

CHRONICLE OF SORCERY

chronicle
system



MAGIC & MYSTICISM FOR THE CHRONICLE SYSTEM





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INTRODUCTION

In the low-fantasy milieu the *Chronicle System* emulates, magicians are rare and wondrous. Witches who dwell in forests, swamps and highlands provide charms of good luck, herbal treatments for every ailment and malevolent hexes. Astrologers gaze upward into the vault of the Heavens, seeking out destiny's course as plotted in the patterns of the planets and stars. Alchemists combine strange ingredients in smoke-filled labs, concocting arcane potions and transmutations for lords and others who can afford their prices. Spirit-whisperers dwell at the fringes of tribal societies, feared even by the fiercest of savages, and blood sorcerers tap into darkest sacrifice for the power to be found in that bloodshed.

Chronicle of Sorcery is a new ruleset, an add-on to the Combat, Intrigue, House, Warfare and other systems that make up the *Chronicle System*. It utilizes the basic rules of the *Chronicle System* and its various conflict systems, with a few modifications and the addition of some new aspects. These rules are for Narrators who wish to add magic-using characters to their Chronicles, and for players who wish to play characters who are wielders of esoteric powers.

SUBTLE SORCERIES

The sorceries of the *Chronicle System* are not the overt, flashy spells of many other roleplaying systems. This *Chronicle of Sorcery*, along with its attendant Lores, are intended to reflect a "lower" sort of magic, one in which sorcery plays a distinct role, but without the pyrotechnics, earth-shaking manifestations, or epic altering of reality of "high-magic" fantasy systems.

Many of the Lores provide effects that could, to the skeptical eye, be regarded as coincidence, chicanery, or some combination of the two. Indeed, the price of many of these Lores is so high that magicians who openly proclaim themselves as such often resort to actual sleight of hand, tricks of chemistry, and taking credit for things that are genuinely coincidental.

It should be noted that throughout the text, the words "sorcery," "sorceries," "magic," and "magics" will be used interchangeably. While there are specific differences between the definitions of "sorcery" and "magic," for the purposes of the *Chronicle of Sorcery* they are considered one and the same.

SORCERY ESSENTIALS

Several Abilities define your character's interaction with the magical forces of the world, both in terms of your ability to wield and resist them.

ABILITIES

The precise Abilities used in Sorcery vary. Each Lore has its own set of Abilities associated with its mysteries. In theory, nearly any Ability might be used with Sorcery, although some are more common than others like those listed below.

CUNNING

Cleverness and quick-thinking are often vital traits for a sorcerer. A sharp mind can also help defend against sorcery, as well.

Add your Cunning rank to your Sorcery Defense.

ENDURANCE

Sorcery can take its toll on the body, and those who are physically healthy can often shake off the effects of some kinds of sorcery.

Add your Endurance rank to your Sorcery Defense.

WILL

A strong mind serves the sorcerer well, for often it requires intense focus and dedication to master the Occult Arts. Those who might be the target or victim of sorcery will also find a strong Will a boon in defending against magical assaults.

Add your Will rank to your Sorcery Defense.

SORCERY DEFENSE

Though potent, magic is not all-powerful. There is something intrinsic in the living — man and beast alike — which enables them to resist the powers of sorcery. This resistance is based on cleverness and strength of body and mind. Your Sorcery Defense is figured as follows:

**SORCERY DEFENSE = CUNNING + ENDURANCE + WILL +
AVERTING BONUS (FROM EQUIPMENT OR BENEFITS)**

AVERTING BONUSES

Certain conditions grant a character additional defense against sorcerous influence. These can be a number of dif-

ferent things. Averting bonuses do NOT stack: only the best Averting bonus applies in any given situation.

For every two Sorcerous Benefits (or at the Narrator's option, other Benefits of occult power), the character gains a +1 Averting bonus. Beings who are themselves wielding supernatural power develop strong resistances over time to the sorcery of others.

HEARTHWIFE'S PROTECTION

Those who know to beware of sorcery can use prayers or folkloric remedies to protect themselves, like making a sign against witchcraft, sprinkling salt upon one's own head, or similar customs, gaining a +1 Averting bonus. This is a **Challenging (9)** Knowledge test. Each degree of success on this test grants protection for one minute.

HEALTH & COMPOSURE

Unlike Combat and Intrigue, Sorcery does not have its own measure of tracking the application of sorcery to the individual. Some spells may inflict Damage, while others may affect Influence.

SCALE

It is essential to note that the *Chronicle of Sorcery* is a meta-system or module, one that can be folded into other *Chronicle System* elements. There are battle magics that can be used during Combat, subtle bewitching enchantments for use in Intrigues, and even mighty war-sorceries that can impact conflicts on the Warfare scale.

As a result, all spells and rituals have a Scale entry, indicating with which other systems that act of sorcery interacts. Some may even interact with different scales of narration; a spell that sways the emotions of a target in an Intrigue might have another effect during Combat.

The kinds of scale are:

- **ABILITY:** Considered the “normal” scale of play, Ability-scale scenes are normal scenes in which characters may or may not need to use Ability tests to reflect dealing with challenges that are not handled through one of the other scales of play.
- **COMBAT:** Combat-scale magics are usually immediate and quick. The entry indicates what kind of Combat

Action the use of that spell requires: Greater, Lesser, or Free Actions.

- Ⓜ **INTRIGUE:** Intrigue-scale magics are usually an Action to cast, although some may be a Free Action, i.e., one may cast the spell and also perform a normal Intrigue action.
- Ⓜ **WARFARE:** Warfare-scale magics may affect a battle in huge, epic fashion, or simply shift the tides of battle in more subtle ways. The use of sorcery is almost always a Player Action (which may be Greater, Lesser, or Free), though their effects generally come into play in the subsequent Units Action.
- Ⓜ **RITUAL:** Ritual-scale is unique to Sorcery Actions. Such spells always require multiple Ability tests in order to accumulate a given number of degrees of success, and those actions take a certain amount of time per test.

PRICE

All magic has a price of some kind, commensurate to the benefits it grants. At its core, this price is always paid with Destiny: either by the expenditure of general Destiny points, or those that can only be spent on Sorcery. For each Lore, however, this Destiny is paid via a specific mechanism, typically some kind of action and/or ingredient(s) to be utilized in order to spend (or in some cases, burn) that point. Each Lore pays a different price, as detailed in its description.

Most Lores also have a way to allow others to pay the grievous prices demanded of some sorceries. This is usually employed only when a sorcerer must burn Destiny for a desired act of magic—it is, after all, far better to get another to pay this price whenever possible, particularly if the sorcery is being performed on their behalf... or at their expense.

WARDING

Warding functions as a form of sorcerous protection for practitioners, grounding out magical energy directed at them and/or neutralizing some or even all of its effects. Warding is capable of negating both Damage and Influence caused by sorcery, and may even offer some protection against those magics that do not inflict Health or Composure damage. The trade-off, of course, is that all magics have a harder time affecting the one protected, even those that are beneficial.

Wards are most often the results of magical effects, which usually target only a single individual at a time, al-

though some may affect everyone in a given warded area. Some wards may also be natural effects, the results of powerfully magical natural sites, substances, or creatures.

The majority of wards are Lore-specific: that is, a given ward protects against a given kind of magic, usually taking advantage of that Lore's particular weaknesses. There are some very potent wards that apply to all kinds of sorcery, however. While such wards tend to be weak in actual power, their strength is in their versatility. Very magical creatures often have general warding as part of their natural state.

WARD RATING

Wards offer protection against magic that directly affects either body or mind. When you take either Damage or Influence from a sorcery effect, you reduce the damage taken by your Ward Rating. Damage or Influence can be reduced to 0, but not below it. Wards can also reduce the Damage or Influence inflicted by magical creatures.

WARD PENALTY

Wards are less efficacious against sorcery that inflicts neither Damage nor Influence. All but the weakest of wards inflict a Ward Penalty, which is a penalty to the Casting of all sorceries affected by the ward protecting the individual(s). This applies not just to baleful sorcery, but to all magics of the Lore the ward defends against, even if beneficial. The ward also affects the Casting tests of the appropriate Lore cast by the one being warded, as powerful protections against a specific kind of magic also work to inhibit its wielding.

WARDING	WARD RATING	WARD PENALTY
Incidental	1	-1
Apprentice	2	-1
Basic	3	-2
Standard	4	-3
Adept	5	-1D
Potent	6	-1D
Powerful	7	-2D
Master	8	-2D
Arch-Ward	9	-3D

Not all sorcery is the same. To reflect this, the magics of the *Chronicle of Sorcery* are divided into different Lores, which are modular sets of magical rules. It is up to the Narrator to decide which Lores to include in their games, and which of these are available to player characters.

This decision can help shape the chronicles: a setting where Alchemy and Astrology exist is going to be vastly different one where only Wortcunning and Blood Magic have power. These Lores also provide a starting place for Narrators who wish to create unique magical systems for their games.

LORE TRAITS

All Lores use the same basic presentation:

CONCEPT

Every Lore has a basic concept, which can usually be summed up with one or two succinct sentences, discussing both where sorcerers derives their magic, and how they use it. There is no such thing as “generic magic” within the context of a *Chronicle of Sorcery*: all magic is highly specialized and derived from very specific powers.

When creating a new Lore, Narrators should put some thought into what it takes to wield the magic of this Lore. If it's common and easy, why isn't everyone doing it? If it's rare and difficult, how does anyone ever discover they can wield it at all, to say nothing of finding someone to teach them to do so?

EXAMPLE

The Narrator decides she wants to include a kind of subtle sorcery in her game based around the power of amulets, talismans, and other such charms. There is a place in her setting for those who sell protective charms meant to ward off evil, good luck talismans, and even symbols of holy significance. She makes note of these concepts, calling her new magical Lore Talismanic Sorcery.

ABILITIES

Like most endeavors in the *Chronicle System*, magic is based on the use of Abilities. The wielding of most Lores require the use one to three Abilities to resolve the various sorcery tests involved.

When creating new Lore, the Narrator should decide which Abilities it employs. The fewer Abilities it uses, the easier it is for its practitioners to become highly adept at the magic of that system. Lores using a single Ability should be extremely rare and lack diversity in effects; a single Ability means the Lore is very narrow in focus and limited in power.

EXAMPLE

The Narrator thinks that a practitioner of Talismanic Sorcery ought to have a few skills to be successful, including a knowledge of the occult significances of the amulets and charms they make and the handicrafts necessary to actually craft those specialized talismans. So, the Narrator decides that Knowledge is required for the magical lores to create them, as is Agility for the deft hand to create the often-intricately engraved and crafted pieces. Deciding that she would like a third Ability for Talismanic Sorcery, she decides that Will is another Ability, reflecting the personal power required to awaken the power in the final products.

PRICE

Magic comes at a steep price. Generally speaking, if it is possible to do with magic what one can do with mundane action, the mundane action is almost always preferable, due to the price of magic. Each Lore has a specific cost associated with it, a sacrifice that must be made in order to cajole the occult powers to do the magician's bidding.

When creating new Lore, the Narrator should take a good look at the power level of the magic within that Lore, and ensure an appropriately high price is paid for the practice of powerful arts.

EXAMPLE

EXAMPLE: *Since the idea of talismanic sorcerers peddling their wares for coin helped inspire the Narrator, the price for Talismanic Sorcery is obvious: money. However, because she wants them to be fairly accessible, she decides that the costs aren't going to be prohibitive—there has to be room for the peasant witch selling amulets to superstitious countryfolk, after all. So, in addition, perhaps talismans have to be “invested” with Destiny in order to work. This may come from sorcerers themselves, but perhaps those who wear them and believe in their efficacy can—or maybe even must—also invest them with Destiny.*

ARTS

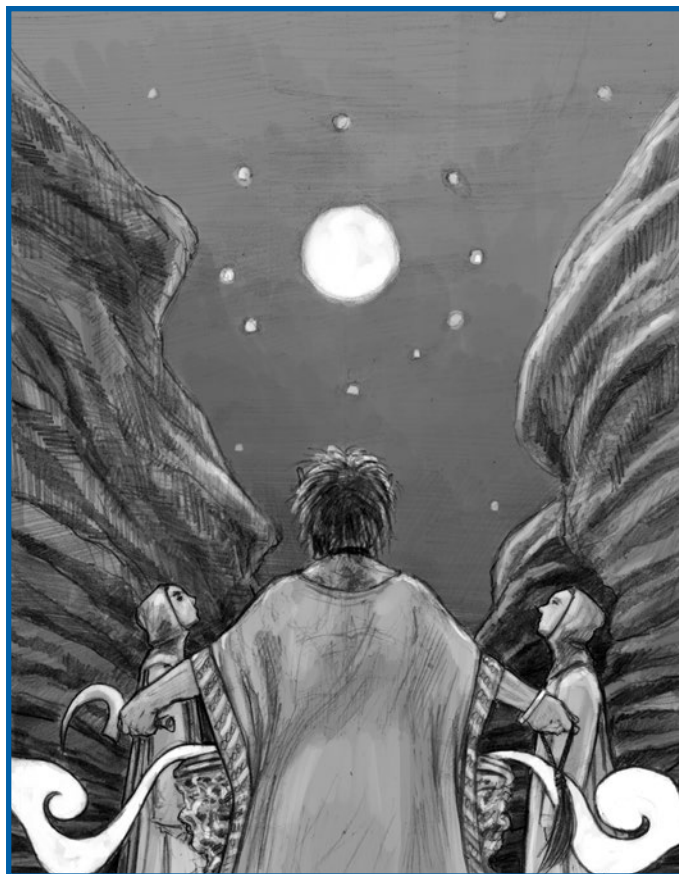
Every Lore is divided into multiple Arts. These are the smaller-scale categories of magic within that Lore, divided by themes or systems appropriate to the Lore in question. It might be by source of power, by effect, by concept, or by any other method of categorization. Each Art is purchased as a Benefit, and most Arts have at least one Requirement (which may include other Arts as prerequisites).

Each Art has at least one Ritual and one Spell, and most have more than one. Upon learning an Art, the practitioner may select one Ritual and one Spell from that Art. Additional Spells and Rituals from a known Art may be learned by finding mentors who know them, finding recorded information with that lore within or by risky experimentation.

When creating a new Lore, Narrators should create at least three Arts to go with it, dividing the power of the magical discipline among them. The more powerful a Lore is, the more individual Arts it should have. Arts have no practical minimum or maximum numbers of Rituals or Spells associated with them, but if there are fewer than two of each kind, some thought should be put into possibly folding those Techniques into another Art. Alternately, if an Art has more than a half-dozen or so of both Rituals and Spells, it should probably be split into multiple Arts. Of course, since there is no cost but time and access to learn new Spells and Rituals, learning such a great variety of spells and rituals can overbalance that Art somewhat.

EXAMPLE

There are many possible Arts. At first, the Narrator toys with the idea of dividing them up by origins: an Art for country witches, one for religious talismans, and so on. In thinking about it, she decides that she would rather the Arts reflected the function of their talismans. So, listing the kinds of talismans she sees her chronicle featuring, she puts together her list of Arts: the Art of Amulets for protective tokens; the Art of Relics, for religious artifacts; and the Art of Seals, for talismans of intricate design that do overtly magical things. Pondering this, she thinks she would like this Lore to have a lot of variety, so she comes up with two more that don't seem to fit well into the other categories: the Art of Memento Mori, for cool ancestral and necromantic tokens that draw on the dead; and the Art of Trophies, for magically imbued reminders of victory in battle. Five is quite a few Arts, but as the major form of magic in her chronicle, it seems appropriate.



RESONANCES

In order to work, magic must draw upon the very stuff of the world, whether naturally occurring or man-made, to forge a connection between the powers of magic and the physicality of the practitioner's world. Like the tallest tree in the field that pulls the lightning's arc to earth, these items allow the magician to call upon those powers and harness them.

Each Lore has its own symbols and associations. These aren't necessarily things: they could be people, times, places, events, or even emotions and states of being. Each Spell or Ritual has specific Resonances noted in its description that grant bonuses or penalties to the act of magic, or alter its outcomes in some way. But each Lore also has Resonances that apply to some or all of its Arts.

Resonances do not just assist magic, however. Wards provide protection against it, and while there are a few low-powered Wards that can defend against all magics, the most powerful are Lore-specific, granting aid against sorcerers using powers of a particular nature.

When creating new Lore, Resonances serve to mitigate powerful magics. Requiring specific situations can make

SYSTEM THESIS: SORCERY

At its core, the sorcery presented here is very simple: it is a system built on the premise of the *Chronicle System's* expenditure of Destiny: by either spending or burning Destiny Points, the character can alter the way the story is unfolding.

The changes wrought by sorcery to the narrative are more dramatic than those of normal Destiny expenditures. In exchange for that heightened influence, however, there are some requirements: the changes must be made in accordance with the sorcery's theme; the character must have invested in Benefits to use the sorcery; and the sorcery always uses specific resources and costs in addition to the basic Destiny Point cost to accomplish those changes.

performing powerful acts of magic a complex study in logistics and timing. The magician is forced to create collections of strange items, arrange for odd circumstances and time things just right in order to work the most powerful of their magics.

EXAMPLE

The Narrator decides that she wants some pretty specific traits for Talismanic Sorcery. She thinks about requiring a workshop of some kind, but also likes the idea of wandering amulet-peddlers, so she nixes that idea. Instead, she can see them using specific books where they record the lores they use, even actually using those books as a kind of tool for the creation of those amulets. Though she could have just as easily chosen a specific set of magical tools, she likes the idea of magical books in her chronicle, and talismanic sorcerers will be the main magicians—so a book it is! She writes down the name “clavilogia,” a word that means “account of keys,” and notes that each talismanic sorcerer possesses one.

She also notes that talismans require materials that are associated with places, events, and times, as well as sympathetic materials in line with what the effect of the talisman does: cold iron for protective amulets, for example, or bits of grave dust and bone for memento mori. Those will be already included in the price, but practitioners can't just buy any generic materials, which also reinforcing the need for them to adventure about and look for such materials themselves, or else maybe her chronicle has an established class of folk who perform that service for sorcerers.

EXAMPLE LORES

The following are examples of Lores, which can serve as inspiration for the Narrator's chronicle. Many of these will be also explored in future *Chronicle System* supplements in greater detail.

ALCHEMY

CONCEPT: It is the nature of all things in the world to change. The seasons flow from summer to winter, the day from midday to midnight. Animals grow, live, breed and die; plants grow high only to be cut down. Nothing is permanent—even stone is weathered away by water. Alchemy is the art of unlocking the catalysts of these transformations, using those things in which they are most strongly present: minerals, salts, herbs, and all manner of other substances. These outward techniques, however, conceal and teach spiritual techniques that provide insight and enlightenment to the alchemist. The very existence of such disciplines is usually a closely guarded secret.

