

SORCERY



A fan-made supplement for
the role playing game

BARBARIANS OF LEMURIA

Credits and License

This document is an unofficial fan-made creation.
Some content is taken from commercial works with the express permission of their authors.

Barbarians of Lemuria, Mythic edition, is a game by **Simon Washbourne**,
© Beyond Belief Games - Author : Simon Washbourne.

Barbarians of Lemuria, the Sword & Sorcery roleplaying game, is published by
Éditions Ludospherik, all rights reserved.
<https://www.ludospherik-editions.com/>

BARBARIANS OF LEMURIA

A fan-made supplement written by **Pallantides** (Franck Magoni) and **LeRatierBretonnien** (Sylvain Fabre).
Based on an original idea by **YogSothoth94** (Vincent Burban)
Translation by **Mamba** and proofreading by Pallantides

V1.0

Illustrations :
© **Emmanuel Roudier**

Layout : Pallantides and Mamba

© [2026] [Pallantides] This work is licensed under the Creative Commons
CC-BY-NC (Attribution-Non Commercial) 4.0 International License.

You are free to share and adapt it for non-commercial purposes, provided you credit the authors. Any
commercial use is strictly prohibited without the prior written permission of the authors.

Community :
Discord Barbarians of Lemuria



Table of contents

Credits.....	02
Table of Contents.....	03
Foreword.....	04
Introduction.....	05
1. A Dangerous Calling.....	05
2. Arcane Power.....	05
3. Mastering the Spell Magnitudes.....	05
4. Occult Knowledge.....	05
5. Studying.....	05
Method 1.....	06
Method 2.....	07
6. Cast a Spell.....	08
7. Calamitous Failure Table.....	09
8. Spell Power.....	09
Cantrips.....	09
Spells of the First Magnitude.....	09
Spells of the Second Magnitude	09
Spells of the Third Magnitude.....	09
9. Concentration.....	10
10. Recovering Arcane Power.....	11
11. Dangerous Magic.....	11
Corrupting Magic.....	11
Malevolent Magic.....	11
12. New Boons and Flaws.....	12
New Boons.....	12
New Flaws.....	12
13. Familiars.....	13
14. Archetypes.....	14
The Sorcerer (according to the core rules).....	14
The Solitary Old Witch.....	14
The Vile Necromancer.....	15
The Perverse Demonologist.....	15
The Scholarly Mage.....	16
The Mad Seer.....	16
The Court Intrigant.....	17
15. Table of Physical Afflictions.....	18
16. Table of Mental Afflictions.....	19
17. Spells.....	20
18. Grimoire of Cantrips.....	21
19. Grimoire of the First Magnitude.....	43
20. Grimoire of the Second Magnitude.....	96
21. Grimoire of the Third Magnitude.....	123



Foreword

This document is a translation of the french fan-made supplement for Barbarians of Lemuria by Pallantides and LeRatierBretonnien. The french version can be found at :

<https://www.lahiette.com/leratierbretonnien/barbarians-of-lemuria/>

Translation created by Mamba with the approval of Pallantides and LeRatierBretonnien and proof-reading of the translation by Pallantides.

Anything beyond this point is a translation of that french document.

BARBARIANS OF LEMURIA

SORCERY

Introduction

The purpose of this game aid is to expand upon the core system presented in Barbarians of Lemuria, while simultaneously exploring a few new avenues.

Simply put, sorcery is malevolent, and the source of power it represents is decadent and corrupt. Its practice is extremely dangerous. While it enables the casting of powerful spells, it inevitably corrupts both body and mind, sooner or later.

The objective of this supplement is to continue supporting 'free-form' magic. Sorcerers design their spells freely between adventures, but during an adventure they may only cast those spells they have previously mastered.

To assist GMs and players of sorcerers, lists of sample cantrips and spells are provided in the second section of this book. These spells may be used as written, or may serve as a source of inspiration for those who prefer to design their own.



1. A Dangerous Calling

Sorcery is a fast track to power but it also brings its own price. For each rank beyond the first taken as a Magician, you must take one extra Flaw. This also applies if you advance in rank as a Magician later on through the use of Advancement Points.

2. Arcane Power

Characters with points in the Magician career begin play with Arcane Power equal to 10 plus their Magician rank.

Example: *A character with a Magician rank 1 starts with 11 Arcane Power.*

3. Mastering the Spell Magnitudes

Characters possessing a rank in the Magician career may only cast spells of a Magnitude equal to or lower than their rank in that career (see Occult Knowledge).

Example: *A Magician with a career rank of 1 can only cast Cantrips or spells of the First Magnitude. A Magician with a career rank of 2 can only cast Cantrips, spells of the First Magnitude, or spells of the Second Magnitude.*

4. Occult Knowledge

Characters possessing a rank in the Magician career begin the game knowing a limited number of spells. This number depends on their rank within that career (see table below).

Example: *A character with a rank 1 Magician career begins the game knowing 15 Cantrips and 10 Spells of the First Magnitude.*

The table below offers two values, depending on the level of power you wish to grant your sorcerers at the start of your games.

	Cantrips	1st Mag	2nd Mag	3rd Mag
Rank 0	10/5			
Rank 1	15/10	10/5		
Rank 2	20/15	15/10	10/3	
Rank 3	25/20	20/15	15/5	5/1



5. Studying

Two methods of study are presented here: one requiring access to external sources, the other based on an accumulation of points, somewhat similar to the system proposed for Alchemy in the core rulebook.

Studying Method 1

Learning to cast a spell is both a technical skill requiring specific expertise (rituals, gestures, incantations, etc.) and a mystical ability to manipulate reality through sheer force of will (the role of the mind).

Note: The time required to learn spells is left to the GM's discretion.



Cantrips and Spells of the First Magnitude

To learn these spells, characters must acquire their knowledge by studying cryptic grimoires, esoteric scrolls, and other forgotten tomes. They may also advance under the guidance of a master.

Depending on your narrative needs and on a case-by-case basis, it may be possible to learn new Cantrips and Spells of the First Magnitude in the form of knowledge granted by a higher power (a familiar, demon, or dark god) with which contact has been established. The summoning of demons is explained in the Core Rulebook (page 131).

A minor demon enables the learning of Cantrips and Spells of the First Magnitude.

Familiars are being discussed in chapter Familiars.

Spells of the Second and Third Magnitude

Once a character reaches 2 ranks in the Magician career, solitary study, or study under a mentor, is no longer sufficient. It becomes necessary for the sorcerer to forge a pact with a demon, to have a familiar at their side, or to demonstrate unwavering devotion to higher, dark forces such as the Dark Gods (rank 1 Druid career). It is up to the GM to manage these aspects according to their campaign.

A lesser demon enables the learning of Spells of the Second Magnitude (as well as those of lower levels). A greater demon can teach spells belonging to any magnitude.

Study Duration

The time required to learn spells is left to the Game Master's discretion, so as not to unnecessarily overburden this game aid.

However, for those who dislike improvising on the fly, and who wish to allow sorcerers the opportunity to learn spells during a scenario or campaign, here is a plausible system. This optional system assumes that the sorcerer has access to peace and quiet, favorable conditions, and the appropriate materials to practice their new spells. Failure to do so may result in potential penalties.

Cantrip: To learn a Cantrip, 1d6 days of work are required, reduced by 1 day per Magician career rank (to a minimum of 1 day of study).

A rank 2 Magician will therefore take 1d6–2 days to learn a Cantrip.

First Magnitude: To learn such a spell, 1d6 weeks of work are required, reduced by 1 week per Magician career rank (to a minimum of 1 week of study).

A rank 2 Magician will therefore take 1d6–2 weeks to learn a Spell of the First Magnitude.

Second Magnitude: For such a spell, 1d6 months of work are required, reduced by 1 month per Magician career rank (to a minimum of 1 month of study).

A rank 2 Magician will therefore take 1d6–2 months to learn a Spell of the Second Magnitude.

Third Magnitude: It does not appear possible to master such a spell in less than 6 months; this therefore constitutes the minimum duration.

Studying Method 2

This method allows the sorcerer to design their own spells without external assistance, by using a Spell Point system. This approach preserves the concept of 'freeform' spell design, though it restricts this process to the intervals between adventures.

At the conclusion of each adventure, the sorcerer earns a number of Spell Points (SP) equal to their rank. They may then spend or accumulate these Spell Points according to the following scale:

- 2 SP: 1 Cantrip
- 4 SP: 1 Spell of the First Magnitude
- 7 SP: 1 Spell of the Second Magnitude
- 15 SP: 1 Spell of the Third Magnitude

When the sorcerer wishes to create a spell, they spend the required SP and describe the spell to the GM, who then works with the player to verify its appropriateness and feasibility. The GM retains the final say in the matter and may consult the sample spells provided in this document to assist the player.

Once the SP have been spent, the spell is acquired automatically, requiring no dice roll.

Spells designed in this manner may either be taken directly from the lists within this book, be derived from them, or be entirely original creations, at the joint discretion of the GM and the player of the sorcerer.



Study Duration

Under this method, the time required for learning is simulated by the gradual accumulation of Spell Points across multiple adventures. These points therefore represent the actual study time undertaken by the sorcerer.



6. Casting a Spell

Casting a Spell: $2d6 + \text{Mind} + \text{Magician Career} + \text{Modifiers}$

Spell Magnitude	Difficulty	Modifier	Arcane Cost	Minimum Cost
Cantrip	Automatic	-	1 to 2	1
	Very Easy	+2		
	Easy	+1		
First Magnitude	Moderate	0	5	2
	Hard	-1		
Second Magnitude	Tough	-2	10	6
	Demanding	-4		
Third Magnitude	Formidable	-6	15	11
	Heroic	-8		

In the event of a normal failure, the spell's minimum cost in Arcane Points is expended, and no effect occurs. In addition, 1 random ingredient (if applicable) is destroyed.

In the event of an Automatic Failure, all intended Arcane Points are lost, and 1 random ingredient is lost. Furthermore, a catastrophic effect occurs.

If you are using the 'Malevolent Magic' rules, additional constraints apply (see chapter Dangerous Magic).

In all cases, the table below may provide ideas for effects resulting from a Calamitous Failure.



7. Calamitous Failure Table

Dice (4d6)	Effect
4	The sorcerer catches a brief glimpse of what the Void truly is; they must make a Fear check.
5	The spellcasting difficulty modifier increases by 1 for 1 Scene.
6	The sorcerer suffers a penalty die on spellcasting checks for 1 Scene.
7	The spellcasting difficulty modifier increases by 1 for 24 hours.
8	The sorcerer suffers a penalty die on spellcasting checks for 24 hours.
9	The spellcasting difficulty modifier increases by 2 for 24 hours.
10	The sorcerer faints for 1d6 minutes.
11	The sorcerer cannot cast spells for 1 Scene.
12	The sorcerer loses 1 Lifeblood and suffers a penalty die on spellcasting checks for 24 hours.
13	The sorcerer cannot cast spells of the same magnitude or higher for 24 hours.
14	The sorcerer loses consciousness for 1d6 hours.
15	The sorcerer cannot cast spells for 24 hours.
16	The spellcasting difficulty modifier increases by 2 until the sorcerer has rested for 48 hours.
17	The sorcerer loses 1d6 Lifeblood and suffers a penalty die on spellcasting checks for 24 h.
18	The sorcerer cannot cast spells for 1d6 days.
19	The sorcerer suffers the effects of the spell he was attempting to cast. If this is not possible, he suffers a penalty die on spellcasting checks for 1d6 days.
20	The spell is cast, but its target changes. It targets an ally if cast on an enemy, and an enemy if cast on an ally.
21	A dark god makes a brief appearance in our dimension, unleashing a wave of pain and terror. All those within range of the wave (a 5-meter radius) suffer 2d6 damage and must make a Fear check.
22	An evil force in contact with the sorcerer decides to siphon off a portion of their life force. They lose 1 point of Strength. One Strength check is permitted per week to recover it; upon failure, the point is permanently lost.
23	A fragment of the sorcerer's soul is torn away and devoured by malevolent entities. They loses 1 point of Mind.
24	The sorcerer accidentally triggers the arrival of a creature from the Void.



8. Spell Power

Spells are divided into four categories: Cantrips, and Spells of the First, Second, and Third Magnitude (see Core Rules).

Cantrips

Cantrips rarely cost more than 1 Arcane Power and require an Action Roll only when they directly affect a creature (as, for example, in the case of the Mind-affecting spells mentioned above), or if the sorcerer has been deprived of their fetishes and amulets (which will also increase the Arcane Power cost).

Spells of the First Magnitude

Spells of the First Magnitude cost 5 Arcane Power, and the sorcerer must fulfill the mandatory spell casting requirement(s) in order to cast a spell of this power. For each optional spell casting requirement that the sorcerer chooses to fulfill in addition to the mandatory requirement, the cost is reduced by 1 point, down to a minimum cost of 2 Arcane Power.

Spell Casting Requirements: *Auspicious Hour / Casting Time / Group Ritual / Intimate Materials /*

Line of Sight / Obvious Technique / Ritual Cleansing / Special Item / Special Knowledge / Wounds.

Spells of the Second Magnitude

These spells cost 10 Arcane Power. For each optional spell casting requirement that the sorcerer chooses to fulfill in addition to the mandatory spell casting requirements, the cost is reduced by 1 point, down to a minimum of 6 Power Points.

Spell Casting Requirements: *Casting Time / Group Ritual / Lunar / Permanent Focus / Personal Ordeal / Rare Ingredients / Ritual Sacrifice / Special Item / Wounds.*

Spells of the Third Magnitude

Extremely rare, these spells cost 15 Arcane Power. For each optional spell casting requirement that the sorcerer chooses to fulfill, the cost is reduced by 1 point, down to a minimum of 11 Arcane Power.

Spell Casting Requirements: *Casting Time / Demonic Transformation / Group Ritual / Personal Ordeal / Place of Power / Ritual Sacrifice / The Stars ARE Right / Wounds.*



9. Concentration

Some spells, once cast, require the caster to maintain concentration in order to sustain their effects over time. To this end, the appropriate career may be that of a Magician, or any other career that regularly demands the exercise of concentration.

While concentrating, the character is considered to have their Defence reduced to 0 (or -1, if their Defence value is -1) and may only perform very simple actions, such as walking, talking, picking up and using an item, but not running, fighting, or engaging in relatively complex actions.

Maintaining Concentration: 2d6 + Mind + Appropriate Career + Modifiers



Modifiers may include, for example, the damage sustained or the intensity of any disturbances being endured. The degree of success on the test may determine how long the spell is maintained (in rounds, minutes, etc.) before the next concentration test is required.

Furthermore, depending on the circumstances, or if the sorcerer's environment changes abruptly (e.g., if they fall victim to an attack), the character must make a concentration check to determine whether they succeed to maintain their spell or if it is interrupted.

Example: Ydhranor the Sorcerer faces a horde of malevolent heroes seeking to prevent him from enslaving a peasant village located near his tower. He has erected a magical barrier in a corridor while awaiting assistance from his personal guard. However, already wounded, he must maintain his spell by performing a concentration check. He performs a Mind check (value: 3) with a difficulty level of "Tough" (-2). The dice roll breaks down as follows: $2d6 + 3$ (Mind) $+ 2$ (Magician Rank) $- 2$ (Tough difficulty level).

10. Recovering Arcane Power

Cantrips: Arcane Power spent on Cantrips is recovered both at noon and at midnight.

First Magnitude: The caster recovers 4 Arcane Power spent to create First Magnitude spells at either noon or midnight (the sorcerer makes the choice, but must live with it for the duration of their casting life).

Second and Third Magnitude: Arcane Power spent on the creation of Second and Third Magnitude spells is recovered at the rate of 4 points per lunar month (usually the first night of the full moon, but the sorcerer may choose their phase).

Additionally, whenever the sorcerer casts Third Magnitude magic, a point of Arcane Power is permanently lost. This loss of Arcane Power can be exchanged for the loss of an attribute point instead (down to negative numbers if necessary).



II. Dangerous Magic

In Barbarians of Lemuria magic is dangerous and draws sorcerers into a negative spiral. This chapter presents two optional rules designed to simulate this danger. The first operates over the long term, introducing the concept of corruption. The second operates over the short term by reducing the sorcerer's chances of success.

Corrupting Magic

Sorcery is corrupting. While the very act of learning it already produces negative effects (see A Dangerous Calling), its long-term use inevitably leads to irreversible physical and mental alterations.

Whenever a sorcerer casts spells, they expose themselves to the gradual corruption of their entire being. Mechanically, the character gains Corruption Points every time they cast an aggressive spell (with the exception of Cantrips). Spells of an utilitarian nature on the other hand, are less corrupting in the short term.

When the character reaches a score of x Corruption Points (the GM determines the specific threshold), they must choose a new Flaw or allow the GM to assign an Affliction (see Table of Afflictions).

The use of Cantrips does not result in immediate corruption of the sorcerer. It may however result in 1 to 2 Corruption Points per game session, depending on how extensively they were used.

		Cantrips	1st Magnitude	2nd Magnitude	3rd Magnitude
Corruption points	Utility	1 or 2 per session	1 / 5 spells	1 / spell	5 / spell
	Aggressive		1 / spell	5 / spell	10 / spell

Malevolent Magic

This option makes magic more difficult to successfully cast, subject to the following rules:

- Hero Points never apply to aggressive spells (see Spells).
- Any Automatic Failure always becomes a Calamitous Failure but does not result in the gain of a Hero Point, regardless of the spell.



12. New Boons and Flaws

New Boons

Blood Magic: The sorcerer can use their own blood to fuel the casting of a spell. They may slash their arms, weep or vomit blood, etc. This act must be visually striking and dramatic. For every 2 points of physical damage sustained, the spell's casting difficulty decreases by one point.

This effect stacks with any potential consequences arising from the spell casting requirements 'Wounds' (Core Rulebook, page 154).

Cauldron & Athanor: Grants a bonus die for alchemy checks.

Claw-like Nails: The sorcerer's fingernails transform into true claws (1d6 damage).

Familiar: A familiar is a creature or entity that aids its master in the practice of sorcery through its knowledge and counsel. There are two levels of familiar, Lesser and Greater. The initial purchase of this Boon grants a Lesser familiar.

If the Magician wishes to upgrade their familiar to the Greater rank, they must have reached 2 points in their career rank and purchase the Boon a second time (see Familiars for details).

Immobile Incantation: The sorcerer can forgo gestures when casting a spell without affecting the difficulty of the casting check. In exchange, the sorcerer is Stunned for 1 Round for a Cantrip, 1 minute for a First-Magnitude spell, one Scene for a Second Magnitude spell, or one Day for a Third-Magnitude spell.

During this period, they are disoriented and must use a penalty die for all their checks.

Mental Fortress: The sorcerer is able to concentrate despite the tumult surrounding them. They gain a bonus die on Concentration checks intended to sustain spells over time.

Silent Incantation: The sorcerer can forgo spoken words when casting a spell without affecting the difficulty of the casting check. In exchange, the sorcerer is Stunned for 1 Round for a Cantrip, 1 minute for a First-Magnitude spell, one Scene for a

Second Magnitude spell, or one Day for a Third Magnitude spell.

During this period, they are disoriented and must use a penalty die for all their checks.

Vicious Rage: The sorcerer can unleash their rage and hatred to fuel a spell. By expending additional Arcane Power, they can lower the spell's casting difficulty. The difficulty drops by one level for every point of Arcane Power consumed beyond the standard cost. The sorcerer also loses 1 Lifeblood for every additional point of Arcane Power spent.

Example: *Ydhranor wishes to cast a First Magnitude spell with a Hard difficulty (-1), using only its single mandatory spell casting requirement. By expending 6 Arcane Power instead of 5, he can reduce the spellcasting difficulty by 1 point (to Moderate difficulty: 0), but he also loses 1 Lifeblood.*

New Flaws

Cannibalism: The sorcerer must regularly feast upon fresh human flesh.

Hostile Animals: Animals are regularly hostile toward the sorcerer. dogs bark, cats flee, horses kick, and predators attack.

Necrophage: The sorcerer can no longer sustain themselves on wholesome food and feels an irrepressible urge to feed on rotting human corpses (those dead for more than 7 days).

Necrophile: The sorcerer must satisfy their sexual urges with corpses.

Possession: The sorcerer is possessed by a malevolent, poltergeist-like spirit that distracts them at the most inopportune moments. The poltergeist is an incorporeal and invisible spirit that cannot be destroyed by conventional means. A Second Magnitude ritual can rid the sorcerer of the spirit for one week.

Putrefaction: The sorcerer's body shrivels and slowly decomposes, as if they were dead. An odor of decay constantly surrounds them and even the most potent perfumes fail to mask it. The sorcerer suffers a penalty die on all social interactions.

