dice from the sorcery pool.

Fastcast spells gain a +1 CTN penalty. In addition, no material elements can be used.

### Casting Times
(Use base CTN before modifiers)

<table>
<thead>
<tr>
<th>Spell Type</th>
<th>Slowcast</th>
<th>Normal</th>
<th>Fastcast</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cantrip</td>
<td>(CTN x 10) seconds</td>
<td>(CTN) seconds</td>
<td>instant (1 second)</td>
</tr>
<tr>
<td>Casting</td>
<td>(CTN) minutes</td>
<td>(CTN x 10) seconds</td>
<td>(CTN) seconds</td>
</tr>
<tr>
<td>Ritual</td>
<td>(CTN) hours</td>
<td>(CTN x 10) minutes</td>
<td>(CTN) minutes</td>
</tr>
</tbody>
</table>

Table 3
Material Elements

External aids that help the sorcerer to focus and channel the magical energies.

Using material elements at all makes spells easier, reducing the CTN by 1, no matter how many material elements are used.

In addition, every material element grants the sorcerer one additional die for either the Casting or the Strain roll. If he uses several material elements, he can divide these dice up as he sees fit.

If, for example, a sorcerer uses Incantations, Gestures and a Talisman, the CTN of the spell is reduced by 1 point and he could add 2 dice to the Casting and 1 die to the Strain roll.

Cantrips and Castings are fast and comparatively simple spells, and the following material elements are available:

**Incantations:** A few words pronounced clearly enough to be easily audible in earshot, usually in a secret or ancient tongue. Cannot be used by gagged or otherwise silenced spellcasters. Use of incantations will usually make it obvious to observers that magic is being cast.

**Gestures:** Movements of hands and arms. Cannot be used by bound (or worse, amputee) spellcasters. Sorcerers encumbered or otherwise only capable of limited movements may need to roll AG in order to make gestures.

As with incantations, gestures will usually make it obvious to any onlookers that the character is a sorcerer casting a spell.

**Talisman:** A physical object unique to the spellcaster and properly prepared for use in castings. The object can be almost anything, though rings, staffs, wands, etc. are most common. Must be worn or held by the sorcerer during casting and if it is taken from the caster or knocked out of his hand during casting, the magic is disrupted.

**Optional Talisman Rule:**

To make talismans more interesting, every talisman is prepared for a specific Vagary and only works if used for spells employing that Vagary. This forces sorcerers to carry several talismans with them, and forces them to sometimes work without.

Incantations, Gestures and a Talisman or other ritual tools are required for Rituals and do not count as material elements, i.e. they do not lower the CTN and do not grant additional dice. Instead, the following additional material elements are typically used in Rituals, and will grant this benefit:

**Runes and Symbols:** Glyphs, symbols and patterns must be drawn on the floor, walls, or subject (if present); a successful ART/Symbol Drawing roll is required.

**Meditation:** The caster must meditate for \((\text{CTN}/2)\) hours beforehand and make a successful WP/Meditation roll. The time spent in meditation is in addition to the actual casting time.

**Place of Power:** The caster must be in either his home laboratory or a place of sacred/mystic power. The place must also be prepared for the ritual, though these preparations can be combined with the drawing of runes and symbols. Finding such places can be an adventure all by itself. Setting up a suitable laboratory is both expensive and time-consuming.
**Time of Power:** The ritual must be cast at a propitious time: Dawn, high noon, sunset or midnight, depending on the nature of the ritual (healing magics work best at dawn, angelic evocations at noon, necromancy or demonic conjurations at midnight, etc.). Alternatively, the ritual can be cast at a specific holy or seasonal day (summer or winter solstice, etc.).

**Sacrifice:** The life-force of living beings, taken away during the ritual by killing them, is a time-honoured tradition. A roll of SGT must succeed for the sacrifice to be useful (the victim will be dead even if the roll fails). The TN for this roll depends on the CTN of the spell. Burning plants or herbs allows the sorcerer to roll SGT vs. 2xCTN, sacrificing animals requires a SGT vs. CTN roll, while human sacrifice – black magic – allows a SGT vs. CTN/2 roll.

**Ceremonial Followers:** Different from sorcerous cooperation (see below) these people simply help create the atmosphere of the ritual by chanting, holding candles, etc. Harder to obtain than one might think, as it requires the assistance of non-sorcerers who know what’s going on and don’t want to kill the sorcerers involved! This is why so many sorcerers wind up as cultic priests of one type or another; religion is (sadly) a very good way to get people to do frightening things they don’t understand….