ABILITIES: The Lore of Alchemy is fairly limited in its applications. Its techniques are ordered and methodical, requiring *Knowledge*, particularly for its Rituals. Other alchemical Arts require the use of *Cunning*, for a practitioner needs a quick mind to apply the patterns of alchemical thought to new situations and occurrences; this is generally used for alchemical Spells.

PRICE: The Price of alchemy is a literal one: money. The substances necessary for the alchemical processes are expensive. The creation of those works also usually requires significant amounts of time to allow the alchemical processes their full expression. Fortunately, little else in the way of a price is involved in the practice of the art—although when its practitioners fail, the results are often dynamic, if not outright explosive.

ARTS: Each of the alchemical Arts describes a kind of operation or function. Together, all four of the alchemical Arts are known as the *Great Work*. Generally speaking, alchemical Rituals involve actual substances and their trans-

mutation, while alchemical Spells involve the application of those same techniques on the mind and spirit of the alchemists themselves.

- ☞ *Works of Blackening* involve putrefaction, decay, and decomposition, forcing alchemists to look within and face down the shadow within themselves.
- ☞ *Works of Whitening* involve purification and the removal of impurities, both in the substances the alchemist works with, and in the self.
- ☞ *Works of Yellowing* involve the awakening of true magical potential within base substances, resulting in the creation of potent occult treasures and the unleashing of the alchemist's spiritual potency.
- ☞ Finally, *Works of Reddening* involve the achievement of alchemical perfection, the culmination of the Great Work, including the creation of the Philosopher's Stone and the attendant awakening of spiritual power thereof.

RESONANCES: Alchemy Rituals all require the use of an *alchemical lab*. Additionally, all of its Rituals use multiple other substances. Conversely, very few of its Spells require any kind of Resonances.

ASTROLOGY

CONCEPT: Some claim the paths of destiny can be seen in the patterns of the stars above. Others would have one believe that the stars themselves force the movement of Fate. These distinctions are meaningless to the dedicated astrologer, who simply knows that what has been, what is now, and what may be to come can all be read in the eternal, slow dance of the stars in the firmament. Astrologers are often sought for their insights into events both great and small, ranging from what lies in store for the humblest individual, to the outcomes of events that will shake a kingdom to its very core.

ABILITIES: Astrologers rely on two primary traits: an encyclopedic *Knowledge* of not just the movements of the Heavens but what those movements mean, and a keen-eyed *Awareness* to track and notice their minute changes.

PRICE: The practice of astrology has perhaps the lowest price of all magics: time. The time involved in its Rituals and Spells is exaggerated in comparison to other magics.

ARTS: In comparison to many Lores, astrology's power is limited. It is primarily divinatory, laying bare past, present and future events, as well as the essential natures of



humankind.

- ☛ *Horoscopy* is the examination of individuals, revealing to the astute astrologer the personality, flaws, strengths, and other such traits of an individual.
- ☛ *Auspicity* involves the techniques of determining the best timing for events, of seizing advantage of the power of the stars for one's own purposes.
- ☛ *Prejudication* is the art of applying the movement of the stars to whole societies. An astrologer skilled in this art is of great benefit to a lord, guiding him on the most auspicious times to enact his will on his domain.

RESONANCES: The *horoscope* is an absolute necessity for any kind of astrological work. Every astrologer learns how to create a horoscope, which requires either a clear night sky and set of astrologer's tools (including sextant and astrolabe) with which to take measurements himself, or an ephemeris, a book in which the movements of the celestial bodies has already been charted.

BLOOD SORcery

CONCEPT: Magic is always paid for, and none are so well aware of this as the justly feared blood sorcerers. Their sac-

rifices are not symbolic, but literal, and their magic is powerful as a result. Within their purview are the magics of life and death, of bodily strength and fertility, and of injury and disease. It is said that some of them also know magics of heredity and lineage, with greater power derived from those whose blood is noble or royal.

ABILITIES: Blood sorcerers require strength of body and quick intuition and insight to summon their powers. Thus, blood magicians favor *Endurance*, particularly when the blood they spill is their own, and *Cunning* to conjure and direct the powers from mortal vitality.

PRICE: The price demanded by blood magic is, of course, blood itself. Sometimes, the simple spilling of blood is enough, inflicting *Damage*, *Injuries*, and sometimes even *Wounds* on those whose life essence is spilled for the blood magician's work. The "purity" of blood can also be a factor, with slave and commoner blood being essentially worthless for anything but lesser spells, while the blood of royals provides the greatest efficacy for the most powerful of rituals.

ARTS: The magics that delve into blood sorcery are varied: they are numinous and brutal by turns, capable of great



feats of wonder, but usually at a terrible price.

- ☞ *Haruspexy*, or blood divinations, using spilt blood and even the sacrifice of life to gain insight into the destiny of those for whom the magician attempts to divine.
- ☞ *Cruentus* involves the manipulation of life itself. These arts harbor spells of healing, transformation of the body, and similar magics associated with the force of life itself.
- ☞ *Devoveum* is the laying of curses and maledictions. Spilt blood is used to enact violence and hatred, powers which these spells harness and direct towards their victims.
- ☞ *Piaculum* augments the empowerment of other magics. The arts of sacrifice can transform, alter, and manipulate other magics sympathetically, for what blood is to the body, magic is to the world.

RESONANCES: The bronze or iron *arthana*, a rune-engraved knife consecrated (or some might argue, desecrated) for bloodletting, is the first and foremost resonance of Blood Sorcery. Even when it is not being paid as a price, shed blood can empower blood magics, as can graveyards and the sites upon which the great loss of life has occurred.

SPIRIT-WHISPERING

CONCEPT: In the dark places of the world, they wait: entities unseen and unheard, save by the very sensitive. The spirit-whisperer learns the secret languages and songs of the spirits, calling to them in voices of cajoling, command, enticement, or threats. To others, spirit-whisperers might seem mad—but when the spirits of the lands, the other-worlds, and the dead attend their beck and call, those who doubt are silenced as strange and inexplicable things begin to unfold at the will and direction of the spirit-whisperer.

ABILITIES: The Lore of Spirit-Whispering demands much of those who practice it. *Awareness* of the subtleties of the world around them often reveal the will of the spirits they interact with. It is *Persuasion* that allows spirit-whisperers to influence and command the spirits they interact with into obedience, while a strong *Will* protects them from losing the sanctity of their sanity and spiritual freedom that is usually the danger of dealing with the numinous world.

PRICE: Spirit-whisperers who uses their own spirit to touch

the essence of other, alien entities without form risks losing themselves. Increasing isolation from others due to ill-ease and strange sensations in those one meets are the perils of the early powers of this path. The possibilities of possession, madness, and even the destruction of one's own soul await those who cross the threshold of the spirit world.

ARTS: Each time Spirit-Whispering is learned, it is learned for a specific kind of spirit. In many ways, Spirit-Whispering is just a general term for a whole body of related Lores. Such spirits may be the spirits of the dead, terrible shadow entities, elementals great and small, natural spirits of wood and glade, demons, faery spirits, or any manner of other entities.

- ☞ The magics of *Cajoling* involve the propitiation and befriending of spirits, approaching them in a spirit of benevolence and friendship.
- ☞ The magics of *Commination* involve the threatening and castigation of spirits, forcing them to obey, including the powers that permit the harming of such entities.
- ☞ The magics of *Entreatment* involve the calling of spirits to the person of the spirit-whisperer, conjuring them to come and empowering them to take on physical (or at least visual) manifestations.

RESONANCES: Many who would speak with the spirits rely on *ecstatic experiences*, be they derived from asceticism, giving oneself over to vices or indulging in hallucinogens. The exact form of this ecstatic experience depends on the nature of the spirit being invoked.

TALISMANIC SORCERY

CONCEPT: Talismans, amulets, charms: how many have depended on these items of good fortune, blessings and protection to get them through difficult times? Pilgrimage badges, apotropaic tokens, and good luck charms handed down through generations: these small pieces are simple superstitions... or are they? The talismanic sorcerer harnesses the simple beliefs of such traditions, magnifying them through magic into something more than simple fancy or old wives' tales.

ABILITIES: The Lore of Talismanic Sorcery requires *Knowledge* of the occult significances related to talismans, *Agility* in order to craft them with the delicate precision required, and *Will* to imbue the talismans with magical power.

PRICE: Like alchemy, the creation of talismans requires rare ingredients. As such, the biggest cost of practicing talismanic sorcery is money, though to a lesser degree than alchemy. Talismans must also be “empowered” through the use of Destiny Points, whether that of the creator or of those who wear the charms.

ARTS: Talismanic Sorcery is divided into Arts, each based on different kinds of talismans.

- ☞ *The Art of Amulets* involves the creation of protective charms that defend against ill-luck, misfortune, sickness, and baneful magic.
- ☞ *The Art of Memento Mori* involves ancestral and necromantic tokens that invoke memories of death or near-death that help ward mortality away, as well as tap into the power of those memories and events.
- ☞ *The Art of Relics* channels some power tied into the beliefs of the faithful, tapping into the symbols, relics and even body parts of saints and heroes of the faith to grant blessings.
- ☞ *The Art of Seals* involves the creation of talismans of intricate design and power, with a wide variety of magical results.
- ☞ *The Art of Trophies* draws upon the power of victory, imbuing war and combat talismans taken from life-and-death violence to empower those who wield them with victory in such situations.

RESONANCES: The Spells and Rituals of Talismanic Sorcery frequently employ Resonances associated with places, events, and times. All talismanic sorcerers use a *clavilogia*, or an “account of keys,” containing the knowledge they have learned and then inscribed regarding their art. It is used for all Rituals in Talismanic Sorcery, in addition to whatever other Resonances those Rituals may require.

WORTCUNNING

CONCEPT: Healing, harming, feeding, clothing, building: all the important endeavors of humanity involve plants in

some fashion. Is it any wonder that there is magic in the simple green gifts of the earth as well? From the gentle country healer down the lane to the sinister *venefica* who talks to her mandrake familiar in a dank cave, those who master the magic of plants unlock an impressively versatile arsenal for themselves and those around them.

ABILITIES: The practitioner of Wortcunning must know much... and more. *Healing* is vital for those who would use their powers to aid and cure, while *Knowledge* teaches the green sorcerer arts of poison and empowerment. Though it is not used in the Lore proper, many of the herbwise also know skills of *Survival*, allowing them to wild-harvest their herbs, if they do not grow them themselves.

PRICE: The price of Wortcunning is innocuous, simply requiring very specific herbs used in the magics, which must be harvested properly. As such, wortcunning’s price is truly time: seasons spent growing or finding the proper herbs, in the proper conditions.

ARTS: The arts of Wortcunning are many. The powers inherent in the green sorcery are broad, although rarely as overtly powerful as other Lores. What it lacks in power, however, it makes up in versatility.

- ☞ *Charms of Plenty* are those intended to enhance the fertility of woman, kine, and field.
- ☞ *Charms of Succor* bring healing, peace, and blessing upon those so gifted.
- ☞ *Charms of Venefica* unleash terrible powers of pain, cursing, barrenness, and poison.
- ☞ *Charms of Enamorment* create passion, love, and loyalty in those affected by them.

RESONANCES: Herbwise sorcerers must maintain a working space, properly consecrated to the green witchery they perform. This is called the *greenbower*, and may be space in a cottage, a secret glade in a forest, or a cave in the woods. This place is where sorcerers work their Wortcunning magics. Additionally, all wortcunning magics are embodied into physical materials using herbs, although their final form may be elixirs, ointments, incense, oil, spell-pouches, or other tangible items.

WORKS OF MAGIC

Bodies of individual occult knowledge are referred to as *Lores*. Each Lore is organized along a general theme, e.g., Blood sorcery or Astrology. Lore is themselves broken down into *Arts*, collections of rituals and spells around a given occult technique, and/or a source of power or procedure. Arts are composed of one or more *Techniques*, which are the actual acts of magic themselves. Techniques generally can do multiple things, depending on whether Destiny is being spent or burnt. Some even grant some minor abilities without the expenditure of Destiny at all, though these are usually very minor tricks easily mistaken for chicanery and prestidigitation.

ARTS

An Art is a “group” of similar magics within a Lore, a collection of rituals and spells based upon a given occult theme or procedure. This organization may be whatever the Narrator desires, from similar power sources (Fire Magic, Star Magic, Wortcunning, Mental Sorcery, and so on), similar outcomes (curses, blessings, fertility magic), and cultural or other origins (the shamanic magics of the Andara tribesmen, or the ancient rituals of a fallen Empire of God-Kings lost to history).

Indeed, Narrators are encouraged to even reorganize the Lore that will be presented in the *Chronicle of Sorcery* series to fit the magical schema of their own chronicles. An Art must include, at minimum, one Ritual and one Spell within their operations; most often include a few of each (something to keep in mind should the Narrator do some restructuring).

Learning a new Art requires three things: the expenditure of a Destiny Point to purchase the corresponding Benefit, access to the Lore, and time spent studying it.

SORCEROUS ART BENEFITS

Access to Arts is gained for a character through the purchase of a Benefit, though such a purchase doesn't mean the practitioner automatically knows all the Techniques within that Art. It merely provides access to those Techniques, although the purchase of an Arts Benefit usually grants a free Technique along with it.

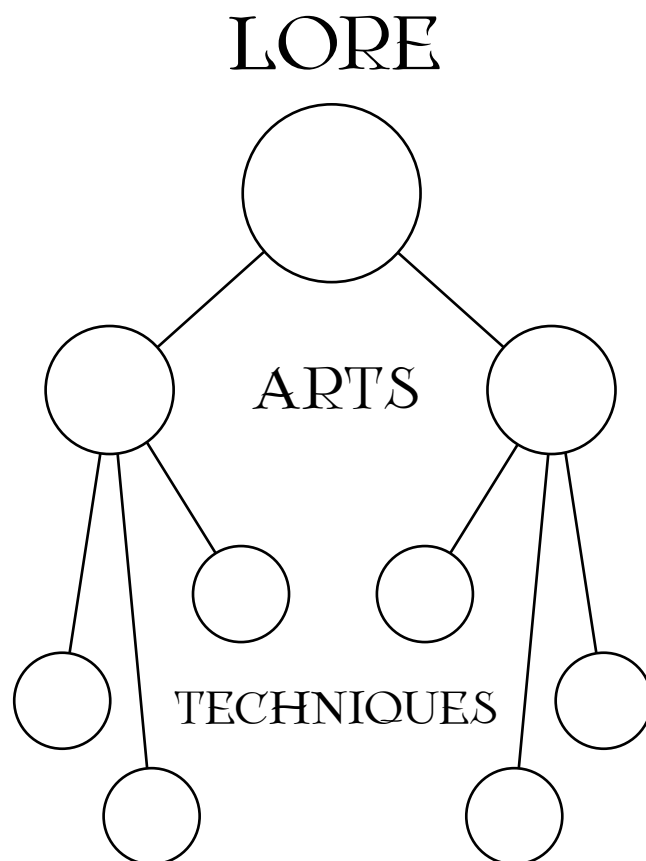
Like any other Benefit, Sorcerous Art Benefits are purchased with a Destiny Point. These Benefits grant access to the Techniques of a specific Art, including the immediate

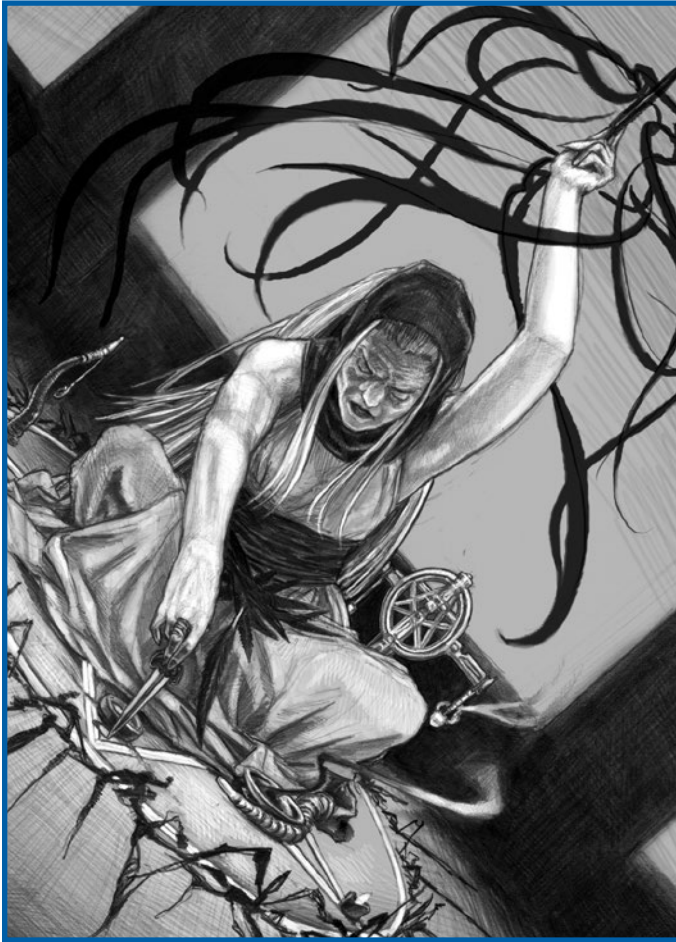
choice of one Technique from that Art. The purchase of this Benefit also provides a point of *Sorcerous Destiny*, or “phantom” Destiny Points that can only be used to fuel magical Techniques.

Finally, each Sorcerous Art Benefit also grants a special themed mechanical advantage that reflects abilities or changes to the sorcerer who has unlocked these powers.

ACCESS TO ARTS

Learning a new Art requires more than just the investment of a Benefit. There is usually a story requirement of some kind to gain access to this knowledge. The precise nature of this should be tailored to the chronicle in question, of course—the strange bloodlines that awaken occult magic in their scions that works for one campaign might not suit the one where such occult lore is the result of sacrifice, ordeal, and transformative enlightenment. Narrators should establish at the beginning of their campaigns how characters learn new Arts, though they need not necessarily reveal this to their players. Some ideas include the following.





MENTORS

All Lores share a single method for learning new Arts and Techniques, learned from a mentor sorcerer who practices the same Arts. Finding such an individual may very well be an extended endeavor, as most sorcerers are wise enough to hide their presence from the world in general, preferring to work through layers of false identities, contacts, and the like.

In campaigns where magic is passed from master to apprentice, it is the method and circumstances of this instruction that takes center stage in the learning of new magic. Perhaps sorcerers attend well-regulated, formalized *collegia* of sorcery. Or, they may seek out reclusive, misanthropic masters, intent on proving themselves worthy to serve as their apprentices. Their education in magic might be a sort of academic study, filled with occult figures and strange diagrams, or perhaps it is a monastic undertaking, characterized by meditation on seemingly senseless riddles and the practice of ascetic disciplines intended to sharpen the body, mind, and spirit of the student into a vessel into which arcane power can be poured.