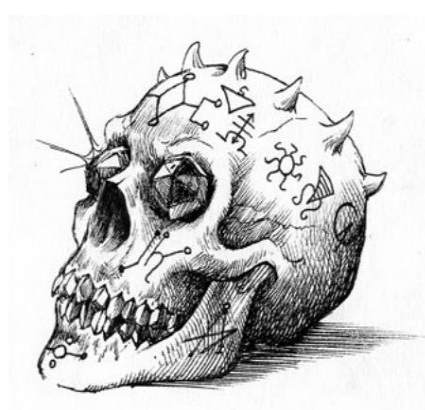


Verbose Incantation: The sorcerer cannot cast a spell without spouting an entire litany.

The casting time for a spell is at least :

- Cantrip: one full minute (6 combat rounds)
- First Magnitude spell: 1d6 × 30 minutes
- Second Magnitude spell: 1d6 × 2 hours
- Third Magnitude spell: 3d6 hours

Withering: Plants wither and fruits and vegetables rot in the sorcerer's wake.



13. Familiars

A familiar is a spiritual and mystical entity, often embodied in an animal (black cat, crow, owl, rat, etc.) or an object (mirror, crystal ball, staff, amulet, etc.). It is the equivalent of a demon, though it possesses the Non-Combatant Flaw and is entirely focused on knowledge.

A familiar provides aid to its master in the form of occult knowledge and spells. It is always capable of communicating with its master at close range (less than 10 meters).

The familiar is bound to the sorcerer by a powerful mystical pact (explicit or implicit, oral or written) that forbids it from attacking them and/or conspiring against them.

Naturally, in exchange for its knowledge and counsel, it will demand various forms of recompense of varying significance from the sorcerer.

These forms of recompense can take various shapes:

- Miscellaneous services (destroying a temple, assassinating someone, committing heinous acts, etc.),
- Sustenance (this can be anything: a corpse, gemstones, incense, alcohol, etc.),
- Animal or human sacrifices, virgin's blood, souls, etc.

A familiar is acquired in the form of a Boon (see New Boons), and there are two levels of familiar (Lesser and Greater). The first time this Boon is acquired, it grants a lesser familiar. This familiar

permits the learning only of Cantrips and spells of the First Magnitude.

If the sorcerer wishes to upgrade their familiar to the Greater rank, they must have attained 2 points in the Magician career and purchase the Boon a second time. A Greater familiar allows the learning of all types of spells.

The familiar is not considered a combatant (however, you may create a profile for it if necessary), but it possesses a reserve of Arcane Power usable by the sorcerer:

Five points for a lesser familiar, and 10 points for a greater familiar. These points are recovered in the same manner as for the sorcerer (see Recovering Arcane Power).



14. Archetypes

In Barbarians of Lemuria, the description of the Magician career remains vague in order to grant players the freedom to develop their characters according to their own ideas. It is up to each player to invent their own sorcerer. However to make this task easier for you or to help you find inspiration, here is an optional section describing a few archetypes (usable for both male and female characters) designed to quickly add flavor to your sorcerers.

The Sorcerer (according to the core rules)

Sorcerers are both feared and respected. No one willingly associates with them unless absolutely necessary, for the vast majority of them are immoral and unstable beings, when they are not outright insane and malevolent.

Sorcerers generally live alone, surrounded only by a few servants or an apprentice. They devote themselves to the study of esoteric sciences such as astronomy and astrology, and demonology. They feverishly seek out ancient, forbidden manuscripts containing occult knowledge, when they are not forging pacts with demons in order to learn words of power capable of shaping the very fabric of reality.

Many hail from Zalut, the City of Magicians, though sorcerers of lesser stature can be found in almost every major city in Lemuria (with the exception of Tyrus, where they are outlawed).

Boons: *Detect Deception, Excellent Library, Learned, Magic of the Sorcerer-Kings, Power of the Void, Resistant to Sorcery, Savant.*

Flaws: *Absent-Minded, Arrogant, Cravings, Distinctive Appearance, Fear of ..., Infamous, Morgazzon's Curse, Non-Combatant, Obsession, Poor Recovery, Unsettling, Untrustworthy.*

The Solitary Old Witch

She lives in a hut deep within the woods or in a putrid swamp. She brews potions and poisons, and converses with animals and the spirits of the forest. She is old, ugly, wicked, frustrated, short-tempered, and often mad. At once Alchemist, Druid, and

Physician, she worships malevolent supernatural spirits or dark, forgotten deities.

The witch acquires her knowledge by exchanging recipes and incantations with her peers during sabbats, or through a familiar. She generally begins as an apprentice under another witch, then joins a circle formed with her peers that meets several times a year. Once she has mastered the basics (becoming a rank 1 Magician), she may leave her apprenticeship to establish herself in her own home. She may remain in the circle she initially joined, join a different one, or create a new one.

A wood witch is generally evil and malevolent, often driven by her hatred for the rest of humanity.

Boons: *Cauldron & Athanor, Claw-like Nails, Disease Immunity, Familiar, Jungle-Born, Magic of the Sorcerer-Kings, Night Sight, Nose for Magic, Poison Resistance, Power of the Void, Savant, Swamp-Born, Vicious Rage.*

Flaws: *Animal Hostility, Arrogant, Cannibalism, Country Bumpkin, Cravings, Cursed, Distinctive Appearance, Elderly, Fear of ..., Hot-Headed, Hunted, Infamous, Missing Eye or Ear, Morgazzon's Curse, Non-Combatant, Obsession, Poor Eyesight, Poor Hearing, Taciturn, Ugly & Brutish, Unsettling, Untrustworthy, Zealot.*



The Vile Necromancer

This sorcerer dwells near cemeteries or catacombs. They exhume corpses and surrounds themselves with subservient ghouls and carrion-eating servants. Quite often, they are a devotee of the dark aspect of the god Nemmereth, studying death, the undead, and the spirits of the departed.

They are often highly learned, at once Alchemist, Physician, and Druid.

Necromancers acquire their knowledge by poring over ancient grimoires bound in human skin and by communing with the spirits of the dead. Their mastery of the occult, combined with its inherent corrupting influence, often ends up withering them away and driving them completely mad, turning them into cannibals, necrophages, and/or necrophiles.

The spells cast by necromancers revolve around the theme of death: the reanimation of corpses; the creation of skeletons, zombies, necropedes, or skittering hands; transformation into a Lich or a Morgal; malevolent resurrection; communication with spirits; and so forth.

Necromancers are generally city-dwellers, though some take up residence near ancient battlefields or long-forgotten necropolises. Outwardly, they may appear to be refined aesthetes and exquisite hosts, true gourmets capable of savoring your very liver served in the most marvelous Lemurian wine sauce. They will delight in bathing in your blood or in stitching the arm of a corpse onto your body to replace your own fractured limb.

Boons: *Cauldron & Athanor, Claw-like Nails, Familiar, Magic of the Sorcerer-Kings, Nose for Magic, Power of the Void, Savant, Vicious Rage.*

Flaws: *Animal Hostility, Arrogant, Cannibalism, City Dweller, Cravings, Cursed, Distinctive Appearance, Elderly, Fear of ..., Hot-Headed, Hunted, Infamous, Morgazzon's Curse, Necrophage, Necrophile, Non-Combatant, Obsession, Putrefaction, Taciturn, Ugly & Brutish, Unsettling, Untrustworthy, Withering, Zealot.*



The Perverse Demonologist

The demonologist is a devotee of the Dark Gods. They seek power through knowledge of, and control over, the demonic forces subservient to these deities. They are therefore simultaneously a Druid and a Magician, and often an accomplished Alchemist as well.

They are generally self-important and consumed by ambition. A megalomaniac, they considers themselves superior to others, for they are the possessor of Forbidden Knowledge. Through their acts of devotion, they have obtained a demonic mentor from their deity, to guide them in his descent into depravity - in exchange for their own soul and the souls of the victims they willingly sacrifices to their dark patron god.

The demonic mentor may be an actual demon, or it may take the form of a familiar that enables the sorcerer to communicate directly with their patron deity (such as a mirror, a statue, etc.). The demonic mentor bestows occult knowledge and spells, but will always demand a steep price in return.



Boons: *Cauldron & Athanor, Claw-like Nails, Familiar, Learned, Magic of the Sorcerer-Kings, Nose for Magic, Power of the Void, Scholar.*

Flaws: *Animal Hostility, Arrogant, Cravings, Cursed, Distinctive Appearance, Elderly, Fear of ..., Hot-Headed, Hunted, Infamous, Morgazzon's Curse, Non-Combatant, Obsession, Taciturn, Ugly & Brutish, Unsettling, Untrustworthy, Zealot.*

The Scholarly Mage

This type of sorcerer devotes themselves to fundamental research into magic in its broadest sense. Their consuming ambition is not driven by the pursuit of power, but solely by the quest for understanding and knowledge. They are the least corrupt and least malevolent of the archetypes. However, their dangerous labors have condemned them to solitude, even though they are constantly surrounded by servants to perform the domestic chores they themselves neglect.

They are often taciturn and always busy. Conscious of their own mortality, they work ceaselessly. Their research has led them to the very brink of the abyss. Exhausted and solitary, they are constantly stalked by madness. Often afflicted with paranoia (convinced that everyone covets their hard-won secrets), they have grown embittered over time and can be highly aggressive toward those who disturb them.

The sorcerer acquires their spells through the study of grimoires, tablets, and parchments. Their spells typically fall within the domains of knowledge and enchantments (utility spells). They are an accomplished Alchemist and, naturally, a Scholar. (Scribe) The wisest magicians, moreover, avoid using aggressive spells in order to remain spared from corruption for as long as possible.

Occasionally, the sorcerer sets out on expeditions to scour forgotten ruins and acquire new grimoires or fragments of knowledge originating from the ancient race of the Sorcerer-Kings. On rare occasions, they may take on apprentices.

Boons: *Cauldron & Athanor, Excellent Library, Excellent Workshop Familiar, Learned, Nose for Magic, Savant.*

Flaws: *Absent-Minded, Animal Hostility, Arrogant, Braggart, City Dweller, Combat Paralysis, Cravings, Cursed, Distinctive Appearance, Elderly, Fear of ..., Hot-Headed, Hunted, Infamous, Lustful, Morgazzon's Curse, Non-Combatant, Obsession, Poor Hearing, Taciturn, Ugly & Brutish, Unsettling, Untrustworthy.*

The Mad Seer

Riddled with drugs, they experience enigmatic visions that foretell an inescapable future. Rummaging through the steaming entrails of a victim they have just disemboweled, they explores the possibilities of the threads of Fate.

The seer never envisions a radiant future. As an astrologer, he knows that when the stars and constellations align, it will trigger the downfall of civilization. There is no hope; it is merely a matter of time.

The seer is typically a fallen Priest turned Druid, sometimes a Physician, and at other times an Alchemist. An oracle of despair, they were cursed by the gods, and it is from this curse that they derive their power and their spells. Driven mad by what they have witnessed, they tend to develop dangerous obsessions.

The seer's spells center around the divinatory arts, curses, or dire prophecies. They may employ spells of remote-viewing using crystal balls, or act as an astrologer capable of mapping the universe to foresee events yet to unfold.

This type of sorcerer is most often found in the company of powerful notables seeking to leverage their sinister sorcery as a political asset (for who has never wished to know the future?).

Boons: *Artistic, Cauldron & Athanor, Familiar, Friends in High Places, Learned, Magic of the Sorcerer-Kings, Nose for Magic, Power of the Void, Savant, Silver Tongue.*

Flaws: *Animal Hostility, Cravings, Cursed, Distinctive Appearance, Fear of ..., Greed, Hot-Headed, Hunted, Lustful, Morgazzon's Curse, Non-Combatant, Obsession, Taciturn.*



The Court Intrigant

The intrigant is essentially a courtesan, but with the added element of sorcery! A witchharlot who uses her charms to manipulate well-placed men (or women), whether in the service of a cause or for her own personal gain.

To amass greater power within the court where she operates, this schemer employs coercive magic, manipulating individuals and rendering them dependent through the use of drugs and exotic pleasures, as well as by exploiting the arts of seduction and blackmail. She acts simultaneously as a seductress, a spy, and often an Alchemist. Her spells ignite desire within her victims, serving as tools to beguile and deceive them.

Most often, the intrigant obtains her recipes from fellow practitioners, as they frequently belong to ancient secret societies or cults, worshipping Fillana or Lilandra in the best-case scenarios, but more often Tharungozoth or Zylidith.

The intrigant corrupts her victims through debauchery, organizing orgies of sex and drugs, only to subsequently blackmail them or render them dependent. Whether in the service of a king, a merchant guild, or a dark god, she frequently uses dolls, magically linked to her victims, that serve as catalysts for casting her spells (much like voodoo dolls).

Boons: *Alert, Artistic, Attractive, Born Athlete, Cauldron & Athanor, Deft Hands, Detect Deception, Excellent Workshop, Familiar, Friends in High Places, Friends in Low Places, Great Wealth, High-Born, Learned, Magic of the Sorcerer-Kings, Master of Disguise, Night Sight, Nose for Magic, Poison Resistance, Power of the Void, Savant, Silver Tongue, Winged Folk Agility.*

Flaws: *Animal Hostility, City Dweller, Cravings, Cursed, Distinctive Appearance, Fear of ..., Greed, Hot-Headed, Hunted, Lustful, Morgazzon's Curse, Non-Combatant, Obsession, Taciturn.*



15. Table of Physical Afflictions

Physical Afflictions	Description	Modifier
Blistered Skin	The sorcerer's skin becomes covered in blisters and pustules of varying sizes.	1 penalty die in social interactions.
Colored Skin	The sorcerer's skin turns jet-black and glows faintly at night.	-1 to Appeal. 1 penalty die in social interactions
Debilitation	The sorcerer becomes sickly and frail	-1 to Strength.
Deformed Spine	The sorcerer's spine twists, revealing sharp bony protrusions.	1 penalty die in social interactions.
Demonic Legs	The sorcerer's legs become goat-like, hairy and ending in hooves.	1 penalty die in social interactions.
Demonic Tail	A 1-meter demonic tail grows from the sorcerer's tailbone (concealable).	1 penalty die in social interactions.
Eyes	The sorcerer's eyes turn red and luminescent.	1 penalty die in social interactions.
Horns	A pair of horns grows on the sorcerer's forehead.	1 penalty die in social interactions.
Malformation	The sorcerer's body twists and contorts. They become stooped and hunchbacked, and their limbs become gnarled.	-1 to Agility.
Putrefaction	The sorcerer's body slowly decomposes as if dead. An odor of decay constantly surrounds them.	See New Flaws.
Reptilian Tail	A 1-meter reptilian tail grows from the sorcerer's tailbone (unconcealable).	-1 to Appeal. 1 penalty die in social interactions.
Scaly Skin	The sorcerer's skin becomes scaly (providing no armor bonus), and their tongue becomes forked like a snake's.	1 penalty die in social interactions.
Squamous Skin	The sorcerer's skin becomes rubbery, and their tongue becomes long and prehensile like an amphibian's.	1 penalty die in social interactions.
Sterility	The sorcerer's genitals atrophy and cease to function. They also loses all libido.	-
Ugly & Brutish	See Flaw (Core Rulebook, page 46).	1 penalty die in social interactions.
Withering	Plants wither in the sorcerer's wake.	See New Flaws.



16. Table of Mental Afflictions

Mental Afflictions	Description	Modifier
Agoraphobia	The sorcerer becomes agoraphobic, they can no longer live in a city or remain holed up in their home without venturing out.	-
Cannibalism	The sorcerer must feed upon fresh human flesh.	See New Flaws.
Dementia	The sorcerer suffers from early-onset dementia. They lose their short-term memory and occasionally become confused.	-1 to Mind.
Depression	The sorcerer is overwhelmed by sadness and a sense of despair. They no longer possess the same drive to act.	1 penalty die on certain tests.
Dysmorphophobia	The sorcerer falsely believes themselves to have been physically transformed by sorcery.	1 penalty die in social interactions.
Echolalia	The sorcerer repeats the words spoken by those around them.	1 penalty die in social interactions.
Echopraxia	The sorcerer mimics the gestures of those around them.	1 penalty die in social interactions.
Megalomania	The sorcerer suffers from delusions of grandeur.	Frequent affliction.
Narcissism	The sorcerer holds themselves in such high esteem that they become selfish and selfcentered.	Frequent affliction.
Narcolepsy	The sorcerer may involuntarily fall asleep at any moment.	-
Necrophagy	The sorcerer feels an irrepressible urge to feed upon decomposing human corpses (those dead for more than 7 days).	See New Flaws.
Necrophilia	The sorcerer must satisfy his sexual urges with corpses.	See New Flaws.
OCD	The sorcerer develops obsessive-compulsive disorders.	1 penalty die in social interactions.
Paranoia	The sorcerer feels constantly threatened or persecuted.	-
Pica	The sorcerer ingests non-nutritive substances or objects such as dirt, wool, dust, etc.	1 penalty die in social interactions.
Possession	The sorcerer is possessed by a malevolent spirit of the poltergeist variety.	See New Flaws.
Pyromania	The sorcerer develops a fascination with fire.	A common affliction among worshippers of Zaggath.
Schizophrenia	The sorcerer suffers from hallucinations and hears voices that they believe to be real. They feel as though they are being controlled by an external force.	-



17. Spells

Spell Name		*		
The spell's Magnitude	Difficulty: Indicates the spell's base difficulty.			
Description A brief summary of the spell.				
Effect The consequences resulting from casting the spell.				
Mandatory Conditions A list of the mandatory spell casting requirements necessary to cast the spell. If these conditions are not met, casting is impossible.				
Optional Conditions A list of optional spell casting requirements for casting the spell, which allow the caster to reduce its Arcane Power cost.				
Duration: Indicates the spell's initial duration.				
Extension: Indicates whether the spell can be prolonged.				

* Spells marked with an * have their difficulty modified by the target's Mind score.



Indicates that the sorcerer must maintain concentration.



Indicates an aggressive spell, which accelerates the caster's corruption (if corruption rules are being used).



Indicates a utility spell, which is less corrupting in the short term (if corruption rules are being used).

Note: Any items or foci used are destroyed during the casting of the spell, unless explicitly stated otherwise.



18. Grimoire of Cantrips

38 Cantrips

Bad Luck: A minor curse that allows the caster to inflict bad luck upon a target.

Blinding Light: Allows the sorcerer to detonate a ball of extremely bright light in one of their hands.

Blood Key: Allows for the unlocking of simple locked doors or chests.

Channeling Seal: Marks a person or object with an invisible seal through which the sorcerer can subsequently cast a spell as if they were physically present at the seal's location.

Charm Snakes: Allows for the charming of Small snakes.

Clumsiness: A minor curse that causes the target to stumble or drop an item.

Corrosion: Allows a metal object to be weakened, making it easier to break.

Find the Way: Allows the caster to easily locate an exit in an enclosed space or to find their way in an outdoor environment.

Food Rot: Causes food and drink to rot rapidly.

Fright: Momentarily terrifies the spell's target by projecting the object of one of their fears directly into their mind.

Good as New: Allows for the repair of a simple, heavily worn or damaged item (weapon, tool, armor, etc.). The item must be free of complex mechanisms.

Hypnosis: Instantly hypnotizes a willing human subject, compelling them to answer a question truthfully.

Illusory Sounds: Creates simple sounds (a scream, an animal noise, a creaking door, falling objects, etc.).

Lilandra's Pleasure: Induces sexual desire in the spell's target.

Locate Object: Allows the sorcerer to locate an object they are searching for.

Lost Trail: Allows the sorcerer to leave no traces of their passage.

Magha's Mist: Allows for the formation of a thick cloud of mist (approx. 10 m³), even within an enclosed space.

Magic Mouth: Allows a message to be magically bound to an object.

Night Vision: Allows the caster to see in complete darkness.

Odorless: Allows the sorcerer to make a person or animal completely odorless.

Pain: Inflicts a moment of violent pain upon the spell's target.

Peripheral Vision: Allows the sorcerer to see everything happening around them.

Piandra's Fortune: By breaking a small fetish, the sorcerer temporarily increases their luck.

Read Thoughts: Allows the sorcerer to read a human's immediate thoughts.

Sardonic Snicker: The sorcerer emits a strange snicker, at once guttural and mocking, the likes of which only *Sword & Sorcery* sorcerers can produce.

Sense Sorcery: Allows the sorcerer to detect the effects of sorcery in their immediate vicinity.

Serpent Scepter: Transforms a staff into a serpent.

Shameless Lie: Allows the caster to make a listener believe even the most implausible of stories.

Slow Fall: Allows the falling speed of an object or living creature to be slowed.

Sparks: By snapping their fingers, the sorcerer causes them to emit sparks and small flames.

Speak with Plants: Allows for simple communication with a plant.