---

**3. Additional Casting Options**

Additional effort and preparation can make magic easier to handle and, maybe more importantly, less risky. These options are complicated and take much time and effort, and should be covered adequately by appropriate roleplaying.

Some of these options are only available for some spell types, as noted in their description.

**Dormant Spells**

These spells are put into an item (or even a living being) and then activated when required. Dormant spells are essentially stored for later use.

To implant a spell into a target, cast the spell normally and roll casting and strain rolls. Every success on the casting roll transfers one die to the dormant spell. When the spell is activated – which can be done by the original caster or through the use of a pre-determined trigger action (often a spoken word) – then roll a casting roll as if the item were casting that spell. No procedures, material elements, etc. can be used. However, since the spell has already been completed, its release is immediate, very much like a fastcast cantrip.

For items, roll only a casting roll and automatically age the item CTN months. The Seneschal should determine how many months of aging an item can sustain before it breaks.

For living beings, the dice can be split up into a casting and a strain roll. Remember that non-sorcerers do not have a CAP attribute and any strain will immediately cause aging.

Note that these rules make no requirements on implanting spells, any sorcerer can cast dormant spells. Also note that these spells are indeed casted twice, with only the successes of the first roll available for the second. Especially powerful spells with a high CTN will be very much weaker if stored as dormant spells.

A sorcerer can have several dormant spells stored away, up to a number equal to his ART attribute.

---

**Formalization**

Formalizing a spell requires an Extended Test of ART/Arcane Theory, with each roll representing a day of research and testing.

Once the Extended Test has accumulated as many successes as the CTN of the spell, a Skill Test of Per/Read+Write allows the sorcerer to transcribe the spell successfully.

A Formalized spell is unflexible and can only be cast exactly the way it was formalized. Its definitions can not be changed during casting.

---

**Design Note:**

Procedures allow sorcerers more flexibility and – if they are willing to take a greater risk – speed, so that their options in combat or other fast-paced action sequences aren’t limited to “Spells of None” or embedded spells.

Do remember, however, that:

♦ Only Fastcast Cantrips are quick enough to be used in melee combat
♦ No material elements can be used for these
♦ They can not be formalized (see below)
Fastcasting and Formalization can not be used together, especially formalized fastcast cantrips are not possible.

Formalization can be completely inflexible, in which case the formula includes the material elements and the formalized spell can be cast only with precisely these material elements, in which case the CTN of the formalized spell is reduced by 2. A formula can also be less rigid and leave out the material elements, so that they can be chosen at the time of casting, in which case the formalization reduces the CTN by only 1. Formalization is the only option that reduces the base CTN of spells, and thus reduces the casting time as well as the difficulty.

Cooperative Magic (Rituals only)
This option is only useable for Rituals. Additional sorcerers participating in a Ritual can contribute their SP dice to the overall Pool as follows: the first two sorcerers can add their ART dice, and every sorcerer after that adds 1 die. The leader makes both Casting and Strain rolls, and suffers all effects from any incurred Strain. However, all sorcerers participating can withdraw from the Ritual at any time up to its completion, depriving the leader of the SP dice contributed. Since the Ritual must be completed once it was initiated, Cooperative Magic is generally only used by sorcerers who trust each other implicitly (a hard thing to come by!).

Ritualized Magic (Cantrips and Castings only)
Sometimes slowcasting is not enough and an especially dangerous spell needs to be cast very slowly and carefully. Since players can easily add more vagaries to a spell without changing it very much (e.g. some glamour for visual effects, vision to observe it closely, movement of 1mm to the right, etc.) this optional rule allows them to cast Cantrips as Castings and Castings as Rituals (and, by extension, Cantrips as Rituals if they really insist). To do so, simply raise the CTN of the spell by +1 for every vagary that would need to be added. Thus a Cantrip-to-Casting transformation is always at +1 CTN, and a Cantrip-to-Ritual one always at +3. Turning a Casting into a Ritual is at +1 or +2, depending on whether the original spell had three or two vagaries, respectively. There is a small price to be paid for the convenience – these modified spells can be neither slow- nor fastcast. Always use normal casting times.