SORCEROUS LIBRARIES

Some campaign settings may include grand libraries filled with tomes of occult lore for those who are brave enough to plumb their depths. For rules on these, see page 16 for the **Research Sorcery** action and the **Sorcerous Library Wealth Holding** on page 47.

MAGICAL BLOODLINES

The Power is passed through the Blood. Those with “purer” bloodlines awaken their sorcerous talents faster and earlier, but even those with the slightest trace may have one or two gifts awaiting cultivation. These might be ancient and adored lineages of sorcerer-kings, or secretive and strange families trying to keep their secret heritage from public knowledge.

ACCIDENTS OF BIRTH

No one knows how or why, but sometimes certain individuals manifest magical gifts, occurring without any apparent rhyme or reason. There may be some outward sign of its presence: omens or portents at the person’s birth, a strange mystical mark on the skin that appears when their awakening is nigh, or some other significant event related to the person, i.e., a shepherd’s child whose favorite ewe gives birth to a two-headed lamb, and the like.

TRAUMATIC ENLIGHTENMENT

What is madness and death to some awakens magic to others. Sorcery comes to those strange few who survive terrible accidents, illnesses, and tragedies: the goodwife who nearly drowned in the flood; the courtier who suffered a fatal wasting sickness, yet miraculously survived; the old hag on the village’s periphery who faced starvation last winter, but emerged when spring’s first buds blossomed. All of these come out the other side of their ordeal with wisdom, strength... and occult powers waiting to be unlocked and tapped.

BLESSINGS OF GODS & SPIRITS

The touch of the Otherworldly reaches into the recesses of the human soul, awakening power to be wielded for good or ill. This touch may be capricious, injecting magic into the world just to see what happens. It might be vengeful, bringing doom to those who have upset it in some way, in the person of a newly fledged sorcerer. Or it may simply desire a servitor to perform its tasks in the world, making a pact with them that grants the servant the ability to channel power to bring about their master’s grand agenda.

SORCERY & DESTINY

The *Chronicle System's* use of a Destiny Point mechanic already provides a way for *players* (if not *characters*) to affect the outcome of play. Within this context, all sorcery does is provide a way for *characters* to do the same, albeit within a distinct occult context. To that end, the sorcery mechanics in *Chronicle of Sorcery* also utilize Destiny Points as a “fuel” for the magic invoked.

Though most Techniques have some kind of very basic benefit that is free or can be invoked via the use of an appropriate Ability test, the true power in sorcerous actions is available only through the use of Destiny Points. As with standard uses of Destiny, some effects require a simple expenditure of Destiny, while great feats of magic require that the Destiny Point be burnt.

Because the purchase of sorcery already requires the investiture of Destiny into the appropriate Benefits, many of those Benefits also provide points of what is called “Sorcerous Destiny.” These points act as Destiny Points for the sole purpose of fueling acts of magic. They cannot be used in any of the other ways Destiny is used: those characters that come to rely on the power of magic to transform the world around them often find that the more power they gain, the less that natural Fate seems to favor them.

CONTACT WITH HORRORS

Similar to Traumatic Enlightenment above, but distinctly occult. There are horrors beyond the ken of humanity. Most who contact them or find evidence of their existence simply go mad, but a rare few are able to distill that knowledge, permanently forging their souls as vessels of power rather than consuming them entirely—perfect for a chronicle with Lovecraftian inspirations, or for those games where sorcery comes about through demonic pacts.

DISCOVERY OF ANCIENT LORE

Ancient runes on a cavern wall. Ruins whose construction seems to suggest a message of power to any who can discern it. An ancient puzzle-box that unlocks occult puissance within those who can resolve its riddle. A tome of blasphemous rites and revelations. Any or all of these elements might figure prominently in a campaign where magic comes as part of uncovering ancient lore.

STUDY TIME

Once a practitioner has access to a given Art, the process of learning more of its Techniques usually begins. Learning a new Art takes three to four months of study, assuming the luxury of being able to devote all of one's time and effort toward the education. Most, however, do not have this luxury, and must stretch this time (roughly six to eight months, or even more, depending upon the complexity of the Art) over much longer periods.

TECHNIQUES

The essential mechanics of any magical Lore are found in its Techniques, and every Lore has several to offer. Techniques are the actual invocation of magical power, through whatever medium is employed by that Lore, creating change in the world around the practitioner.

Techniques are divided into two categories: Rituals and Spells. A Technique is always either a Ritual or a Spell; occasionally, a Technique may be both.

RITUALS

Rituals are great acts of magic, works of occult power that require immense concentration, time to enact, and often resources of a rare, costly, and/or sacrificial nature. Rituals always evoke great power of some sort, though how that power is harnessed and made manifest varies for each Lore.

Rituals are always performed in the Ritual Scale of play, dramatic scenes in which sorcerers lay out their ritual space and begin the undertaking of calling up the power necessary for the ritual's success.

Rituals are different from Spells in that they require multiple Ability tests in order to perform. Each ritual has a minimum of three steps, with an appropriate Ability test at each stage. These three basic steps are *Alignment*, *Invocation*, and *Unleashing*. All rituals use these three steps, and many add several others besides. Some rituals even include steps that must be performed by persons other than the sorcerer, necessitating the recruitment of helpers of some kind.



Each such step has a result for success or failure. Success at minimum allows the ritual to move forward, with greater degrees of success providing an easier time in later parts of the rite. Failure often results in the ritual's complete ruination, or simply make subsequent steps extremely difficult rather than canceling it out entirely. Failure with certain powerful rites can sometimes doom the ritual altogether, resulting in terrible backlashes of magical power upon the sorcerer, any others who are present, and even the surroundings in which it is being performed.

SPELLS

In contrast, spells are simpler works of magic, more quickly evoked, though usually of lesser power. Spells enact magic that is more immediate, and does not require extensive preparations or ritual behaviors to use. Spells may be used in other scales of play, such as Combat, Intrigue, or Warfare—spells that affect things on the House Action scale, however, are usually Rituals.

A spell is distinct from a ritual not only in its scale of invocation, but in that they only ever require the use of a single Ability check to unleash their power. The success or failure of this test determines the outcome of that action, as usual. It is notable, however, that unlike rituals, the power unleashed by a spell result in effects that are usually very subtle, often easy for the skeptical to dismiss as whimsy or mere coincidence.

LEARNING NEW TECHNIQUES

Unlike initiating into new Arts, learning Techniques does not require investing in a Benefit, although there are Benefits that grant characters additional Techniques. Learning a new Technique requires three things: access to the Technique, time spent studying and experimenting with the lore, and a successful Learning Ability test.

Access to the Technique usually comes from the same sources as Sorcerous Arts: usually mentors who already know the Technique, or books of lore wherein that Technique's secrets have been recorded. Unlike Arts, whose secrets are too vast and complex to be contained within a single tome, a Technique can be contained upon a single page—indeed, some of these books may contain several Techniques.

See the **Learn Technique** Action (see page 15 for more details on the mechanics of this action).

SORCERY ACTIONS

The following actions are available to characters in chronicles that utilize sorcery. Some of these actions require that the character be a full sorcerer, or possess some kind of knowledge—as such, some of these actions list a Requirement for that action to be taken. These actions also list what Scale they operate in: Ability, Combat, Intrigue, Ritual, or Warfare.

ALIGNMENT

RITUAL

REQUIRES ANY RITUAL TECHNIQUE

Alignment is the act of preparing a ritual space for the performance of that Ritual. This usually includes the introduction of various symbols to the work space in order to better harmonize it with the powers to be raised; hence the name “alignment,” as it aligns the area with the magic to be wrought within it. Every ritual uses a different Ability (though most Rituals in a given Art tend to use the same one) and Difficulty for Alignment, and uses a base time for Alignment.

This process can be rushed through or done methodically. For every 25% of the time increment the preparation is reduced by, increase the Difficulty by +3. For every 50% of the time increment the preparation is increased by, reduce the Difficulty by 3. Thus, rushing through and doing the preparation in half the time increases the Difficulty by +6, while taking double the time decreases it by -6.

Success on this Ritual prepares the area for the performance of magic within it. For each degree of success past the first, the sorcerer gains a bonus die to use in other tests during the Ritual. Once a bonus die is used, it is gone.

Failing this process does not prevent the accomplishment of the Ritual, but it does impose a -1D to all subsequent tests to perform it; failing this roll by 5 or more imposes a -2D to subsequent tests. The sorcerer doesn't always know how well the preparation has gone, however, so the Narrator should roll the Ability test out of sight of the sorcerer's player.

AVERTING

ANY (GREATER)

You strengthen your will against a magical attack, calling on your own resolves, your faith in your gods to protect you, or upon cultural invocations or gestures against malign sorcery. Roll a Will test (bonus dice from the Dedication specialty apply) and add any Averting bonus from equip-

ment carried to your test result. The result replaces your Sorcery Defense against the first use of sorcery against you in that scene.

INVOCATION

RITUAL

REQUIRES ANY RITUAL TECHNIQUE

In many ways, this is where the “heavy lifting” of a ritual-casting occurs. It builds the magical power of the Ritual being performed, and focuses it through the techniques of the Ritual itself, whether that takes the form of chanting, symbolic gestures, the use of ritual ingredients, the crafting of some kind of handiwork, or nearly any other action that can be imbued with occult significance.

Like Alignment, Invocation uses a different Ability (though most Rituals in a given Art tend to use the same one) and Difficulty for Alignment, and uses a base time. The time to perform this rite may be increased or decreased, as above with Alignment, although the modifiers for this test can never be altered by more than +6 or -6.

When the time has elapsed, the sorcerer must make an Ability test at the Difficulty for the Ritual. The results of success and failure of this test differ with each Ritual, and are noted in each for its specific Invocation step.

LEARN TECHNIQUE

ABILITY

REQUIRES ANY SORCEROUS ART BENEFIT.

Once you have invested the time required to learn a new Technique, you may make an Ability test using the Ability that governs the learning of it, with a Difficulty determined by the Technique itself. If you are learning from a mentor, you may add half of that mentor's relevant Ability Rating to your test result.

On a success, you learn the Technique and may add it to the list of Techniques available to you.

If you fail to make the Difficulty by four or fewer points, you may continue to study the Technique, reducing the Difficulty to learn it by 3.

If the Learning Test is failed by 5 or more, that source of the Technique is too bewildering to understand. If you are learning from a book, you simply cannot understand the meaning behind the scribblings; if from a mentor, your teacher's descriptions and demonstrations are too obtuse for you to learn it. You may learn that Technique only if you find different access or a source for it.

SENSITIVES & PRESCIENTS

Some characters are naturally more sensitive to sorcerers and the use of magic. Sorcerers tend to refer to these characters as “sensitives” and “prescients.”

A *sensitive* is a character with an Emphy specialty in Awareness of 3B or higher. Such characters are sensitive to the subtle emanations of a sorcerer’s magical will. Sensitives may use the Sense Magic action, as well as playing a special role in the Sorcerer’s Aura Drawback.

Prescients are those whose dreams have a prophetic nature. Because of the blatant Destiny-manipulation that is the essence of all magical use in *Chronicle of Sorcery*, prescient characters frequently have dreams that somehow include sorcerers. They do not automatically recognize them as such, however, unless those sorcerers possess the Sorcerer’s Aura Drawback.

OTHER RITUAL ACTION RITUAL

REQUIRES ANY RITUAL TECHNIQUE

Though all Rituals use *Alignment*, *Invocation*, and *Unleashing*, some Rituals include other steps in their process. These actions are always included in the mechanics of the Ritual in question, although some Lores or Arts may also have actions that broadly apply to all their Rituals (such as the *Ritual Sacrifice* Action of the Blood Sorcery Lore).

RESEARCH SORCERY ABILITY

REQUIRES ACCESS TO A SORCEROUS LIBRARY HOLDING.

Using a library stocked with the appropriate tomes, scrolls, and other references, you can learn the arts of sorcery. Non-sorcerers may learn the arts of sorcery from such tomes; sorcerers who are already initiated into the use of magic may learn new Arts or Techniques from these references.

- LORE:** Learning the arts of sorcery from such a library is possible, but very difficult. This requires a full year of study, at the end of which time you may make a **Heroic (24) Knowledge (Research)** test. With a successful test, you may use a Destiny Point in learning a Sorcerous Lore Benefit, if you meet the Requirements for that Benefit. On a failure, you may reduce the Difficulty by 3 points and try again after another period

of study. If you fail this test by 5 or more points, you also gain a Drawback that reflects the year (or more) of dedicated study, as well as the toll that constant immersion in dangerous occult lore takes on the mind and the body.

- ARTS:** Learning a new Art requires a full year of research in the library’s resources, and the library must be of the type of Art sought. Make a **Very Hard (18) Knowledge (Research)** test. With a successful test, you may use a Destiny Point in learning a Sorcerous Art Benefit, if you meet the requirements for that Benefit. On a failure, you may reduce the Difficulty by 3 points and try again after another period of study. If you fail this test by 5 or more points, you also gain a Drawback that reflects the year (or more) of dedicated study and the toll that constant immersion in dangerous occult lore takes on the mind and body.
- TECHNIQUES:** You may also engage in research to piece together the lore of a new Technique. This does not teach a new Technique, though: it simply makes a new Technique available for learning by the normal rules for learning new Techniques. This requires that the Technique be part of one of the Arts associated with the Sorcerous Library Holding being used. This requires a season (at least three months) of research. Make a **Very Hard (18) Knowledge (Research)** test. With a successful test, you gain access to the Technique in question. On a failure, you may reduce the Difficulty by 3 points and try again after another period of study. If you fail this test by 5 or more points, you simply can’t find enough in the library to put together that Technique, although someone else may be able to do so.

SENSE MAGIC ABILITY

REQUIRES EMPATHY SPECIALTY 3B OR HIGHER.

You can detect the use and presence of magic. When someone in an area you can see uses a Spellcasting action, you detect something strange on a successful **Very Hard (18) Awareness (Empathy)** test. This manifests as a sudden chill, a rush of adrenaline, goosebumps, the sensation of someone “walking over your grave,” or other similar sensations. Characters don’t automatically know that this is caused by magic, but with experience in such things, sensitives often come to trust what they feel. Detecting the presence of magic already present in an area, on an object, or on a person requires a **Heroic (21) Awareness (Empa-**

thy) test. You cannot, however, detect the fact that someone simply *has* magical ability, unless they use it.

UNLEASHING**RITUAL**

REQUIRES ANY RITUAL TECHNIQUE

The very final step in any Ritual, Unleashing takes all of the power that has been raised and concentrates it into a focused manifestation of magical power, releasing it into the world to take effect. This moment is critical, and can make or break the success of the rite.

Unleashing is always a Will test with a Difficulty determined by the Ritual in question. Unleashing takes a mere moment, a single heartbeat. Success or failure results depend upon the Ritual in question, although failing an act of Unleashing inevitably has dire consequences.

RITUAL ASSISTANCE**RITUAL**

During a Ritual, you may assist a sorcerer in the performance of it. The exact extent of this aid is determined by what level of knowledge of the Ritual being performed you possess. During the sorcerer's *Ritual Coordination* action, you may make an Ability test using the appropriate Ability.

The Difficulty is **Routine (6)** if you know the Technique being used, **Challenging (9)** if you don't know it but possess other Techniques from the same Art, **Formidable (12)** if you are a sorcerer who possesses only a similar initiation into the same Lore, or a **Hard (15)** test if you are simply using the relevant Ability with no other knowledge of the magics being raised.

Success on this test allows you to add half the Rating of the Ability in question to the sorcerer's *Ritual Coordination* result. Failure indicates you add nothing to the benefit, but you do still count as a participant for the purpose of the sorcerer's limits in Ritual Coordination. If you fail this test by 5 or more points, you negatively impact the Ritual's performance (see Ritual Coordination for details).

RITUAL COORDINATION**RITUAL**REQUIRES ANY RITUAL TECHNIQUE,
COORDINATE SPECIALTY FOR WILL

Sorcerers who have help performing a Ritual can oftentimes work greater magics than they might on their own. A sorcerer may have one assistant in a Ritual for each bonus die they have in the Will (Coordinate) specialty. Each of those assistants must take the *Ritual Assistance* action above while the sorcerer takes this action.

The sorcerer must make a **Formidable (12) Will (Coordinate)** test. Multiply the numbers of degrees of success by the sorcerer's Will Rating; this result is then added to the bonuses granted by their assistants' Ritual Assistance test results. This total is the number of additional "floating" points that may be added to any test during the ritual, as the sorcerer desires, usually to bump results upwards out of failure ranges or to gain additional degrees of success.

If any of the assistants fail their Ritual Assistance test by 5 or more points, not only do they not add anything to this pool of points, but they actively invoke a -1D penalty at some point in the ritual process. The Narrator chooses the test where this occurs, but once the penalty has been used, it is gone.

SPELLCASTING**ANY (COMPLEX)**

Unlike Ritual Techniques, the casting of a Spell is a much simpler, more immediate process. Spellcasting is a standard test using a Complex action (in scales where such things matter), with an Ability and Difficulty determined by the Spell being cast. Each Spell includes these details, as well as the results of success and failure for that test.



SORCERY QUALITIES

The following Qualities are tied to the mechanics for the sorceries introduced in this material. Both Benefits and Drawbacks are purchased as normal for those traits in the *Chronicle System*. Except where exceptions are noted in the text below, they follow all the normal rules and assumptions about Benefits and Drawbacks.

BENEFITS

The following Benefits interact with the *Chronicle of Sorcery* rules. Note that these rules introduce a new category of Quality: Sorcerous Qualities. The following rules also include some additions to the normal Ability, Fate, Heritage, Martial, and Social Qualities.

AVERTING ADEPT ABILITY

Your skill at defending yourself from magical attack is almost instinctual.

REQUIRES WILL 4

When using the Averting Action, you may re-roll 1s on the Will test. Additionally, Averting is now a Lesser Action for you.

BLOOD OF THE SORCERER-KINGS HERITAGE

Magical power flows through your veins as surely as blood does.

You bear the physical signs of an ancient lineage of powerful sorcerers. This Benefit grants you access to the Lore favored by your sorcerous ancestors, and you are also considered to be initiated into one of its Arts. Though you do not automatically gain a Technique, you are considered to always have access to the Lore of that Art for the purpose of learning new Techniques from it. It also only takes you half the time to learn the Techniques of that Lore as a whole. You gain a Sorcerous Destiny Point.

BLOOD OF THE WITCH-HUNTERS HERITAGE

You are a creature that stands opposed to magic and all of its corruption.

REQUIRES POSSESSION OF NO SORCEROUS QUALITIES

In any culture where there are those who wield magical power, there will be those who rise to fight against it. You bear the physical signs of such a heritage (the precise details of which to be determined by your Narrator, perhaps with your input). You are considered to be a Sensitive even

if you don't meet the full Empathy requirements to do so.