Super-Hearing: Allows the caster to hear through walls.

Super-Vision: Allows the caster to see through walls.

Telepathy: Establishes a telepathic link between the caster and a willing creature.

Ventriloquism: Allows the caster to project their voice through another character (or animal, object, etc.).

Water Breathing: Allows the caster to breathe underwater.

Whispers: Allows the caster to speak to a person without being overheard.

Zalkyr's Light: Allows the creation of light.



Bad Luck		*	
Cantrip	Difficulty: +1 modified by the target's Mind score		
Description			
A minor curse used to bring misfortune upon the target.			
Effect			
The target receives a 1-die penalty on their next Action roll.			
Mandatory Conditions			
• Action roll required • Line of Sight • Utter an audible curse at the target (e.g., "You, warrior, this is not your day!")			
Optional Conditions			
None			
Duration: 1 Round			
Extension: No			

Blinding Light 	
Cantrip	Difficulty: +1
Description Allows the sorcerer to detonate a ball of extremely bright light in one of their hands.	
Effect All beings sensitive to light and located within 15m or less of the sorcerer must succeed on an Agility check of Tough (-2) difficulty to close their eyes in time, or be momentarily blinded.	
Mandatory Conditions • Action roll required • Costs 2 Arcane Power	
Optional Conditions None	
Duration: 1d6 rounds Extension: No	

Blood Key 	
Cantrip	Difficulty: Automatic
Description Allows to unlock doors or chests secured by locks of simple design.	
Effect The sorcerer uses their own blood, spilling it onto a set of lockpicks in order to unlock locks and padlocks. Whether the attempt succeeds or fails, the lock is damaged in the process and can no longer be opened or closed using its original key. A specialist may still be able to force it open with a Tough (-2) roll.	
Mandatory Conditions • Costs 1 Lifeblood • Special Item: Lockpicks	
Optional Conditions None	
Duration: Instantaneous Extension: No	

Channeling Seal 	
Cantrip	Difficulty: Automatic
Description Marks a person or object with an invisible seal through which the sorcerer can subsequently cast a spell as if they were physically present at the seal's location.	
Effect This spell allows the caster to fulfill the Line of Sight spell casting requirement without the sorcerer needing to be physically present.	
Mandatory Conditions • Costs 2 Arcane Power • Line of Sight	
Optional Conditions None	
Duration: 2d6 hours Extension: No	

Charm Snakes 	
Cantrip	Difficulty: +1 modified by the target's Mind score
Description Allows the caster to charm Small sized snakes.	
Effect The animal becomes docile (if it belongs to an aggressive species), and the sorcerer can handle it safely (much like a domestic pet).	
Mandatory Conditions • Action roll required • Line of Sight • Must not possess the Hostile Animals Flaw	
Optional Conditions None	
Duration: 1 Scene Extension: No	

Clumsiness		*	
Cantrip	Difficulty: +1 modified by the target's Mind score		
Description A minor curse that causes the target to stumble or drop an item.			
Effect The target momentarily becomes clumsy, they either drop whatever they are holding or stumble and fall flat on the ground (at the sorcerer's discretion).			
Mandatory Conditions • Action roll required • Line of Sight • Utter an audible curse at the target (e.g., "You, guard, how clumsy you are!")			
Optional Conditions None			
Duration:			
Extension: No			

Corrosion		
Cantrip	Difficulty: Automatic	
Description Allows the caster to weaken a metal object, making it easier to break.		
Effect The sorcerer uses their own blood to rapidly accelerate the rusting of a small item (a padlock, a chain, a sword blade, etc.). The item becomes brittle after 1d6 minutes.		
Mandatory Conditions • Costs 2 Lifeblood		
Optional Conditions None		
Duration: Instantaneous		
Extension: No		

Find the Way 	
Cantrip	Difficulty: Automatic
Description Allows the caster to easily find an exit in an enclosed space, or to find their way in an outdoor environment.	
Effect The sorcerer discovers the quickest way to leave an enclosed location. In an outdoor environment, the cantrip lasts 1d6 hours.	
Mandatory Conditions • Costs 2 Arcane Power • Special Item: Quartz prism	
Optional Conditions None	
Duration: 1 Scene (or 1d6 hours outdoors) Extension: No	

Food Rot 	
Cantrip	Difficulty: Automatic
Description Causes food and drink to rot rapidly.	
Effect Within one minute of the cantrip being cast, the targeted food and/or drink spoils immediately.	
Mandatory Conditions • Line of Sight	
Optional Conditions None	
Duration: Instantaneous Extension: No	

Fright * 	
Cantrip	Difficulty: +1 modified by the target's Mind score
Description Allows the caster to temporarily terrify the spell's target by projecting the object of one of their fears directly into their mind. This spell works only on humans (Rabble and Toughs, but not Villains).	
Effect The target must succeed on a Mind roll with a difficulty equal to the sorcerer's Mind score, or flee.	
Mandatory Conditions • Action roll required • Line of Sight • Utter an audible curse at the target (e.g., "You barbarian, you will be afraid!")	
Optional Conditions None	
Duration: 10 rounds (1 minute)	
Extension: No	

Good as New 	
Cantrip	Difficulty: Automatic
Description Allows the caster to repair a simple, heavily worn or damaged item (weapon, tool, armor, etc.). The item must be free of complex mechanics.	
Effect The repaired item becomes as good as new for 1d6 days, but will turn to dust once this duration expires.	
Mandatory Conditions • Costs 2 Arcane Power and 1 Lifeblood	
Optional Conditions None	
Duration: Instantaneous	
Extension: No	

Hypnosis		*	
Cantrip	Difficulty: +1 modified by the target's Mind score		
Description Allows the caster to instantly hypnotize a human being so that they answer a question truthfully (including regarding a subject they may have forgotten, such as a distant memory).			
Effect The sorcerer asks a question to which the answer is either yes or no. The target, who must be a willing subject, is compelled to answer truthfully. In addition to the target's Mind score, the difficulty level increases by one step with each subsequent attempt on the same target.			
Mandatory Conditions - Action roll required - Must make eye contact with the target			
Optional Conditions None			
Duration: Instantaneous			
Extension: No			

Illusory Sounds		
Cantrip	Difficulty: +1	
Description		
Allows for the creation of simple sounds (a scream, an animal noise, a creaking door, falling objects, etc.).		
Effect		
The sorcerer generates a simple sound lasting a few seconds, appearing to originate from a location within Line of Sight.		
Mandatory Conditions		
• Action roll required • Line of Sight		
Optional Conditions		
None		
Duration: Instantaneous		
Extension: No		

Lilandra's Pleasure * 	
Cantrip	Difficulty: +1 modified by the target's Mind score
Description Induces sexual desire in the target of the spell.	
Effect The target may resist the spell by making a Mind roll with a difficulty equal to the sorcerer's Appeal; otherwise they surrender themselves fully to them.	
Mandatory Conditions • Action roll required • Must be in a quiet environment • Must touch the target's skin	
Optional Conditions None	
Duration: 1 Scene Extension: No	

Locate Object 	
Cantrip	Difficulty: Automatic
Description Allows the sorcerer to locate an object they are searching for.	
Effect The spell reveals the direction (though not the distance), as the crow flies, to the object described by the sorcerer. The sorcerer must have previously seen the object in question, although it is also possible to request the location of generic objects known to the sorcerer (gold, stairs, a sword, etc.), subject to the inherent randomness such a request may entail.	
Mandatory Conditions None	
Optional Conditions None	
Duration: Instantaneous Extension: No	

Lost Trail 	
Cantrip	Difficulty: Automatic
Description Allows the sorcerer to leave no traces of their passage.	
Effect The sorcerer can walk through grass, traverse undergrowth, move through the jungle, etc., without leaving the slightest trace of their passage. Any attempt to track the sorcerer starting from the spot where their trail vanishes must be made at a difficulty of -4 (Demanding)	
Mandatory Conditions Costs 2 Arcane Power	
Optional Conditions None	
Duration: 1 Scene Extension: No	

Magha's Mist 	
Cantrip	Difficulty: Automatic
Description Allows for the formation of a thick cloud of mist, approximately 10m ³ in volume, even within an enclosed space.	
Effect A natural mist forms at the location desired by the sorcerer. It hinders visibility (reducing it to 2m) but may rapidly dissipate in an outdoor environment.	
Mandatory Conditions - Line of Sight - Must not be cast in broad daylight within an arid environment	
Optional Conditions None	
Duration: 1d6 minutes (or 1d6+1 Rounds outdoors) Extension: 1 AP per 1d6 minutes (or 1 Round outdoors)	

Magic Mouth 	
Cantrip	Difficulty: Automatic
Description Allows a message to be magically bound to an object.	
Effect When the conditions for delivering the message, as defined by the sorcerer, are met, a magical mouth appears on the enchanted object and delivers the message.	
Mandatory Conditions • Line of Sight to the object that will deliver the message	
Optional Conditions None	
Duration: Until message is delivered Extension: No	

Night Vision 	
Cantrip	Difficulty: Automatic
Description Allows the caster to see in complete darkness.	
Effect The sorcerer can see in the dark without hindrance and suffers no penalties on any actions they may undertake. Their eyes become slightly luminous.	
Mandatory Conditions • Costs 2 Arcane Power	
Optional Conditions None	
Duration: 1 Scene Extension: No	

Odorless 	
Cantrip	Difficulty: Automatic
Description Allows the sorcerer to make a person or animal completely odorless.	
Effect The target of the spell (along with anything they are carrying or wearing at that moment) becomes totally undetectable via the sense of smell.	
Mandatory Conditions • Must touch the target at the moment the spell is cast	
Optional Conditions None	
Duration: 1 Scene Extension: No	

Pain * 	
Cantrip	Difficulty: +1 modified by the target's Mind score
Description Allows the caster to inflict sudden, violent pain upon the spell's target.	
Effect The target experiences terrible pain and is unable to act during the following round.	
Mandatory Conditions • Action roll required • Line of Sight • Utter an audible curse at the target (e.g., "You! May your guts turn to liquid!")	
Optional Conditions None	
Duration: 1 Round Extension: No	

Peripheral Vision 	
Cantrip	Difficulty: Automatic
Description Allows the sorcerer to see everything happening around them.	
Effect The sorcerer gains 360° vision for the duration of the spell.	
Mandatory Conditions Swallow an eye of a bird of prey	
Optional Conditions None	
Duration: 1 Scene Extension: No	

Piandra's Fortune 	
Cantrip	Difficulty: Automatic
Description By breaking a small fetish, the sorcerer temporarily increases their luck.	
Effect +1 bonus die for the sorcerer's next action.	
Mandatory Conditions Special Item: A small fetish object to be broken	
Optional Conditions None	
Duration: Instantaneous Extension: No	

Read Thoughts		*	
Cantrip	Difficulty: +1 modified by the target's Mind score		
Description Allows the sorcerer to read a human's immediate thoughts.			
Effect The sorcerer understands what the target is thinking and feeling at the very moment they probes the target's mind. This does not reveal a person's character, their deepest thoughts, or their general knowledge.			
Mandatory Conditions • Action roll required • Costs 2 Arcane Power • Line of Sight			
Optional Conditions None			
Duration: Instantaneous			
Extension: No			

Sardonic Snicker		
Cantrip	Difficulty: Automatic	
Description The sorcerer emits a strange snicker, at once guttural and mocking, the likes of which only Sword & Sorcery sorcerers know how to produce.		
Effect All who hear the laughter must succeed on a Mind roll (difficulty equal to the sorcerer's Appeal) or suffer a 1-die penalty to their next action.		
Mandatory Conditions • Costs 2 Arcane Power		
Optional Conditions None		
Duration: Instantaneous		
Extension: No		

Sense Sorcery 	
Cantrip	Difficulty: Automatic
Description Allows the sorcerer to sense the effects of sorcery in their immediate vicinity.	
Effect Allows the detection of active spells within the sorcerer's surroundings. The sorcerer can only identify spells that they already know. Otherwise, they will sense the presence of sorcery, but will not necessarily know what it is. The same applies to magical items or magical traps. The sorcerer can only sense that sorcery is at work, without being able to provide further details.	
Mandatory Conditions Costs 2 Arcane Power	
Optional Conditions None	
Duration: Instantaneous Extension: No	

Serpent Scepter 	
Cantrip	Difficulty: Automatic
Description Allows the caster to transform a staff into a serpent.	
Effect The serpent obeys the sorcerer and has a 50% chance of being venomous. It reverts to a staff when killed or when the spell ends.	
Mandatory Conditions - Costs 2 Arcane Power - Special Item: A staff (this item is not destroyed at the end of the spell)	
Optional Conditions None	
Duration: 1d6 minutes Extension: No	

Shameless Lie * 	
Cantrip	Difficulty: +1 modified by the target's Mind score
Description Allows the caster to make a listener believe even the most implausible of stories.	
Effect The target believes the sorcerer's lie and will not realize their error until a certain amount of time has passed.	
Mandatory Conditions Action roll required	
Optional Conditions None	
Duration: 1d6 x 10 minutes Extension: No	

Slow Fall 	
Cantrip	Difficulty: Automatic
Description Allows the falling speed of an object or a living creature to be slowed.	
Effect The falling speed is slowed to such an extent that no damage is incurred upon the landing of the spell's target. The spell may be cast either before or during the fall. However in the latter case one must have had sufficient time to ingest the elixir of Azhdarkho spittle required to cast the spell.	
Mandatory Conditions Drink an elixir made from Azhdarkho spittle	
Optional Conditions None	
Duration: Instantaneous Extension: No	

Sparks 	
Cantrip	Difficulty: Automatic
Description By snapping their fingers, the sorcerer causes them to emit sparks and small flames.	
Effect Allows the caster to light a candle, a torch, or flammable objects and liquids.	
Mandatory Conditions None	
Optional Conditions None	
Duration: Instantaneous Extension: No	

Speak with Plants 	
Cantrip	Difficulty: +1
Description Allows for simple communication with a plant.	
Effect Allows the caster to obtain answers to very, very simple questions, as the interests and thought processes of plants are vastly different from those of humans. The sorcerer may need to make a Mind roll in order to understand the mindset of the plant they are questioning (difficulty to be determined by the GM, depending on the plant).	
Mandatory Conditions • Action roll required • Line of Sight	
Optional Conditions None	
Duration: 1d6 minutes Extension: No	

Super-Hearing 	
Cantrip	Difficulty: +2
Description Allows the caster to hear through walls.	
Effect Allows the caster to hear through more than 50 cm of solid material (stone, wood, metal, etc.).	
Mandatory Conditions Action roll required	
Optional Conditions None	
Duration: 1d6 minutes Extension: No	

Super-Vision 	
Cantrip	Difficulty: +2
Description Allows the caster to see through walls.	
Effect Allows the caster to see through more than 50 cm of solid material (stone, wood, metal, etc.).	
Mandatory Conditions Action roll required	
Optional Conditions None	
Duration: 1d6 minutes Extension: No	

Telepathy * 	
Cantrip	Difficulty: +1 modified by the target's Mind score
Description Allows the caster to create a telepathic link between themselves and a willing creature.	
Effect Until the spell ends, you and the target can instantly exchange words, images, sounds, and any other sensory messages.	
Mandatory Conditions • Action roll required • Line of Sight	
Optional Conditions None	
Duration: 1 Scene Extension: No	

Ventriloquism 	
Cantrip	Difficulty: Automatic
Description Allows the caster to project their voice through another character (or animal, object, etc.).	
Effect The sorcerer speaks without opening their mouth, with the sound of their voice appearing to come from elsewhere.	
Mandatory Conditions • Line of Sight • Must be within earshot	
Optional Conditions None	
Duration: 1 Scene Extension: No	

Water Breathing 	
Cantrip	Difficulty: Automatic
Description Allows the caster to breathe underwater.	
Effect The sorcerer drinks the blood of an amphibian at the moment the spell is cast. Subsequently, while underwater, breathing occurs through the skin. If the sorcerer attempts to use their lungs, they will drown.	
Mandatory Conditions • Special Item: Amphibian blood	
Optional Conditions None	
Duration: 1 Scene Extension: No	

Whispers 	
Cantrip	Difficulty: Automatic
Description Allows the caster to speak to a person without being overheard.	
Effect The sorcerer speaks to a person as if whispering directly into their ear. No one other than the target can hear them.	
Mandatory Conditions • Line of Sight	
Optional Conditions None	
Duration: 10 rounds (1 minute) Extension: No	

Zzalkyr's Light 	
Cantrip	Difficulty: Automatic
Description Allows the creation of light.	
Effect The sorcerer designates an object which then emits light within a radius of 20 meters.	
Mandatory Conditions • Costs 2 Arcane Power	
Optional Conditions None	
Duration: 1 Scene Extension: No	

19. Grimoire of the First Magnitude

96 spells

Amnesia: Allows the caster to temporarily cause someone to lose their memory.

Arcane Barrier: Erects an impassable mystical barrier that is extremely resistant to physical damage.

Arcane Compartment: Allows the sorcerer to inscribe a magical rune of remembrance upon a chest and bind it to a specific word. When the sorcerer speaks this word, they instantly retrieve the marked chest, which materializes before them.

Arcane Gate: Luminous runes adorn a magical portal, allowing the sorcerer to block their enemies.

Arcane Lock: Allows to magically lock a door, chest, gate, etc.

Arcane Protection: Using a staff, the sorcerer traces a protective circle on the ground to ward against sorcery (diameter: 2 meters).

Armor of the Void: A defensive spell that creates magical armor effective against the effects of the Void, protecting either the sorcerer or a chosen target.

Belch of Flies: The sorcerer vomits forth a noxious gas teeming with a strange species of aggressive flies.

Bind Minor Demon: Allows the caster to bind a summoned demon, compelling it to obey their commands.

Blindness: Renders the target of the spell momentarily blind.

Blood Projectiles: Allows the sorcerer to enchant 10 projectiles (arrows, sling stones, etc.) using their own blood.

Breath Thief: Prevents the target from breathing by diverting the air away from their airways.

Cacophony: Creates a chaotic maelstrom of powerful, disorienting sounds that overwhelm all who hear them.

Charkond's Armor: Allows the sorcerer to protect themselves with magical armor.

Claws: Allows the sorcerer to manifest impressive claws.

Cloak of Shadows: Allows the sorcerer, as well as a chosen number of targets, to conceal themselves from all sight within an area of shadow drawn from the Void, obscuring their presence.

Confusion: Causes confusion in the minds of the sorcerer's enemies (humans, animals, monsters, etc.), causing them to turn against anyone around them.

Corrupting Touch: Allows the caster to inflict additional damage during melee combat.

Create Skittering Hand: Allows the sorcerer to create a Skittering Hand.

Curse the Blade: Allows the sorcerer to curse the blade of a weapon by scarifying themselves with it while simultaneously reciting the spell's vile incantation.

Darkness: Summons darkness from the Void into an enclosed space (house, cave, tunnel, etc.). This dark mass forms a thick, sulfur-scented cloud of approximately 10 cubic meters.

Deafness: Renders the spell's target momentarily deaf.

Demonic Feast: This spell conjures enough food and drink for 6 people.

Demonic Weapon: Animates a melee weapon, causing it to attack the sorcerer's enemies while obeying their mental commands.

Disguise: Allows the sorcerer to assume a thematic disguise (beggar, guard, prostitute, etc.).

Disintegration: Reduces an object to ashes.

Disruption: Nullifies the effects of a cantrip or spell.

Divination: Provides an answer to a specific question.

Divine Aura: Allows the sorcerer to temporarily increase their Appeal.

Draining Touch: Allows the sorcerer to weaken the spell's target by touching them with their hands.

Drum of Panic: The sorcerer plays a drum, thereby causing nearby listeners to panic.

Electron Burst: Unleashes an electrical wave all around the sorcerer.

Eruptive Blisters: The sorcerer casts the spell upon a fresh corpse, which then becomes covered in enormous boils. These swell before bursting into a geyser of burning magma.

Evil Eye: Allows the sorcerer to inflict a curse upon a target that impairs their ability to act.

Evil Spirits: Allows the sorcerer to summon evil spirits within a specific geographic area. These spirits attack anyone who enters the zone.

Eye of Fyrzon: Allows the sorcerer to secure a perimeter with a silent, magical alarm.

Ferocity: Causes the target to enter a trance-like state. They become incredibly aggressive and ferocious, attacking anyone in sight. They feel neither fear nor pain and will fight to the death if necessary.

Glimpses of the Future: By concentrating on a specific series of actions they intend to perform, the sorcerer catches a brief glimpse of the future.

Hand of Revelation: By simply touching the cover of a closed book or a rolled-up scroll, the caster of this spell can read its contents as if it were open.

Imprison: Restrains the target with invisible bonds.

Incantation of the Broken Limb: Allows the sorcerer to break a limb (arm or leg) of the spell's target.