4. Magic Flavours
Magic is a highly personal matter and most sorcerers have their own unique view on the matter. Some (heretics) believe, magic is a godly or angelic power granted to them by their respective deities. Druids believe in the power of nature, spirits and life energy as the driving force behind their magic. Some progressive sorcerers think of magic in a natural-philosophical way, as just another little-understood force of nature, such as sunlight and magnetism. There are even those who wield magical powers and yet refuse to consider themselves sorcerers – priests whose blessings are just a little more effective than usual fall into this category. Most of these unconscious sorcerers are no more than Hedge-Magicians.

Flavours add additional depth to magic. They have no game-mechanical effects, except that the Seneschal may limit the use of certain SA to spells that are within the proper flavour, especially the faith SA.

For especially well-played flavours, the Seneschal may decide to grant a bonus die to either the Casting or the Strain roll.
5. Recovery

Sorcery Pool dice expanded through spells will recover automatically, at a rate of 1 die per hour. Note that dice that are still bound in a sustained spell do not recover as long as the spell is in effect.

Strain will disappear naturally, at the rate outlined in the Strain Recovery Table. Round down, but keep fractions in mind for the following days (so that two days with a recovery of ½ result in the restoration of one strain point).

Strain recovery depends mainly on how much rest the sorcerer is getting.

Meditation

Meditation is a way to recover strain and/or sorcery pool dice more quickly than waiting for natural recovery. The sorcerer must decide before beginning the meditation whether to recover strain or sorcery pool dice.

At most once per day the sorcerer can spend at least one hour in meditation, at the end of which he rolls WP/Meditation. Every additional hour spent adds one die to this roll, up to a maximum of +3.

If the sorcerer meditated to recover SP dice, then each success will give him 1 die back, up to the maximum of his pool (note that he will also regain an amount of dice equal to the number of hours spent in meditation).

Meditation to offset strain will move the effective strain of the day up one row in the Strain Recovery Table, up to the first row (1 per day). This way, strain can be recovered even if the sorcerer was wounded or is not resting much.

V. The Vagaries

The Vagaries have been changed only slightly from the core rule book. There is nothing wrong with them and the rewrite here serves mostly clarification purposes.

To save space and reduce redundancy, only changes to the system in the core rules are outlined here. Everything else should be taken from the core rules.

Temporal Vagaries

Not only physical matter, but also other physical effects are covered by the three temporal Vagaries. The inclusion of Growth in Sculpture and the addition of the new Forces Vagary resolves the problems revolving around fire, gravity and other concepts that are too scientific for a medieval fantasy setting.

SCULPTURE – Magic that changes the physical form, shape or size of matter. Sculpture can not create or destroy matter, though it can transform it in ways such that it looks like it did (e.g. changing air into metal would allow the sorcerer to “create a sword from thin air”).

Material: The amount of change brought upon the base material(s). This covers the changing of one material into another, or the combining or seperation of various materials. This can be used to split objects apart along their material lines (e.g. seperating a wooden axe shaft from the iron axe head).

1 - Up to two kinds of material can be affected, transmutated into each other, or combined or seperated.
2 - Complex objects consisting of up to 10 different materials can be affected.
3 - Any number of materials can be affected. Note that sculpting living beings will often require this level, as all but the most simple living beings consist of hundreds of different materials.

Shape: The form and shape of the object, covering geometric detail and complexity.

1 - Can create only basic geometric shapes (spheres, cubes, pyramids, etc.)
2 - Complex polygons can be created, though fine details may require an appropriate crafts roll for a proper execution.
3 - Intricate, finely detailed objects can be created, including mechanic machines that will actually work and simple living beings (note that this covers just the body, not the life force).
Size: The size and weight of objects. Note that changing the weight requires the additional or substracted material to come from somewhere, so unless the object is surrounded by similar material (e.g. growing an ice object out of a lake), other material needs to be transmuted using the Material component.

1 - Doubling or halving the object's size or weight.
2 - Size or weight may be multiplied or divided by a factor of 10.
3 - Size or weight may be affected at will, limited only by common sense and Seneschal decree.

FORCES – Magic that affects forces of all kinds, i.e. anything physical that is not matter. Fire, sound, light and lightning fall into this category as well as the force of life itself. As with Sculpture, Forces can not create or destroy any of these items, but can transform them into each other. In conjunction with Sculpture, matter can also be transformed into forces this way. Use common sense instead of $E=mc^2$.

Magic is not considered a force in this sense and magical energy is covered by the Mana vagary, not the Forces vagary.

Complexity: The kind of forces affected.