Unlike other Sensitive, you may make an Awareness (Empathy) test to feel when someone possesses knowledge of any Techniques, at a Difficulty of the target's passive Will, reduced by one point for each Technique the target has mastered.

You may also spend your Destiny Points to cancel out expenditures of Sorcerous Destiny Points on spells cast against you. This is an innate, reflexive ability, and you need not even know the magic is coming to use it. You may never purchase Sorcerous Qualities.

GIFTED RITUALIST ABILITY

The power of a magical rite flows smoothly at your command.

REQUIRES KNOWLEDGE OF AT LEAST ONE RITUAL TECHNIQUE

Choose one of the three Ritual Actions (Aligning, Invoking, Unleashing), and gain a +1D when performing that action. This Benefit can be taken multiple times, once for each of these actions.

GIFTED SPELLCASTER ABILITY

Magic wrought on-the-fly seems to come naturally to you.

REQUIRES KNOWLEDGE OF AT LEAST ONE SPELL TECHNIQUE

You may re-roll all 1s on Spellcasting Action tests. Additionally, you may also add your Will Rating to the test result.

MAGIC RESISTANCE ABILITY

Occult power seems to flow off of you, failing to take hold.

REQUIRES POSSESSION OF NO SORCEROUS QUALITIES

You are considered to always be under the effects of a *Standard Ward*. If you are currently protected by a stronger ward, increase the effect of that ward only for the purpose of protecting you. You also may add your Endurance ranks to the results of all Averting Action tests. You may never purchase Sorcerous Qualities.

NATURAL-BORN SORCERER FATE

The talent to use magic comes to you innately, as natural as breathing.

REQUIRES WILL 4

SORCEROUS BENEFITS

QUALITY	REQUIREMENT	EFFECTS
SORCEROUS QUALITIES		
Sorcerer	Will 4	Access to Art; gain a Technique; +2B bonus to Learn Technique with common Arts; Sorcerous Destiny Point
Sorcerous Initiation	Sorcerer or any Lore	Access to Art; gain a Technique; Sorcerous Destiny Point
Sorcerous Proclivity	Know of any Technique	Two Sorcerous Destiny Points
Technique Mastery	Access to any Art	Gain two Techniques
ABILITY QUALITIES		
Averting Adept	Will 4	Re-roll 1s on Averting test, Averting is a Lesser Action
Gifted Ritualist	Know one Ritual Technique	+1D to one Ritual Action
Gifted Spellcaster	Know one Spellcasting Technique	Re-roll 1s on Spellcasting, and add Will Rating to result
Magic Resistance	No Sorcerous Qualities	Standard Ward; add Endurance Rating to all Averting results
FATE QUALITIES		
Natural-Born Sorcerer	Will 4	Gain a Technique; +1B to all tests using Techniques in chosen Art; Sorcerous Destiny Point
Prophetic Dreams	Will 5	Experience oracular dreams
HERITAGE QUALITIES		
Blood of the Sorcerer-Kings	—	Access to Lore & Art, Learn Techniques in half time, Sorcerous Destiny Point
Blood of the Witch-Hunters	No Sorcerous Qualities	Detect magicians, spend Destiny Point to counter magic
MARTIAL QUALITIES		
War-Mage I	Fighting 3, Know any Technique	Choose weapon; gain +1 Averting bonus when wielding weapon
War-Mage II	Fighting 4, Will 4, War Mage I	Add Will to Combat Defense when taking Spellcasting action
War-Mage III	Fighting 5, Will 5, War Mage II	Strike with both weapon and spell
SOCIAL QUALITIES		
Sorcerer's Gaze	Will 3, any Lore	Use Will in Intrigue techniques

Choose a Technique that you now know even though you are not initiated into the Art from which it springs; you are automatically considered to have access to the Lore needed to learn that Art, however. You gain a +1B to casting all Techniques in that Art, including your first Technique. You gain a Sorcerous Destiny Point.

PROPHETIC DREAMS

FATE

You are visited by dreams of an oracular nature.

REQUIRES WILL 5

You have two kinds of dreams: *premonitions* and *portents*. When you sleep, roll 1d6. On a 6, you experience one or the other (as chosen by the Narrator). You are considered a prescient with regards to other rules in *Chronicle of Sorcery*.

Premonitions are simple dreams, more emotion and feeling than concrete images. They are warnings of trouble in your personal life, and provide inspiration and strength to make it through those events. In game terms, you may choose any single test the following day to gain a +1D on, reflecting a sudden insight into the difficulty and how to navigate it best.

Another way that premonitions might be employed is when spending or burning a Destiny Point to edit a scene, allowing you to have retroactively dreamt of this situation (although such dreams aren't always believed or remembered when they happen). In such a situation, the scene editing results from the character gaining insight from the dream.

Portents are prophetic dreams, powerful visions of what is to come—or of what is happening now. The dreams are



filled with various metaphors and symbolic images. The meaning behind the dreams is not always obvious, but once you have experienced one, you will see the fulfillment of your visions in the unfolding of the events around you.

You may also choose the nature of a portent. By spending a Destiny Point, you may choose the symbolism and meaning of a portent, granting you a +1D that may be used toward making that dream come true. Unlike premonitions, this bonus remains for longer than a single day, waiting until it is used. (It is notable that it is not the character, but the player, who chooses the content and goals of this dream; it is just another dream filled with strange symbols to the character.)

If your Narrator has a portent ready, when you experience a green dream, you receive that portent. Otherwise, such dreams are assumed to be premonitions.

SORCERER

SORCEROUS

You have a cultivated talent for common sorceries.

REQUIRES WILL 4

Choose one of the common sorcerous Arts from this list: Consecration, Divination, Purification, Trance, or Sympathy. You may also choose a single Technique to know from that Art without needing to spend the normal time or taking Learn Technique actions. Additionally, when learning Techniques from any of the common sorcerous Arts, you gain a +2B to the Learn Technique action.

If given access to a method of learning another Lore, you may sacrifice this Benefit and gain the Benefit associated with that Lore, although you do not learn the free Technique associated with doing so. You retain any of the Arts and Techniques learned under this Benefit (and because they are common, may continue to learn them), but lose the bonus to learning other common sorcerous Techniques in the future as your focus turns toward the new Lore you have learned.

You gain a Sorcerous Destiny Point for having this Benefit.

SORCERER'S GAZE

SOCIAL

The power in your eyes is overwhelming.

REQUIRES WILL 3, ANY BENEFIT THAT GRANTS ACCESS TO A SORCEROUS LORE

In Intrigues, you are capable of allowing your occult power to shine out, intimidating or persuading those around you. As long as your Will Rating is higher than that of your

target, you may use Will instead of Persuasion or Deception for the purpose of employing the Charm, Convince, Intimidate, or Seduce techniques in an Intrigue.

SORCEROUS INITIATION SORCEROUS

Your studies and experiments into forbidden lore have unlocked a new sorcerous Art.

REQUIRES SORCERER, OR ANY BENEFIT THAT GRANTS ACCESS TO A SORCEROUS LORE

You acquire initiation into a new sorcerous Art. This Art must be either one of the common sorcerous Arts (Consecration, Divination, Purification, Trance, or Sympathy) or an Art within a Lore to which you have access. You may also choose a single Technique to know from that Art without needing to spend the normal time or taking Learn Technique actions. You gain a Sorcerous Destiny Point for having this Benefit.

SORCEROUS PROCLIVITY SORCEROUS

You invest your personal fate more deeply in your sorcery, unlocking greater power.

REQUIRES KNOWLEDGE OF ANY TECHNIQUE

You gain two Sorcerous Destiny Points, trading one Destiny Point for them through the purchase of this Benefit.

TECHNIQUE MASTERY SORCEROUS

Your occult explorations unlock further secrets of magic.

REQUIRES ACCESS TO ANY SORCEROUS ART

You learn two new Techniques from any of the Arts you are initiated into without needing to spend the normal time or taking Learn Technique actions. These come to you via esoteric insight and sudden inspiration, rather than the painstaking learning and inspiration normally required to learn Techniques.

WAR-MAGE I MARTIAL

Your weapon of choice defends you against threats physical and magical.

REQUIRES FIGHTING 3, KNOWLEDGE OF ANY TECHNIQUE

Choose one weapon type. You gain a +1 bonus to your Averting bonus while wielding a weapon of that in at least one hand. This bonus explicitly stacks with any other equipment that grants an Averting bonus.

WAR-MAGE II

MARTIAL

With a single hand free, you can unleash magics while still defending yourself against attack.

REQUIRES FIGHTING 4, WILL 4, WAR MAGE I

When taking the Spellcasting Action while wielding the weapon that applies to your War-Mage I Benefit, you may add your Will to your Combat Defense for that turn. For the purpose of other rules, this Spellcasting Action also counts as a Dodge Action.

WAR-MAGE III

MARTIAL

Weapon and magic flow as one, landing both curse and strike at the same time.

REQUIRES FIGHTING 5, WILL 5, WAR MAGE II

You may make an attack with your weapon and use a Spellcasting Action simultaneously. Spend one Sorcerous Destiny Point (this cost is in addition to any required by the spell being cast), and make a normal Spellcasting Action roll, with any Fighting specialty dice that apply to the use of your weapon added to the roll. The results of this roll are compared to the target's Combat Defense and applied as a normal attack; they are also applied to the target's Sorcerous Defense, and applies as a normal Spellcasting test against that target.

SORCEROUS DRAWBACKS

Many Drawbacks already in the *Chronicle System* are appropriate to sorcerer characters: Cruel Insanity, Cursed, Disturbing Habit, Eunuch (often as a sacrifice to permit mastery of occult power), Fear (of evil omens or holy signs), Haughty, Haunted, Marked, Supreme Arrogance, and Threatening.

The following Drawbacks are intended to be taken by sorcerer characters, reflecting the terrible price that comes with delving into the arts of the occult. Even the most benign of magics takes a toll in some fashion. Narrators are encouraged to permit only sorcerers to take these Drawbacks—depending on the workings of magic in their campaigns, it might be justified for non-sorcerous characters with long or traumatic exposure to the world of magic to take them as well.

Destiny Points gained from these Drawbacks may only be spent on Benefits related to Sorcery.

Some of these Drawbacks are marked as Strictures. Strictures require some continued behavior on the part of the sorcerer in order to continue to use their magic. Failure to adhere to these Strictures violates the delicate flow of power offered to the sorcerer, resulting in a loss of magical ability. Mechanically, the player of a sorcerer must keep track of what Benefits are purchased with the Destiny Points gained from these Stricture Drawbacks. If a Stricture is violated, the sorcerer loses access to that Benefit (and any Benefits that have that lost Benefit as a requirement) until the proper amends are made—when this happens, the Stricture is in place once again.

FAMILIAR

STRICTURE

You have been given a spirit of occult power that takes the form of an innocuous animal. This animal remains close to you and your domicile, and may even be treated as a pet. It has no powers other than that of any other animal of its type. You are obligated to care for this creature and see that it thrives, for part of your power relies on it. You must be within 100 yards of your familiar to use the Benefits purchased with this Drawback.

If you allow this animal to sicken, be injured or die, it violates the Stricture of this Drawback. You are no longer in violation once the animal has been returned to full health; if it has died, you must undertake a spiritual pilgrimage to find a new animal. You must also feed a small bit of your blood to it at least once a month. Failure to feed the animal your blood results in violation of this Stricture as well, until the animal fed upon your blood. The animal's only supernatural trait is that it lives as long as you do. Sorcerers can have multiple familiars, but the violation of the stricture for any one familiar results in the loss of all Benefits purchased through this Drawback.

LINKED STRICTURES

This Drawback is sort of a meta-stricture in that it links together two already existing Stricture Drawbacks. If you violate one of these Strictures, then those linked are considered violated as well, resulting in the loss of not only all the magics connected to those Drawbacks, but to the magic purchased with this Drawback as well. You may take this Flaw more than once, though if it is used to link one Stricture to another that is already linked to a third, violation of any one of them is considered a violation of all three (or four, and so on).

OATHBOUND

STRICTURE

As part of your magical training, you have taken an oath of some kind. This oath is magically binding, granting you access to greater power that will be stripped away if you violate that oath. The exact nature of this oath will depend on the campaign, but common versions are an oath of loyalty to your mentor, an oath of obedience to a demon or other supernatural entity, an oath of service to a magical order or coven, or even oaths of fealty to a liege lord in settings where magicians are bound in service to rulers. This may also be an oath of secrecy to a dark cult or secret society. You may take this Flaw more than once.

OBLIGATION

STRICTURE

Obligations require certain kinds of behavior from you, such as a requirement to never refuse food offered to you by a host, or to always sleep beneath the open sky. This obligation is often in alignment with the cultural superstitions of your culture, or thematic to the Lore you have invested in through the adoption of this obligation. Lores for the *Chronicle of Sorcery* include typical obligations for that type of sorcery. You may take this Flaw more than once.

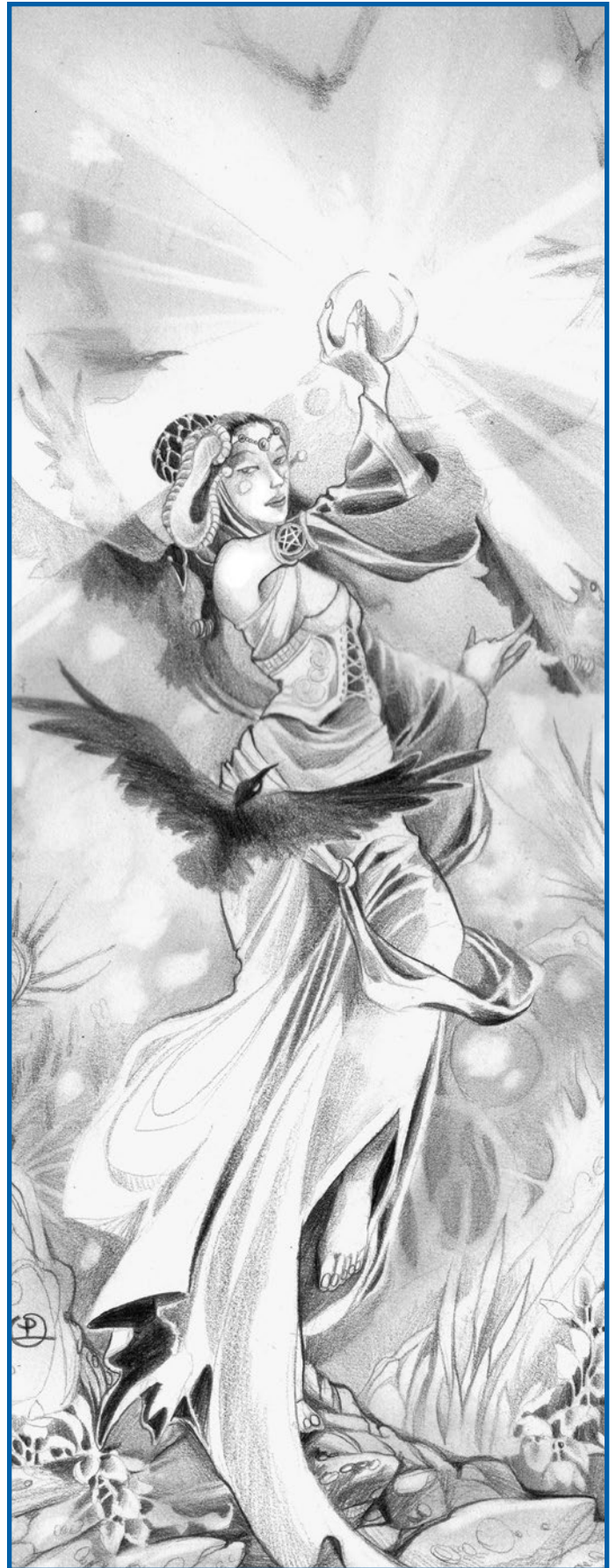
SORCERER'S AURA

Your esoteric power cannot be contained by the chamber of your soul, and some of it escapes into the world around you. This causes strange and oft-disturbing manifestations when you enter an area. The more Sorcerous Destiny Points you possess at your maximum, (rather than the power varying with spent points), the more blatant these changes are; burning Sorcerous Destiny Points will reduce the effect of the Sorcerer's Aura. The Lores on the *Chronicle of Sorcery* all suggest Sorcerer's Aura manifestations for their magics. The final decision should be between player and Narrator for an Aura that is truly worth the points invested in it.

- ♣ **1 - 2 POINTS:** Your power is subtle, and only the very sensitive are aware of it. Sensitives may gain a small shiver in your presence, and Prescients may have dreams about you, fraught with symbols associated with the types of magic you practice, e.g. if you practice Blood Magic, they might dream of you standing in a great and ever-widening pool of blood, or

if you practice Wortcunning, they might dream of you walking in a vast, blooming garden, where all the plants lean in closer to listen as you speak.

- ☞ **3 POINTS:** Your presence causes strange, minor transformations that are so subtle that they aren't noticed when they happen, though they may be discovered later. Jugs of milk and ale may spoil, glass may cloud, wood may discolor or slightly warp. Sensitives are always distinctly unnerved by your presence, and Prescients have nightmares of you engaged in distinctly sinister symbolic activities thematic of your magic.
- ☞ **4 POINTS:** Your arrival to a location causes small manifestations that the very attentive may perceive with a **Formidable (12) Awareness (Notice)** test. Water takes twice as long to boil, bread will not rise, ale spoils, and milk curdles in udder and breast, which causes the sickening of cattle, new mothers, and their nursing babes. Little children begin crying without knowing why, and domestic animals react with fear and aggression. Sensitives and Prescients are so shaken by your presence that they receive a -1D to their first action in a given scene regardless of the nature of the action. When you perform any act of magic that involves burning a Destiny Point or Sorcerous Destiny Point, every prescient within 10 miles dreams of the occurrence.
- ☞ **5 POINTS:** This level of power is apparent to those who make **Challenging (9) Awareness (Notice)** tests. In addition to the consequences of the 4-point level, holy symbols tarnish and fall from walls and off of tables, the virtuous and faithful experience blinding headaches and vomiting, the shadows seem to pull closer to you, and candle flames gutter and die out as you pass by. Sensitives and Prescients are fearful of your presence, receiving -2D to their first action in any given scene regardless of what action they take. When you perform any act of magic that involves burning a Destiny Point or Sorcerous Destiny Point, every prescient within 50 miles dreams of the occurrence.
- ☞ **6+ POINTS:** At this potency, few will miss the twisting of the natural world in the wake of your passage, requiring only a **Routine (6) Awareness (Notice)** test to see holy symbols fall and break, small plants wither and die when the sorcerer's shadow touches them, and the way animals, the very young, and the



feble-minded react with terror. Shadows positively writhe in anticipation of your approach, predators and scavengers are drawn to your location. Sensitives and Prescients with such a knowledge of your power that they hear a low susurrus of haunting voices whispering of your dark nature, and are treated as though they had the Fear Flaw with regards to you. When you perform any act of magic that involves burning a Destiny Point or Sorcerous Destiny Point, every prescient within 100 miles dreams of the occurrence.

