

Sorcery Appendix

This appendix sets out the core rules regarding a sorcerer character. In it you will find the information that you require to start a character who is a sorcerer and the ways in which you may wish to develop the character.

Sorcerers will also find certain other Appendices very useful, including: Ritual Magic, Alphabetical Spell List and College Spell List.

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Beginning and Developing a Sorcerer Character

Journeyman

A sorcerer character, as part of the character creation process, must select a College to belong to and spend 14 DPs to gain 8 mana, the ability to read the runic script (the language of magic) and the ability to cast first and second order universal spells and first order spells from the college speciality school. First order spells cost a single point of mana to cast and second order spells cost two mana to cast.

A journeyman sorcerer character will normally be scholastic unless he is from the Harringran College in which case he will normally be a dilettante. Players may apply to the magic ref for dispensation to change this. The points cost for the journeyman skills are not affected by this decision.

The actual spells that he may learn include any of the first and second order universal spells and college spells as agreed with the magic referee. The new character may have 8 first order spells and 4 second order spells. The maximum number of spells that a journeyman may learn is limited to 10 first order spells and 6 second order spells. To learn more he must advance to an adept.

Journeyman sorcerers may learn weapon skills as any other character but should be aware that learning to use complex weapons and similar skills may prevent them from using High Magic and that learning weapon mastery and similar skills may prevent them from casting second order spells. These restrictions and their likely impact on your character can be discussed with the magic ref.

Extra Mana

Journeyman sorcerers may increase their mana up to a maximum of 12 points at a cost of 1 DP per point of mana gained.

Invocation

This skill allows a sorcerer to prepare a second order spell in advance with the aid of his spell book by writing the spell in runic script on a spell card and marking it with the sorcerer's personal mark. This invests a single point of mana in the card which can then be used to cast the spell, effectively halving the casting cost. The card becomes useless when the nexus cycles.

Ritual Casting

This skill allows a sorcerer to cast any ritual spells that he knows. Without this skill the casting of these spells is not possible. The sorcerer prepares the spell in advance with the aid of his spell book by writing the spell in runic script on a spell card and marking it with the sorcerer's personal mark. This invests the casting cost in the card which can then be used to cast the spell. Ritual spells are always cast at full cost and are not considered to be invocations. The card becomes useless when the nexus cycles.

Basic Alchemy / Artifice

A journeyman sorcerer may learn the first level of Alchemy or Artifice.

Adept

In order to become an adept a sorcerer must be trained by a master, usually of his own college although some exceptions exist. To gain this training it will be necessary to prove his loyalty to his college and master and perform some form of service as proof. The approval of the magic ref is also required and the character must spend 4 DPs (or 6 DPs if a dilettante). This leads to access to the skills available to adepts and allows the casting of any first or second order college spells that he can learn. Skills cost 2 DPs each for a scholar and 3 DPs each for a dilettante. Adepts may not learn any third order spells or High Magic skills. An Adept may learn up to 15 first order spells and 10 second order spells.

Adept sorcerers may learn weapon skills as any other character but should be aware that learning to use complex weapons and similar skills may prevent them from using High Magic and that learning weapon mastery and similar skills may prevent them from being able to cast second order spells. These restrictions and their likely impact on your character can be discussed with the magic ref.

Extra Mana

Adept sorcerers may increase their mana up to a maximum of 15 points at a cost of 1 DP per point of mana gained.

Area Effect Casting

This skill allows a sorcerer to cast a spell so that it affects an area around him (“... all within sound of my voice ...”). The spell may be first or second order and second order area spells may be prepared in advance for invocation if he has the necessary skill. Only spells marked on the spell list as mass castable and combat spells may be cast in this way. The cost of the spell is tripled to three or six mana.

Group Rituals

This powerful skill allows the sorcerer to cast a ritual upon up to twelve people at once. The spell must be prepared as a ritual as normal and can only be one listed as mass castable on the spell list; it may not be a High Magic spell. The effect is exactly as if cast separately upon each of the persons in the circle up to twelve. The sorcerer may only use this skill once each day (between nexus cycles). More than one sorcerer may participate in order to contribute the power (their once per day mass effect) and the ritual spell itself.

Additional School

This skill may be taken once for each school of magic. A sorcerer receives his college speciality school for free. Once this skill has been taken for a school, a sorcerer may learn and cast any spells that the college teaches that he is able to cast (including High Magic if he is a master).

Countermagic

The countermagic skill allows a sorcerer to cancel a spell as it is cast. It has no effect on High Magic spells or upon spells cast as an area effect. The countering sorcerer must be able to hear the spell being cast and the target must be able to hear him counter it. He simply shouts “countermagic” and where necessary (for example, in combat) indicates the spell being countered (for example, “countermagic that sleep spell” pointing at the intended victim). This skill costs two mana to use.