1 - Simple forces like fire and sound can be affected. In general, a force that could be affected manually, using at most simple tools, is a simple force.
2 - More difficult forces such as light and lightning can be manipulated. In general, any force that medieval technology can not influence directly is a complicated force.
3 - Any and all forces, including life energy itself are covered by the highest level of mastery. Raw energy, which can be controlled at this level can be used to “create” other forces, seemingly out of nothing.

Optional Raw Energy rule:
If Complexity 3 makes energy too easily available, the Seneschal can decide that “burning” raw energy in this way reduces life energy or another suitable force from the environment – resulting in the withering of plants around the sorcerer, clearly showing the evils of his way.

Manipulation: The extend of the manipulation of the force affected.

1 - Doubling or halving the strength of the force, changing its direction in one plane only.
2 - Reversing the direction of the force, multiplying or dividing its strength by a factor of 10.
3 - This level of mastery allows the sorcerer to manipulate strength and direction of the force at will.

Combination: The number of forces affected.

1 - Only one force can be affected.
2 - Up to three forces can be affected, including transformation of one force into another.
3 - Any number of forces can be affected and transformed into each other.

MOVEMENT – This temporal Vagary remains unchanged. Note that kinetic energy is not covered by the Forces Vagary, as movement was not generally regarded to be the same kind of phenomenon as, say, heat during the middle ages. “Kinetic energy” is a modern term not well-suited to magic.

Mental Vagaries

Magic that affects the minds of others (or the mind of the sorcerer itself, though magic of that kind is not without danger). It is important to note that all magic of this kind has no physical effects whatsoever, and only affects minds and thoughts.

The mental Vagaries remain unchanged, except for one clarification regarding:

GLAMOUR – Creates illusions only, with no actual effect on the environment. Whatever is being created by Glamour magic exists only in the mind of the target. There is no resistance roll, but appropriate rolls of Wits, MA or PER can be made to realize that they are just illusions. They do not, however, vanish after being found to be glamours.

From this rule it follows that illusionary light does not actually illuminate anything. It is possible to extend the effect and create the illusion of an illuminated surrounding. Whether or not this illusionary surrounding is identical to the real surrounding depends on the sorcerer (who may not know what the surroundings really look like, though he can use Vision to find out).
**Spiritual Vagaries**

Magic that deals with the spirit world and the invisible forces beyond the world of humans. These vagaries have been reworked to remove the differentiation between spirits and demons and to make dealing with magical energy independent of summoning those. In addition, controlling spirits or demons was added as a separate option for dramatic purposes – since casting two Cantrips is faster then casting one Casting, making the summoning and the control two different spells is faster, but more risky (especially if the control spell fails...)

**MANA** – Magic that deals with magic itself. The mana vagary is required to fuel self-sustained spells with magical energy, but it can also be used to dispel any magic by draining it of energy. Finally, this vagary allows raw magical energy to be transformed into physical form.

**Flow:** The amount of magical energy channelled into a spell. To sustain a spell, the mana vagary must be used at the same level as the highest other vagary within the spell.

1. Enough mana for a spell with level 1 vagaries.
2. Mana for level 2 vagaries
3. Mana for all spells (up to level 3 in any vagary)

**Drain:** How much magical energy can be removed from a spell, in an attempt to dispell or break it.

1. Spells with at most level 1 vagaries can be dispelled.
2. Spells with at most level 2 in any vagary used in them can be dispelled.
3. All spells (level 3) can be dispelled.

**Transformation:** Turning mana into a physical form allows it to be stored and even traded. Note that the vagaries of either matter or force must be used as well to control the physical form. In most cases, matter will be used.

Such a blob of made-physical mana can be used as an Amulet, adding die to future spells (every success on the casting roll transforms one die worth of mana). Different from actual Amulets, however, each of these dice can only be used once.

Mana thus turned physical will slowly evaporate, depending on the level applied:

1. The transformed mana will evaporate quickly, at a rate of 1 die per hour.
2. 1 die of mana will evaporate every 2 hours.
3. Only every 3 hours will 1 die of mana vanish.

**EVOCATION** – The summoning and banishment of spirits, demons and other inhabitants of other worlds. Also means of viewing and communicating with those planes, without bringing its beings into the mundane world.

It is entirely possible to summon a spirit or demon without controlling him, though the sorcerer will then have to make a deal with the being, offer it a service or other exchange for whatever it is he wishes from it.

Magical beings can resist summoning and banishment spells, but only through use of spell pool dice, if they have any (many have).

**Summoning:** The calling of beings from other planes of existence. Very important note: This does not in any way confer control of these beings.