TABOO (STRICTURE)

Taboos restrict behavior, such as vow to never eat the meat of a stag, or to never allow a huntsman to cross one's threshold. This taboo is often in alignment with the cultural superstitions of the sorcerer's culture, or thematic to the Lore in which they have invested through the adoption of this obligation. Lores for the *Chronicle of Sorcery* include typical taboos for that type of sorcery. You may take this Flaw more than once.

VULNERABILITY

You or your magic are vulnerable to a substance in some capacity. When in the presence of that substance, your Spellcasting actions are performed at -1D. Warding that incorporates that substance in its creation is increased by one rank, and those who bear the substance and are affected by Warding are also considered to be protected by Warding of one rank higher. Sorcerers who have this Drawback typically go to great lengths to avoid contact with the substance, but also to keep secret their weakness to the substance.

If you come into contact with the substance, you may be physically affected by it, based on how many Sorcerous

Destiny Points you have. Each Lore has its own kind of traditional substance associated with it, and many cultures and faiths maintain superstitions about the kinds of herbs, minerals, or symbols that weaken sorcerers. Lores for the *Chronicle of Sorcery* include typical vulnerabilities for that type of sorcery.

- ☞ **1 - 2 POINTS:** The touch of the substance stings, but does not truly injure you.
- ☞ **3 POINTS:** The touch of the substance raises welts, requiring a **Routine (6) Endurance (Resilience)** test or take an Injury.
- ☞ **4 POINTS:** The touch of the substance raises welts, requiring a **Challenging (9) Endurance (Resilience)** test or take an Injury.
- ☞ **5 POINTS:** The touch of the substance burns or sickens you, requiring a **Challenging (9) Endurance (Resilience)** test or take a Wound.
- ☞ **6+ POINTS:** The touch of the substance burns or sickens you, requiring a **Formidable (12) Endurance (Resilience)** test or take a Wound.

WITCHMARK

Somewhere on your body is a Witchmark, a birthmark, scar, or unnaturally symmetrical pattern on your skin that betokens you as a sorcerer. Depending on the setting, this mark may put you in grave danger of being revealed as a reviled practitioner of sorcery, or it might mark you as one of the blessed few capable of channeling divine magic. The mark exists because of a need for your power to manifest itself through your body, which means that not only do you bear a physical sign, but it is also easier to know you for what you are. The Difficulty for Sensitives to detect your magic and your presence is reduced by 3.

COMMON SORCEROUS ARTS

Though each Lore has its own set of unique Arts, these Arts are available to anyone who possesses any of the Sorcerous Art Benefits. In essence, they are considered “general” Arts, outside the normal Lore-based restrictions of accessing new Arts. While they are mechanically accessible to any sorcerer, the sorcerer must still find a source from which to learn them. These so-called “common sorceries” are almost always steeped in the themes of a sorcerer’s other Lores, or in the religious or cultural overtones of those from whom the sorcerer learned these magics.

TRAITS OF COMMON SORCERY

ABILITIES: The common sorceries require Knowledge of the techniques of magic involved, and the Will to enact those powers. Each of the common Arts also requires another different Ability: Consecration’s force of personality mandates the use of Persuasion, while Awareness is vital for the Art of Divination. Those who would work Warding require significant Cunning to overcome the subtleties of sorcery.

PRICE: Of all the magics, common sorceries demand the least from their practitioners. With a few exceptions, most of these Techniques simply require the normal expenditure of Destiny Points (Destiny or Sorcerous).

RESONANCES: The holy tools of a religious sorcerer’s art, or the cultural tools of a people’s magicians are those that are most used by wielders of common sorcery. Generally speaking, such regalia is covered by the Common Sorcerous Tools equipment, below.

DRAWBACKS OF COMMON SORCERY

Many of the Sorcerous Drawbacks (above) manifest in various ways dependent on the kinds of Lores the sorcerer has mastered. Those few sorcerers who have mastered nothing but common sorcery (including the Arts below) may use the following suggestions for the manifestations of their Sorcerous Drawbacks.

OBLIGATIONS AND TABOOS

Much of common sorcery is steeped in religious or cultural practices, so the requirements of those sorcerers

who wield those arts might be focused accordingly. A requirement to aid the truly faithful, to avoid the cardinal sins of the faith, to provide their magics for the good of the church and its clergy, or to only perform magic with the blessing of the priesthood is common for sorcerers of religious convictions. Cultural obligations and taboos run the gamut, although many include service to the heroes or leaders of one’s nation, tribe, or clan, using one’s power to see to the prosperity or success of wars against a culturally defined enemy or to simply uphold that culture’s highest virtues.

SORCERER’S AURA

Like Obligations and Taboos, the signs of the Sorcerer’s Aura often manifest along religious or cultural lines. These will depend on the exact nature of that society, but the signs of corruption by magic or otherworldly powers almost always manifest themselves. A culture of horse nomads may see the workings of dark witches in those who frighten or even sicken horses by their presence and/or cause their precious small oases of water to stagnate, while the people of an agricultural nation know the signs of foul magic caused by those whose presence blights crops, causes farm animals to sicken or madden, and cause terrible storms that threaten everyone’s livelihood.

VULNERABILITIES

Sorcerers of common sorceries usually manifest weaknesses to the things that represent purity and righteousness in the eyes of their religions and cultures. An herb used by the tribe’s holy shamans to gain visions may poison the one who trucks with dark spirits, while fervently religious institutions may have proof that their blessed symbols or holy water cause pain and discomfort to wicked malefactors.

WITCHMARKS

Like Vulnerabilities, religion and culture influence the ways that Witchmarks manifest. Whatever signs people are taught to look for as indications of dark magic stand out in those who give up so much for their power: brands and tattoos appearing on the palm of the hand or upon the buttocks, a strange discoloration of eyes, skin or hair, or an odd, unpleasant smell that follows the sorcerer.

ART OF CONSECRATION

The Art of Consecration prepares a person, place, or thing for some magical practice. Consecration sanctifies the target towards a given purpose, aligning them with the powers they are about to be subject to. Consecration Techniques usually involve a certain level of religious or spiritual overtones—even faiths that decry the use of “vile sorcery: often practice this art. Consecration requires *Knowledge*, *Persuasion*, and *Will*.

SORCEROUS TOOLS: The Sorcerous Tools for the Art of Consecration usually include censers and rare incenses, feather wicks used to brush down a target, holy water (or other sacred oils and liquids) used to anoint, sprinkle, or asperge the target.

LEARNING TECHNIQUES: Learning Consecration Techniques is always a Knowledge test.

ATTUNEMENT OF SPIRIT

SPELL

COMMON SORCEROUS ARTS: Art of Consecration

TEST: Persuasion **SCALE:** Ability, Combat, Intrigue

LEARNING: 3 weeks **Challenging (9)**

DESTINY: Spent

RESONANCES: Specially prepared ointments and unguents (30 silver)

Through the work of attunement, a willing individual may be made more receptive to magic of a specific kind. By smearing the target’s head, hands, and the chest over the heart with the properly prepared ointments, uttering invocatory words meant to align the target’s spirit, magics of the specific sort the spell is aligned with will function in a superior way on the target. This affects only a single individual whom the sorcerer must touch (the sorcerer himself may be the target). The Difficulty of working the spell is based on the magic to which the target is being attuned. A target may be attuned to a single specific Technique, the workings of a given Art, or even to the whole of a Lore.

TYPE	DIFFICULTY
Technique	Challenging (9)
Art	Hard (15)
Lore	Heroic (21)

If successful, the spell functions for one week. This time may be increased by increasing the Difficulty by +3 per additional week, to a maximum of one month (for +12 to the Difficulty).

The effects of the spell depend on how many degrees of success are gained in the Spellcasting action.

- ☛ **CRITICAL FAILURE:** Something went disastrously wrong with the attunement, and the target’s spirit is wracked with a terrible curse. This is treated as having the Cursed Drawback for the duration intended by the spell. The curse always manifests in ways thematic to the Lore the target was being attuned to (even if the intent was attunement only to an Art or Technique).
- ☛ **MARGINAL FAILURE:** The attunement has no effect, and cannot be attempted again for a full cycle of the moon.
- ☛ **SUCCESS, ONE DEGREE:** Use of magics to which the target is attuned gain a +1 bonus to Spellcasting or Unleashing actions.
- ☛ **SUCCESS, TWO DEGREES:** Use of magics to which the target is attuned gain a +2 bonus to Spellcasting or Unleashing actions.
- ☛ **SUCCESS, THREE DEGREES:** Use of magics to which the target is attuned gain a +1B bonus to Spellcasting or Unleashing actions.
- ☛ **SUCCESS, FOUR DEGREES:** Use of magics to which the target is attuned gain a +1D bonus to Spellcasting or Unleashing actions.

BENEDICTION OF PERSONAGE

SPELL, RITUAL

COMMON SORCEROUS ARTS: Art of Consecration

TEST: Persuasion **SCALE:** Ability, Ritual

LEARNING: 8 weeks **Hard (15)**

DESTINY: Spent (Spell or Ritual of Convocational Benediction, Sorcerer) or Burnt (Ritual of Anointing, Sorcerer)

RESONANCES: None or Ritual Regalia and Incenses (1 gold)

A sorcerer knowledgeable in Benediction may lay blessings of great purpose on those who consent to their laying-on of hands. This Technique usually involves a great deal of exhortation to some power or another: the gods, spirits, Fate itself, the ancestors, or whomever/whatever else the sorcerer believes bring such favor. This Technique

AN ANATOMY OF MAGIC

The following is a rundown of the specific game mechanics of the Rituals and Spells presented in the *Chronicle of Sorcery*.

The **Technique Name** is the most commonly used name for that spell, although Narrators are encouraged to give each spell multiple names appropriate for their Chronicles, especially in those settings that have a long history of active magic use. Its **Type** indicates whether that Technique is a *Spell*, a *Ritual*, or both. Each Technique belongs to a given **Lore** and **Art**; some spells may belong to more than one of either category.

Each Technique uses a specific Ability, denoted in its **Test** notation; this is the Ability rolled for Spells, or the Ability used in the Invocation stage of a Ritual. Each Technique also operates on a specific **Scale**, usually denoted as *Ability*, *Combat*, *Intrigue*, *Warfare*, or *Ritual*.

Each Technique has a **Destiny Point** cost associated with it, the price of performing that magic. Entries of Spent or Burnt Destiny Points indicate that Destiny Points must be paid for the magic to work, along with who must pay it in parentheses. If there is no parenthetical notation, it may be paid by either the sorcerer or the target. A notation of **Invested** indicates that the subject of the spell invests a Destiny Point into the spell's effect as though it were a Benefit; once the spell ends, the sorcerer recovers the point. Likewise, each Technique may require specific **Resonances** required, physical items, places, times, situations, or other necessities to make the magic work. For the purpose of these rules, Sorcerous Destiny Points are the exact same as regular Destiny Points - indeed, the sole reason for possessing Sorcerous Destiny Points are to use "fueling" magic in this way.

Each Technique lists how long it takes to learn that Technique under **Learning**, as well as the Ability Test and Difficulty needed to successfully learn it for later use. If this test is failed, the sorcerer must spend the time listed here again, and make a learning test again at +3 Difficulty, cumulative, for each time failed. This Difficulty can be reset by using another source of learning (finding a different mentor, using a different tome, etc.)

Finally, the Technique's **Effect Description** describes not only what is done to perform the act of magic, but also its effects, both narrative and mechanical.

TECHNIQUE NAME

TYPE

COMMON SORCEROUS ARTS: *Art*

TEST: [Ability] SCALE: [Type]

LEARNING: [Time] [Difficulty + Ability]

DESTINY: [Details]

RESONANCES: [Details]

[Effect Description]

can be performed as a Spell or as one of two Rituals, and the sorcerer must provide the Destiny Point that powers the rite.

BENEDICTION OF PERSONAGE

SPELL

When performed as a Spell, Benediction involves no resonances other than the sorcerer laying hands on the one they intend to bless. This affects only a single individual whom the sorcerer must be able to touch. The sorcerer must name a given task or purpose that is possible to accomplish (even if difficult) in the span of a year. Thus, "retrieve the Chalice of Orann" is a viable benediction; "serve the Church of Orann" is not.

This spell is a **Formidable (12) Persuasion** test. If successful, the spell functions for one month. This time may be increased to a season by performing it at a **Hard (15) Difficulty**, or a full year as a **Heroic (21) Difficulty**.

❖ **FAILURE:** The benediction has no effect, and cannot be attempted again for a full cycle of the moon.

❖ **SUCCESS:** For each degree of success, the target gains a bonus die to a pool that they may choose to use at any time during the spell's duration. The roll they are augmenting must be an action that directly contributes to the success of the action named in the benediction, and once a die has been used, it is exhausted.

CONVOCATIONAL BENEDICTION

RITUAL

The first ritual mimics the effects of the spell version of the Technique, save that it is used to bless multiple people. This version requires a Destiny Point be spent to power it, and requires Ritual Regalia, along with a measure of rare incenses. Ritual assistants usually walk around the outside of the ritual space, maintaining a low chant or hymn, swinging censers filled with the incense.

- ☞ **ALIGNMENT:** *Formidable (12) Knowledge, 30 minutes.* The sorcerer prepares the Ritual area with the rare incenses, instilling their virtue into the space with ritual movement and chants. Those to be blessed need not be there for this phase, but once it ends, the Invocation must begin within a quarter-hour.
- ☞ **INVOCATION:** *Formidable (12) Persuasion, 1 hour.* This step is functionally identical to the Spell version above, including the ability to alter the duration of the benediction by increasing the Difficulty. This part of the Ritual involves the prayers to the powers the sorcerer favors for their blessings on the endeavor. For each degree of success in this step, each target gains a non-renewing bonus die that is used to help accomplish the task named in the rite. Failure at this stage ruins the Ritual.
- ☞ **UNLEASHING:** *Routine (6) or higher, Will.* The final blessing is uttered and empowered by the sorcerer's will, investing those gathered there with the power of the rite. The Difficulty of Unleashing this Ritual is equal to 6 plus one for each person beyond the first being targeted by it. If successful, the ritual's power settles on the targets, investing them with the bonus dice generated in the Invocation. If the Unleashing fails, the power generated is wasted, with no other deleterious effects.

RITUAL OF ANOINTING

RITUAL

This Ritual is much more rarely performed. Its focus is not to invest blessings towards the performance of a single task, but rather to instill rarified blessings in someone who is taking on a mantle of responsibility for the rest of their lives: kings, rare knightly orders, high priesthoods, and the like. Because of the great magical cost to the sorcerer performing the rite, this is not given casually. This version requires a Destiny Point be *burnt* to power it, and requires Ritual Regalia and a measure of rare incenses. Ritual assistants usually walk around the outside of the ritual space, maintaining a low chant or hymn, swinging censers filled with the incense.

- ☞ **ALIGNMENT:** *Hard (15) Knowledge, 1 hour.* The space for this rite must be in a properly consecrated holy space (see *Consecration of Place*, Temple Consecration) aligned with the powers the sorcerer invokes in this ritual. This step is performed during the last hour of an eight-hour vigil the target of the spell must maintain.

- ☞ **INVOCATION:** *Formidable (12) Persuasion, 1 hour.* The sorcerer calls upon the powers to which they pray to watch over and guide the one being anointed. This may include a homily from the faith of the land pertaining to the role the one being anointed will fulfill, recitations of those who have been thus anointed before and other cultural elements. Each degree of success from Invocation reduces the Difficulty of the Unleashing step by 3. Failure does not end the ritual prematurely, but it does increase the Difficulty of the Unleashing step to **Heroic (21)**.
- ☞ **UNLEASHING:** *Very Hard (18) Will.* In this final step, the sorcerer leads the target in the recitation of an oath, usually an ancient and revered tradition of the role into which the target is being anointed. If successful, the target gains use of a special blessing: at some point during their lifetime, as long as they maintain their oath and act in the capacity of the role to which they are being anointed, a spent Destiny Point gains one of the effects of a burnt point. The target gains one use of this blessing for each degree of success in the Unleashing over the course of their lifetime in that role. Failure in the Unleashing is usually taken as a sign of castigation that the candidate is unworthy, accompanied by some physical sign of that lack, e.g., a holy symbol cracks, the central gem of a crown clouds and falls out of its setting, the dubbing sword actually cuts the new knight, and so on.

CONSECRATION OF PLACE

RITUAL

COMMON SORCEROUS ARTS: Art of Consecration

TEST: Persuasion **SCALE:** Ritual

LEARNING: 12 weeks **Challenging (9)**

DESTINY: Spent or Burnt (Sorcerer)

RESONANCES: Extensive redecoration of the target location with fine materials and symbols appropriate to the purpose in question (100 gold). The work must also be performed at a ritually auspicious time, whether a high holy day of a given faith, a cultural festival, a day of astrological significance, or the like.

The sorcerer may consecrate a location towards a given practice, philosophy, religion, or purpose. Generally speaking, this allows someone in the consecrated area to mimic the effects of a non-Sorceroous Benefit for an hour by spending a Destiny Point (as normal for Battlefield Qualities) as long as their aims and goals are aligned with the



practice, philosophy, religion, or other purpose invested into the Consecration. Those affected do not have to meet the prerequisites of the Benefit, with one exception: if the Benefit granted has other Benefits as a prerequisite, only those who have the prerequisite Benefit(s) may take advantage of the Consecration. See the “Sample Consecrations” sidebar for examples of these Consecrations.

This ritual affects an area whose size is determined by the power of the ritual’s Invocation. The effects of this rite last until the sorcerer’s death, until they cast this ritual on another site, or until the location is desecrated in some way that destroys the location’s Resonance. A given sorcerer may only have a single Consecration of Place active at any given time, unless they burnt a Destiny Point in the working of the rite, in which case the Ritual’s effects are permanent on the site, transcending even the sorcerer’s demise or the use of this rite in another location; only desecration of the site can disrupt it.

♣ **ALIGNMENT:** *Challenging (9) Knowledge, 1 hour.* Once the chamber is prepared, the first hour of the auspicious timeframe is spent in the singing of hymns, chanting of orisons, and similar vocalizations, aided by a ritual assistant who possesses the Benefit the sorcerer intends on imbuing the location with.

♣ **INVOCATION:** *Routine (6) or higher Persuasion, time varies.* The time require for the invocation of power and the Difficulty varies with the area to be Consecrated. If this roll fails, the entire Ritual is ruined and must be started anew, including the investiture of gold equal to the Difficulty of this step in Resonances.