Infernal Fire: The sorcerer unleashes a jet of black, sulfurous flames, hailing from the depths of the Void, onto a target up to 10 meters away.

Knock-Knock: Allows the caster to unlock all doors, locks, or gates within a 50-meter radius.

Knowledge is Power: Allows the sorcerer to assess the strengths and weaknesses of a potential adversary.

Leaden Feet: Allows the sorcerer to slow down the spell's target.

Lesser Mystic Circle: Using a staff, the sorcerer traces a protective circle on the ground against Minor and Lesser demons (diameter: 2 meters).

Levitation: Allows the caster to rise into the air.

Life Drain: Absorbs the target's vital energy.

Mask Sorcery: Conceals the existence of one or more active spells located in the same area or on the same person.

Master of Scriptures: Allows the sorcerer to understand, read, and write a living or dead language with which they are completely unfamiliar.

Master of Tongues: Allows the sorcerer to fluently speak a living or dead language with which they are completely unfamiliar.

Mental Weakness: Weakens a person's Mind score for the duration of the spell.

Methyn Sarr's Javelin: Allows the caster to hurl a javelin of magical flames at a target.

Mirror Image: Allows the caster to conjure several illusory copies of themselves within the space they occupy. Due to these doppelgangers, their enemies struggle to pinpoint their exact location.

Morgazzon's Laughter: The sorcerer overwhelms the spell's target with the insane, thunderous laughter of Morgazzon.

Natural Acrobat: Allows the sorcerer to temporarily increase their Agility.

Nearby Visions: Grants the ability to perceive recent events or those currently unfolding in the vicinity.

Nightmare: Inflicts horrific nightmares on the target.

Pass Through Walls: Allows the sorcerer to become incorporeal.

Paralyzing Gaze: Allows the sorcerer to cast a petrifying gaze on a target.

Phantasmal Barrier: Creates a realistic illusion of a wall of flames, capable of injuring those who believe it to be real.

Precision: The sorcerer's Ranged combat ability temporarily increases.

Project Consciousness: Allows the sorcerer to project their consciousness outside of their body for a limited time.

Prowess: The sorcerer's Melee combat ability temporarily increases.

Read Mind: Allows the caster to read the target's thoughts.

Repulsion: Creates a sense of disgust so powerful that any living being (person or animal) in the sorcerer's vicinity feels an irrepressible urge to flee.

Return to Sender: Allows the sorcerer to direct cantrips or spells of the First Circle back at their caster.

Scaly Skin: The sorcerer, or a chosen target, becomes covered in rigid scales.

See the Invisible: Grants the ability to perceive invisible objects and creatures.

Shockwave: Allows the sorcerer to generate a shockwave that knocks over everything in its path.

Sign of Tharungozoth: Allows the sorcerer to trace a sign in the air with their hand. This sign, pale red and luminescent, appears to beat like a heart and is utterly hypnotic.

Silence: Allows for the creation of a magical silence around a person, creature, object, or the sorcerer themselves.

Sleep: Causes the spell's target to fall asleep.

Snake Charmer: Allows the sorcerer to charm snakes (including pythons or anacondas), but not monstrous creatures.

Speak with Animals: Allows the caster to communicate in simple terms with a docile animal.

Speak with the Dead: Allows the sorcerer to exchange a few sentences with a recently deceased person (dead for no more than a few days).

Strength of Dyr: Allows the sorcerer to temporarily increase their Strength.

Subjugation: The target is compelled to act according to the sorcerer's will, provided that the commands remain within the realm of actions they they might perform were they not under the sorcerer's control.

Summon Animal: Allows the caster to summon a creature typically found in the local environment. The summoned creature may be no larger than Very Large size.

Summon Minor Demon: Allows the caster to summon a demon of Minor rank.

Summon Object: Allows the caster to conjure a small, mundane object (a tool, a length of rope, a weapon, an article of clothing, a flask of water or wine, etc.).

Summon Undead: Allows the caster to summon undead creatures (zombies, mummies, skeletons, etc.), provided the caster is located near a place likely to contain them (a crypt, tomb, necropolis, catacombs, etc.).

Superhuman Speed: Allows the caster to act with unprecedented swiftness.

Superior Mind: Allows the sorcerer to temporarily increase their Mind score.

Supernatural Growth: Allows the sorcerer to increase the size of a plant or living creature for a limited time.

Swarm of Vermin: Allows the sorcerer to summon a swarm of vermin appropriate to the sorcerer's current environment (rats, toads, locusts, insects, etc.). The sorcerer has no control over this swarm and may even fall victim to it themselves.

Telekinesis I: Allows the sorcerer to move an object from a distance.

Universal Language: Allows the sorcerer to alter the language spoken by a specific group of people.

Veil of Illusion: Causes a small geographical area to vanish from sight, replacing it with a perfect illusion.

Veiled Mind: Allows the sorcerer to walk among their enemies without being noticed. They are not invisible, but no one pays them any attention, perceiving their presence as normal.

Void Durability: Enchants an object with the sinister power of the Void, rendering it momentarily indestructible.

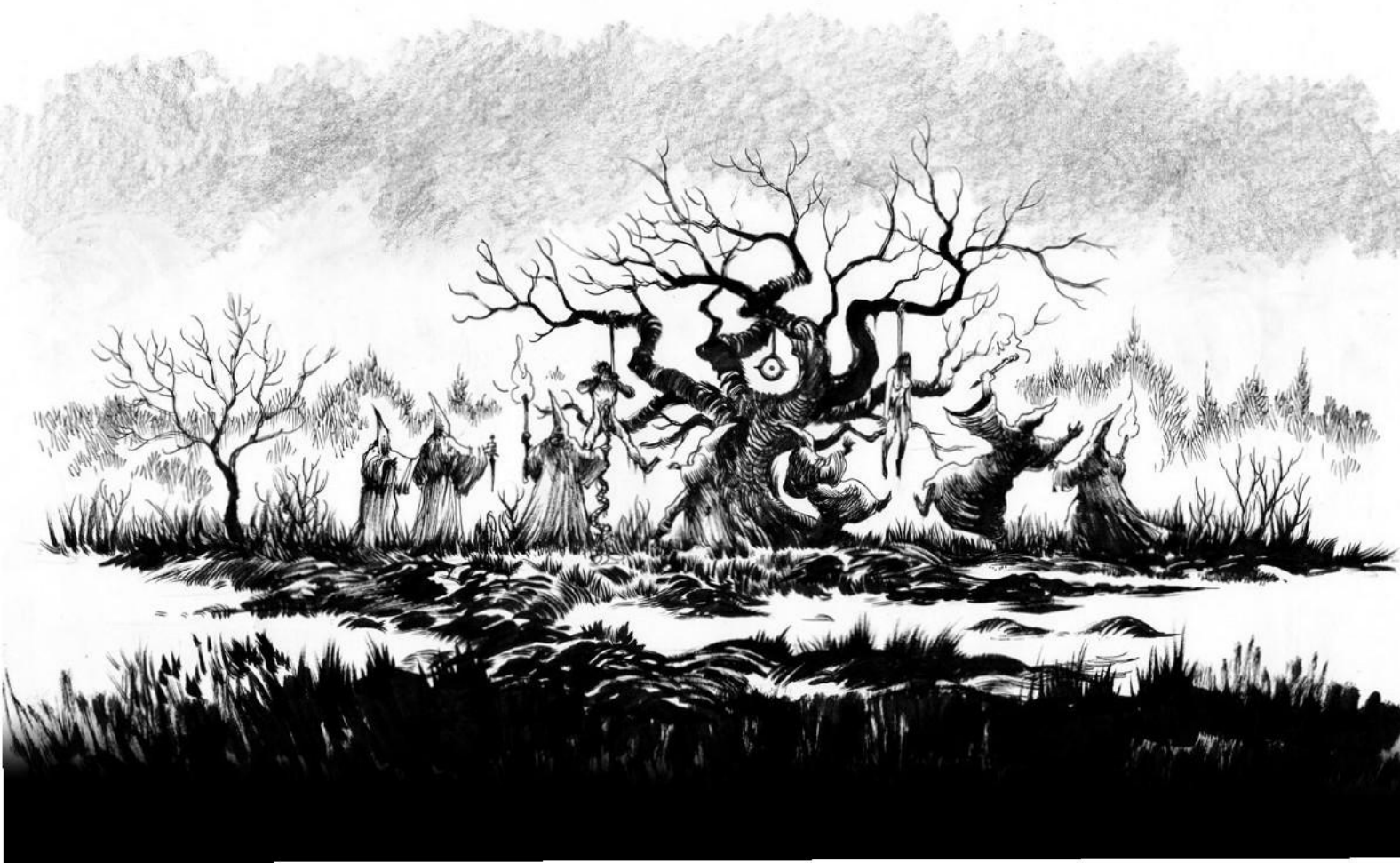
Voidfire Altar: This spell conjures a small column of flames drawn from the Void, granting various benefits, but at the cost of the beneficiaries' lifeblood.

Walk on Water: Allows the caster to walk on water.

Zaggath's Caress: Allows the caster to take control of a source of fire and cause it to explode.

Zalkyr's Photometeor: Multicolored beams of blinding light erupt from the sorcerer's fingertips to strike their enemies with incredible intensity.

Zylidith's Curse: Inflicts a curse upon the target that affects their physical attributes.



Amnesia		*	
First Magnitude	Difficulty: 0 modified by the target's Mind score		
Description Allows the caster to temporarily cause someone to lose their memory.			
Effect The target forgets the last 24 hours for the duration of one scene.			
Mandatory Conditions • Line of Sight • Special Knowledge: The victim's name			
Optional Conditions • Auspicious Hour (Noon or Midnight) • Casting Time(1d6 x 30 minutes) • Obvious Technique			
Duration: 1 Scene			
Extension: No			

Arcane Barrier			
First Magnitude	Difficulty: 0		
Description Allows the caster to erect an impassable mystical barrier that is extremely resistant to physical damage.			
Effect The barrier, which is slightly opalescent, can measure up to 10 meters in width and 10 meters in height. It possesses a fixed damage reduction value of 6 and 40 resistance points. It regenerates 1 resistance point per round.			
Mandatory Conditions • Special Item: A small glass sphere containing smoke from a funeral pyre			
Optional Conditions • Casting Time (1d6 x 30 minutes) • Obvious Technique • Wounds (-1d3 Lifeblood)			
Duration: 10 rounds (1 minute)			
Extension: 1 additional minute for 2 AP			

Arcane Compartment		
First Magnitude	Difficulty: 0	
Description Allows the sorcerer to inscribe a magical rune of remembrance upon a chest, thereby binding it to a specific word. When the sorcerer speaks this word, they instantly retrieve the marked chest, which materializes before them.		
Effect The spell has a duration, measured in years, equal to the Magician's career level. The chest can hold a number of items equal to the Magician's career level +1.		
Mandatory Conditions • Casting Time (1d6 x 30 minutes)		
Optional Conditions • Obvious Technique • Ritual Cleansing • Special Knowledge		
Duration: Variable		
Extension: No		

Arcane Gate 	
First Magnitude	Difficulty: 0
Description Luminous runes adorn a magical portal designed to block the sorcerer's enemies.	
Effect The sorcerer traces luminescent runes upon a door, thereby creating a portal impassable to anyone who does not know the password, which the sorcerer must choose at that very moment. The spell's effect lasts for a number of weeks equal to the Magician's career rank. Anyone wishing to pass through must succeed on a Demanding (-4) Mind check, to which the sorcerer's own Mind score is added.	
Mandatory Conditions • Line of Sight • Special Item: Grimoire	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Ritual Cleansing	
Duration: Variable Extension: No	

Arcane Lock 	
First Magnitude	Difficulty: 0
Description Allows the caster to magically lock a door, chest, gate, etc.	
Effect The locked object can only be unlocked by a Disruption spell or by physical destruction. A rank 1 Magician can lock an object for 1d6 minutes; a rank 2 Magician for 1d6 hours; and a rank 3 (or higher) Magician for 1d6 days.	
Mandatory Conditions • Line of Sight • Wounds (-1d3 Lifeblood)	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Obvious Technique	
Duration: Variable Extension: 1d6 min, 1d6 hours, or 1d6 days for 2 additional AP	

Arcane Protection 	
First Magnitude	Difficulty: -1
Description Using a staff, the sorcerer traces a protective circle on the ground to ward against sorcery (diameter: 2 meters).	
Effect Any person remaining within the circle cannot be affected by a spell cast directly against them. However, they remain vulnerable to area-of-effect spells, physical attacks, etc.	
Mandatory Conditions • Special Item: A staff	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Special Knowledge	
Duration: 1 Scene Extension: No	

Armor of the Void * 	
First Magnitude	Difficulty: 0 modified by the target's Mind score
Description A defensive spell that creates magical armor effective against the effects of the Void, protecting either the sorcerer or a chosen target. If the sorcerer casts the spell upon themselves, their own Mind does not increase the difficulty of the spell casting.	
Effect This armor provides 1d6 points of protection against all damage caused by sorcery or inflicted by any supernatural creatures, including demons. It does not hinder the practice of sorcery.	
Mandatory Conditions • Special Item: Grimoire	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Ritual Cleansing	
Duration: 1 Scene Extension: No	

Belch of Flies 	
First Magnitude	Difficulty: -1
Description The sorcerer vomits forth a noxious gas teeming with a strange species of aggressive flies.	
Effect The cloud can fill an entire room. Everyone located within 6 meters of the spellcaster must succeed on a Strength check to avoid its effects (including the sorcerer). All affected victims temporarily lose 1d3 Strength points. Those whose recalculated Strength score falls below -1 are no longer able to stand or move.	
Mandatory Conditions • Line of Sight • Obvious Technique	
Optional Conditions • Wounds (-1d3 Lifeblood)	
Duration: 1d3 rounds Extension: No	

Bind Minor Demon 	
First Magnitude	Difficulty: -1
Description Allows the caster to bind a summoned demon, compelling it to obey their commands.	
Effect Once the bond is established, the sorcerer need only agree to regularly satisfy the demon's needs. The demon will appear or vanish at the sorcerer's command.	
Mandatory Conditions • Costs 2 Arcane Power instead of 5 • Line of Sight	
Optional Conditions None	
Duration: Instantaneous Extension: No	

Blindness 	
First Magnitude	Difficulty: 0
Description Allows the caster to render the target of the spell momentarily blind.	
Effect The target becomes completely blind for the duration of the spell.	
Mandatory Conditions • Line of Sight • Wounds (-1d3 Lifeblood)	
Optional Conditions • Group Ritual (requires 1d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Obvious Technique • Special Item: Toad's eye	
Duration: 1 Scene	
Extension: No	

Blood Projectiles 	
First Magnitude	Difficulty: 0
Description Allows the sorcerer to enchant 10 projectiles (arrows, sling stones, etc.) using their own blood.	
Effect The projectiles become more piercing and gain a +1 bonus to damage.	
Mandatory Conditions • Auspicious Time (Night) • Wounds (-1d3 Lifeblood)	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Ritual Cleansing	
Duration: Variable	
Extension: No	

Breath Thief 	
First Magnitude	Difficulty: -1
Description Prevents the target from breathing by diverting the air away from their airways.	
Effect The victim can hold their breath for a number of Rounds equal to their Strength attribute; thereafter, they must make a Strength check of increasing difficulty (-1, -2, -4, etc.) for each subsequent Round, or pass out. A creature unable to breathe cannot speak or shout.	
Mandatory Conditions • Line of Sight • Utter an audible curse at the target (e.g., "You bandit, may your breath run short!")	
Optional Conditions • Auspicious Time (Day) • Obvious Technique • Wounds (-1d3 Lifeblood)	
Duration: 1d6 rounds + Magician's career rank Extension: No	

Cacophony  	
First Magnitude	Difficulty: -1
Description Allows the caster to create a chaotic maelstrom of powerful, disorienting sounds that overwhelm all who hear them.	
Effect All victims of this racket are struck by a violent headache, resulting in a -1 penalty on all rolls.	
Mandatory Conditions • Line of Sight • Special Item: Copper bell adorned with runes	
Optional Conditions • Obvious Technique • Wounds (-1d3 Lifeblood)	
Duration: 10 rounds (1 minute) Extension: 1 additional round per AP	

Charkond's Armor 	
First Magnitude	Difficulty: -1
Description Allows the sorcerer to protect themselves with magical armor.	
Effect The sorcerer gains 1d6 points of protection, and this invisible armor does not hinder them in the practice of sorcery.	
Mandatory Conditions • Casting Time(1d6 x 30 minutes)	
Optional Conditions • Ritual Cleansing • Special Item: A piece of iron ore • Wounds (-1d3 Lifeblood)	
Duration: 1 Scene Extension: No	

Claws 	
First Magnitude	Difficulty: 0
Description Allows the sorcerer to manifest impressive claws.	
Effect The claws inflict 1d6 damage in melee combat.	
Mandatory Conditions • Special Item: Foot of a Terror Bird	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Obvious Technique	
Duration: 1 Scene Extension: No	

Cloak of Shadows 	
First Magnitude	Difficulty: -1
Description Allows the sorcerer, as well as a chosen number of targets, to conceal themselves from all sight within an area of shadow drawn from the Void, obscuring their presence.	
Effect The sorcerer, along with all targeted individuals (1d6 people per rank in the Magician career), become completely invisible. If they wish to move, each must succeed at an Agility check of Moderate difficulty. Those who fail immediately become visible again.	
Mandatory Conditions • Wounds (-1d3 Lifeblood)	
Optional Conditions • Auspicious Time (Night) • Casting Time (1d6 x 30 minutes)	
Duration: 1 Scene Extension: No	

Confusion 	
First Magnitude	Difficulty: -1 modified by the target's Mind score
Description Causes confusion in the minds of the sorcerer's enemies (humans, animals, monsters, etc.), causing them to turn against anyone around them.	
Effect The spell affects 1d6 enemies per career rank of the Magician. The spell has no effect on enemies possessing at least 2 Mind points. For others: take the highest Mind score among them and apply it as a penalty to the spell's difficulty.	
Mandatory Conditions • Line of Sight	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Wounds (-1d3 Lifeblood)	
Duration: 1d6 rounds Extension: 1d6 additional rounds for 2 AP	

Corrupting Touch 	
First Magnitude	Difficulty: -1
Description Allows the caster to inflict additional damage during melee combat.	
Effect If the sorcerer touches a target during a Melee attack, the target suffers 1d6 additional damage.	
Mandatory Conditions • Wounds (-1d3 Lifeblood)	
Optional Conditions • Auspicious Time (Night) • Obvious Technique	
Duration: 10 rounds (1 minute) Extension: No	

Create Skittering Hand 	
First Magnitude	Difficulty: -1
Description Allows the sorcerer to create a Skittering Hand (Core Rulebook, page 129).	
Effect The hand created this way is assigned a mission by its creator (guarding a room, strangling someone, etc.) and will vanish only if it is destroyed or if its creator should themselves perish.	
Mandatory Conditions • Special Item: A hand severed from a still fresh corpse	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Ritual Cleansing • Special Knowledge	
Duration: Variable Extension: No	

Curse the Blade 	
First Magnitude	Difficulty: 0
Description Allows the sorcerer to curse the blade of a weapon by scarifying themselves with it while simultaneously reciting the spell's vile incantation.	
Effect The weapon cursed this way inflicts an additional 1d6 points of magical damage (in addition to the damage it normally inflicts).	
Mandatory Conditions • Wounds (-1d3 Lifeblood)	
Optional Conditions • Obvious Technique • Ritual Cleansing	
Duration: 1 Scene Extension: No	

Darkness 	
First Magnitude	Difficulty: 0
Description Allows for the summoning of darkness drawn from the Void into an enclosed space (house, cave, tunnel, etc.). This dark mass forms a thick, sulfur-scented cloud of approximately 10m³.	
Effect A supernatural darkness forms at the location desired by the sorcerer. It hinders visibility (2m), and no natural light can pierce it.	
Mandatory Conditions • Line of Sight • Must not be outdoors • Special Item: Volcanic ash	
Optional Conditions • Auspicious Time (Night) • Casting Time (1d6 x 30 minutes)	
Duration: 1d6 minutes Extension: 1d6 minutes for 1 AP	

Deafness 	
First Magnitude	Difficulty: 0
Description Renders the spell's target momentarily deaf.	
Effect The target becomes completely deaf for the duration of the spell.	
Mandatory Conditions • Line of Sight • Wounds (-1d3 Lifeblood)	
Optional Conditions • Group Ritual (requires 1d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Obvious Technique • Special Item: Phong blood	
Duration: 1 Scene	
Extension: No	