The difference between spirits and demons is subject to much debate. Most importantly, it is a matter of religion. Spirits are usually summoned only by druidic sorcerers, while those subscribing to other religions summon demons, angels or such beings.

1. A minor spirit or lesser demon can be brought forth.
2. A regular spirit or demon can be summoned.
3. A greater spirit or demon can be brought into this world.

**Banishment:** The reverse of summoning, the forcing of unwanted beings from this plane, into their own.

1. Minor spirits or lesser demons can be banished.
2. Regular spirits or demons can be banished.
3. Greater spirits or demons can be banished.

**Communication:** Looking into other planes or communicating with beings on those, without actually opening a portal between the worlds.

1. Unclear visions and blurred glances into any one netherworld, with no guarantee of accuracy or truthfulness of that which the sorcerer sees. No communication with the inhabitants is possible.
2. A clearer view, and basic communication with the inhabitants of the plane. The sorcerer still has no control over what he sees, but can attempt to assert its truthfulness with successful rolls of Wits vs. a TN of 7.
3. The sorcerer has gained a clear and truthful view of the other world, and can communicate freely with its inhabitants.
CONTROL – Allows the sorcerer to influence a magical being much like Conquer gives him power over men and beasts. Note that the beings have resistance rolls against control spells and that the being is automatically freed when the spell duration is over.

Imprisonment: Trapping magical beings on the mundane plane to prevent their escape and force them into service. Note that many magical beings can escape back to their plane to escape the control of the sorcerer if they are not at least kept on the physical plane.

1. Keep the being on the physical plane.
2. Restrict the being to a predetermined and clearly marked region within the physical plane (e.g. a circle of summoning)
3. Restrict the being to any place or area, and the ability to change that place during the duration of the spell. (“go over there and stay there”)

Command: Much like conquer for humans, command allows direct control of magical beings. Different from humans, a sorcerer can not directly affect the mind or emotions of these beings, as the workings of their minds are not comprehensibly by humans. Command is instead used to force them to obey orders.

1. Give one command that the being will feel compelled to obey.
2. Several commands can be given, and the being will obey them even if they mean death of its physical form.
3. An unlimited number of commands (for the duration of the spell) can be given, and the being will obey them even if they threaten it’s existence.

Physical Form: Normally, otherworlds beings have no physical form on the mundane plane, and will manifest as invisible ghosts. The more powerful ones can create their own physical forms, but using the control vagary, a sorcerer can also force them to take or inhabit a specific form.

Note that conquer-3 is required to implant spirits or demons into unwilling living beings.

1. Force the being to take a physical form of the sorcerer’s choice, provided it can create that form for itself.
2. Force the being into a prepared host body or item.
3. Force the being to take any physical form the sorcerer wishes, provided it can create that form or the sorcerer can supply it. Also allows the sorcerer to force the being to change form or leave and enter host bodies or items at will during the duration of the spell.

VI. Sample Spells

Some sample spells showcasing the new range of options in this system, as well as revised versions of several sample spells from the original rules.

Remember that while some CTNs may seem to be quite low that any living target can resist spells, so many successes may be needed to get the spell to work as intended.

The abbreviation CS below stands for Casting Successes, i.e. the number of successes the sorcerer rolls on the casting roll (minus any resistance or dispelling successes).

Cantrips

SHUT/OPEN DOOR

Cantrip (Sculpture 1)

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

CTN 2

This very simple spell will grow or shrink a door (or similar object) that the sorcerer must be touching by a small amount, 10% or so. Growing a door will expand it to fill the doorframe entirely, sealing it shut. Shrinking a door will usually cause it to jump out of its lock or hinges.

MINE SHAFT

Cantrip (Sculpture 1)

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

CTN 5

This is the spell of the same name from the core rulebook, modified for these new rules. This creates a pit roughly CS x CS m wide and CS m deep anywhere within line-of-sight of the sorcerer. A single success will be enough to force someone into an AG test to avoid stumbling, but at least 3 successes are required to reliably trap someone (at least for a while). Alternatively, the pit can be smaller, but deeper. Double the depth if you halve the width (e.g. instead of a 2x2x2m pit, the sorcerer can create a 1x1x4m pit.)
**DISARM**  
*Cantrip (Sculpture 2)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>2</td>
<td>1</td>
<td>0</td>
<td>5</td>
</tr>
</tbody>
</table>

Shrinks a weapon or other small item to 1/10th its size, making it useless.

