**Sorcery**

Sorcery is using the force of your will and personality to manipulate arcane forces. It can take many forms (calling spirits, scholarly memorization of rituals), but mechanically all forms work the same.

**Learning Sorcery**

To cast sorcery spells, you will have to take the talent ***Apprentice Sorcerer*** and the skill ***Sorcery.*** Meeting this requirement gives you the ability to cast four spells from one sorcery spell list.

At character creation, you can spend your specializations to learn 2 new spells.

**Casting Sorcery Spells**

The rules for casting sorcery spells are as follows:

* You must have the use of at least one of your hands
* You must be able to speak
* Your current spell casting skill level must be 1 or higher
* Casting requires a full action (or more)
  + Touch spells are an exception -- they require a normal action to cast, allowing you to act after casting
* Casting requires a skill test vs. the spell’s DL
* You temporarily lose spell casting levels for failure (1-3), or marginal success (1)
* Casting in combat gives you one of the following penalties
  + You can take the distracted penalty, giving a -4 to your casting check
  + You can take the combat cast penalty, giving a -4 to your defenses until your next action
  + Touch spells do not have this penalty

**Sorcery and Mana**

If you have mana, you can use it to reroll spell casting checks, or you can pledge it when casting a spell (before you roll the spell casting check) to empower the spell. An empowered spell gains a free enhancement for each mana pledged.

*Note – There might be exceptions to this as some of the enhancements are pretty powerful and that is supposed to be offset by the DL increase. The notable example is summons, where each enhancement is a 4 level increase in the creature, which is just too powerful for mana/divine insp. I will have to think about this more carefully.*

**Leveling Sorcery**

Each level, you gain 1 spell pick. A spell pick can either be used to acquire a new spell, or an upgrade to a spell you already have. Alternately, you can spend 3 free checks to gain a new spell or upgrade.

Learning a new spell list requires a tome, scroll, artifact, or trainer from which to learn the new magic and 2 spell picks, or 6 free checks.

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| **Fortix – Portal Imp** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1** | | | | | |
| Chaos Portal | C | 10 | 1 R | * A portal and/or being is summoned * Roll 1d12 to determine the effect which can be held (in the off-hand) until used. The off-hand can not be used, so no spell casting, using a shield or two-handed weapon, etc. * All effects are either instantaneous, or last a single combat round | * Morph – each time you roll for the portals, you roll two dice and take the desired effect / x1 / +4 DL * Morph – (requires previous morph) each time you roll for the portals, you roll two dice and get ***both*** effects. However, each must be held in a separate hand / x1 / +4 DL * You do not need hands to hold the portal / x1 / +3 DL * Held portals can be handed to another character who can then activate them at a later time / x1 / +3 DL |
| Door Sense | VS | 10 | 10 M | * +2 to search checks to find secret passages/doors | * Duration x5 / x2 / +2 DL * Option – doors in the room become harder to find, giving a penalty to search / x1 / +0 DL * Search +1 / x3 / +3 DL |
| Floating Portals | C | 10 | 6 R | * Small portals float around and protect you from incoming attacks * Any attack that hits has a 3/12 chance of being negated | * Duration x2 / x2 / +2 DL * Morph – only affects one type of attack (melee, missile, spell) but proc chance is +1 / 1x / +2 DL * Proc +1 / x3 / +3 DL |
| Keyhole | VS | 10 | Inst | * You can see through a closed door into the space beyond * Expenditure(1) | * Morph – you can hear through a door as though it was not there, but can no longer see / x1 / +0 DL |
| Lock | VS | 10 | Inst | * If a door is locked, +2 to lock pick tests * If a door has no lock, it is locked with a DL 14 to open it * Expenditure(1) | * Open DL +2 / x5 / +2 DL * Pick Lock +2 / x3 / +4 DL |
| Minor Servant | S | 10 | 1 D | * Summon a minor servant to do your bidding * Can do minor lair and carry 50kg (STR 9) * No fighting or hazardous duty | * None |
| Portal Shield | C | 10 | 6 R | * You create a shield on your arm, giving a +1 block defense * Free Block(1) * Your hand is in use while this spell is in effect and you cannot cast spells, or use 2-handed weapons | * Defense +1 / x2 / +3 DL * Free Block +1 / x1 / +6 DL |
| **Tier 2** | | | | | |
| Instability | C | 14 | 6 r | * You touch a creature and enchant it such that it becomes slightly out of phase with reality * Any attack that would have hit has a 2/12 chance of missing * Melee damage is +1 and attacks get pierce(3) | * Damage +1 / x3 / +2 DL * Pierce +1 / x2 / +3 DL * Proc +1 / x2 / +3 DL |
| Minor Summon | C | 14 | 6 r | * A portal appears, and a creature steps through to aid you * 1 – Lesser Avatar * 2 – Acid Beetle * 3 – Giant centipede * 4 – Fire elemental, lesser * 5 – Water elemental, lesser * 6 – Humanoid * 7 – Rat, giant * 8 – Wolf, Common | * Creature is level 5 / x1 / +4 DL * Creature is level 9 / x1 / +4 Dl * Creature is level 13 / x1 / +4 DL |
| Portal Hand | VS | 14 | Inst | * You create a small portal through a barrier, or into an enclosed space * You can grasp items and pull them through the portal * You gain no special perception and cannot see through the barrier you are breaching * Using portal hand to reach into a trapped container, or through a trapped door has a 4/12 chance of setting off the trap | * Chance to set off trap -1 / x3 / +2 DL * Option – you can see as well as reach through the barrier / x1 / +3 DL |
| Skip | C | 14 | Inst | * You create a portal adjacent to you and a second portal up to 20 hexes away * The first person to step through either portal appears at the site of the other portal, and both portals vanish * Requires line of sight | * Option – you can cast spells through the portal, with each spell counting as a person / x1 / +3 DL * Portal lasts +1 people / x3 / +2 DL * Range x2 / x2 / +4 DL |