Demonic Feast 	
First Magnitude	Difficulty: 0
Description This spell conjures enough food and drink for 6 people.	
Effect The cuisine is of excellent quality, although the food itself is not truly identifiable, swimming in a thick sauce. The wine, for its part, is rather spicy. At bedtime, the characters must succeed on a Strength check of Tough (-2) difficulty, or else spend a restless night filled with disturbing dreams. Consequently, they will not be truly rested the following day, and the GM may impose various penalties upon them throughout the day.	
Mandatory Conditions • Special Item: A black tablecloth	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Wounds (-1d3 Lifeblood)	
Duration: Instantaneous	
Extension: No	

Demonic Weapon 	
First Magnitude	Difficulty: -1
Description Allows the caster to animate a melee weapon, causing it to attack the sorcerer's enemies while obeying their mental commands.	
Effect The weapon's attack and damage rolls are resolved using the sorcerer's Mind attribute, rather than their Agility or Strength.	
Mandatory Conditions • A weapon must be at hand • Line of Sight • Obvious Technique	
Optional Conditions • Special Item: Grimoire • Wounds (-1d3 Lifeblood)	
Duration: 1 Scene Extension: No	

Disguise 	
First Magnitude	
Difficulty: 0	
Description Allows the sorcerer to assume a thematic disguise (beggar, guard, prostitute, etc.).	
Effect The sorcerer assumes a deceptive appearance that can only be seen through by someone close to him who is paying particularly close attention. They must succeed on a Mind check with a difficulty equal to the sorcerer's Mind attribute.	
Mandatory Conditions • Ritual Cleansing	
Optional Conditions • Auspicious Hour (Noon or Midnight) • Casting Time (1d6 x 30 minutes) • Special Knowledge (if the sorcerer possesses a career that aids them in their imitation)	
Duration: 1 Scene Extension: No	

Disintegration 	
First Magnitude	Difficulty: 0
Description Allows an object to be reduced to ashes. The spell does not work on large structures (buildings, ships, etc.) or living beings.	
Effect The sorcerer may target objects of reasonable size (a door, piece of furniture, statue, weapon, etc.), which are then reduced to dust.	
Mandatory Conditions • Line of Sight • Special Item: Grave dust	
Optional Conditions • Intimate Materials (a piece of the object to be destroyed) • Obvious Technique • Wounds (-1d3 Lifeblood)	
Duration: Instantaneous Extension: No	

Disruption 	
First Magnitude	Difficulty: -1
Description Allows the caster to nullify the effects of a cantrip or spell.	
Effect If the sorcerer is aware that a cantrip or spell is active nearby, or has just been cast, they may attempt to nullify its effects. The difficulty is reduced to 0 if the sorcerer knows the specific spell they are attempting to nullify.	
Mandatory Conditions • Line of Sight to the spellcaster (if the spell has just been cast), or awareness that a spell is currently active • Note: A sorcerer may only nullify spells of their own magnitude or lower (e.g., a sorcerer with a Career Rank of 2 points can nullify spells of the Second Magnitude and below, but not spells of the Third Magnitude).	
Optional Conditions • Obvious Technique • Wounds (-1d3 Lifeblood)	
Duration: Instantaneous Extension: No	

Divination 	
First Magnitude	Difficulty: 0
Description Allows the caster to obtain an answer to a specific question.	
Effect By consulting cards, the entrails of a sacrificed creature, or the stars, the sorcerer can obtain an answer to a question, which they must formulate with precision. As the answer is likely to be cryptic, the sorcerer must subsequently succeed at a Mind check of Tough (-2) difficulty in order to understand the answer and make sense of it.	
Mandatory Conditions • Special Item: A deck of cards, a living creature, or the starry sky	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Ritual Cleansing • Wounds (-1d3 Lifeblood)	
Duration: Instantaneous Extension: No	

Divine Aura 	
First Magnitude	Difficulty: 0
Description Allows the sorcerer to temporarily increase their Appeal.	
Effect The sorcerer's Appeal attribute becomes 6.	
Mandatory Conditions Special Item: A relic originating from a temple of the Twenty Gods	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Obvious Technique • Ritual Cleansing	
Duration: 1 Scene Extension: No	

Draining Touch 	
First Magnitude	Difficulty: -1
Description Allows the sorcerer to weaken the spell's target by touching them with their hands.	
Effect After casting the spell, the sorcerer must succeed on a Melee attack roll to place their hands upon the target. If successful, the target must make a Strength check at a Tough (-2) difficulty level. If the Strength check succeeds, the target is stunned for 2 rounds (and unable to act); if it fails, they are stunned for 2 rounds and lose 1d6 Lifeblood.	
Mandatory Conditions • Line of Sight (must touch the victim's skin) • Obvious Technique	
Optional Conditions • Wounds (-1d3 Lifeblood)	
Duration: Instantaneous Extension: No	

Drum of Panic * 	
First Magnitude	Difficulty: 0 modified by the target's Mind score
Description The sorcerer plays a drum, thereby causing nearby listeners to panic.	
Effect Any person or animal possessing the sense of hearing and present within a 30-meter radius of the sorcerer must succeed at a Mind check, with a difficulty equal to the sorcerer's Appeal, or panic and remain paralyzed by fear for 1d6 rounds.	
Mandatory Conditions • Obvious Technique • Special Item: A drum specially crafted for the sorcerer	
Optional Conditions • Wounds (-1d3 Lifeblood)	
Duration: Instantaneous Extension: No	

Electron Burst 	
First Magnitude	Difficulty: -1
Description Allows the caster to unleash an electrical wave all around them.	
Effect The caster stands at the center of the lightning bolts they trigger; these propagate 360° around them. The wave inflicts 1d6 damage to anyone within a 2-meter radius and can ignite fabric, melt metal, etc. Damage increases by 1d6 for each Magician rank of the caster (2d6 at rank 2, 3d6 at rank 3, etc.).	
Mandatory Conditions • Obvious Technique	
Optional Conditions • Wounds (-1d3 Lifeblood)	
Duration: Instantaneous Extension: No	

Eruptive Blisters 	
First Magnitude	Difficulty: 0
Description The sorcerer casts the spell upon a fresh corpse, which then becomes covered in enormous boils. These swell before bursting into a geyser of burning magma.	
Effect This eruption of burning liquid inflicts 1d3 damage to any creature located within 3 meters of the body affected by the spell. The body continues to spew forth in this manner for 6 rounds.	
Mandatory Conditions • Line of Sight • Special Item: Silica powder	
Optional Conditions • Obvious Technique	
Duration: 6 rounds Extension: No	

Evil Eye * 	
First Magnitude	Difficulty: -1 modified by the target's Mind score
Description Allows the sorcerer to inflict a curse upon the target that impairs their ability to act.	
Effect The victim suffers a 1-die penalty on all action rolls for the duration of the spell.	
Mandatory Conditions • Line of Sight • Utter an audible curse at the target (e.g., "You Valgardian, be cursed by the Dark Gods!")	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Wounds (-1d3 Lifeblood)	
Duration: 1d6 rounds Extension: No	

Evil Spirits 	
First Magnitude	Difficulty: -1
Description Allows the sorcerer to summon evil spirits within a specific geographic area. These spirits attack anyone who enters the zone.	
Effect Anyone, other than the spell's caster, who enters the zone is immediately harassed by these sinister spirits and suffers a 1-die penalty on all action rolls.	
Mandatory Conditions • Line of Sight • Special Item: Grimoire	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Group Ritual (requires 1d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Obvious Technique	
Duration: 1 Scene Extension: No	

Eye of Fyrzon 	
First Magnitude	Difficulty: 0
Description Allows the sorcerer to secure a perimeter with a silent, magical alarm.	
Effect The sorcerer secures a perimeter of approximately 100m ² by stating the conditions under which the alarm will trigger. If one of these conditions is met, the sorcerer is automatically alerted, or awakened if they were asleep.	
Mandatory Conditions • Obvious Technique	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Special Item: Grimoire • Wounds (-1d3 Lifeblood)	
Duration: 2d6 hours Extension: 1d6 hours for 2 AP	

Ferocity 	
First Magnitude	Difficulty: -1 modified by the target's Mind score
Description Allows the caster to induce an altered state in the target. The target becomes incredibly aggressive and ferocious, attacking anyone in sight. They feel neither fear nor pain and will fight to the death if necessary.	
Effect The target of the spell gains 1 bonus die for Melee combat, as well as a +1 bonus to damage dealt and a -1 bonus to damage received.	
Mandatory Conditions • Line of Sight • Special Item: Chark tooth	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Obvious Technique • Wounds (-1d3 Lifeblood)	
Duration: 1 Scene Extension: No	

Glimpses of the Future 	
First Magnitude	Difficulty: 0
Description By concentrating for 1d6 minutes on a specific series of actions they intend to perform, the sorcerer catches a brief glimpse of the future.	
Effect The sorcerer gains 1 bonus die for 1d6 of their actions during one Scene. The player may decide when to use the bonus die on actions of their choice.	
Mandatory Conditions • Special Item: Dream Lotus juice	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Obvious Technique • Wounds (-1d3 Lifeblood)	
Duration: 1 Scene Extension: No	

Hand of Revelation 	
First Magnitude	Difficulty: -1
Description By simply touching the cover of a closed book or a rolled-up scroll, the caster of this spell can read its contents normally, as if it were open.	
Effect The caster must know the language used in the text, and they read the contents with the same speed as if they were actually reading the book. The spell triggers any spells or traps placed upon a book or scroll, just as if the book had been opened.	
Mandatory Conditions • Special Knowledge	
Optional Conditions • Auspicious Time (Night) • Casting Time (1d6 x 30 minutes)	
Duration: 1 Scene Extension: No	

Imprison			
First Magnitude	Difficulty: -1		
Description Allows the caster to restrain the target with invisible bonds.			
Effect The spell's target is rendered unable to move or speak. They are frozen like a statue but remain fully conscious. They may attempt to break free from this illusion with a Strength check of Tough (-2) difficulty; this counts as their action for the current Round.			
Mandatory Conditions • Line of Sight • Special Item: A piece of rope			
Optional Conditions • Intimate Materials (a personal item belonging to the target) • Wounds (-1d3 Lifeblood)			
Duration: 1d6 rounds			
Extension: No			

Incantation of the Broken Limb		
First Magnitude	Difficulty: -1	
Description Allows the sorcerer to break a limb (arm or leg) of the spell's target.		
Effect If the target fails a Strength roll (with a difficulty equal to the sorcerer's Mind score), they suffer 1d3 damage and sustain a broken limb (of the sorcerer's choice). The target suffers a -2 penalty to all rolls involving the use of the broken arm or leg, as well as any potential movement restrictions.		
Mandatory Conditions • Line of Sight • Special Item: A small or medium sized animal bone		
Optional Conditions • Intimate Materials (a personal item belonging to the target) • Obvious Technique		
Duration: Instantaneous		
Extension: No		

Infernal Fire 	
First Magnitude	Difficulty: -1
Description The sorcerer unleashes a jet of black, sulfurous flames, hailing from the depths of the Void, onto a target located up to 10 meters away.	
Effect The fire burns with all the coldness of the Void. It inflicts 1d6 damage + the sorcerer's Mind score. It bypasses all physical armor.	
Mandatory Conditions • Line of Sight • Obvious Technique	
Optional Conditions • Wounds (-1d3 Lifeblood)	
Duration: Instantaneous Extension: No	

Knock-Knock 	
First Magnitude	Difficulty: 0
Description Allows the caster to unlock all doors, locks, or gates within a 50-meter radius centered on the sorcerer.	
Effect All locking mechanisms are destroyed by the spell, whether they are locks, chains, locking bars, or other devices.	
Mandatory Conditions • Special Knowledge	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Obvious Technique • Wounds (-1d3 Lifeblood).	
Duration: Instantaneous Extension: No	

Knowledge is Power		*	
First Magnitude	Difficulty: 0 modified by the target's Mind score		
Description Allows the sorcerer to assess the strengths and weaknesses of a potential adversary.			
Effect The sorcerer gains a +1 bonus to all action rolls directly affecting the target. Conversely the target suffers a -1 penalty on rolls directed against the sorcerer. On a Mighty Success, the sorcerer learns of an immunity, an invulnerability, or a weakness (if any exist).			
Mandatory Conditions • Intimate Materials (a personal item belonging to the target) • Line of Sight			
Optional Conditions • Casting Time (1d6 x 30 minutes) • Ritual Cleansing			
Duration: 1 Scene			
Extension: No			

Leaden Feet		*	
First Magnitude	Difficulty: -1 modified by the target's Mind score		
Description Allows the caster to slow down the target.			
Effect The victim moves slowly and invariably acts last during combat rounds. They suffer a 1-die penalty on all Action checks requiring movement.			
Mandatory Conditions • Line of Sight • Utter an audible curse at the target (e.g., "You, warrior, you crawl like a slug!").			
Optional Conditions • Casting Time (1d6 x 30 minutes) • Wounds (-1d3 Lifeblood)			
Duration: 1d6 rounds			
Extension: No			

Lesser Mystic Circle 	
First Magnitude	Difficulty: 0
Description Using a staff, the sorcerer traces a protective circle on the ground against Minor and Lesser demons (diameter: 2 meters).	
Effect Minor demons cannot target individuals present within the circle (maximum 4), whether physically or magically. Lesser demons may attack (physically or magically), but suffer a -2 penalty on all their dice rolls.	
Mandatory Conditions • Casting Time (1d6 x 30 minutes)	
Optional Conditions • Auspicious Time (Night) • Wounds (-1d3 Lifeblood)	
Duration: 1d6 hours Extension: No	

Levitation  	
First Magnitude	Difficulty: -1
Description Allows the sorcerer to rise into the air.	
Effect The sorcerer rises and moves through the air as if gravity no longer had any effect upon him.	
Mandatory Conditions • Obvious Technique	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Special Item: Grimoire • Wounds (-1d3 Lifeblood)	
Duration: 1d6 minutes Extension: No	

Life Drain  	
First Magnitude	Difficulty: -1
Description Allows the sorcerer to absorb the target's vital energy.	
Effect The sorcerer must touch the victim's skin, which begins to blacken as its vital fluid drains away. The sorcerer recovers 1 Lifeblood for every 2 points absorbed. The victim is paralyzed but may break free from the grasp by succeeding at an Agility roll with a difficulty equal to the sorcerer's Mind attribute.	
Mandatory Conditions • Line of Sight (must touch the victim's skin)	
Optional Conditions • Auspicious Time (night) • Intimate Materials (a personal item belonging to the target)	
Duration: 10 rounds (1 minute) Extension: No	

Mask Sorcery 	
First Magnitude	Difficulty: 0
Description Allows the caster to conceal the existence of one or more active spells located in the same area or affecting the same person.	
Effect The sorcery masked this way is naturally undetectable, except, perhaps, to characters holding at least one Barbarian career rank who also possess the Distrust of Sorcery Flaw. If a sorcerer uses the Sense Sorcery cantrip, they immediately realize that a masking spell is active, though they gain no further information regarding the specific spell(s) being masked.	
Mandatory Conditions • Wounds (-1d3 Lifeblood)	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Ritual Cleansing • Special Knowledge	
Duration: 1d6 days per Magician career rank Extension: No	

Master of Scriptures 	
First Magnitude	Difficulty: 0
Description Allows the sorcerer to understand, read, and write a living or dead language with which they are completely unfamiliar.	
Effect The sorcerer reads and writes the chosen language for the duration of one Scene.	
Mandatory Conditions • Obvious Technique	
Optional Conditions • Casting Time (1d6 x 30 minutes)	
Duration: 1 Scene Extension: No	

Master of Tongues 	
First Magnitude	Difficulty: 0
Description Allows the sorcerer to fluently speak a living or dead language with which they are completely unfamiliar.	
Effect The sorcerer speaks the chosen language for the duration of one Scene.	
Mandatory Conditions • Obvious Technique	
Optional Conditions • Casting Time (1d6 x 30 minutes)	
Duration: 1 Scene Extension: No	

Mental Weakness 	
First Magnitude	Difficulty: -1
Description Allows the caster to weaken a person's Mind score for the duration of the spell.	
Effect The victim's Mind attribute is reduced by 1 point per Magician rank of the sorcerer casting the spell. Only a Magician may attempt to counter the spell's effect by succeeding on a Mind roll of Demanding (-4) difficulty.	
Mandatory Conditions • Line of Sight	
Optional Conditions • Auspicious Time (nightfall) • Intimate Materials (a personal item belonging to the target) • Special Knowledge	
Duration: 1 Scene Extension: No	

Methyn Sarr's Javelin 	
First Magnitude	Difficulty: -1
Description Allows the caster to hurl a javelin of magical flames at a target.	
Effect The sorcerer performs a standard Ranged attack check. On a success, roll two d6 and take the higher as damage. If the result of the damage die is a 6, the target catches fire.	
Mandatory Conditions • Line of Sight • Obvious Technique	
Optional Conditions • Possession of a spear or javelin • Special Item: A pinch of sulfur	
Duration: Instantaneous Extension: No	

Mirror Image			
First Magnitude	Difficulty: 0		
Description Allows the sorcerer to conjure several illusory copies of themselves within the space they occupy. Due to these doppelgangers, their enemies struggle to pinpoint their exact location.			
Effect 1d6 images of the sorcerer appear, precisely mimicking their movements, sounds, and actions. An attacker cannot distinguish the true sorcerer from their copies and must attack at random. An image vanishes as soon as a successful attack roll is made against it.			
Mandatory Conditions • Special Item: Rock crystal prism			
Optional Conditions • Auspicious Time (Day) • Obvious Technique • Wounds (-1d3 Lifeblood)			
Duration: 1 Scene			
Extension: No			

Morgazzon's Laughter		*	
First Magnitude	Difficulty: 0 modified by the target's Mind score		
Description The sorcerer overwhelms the spell's target with the insane, thunderous laughter of Morgazzon.			
Effect The target, who is the only one to hear the laughter, suffers a 1-die penalty on all actions for 1 hour. The target automatically fails all attempts at social interaction, as well as any attempts to remain discreet or go unnoticed.			
Mandatory Conditions • Line of Sight • Obvious Technique			
Optional Conditions • Must be a Druid of Morgazzon • Wounds (-1d3 Lifeblood)			
Duration: 1 hour			
Extension: No			

Natural Acrobat 	
First Magnitude	Difficulty: 0
Description Allows the sorcerer to temporarily increase their Agility.	
Effect The sorcerer's Agility attribute becomes 6.	
Mandatory Conditions • Special Item: Brain and heart of a Yorth	
Optional Conditions • Casting Time(1d6 x 30 minutes) • Obvious Technique • Ritual Cleansing	
Duration: 1 Scene Extension: No	

Nearby Visions  	
First Magnitude	Difficulty: -1
Description Grants the ability to perceive recent events or those currently unfolding in the vicinity.	
Effect The sorcerer perceives a scene currently unfolding, or one that has just unfolded, in the immediate vicinity of their current location.	
Mandatory Conditions • Special Item: Dream Lotus	
Optional Conditions • Auspicious Time (Night) • Casting Time (1d6 x 30 minutes) • Ritual Cleansing	
Duration: 1 Scene Extension: No	

Nightmare * 	
First Magnitude	Difficulty: -1 modified by the target's Mind score
Description Allows the caster to inflict horrific nightmares on the target.	
Effect The victim suffers atrocious nightmares as soon as they fall asleep; these prevent them from resting peacefully. All of their Attributes are reduced by 1 point for the duration of the spell.	
Mandatory Conditions • Auspicious Time (Night) • Must be in the same location as the target (city, village, etc.) • Special Knowledge: The victim's name	
Optional Conditions • Group Ritual (requires 1d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Intimate Materials (a personal item belonging to the target) • Wounds (-1d3 Lifeblood)	
Duration: 1d6 nights Extension: No	

Pass Through Walls  	
First Magnitude	Difficulty: -1
Description Allows the sorcerer to become incorporeal.	
Effect The sorcerer can pass through walls and becomes invulnerable to non-magical or alchemical weapons.	
Mandatory Conditions • Casting Time (1d6 x 30 minutes)	
Optional Conditions • Obvious Technique • Special Item: A small mirror	
Duration: 10 rounds (1 minute) Extension: No	

Paralyzing Gaze		*	
First Magnitude	Difficulty: -1 modified by the target's Mind score		
Description Allows the caster to cast a petrifying gaze on a target.			
Effect The target of the spell is unable to act for 1 Round.			
Mandatory Conditions • Make eye contact with the victim			
Optional Conditions • Obvious Technique • Wounds (-1d3 Lifeblood)			
Duration: 1 Round			
Extension: No			