Advanced Alchemy / Artifice

An adept sorcerer may learn the first two levels of Alchemy or Artifice.

Master

In order to become a master a sorcerer must be trained by a senior master, usually of his own college although some exceptions exist. He must also prove his loyalty to college or master in two separate matters, overcome a magical adversary and solve a magical problem. The approval of the magic ref is also required, and the magic ref will need to approve each test element. The character must also spend 6 DPs. This leads to access to the skills available to masters and allows the casting of any college spells of any order, including high Magic, that he can learn. High Magic or third order spells cost four mana to cast. Skills cost 2 DPs each. Dilettantes may not become masters or learn High Magics. A master may learn up to 18 first order spells, 12 second order spells and 6 third order spells.

Master sorcerers may learn weapon skills as any other character but should be aware that learning to use complex weapons and similar skills may prevent them from using High Magic and that learning weapon mastery and similar skills may prevent them from being able to cast second order spells. These restrictions and their likely impact on your character can be discussed with the magic ref.

There are various restrictions upon the use of High Magic. Unlike the lesser spells, these magics require a sorcerer to be free to move and also free to link with the weave of magical forces which cross the land. In practice this means that a sorcerer will not be able to cast High Magic while wearing heavy clothing including any armour and that most metals make casting High Magic dangerous. Masters therefore generally avoid armour and do not carry much, if any, metal.

Extra Mana

Master sorcerers may increase their mana up to a maximum of 18 points at a cost of 1 DP per point of mana gained.

High Invocation

Must know Invocation skill. This skill allows a sorcerer to prepare a third order spell in advance with the aid of his spell book by writing the spell in runic script on a spell card and marking it with the sorcerer's personal mark. This invests two points of mana in the card which can then be used to cast the spell, effectively halving the casting cost. The card becomes useless when the nexus cycles.

High Ritual

Must know Ritual Casting skill. This skill allows a sorcerer to cast any High Magic ritual spells that he knows. Without this skill the casting of these spells is not possible. The sorcerer prepares the spell in advance with the aid of his spell book by writing the spell in runic script on a spell card and marking it with the sorcerer's personal mark. This invests the casting cost in the card which can then be used to cast the spell. Ritual spells are always cast at full cost and are not considered to be invocations. The card becomes useless when the nexus cycles.

High Countermagic

Must know Countermagic skill. The High countermagic skill allows a sorcerer to cancel a High Magic spell as it is cast. It has no effect on spells cast as an area effect. The countering sorcerer must be able to hear the spell being cast and the target must be able to hear him counter it. He simply shouts “High countermagic” and where necessary (for example, in combat) indicates the spell being countered (for example, “High countermagic that sleep spell” pointing at the intended victim). This skill costs four mana to use.

Area Effect High Magic

Must know Area Effect Magic skill. This skill allows a sorcerer to cast a High Magic spell so that it affects an area around him (“... all within sound of my voice ...”). The spell may be prepared in advance for invocation if he has the necessary skill. Only spells marked on the spell list as mass castable and combat spells may be cast in this way. The cost of the spell is tripled to 6 or 12 mana.

Group Ritual High Magic

Must know Group Ritual skill. This skill allows the sorcerer to cast a High Magic ritual upon up to twelve people at once. The spell must be prepared as a ritual as normal and can only be one listed as mass castable on the spell list. The effect is exactly as if cast separately upon each of the persons in the circle up to twelve. The sorcerer may only use this skill once each day (between nexus cycles). More than one sorcerer may participate in order to contribute the power (their once per day mass effect) and the ritual spell itself. A sorcerer with this skill as well as the Group Ritual skill may use it once per day to perform a first or second order ritual and a second time to perform a High Magic ritual or may use the High Magic use for a lesser ritual if they so choose.

Master Alchemy / Artifice

A master sorcerer may learn the any levels of Alchemy or Artifice.

Spell Casting

Mana

A sorcerer's ability to cast is limited by his mana – the amount of spell casting stamina that the sorcerer has. The upper limit of a sorcerer's mana is referred to as his mana reserve. Mana reserve can be developed and increased over time (bought with development points) up to a limit which is determined by his degree of advancement along the path of mastery from Journeyman through Adept to Master.

Spells

Spells are divided by School and by Order:

Order

There are three Orders: 1st order spells are the simplest to cast and a sorcerer will learn many of these; 2nd order spells are more complex and a beginning sorcerer will only know some of these from the Universal School (generic spells); 3rd order spells or High Magic may only be learned by master sorcerers, these are much more powerful and difficult to block.

