

The Rules of Sorcery

CORRUPTION OR EXHAUSTION

- ◆ *Corruption Threshold* = $2 \times Will$.
- ◆ Increase corruption equal to Sorcery Points spent.
- ◆ Fail [*Will vs Total Corruption*], 1 corruption becomes Permanent.
- ◆ Failure while above *Corruption Threshold* leads to death.
- ◆ Minor madness & 1 exhaustion per *Corruption* exceeding *Will*.

Recovery

Order	Time to Recover
1	1/2 per day
2	1/2 per per week
3	1/2 per month

TARGETING

Inanimate Objects and Areas: Sorcery almost always succeeds. Creatures effected may react.

Living Organism: Targeting living organism or worn objects requires [*Will vs Will + Arcana*] non-magical organisms automatically score 12 to 14 plants and animals, 14 to 16 for humans.

EYE CONTACT

Eye contact grants advantage when directly targeting a creature.

CONCENTRATING

1 action each turn and [*Will vs Will*] to maintain First Order sorcery. Damaged may break concentration [*Will vs damage*]. Targeted organisms may oppose with action [*Will vs Will*].

MAGIC IN COMBAT

OVER CASTING

Reroll failed Check for 1 Sorcery Point when casting.

LEARNING SPELLS

Time and Cost

Order	Cost to cast	Lost Sorcery points	Time to learn
1	2	1	2 months
2	5	5	1 year
3	9	9	decades

CIRCLE CASTING

Area of effect = initial $\times 2$ to the number of mystics. Each Mystic must perform the sorcery successfully and pass [*Arcana vs Number of Mystics*] for first order, [*Arcana vs $2 \times$ Number of Mystics*] for Second Order and [*Arcana vs $4 \times$ Number of Mystics*] for Third Order sorcery.

TYING OFF A WEAVE (AKA WHEEL OF TIME PLAGIARISM)

1 action while concentrating to *tied off* a weave. Concentration is no longer required. Organisms may resist with action [*Will vs Will*]. *Tied off* weaves affecting objects or willing organisms last a day then dissipate. Lasts 10 minutes if target is unwilling.

BLOOD SALT

A handful of blood salt inflicts 1 damage until it scores a critical fail, or is removed [*Medicine vs Hard*].

BELLS

Action to force mystical creatures to make [*Will vs bell*] with a penaltie equal to *Total Corruption*, or lose concentration and do everything in it's power (apart from channel) to escape the ringing.

Bell Size

Bell	DC
Cast iron pot and lid	6
Silver Hand Bell	8
Cow Bell	12
Watch Bell	14
Town Bel	16
Cathedral Bell	

First Order Sorcery

Costs 3 Sorcery Points.

GUIDELINES

- ❖ Only affects things within 1/2 mile.
- ❖ Can do little more than an experienced physician.
- ❖ Sustain effects required concentration.

MISCELLANEOUS.

- ❖ +6 bonus to Check.
- ❖ End First Order sorcery with Check.

DAMAGE

- ❖ 6 damage to a target, often ignores armor.
- ❖ 3 damage including for concentration.
- ❖ 10 attribute damage including Check Dice distributed among targets.
- ❖ Simulate any basic attack with a standard weapon, *Arcana* can be the combat skill.
- ❖ Give a creature a condition, blinded, paralyzed, frightened, deafened, etc.

TYPICAL EFFECT SIZE

- ❖ 100 (maybe 50) pounds.
- ❖ 100 cubic feet.
- ❖ Everything within 50 feet including allies.
- ❖ Everything within 20 feet of a point in sight.
- ❖ Any number of organism, every organism beyond the first incurs a -2 penalty to all checks

CASTING REQUIREMENTS

- ❖ The sorcery entails 1D6 x 30min of meditating, chanting, dancing, or inscribing runs to cast.
- ❖ The sorcery may only be spun at a particular time of day (30 minute window) and that time is not now.
- ❖ Mystic takes 1 damage.
- ❖ A piece of the target is required for effective casting (often extends the range).
- ❖ The mystic must perform a ritual cleansing, bathing in clean water and essential oils and shave all the hair from his or her body.
- ❖ The Mystic must perform lengthy research before acquiring the knowledge needed to weave the sorcery.
- ❖ The mystic must have line of sight to the target(s).
- ❖ Requires a certain potion.