**WEAKEN ITEM**  
*Cantrip (Sculpture 2)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1-3</td>
<td>1-2</td>
<td>0</td>
<td>7</td>
</tr>
</tbody>
</table>

This spell will weaken the internal structure of any item. Depending on the stress and weight of the item, this alone might make it break apart, but in any case it will make it much easier to be destroyed. This is very useful for breaking down doors, walls and all other kinds of barriers. Add (CS) to the ST of anyone who attempts to break down the object after this spell has been cast.

**CRUSH ARMOUR**  
*Cantrip (Sculpture 2)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>2</td>
<td>0-1</td>
<td>0</td>
<td>5</td>
</tr>
</tbody>
</table>

This Cantrip will cause a piece of armour to shrink to half its size. This process will damage the armour extensively, apply CS x2 damage points if you use the armour damage rules from TFoB, otherwise roll the AV of the armour vs a TN of CS x2 – failure indicates the armour has been ripped apart. As the armour shrinks, it will put pressure on the wearer. The damage level is twice AV of the armour minus half the TO of the victim - (AV x2) – (TO/2) - Apply the damage as a bludgeoning wound to a location randomly selected from those covered by the armour.

**RAPIERS OF BONE**  
*Cantrip (Sculpture 3)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
<td>6</td>
</tr>
</tbody>
</table>

This is the spell of the same name from the core rulebook, modified for these new rules. Damage done according to the new rules is CS x3. However, since the damage is internally, substract only TO/2. A deadly spell indeed.

**PLAGE OF THE DWARF/GIANT**  
*Cantrip (Sculpture 3)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>2-3</td>
<td>0</td>
<td>0</td>
<td>6</td>
</tr>
</tbody>
</table>

Same as the spell of the same name from the core rules, this spell shrinks or growth any living target in the immediate vicinity of the caster to almost any size the sorcerer desires. The range can be extended to line-of-sight which will raise the CTN to 6.

**FLING**  
*Cantrip (Movement 1)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>3</td>
</tr>
</tbody>
</table>

A modification of the same spell from the core rules. This causes any small object held by the caster to become a missile, much as if the caster had thrown it, except somewhat faster (depending on the number of casting successes). Resolve as a missile attack using the Spells proficiency. Damage is CS and damage type (cutting, piercing or bludgeoning) is determined by the object used.

**TELEKINESIS**  
*Cantrip (Movement 1)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2-3</td>
<td>2-3</td>
<td>0-1</td>
<td>7</td>
</tr>
</tbody>
</table>

Allows the sorcerer to manipulate a single small object. Note that Target is 3 if the object is part of a whole. This spell is very useful to open bolted doors, flick switches and similar small modifications that can have large effects. If the required manipulation is more complicated than a single axis of movement, Movement-2 is required. The spell will usually be cast sustained because a bolt or switch does not move instantaneously and will not move enough from a single, weak push. If only a single push is sufficient, the spell can be cast as an instantaneous spell with Duration-0.
**BLAST OF SOUND**  
*Cantrip (Forces 2)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

CTN 4

This Cantrip amplifies anything the target (a single human within 10m) hears by about x10 for a fraction of a second. This is usually too short for the victim to actually “hear” anything except for the subconscious feeling of a major headache and temporary deafness. Apply the Force (CS x2) as a shock effect on the victim, i.e. reduce all his pools by Force for this round. In addition, have the victim roll HT/Force. If he fails this roll, he is deafened for 1d10 hours, if he botches the roll, he is permanently deafened.

---

**ELEMENTAL STRIKE**  
*Cantrip (Forces 3)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

CTN 5

This powerful Cantrip transforms any appropriate energy source into a bolt of lightning that automatically hits the target and does a damage of Force (CS x3). This is “full-body damage”, so use the generic damage table. The target's TO will reduce the damage, but armour does not count. The Cantrip needs to take its energy from somewhere, so the sorcerer should have one or more energy sources handy. The life force of a sacrificial animal is often used (the animal will suffer the same damage amount as the target of the spell, usually killing it). Alternatively, raw magical energy can be used.

---

**SORCERER'S FIST**  
*Cantrip (Forces 3)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

CTN 5

This Cantrip adds a lot more “punch” to a sorcerer's melee attack. Roll for attack as outlined in Targetting, above. If the sorcerer hits his target, he will do Force (CS x3) points of damage instead of normal punching damage. Note: The Target value is +1 because it is limited to the point of impact, not the whole body.