Phantasmal Barrier			
First Magnitude	Difficulty: -1		
Description Allows the caster to create a realistic illusion of a barrier of flames capable of injuring those who believe it to be real.			
Effect As long as the target of the illusion believe it to be real, they can be injured by it (1d6 damage). The illusion vanishes if a target touching the flames, or touched by them, succeeds on a Mind roll with a difficulty equal to the sorcerer's Mind score.			
Mandatory Conditions • Line of Sight • Special Item: A handful of lycopodium powder (a fungus native to arid southern lands)			
Optional Conditions • Wounds (-1d3 Lifeblood)			
Duration: 10 rounds (1 minute)			
Extension: No			

Precision 	
First Magnitude	Difficulty: -1
Description The sorcerer sees their Ranged combat ability temporarily increase.	
Effect The sorcerer gains 1 bonus die for all their Ranged actions for the duration of the spell.	
Mandatory Conditions • Special Item: Grimoire	
Optional Conditions • Obvious Technique • Wounds (-1d3 Lifeblood)	
Duration: 1 Scene Extension: No	

Project Consciousness  	
First Magnitude	Difficulty: 0
Description Allows the sorcerer to project their consciousness outside of their body for a limited time.	
Effect The sorcerer appears to be asleep while their consciousness (which is invisible and intangible) can move freely around them. The Magician can move their consciousness within a radius of 50m around them if they are rank 1; 500m if they are rank 2; and 5000m if they are rank 3 or higher.	
Mandatory Conditions • Special Item: Dream Lotus	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Ritual Cleansing	
Duration: 10 rounds (1 minute) Extension: 1 additional minute for 2 AP	

Prowess 	
First Magnitude	Difficulty: -1
Description The sorcerer sees their Melee combat ability temporarily increase.	
Effect The sorcerer gains 1 bonus die for all their Melee actions for the duration of the spell.	
Mandatory Conditions • Special Item: Grimoire	
Optional Conditions • Obvious Technique • Wounds (-1d3 Lifeblood)	
Duration: 1 Scene Extension: No	

Read Mind 	
First Magnitude	Difficulty: -1 modified by the target's Mind score
Description Allows the caster to read the target's thoughts.	
Effect The sorcerer understands what the target is thinking and feeling. They can also interpret the target's character, discern the depth of their thoughts, as well as access all their acquired knowledge.	
Mandatory Conditions • Line of Sight • Intimate Materials (a personal item belonging to the target)	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Ritual Cleansing • Special Knowledge	
Duration: Instantaneous Extension: No	

Repulsion 	
First Magnitude	Difficulty: -1
Description Allows the caster to create a sense of disgust so powerful that any living being (person or animal) in the sorcerer's vicinity feels an irrepressible urge to flee.	
Effect Any person or animal in the sorcerer's vicinity must succeed on a Mind roll with a difficulty equal to the sorcerer's Appeal +1, or flee.	
Mandatory Conditions • Obvious Technique • Special Item: Grimoire • Utter an audible curse at the target (e.g., "Am I not the most repulsive being?")	
Optional Conditions • Auspicious Time (Night) • Wounds (-1d3 Lifeblood)	
Duration: 1 Scene Extension: No	

Return to Sender 	
First Magnitude	Difficulty: -1
Description Allows the sorcerer to direct cantrips or spells of First Magnitude back at their caster.	
Effect If the sorcerer falls victim to a spell while Return to Sender is active, the spell is diverted from its target and sent back toward its initiator.	
Mandatory Conditions • Casting Time (1d6 x 30 minutes)	
Optional Conditions • Obvious Technique • Ritual Cleansing • Wounds (-1d3 Lifeblood)	
Duration: 2d6 hours Extension: No	

Scaly Skin * 	
First Magnitude	Difficulty: 0 modified by the target's Mind score
Description The sorcerer, or a chosen target, becomes covered in rigid scales. If the sorcerer casts the spell upon themselves, their own Mind score does not increase the difficulty of the casting.	
Effect This carapace grants an Armor Protection of 1d6, but imposes a -1 penalty to Agility, as well as a social penalty. Furthermore, while in this state, the sorcerer must spend 2 additional Arcane Power to cast spells.	
Mandatory Conditions • Line of Sight • Special Item: A piece of reptile skin	
Optional Conditions • Wounds (-1d3 Lifeblood)	
Duration: 1 Scene Extension: No	

See the Invisible 	
First Magnitude	Difficulty: -1
Description Allows the caster to perceive invisible objects and creatures.	
Effect The sorcerer sees invisible objects and creatures, which appear to him in a translucent form.	
Mandatory Conditions • Casting Time (1d6 x 30 minutes)	
Optional Conditions • Group Ritual (requires 1d6 assistants, each of whom must possess at least rank 0 in the Magician career)	
Duration: 1 Scene Extension: No	

Shockwave 	
First Magnitude	Difficulty: -1
Description Allows the sorcerer to create a shockwave that knocks over everything in its path.	
Effect The sorcerer stands at the center of the wave they unleash, it propagates 360° around them. The wave can knock over and hurl objects, as well as all living beings, located within a 4-meter radius of the sorcerer. A Tough (-2) Agility check is required to resist being knocked over (except for creatures of Very Large size or larger, for which the spell has no effect).	
Mandatory Conditions • Obvious Technique	
Optional Conditions • Wounds (-1d3 Lifeblood)	
Duration: Instantaneous Extension: No	

Sign of Tharungozoth 	
First Magnitude	Difficulty: -1
Description Allows the sorcerer to trace a sign in the air with their hand. This sign, pale red and luminescent, appears to beat like a heart and is utterly hypnotic.	
Effect Anyone (other than the sorcerer) who sees the sign must succeed on a Strength roll against the sorcerer's Mind to resist it; otherwise, they remain hypnotized and suffer excruciating pain, causing them to lose 1d3 Lifeblood per round.	
Mandatory Conditions • Special Item (the spell is only found in the 'Black Grimoire').	
Optional Conditions • Auspicious Time (Night) • Must be a Druid of Tharungozoth • Wounds (-1d3 Lifeblood)	
Duration: 10 rounds (1 minute) Extension: No	

Silence 	
First Magnitude	Difficulty: 0
Description Allows the caster to establish a magical silence around a person, creature, object, or the sorcerer themselves.	
Effect This magical silence radiates 5 meters outward from the target. No sound produced within this zone, no matter how loud, can be heard.	
Mandatory Conditions • Line of Sight • Obvious Technique	
Optional Conditions • Intimate Materials (a personal item belonging to the target) • Wounds (-1d3 Lifeblood)	
Duration: 1d6 minutes Extension: No	

Sleep * 	
First Magnitude	Difficulty: -1 modified by the target's Mind score
Description Causes the spell's target to fall asleep.	
Effect The victim falls into a deep slumber and cannot be woken without being vigorously shaken or having a basin of water poured over their head.	
Mandatory Conditions • Line of Sight • Special Item: Slith sap	
Optional Conditions • Intimate Materials (a personal item belonging to the target) • Obvious Technique • Wounds (-1d3 Lifeblood)	
Duration: Extension: No	

Snake Charmer		*	
First Magnitude	Difficulty: 0 modified by the target's Mind score		
Description Allows the sorcerer to charm snakes (including pythons or anacondas), but not monstrous creatures.			
Effect The animal becomes docile (if it belongs to an aggressive species), and the sorcerer can handle it safely, just like a pet.			
Mandatory Conditions • Line of Sight • Must not have the Hostile Animals Flaw			
Optional Conditions • Auspicious Hour (depending on the chosen creature) • Obvious Technique • Wounds (-1d3 Lifeblood)			
Duration: 1 Scene			
Extension: No			

Speak with Animals		*	
First Magnitude	Difficulty: 0 modified by the target's Mind score		
Description Allows the caster to communicate in simple terms with a docile animal.			
Effect Allows the caster to obtain answers to very simple questions. If the animal is skittish or fearful, the sorcerer must also succeed on an Appeal roll, the difficulty of which is equal to the animal's Mind score.			
Mandatory Conditions • Intimate Materials: A physical object belonging to the animal (hair, scale, etc.) • Line of Sight • Must not possess the Hostile Animals Flaw.			
Optional Conditions • Wounds (-1d3 Lifeblood)			
Duration: 1d6 minutes			
Extension: No			

Speak with the Dead 	
First Magnitude	Difficulty: -1
Description Allows the sorcerer to exchange a few sentences with a recently deceased person (dead for no more than a few days).	
Effect The sorcerer may only ask simple questions, as the deceased is incapable of reasoning. Furthermore, they can only answer questions to which they know the answers.	
Mandatory Conditions • Line of Sight • Obvious Technique	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Group Ritual (requires 1d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Must be a Priest or Druid of Nemmereth	
Duration: 1 minute Extension: No	

Strength of Dyr 	
First Magnitude	Difficulty: 0
Description Allows the sorcerer to temporarily increase their Strength.	
Effect The sorcerer's Strength attribute becomes 6.	
Mandatory Conditions • Special Item: Heart of an Andrak	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Obvious Technique • Ritual Cleansing	
Duration: 1 Scene Extension: No	

Subjugation 	
First Magnitude	Difficulty: -1 modified by the target's Mind score
Description The target is compelled to act according to the sorcerer's will, provided that the commands remain within the realm of actions they might perform were they not under the sorcerer's control.	
Effect The victim obeys without question but will do nothing contrary to their nature (they will not attack their friends, attempt to take their own life, etc.).	
Mandatory Conditions • Intimate Materials (a personal item belonging to the target) • Special Item: Grimoire	
Optional Conditions • Group Ritual (requires 1d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Special Knowledge • Wounds (-1d3 Lifeblood)	
Duration: 1 Scene Extension: No	

Summon Animal   	
First Magnitude	Difficulty: -1 modified by the target's Mind score
Description Allows the caster to summon a creature typically found in the local environment. The summoned creature may be no larger than Very Large size.	
Effect The creature obeys the sorcerer until it has completed the task assigned to it. The sorcerer must keep the creature under control by maintaining concentration.	
Mandatory Conditions • Casting Time(1d6 x 30 minutes) • Special Item: Grimoire	
Optional Conditions • Auspicious Time (depending on the chosen creature) • Obvious Technique • Wounds (-1d3 Lifeblood)	
Duration: Variable Extension: No	

Summon Minor Demon 	
First Magnitude	Difficulty: -1
Description Allows the caster to summon a demon of Minor rank.	
Effect The summoned demon is not controlled by the sorcerer. If the sorcerer fails to control it (see Bind Minor Demon), the demon will decide of its own accord to return to the Void.	
Mandatory Conditions • Casting Time(1d6 x 30 minutes) • Special Item: Grimoire	
Optional Conditions • Auspicious Time (Night) • Obvious Technique • Wounds (-1d3 Lifeblood)	
Duration: Variable Extension: No	

Summon Object 	
First Magnitude	Difficulty: -1
Description Allows the caster to conjure a small, mundane object (a tool, a length of rope, a weapon, a garment, a flask of water or wine, etc.).	
Effect The object in question is tangible; it possesses no magical properties. Furthermore, it must not consist of complex mechanisms. The object vanishes once the spell is dispelled.	
Mandatory Conditions • Casting Time (1d6 x 30 minutes)	
Optional Conditions • Obvious Technique	
Duration: 1d6 x 30 minutes Extension: No	

Summon Undead * 	
First Magnitude	Difficulty: -1 modified by the target's Mind score
Description Allows the caster to summon undead creatures (zombies, mummies, skeletons, etc.), provided the caster is located near a place likely to contain them (a crypt, tomb, necropolis, catacombs, etc.).	
Effect A Magician of rank 1 can summon 1d6 undead, at rank 2 1d6 x 5; and at rank 3 1d6 x 10. The creatures obey the sorcerer until they have completed the task assigned to them.	
Mandatory Conditions • Special Item: Grimoire	
Optional Conditions • Auspicious Time (Night) • Casting Time (1d6 x 30 minutes) • Wounds (-1d3 Lifeblood)	
Duration: Variable Extension: No	

Superhuman Speed 	
First Magnitude	Difficulty: -1
Description Allows the sorcerer to act with unprecedented swiftness.	
Effect The sorcerer may perform a second Action per Round, or act twice as fast as others if the action is not occurring within a Round structure.	
Mandatory Conditions • Special Item: Venator ashes to be blown around oneself	
Optional Conditions • Auspicious Time (Day) • Obvious Technique • Special Knowledge	
Duration: 1d6 minutes Extension: No	

Superior Mind 	
First Magnitude	Difficulty: 0
Description Allows the sorcerer to temporarily increase their Mind score.	
Effect The sorcerer's Mind attribute becomes 6.	
Mandatory Conditions • Special Item: An original or a copy of a page from the Manuscript of the Void. If the sorcerer possesses an original page, it is not destroyed after use.	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Obvious Technique • Ritual Cleansing	
Duration: 1 Scene Extension: No	

Supernatural Growth 	
First Magnitude	Difficulty: -1
Description Allows the sorcerer to increase the size of a plant or living creature for a limited time.	
Effect The size of the plant or living creature is doubled. For a living creature, its Lifeblood is increased by a-quarter and its Damage by one level.	
Mandatory Conditions • Special Knowledge	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Group Ritual (requires 1d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Wounds (-1d3 Lifeblood)	
Duration: 1 Scene Extension: No	

Swarm of Vermin 	
First Magnitude	Difficulty: -1
Description Allows the sorcerer to summon a swarm of vermin appropriate to the sorcerer's current environment (rats, toads, locusts, insects, etc.). The sorcerer has no control over this swarm and may even fall victim to it themselves.	
Effect This swarm literally invades the area, attacking anything edible (including humans and animals) found within range. Damage to be determined by the GM.	
Mandatory Conditions • Wounds (-1d3 Lifeblood)	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Obvious Technique	
Duration: Variable Extension: No	

Telekinesis I  	
First Magnitude	Difficulty: -1
Description Allows the sorcerer to move an object from a distance.	
Effect The sorcerer moves an object of reasonable size (furniture, weapon, tool, etc.) through the air as if gravity no longer had any effect upon it.	
Mandatory Conditions • Line of Sight	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Obvious Technique • Wounds (-1d3 Lifeblood)	
Duration: 10 rounds (1 minute) Extension: No	

Universal Language		*	
First Magnitude	Difficulty: 0 modified by the target's Mind score		
Description Allows the sorcerer to alter the language spoken by a specific group of people.			
Effect The sorcerer, as well as a number of people equal to their Magician rank, can understand, and be understood by, everyone who speaks the chosen language at the moment the spell is cast.			
Mandatory Conditions • Intimate Materials: A personal item belonging to one of the people speaking the language the sorcerer wishes to use • Line of Sight • Obvious Technique			
Optional Conditions • Special Item: The Ring of Quathoomar			
Duration: 1 Scene			
Extension: No			

Veil of Illusion		
First Magnitude	Difficulty: -1	
Description Allows a small geographical area to vanish from sight and be replaced by a perfect illusion.		
Effect The area designated by the sorcerer appears to be something other than what it truly is. The illusion shatters for anyone entering the area in question.		
Mandatory Conditions • Line of Sight • Wounds (-1d3 Lifeblood)		
Optional Conditions • Casting Time (1d6 x 30 minutes) • Group Ritual (requires 1d6 assistants, each of whom must possess at least rank 0 in the Magician career)		
Duration: 1d6 hours		
Extension: 1d6 additional hours for 2 AP		

Veiled Mind		*		
First Magnitude	Difficulty: 0 modified by the target's Mind score			
Description Allows the sorcerer to walk among their enemies without being noticed. They are not invisible, but no one pays them any attention, perceiving their presence as normal.				
Effect The highest Mind score among the enemies present is applied as a penalty to the action roll required to cast this spell.				
Mandatory Conditions • Obvious Technique				
Optional Conditions • Special Item: Mirror Powder • Wounds (-1d3 Lifeblood); this becomes a mandatory condition if the Special Item optional condition is chosen, as the sorcerer must ingest the powder.				
Duration: 10 rounds (1 minute)				
Extension: 1 min per 1 AP and a successful Concentration check				

Void Durability		
First Magnitude	Difficulty: 0	
Description Allows the caster to enchant an object with the sinister power of the Void, rendering it momentarily indestructible.		
Effect The object cannot be damaged or broken by any natural means. Only a being or a spell originating from the Void could restore the enchanted object to its natural fragility.		
Mandatory Conditions • Obvious Technique • Special Item: A small diamond		
Optional Conditions • Casting Time (1d6 x 30 minutes) • Wounds (-1d3 Lifeblood)		
Duration: 1 Scene		
Extension: No		

Voidfire Altar 	
First Magnitude	Difficulty: 0
Description This spell conjures a small column of green or violet flames, emanating from the Void, that burns without consuming the surface upon which it rests.	
Effect As long as they remain within a 10-meter radius of this fire, the sorcerer and their allies gain a +1 bonus to all their dice rolls (including damage), while enemies suffer a -1 penalty to those same rolls. The sorcerer and their allies present around the fire must make a Strength roll of Tough (-2) difficulty each round or lose 1 Lifeblood. This fire cannot be extinguished by physical means.	
Mandatory Conditions • Obvious Technique • Wounds (-1d3 Lifeblood)	
Optional Conditions • Casting Time (1d6 x 30 minutes)	
Duration: 10 rounds (1 minute) Extension: No	

Walk on Water  	
First Magnitude	Difficulty: 0
Description Allows the caster to walk on water.	
Effect The sorcerer walks on water as if it were a solid surface, but must maintain concentration, otherwise they risk finding themselves submerged.	
Mandatory Conditions • Wounds (-1d3 Lifeblood)	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Ritual Cleansing	
Duration: 1d6 minutes Extension: +1 additional minute per 1 AP	

Zaggath's Caress 	
First Magnitude	Difficulty: 0
Description Allows the caster to take control of a source of fire and cause it to explode.	
Effect The source of fire explodes in a deluge of flames, dealing 1d6 damage to anyone within range of the explosion. Range: To be determined by the GM based on the source.	
Mandatory Conditions • Line of Sight • Special Item: Pyrite powder	
Optional Conditions • Must be a Druid of Zaggath • Obvious Technique • Wounds (-1d3 Lifeblood)	
Duration: Instantaneous Extension: No	

Zalkyr's Photometeor 	
First Magnitude	Difficulty: 0
Description Multicolored beams of blinding light erupt from the sorcerer's fingertips to strike his enemies with incredible intensity.	
Effect A number of creatures, of Medium size or smaller, equal to the Magician's career rank are instantly stunned for the duration of the scene. The effect is automatic against minions, but all others may attempt a Tough (-2) Mind check. Those who succeed are blinded for 1 Round.	
Mandatory Conditions • Line of Sight • Must be outdoors and in broad daylight	
Optional Conditions None	
Duration: 1 Scene Extension: No	

Zylidith's Curse	
First Magnitude	Difficulty: -1
Description Allows the caster to inflict a curse upon a target that affects their physical attributes.	
Effect The victim's Strength and Agility attributes are reduced to -1 for the duration of the spell.	
Mandatory Conditions • Touch the target at the moment the spell is cast • Wounds (-1d3 Lifeblood)	
Optional Conditions • Casting Time (1d6 x 30 minutes) • Must be a Druid of Zylidith • Special Knowledge	
Duration: 1 Scene Extension: No	

20. Grimoire of the Second Magnitude

46 spells

Absorb Vital Essence: Allows the sorcerer to absorb the Lifeblood of their victim during a sacrifice, thereby prolonging their own life.

Arcane Explosion: Allows the sorcerer to trigger an explosion at a location of their choice (provided they have previously seen the location).

Attraction of the Void: A sphere composed of the emptiness of the Void forms around the sorcerer, who remains unaffected by its effects.

Bewitchment: Allows the caster to summon an evil spirit to possess the target's mind and compel them to commit heinous acts.

Bestial Form: Allows the sorcerer to transform into a monstrous animal while retaining their human intelligence.

Bind Lesser Demon: Allows the caster to bind a summoned demon, compelling it to obey the sorcerer.

Bones of Life: Allows the caster to restore a life form from the skeletal remains of a creature.

Cauldron of Blood: Transforms a cauldron filled with blood into a gateway to the Void.

Circle of Mystic Protection: Using a staff, the sorcerer traces a protective circle on the ground to ward off demons (diameter: 2 meters).

Control Weather: Allows the sorcerer to alter weather conditions within their immediate vicinity to their liking.

Create Necrophage: Allows for the creation of a Necrophage.

Create Undead: Allows for the creation of undead beings (zombies, skeletons, mummies, etc.) through the vilest of magic.

Dagyde Doll: Allows for the creation of a wax doll in the likeness of the target the sorcerer wishes to bewitch.

Deadly Environment: Allows the caster to use the surrounding environment to attack others.

Destruction: Allows for the destruction of a major structure, such as a building, ship, etc.

Distant Visions: Grants the ability to witness events unfolding on the scale of an entire city, or to view memories from a person's past (even the distant past).

Enchantment: Places the spell's target entirely under the sorcerer's control.