**Chaos Portal Effects**

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| **Roll d12** | **Effect** |
| 1 | The portals act as shields, increasing your defenses by 2 until the end of your next action |
| 2 | The portals attack, slicing through all characters adjacent to you for 1d6+1 penetrating damage |
| 3 | Until the end of your next action, the portal protects you and all adjacent to you from incoming missiles, negating them on 8/12 |
| 4 | The portals teleport you up to 20 hexes away instantly |
| 5 | The portal summons a minor, flying horror that attacks one foe. They must save (Reflex 12) or take 2d6 damage |
| 6 | The portals partially deflect spells for you and all allies, giving you +4 to any saves vs. magical effects until the end of your next action |
| 7 | The portal spews forth healing water into a hex adjacent to you. It lasts until the end of your next action. You and any of your allies that drink from the fountain (1/2 action to do so) heal 2d4 |
| 8 | A horde of bugs from another dimension distract your enemies, who take a -1 to all actions next round and allowing you to disengage from melee without suffering a free attack |
| 9 | Your melee attacks get Pierce(3) |
| 10 | The portals engulf a single adjacent opponent, teleporting him 2d8 hexes in a random direction (Reflex 12) |
| 11 | The portal calls forth a duplicate of you. He has the exact same stats/gear as you at the moment the portal is activated. On your next action, both you and the duplicate can act independently |
| 12 | The portals take an adjacent opponent and teleport him into the air (Reflex 12). He falls, taking 3d6 damage and he is prone |