---

**TELEPATHY**  
*Cantrip (Vision 1)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

CTN 4

A spell to read the surface thoughts of a nearby target for as long as the spell is sustained.

---

**MINDGATE**  
*Cantrip (Vision 3)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

CTN 6

Another adaption from the core rules. The margin of success between casting and resistance rolls determines how clearly the thoughts can be read. Note that this is a sustained spell.

---

**FORGET ME**  
*Cantrip (Conquer 2)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

CTN 4

The target will simply forget that it ever saw, met or talked to the sorcerer. Remember that the target will make a resistance roll. If at least one success remains, the spell is successful.

---

**CONTROL EMOTIONS**  
*Cantrip (Conquer 2)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>2</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

CTN 5

This spell allows the sorcerer to manipulate the emotions of his victim (a single human) for as long as he sustains the spell. This spell can be used to inflict pain, adding it's Force to the current Pain value of the victim.

---

**SHOCK BURST**  
*Cantrip (Conquer 2)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>2-3</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

CTN 4-5

An instantaneous version of Control Emotions, useful for few things, except causing Shock (target loses Force dice from his pool immediately).

---

**MOB CONTROL**  
*Cantrip (Conquer 2)*

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>2</td>
<td>1-2</td>
<td>1</td>
</tr>
</tbody>
</table>

CTN 6-7

A modified version of the Control Emotions spell that allows the sorcerer to control the emotions of a small group (CTN 6) or even a whole crowd.
### Castings

**Seal Wound**  
_Casting (Sculpture 3, Conquer 1)_  

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>6</td>
</tr>
</tbody>
</table>

Mending flesh and bone, this spell will close a wound as if first aid had been applied to it, stopping blood loss, etc. Conquer is necessary or the victim would go into shock from the pain as its flesh and bone are magically moved about.

**Heal Wound**  
_Casting (Sculpture 3, Forces 3, Conquer 1)_  

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>7</td>
</tr>
</tbody>
</table>

In addition to merely closing the wound as the easier *Seal Wound* spell above, this spell will also revitalize the life force of the affected body part. Roll immediately for healing with the Force of the spell (CS x5) instead of HT.

**Raise/Lower Attribute**  
_Casting (Sculpture 3, Conquer 2, Mana 3)_  

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN 8-12</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-5</td>
<td>1-3</td>
<td>1</td>
<td>2-3</td>
<td></td>
</tr>
</tbody>
</table>

This is not a single spell, but a class of spells, such as *Raise Strength, Lower Toughness*, etc., all of which use the same mechanics. These spells allow the sorcerer to raise or lower a single attribute of the target by 1 pt. per success for the duration of the spell. Note that the spell does not use Force for game balance reasons. Conquer is used to make the spell effects painless for the target and for minor changes to the target’s mind so it can make use of the body’s new powers. For the lower attribute variant against enemies, Conquer can be left out.

**Break Wall**  
_Casting (Sculpture 2, Movement 2, Vision 1)_  

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>3</td>
<td>3</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

Using this spell, the sorcerer can break apart a wall into its individual stones, wooden beams or whatever else it consists of, and accelerate those into different directions, making the wall effectively explode and break apart. The spell as outlined above is useful for a city siege and will result in quite a huge hole, about (Force/2) metres across. The vision component was added to allow the sorcerer to work at a distance. For a simpler version that makes smaller holes (say, for a few humans to escape a room) vision can be left out and Range and Target reduced by 1 each, resulting in a final CTN of 7.

**Levitation**  
_Casting (Movement 1, Mana 1)_  

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Adapted from the core rule book spell of the same name. However, this spell includes force on the caster himself, allowing him to float slowly into any direction he desires. His total “levitation power” is CS x2 and must be divided up between lifting him and lateral movement. For simplicity, assume that 4 successes are required to lift the sorcerer if he is of average weight. Add 1 for every level of encumbrance. The remaining successes can move him any direction with a speed equal to a move score of the same value.

Example: With 5 successes (Force 10 – CS x2), the sorcerer can lift himself up (4) and move around as if he had a move score of 6.

**Flight**  
_Casting (Movement 2, Mana 2)_  

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Essentially a stronger version of Levitation. The same mechanics apply, but thanks to the x3 modifier, the sorcerer will usually get considerably more speed. In the example above, his move score would be 11 (5 successes x3 = 15, minus 4 for the levitation).