Festrel Fog: Conjures a blanket of unwholesome fog which, for as long as the sorcerer maintains concentration, expands rapidly to a size sufficient to cover a large village.

Fiery Storm: Conjures a cloud of scorching, violent wind which, for as long as the sorcerer maintains concentration, expands rapidly until it reaches a size sufficient to cover a large village.

Fog of Death: Conjures a cloud of deadly gas which, for as long as the sorcerer maintains concentration, expands rapidly to a size sufficient to cover a large village.

Frost Wind: Allows the sorcerer to summon a freezing, violent wind which, for as long as the sorcerer maintains concentration, expands rapidly to a size sufficient to cover a large village.

Ghost Ship: Allows the sorcerer to raise a sunken galley, along with its entire crew, from the depths of the ocean. All will obey the sorcerer's orders to the best of their abilities and will invariably continue their task unless the sorcerer is present to issue new commands.

Green Putrefaction: This spell slowly transforms the target's body into a quivering mass of green slime.

Hunter's Mark: Allows the user to unleash a supernatural creature to hunt down the target for a predetermined period of time.

Interdimensional Prison: The sorcerer creates a prison situated between dimensions. They can confine a creature within it, or release it, with a simple command word.

Kiss of Death: Allows the sorcerer to instantly kill a target with a successful melee attack, including unarmed attacks.

Mark of Exile: Allows the caster to mark a target with an invisible seal while designating a specific location that the target may no longer enter.

On the Brink of Death: Allows the sorcerer to bring a living being that has just died back to life. The spell must be cast no more than 24 hours after death.

Oppression: Allows the user to instill a profound sense of oppression and helplessness in the target while in the sorcerer's presence.

Phantasmal Force: Allows the caster to create an extremely realistic illusion capable of injuring those who believe it to be real.

Possession: Allows the sorcerer to momentarily inhabit the body of another person.

Primordial Sigil: Allows the sorcerer to inscribe a seal upon a structure (a wall, door, archway, etc.) or upon the ground, and then designate a type of creature (mammals, reptiles, birds, undead, ghosts, etc.) upon which the seal will exert its effect.

Seal of Double Death: Allows the caster to create a permanent life-link between themselves and the spell's target.

Seal of Mystic Protection: The sorcerer grants a person protection against the attacks and powers of a specific demon by imprinting their mark upon that person's forehead, using a seal dipped in the blood of a ritual sacrifice.

Seal of Return: Allows the sorcerer to inscribe a magical glyph at a specific location and bind it to a keyword. When the sorcerer speaks this word, they are instantly teleported to the location the glyph is inscribed in.

Secrets of the Dead: Using the blood of a sacrifice, the sorcerer can force a deceased individual to reveal their darkest secrets and answer questions of greater complexity than those permitted by the Speak with the Dead spell.

Skull Prison: The severed head of an adversary is enchanted by flaying the skin and sewing the lips and eyelids shut, thereby imprisoning and paralyzing the spirit of the deceased trapped within it.

Slumber of Power: The sorcerer enters an artificial coma in order to prolong the duration of a spell they have just cast, specifically one that is not naturally permanent.

Statue: Allows the caster to transform a living being into a statue.

Summon Lesser Demon: Allows the user to summon a demon of Lesser rank.

Summon Monster: Allows the caster to summon a creature normally found in the local environment. The creature may be of up to Colossal size.

Telekinesis II: Allows the sorcerer to move an object from a distance.

Tentacles of the Void: Opens a rift in reality through which the horrific tentacles of some unspeakable creature surge, hungry for souls to torture.

Tie the Rope: Allows the caster to strangle the spell's target from a distance by tying an arcane rope around their neck.

Wasting: Causes the target to fall gravely ill, no natural remedy can save them.

Zylidith's Black Fist: A spell used in the bloody sacrificial rites of Zylidith, enabling the caster to rip the heart from a victim.



Absorb Vital Essence 	
Second Magnitude	Difficulty: -2
Description Allows the sorcerer to absorb the Lifeblood of their victim during a sacrifice, thereby prolonging their own life.	
Effect The sorcerer ceases to age for a number of months equal to the amount of Lifeblood absorbed from the target.	
Mandatory Conditions • Lunar • Ritual Sacrifice (of a human being)	
Optional Conditions • Casting Time (1d6 x 2 hours) • Group Ritual (requires 2d6 assistants, each of whom must possess at least rank 0 in the Magician career)	
Duration: Instantaneous Extension: No	

Arcane Explosion 	
Second Magnitude	Difficulty: -4
Description Allows the sorcerer to trigger an explosion at a location of their choice (provided they have previously seen the location).	
Effect The sorcerer must choose the element comprising the explosion (fire, electricity, acid, etc.). The explosion inflicts 1d6 x 2 damage to every target hit, followed by variable damage depending on the chosen element.	
Mandatory Conditions • Rare Ingredients • Wounds (-1d6+1 Lifeblood)	
Optional Conditions • Casting Time (1d6 x 2 hours) • Group Ritual (requires 2d6 assistants, each of whom must possess at least rank 0 in the Magician career)	
Duration: Instantaneous Extension: No	

Attraction of the Void  	
Second Magnitude	Difficulty: -2
Description A sphere composed of the emptiness of the Void forms around the sorcerer, who remains unaffected by its effects.	
Effect Any creature located within a 5-meter radius of the sorcerer must make an Agility roll at Demanding (-4) difficulty, to resist the sphere's inherent gravity, otherwise they are pinned to the ground. Breathing is impossible within the sphere. Creatures present may hold their breath for a number of Rounds equal to their Strength score; thereafter, they must make a Strength roll of increasing difficulty (-1, -2, -4, etc.) at the start of each subsequent Round or pass out. Any action performed within the sphere must be executed with a penalty die, and projectiles cannot penetrate it.	
Mandatory Conditions • Rare Ingredients (Theamede powder)	
Optional Conditions • Wounds (-1d6+1 Lifeblood)	
Duration: 2d6 minutes Extension: No	

Bewitchment 	
Second Magnitude	Difficulty: -4
Description Allows the caster to summon an evil spirit to possess the target's mind and compel them to commit vile acts. Once the spell is cast, the evil spirit seizes control of the target unless the latter succeeds on a Demanding (-4) Mind check. The sorcerer does not control the evil spirit.	
Effect The target becomes possessed and commits vile acts, though they will not harm themselves.	
Mandatory Conditions • Personal Ordeal • Special Item (an item belonging to the target)	
Optional Conditions • Casting Time (1d6 x 2 hours) • Ritual Sacrifice (an animal at least the size of a young Bouphon)	
Duration: 1d6 days Extension: No	

Bestial Form 	
Second Magnitude	Difficulty: -2
Description Allows the sorcerer to transform into a monstrous animal while retaining their human intelligence. However, they cannot speak or cast any new spells while in this form.	
Effect The sorcerer becomes a Jemadar for the duration of the spell (see Bestiary, Core Rulebook, page 117), while retaining their Mind attribute.	
Mandatory Conditions • Rare Ingredients (Jemadar hide and fangs)	
Optional Conditions • Casting Time (1d6 x 2 hours) • Personal Ordeal • Ritual Sacrifice (an animal at least the size of a young Bouphon)	
Duration: 1 Scene Extension: No	

Bind Lesser Demon  	
Second Magnitude	Difficulty: -4
Description Allows the caster to bind a summoned demon so that it obeys the sorcerer.	
Effect Once the bond is established, the sorcerer need only agree to regularly satisfy the demon's needs. The demon will appear or vanish at the sorcerer's command.	
Mandatory Conditions • Line of Sight • Costs 2 Arcane Power instead of 10	
Optional Conditions None	
Duration: Instantaneous Extension: No	

Bones of Life 	
Second Magnitude	Difficulty: -4
Description Allows for the restoration of a life form from the skeletal remains of a creature.	
Effect The creature created this way is not resurrected, but is a typical, entirely new specimen of its species. The spell generates flesh and blood onto the bones used. The sorcerer does not control the creature, which has no idea of the sorcerer's role in its creation.	
Mandatory Conditions • Special Item: Possession of the bones of a specific creature • Wounds (-1d6+1 Lifeblood)	
Optional Conditions • Casting Time (1d6 x 2 hours) • Permanent Focus (must have previously seen the type of creature to be recreated) • Rare Ingredients	
Duration: Variable Extension: No	

Cauldron of Blood 	
Second Magnitude	Difficulty: -2
Description Allows a cauldron filled with blood to become a gateway to the Void.	
Effect An undead creature that drinks from or bathes in the cauldron is instantly regenerated. A human who drinks from or bathes in the cauldron is instantly cured of all ailments (including incurable diseases, curses, etc.) and all injuries (including amputations, etc.), at the cost of the permanent sacrifice of one Mind point.	
Mandatory Conditions • Special Item: A cast-iron cauldron engraved with magical runes • Special Item: A large quantity of fresh blood	
Optional Conditions • Group Ritual (requires 2d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Ritual Sacrifice (an animal at least the size of a young Bouphon)	
Duration: Variable Extension: No	

Circle of Mystic Protection 	
Second Magnitude	Difficulty: -4
Description Using a staff, the sorcerer traces a protective circle on the ground to ward off demons (diameter: 2 meters).	
Effect Demons of any level cannot attack individuals within the circle (maximum of 4), whether physically or magically.	
Mandatory Conditions • Casting Time (1d6 x 2 hours)	
Optional Conditions • Lunar • Wounds (-1d6+1 Lifeblood)	
Duration: 2d6 hours Extension: No	

Control Weather 	
Second Magnitude	Difficulty: -2
Description Allows the sorcerer to alter the weather conditions in their immediate vicinity to their liking.	
Effect The sorcerer can summon rain, make it cease, lower or raise the air temperature, make clouds appear or disappear, trigger a tornado, etc.	
Mandatory Conditions • Rare Ingredients	
Optional Conditions • Casting Time (1d6 x 2 hours) • Group Ritual (requires 2d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Wounds (-1d6+1 Lifeblood)	
Duration: At the GM's discretion Extension: No	

Create Necrophage 	
Second Magnitude	Difficulty: -4
Description Allows for the creation of a Necrophage (Core Rulebook, page 129).	
Effect The creature obeys the sorcerer until it has completed the task entrusted to it. A rank 3 Magician can create 1d3 necrophages.	
Mandatory Conditions • Special Item: Must have corpses available (Core Rulebook, pages 128–129). • Wounds (-1d6+1 Lifeblood)	
Optional Conditions • Casting Time (1d6 x 2 hours) • Lunar • Rare Ingredients	
Duration: Variable Extension: No	

Create Undead			
Second Magnitude	Difficulty: -4		
Description Allows for the creation of undead (zombies, skeletons, mummies...) through the vilest of magic.			
Effect A rank 2 Magician can create 1d6 x 5 creatures, and a Magician of rank 3 or higher can create 1d6 x 10. The creatures obey the sorcerer until they have completed the task entrusted to them.			
Mandatory Conditions • Special Item: Must have corpses available (Core Rulebook, pages 128–129). • Wounds (-1d6+1 Lifeblood)			
Optional Conditions • Casting Time (1d6 x 2 hours) • Lunar • Rare Ingredients			
Duration: Variable			
Extension: No			

Dagyde Doll		
Second Magnitude	Difficulty: -4	
Description Allows for the creation of a wax doll imbued with the essence of the target the sorcerer wishes to bewitch.		
Effect The sorcerer can torture their target from a distance, inflicting 1d3 damage per round. They can also cast a spell upon the target without needing to see or touch them.		
Mandatory Conditions • Special Item (wax, as well as hair, nail clippings, blood, a tooth, any human material originating from the person to be bewitched)		
Optional Conditions • Casting Time (1d6 x 2 hours) • Group Ritual (requires 2d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Personal Ordeal		
Duration: Indefinite		
Extension: No		

Deadly Environment  	
Second Magnitude	Difficulty: -4
Description Allows the caster to use the surrounding environment to attack others.	
Effect All plants and insects present at the moment this spell is cast, within a 30-meter radius of the sorcerer, turn against the sorcerer's enemies, inflicting 1d3 damage per round.	
Mandatory Conditions • Rare Ingredients	
Optional Conditions • Casting Time (1d6 x 2 hours) • Permanent Focus • Wounds (-1d6+1 Lifeblood)	
Duration: 2d6 rounds Extension: No	

Destruction 	
Second Magnitude	Difficulty: -4
Description Allows for the destruction of a major structure, such as a building, ship, etc.	
Effect The sorcerer can target large structures (a section of a fortified wall, a house, a ship, etc.), which are reduced to dust.	
Mandatory Conditions • Line of Sight • Special Item: An original page or a copy of the spell, which exists only within the Rhadathmazar ◦ If the page is an original, it is not destroyed after use	
Optional Conditions • Group Ritual (requires 2d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Intimate Materials (a piece of the object to be destroyed) • Ritual Sacrifice (an animal at least the size of a young Bouphon)	
Duration: Instantaneous Extension: No	

Distant Visions			
Second Magnitude	Difficulty: -2		
Description Allows the caster to witness events unfolding on the scale of a city, or to view memories from a person's past (even the distant past).			
Effect The sorcerer sees a scene currently unfolding, or one that has just unfolded, within the region they are located in, or a scene from the past of a specific person they have met.			
Mandatory Conditions • Special Item (Dream Lotus)			
Optional Conditions • Casting Time (1d6 x 2 hours) • Lunar • Ritual Sacrifice (an animal at least the size of a young Bouphon)			
Duration: 1 Scene			
Extension: No			

Enchantment		*	
Second Magnitude	Difficulty: -4 modified by the target's Mind score		
Description Places the spell's target entirely under the sorcerer's control.			
Effect The victim obeys every command given by the sorcerer without question, having no choice but to comply.			
Mandatory Conditions • Rare Ingredients (Black Lotus flowers) • Special Item (an item belonging to the target)			
Optional Conditions • Casting Time (1d6 x 2 hours) • Personal Ordeal • Ritual Sacrifice (an animal at least the size of a young Bouphon)			
Duration: 1d6 hours			
Extension: No			

Festrel Fog			
Second Magnitude	Difficulty: -2		
Description Causes a blanket of unwholesome fog to appear. As long as the sorcerer maintains concentration it expands rapidly, until it reaches a size sufficient to cover a large village. The fog bank can also move as if driven by the wind, in a direction determined by the sorcerer.			
Effect Visibility is reduced to 6m, and the fog is accompanied by a pestilential stench that induces nausea in those who breathe it in, imposing a 1-die penalty on their actions.			
Mandatory Conditions • Casting Time (1d6 x 2 hours) • Rare Ingredients: A bowl of water from the Festrel Swamp			
Optional Conditions • Lunar • Ritual Sacrifice (an animal at least the size of a young Bouphon)			
Duration: 2d6 hours			
Extension: No			

Fiery Storm			
Second Magnitude	Difficulty: -4		
Description Allows the caster to conjure a cloud of scorching, violent wind. As long as the sorcerer maintains concentration, the cloud expands rapidly until it reaches a size sufficient to cover a large village. The cloud can also move, as if driven by the wind, in a direction determined by the sorcerer.			
Effect Visibility is reduced to 6 meters, and the wind inflicts 1d3 damage per round to anyone caught within it who is unable to take cover.			
Mandatory Conditions • Casting Time (1d6 x 2 hours) • Rare Ingredients (a handful of sand from the Fire Coast)			
Optional Conditions • Lunar • Ritual Sacrifice (an animal at least the size of a young Bouphon)			
Duration: 2d6 minutes			
Extension: No			

Fog of Death			
Second Magnitude	Difficulty: -4		
Description Causes a cloud of deadly gas to appear. As long as the sorcerer maintains concentration, it expands rapidly until it reaches a size sufficient to cover a large village. The gas cloud can also move as if driven by the wind, in a direction determined by the sorcerer.			
Effect Visibility is reduced to 10m, and the fog inflicts 1d6 damage per round to anyone breathing it in.			
Mandatory Conditions • Rare Ingredients: A bowl of water from the Festrel Marsh • Ritual Sacrifice (an animal at least the size of a young Bouphon)			
Optional Conditions • Casting Time (1d6 x 2 hours) • Lunar			
Duration: 2d6 minutes			
Extension: No			

Frost Wind			
Second Magnitude	Difficulty: -4		
Description Allows the caster to summon a freezing, violent wind which, as long as the sorcerer maintains concentration, expands rapidly until it reaches a size sufficient to cover a large village. The wind may blow in any direction determined by the sorcerer.			
Effect Visibility is reduced to 15m, and the wind inflicts 1d3 damage per round to anyone caught within it who is unable to take shelter.			
Mandatory Conditions • Casting Time (1d6 x 2 hours) • Rare Ingredients (a bowl of White Serpent water)			
Optional Conditions • Lunar • Ritual Sacrifice (an animal at least the size of a young Bouphon)			
Duration: 2d6 minutes			
Extension: No			

Ghost Ship 	
Second Magnitude	Difficulty: -4
Description Allows the caster to raise a sunken galley, along with its crew, from the depths of the ocean. All will obey the sorcerer's orders to the best of their abilities and will invariably continue their assigned tasks unless the sorcerer is aboard to issue new commands.	
Effect The crew consists of 2d6 Rabble armed with cutlasses (stats of a Dagger). If the sorcerer uses the Wounds spell casting requirement, one additional crew member appears for every point of Lifeblood spent.	
Mandatory Conditions • Group Ritual (requires 2d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Must be at the ocean's edge	
Optional Conditions • Lunar • Personal Ordeal • Wounds (-1d6+1 Lifeblood)	
Duration: Variable Extension: No	

Green Putrefaction  	
Second Magnitude	Difficulty: -4
Description This spell allows the sorcerer to slowly transform the target's body into a quivering mass of green slime.	
Effect The target loses 1d3 Lifeblood per round as their flesh is devoured, continuing until death. Only a Strength check with a difficulty of -4 (Demanding) can save them (only one attempt is allowed). This decomposition can also be halted by a Disruption spell.	
Mandatory Conditions • Line of Sight • Rare Ingredients (snorting Alnath pollen) • Wounds (-1d6+1 Lifeblood)	
Optional Conditions • Casting Time (1d6 x 2 hours)	
Duration: Instantaneous Extension: No	

Hunter's Mark 	
Second Magnitude	Difficulty: -4
Description Allows the caster to unleash a supernatural creature to hunt down the target for a predetermined period of time.	
Effect The summoned creature relentlessly tracks and attacks the target for the duration of its allotted time.	
Mandatory Conditions • Perform a service for the summoned creature • Special Item (an item belonging to the target)	
Optional Conditions • Group Ritual (requires 2d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Lunar • Personal Ordeal • Wounds (-1d6+1 Lifeblood)	
Duration: 1d6 days Extension: No	

Interdimensional Prison * 	
Second Magnitude	Difficulty: -4 modified by the target's Mind score
Description The sorcerer creates a prison situated between dimensions. They can imprison a creature within it, or release it, with a simple command word.	
Effect The Magician may house one creature per career rank within it. Imprisoned creatures can communicate with one another and appear as translucent images. If the sorcerer is killed, the creatures may remain there for eternity, having no need to eat, drink, or sleep.	
Mandatory Conditions • Casting Time (1d6 x 2 hours) • Rare Ingredients	
Optional Conditions • Lunar • Permanent Focus	
Duration: Permanent Extension: No	

Kiss of Death 	
Second Magnitude	Difficulty: -4
Description Allows the sorcerer to instantly kill a target with a successful melee attack, including unarmed attacks.	
Effect Once this spell has been successfully cast, the next target struck by the sorcerer is instantly killed.	
Mandatory Conditions • Special Item: Must be holding 'The Heart of Zhuul' (Core Rulebook, page 172). This artifact is not destroyed after use	
Optional Conditions • Casting Time (1d6 x 2 hours) • Wounds (-1d6+1 Lifeblood)	
Duration: Instantaneous Extension: No	

Mark of Exile 	
Second Magnitude	Difficulty: -4
Description Allows the caster to mark the target with an invisible seal while designating a specific location that the target may no longer enter. The delimited area cannot exceed 2 km ² , and the target experiences a distinct sense of repulsion whenever they approach within 50 meters of it.	
Effect If the target nonetheless ventures into the forbidden zone, they are instantly and irrevocably disintegrated.	
Mandatory Conditions • Ritual Sacrifice (an animal at least the size of a young Bouphon) • Special Item (an item belonging to the target)	
Optional Conditions • Casting Time (1d6 x 2 hours) • Lunar • Personal Ordeal	
Duration: 2d6 days Extension: No	