SIZE	DIFFICULTY	TIME
A chamber no more than 10’ on a side	Routine (6)	30 minutes
A larger chamber of up to 25’ on a side	Challenging (9)	1 hour
A massive chamber, or series of chambers of up to 60’ on a side	Formidable (12)	3hours
An entire building of up to 150’ on a side	Hard (15)	6 hours
A soaring cathedral or moderately sized keep	Very Hard (18)	12 hours

♣ **UNLEASHING:** *Formidable (12) Will.* The final act of Consecration is powerful. If successful, not only does it instill the ritual effects on the location, but for one day per degree of success, everyone who enters the

SAMPLE CONSECRATIONS

THE VALOROUS FIELD CONSECRATION

Kingdoms that uphold the noble virtues and traditions of formal chivalry may perform auspicious workings on the sites of tourneys and other such game fields. So long as its participants are properly anointed knights who have sworn vows to uphold the chivalrous code of the land's knightly traditions, they may spend a Destiny Point to gain the benefits of the Tourney Knight Benefit.

THE AUDIENCE CHAMBER CONSECRATION

An audience chamber sees a great deal of possible difficulties, and so many lords see to this kind of investiture wherever they hold court. There are three common such Consecrations, all usable by those who have only the lord's best interests in mind: the Guardian Consecration, the Commoners' Consecration, or the Nobleborn Consecration. The Guardian Consecration involves marking places of honor for the guards, and sacred mirrors inscribed with magical eyes to increase the attentiveness of any guardians, who may spend Destiny Points to gain the Keen Senses Benefit. The Commoners' Consecration plays down the sumptuousness of an audience chamber, using tokens of affection from the peasantry to imbue any noble in the chamber who spends a Destiny Point with the Favored of Smallfolk Benefit. The Nobleborn Consecration decorates with fineries and tokens of appreciation from other nobles to grant the Favored of Nobility Benefit by spending a Destiny Point.

TEMPLE CONSECRATION

Many temples are specially Consecrated to the aims of its clergy, granting Benefits to those who uphold the ethos and strictures of that faith. Such locations are always richly prepared with sacred relics, richly crafted symbols and regalia of the religion. The exact Benefit usually depends on the purpose of the sanctuary in question and the mythos of the deity: a war god might grant any number of Martial Qualities, while the hierodules' sanctum of a love goddess might grant the Attractive or Magnetic Benefits.

Consecrated area who is aligned with the purpose or philosophy gains the Benefit as though they had spent a Destiny Point without actually doing so. Failure on this roll, however, is tragic, inflicting a Flaw on the sorcerer and all ritual assistants, reflecting a twisting or perversion of the Consecration's intended purpose in some way.

INVESTITURE OF ITEM

SPELL, RITUAL

COMMON SORCEROUS ARTS: Art of Consecration

TEST: Persuasion; **SCALE:** Ability, Ritual

LEARNING: 5 weeks **Challenging (9)**

DESTINY: Spent (Spell) or Burnt (Ritual)

RESONANCES: An item of unbroken, good quality (Spell) or an item of extremely fine quality, worth at least 100 gold, plus consumable materials such as sacred ointments, incenses, and embroidered cloths (2 gold).

An item may be imbued with the magical power that aligns its use to a specific task. The task might be a given practice, a specific quest or undertaking, the following of a given philosophy or religion, or even the practice of a specific magical Lore. There are two forms of Investiture: the Investiture of Foci, which is a Spell, or the Investiture of Regalia, which is a Ritual.

INVESTITURE OF FOCI

SPELL

Taking an item of good quality that is in good condition, the sorcerer spends 10 minutes chanting over it and scribing certain runes and sigils into its surface. This spell is a **Challenging (9)** Persuasion test.

- ☛ **CRITICAL FAILURE:** The Investiture fails, and the sorcerer is afflicted with a Flaw for the Ability they were attempting to invest into the item for one week. The item is broken or otherwise ruined.
- ☛ **FAILURE:** The spell has no effect, and the item is broken or otherwise ruined.
- ☛ **SUCCESS:** The spell grants a +1 to rolls with a chosen Ability, as long as the test is being made towards the accomplishment of the Investiture's declared practice, undertaking, or philosophy. This benefit lasts for one week. Each degree after the first may be used to increase the bonus by +1 or the duration by one week.

INVESTITURE OF REGALIA

RITUAL

This investiture imbues an item of great worth and quality of craftsmanship with the permanent power to assist in the accomplishment of the Investiture's philosophy or purpose for so long as the item exists. The magic also hardens and/or preserves the tool so that it might better withstand the passage of time. Such items are rare and costly, and inevitably become sacred relics and regalia of noble Houses, religions, knightly orders, and sorcerous societies. Such items might be chosen at character creation with the Heirloom Benefit. Mantles that aid nobles of a particular bloodline with an increased skill in Warfare, knightly blades of razor sharpness that augment the wielder's Fighting, sorcerous orbs, or golden mandalas held by occult orders.

- ⚔ **ALIGNMENT:** *Challenging (9) Knowledge, 1 hour.* The process of alignment for this ritual involves a cleansing of the space being used as well as the item being invested. It usually takes place on a table cleared of anything save a never-before-used cloth embroidered with certain sigils, and other ingredients used in the working.
- ⚔ **INVOCATION:** *Hard (15) Persuasion, 3 hours.* This process requires a completely undisturbed environment in which the sorcerer might concentrate, invoking the magics needed to imbue the item. The exact benefits the item grants determine the Difficulty of the invocation. Failure in this stage ends the ritual without effect, with no other ill results.

BONUS	DIFFICULTY
+1	Challenging (9)
+1B	Hard (15)
+1D	Heroic (21)

- ⚔ **UNLEASHING:** *Hard (15) Will.* The final bindings of the magical energies are at their most delicate in the final moments. If this roll is successful, the sorcerer must burn a Destiny Point for the magical power to be inbued into the item. For each degree of success in this final roll, increase the Difficulty to destroy the item (by either the Break or Smash rules, **Chapter 9: Combat** of the *A Song of Ice & Fire Roleplaying* core rules) by one. If this roll is failed, not only is the entirety of the Ritual wasted, but the poorly bound magical energies lash out, shattering the item, and inflicting a Wound on the sorcerer.

ART OF DIVINATION

The Art of Divination discovers information in an occult fashion, often about topics that a person has no reasonable way of knowing, save by the arts of magic. Divination opens the sorcerer to information from a variety of methods which are greatly numerous - indeed, there are so many different forms of divination that the Techniques presented here are mere templates. When purchasing one of these Techniques, the exact kind of divination much be chosen. These Techniques describe what is discovered, rather than how it is discovered. Divination requires *Awareness, Knowledge, and Will.*

SORCEROUS TOOLS: The Sorcerous Tools for the Art of Divination vary depending on the types of divination the sorcerer employs, whether reading of omens, seeking truths in dreams or casting lots, or in a deck of cards. These are referred to as Divination Methods. The physical requirements for such Methods are inexpensive enough—taking the form of cards, bones in a bag, stones hung from strings—that there is no significant in-game cost associated with them, and many other methods use no such tools whatsoever.

LEARNING TECHNIQUES: Learning Divination Techniques is always a Knowledge test.

DIVINATION METHODS

The actual outward tools and method used in Divination Techniques are largely cosmetic, or game fluff. The mechanics of Divination are focused around what is learned, rather than how it is learned. Still, knowing whether a sorcerer is going into a revelatory trance by staring into a sacred flame, laying symbol-laden cards in specific patterns, or reading the entrails of an all-white goat are important for the story and setting.

To that end, there are a handful of divination methods listed here, with notes on what their use looks like, and what Divination Techniques are appropriate for use with them. Note that while they do reveal the future or hidden truths, things like true dreaming, visions, and spontaneous prophecy are not included here: these are the province of Benefits like Prophetic Dreams. Seers tend to be slaves to their visions; divination is a magical art whose invocation is at the will of the sorcerer.

Learning a Divination Method takes three months, and does not require any other expenditures other than time.

DIVINATION AND THE ART OF PREDICTION

Powers of divination and prophecy are easy to manage in fiction, as it's generally only a single person controlling the flow of that story from beginning to end. It's harder to control them in a roleplaying game, where players can and do make decisions that the Narrator has no way of anticipating. To that end, here are some suggestions for implementing visions and premonitions into a game successfully.

- ☞ Prepare a few “warning visions” in any given scenario. Couch them in the symbolism appropriate to the sorcerer's divination style, but don't be so oblique that it's essentially useless. Consider this method just another source of information gathering, just as valid as any bit of carousing in a tavern or seduction of secrets from an enemy—it just uses a different medium.
- ☞ Provide some basic symbolisms when the Technique is cast, again based on the method employed by the sorcerer. It is then up to the player to decide how to make those symbols apply to a given situation. When a player does so (and be very lenient and flexible), allow the benefits of a burnt Destiny Point to be gained for simply spending a point. Thus, if the vision is “a fox rips the belly out of the bellowing bull,” and the player decides that is the pretty redhead getting one over on a drunken knight, then a Destiny Point spent by that player in such a situation can be used to gain the benefits of burning that point instead.
- ☞ If no other ideas present themselves, simply allow the reading to be vague: “the premonitions are good for your success,” “the reading indicates danger to yourself and your loved ones” and the like, and simply give the one for whom the divination was performed a “floating” bonus (+1B for a Spell, or +1D for a Ritual) that can be applied to any single roll that might have something to do with the context given.

See also the rules for the Prophetic Dreams Benefit for other suggestions on how to adjudicate Divinations, as the main difference between prophetic dreaming and sorcerous divination is that the sorcerer may choose when to seek this information, while the prophet must wait for the visions to come of their own accord.

All Divination Techniques are assumed to have a Method associated with them, and can only be learned if that Method is already known (although possession of a Technique with a new Method is sufficient lore for the sorcerer to spend the three weeks to learn the new Method). If the sorcerer encounters a Technique they already knows, but is crafted to use a different Method, they may simply spend the time to learn the new Method, and thereafter use that Technique with either Method.

EXAMPLE: *Lady Erdalla is a sorceress of some moderate skill. One of her knights brings her an ancient grimoire upon returning from a crusade. Within its pages, the lady finds a method for determining the character of an individual by divining it from the burning of a poppet of that individual, with a bit of their hair sewn into it, which in games terms is the Reading Technique (Gazing). She must first study the Gazing Method, which takes three months, before she can spend the time to learn the Reading Technique. Elsewhere in the book, she finds a method for scrying to discover where hidden caches of gold can be found: this is a Dowsing Technique (Gazing), so she need only work to learn the new Technique.*

Later, a doddering old cartomancer begs a place to stay in her castle for the winter, in exchange for teaching her to read someone's cards. The lady accepts, finding him a place in the servants' quarters for the winter. The Technique he teaches her is Reading (Sortilege), so she spends the three weeks to also learn Sortilege, and now may use either the Gazing or Sortilege Methods when using her Reading Technique.

GAZING

This divination method concerns gazing into substances whose makeup is filled with patterns that the sorcerer may read to discern the information that they seek. This includes such methods as *catoptromancy* (mirror gazing), *crystallomancy* (crystal or crystal ball gazing), *hydromancy* (bodies or basins of water), *libanomancy* (rising smoke, usually from sacrifices or incense), *nephomancy* (clouds and other atmospheric phenomena), and *pyromancy* (open flames).

TECHNIQUES: Casting, Dowsing, Reading, Witching



MODIFICATIONS: In order to use a Divination Technique that uses one of these methods, consider the substance into which the diviner must gaze as an additional Resonance.

HIEROSCOPY

Hieroscopy uses sacrifice to ascertain the future. These methods teach that at the edge of mortality, a living creature is exposed to what may come, and that is imprinted indelibly upon their body. This is a collection of the techniques used to read those signs. Such methods may include reading the entrails or other organs of sacrifices, by spatters of blood, the smoke and flames of a funeral pyre, or by reading the cracks in bones after a funeral pyre.

TECHNIQUES: Casting, Witching

MODIFICATIONS: In order to use a Divination Technique that uses one of these methods, consider the sacrificial remains which the diviner must read as an additional Resonance.

OMENS

A relatively benign divinatory method, the reading of omens takes time. Unlike other methods such as sorti-

lege, the sorcerer does not supply the signs that must be read, but must pluck them out of their environs. Nearly anything may be read as omens, though most sorcerers are adept at one or two primary “categories” of signs: the movement of people around them, the passage of clouds or birds through the sky, the sounds of the wind through the leaves, the movement of animals in the local environs, or any number of other signs.

TECHNIQUES: Casting, Dowsing, Witching

MODIFICATIONS: Spells that use omens take 10 minutes to cast, and Rituals that use omens double the base time required for their Invocation step.

ONEIROMANCY & TRANCES

These techniques are truly strange, but ancient in provenance. Spells are wrought through the use of trances, entering into dreamlike, often ecstatic states in which visions come to the sorcerer. Rituals, on the other hand, are wrought in dreams, the seeking of universal truths through the medium of sleep.

TECHNIQUES: Casting, Dowsing, Reading, Witching



MODIFICATIONS: Spells that use trances take 10 minutes to cast. Rituals are performed by sleep, with Alignment being performed before entering sleep, Invocation taking 30 minutes extra in which the sorcerer drifts off into a sound (and sometimes drugged) slumber and does the true occult seeking, and Unleashing occurring at the moment of waking again. Such slumbers are not restful, however, no matter how long the sleep-ritual takes to perform. Indeed, sorcerers often wake from their efforts quite exhausted.

SOMATOMANCY

The human body contains a great many secrets in its physical form, apparent to those with the sight to see it. This encompasses a number of styles of reading, including the reading of the skull (cephalomancy), reading the hand-and-palm (chierognomy) or feet (podomancy), or even the study of facial features (schematomancy). The slightest lines, shapes, and textures are interpreted for signs of who the person is and where their destiny leads.

TECHNIQUES: Casting, Reading

MODIFICATIONS: Only Spells may be performed via somatomancy, requiring that the target permit the sorcerer to touch them while reading their bodies. They tend to work quite well as a result, however; such spells have their Difficulties reduced by 3.

SORTILEGE

The casting of symbolic lots is an ancient practice, in which patterns are formed by rolling dice, casting bones, drawing cards or runestones, and similar methods. It is not merely the symbols themselves that mean things, but also the order in which the symbols are drawn, or how they fall in relation to one another that requires in-depth skill to read. Sometimes, the patterns are not symbols, but are actual movements of something held by the sorcerer, such as the swinging of a pendulum or in the movement of the rods, wands, staves, sticks, arrows and other tools used in the sortilege style called rhabdomancy.

TECHNIQUES: Casting, Dowsing, Reading, Witching

MODIFICATIONS: In order to use a Divination Technique that uses one of these methods, consider the tool the diviner uses as an additional Resonance.

CASTING

SPELL, RITUAL

COMMON SORCEROUS ARTS: Art of Divination

TEST: Awareness SCALE: Skill or Ritual

LEARNING: 4 weeks **Hard (15)**

DESTINY: Spent (Spell and Ritual)

RESONANCES: In addition to any resonances that are based on divination method, the sorcerer must also have something that belongs to the individual for whom the divination is being wrought. This is not necessary if that person is present when the Casting is performed.

Casting is a Technique that allows a sorcerer a glimpse at the path that lies ahead of an individual. There are two versions of this Technique: a quick reading that grants only a look at the immediate future, and a more in-depth working that grants insight far into the future.

Such divinations are more difficult to perform successfully for oneself: increase the Difficulty of the Casting by +6 if the sorcerer chooses to look into their own future with this Technique.

THE GLIMPSE AHEAD

SPELL

This Spell is a quick working, intended only to provide insight into what lies ahead for the target. This is an Awareness test, with a secret Difficulty set by the Narrator. This Difficulty should range from **Routine (6)** if the character is about to experience dramatic, life-changing events to **Hard (15)** for events of note in the immediate term, but with no real impact on the long-term—the more important and dramatic the events in the next week, the easier it is to see them. The sorcerer receives information of some kind from his work: they just have no way of knowing whether or not their insights are accurate.

The magic reveals the most significant events, in general terms, within the next week, although it does not indicate exactly when such things might occur. See the sidebar “Divination and the Art of Prediction” for methods of adjudicating the results of this spell.

THE UNFOLDING PATH

RITUAL

A more reliable method for determining an individual’s fortune, this ritual takes some time to perform. It gives the sorcerer an impressively greater span of vision, casting their sight ahead entire months or even seasons to see

what events of importance lie ahead. The precise details of the ritual are based on the Divination Methods used by the sorcerer.

- ♣ **ALIGNMENT:** *Routine (6) Knowledge, 10 minutes.* The preparation for this work involves preparing one’s methods for an in-depth reading, laying out one’s materials and Resonances, and even possibly explaining to the one being read exactly what to expect and how not to disrupt the divination once it has begun.
- ♣ **INVOCATION:** *Challenging (9) or higher, Awareness, 30 minutes.* The Invocation of this ritual is involved, in which the sorcerer deeply studies the symbols of their methods. The success of this step indicates how far ahead the sorcerer is capable of gazing. The sorcerer need not decide beforehand how far ahead they are casting their sight, but may instead use whatever the result is of the Invocation step. Failure on this stage results in confusing images that haunt the sorcerer for a week, resulting in the Flaw (Awareness) Drawback for that week.

TIME	DIFFICULTY
One year	Challenging (9)
Five years	Formidable (12)
10 years	Hard (15)
25 years	Very hard (18)
Lifetime	Heroic (21)

- ♣ **UNLEASHING:** *Routine (6) or higher Will.* As with the Spell version above, the Narrator secretly sets the Difficulty of this step based on the degree of impact events in the timeframe covered by the ritual will have. If this roll fails, however, the sorcerer knows that they were not able to achieve true visions: the portents are clouded and unclear. Again, refer to the sidebar “Divination and the Art of Prediction” for suggestions on how to handle the outcomes of this ritual.

DOWSING

SPELL

COMMON SORCEROUS ARTS: Art of Divination

TEST: Awareness SCALE: Ability

LEARNING: 2 weeks **Routine (6)**

DESTINY: Spent

RESONANCES: Any Resonances are based on Divination Method employed.

Through this Technique, the sorcerer can cast wide occult senses, seeking the presence of specific items or substances in the world surrounding them. Each kind of material this spell can seek out is a different spell, effectively, requiring the sorcerer to spend the normal time and resources to learn that new spell; this takes the normal time if the sorcerer has a mentor or written resource. However, the sorcerer can create a new version of the Spell by spending double the time (four weeks) to do so.

This spell has extremely broad potential applications, although it is notable that what it detects is always extremely precise. If used to detect substances, a singular specific substance must be named: “water” rather than “liquids,” “gold” rather than “metals,” “swords” rather than “weapons,” or “oak trees” rather than “plants” or even a general “trees.” This spell cannot be used to detect people, although it may be used to detect animals.

When this spell is cast, the Narrator determines how far away the nearest such substance is, setting the Difficulty in secret, and the sorcerer takes the Spellcasting Action.