Every sorcerer character will know a different list of spells chosen from those known to his College. The spells are divided up into six schools of magic and a 'Universal' school which is known to all. A sorcerer does not pay DPs to learn spells but has a limit on the total number of spells that they may learn of each order.

School

All sorcery is divided into six schools of magic each of which must be studied separately:

- ☯ Body study of magics which affect the physical body such as healing and harming spells, and spells which enhance the body.
- ☯ Mind study of magics which affect the mind, such as emotion affecting spells and charm spells.
- ☯ Spirit study of magics which affect the spirit (as opposed to the mind). This is quite a complex concept. It includes spells which affect the spirit (and spirit strength) as well as spells which affect undead and forces of the unlife, as well as spells which strengthen the will (which is part of the spirit).
- ☯ Matter study of magics which affect material objects and which alter, damage, strengthen or otherwise affect objects which are not alive and lack spirit.
- ☯ Magic study of magics which affect magic itself, including spells which affect other spells, resist magics, deflect or stop magics, or dispel magic.

- ☞ **Dimensions** study of magics which affect dimensions. This includes teleport spell effects, as well as invisibility and spells which summon and dismiss outsiders.

The Colleges

All player character sorcerers will have learned their craft before the game starts in one of the great colleges of sorcery on the mainland. There are five such colleges: Olica, Dorondar, Xadamos, Haringran and Justria. Further details of the colleges are to be found in the section 'World Background'.

The exact spells that the college has access to are, of course a closely guarded secret (as are all the colleges' spell lists). Details of these together with more information on how to play a sorcerer character are found in the Sorcery Appendix. If a player wishes to play a character who is a sorcerer they should contact the Magic Referee well before the game in which they wish to play that character.

Mages do not leave their colleges until they are fully qualified, competent mages. Consequently any player who intends to play a sorcerer must spend at least 14 DPs on mage skills and talents and will start play as a Journeyman.

Players should be cautious if they decide to play a character from the College of Xadamos as they may find that the welcome they receive is warm in all the wrong ways. Belonging to this college will not be considered grounds (on its own) for other players to kill you but many NPCs may try and the usual restriction on character killing is lifted in respect of members of this college. It is important to note that the powers have a particular dislike for this college and that many priests are directed to work towards its destruction.

Learning Spells

All spells are organised in lists (by school) and by order (1-3). In order to learn a spell a sorcerer must have access to the appropriate school, either because it is his College speciality school or because he has learned the appropriate skill.

In order to learn a spell a mage needs to have an available 'slot' of the right order and have the opportunity to learn it from a teacher, or from a spell book. The number of 'slots' of each order that a sorcerer has depends upon his level of mastery:

Rank	First Order	Second Order	Third Order
Journeyman	10	6	None
Adept	15	10	None
Master	18	12	6

The number of spells that may be learned can be increased in various ways including certain spells and certain magic items.

Important Terms

- ☞ **Active/Passive (A/P)** An active spell is one which requires concentration to maintain, while a passive spell does not but will continue for its duration without further effort by the mage who cast it.
- ☞ **Direct/Indirect (D/I)** A direct spell is one which is targeted at another sentient individual, while an indirect spell is targeted at an inanimate object or to produce an effect which will then affect an individual.
- ☞ **Range** Spells are generally limited by line of sight and to a range where the target can hear the spell being cast. There are exceptions to this (particularly some rituals which may have a longer range and most healing magic which is touch range only) but these will be clearly indicated.
- ☞ **Area of effect** Spells are generally targeted at a single object or individual. It is possible to create area effects but these generally emanate in all directions from the caster or fill a ritual circle.
- ☞ **Duration** Spells tend to be instant (for example a wound spell), last for thirty seconds (for example a fear spell), last for an encounter (for example a strength spell) or last until the next cycling of the nexus, which will often happen at dawn (for example a charm spell). Some spells do last longer but these are unusual.
- ☞ **Casting Cost** Each spell has a points cost. This is the number of mana that it costs to cast it. It is dependent upon its order: first order spells cost one point, second order spells cost two points and third order spells cost four points. This may be modified by certain skills.
- ☞ **Cycling of Nexus** The Nexus is a concept shared by all sorcerers. It is the point at which magical energies recharge. On the mainland, the cycling is extremely slow and as a result mages have less energy available. On the Bladelands it happens much more frequently, generally at least once per day, most commonly around dawn. (If you are not told to the contrary, the Nexus cycles at dawn.)
- ☞ **Personal Mark** Each sorcerer has a personal mark. A player may design his own but must have it cleared by the Magic Referee prior to use.