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| **Hydrix – Spirit of Water** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| Blood to Water | S | 10 | Inst | * Lose 1 hit point and create enough water to sustain a person for a single day | * None |
| Cure Poison | C | 18 | Inst | * Removes effects of poison from target | * None |
| Detect Water | S | 10 | 10 m | * Detect water within 60 hexes | * duration 5x / 2x /+3 DL * Radius x2 / 3x / +3 DL |
| Ice Blast | C | 10 | inst | * A frozen blast that does 2d6 ice damage * Save Toughness 12 or be Chilled for 1 round | * Accuracy +2 / x2 / +2 DL * Chill lasts 1d3 rounds / x1 / +3 DL * Increase Dmg Dice / x3 /+3 DL * Option – Attacks 3 targets, but damage is reduced by 1 die step / x1 / +0 DL * Save DL +2 / x3 / +2 DL |
| Icy Blood | C | 10 | 1 h | * +2 Toughness | * duration 5x / 2x /+3 DL * Morph – affects charisma instead of toughness / x1 / +4 DL * Toughness +2 / x1 / +6 DL |
| Healing Spring | C | 14 | Inst | * 2d3 heal for all in 1 hex radius | * Increase Heal Dice / x3 / +3 DL * Option – Spring lasts for 3 rounds, but allies can still only be healed once by this spell / x1 / +2 DL * Radius +1 / x1 / +2 DL |
| Pure Water | S | 10 | Inst | * You purify a barrel of water | * Amount x2 / x3 / +2 DL |
| Wall of Water | C | 18 | 6 r | * Creates a 5 hex wall of water * Blocks normal attacks as a wall would * Attacks from siege weapons, giant creatures go through normally, as do pierce attacks with reach * Anyone trying to walk through the wall must make an athletics check (swim DL 16) * Success means they make it through but have to stop on the other side * Failure means they cannot enter the hex and drown for 2d8 penetrating damage | * Hexes +2 / x4 / +2 DL * wall can move 2 hex per round / x1 / +4 DL |
| Water Walk | VS | 14 | 10 m | * You can walk on water as though it were normal ground * Rolling waves might require a skill check (DL 10-20) to avoid being knocked down | * duration 5x / 2x /+3 DL * Targets +3 / x3 / +2 DL |

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| **Shard of Thox** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1** | | | | | |
| Call Breeze | C | 10 | 1 r | * Minor telekenisis with Muscle of 6 | * Duration x5 / x2 / +2 DL * Muscle +4 / x3 / +3 DL * Option – Wind becomes steady at a strength sufficient to push a ship at a speed of 5 knots / x1 / +4 DL |
| Lightning Bolt | C | 10 | Inst | * 2d6 Lightning Bolt * Daze(3) & Stun(1) | * Accuracy +2 / x2 / +2 DL * Increase Dmg Dice / x3 /+3 DL * Option – Attack gains chain(8) up to 4 hexes away / x1 / +3 DL * Proc +1 / x3 / +3 DL |
| Lightning's Emmisary | S | 10 | 10 m | * Minor electric aura surrounds you * +2 to social checks to persuade, diplomacy, or interrogate if a display of power is appropriate | * Bonus +1 / x2 / +4 DL * Duration x5 / x2 / +2 DL * Enemy has to save Charisma, Power 16 to start combat with you / x1 / +4 DL |
| Lightning Touch | C | 10 | 3 r | * Your ***touch*** becomes electrified * Does 2d6 lightning damage * Daze(3) & Stun(1) | * Accuracy +2 / x2 / +2 DL * Increase Dmg Dice / x3 /+3 DL * Proc +1 / x3 / +3 DL |
| Wind Blast | C | 10 | Inst | * 2d6 physical damage * Save muscle 12 or be knocked prone | * Accuracy +2 / x2 / +2 DL * Increase Dmg Dice / x3 /+3 DL * Save DL +2 / x3 / +2 DL |
| **Tier 2** | | | | | |
| Spark Skin | C | 14 | 6 r | * +1 defense vs metal weapons * Anyone who touches you, or strikes you with a metal weapon takes 1d6 penetrating damage and gets stun(2) | * Defense +1 / x2 / +3 DL * Increase Dmg Dice / x3 /+3 DL * Proc +1 / x2/ +3 DL |
| Storm Cell | C | 14 | 6 r | * Creates a zone of radius 2 * Anyone entering the zone other than the caster takes 2d6 lightning damage * Daze(4) * Every round they remain in the cell they have a 4/12 chance of getting hit again | * Increase Dmg Dice / x3 /+3 DL * Proc +1 / x2/ +3 DL * Radius +1 / x1 / +2 DL |
| Summon Wind Elemental | C | 14 | 6 R | * Summons a minor wind elemental to fight for you | * Creature is level 5 / x1 / +4 DL * Creature is level 9 / x1 / +4 Dl * Creature is level 13 / x1 / +4 DL |
| Wind Shield | C | 14 | 6 r | * Create a zone with radius 2 * Missile fire through the zone is -2 | * Penalty +1 / x2 / +3 DL * Radius +1 / x1 / +2 DL |