DISTANCE	DIFFICULTY
Within 50 feet	Routine (6)
Within 100 feet	Challenging (9)
Within 500 feet	Formidable (12)
Within 1000 feet	Hard (15)
Within 2,000 feet	Very hard (18)
Within one mile	Heroic (21)

- ❖ **FAILURE:** The sorcerer searches the area for 10 minutes, following one sign after another, but the search is ultimately fruitless.
- ❖ **SUCCESS, ONE DEGREE:** The sorcerer’s link to the item is unsure. They follow the signs at a movement of a half-yard per turn, constantly stopping to reevaluate the signs. When they arrive in the area where the substance is, they can’t pinpoint it exactly, but know it lies within an area approximately 10 yards across.
- ❖ **SUCCESS, TWO DEGREES:** The sorcerer’s link to the item is fair. They follow the signs with some measure of confidence, traveling at 1 yard per turn. When they arrive in the area, they know it lies within an area 5 yards across.
- ❖ **SUCCESS, THREE DEGREES:** The sorcerer’s link is very solid, allowing him to follow the signs with surety, at a pace of two yards per turn. When he arrives in an area,

he can pinpoint the location of his target within a ten foot wide area.

- ❖ **SUCCESS, FOUR DEGREES:** The sorcerer’s link is sure, allowing them to move confidently toward the target at a rate of 3 yards per turn. Upon arriving in the area where it is found, they can pinpoint its exact location.

A sorcerer may cast this spell again without spending another Destiny, but each subsequent Spellcasting action is at a cumulative -1D. This penalty is lifted if the sorcerer spends Destiny in the recasting of the spell. Though this is often used when sorcerers fail the Spellcasting roll, even a successful sorcerer might use it, if their divinations brought them just enough success to find the general area where the substance they seeks lies, casting a second time to hopefully (due to a much lower Difficulty) pinpoint the target’s exact location.

READING

SPELL, RITUAL

COMMON SORCEROUS ARTS: Art of Divination

TEST: Awareness (Spell), Knowledge (Ritual); **SCALE:**

Intrigue, Ritual; **LEARNING:** 3 weeks **Challenging (9)**

DESTINY: None (Spell), Spent (Ritual)

RESONANCES: Any Resonances are based on the Divination Method used.

Unlike Casting, this Technique does not look into a subject’s future. Instead, it looks at who they are in the moment, and what in their past has influenced the person they are now. This Technique can be used to work either quick divinations that give a simple idea of who the person is, or more extensive rituals that lay bare a great deal about the subject’s personality and past.

FLASH OF INSIGHT

SPELL

This quick spell is often absurdly easy and subtle in its execution; indeed, only other sorcerers trained in the Divination Method used to cast this spell can even detect that the sorcerer has cast a spell at all (and only if they succeed at a **Challenging (9) Awareness** test).

For all intents and purposes, this spell functions as a magical Read Target Intrigue Action, save that the Difficulty is the target’s Sorcery Defense. With a successful test, the sorcerer gains a +1D on all Deception and Persuasion tests against the target for the duration of the intrigue. On

INSIGHTS

Readings generate Insights about a subject. Each degree of success generates both a single Insight and an Insight Die.

Insights are details about the subject's personality and past. They may include any of the following details about a character (see **CHAPTER 3: CHARACTER CREATION** in the *A Song of Ice and Fire Roleplaying: Game of Thrones Edition* rulebook for details on these traits).

- ☞ A Background Event, or other detail about the subject's past.
- ☞ A Quality possessed by the character that is not known to the sorcerer, either a Benefit or a Drawback (chosen by the sorcerer).
- ☞ A Goal, of which the subject may have several.
- ☞ What Motivation drives the subject.
- ☞ Virtues that the subject holds in high regard.
- ☞ Vices that the subject indulges in occasionally.
- ☞ A relationship to a character known to the sorcerer that is important to the subject, particularly if that relationship is of interest to the sorcerer.

Insight Dice are a mechanical representation for how a sorcerer might use any of these details. In order to gain the benefits of using one of these Insight Dice, a sorcerer must invoke or otherwise utilize one of the Insights gained above. Once they have done so, that particular Insight and Insight Die are expended. A sorcerer may also transfer the use of these Insight Dice to others.

- ☞ Gain a +1D to Deception and Persuasion tests against the subject for one scene.
- ☞ Improve the subject's Disposition to you by two steps during an Intrigue scene.
- ☞ Gain a +1D on a number of attack rolls against the subject equal to the sorcerer's Awareness.
- ☞ Negate the spending (but not burning) of a point of the subject's Destiny.
- ☞ Gain the benefits of having spent Destiny applied to the subject.
- ☞ Gain the benefits of having spent Destiny against actions taken by the subject.

EXAMPLE

The sorceress Lady Erdalla is mostly certain of the loyalty of her favorite champion, Ser Wardun, but only a fool doesn't make certain. As such, she has a servant cut a bit of hair from him while he sleeps, and the lady uses it to cast her Reading (Gazing) ritual. She generates a total of five degrees of success between the ritual's Invocation and Unleashing actions.

She seeks to know her knight's weaknesses, so she starts by asking for his Vice and Motivation. The Narrator reveals that her knight-champion—who presents himself as the perfectly chivalrous, ideal knight—has the Licentious Vice and a Motivation of Lust. Wondering where such things have come into play, Erdalla seeks a Background Event and finds one that is well known to everyone, the rescue of one Lady Perda (a rival of Erdalla's).

But the Reading also reveals something others do not know: the supposedly chaste Perda rewarded him in her boudoir for the rescue! Concerned, Erdalla inquires after his current relationship with Lady Perda, and finds that not only are they still lovers to this day, but he brings Lady Perda delicate information. Concerned, she then asks after his relationship with herself, and her worst fears are confirmed: he is revealing the lady's secrets to his damnable lover!

With this in mind, she seeks to coerce the knight into revealing his treachery. Using his Lust Motivation and Licentious Vice against him in an Intrigue, Lady Erdalla grants herself a two-step Disposition improvement and a +1D to her Deception rolls against him as she enacts a seduction of her own. He falls almost completely under her spell, and when she confronts him, he reminds her that he is her leal, devoted champion, as he spends a Destiny Point to try and improve her Disposition toward him. Lady Erdalla uses another Influence Die to negate that expenditure, reminding him that it was not her boudoir he has been visiting all the time.

When she calls two other knights in, he draws his blade, but she has already prepared those knights to battle the traitor, telling them that he has betrayed her by telling her secrets to Lady Perda, and using the Insight Dice associated with those secrets to grant them a bonus on their first five attack rolls (because her Awareness is 5) to take him prisoner. They do so handily, and now all that is left is for her to concoct a suitable punishment for the traitor-knight.

a critical failure, however, the target is aware that the sorcerer has tried to use occult methods to somehow peer into their secrets and they become suspicious, worsening their Disposition towards the sorcerer by one step.

READING THE SPIRIT

RITUAL

This ritual results in a great deal more information about the subject of the reading. The sorcerer must either have the target there directly and participating in the ritual, or must be in possession of something of the target's. Sorcerers may perform a Reading the Spirit on someone that doesn't meet either of those classifications, but they suffer a penalty to all tests equal to the Disposition Rating of the Disposition the target has toward the sorcerer. If the sorcerer is wholly unknown to the target, the sorcerer may not attempt the ritual, so some sorcerers will seek to make themselves known and even ingratiate themselves to a target, even using disguises to do so.

- ☞ **ALIGNMENT:** *Challenging (9) Awareness, 10 minutes.* In this step, the sorcerer prepares their Resonances and purifies the space in which they will operate. If the subject of the Reading is present, they will likewise prepare them, explaining what will occur and even strengthening their connections to them by touch.
- ☞ **INVOCATION:** *Formidable (12) Knowledge, one hour.* In this step, the sorcerer peruses the signs utilized by the Method under which they are performing the Reading. Whether turning cards, seeing visions in a dancing flame or reading omens, the diviner is quite involved in this process, and may even sometimes mutter things to themselves during it. The degrees of success gained during this stage are added to the degrees generated during Unleashing to determine the final outcome of the Reading. A failure during this stage ruins the reading in its entirety, ceasing it even before the Unleashing, and inflicts the sorcerer with a Flaw (Awareness) Drawback until they get a full night's sleep.
- ☞ **UNLEASHING:** *Challenging (9) Will.* At the climax of the ritual, all of the signs and symbols solidify into a full awareness of who the subject is, knowledge of their personality and past blossoming in the sorcerer's mind. Each degree of success gained from this test and the Invocation action may be used to purchase one Insight about the person, and also generates a pool of Insight Dice (see the **Insights** sidebar).

WITCHING

RITUAL

COMMON SORCEROUS ARTS: Art of Divination

TEST: Awareness; **SCALE:** Ritual

LEARNING: 4 weeks **Hard (15)**

DESTINY: Spent or Burnt

RESONANCES: Any Resonances are based on the Divination Method used, plus Ritual Ingredients (3 gold).

This Ritual, easily the rarest of the Divination Techniques, lays bare the past and future. Unlike the majority of other Divination Techniques, it does not focus on individuals. Rather, its emphasis is the fate of organizations, cities, nations, and so on. It explicitly cannot tell the fate of individuals in the future, although it can tell the role individuals have played in a group or area in the past.

Mechanically speaking, this allows the sorcerer's player to ask the Narrator questions. The answers the sorcerer receives vary depending on the topic being asked about, and questions relating to the past are usually more clearly answered than those relating to the future.

☞ **ALIGNMENT:** *Formidable (12) Knowledge, 1 hour.* The preparation for this ritual can be difficult, and is time consuming. The precise details of course depend on the Divination Method the sorcerer is employing, but they are all exhaustive and include the use of expensive ritual materials to cleanse and prepare the area and the sorcerer. Many sorcerers use one of the Consecration Techniques before working this ritual to better ensure its success.

☞ **INVOCATION:** *Challenging (9) Awareness, 5 hours.* This Ritual's Invocation takes a great deal of time, but the power raised is necessary, for successful Invocation determines how far into the past or future the sorcerer may cast her vision. It is easier to see into the past than the future, and the present is the easiest of all to see.

DIFFICULTY	PAST	FUTURE
Challenging (9)	Present Only	Present Only
Formidable (12)	1 year	3 months
Hard (15)	10 years	1 year
Very hard (18)	25 years	3 years
Heroic (21)	50 years	10 years
Heroic (24)	100 years	30 years

DIFFICULTY	PAST	FUTURE
Heroic (27)	250 years	60 years
Heroic (30)	500 years	100 years

♣ **UNLEASHING: *Formidable (12) Will.*** The moment of Unleashing grants stunning insight into the past or future, though such insight is often steeped in symbolism that the sorcerer (or those for whom the sorcerer is working the rite) to interpret. Each degree of success on the Unleashing grants the sorcerer's player one question to ask the Narrator. These answers should come in the form of fever-dream symbols and riddle-like narratives for future events, or in flashes of important moments for visions of the past.

If the sorcerer spent a Destiny Point to perform the ritual, then they receive the answer. If, on the other hand, the sorcerer sought answers of the future and burnt a Destiny Point to perform the rite, the Narrator should be a great deal clearer in answering the questions. Moreover, the sorcerer also gains a number of points of "phantom" Destiny Points equal to the degrees of success in the Unleashing plus one. These "phantom" points may be spent or burnt by the sorcerer in taking any vision that either prevents the vision from coming true, or in helping it come to pass. They can even be used to power sorcerous Techniques so long as that magic directly contributes to the culmination or prevention of the future vision. Moreover, if the sorcerer shares their prophecy with anyone, that person can likewise invest a Destiny Point, gaining a quality called **Prophetic Alignment** (see the sidebar).

ART OF WARDING

The Art of Warding protects people and places from the ravages of magic. As long as humanity has practiced the arts of magic, there has been an equal need for protection from that magic. As such, the Art of Warding is perhaps one of the most-practiced of the Common Sorceries. Warding requires *Cunning*, *Knowledge*, and *Will*.

SORCEROUS TOOLS: The Sorcerous Tools for the Art of Warding usually involve an entire kit worth of apotropaic tools and materials: salts and powders, mirrors and lead seals, protective oils, and the chinks, chisels, and inks with which warding sigils are enscribed.

LEARNING TECHNIQUES: Learning Warding Techniques is always a Knowledge test.

PROPHETIC ALIGNMENT SORCEROUS

You have dedicated yourself to either preventing a prophecy from coming to pass, or to ensuring that it is fulfilled.

REQUIRES A SORCERER TO HAVE
CAST A WITCHING RITUAL

A sorcerer has shared their visions of the future with you. You are moved and driven to either see that their prophecy comes true, or you are filled with the drive to see that it is stopped somehow. Either way, your purchase of this Benefit grants you a number of "phantom" Destiny Points equal to the Witching ritual's Unleashing degrees of success, plus one. These points may be spent or burnt as normal Destiny Point, save that the outcome of that expenditure must either aid or hinder the prophecy from coming true. This may even be used to power sorcerous Techniques, so long as that magic directly contributes to the culmination or prevention of the future vision.

Once you have burnt all of these Destiny Points, you lose this Benefit and regain the point of Destiny invested in it: you have done all you can to either fight or facilitate the prophecy, and it is now in the hands of others.

APOTROPAIC WORKING

SPELL, RITUAL

COMMON SORCEROUS ARTS: Art of Warding
TEST: Cunning (Spell) or Knowledge (Ritual)
SCALE: Ability, Combat, Intrigue, Ritual, Warfare
LEARNING: 4 weeks **Challenging (9)**
DESTINY: Spent (Subject)
RESONANCES: None (Spell) or Protective
salts and oils (35 silver)

A sorcerer who knows this Technique can ward themselves and others well against magics of all kind. This Technique works in two ways: one is an immediate spell meant to defend against magic of all kinds and the second is a ritual that protects not just the sorcerer, but anyone for whom they work the ritual.

THE WARDING GESTURE

SPELL

This spell is simply a standard Hearthwife's Protection (see **Averting Bonuses**, page 2) that is backed up by potent Warding magics. With a quick gesture, the sorcerer defends themselves against sorceries directed at them.

This spell is a Cunning test and requires spending a Destiny Point. The warding protects the sorcerer for one minute, and the result determines how powerful the Ward is. The sorcerer need not choose how powerful the Ward is beforehand: they may simply make the test and see how powerful the Ward is. Because Ward Penalties inhibit even magic cast by the one they protect, the sorcerer may choose a lesser result.

DIFFICULTY	WARD RATING (RATING PENALTY)
Routine (6)	Incidental (1 -1)
Formidable (12)	Apprentice (2 -1)
Very hard (18)	Basic (3 -2)
Heroic (24)	Standard (4 -3)

THE WARDING BLESSING RITUAL

This ritual takes approximately 30 minutes to work, and defends a target other than the casting sorcerer from powerful magics. This Ritual uses a variety of protective substances, circling the target in pure salt, anointing their brow, heart, hands, loins, and feet with defensive oils and unguents, and dusting them in protective powders.

- ⚔ **ALIGNMENT:** *Challenging (9) Cunning, 10 minutes.* This time is spent applying the variety of apotropaic substances to the target, who must be nude and standing facing the west. The sorcerer chants as the work is done.
- ⚔ **INVOCATION:** *Challenging (9) Knowledge, 20 minutes.* In this portion of the rite, the sorcerer surrounds the target in a circle of salt, and scribes protective sigils just outside of the line of salt in dark powders. They fume the target in counterclockwise circles, from head to toe, banishing any influences that might give sorcery something to latch hold onto. Each degree of success on this test grants one week of protection—this is called the “protective interval.”
- ⚔ **UNLEASHING:** *Formidable (12) or higher Will.* In this portion, the sorcerer claps their hands loudly above the head of the target. If they are successful, the salt circle at their feet will blow apart, scattering salt in all directions.

At this stage of the spell, the subject must spend a Destiny Point while the sorcerer makes the Will test. The result of this test determines the power of the resultant Ward protecting the target of the spell. This protection lasts for the protective interval determined during Invocation, and then drops down to the next lower level. This continues

until the ward drops to Standard, passes through another protective interval and then is no more.

For example, a bandit protected from the King’s Arcanists by his camp witch goes through the ritual, resulting in a two-week protective interval, and a Potent ward. This lasts for two weeks, at which point it drops to Adept for another two weeks before dropping to Standard Rating. After another two weeks, the Warding Blessing vanishes entirely.

DIFFICULTY	WARD RATING (RATING PENALTY)
Formidable (12)	Standard (4 -3)
Hard (15)	Adept (5 -1D)
Very hard (18)	Potent (6 -1D)
Heroic (21)	Powerful (7 -2D)

FOCUS WARD

SPELL, RITUAL

COMMON SORCEROUS ARTS: Art of Warding

TEST: Cunning **SCALE:** Ability or Ritual

LEARNING: 6 weeks **Hard (15)**

DESTINY: Spent or None (Calibrate Wardings)

RESONANCES: None (Spell) or Rare ingredients symbolic of the Lore, Art, or Technique to be defended against (5 gold, Rituals)

This Technique is a rare one, and knowledge of how to cast it greatly coveted. It unleashes no power on its own; instead, it alters the power of other already existing magics that grant Wards. Focus Ward boosts the efficacy of a Ward at the cost of giving it a narrower focus: Wards augmented by this working boost the protection from a Ward against a single Lore, Art, or even Technique. Wards that have been focused to protect against one category of magic entirely cease to protect against any others, and a sorcerer must at least know of a given Lore, Art, or Technique before he or she may use this Technique to protect against them.

SORCEROUS AEGIS SPELL

A quickly uttered magic, Sorcerous Aegis boosts an existing Ward, whether that Ward comes from the place where the sorcerer is located, a spell upon the sorcerer or from items carried by the sorcerer. Though it can only augment Wards that currently defend the sorcerer casting the spell, if others benefit from those same Wards, they benefit from it as well.

This spell is a **Formidable (12) Cunning** test. If the test is successful, the sorcerer spends a point of Destiny and chooses the effect:

- ☞ **LORE FOCUS:** Augmenting a Ward to protect against magics of only a specific Lore increases the Ward's Rating by 1 step.
- ☞ **ART FOCUS:** Augmenting a Ward to protect against magics of only a specific Art increases the Ward's Rating by 2 steps.
- ☞ **TECHNIQUE FOCUS:** Augmenting a Ward to protect against magics of only a specific Technique increases the Ward's Rating by 3 steps.

This boost to the Ward lasts for one minute with a single degree of success, one hour at two degrees, six hours at three degrees and for a whole day with four degrees. This effect can be dispelled by the sorcerer at any time.

ALIGN WARDINGS

SPELL

This spell is used to make adjustments to already existing Wards, even if the sorcerer did not create them. These are longer-term adjustments than those provided by Sorcerous Aegis, and can be applied to Wards that are not protecting the sorcerer herself. A sorcerer who attempts such manipulation must be warned, however: Wards are potent things, and some have died in tampering with them.