☞ **Runic Script** Most magical writings are written in runic script. This is represented in the game by a basic transposition code. All starting Journeyman sorcerers have knowledge of runic script.

Methods of Casting

A spell may be cast in several forms:

Evocation

The most basic of these is the evocation. The casting sorcerer draws upon his mana reserve and casts the spell with free choice from his spell list and no preparation or materials. This is also the most costly form of casting but requires no skill beyond knowledge of the appropriate spell.

Invocation

The second method is the invocation. This requires the caster to prepare the spell in advance with the aid of his spell book and material components (which must be bought or otherwise obtained) to create a spell card (usually a small piece of paper about two inches by three inches) upon which the spell is written in runic script. The mana for the spell is stored in this component and is not available to the caster for other spells. The advantage of this is that the mana cost is reduced by half. Each card must bear the personal mark of the caster in order to be effective. NB it is cheating to carry 'fake' cards.

When the spell is cast, the card must be ripped in two as an in character part of casting the spell. This means that the sorcerer casting the spell needs to have the card in hand and his hands free to cast the spell. In any event, the component is used whether the spell is cast or not and the magic leaves the components at the next cycling of the Nexus.

They may not be reused.

Invocation requires the appropriate skills.

Ritual

The final method is the ritual. This requires that the caster prepare a spell card as if the spell was being prepared as an invocation. The card should, however, be marked 'Ritual'. The caster must also have a copy of the ritual prepared. This can be written on a special scroll or in a tome (usually his spell book) but must be written out in full describing the ritual that will be performed and entirely in runic script. When the ritual is cast, the spell card is ripped in two but the book or scroll is left completely intact and may be reused for further rituals.

Ritual casting requires the appropriate skills.

Spell Books

All sorcerers have spell books. Within these books they keep their notes on their spells, recording vital information. A sorcerer needs his spell book to prepare for a ritual, or to dedicate the power for a spell to prepare it as an invocation. It is not required to cast an invocation or evocation.

There is no reason not to have multiple copies of spell books – a sorcerer may keep as many copies as he wishes, but he does not want one to fall into enemy hands, since possession of a spell book gives a number of advantages.

- ☞ You can learn the spells contained in it;
- ☞ You know which spells the owner knows;
- ☞ There is a connection which allows you to locate the owner and scry on him (if you know how); and
- ☞ The correct preparations allow a ritual to target the owner from a distance.

Spell Casting

Spell casting verbals are not really important. They are a look/feel issue. Sorcerers are encouraged to make their verbals impressive with big gestures and loud declarations. Whether a spell is cast as an evocation or an invocation the casting method and time are the same.

The mechanism for spell casting requires that the effect name be identified (so that the player of the target character knows what the character should do). As such the last part of the spell verbal must be the activation words or phrase. This is composed of the school of the spell, the name of the spell and the words “High Magic” if it is third order. For example a sleep spell must end with the words ‘spirit’ and ‘sleep’ stated loudly and clearly so that the target knows what has been done.

The rest of the casting verbals are up to the player to determine but they should be a) consistent and b) of a minimum length (in terms of casting time). This minimum length is determined both by the difficulty of the spell and the ability of the caster:

- ☞ Spells which have a difficulty equal to the mastery of the caster are difficult to cast and should take 5-10 seconds (or more) to complete;
- ☞ Spells which are one difficulty lower than the caster’s level of mastery are complex and should take 3-5 seconds to cast;
- ☞ 1st order spells cast by a master are simple and have no minimum casting time (only the command word is required although enough action must be taken and words said to make it clear that a spell is being cast).

Non-cast forms of Sorcery

If a sorcerer knows a spell and has the relevant other skills (alchemy or artifice), he is also able to prepare it in other forms than those set out above. Both of these methods may be used for short and long term creation of magical effects.

The use of these skills requires that you contact the Magic Referee. You will also most likely be required to give certain information regarding your preparation prior to coming to events.

Alchemy

Alchemy is the art of producing stored magical effects with a limited duration usable by others without any need for magical knowledge.

An alchemist is permitted to come to an event with a certain number of potions prepared. Those are all basic potions with easy to obtain ingredients. Alchemists are also allowed to make more of these during an event.

Artifice

Artifice is the art of creating items with a long term enchantment either single use or permanent effect. Many of the creations of Artifice require the user to be a sorcerer.

The artificer is more limited in what he can do short term although he can place charges into items. Long term, Artificers can manufacture powered scrolls or even magical items with long term effects (permanent items).

Runic Script

Here is the complete alphabet for runic script.

[Need to provide a copy of the runic script here]

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