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| **Ofis – Sprit of the Snake** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1** | | | | | |
| Forked Tongue | VS | 10 | 10 M | * You gain a +2 to all persuasion and acting checks (or skill 12) | * Bonus +1 / x2 / +4 DL * Duration x5 / x2 / +2 DL |
| Lunge | C | 10 | 10 R | * You gain +2 initiative rolls/score * You gain +1 move * Your attacks have reach 2 * Can substitute combat: spell in place of weapon skill | * Move +1 / x2 / +3 DL * Reach +1 / x1 / +3 DL |
| Serpent Tongue | S | 10 | 3 H | * You speak the language of ophidians and if they are beasts, they are at least neutral to you at first | None |
| Slither | C | 10 | 10 M | * You can move full speed while prone * You gain +2 to sneak checks while prone (or sneak 12) * You can make full moves while being stealthy | * AV +1 / x1 / +4 DL * Bonus +1 / x2 / +4 DL |
| Strike | C | 10 | 10 M | * You grow fangs and can bite as a melee attack * Your fangs do 1d4 + MUS or SKL * If you hit by 3 or more, you can choose to strike either the head, or a limb of your choosing * Attack skill based on unarmed, or combat: spell | * Add save or additional dmg (1d4) / x1 / +4 DL * Add save or be Sickened / x1 / +4 DL * Increase Dmg Dice / x3 / +3 DL |
| Unhinge | VS | 10 | 1-3 D | * You unhinge your jaw and can consume something that would otherwise be too large to fit into your mouth/digestive tract * If indigestible, the object will pass unharmed in 1d3 days * Otherwise you can choose to digest or pass the object * While you have a large object consumed, you get a -2 to Skl, Ref and Wit | * No penalty / x1 / +4 DL |
| **Tier 2** | | | | | |
| Coil | C | 14 | 3 R | * Your ***touch*** calls a serpent to coil around your opponent immobilizing him and binding his arms * mus(14) or ref(14) to negate * Victim can save each round * If the victim is attacked, the snake provides +4 AV and the victim is freed * If the mage remains touching the victim, he can command the snake to constrict, doing 1d8 penetrating damage each round | * Accuracy +2 / x2 / +2 DL * Increase Dmg Dice / x2 / +3 DL * Morph – the snake does only 1d6 penetrating damage, but the power now heals the caster for a like amount / x1 / +0 DL * Option – the snake can now do damage without the mage maintaining contact / x1 / +3 DL * Save DL +2 / x3 / +2 DL |
| Envenom | VS | 14 | 1 H | * You apply poison to a blade * Poison does 1d6 damage to a wound that draws blood * Poison is Sticky(3) * Expenditure(1) | * Damage +1 / x3 / +2 DL * Option – weapon gains pierce(2) / x1 / +3 DL * Sticky +1 / x3 / +2 DL |
| Fang Turner | C | 14 | 10 R | * You gain +2 AV against beasts and natural weaponry * You gain +1 AV against weapons * You gain Resist Poison(2) | * AV +1 / x2 / +4 DL * Resist +1 / 2x / +4 DL |
| Ophidian Arrow | C | 14 | 6 R | * Your arrows are enchanted and each becomes a snake in flight * Damage is rolled normally for that arrow, but if armor is penetrated, only a single point of damage is done * The arrow then becomes a snake biting the victim for 1d4 penetrating damage/round * Mutliple snakes on the same victim stack * The victim can pull one snake off by taking an attack action and making a muscle (14) save | * Accuracy +2 / x2 / +2 DL * Morph – your chance to hit is based on combat: magic instead of bow skill / x1 / +0 DL * Save DL +2 / x3 / +2 DL |
| Sticks to Snakes | C | 14 | 10 R | * 2d4+2 sticks (clubs, arrows, spears, staves) within 5 hexes of the target space are turned to snakes * Can target up to 20 hexes away * If the stick is being held, the wielder gets a save pow(14) to negate | * Add 1d4+1 sticks / x4 / +3 DL * Option – if the object is being carried, the snakes make one attack on each victim before leaving. Attack does 1d6 penetrating damage / x1 / +2 DL * Range x2 / x2 / +4 DL * Save DL +2 / x3 / +2 DL |
| Transform | C | 14 | 1 H | * You transform into a small, harmless snake | * ??? |