On the Brink of Death 	
Second Magnitude	Difficulty: -4
Description Allows the sorcerer to bring a living being that has just died back to life. The spell must be cast no more than 24 hours after death.	
Effect The resurrected being loses 1 point of Strength and 1 point of Mind. They will never be quite the same again. The psychological repercussions of such a trauma are left to the GM's discretion. It is not wise to have caught a glimpse of what lies on the other side...	
Mandatory Conditions Group Ritual (requires 2d6 assistants, each of whom must possess at least rank 0 in the Magician career)	
Optional Conditions - Permanent Focus - Rare Ingredients - Ritual Sacrifice (an animal at least the size of a young Bouphon)	
Duration: Instantaneous Extension: No	

Oppression 	
Second Magnitude	Difficulty: -2 modified by the target's Mind score
Description Causes the target to experience a profound sense of oppression and helplessness in the presence of the sorcerer.	
Effect If the target fails a Mind roll, with a difficulty equal to the sorcerer's Mind score, they are unable to break free from the spell's hold, feeling so overwhelmed and helpless in the face of the sorcerer that they will choose to surrender immediately rather than fight.	
Mandatory Conditions Rare Ingredients	
Optional Conditions - Casting Time (1d6 x 2 hours) - Ritual Sacrifice (an animal at least the size of a young Bouphon) - Special Item (an item belonging to the victim)	
Duration: 1 Scene Extension: No	

Phantasmal Force			
Second Magnitude	Difficulty: -2		
Description Allows the creation of an extremely realistic illusion capable of injuring those who believe it to be real.			
Effect As long as targets of the illusion believe it to be real, they can be injured by it (roll two d6 and take the higher as damage). The illusion is directed by the sorcerer and vanishes if one of its targets succeeds on a Mind check (difficulty equal to the sorcerer's Mind attribute), or as soon as it is struck by an attack roll.			
Mandatory Conditions • Line of Sight • Rare Ingredients			
Optional Conditions • Casting Time (1d6 x 2 hours) • Lunar • Special Item: Grimoire			
Duration: Instantaneous			
Extension: No			

Possession		*	
Second Magnitude	Difficulty: -4 modified by the target's Mind score		
Description Allows the sorcerer to momentarily inhabit the body of another person.			
Effect The sorcerer takes possession of the target's body by diverting their soul into the Void. They now possess all of the target's characteristics (attributes, combat abilities, etc.), but retain their own Mind attribute.			
Mandatory Conditions • Special Item: Any human material originating from the person to be possessed (hair, nail clippings, blood, a tooth, etc.)			
Optional Conditions • Casting Time (1d6 x 2 hours) • Personal Ordeal • Rare Ingredients			
Duration: 1d6 hours			
Extension: No			

Primordial Sigil 	
Second Magnitude	Difficulty: -2
Description Allows the sorcerer to inscribe a seal upon a structure (wall, door, archway, etc.) or upon the ground, and then to designate a type of creature (mammals, reptiles, birds, undead, ghosts, etc.) upon which the seal exerts its effect.	
Effect The seal compels creatures of the designated type to hastily flee the area. If a creature succeeds on a Mind roll of difficulty -2, it remains in the area but sees its Agility reduced by 2 points due to the discomfort it experiences.	
Mandatory Conditions • Casting Time (1d6 x 2 hours)	
Optional Conditions • Permanent Focus • Ritual Sacrifice (an animal at least the size of a young Bouphon) • Special Item: Grimoire	
Duration: Until the seal is erased Extension: No	

Seal of Double Death 	
Second Magnitude	Difficulty: -2
Description Allows the caster to create a permanent life-link between themselves and the spell's target.	
Effect When the spellcaster dies, whether from old age, disease, violence, or any other cause, the target also dies immediately, appearing to succumb to the exact same cause as the caster. This spell can affect only a single target. If the caster attempts to cast the spell upon another creature, the spell no longer affects the previous target.	
Mandatory Conditions • Ritual Sacrifice (an animal at least the size of a young Bouphon) • Special Item (an item belonging to the target)	
Optional Conditions • Casting Time (1d6 x 2 hours)	
Duration: Variable Extension: No	

Seal of Mystic Protection 	
Second Magnitude	Difficulty: -2
Description The sorcerer grants a person protection against the attacks and powers of a specific demon by imprinting their mark upon that person's forehead, using a seal dipped in the blood of a ritual sacrifice.	
Effect The demon suffers a penalty die when making melee attacks against a protected character, while the latter gains a bonus die when attempting to resist the demon's spells and powers. When casting this spell, the caster may protect, in addition to themselves, one person for every rank of Magician they possess.	
Mandatory Conditions Ritual Sacrifice (of a human being)	
Optional Conditions - Casting Time (1d6 x 2 hours) - Group Ritual (requires 2d6 assistants, each of whom must possess at least rank 0 in the Magician career)	
Duration: 24 hours Extension: No	

Seal of Return 	
Second Magnitude	Difficulty: -2
Description Allows the sorcerer to inscribe a magical glyph at a specific location and bind it to a keyword. When the sorcerer uses this word, they are instantly teleported to the location the glyph is inscribed in.	
Effect The moment they utter the return word, the sorcerer may teleport with them a number of targets equal to their Magician rank (targets must be within Line of Sight).	
Mandatory Conditions - Casting time (1d6 x 2 hours) - Rare Ingredients	
Optional Conditions - Group Ritual (requires 2d6 assistants, each of whom must possess at least rank 0 in the Magician career) - Lunar - Personal Ordeal	
Duration: 2d6 days Extension: No	

Secrets of the Dead



Second Magnitude

Difficulty: -2

Description

Using the blood of a sacrifice, the sorcerer can force a deceased individual to reveal their darkest secrets and answer questions of greater complexity than those permitted by the **Speak with the Dead** spell.

Effect

The sorcerer summons the spirit of a corpse, compelling it to answer 1d6+1 questions.

The dead, disturbed this way, cannot lie, they however loathe the living who disrupt their rest. Consequently, they will often answer in an enigmatic manner.

Mandatory Conditions

- Casting time (1d6 x 2 hours)
- Rare Ingredients: Black Lotus
- Ritual Sacrifice (an animal at least the size of a sheep)

Optional Conditions

- Group Ritual (requires 2d6 assistants, each of whom must possess at least rank 0 in the Magician career)
- Must be a Priest or Druid of Nemmereth

Duration: 1 Scene

Extension: No

Skull Prison



Second Magnitude

Difficulty: -2

Description

The severed head of an adversary is enchanted by flaying the skin and sewing the lips and eyelids shut, thereby imprisoning and paralyzing the spirit of the deceased trapped within it.

Effect

The sorcerer reduces the size of the head to half its normal size and may subsequently carry it with them.

Thereafter, whenever they desire, they may converse with the head (producing the same effect as the **Speak with the Dead** spell) without needing to cast a spell.

Mandatory Conditions

- Special Item: The victim's head
- The spell must be cast within three days of the victim's death

Optional Conditions

- Casting Time (1d6 x 2 hours)
- Lunar

Duration: Variable

Extension: No

Slumber of Power 	
Second Magnitude	Difficulty: -2
Description The sorcerer enters an artificial coma in order to prolong the duration of a spell they have just cast, specifically one that is not naturally permanent. E.g., the sorcerer has just cast Festrel Fog which has a duration of 2d6 hours. By casting Slumber of Power immediately afterward, and deciding to wake up in 24 hours, the sorcerer extends the duration of Festrel Fog to 24 hours.	
Effect The sorcerer remains immersed in the coma until the condition(s) for their awakening, which they must clearly state, are met. The initial spell then ceases to be active.	
Mandatory Conditions • Does not work with instant spells • Must have successfully cast a spell immediately beforehand	
Optional Conditions • Permanent Focus • Special Item: Grimoire • Wounds (-1d6+1 Lifeblood)	
Duration: Extension: No	

Statue 	
Second Magnitude	Difficulty: -4
Description Allows the caster to transform a living being into a statue.	
Effect The target of this spell is instantly transformed if they fail a Mind roll against a difficulty equal to the sorcerer's Mind score. Only a sorcerer who knows this spell can end it by spending 2 Arcane Power.	
Mandatory Conditions • Special Item: A handful of plaster	
Optional Conditions • Casting Time (1d6 x 2 hours) • Intimate Materials (a personal item belonging to the target) • Wounds (-1d6+1 Lifeblood)	
Duration: Variable Extension: No	

Summon Lesser Demon 	
Second Magnitude	Difficulty: -4
Description Allows the sorcerer to summon a demon of Lesser rank.	
Effect The summoned demon is not under the sorcerer's control. If the sorcerer fails to control it (see Bind Lesser Demon), the demon will decide of its own accord when to return to the Void.	
Mandatory Conditions • Permanent Focus • Special Item: Grimoire	
Optional Conditions • Casting Time (1d6 x 2 hours) • Ritual Sacrifice (an animal at least the size of a young Bouphon) • Wounds (-1d6+1 Lifeblood)	
Duration: Variable Extension: No	

Summon Monster  	
Second Magnitude	Difficulty: -4 modified by the target's Mind score
Description Allows the caster to summon a creature normally found in the local environment. The creature may be of up to Colossal size.	
Effect The creature obeys the sorcerer until it has completed the task assigned to it. The sorcerer must keep the creature under control by maintaining concentration.	
Mandatory Conditions • Casting Time (1d6 x 2 hours) • Rare Ingredients	
Optional Conditions • Auspicious time (depending on the chosen creature) • Special Item: Grimoire • Wounds (-1d6+1 Lifeblood)	
Duration: Variable Extension: No	

Telekinesis II 	
Second Magnitude	Difficulty: -2
Description Allows the sorcerer to move an object from a distance.	
Effect The sorcerer moves a large object, which may be extremely heavy (a boulder, wagon, ship, etc.), through the air, as if gravity no longer had any effect on it.	
Mandatory Conditions • Line of Sight • Rare Ingredients	
Optional Conditions • Casting Time (1d6 x 2 hours) • Lunar (Full Moon) • Wounds (-1d6+1 Lifeblood)	
Duration: Instantaneous Extension: No	

Tentacles of the Void 	
Second Magnitude	Difficulty: -4
Description Opens a rift in reality through which the horrific tentacles of some unspeakable creature surge, hungry for souls to torture.	
Effect 1d6 tentacles, roughly ten meters long, erupt from a sort of black hole and attempt to seize every living being within range. A Tough (-2) Agility check is required to evade a grapple attempt. If a target is grappled, they may attempt a Strength check to break free.	
Mandatory Conditions • Wounds (-1d6+1 Lifeblood)	
Optional Conditions • Casting Time (1d6 x 2 hours) • Group Ritual (requires 2d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Special Item: Grimoire	
Duration: 2d6 rounds Extension: No	

Tie the Rope 	
Second Magnitude	Difficulty: -4
Description Allows the caster to strangle the spell's target from a distance by tying an arcane rope around their neck.	
Effect The target suffers a 1-point reduction in Strength and loses 1 Lifeblood per day. Each day, the target may attempt a Strength roll, with a difficulty equal to the sorcerer's Mind score, to negate the loss of that day's Lifeblood. However, the only way to end the spell's effect is to discover the magical rope (see below).	
Mandatory Conditions • Rare Ingredients (a rope woven from the braided hair of a deceased woman, which the sorcerer must bury or conceal within the victim's immediate surroundings)	
Optional Conditions • Group Ritual (requires 2d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Personal Ordeal • Wounds (-1d6+1 Lifeblood)	
Duration: Variable Extension: No	

Wasting 	
Second Magnitude	Difficulty: -4
Description Causes the target to fall gravely ill, no natural remedy can save them.	
Effect The victim loses 1 Lifeblood per day until death. Only a Strength roll with a difficulty equal to the sorcerer's Mind score can save them (only one roll is allowed).	
Mandatory Conditions • Group Ritual (requires 2d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Rare Ingredients	
Optional Conditions • Personal Ordeal • Possession of a rank 2 Physician career • Wounds (-1d6+1 Lifeblood)	
Duration: Variable Extension: No	

Zylidith's Black Fist



Second Magnitude

Difficulty: -4

Description

A spell used in the bloody sacrificial rites of Zylidith, enabling the caster to rip the heart from a victim.

Effect

While the caster concentrates, the target becomes paralyzed, freezing in place. They remain conscious, still breathing but are unable to act or speak. They suffer 1d3 points of damage per round, enduring excruciating pain.

At the start of each Round, the target may attempt a Strength roll at -4 (Demanding) to end the effect.

If the target is killed by the spell, its still-beating heart is drawn into the sorcerer's outstretched hand.

Mandatory Conditions

- Line of Sight
- Rare Ingredients (Fangs of a Zathog)

Optional Conditions

- Must be a Druid of Zylidith
- Wounds (-1d6+1 Lifeblood)

Duration: Instantaneous

Extension: No

21. Grimoire of the Third Circle

12 spells

Absolute Visions: Grants the ability to witness events unfolding in distant lands or in the very distant past.

Army of the Dead: Allows the caster to create a horde of undead.

Bind Greater Demon: Allows the caster to bind a summoned demon, compelling it to obey the sorcerer.

Black Plague: Allows the caster to unleash a terrible epidemic within a city.

Call of the Dark God: Allows the caster to summon one of the Dark Gods (who may, however, not respond favorably, even if the spell's casting is successful).

Fire of the Void: Allows the caster to unleash a rain of infernal flames originating from the Void.

Mass Metamorphosis: Allows the caster to disguise up to a thousand men as a peaceful forest.

Natural Disaster: Allows the caster to trigger a natural disaster on the scale of an entire region. Earthquake, tornado, typhoon, etc.

Permanent Hallucinations: Allows the caster to inflict atrocious, persistent hallucinations upon a target, whether they are awake or asleep.

Psychic Slaves: Allows the caster to place multiple targets of the spell entirely under the sorcerer's control.

Quathoomar's Stride: Allows the caster to open a rift in space, which the sorcerer enters to emerge at any location in the world they choose.

Summon Greater Demon: Allows the sorcerer to summon a demon of Greater rank.



Absolute Visions  	
Third Magnitude	Difficulty: -6
Description Grants the ability to witness events unfolding in distant lands or in the very distant past.	
Effect The sorcerer witnesses a scene currently unfolding, or one that has just unfolded, anywhere in Lemuria, or a scene that took place hundreds, or even thousands, of years ago.	
Mandatory Conditions • Place of Power	
Optional Conditions • Casting Time (3d6 hours) • Personal Ordeal • Ritual Sacrifice (of a sentient being)	
Duration: 1 Scene Extension: No	

Army of the Dead 	
Third Magnitude	Difficulty: -8
Description Allows the caster to create a horde of undead.	
Effect The sorcerer can create 1d6 x 100 undead creatures of the zombie, skeleton, mummy, etc., variety. The creatures obey the sorcerer until they have completed the task entrusted to them.	
Mandatory Conditions • Ritual Sacrifice (of a sentient being) • Special Item: Must have corpses available (see Core Rulebook, pages 128–129)	
Optional Conditions • Casting Time (3d6 hours) • Personal Ordeal • Wounds (-2d6+1 Lifeblood)	
Duration: Variable Extension: No	

Bind Greater Demon 	
Third Magnitude	Difficulty: -6
Description Allows the caster to bind a summoned demon, compelling it to obey the sorcerer.	
Effect Once the bond is established, the sorcerer need only agree to regularly satisfy the demon's needs. The demon will appear or vanish at the sorcerer's command.	
Mandatory Conditions • Costs 2 Arcane Power instead of 15 • Line of Sight	
Optional Conditions None	
Duration: Instantaneous Extension: No	

Black Plague 	
Third Magnitude	Difficulty: -8
Description Allows the caster to unleash a terrible epidemic within a city. Half of the inhabitants fall ill and become severely weakened.	
Effect One-quarter of the city's population dies within the span of a single week.	
Mandatory Conditions • Ritual Sacrifice (of a sentient being)	
Optional Conditions • Casting Time (3d6 hours) • Group Ritual (requires 3d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Wounds (-2d6+1 Lifeblood)	
Duration: Variable, depending on the size of the initial outbreak site Extension: No	

Call of the Dark God 	
Third Magnitude	Difficulty: -8
Description Allows the caster to summon one of the Dark Gods (who may, however, not respond favorably, even if the spell's casting is successful).	
Effect The sorcerer facilitates the arrival, the incarnation, of one of the Dark Gods into our reality (along with all the risks and perils that such an invocation may entail!). The sorcerer does, obviously, not control the god.	
Mandatory Conditions • Must be a Druid of the invoked god (minimum rank 2 career) • Place of Power (a sanctuary dedicated to the deity)	
Optional Conditions • Casting Time (3d6 hours) • Ritual Sacrifice (of a sentient being) • Wounds (-2d6+1 Lifeblood)	
Duration: Variable (the god acts according to its own will)	
Extension: No	

Fire of the Void 	
Third Magnitude	Difficulty: -8
Description Allows the caster to unleash a rain of infernal flames originating from the Void.	
Effect This infernal rain can descend upon an entire region, or a smaller area, at the sorcerer's discretion. The flames generated this way possess the characteristics of greek fire (they cannot be extinguished with water, which, on the contrary, intensifies the combustion).	
Mandatory Conditions • Wounds (-2d6+1 Lifeblood)	
Optional Conditions • Casting Time (3d6 hours) • Group Ritual (requires 3d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Ritual Sacrifice (of a sentient being)	
Duration: 1 Scene	
Extension: No	

Mass Metamorphosis			
Third Magnitude	Difficulty: -6		
Description Allows the caster to disguise up to a thousand men as a peaceful forest.			
Effect The troops camouflaged this way appear as a forest, with each man appearing as a tree. The illusion is so perfect that only a rank 3 Magician can detect the deception.			
Mandatory Conditions • Casting time (3d6 hours)			
Optional Conditions • Group Ritual (requires 3d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Ritual Sacrifice (of a sentient being)			
Duration: Variable			
Extension: No			

Natural Disaster		
Third Magnitude	Difficulty: -8	
Description Allows the caster to trigger a natural disaster on the scale of an entire region. Earthquake, tornado, typhoon, etc.		
Effect Effects are to be determined based on the chosen disaster, but they must be catastrophic.		
Mandatory Conditions • Group Ritual (requires 3d6 assistants; each of whom must possess at least rank 0 in the Magician career)		
Optional Conditions • Casting Time (3d6 hours) • Demonic Transformation • Ritual Sacrifice (of a sentient being) • Wounds (-2d6+1 Lifeblood)		
Duration: Varies depending on the chosen disaster		
Extension: No		

Permanent Hallucinations		*	
Third Magnitude	Difficulty: -6 modified by the target's Mind score		
Description Inflicts atrocious, persistent hallucinations upon the target, whether they are awake or asleep.			
Effect The victim of the spell suffers atrocious hallucinations that drive them completely mad. All of their attributes are reduced by 1 point for the duration of the spell; furthermore, they lose 1 Lifeblood per day.			
Mandatory Conditions • Must be located in the same place as the target (city, village, etc.) • Personal Ordeal			
Optional Conditions • Casting Time (3d6 hours) • Group Ritual (requires 3d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Wounds (-2d6+1 Lifeblood)			
Duration: Variable			
Extension: No			

Psychic Slaves		*	
Third Magnitude	Difficulty: -6 modified by the target's Mind score		
Description Allows the caster to place multiple targets of the spell entirely under the sorcerer's control.			
Effect The sorcerer can psychically shackle 1d6 people per rank held in the Magician career + 1d6 (a rank 3 Magician therefore casts the spell on 4d6 targets). The targets obey all of the sorcerer's orders without question and have no choice but to carry them out.			
Mandatory Conditions • Personal Ordeal			
Optional Conditions • Casting Time (3d6 hours) • Group Ritual (requires 3d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Ritual Sacrifice (of a sentient being)			
Duration: 24 hours			
Extension: No			

Quathoomar's Stride 	
Third Magnitude	Difficulty: -8
Description Allows the caster to tear a rift in space, which the sorcerer enters to emerge at any location in the world they choose.	
Effect Allows the sorcerer to instantly transport themselves to any location in the world. The rift remains open for a limited duration.	
Mandatory Conditions • Casting Time (3d6 hours)	
Optional Conditions • Group Ritual (requires 3d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Wounds (-2d6+1 Lifeblood)	
Duration: 24 hours Extension: No	

Summon Greater Demon 	
Third Magnitude	Difficulty: -6
Description Allows the sorcerer to summon a demon of Greater rank.	
Effect The summoned demon is not under the sorcerer's control. If the sorcerer fails to control it (see Bind Greater Demon), the demon will decide of its own accord when to return to the Void.	
Mandatory Conditions • Ritual Sacrifice (of a sentient being)	
Optional Conditions • Casting Time (3d6 hours) • Group Ritual (requires 3d6 assistants, each of whom must possess at least rank 0 in the Magician career) • Personal Ordeal • The Stars ARE Right	
Duration: Variable Extension: No	

SORCERY



A fan-made supplement for
the role playing game

BARBARIANS OF LEMURIA