- ☞ **ALIGNMENT:** *Challenging (9) Knowledge, 10 minutes.* The sorcerer spends the Alignment time of this rite studying the mystic currents of the Ward in question. This time is spent in the presence of whatever the Ward is laid on, whether that is a person, an item or even in a place.
- ☞ **INVOCATION:** *Formidable (12) Cunning, 50 minutes.* This stage involves near-silent murmuring and mystic passes with hands stained by the Resonances used in the spell. This phase is delicate and fairly difficult, for the sorcerer might cause some measure of disruption if they aren't cautious. If this phase is successful, each degree of success adds +1B to the Unleashing stage of this spell. If it is not successful, not only does the ritual immediately stop, but any subjects involved immediately take 1 point of damage per point of Ward Rating being altered.
- ☞ **UNLEASHING:** *Hard (15) Will.* With the power aligned to the already existing mystic currents of the Ward, the sorcerer seals them in with a barked word of power. Anyone benefiting from the Wards at this moment feel a sudden jolt through their bodies, like a sudden

shiver up their spine. If this test is successful, choose one of the Focus traits above (Lore Focus, Art Focus, or Technique Focus) and apply it to the existing Ward. This lasts for one year for one degree of success, a decade for two degrees and is permanent for the life of the Ward at three or more degrees of success. If this test is unsuccessful, the Ward itself is damaged, reduced in Rating by one point per degree the test failed by. The backlash also inflicts one Wound on the sorcerer per degree the test failed by.

CALIBRATE WARDING

RITUAL

Rather than altering an already existing Ward, this ritual allows a sorcerer who is creating a Ward to calibrate those energies into one of the Focuses noted above (Lore Focus, Art Focus, or Technique Focus). Doing so from the creation of the Ward is much safer than altering Wards, and the process is simply the addition of the Calibration Ritual Action. This is done between Invocation and Unleashing in a ritual. This ritual does not cost any additional Destiny Points, although it does use 5 gold worth of additional Resonances.

- ☞ **CALIBRATION:** *Challenging (9) Cunning, 30 minutes.* This step shapes the Ward energies as they are being wrought, focusing them into one of the Warding Focuses above. If this test is successful, any Ward that results from the successful completion of the ritual gains one of those Focuses. If this test is a failure, the ritual proceeds as normal, without any ill effects, as though this step had never been included in it, save for the expenditure of time and Resonances. If this step is a critical failure, the ritual is ruined with no other ill effects.

WARDING TATTOOS

RITUAL

COMMON SORCEROUS ARTS: Art of Warding

TEST: Knowledge **SCALE:** Ritual

LEARNING: 6 weeks **Hard (15)**

DESTINY: Invested (Subject)

RESONANCES: Specially crafted inks and tattooing needles (5 gold)

This ritual allows a sorcerer to craft tattoos wrought with protective inks and designs meant to defend against sorcery. While this ritual does not itself grant protections, it does permit protections from other rituals that defend a person (rather than a place) to be retained permanently, albeit often at a somewhat reduced power. In order to



WARDING TATTOOS

SORCEROUS

You have a set of scrolling sigils and protective designs over your torso and arms, designed to protect you from sorcery of all kinds.

You gain the effects of a single ritual that grants a Warding permanently. You are protected at the lowest possible Warding granted by that ritual, but it is permanent unless the tattoos are removed from your body (at least 50% of the whole design must be so marred).

use this ritual, the sorcerer must also know another ritual that grants Wardings of some kind; this is usually either the Apotropaic Working or Sorcerous Unravelling spells. When this ritual is begun on the target, they must already be under the effects of the protective ritual.

- ⚔ **ALIGNMENT:** *Formidable (12) Cunning, 2 hours.* This step can be performed without the subject's presence, for it is the stage in which the sorcerer designs the tattoos specific to the subject. The sorcerer may even prepare the designs and simply retain them for a point in the future, but each set of designs is unique to the individual.
- ⚔ **INVOCATION:** *Hard (15) Knowledge, 3 hours.* The process of tattooing is usually painstaking and lengthy, but it must all be performed in a single session. Each degree of success in this test grants a +1B to the Unleashing of the ritual.
- ⚔ **UNLEASHING:** *Hard (15) Will.* When the ritual is successfully Unleashed, the subject spends the Destiny Point required by the work. A sensation like fire roars through the body of the one so protected, inflicting four Wounds to them—it is quite possible for someone to be killed by this Ritual. Each degree of success beyond the first reduces the number of Wounds taken by one. If the subject is still alive at that point, they now have the Warding Tattoos Benefit (see the sidebar **Warding Tattoos**).

WARDING THE WALLS

SPELL, RITUAL

COMMON SORCEROUS ARTS: Art of Warding

TEST: Cunning (Spell), Knowledge (Ritual)

SCALE: Ability, Ritual **LEARNING:** 8 weeks **Very Hard (18)**

DESTINY: Spent (Spell, Sorcerer) or Burnt (Ritual)

RESONANCES: Incenses and protective oils (30 silver) or occult materials for inlaying sigils of warding, seals of protection above doors and windows, incenses and protective oils (varies)

This Warding Technique imbues structures and domiciles with magical protection. The foremost purpose of any building is to provide shelter and protection from a hostile world, and these magics simply extend that purpose to include magic as well. This Technique has both a spell and a ritual.

HEARTHWARD

SPELL

Sometimes magical protections are needed immediately and there are no pre-warded sanctuaries to flee to. In such instances, the sorcerer may turn to the simple Hearthward to protect a single small building or chamber in a larger structure, enchanting its walls into barriers against hostile sorcery. The structure to be protected cannot be larger than 50 feet on any side.

Once the spell's Resonances are employed, filling the area to be protected with incense smoke, and marking its doors and windows with the oils, the sorcerer spends a Destiny Point and makes a Cunning test. The sorcerer must choose the degree of warding they wish to achieve before the test is made, and each degree of success on that test grants a single hour of protection to everyone within that room.

DIFFICULTY	WARD RATING (RATING PENALTY)
Routine (6)	Incidental (1 -1)
Formidable (12)	Apprentice (2 -1)
Very hard (18)	Basic (3 -2)
Heroic (24)	Standard (4 -3)

WARD-IMBUED WALLS

RITUAL

A sorcerer with more time and money on their hands may choose to imbue a structure with potent wards for a significantly longer duration. Using this ritual, a sorcerer grants a structure and its inhabitants protection from sorceries until the end of their days.

SIZE	ALIGNMENT TIME	INVOCATION DIFFICULTY	RESONANCES COST
A chamber no more than 10' on a side	30 minutes	Routine (6)	1 gold
A larger chamber of up to 25' on a side	1 hour	Challenging (9)	10 gold
A massive chamber, or series of chambers of up to 60' on a side	3 hours	Formidable (12)	100 gold

SIZE	ALIGNMENT TIME	INVOCATION DIFFICULTY	RESONANCES COST
An entire building of up to 150' on a side	6 hours	Hard (15)	500 gold
A soaring cathedral or moderately sized keep	12 hours	Very Hard (18)	1000 gold

- ALIGNMENT:** *Challenging (9) Cunning, varies.* The Alignment of the area to be protected can take variable amounts of time, depending on the area intended to be warded. See the chart above for determining how long the Alignment phase of the ritual takes. This time is spent inlaying sigils of warding at key points in the structure, fuming it with protective incenses and laying wardings on doors and windows with magic-spoiling oils. The cost of these Resonances vary, depending on who large the structure being warded is; see the chart above for those costs.
- INVOCATION:** *Routine (6) or higher Knowledge, 3 hours.* Once the structure is prepared for the wardings, the sorcerer must raise the power to imbue those wards. This phase involves a great deal of chanting and the sprinkling of a mixture of iron filings and salt throughout the structure. This is a Knowledge test, the Difficulty of which depends on the size area to be protected (see the chart above). If successful, the sorcerer may move on to the Unleashing; each degree of success past the first on the Invocation roll grants a +1B to the Unleashing. Failure of this roll causes a waste of the time and money invested in the Resonances used thus far, but has no other penalty.
- UNLEASHING:** *Formidable (12) Will.* Standing in the center of the area to be warded, the sorcerer unleashes the magics raised over the previous three hours, speaking a single potent word of warding. The sorcerer must choose the degree of protection they seek from the chart below, and make the Will test once the Difficulty has been determined thereby.

If the test is successful, windows shake in their sills as though thunder boomed overhead, and every door, gate, and other such structure immediately slams closed. If this test fails, however, windows shatter, and doors and gates are blown off their hinges to lie shattered and twisted. A critical failure on this test does all this and worse, twisting the protective powers being invoked into their opposite, allowing magics to affect those within more readily. This



curse lasts the lifespan of the sorcerer, and grants any sorcerer targeting someone or something within it with malicious sorcery a +1D to the sorcery tests.

DIFFICULTY	WARD RATING (RATING PENALTY)
Formidable (12)	Standard (4 -3)
Hard (15)	Adept (5 -1D)
Very hard (18)	Potent (6 -1D)
Heroic (21)	Powerful (7 -2D)

WITCH'S BANE

SPELL

COMMON SORCEROUS ARTS: Art of Warding

TEST: Knowledge; **SCALE:** Ability

LEARNING: 12 weeks **Very Hard (18)**

DESTINY: Spent **RESONANCES:** None

This spell is aptly named, for it is a curse laid on another sorcerer that works to counter the magics they may attempt to employ. While under the effects of this curse, any

target of the sorcerer's magic is treated as though it were protected by a Ward with a Rating determined by the casting of this spell, even if the target of the spell is wholly willing.

This spell is a Knowledge test, with a Difficulty based on the potency of the Ward the sorcerer laying the curse wishes to use (see the chart for Difficulties and their respective Ward Ratings). Each degree of success on this test grants one week of duration. Failing this test results in no effect whatsoever, although a critical failure does result in a backfire: the sorcerer attempting to cast Witch's Bane is laid under the effects of the spell with a Ward Rating equal to that being attempted upon the target. This lasts for 24 hours.

DIFFICULTY	WARD RATING (RATING PENALTY)
Routine (6)	Apprentice (2 -1)
Formidable (12)	Basic (3 -2)
Very hard (18)	Standard (4 -3)
Heroic (24)	Adept (5 -1D)

SORCEROUS WEALTH HOLDINGS

The following Holdings are useful for incorporating elements of sorcerous lore into a chronicle that employs the *Chronicle of Sorcery* material. Exact details of how available such Holdings are depend upon the Narrator's chronicle, of course.

These mechanics are based on the revision of Holdings available in the *Out of Strife, Prosperity* rules addition for the *Chronicle System*.

ARTISAN CRAFTSMAN (SORCEROUS) PERSONAGE

This variation on the Artisan Holding represents a skilled craftsman of magical goods. The presence of such an artificer guarantees a proliferation of sorcerers who seek him out for his goods.

This Holding functions in all ways as the Artisan Craftsman Holding, granting a House Fortunes Roll Bonus +1, as well as reducing the cost of magical goods listed in this book (and subsequent *Chronicle of Sorcery* supplements) by 25% for members of the House.

IMPROVEMENTS

The following improvements are available for Artisan (Sorcerous) Holdings.

SCHOLAR*: +5 *Wealth*, 2d6 *months*. The artisan is also a renowned scholar of occult lore, providing access to learning magics through a combination of their own personal experiences and the books they maintains as references for their work.

PLACE OF POWER

TIME: 2D6+12 MONTHS	INVESTMENT: 1 LAND, 4 WEALTH
REQUIREMENT: NO COMMUNITIES LARGER THAN A HAMLET.	

The domain in which this Holding is located has a place of great sorcerous power, providing those who work their magic in that place with a great wellspring of occult potency. Such places are always natural places of power that have been worked in some way: perhaps a ring of standing stones has been erected there, a cavern's interior has been hewn, or a holy hill has been slowly worked into a tor with a spiral path up its side. Because such sites inevitably draw the attention of those sorcerers who wish to

use them, wise Houses maintain a careful guard on them. Because much of the power of the site comes from the state of natural wilderness around it, this Place of Power still counts against the limit of each domain having only a single estate holding at a time. Places of Power are always aligned to a specific Lore.

NEW RULE: Any sorcerer using the site to perform ritual magic may use the *Tap the Wellspring* Ritual Action (see sidebar). You gain a +1B to use that action if the ritual you are casting is of the Lore aligned with the Place of Power.

TAP THE WELLSPRING RITUAL

Taken before the Alignment Ritual Action, Tap the Wellspring allows a sorcerer to tap into the place of power and harvest additional power for use in the rite, an act which takes the same amount of time as the Alignment action for that Ritual. This is a Formidable (12) Will test, with the degrees of success or failure determining its benefits.

- ❖ **FAILURE, BY 5 POINTS OR MORE:** Your reach exceeds your grasp, and the wild sorcerous powers run rampant. You and any ritual assistants take a Wound, and any others in the area take an Injury. In either case, Tertiary Characters (who can take neither Wounds nor Injuries) are killed outright by the backlash. You and any other sorcerers involved in the ritual have your magic seared from your soul for a full day, making you unable to use magic of any kind during that time.
- ❖ **FAILURE, 4 POINTS OR LESS:** You fail to raise any power, and may not attempt to do so for a full cycle of the moon.
- ❖ **SUCCESS, 1 DEGREE:** You gain a +1B to the Alignment ritual action that follows.
- ❖ **SUCCESS, 2 DEGREE:** You gain a +1B to the Alignment and Invoking actions that follow.
- ❖ **SUCCESS, 3 DEGREE:** You gain a +1B to the Alignment, Invoking, and Unleashing actions that follow.
- ❖ **SUCCESS, 4 DEGREE:** You gain a +1B to all subsequent actions in the ritual. Additionally, you may upgrade any one of these +1B bonuses to a +1D during the rite.



IMPROVEMENTS

The following improvements are available for Place of Power Holdings.

MYSTICAL ORDER: +5 *Wealth*; 2d6 *months*. The site attracts a small order of mystics and sorcerers who tap into the power of the place as part of their training. Though they are not necessarily beholden to the lords of the Domain, it is easy for the House to find those among their number who will come work for the House. *Other Holding Discount:* Reduce cost of Sorcerer Personage Estate Holding by 5.

SACRED GUARDIANS: +2 *Power*, +3 *Wealth*; 1d6 *months*. The sacred site has attracted a small order of fervent defenders of some kind: an order of knights, a secretive troop of ranger-defenders, or even tribesmen who believe their ancestral gods mark this place as sacred. They are fierce defenders of the site and the domain in which it is located, but are loathe to leave it for service elsewhere. *Unit Bonuses:* Reduce the cost of any unit created that includes the Garrison Unit Type for this domain.

SOURCE OF ANCIENT LORE: +10 *Wealth*; 2d6 *months*. Some holy sites provide not just power, but knowledge. The place of power itself is considered a source for learning the Arts of the Lore it is aligned with, fulfilling the Access requirement to learning new Arts for that Lore. The players should come up with the method by which that knowledge is imparted: visions gained by the consumption of hallucinogenic herbs that grow onsite, ancient runes etched into the stone or trees of the places, the whispers of spirits that linger in the place, or by watching the motion of the stars in the reflecting pool. *New Rule:* A sorcerer must spend their Study time learning a new Art at the site.

SORCERER	PERSONAGE
TIME: 2D6+6 MONTHS	REQUIREMENT: NONE
INVESTMENT: 10 WEALTH	

The House has retained the services of a sorcerer of some kind, a worker of magics. The precise details of this relationship depend on the relationship of sorcerers with the rest of the chronicle setting: they may be a court wizard, bending the occult arts to the benefit of the nobility served in exchange for prestige and a fine living, or a secret worker of forbidden arts, kept in clandestine service to the House.

HOUSE FORTUNES BONUS ROLL: +1

NEW RULE: The sorcerer has access to a single Lore, two Arts within that Lore and four total Techniques spread among those Arts. The sorcerer is willing to use those magics to the benefit of the Lord of the House, and to the House in general. The sorcerer may also act as a means of access for mentoring other characters in that Lore or those Arts or Techniques.

IMPROVEMENTS

The following improvements are available for Sorcerer Holdings.

ADEPT OCCULTIST*: +5 *Wealth*; 2d6+12 *months*. Most sorcerers focus their skills within a single Lore, but those with some measure of aptitude and versatility can truly benefit a noble House. *New Rule:* The sorcerer gains access to a new Lore, as well as an additional Art and Technique within that Lore.

LEARNED SORCERER*: +5 *Wealth*; 2d6 *months*. The more power a sorcerer commands, the better they can lend it to their House. *New Rule:* The sorcerer gains access to either one additional Art and a Technique within it, or to two new Techniques.

RENOWNED CONSULTANT*: +5 *Wealth*; 1d6 *months*. The House sorcerer is well known for their wisdom and willingness to bend their knowledge and power to the benefit of friends of the House, who reward the House with prestige and gold. *Resource Gain Bonus:* Influence +1, Wealth +1.

SORCEROUS LIBRARY		LIFESTYLE	
TIME:	INVESTMENT:		
2D6+12 MONTHS	1 DEFENSE, 4 WEALTH		
REQUIREMENT: HALL OR LARGER DEFENSIVE HOLDING			

The Defensive Holding associated with this Holding contains a library of occult lore, made up of the researches of scholars, the ramblings of mystics and mad sorcerers, grimoires and arcanabula, texts both holy and blasphemous, and the diaries of myriad individuals involved in the practice (or even extermination) of sorcery.

SORCEROUS LIBRARY IMPROVEMENT

Narrators who are already using the Library Lifestyle Holding from the *Out of Strife, Prosperity* supplement for the Chronicle System may elect to simply add the following as an available Improvement to that Holding.

SORCEROUS LIBRARY: +5 *Wealth*, 2d6+12 *months*. Your House's library contains more than simply mundane and historical knowledge; the arts of sorcery await learning for those with what it takes to master that power. *New Rule:* This improvement functions as the Sorcerous Library Holding, above, including gaining access to the improvements for that Holding.

NEW RULE: The library may be used as a source for performing the Research Sorcery action. It provides access to a single Lore, two Arts within that Lore (or from common Sorceries), and six Techniques from those Arts.

IMPROVEMENTS

The following improvements are available for Sorcerous Library Holdings. These may be purchased more than once.

ADDITIONAL LORE*: +5 *Wealth*; 2d6+12 *months*. Access to the materials for learning entirely new forms of magic can be difficult and expensive to come by, but provides impressive magical versatility to the power of those sorcerers who have access to that library. *New Rule:* Add one Lore to those that can be researched in the library, as well as a single Art and two Techniques from that Lore.

ADDITIONAL SPELLS*: +1 *Defense*, +4 *Wealth*; 2d6 *months*. A library rich in available Arts and Techniques provides the basis of power for those sorcerers who perform their research there. *New Rule:* Add one Art from any of the Lore's available in the library, and three Techniques from any of those Arts to those available from the library. Alternately, simply add five Techniques from any of the Arts available in the library.