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| **Ignix – Spirit of Fire** | | | | | |
| **Spell** | **CT** | **DL** | **DR** | **Effects** | **Enhancements** |
| **Tier 1** | | | | | |
| Eternal Flame | L | 10 | 1 H | * Your weapon bursts into magical flames * You control the brightness and the color of the flames * Your weapon gains +1 damage and ignite(2) * Can be made as dim as a candle, or as bright as a small campfire (5 hexes or so) * If no weapon, can still be used for light | * Accuracy +2 / x2 / +2 DL * Damage +1 / x3 / +2 DL * Defense +1 / x2 / +3 DL * Ignite +1 / x3 / +2 DL * Radius x2 / 3x / +3 DL |
| Fiery Blast | C | 10 | INST | * 2d6 fire bolt * Ignite(3) | * Accuracy +2 / x2 / +2 DL * Ignite +1 / x3 / +2 DL * Increase Dmg Dice / x3 /+3 DL * Option – becomes a blast effect with a 1 hex radius, but damage dice are reduced by 1 step / x1 / +0 DL |
| Fiery Blood | C | 10 | 1 H | * +2 Reflex | * duration 5x / 2x /+3 DL * Morph – affects power instead of reflex / x1 / +4 DL * Reflex +2 / x1 / +6 DL |
| Fire Resistance | C | 10 | 1 H | * Resist Fire (1) * Immune to normal fire * Up to 4 allies | * Duration x5 / x2 / +2 DL * Resist +1 / 2x / +4 DL * Targets x2 / 2x / +3 DL |
| Flame Hand | C | 10 | 6 R | * Hand bursts into flame * Ignites flammable objects * 2d6 fire ***touch*** * Ignite(3) | * Accuracy +2 / x2 / +2 DL * Ignite +1 / x3 / +2 DL * Increase Dmg Dice / x3 /+3 DL |
| Warmth | S | 10 | 1 H | * Resist Cold (1) * Immune to normal cold * Up to 4 allies | * Duration x5 / x2 / +2 DL * Resist +1 / 2x / +4 DL * Targets x2 / 2x / +3 DL |
| **Tier 2** | | | | | |
| Flame Shroud | C | 14 | 4 rd | * You superheat the air around yourself * Anyone entering an adjacent hex must save or be stunned for 1 round and crippled until they leave the area (toughness 14) * Anyone starting their action in an affected hex takes 1d4 penetrating heat damage (no save) | * Duration x2 / x2 / +2 DL * Increase Dmg Dice / x3 / +3 DL * Save DL +2 / x3 / +2 DL |
| Ring of Fire | C | 14 | inst | * All hexes adjacent to you are bathed in flame * Anyone in an effected hex takes 2d6 damage and ignite(3) unless they save Reflex 14 to dive out of the hex | * Ignite +1 / x3 / +2 DL * Increase Dmg Dice / x3 /+3 DL * Save DL +2 / x3 / +2 DL |
| Shield of Flame | C | 14 | 6 rd | * +1 initiative * +2 dodge * Any attacker that hits you takes 1d4 penetrating damage and ignite(3) | * Dodge +1 / x2 / +3 DL * Duration x2 / x2 / +2 DL * Ignite +1 / x3 / +2 DL * Increase Dmg Dice / x3 / +3 DL |