Using Movement 3 would raise the level to 4 and the CTN to 5, resulting in yet faster flight (a move of 16 in the example above).
PUT TO SLEEP  
Casting (Conquer 1, Mana 1)  

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN 5-8</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1-3</td>
<td>0</td>
<td>2-3</td>
<td></td>
</tr>
</tbody>
</table>

A single human or human-sized animal can be put to sleep with this spell. The sleep is deep and unnatural and the target will not awaken before the spell duration is up (or the spell is broken). A more powerful version of this casting could add the Vision vagary to work at Range 4. Note that this would also raise the Level to 3.

DOMINATE  
Casting (Conquer 3, Mana 3)  

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN 8-11</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>1-4</td>
<td>0</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

This powerful spell will turn the target into the happy puppet of the sorcerer for many hours or even days. If the target does not manage to reduce the CS to zero with its resistance roll, it will follow any command of the sorcerer, even to its death. There are many variations of this spell, mostly depending on the range the sorcerer can manage to realize.

ARMOUR OF AIR  
Casting (Movement 3, Mana 3)  

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>1</td>
<td>0</td>
<td>3</td>
<td></td>
</tr>
</tbody>
</table>

Adaption of this excellent spell from the core rulebooks. Armour value of the resulting armour is an impressive CS x4. However, it also prevents the sorcerer himself from launching any missile attacks, and it will slow his movement (CP and Move -1).

Rituals

TRANSFORM  
Ritual  
(Sculpture 3, Vision 3, Conquer 3, Mana 3)  

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN 8-11</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>1-4</td>
<td>1</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

This is yet another spell of the same name from the core rulebook, modified for the new rules. Note that Conquer 3 was added to allow a living victim to survive the transformation without dying from the pain. If transforming a non-living object, Conquer is not necessary, the level and CTN drop one point and the spell is possible as a Casting! As with Dominate, above, the range depends very much on the circumstances the sorcerer can arrange.

REVIVE  
Casting (Sculpture 3, Forces 3, Conquer 2, Vision 1)  

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Despite the name, this spell can not bring back the dead. However, it can restore life to those on the edge of death and heal even fatal wounds. The addition of Vision to the normal healing spell allows the healing of internal damage and the sustained duration keeps the spell working long enough to accomplish actual healing instead of the more simple sealing of open wounds. Like Heal Wounds, it will also make the process painless for the target through Conquer and restore the life force. Every success on the casting roll will reduce the pain of the wound by 1 point and restore 1 point of blood loss. The spell can also be used to attach severed limbs and undo any other severe damage unless it is immediately fatal (i.e. any wound that does not say “instant death” or something similar). The Seneschal has the final word on whether or not a wound can be healed with this spell and under what circumstances (i.e. the limb should not be severed for very long).

POSESSION  
Ritual  
(Conquer 3, Mana 3, Evocation 1-3, Control 2)  

<table>
<thead>
<tr>
<th>Level</th>
<th>Range</th>
<th>Target</th>
<th>Duration</th>
<th>CTN 9-14</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>1-3</td>
<td>1</td>
<td>1-4</td>
<td></td>
</tr>
</tbody>
</table>

Through this ritual, the sorcerer can imprison a spirit or demon into a host, and force it to follow a number of commands. Note that both the host and the spirit have resistance rolls against this spell, the one to resist being implanet with an otherworldy being, the other against being controlled by the sorcerer and forced into a foreign body. If either of the beings succeeds, the ritual fails. However, the magical being has still been brought into this world and may or may not be under control of the sorcerer. Also note that a separate banishment spell is needed to force the being back to its plane.
This is an example for what a very powerful spell can do. It is a powerful curse that the sorcerer can lay on an enemy, who will suffer from constant pain, depression and/or other feelings of the sorcerer’s choice. He will also hear voices and/or see faded images which distract him at random moments, disturb his sleep and otherwise make him suffer. These, again, can be chosen by the sorcerer, for example to remind the victim of whatever caused the curse to be laid on him in the first place. The victim of this spell will suffer from a permanent Fatigue equivalent to the number of casting successes (note that this differs from the usual mechanics, which use Force for most effects, but since this is but one of the effects of this spell, the total Force has been distributed). The victim can try to overcome the effects temporarily by rolling WP vs. (Force), enabling him to ignore the voices and visions and reducing the Fatigue by 1 per success for the duration of a single, uninterrupted task (e.g. one fight, one evening of gambling, climbing up a house, applying first aid, etc.) A botch at this roll, however, will bring him closer to insanity – the character loses 1 pt. of a mental attribute of his choice. This loss is permanent and not restored even if the curse is broken.