



Image Credit: The Marvelous Adventures Of Sir John Maundeville by Arthur Layard, 1893.

Wizards aren't all they're cracked up to be. Heads always in their books, playing at powers they barely understand.

Sorcery is where the fun really is. No silly scrolls or ancient parchment to pore over, no years of study in lonely, dusty corridors. Just pure, raw power.

You were born with it, boiling inside you from the moment you first gasped for air, in a world ripe for the taking. Mana flows through your veins like hot lava, just aching to be released in whatever shape your heart desires.

But you don't control the magic, do you? You're just along for the ride. You're a conduit for something far greater than yourself; without it you are nothing, and without you it is impotent.

Sure, you aren't always in control. And yes, sometimes the magic bites back. But what in life worth doing doesn't sting, just a little?

Now, you just have to ask yourself: "Do I have the power to take what's mine?"

BASIC MOVES REFERENCE

HACK AND SLASH

When you attack an enemy in melee, roll+STR. On a 10+, you deal your damage to the enemy and avoid their attack. At your option, you may choose to do +1d6 damage but expose yourself to the enemy's attack. On a 7-9, you deal your damage to the enemy and the enemy makes an attack against you.

VOLLEY

When you take aim and shoot an enemy at range, roll+DEX. On a 10+, you have a clear shot - deal your damage. On a 7-9, choose one in addition to dealing your damage.

- You have to move to get the shot, placing you in danger of the GM's choice.
- You have to take what you can get: -1d6 damage.
- You have to take several shots, reducing your ammo by one.

DEFEND

When you stand in defense of a person, item, or location under attack, roll+CON. On a 10+, hold 3. On a 7-9, hold 1. So long as you stand in defense, when you or the thing you defend is attack you may spend hold, 1 for 1, to choose an option.

- Redirect an attack from the thing you defend to yourself.
- Halve the attack's effect or damage.
- Open up the attacker to an ally, giving that ally +1 Forward against them.
- Deal damage to the attacker equal to your level.

DISCERN REALITIES

When you closely study a situation or person, roll+WIS. On a 10+, ask the GM 3 questions from the list below. On a 7-9, ask 1. Take +1 Forward when acting on the answers.

- What happened here recently?
- What is about to happen?
- What should I be on the lookout for?
- What here is useful to me?
- Who's really in control here?
- What here is not what it appears to be?

SPOUT LORE

When you consult your accumulated knowledge about something, roll+INT. On a 10+, the GM will tell you something interesting and useful about the subject relevant to your situation. On a 7-9, the GM will only tell you something interesting - it's on you to make it useful. The GM might also ask you "How do you know this?" Tell them the truth, now.

PARLEY

When you have leverage on a GM character and manipulate them, roll+CHA. Leverage is something they need or want. On a hit, they ask you for something and do it if you make them a promise first. On a 7-9, they need some concrete assurance of your promise, right now.

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DEFY DANGER

When you act despite an imminent threat or suffer a calamity, say how you deal with it and roll. If you do it..

- ..by powering through, +STR.
- ..by getting out of the way or acting fast, +DEX.
- ..by enduring, +CON.
- ..with quick thinking, +INT.
- ..through mental fortitude, +WIS.
- ..using charm and social grace, +CHA.

On a 10+, you do what you set out to do and the threat doesn't come to bear. On a 7-9, you stumble, hesitate, or flinch; the GM will offer you a worse outcome, hard bargain, or ugly choice.

AID OR INTERFERE

When you help or hinder someone, say how you do so and roll with that stat, just like Defy Danger. On a 10+, they take +1 or -2, your choice. On a 7-9 you also expose yourself to danger, retribution, or cost.

NOTES

THE SORCERER

MASTER OF MANA AND ARCANA

NAME:

Examples: Avon, Galadiir, Hrona, Mortimer, Phirosalle, Uriel, Froia, Vitus, Xenon, Emrys, Imogen, Gannon, Thistle, Tresgoran, Dreft, Ysolde

LOOK

Choose one

Choose one for each, or write your own:

EYES: Haunted, Sharp, Crazy

HAIR: Styled, Wild, Pointed Hat, Hooded

CLOTHING: Worn, Stylish, Strange

BODY: Stringy, Muscled, Stout

RACE: Human, Elf, Dwarf, Halfling, Gnome, Fey, Dragonkin, Reptilian, Orc, Hobgoblin, Kobold, Goblin,, Imp, Fiend, _____

DRIVE

Choose one

BENEVOLENCE: Use magic to directly aid another.

MYSTERY: Discover something about a magical mystery.

RESPECT: Use magic to cause terror and fear.

BACKGROUND

Choose one

TOUCHED BY MANA: Magic is as natural as breathing to you. Add this question to the **Discern Realities** list: "Is something or someone nearby magical in nature?" and take +1 Forward when acting on the answer.

DIVINELY INSPIRED: You have a connection with the divine. Choose one Level 1 Cleric spell. You can cast it as if it were a Sorcerer spell. The MANA cost is 1.

OTHERWORLDLY: Forbidden knowledge is your currency; what others shy away from, you embrace. When you **Spout Lore** about an *unnatural* or *extraplanar* creature, treat a 7-9 as a 10+.

BONDS

Fill in the name of one of your companions in at least one, but no more than four:

_____ fears my power. Maybe they should.

_____ seems suitably impressed by my powers and I just can't help showing off in front of them.

_____ can see through my boastful shell and pull at my insecurity. I am terrified of them.

I lost control and hurt _____; I must make amends before it happens again.

CHARACTER SKETCH

| | | |
|---|---------------------------|--|
| HIT POINTS _____ MAX | ARMOR _____ | DAMAGE <div style="font-size: 2em; text-align: center;">d4</div> |
|---|---------------------------|--|

| | | | | | | | |
|--------------|-------------------|----|--------------------|---|---|---|---|
| LEVEL | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| | 8 | 10 | LEVEL UP WHEN XP = | | | | |
| | CURRENT LEVEL + 7 | | | | | | |

| | | |
|-------------------------------------|-------------------------------------|-------------------------------------|
| STR MOD _____ SCORE | DEX MOD _____ SCORE | CON MOD _____ SCORE |
|-------------------------------------|-------------------------------------|-------------------------------------|

- WEAK (-1)
 SHAKY (-1)
 SICK (-1)

| | | |
|-------------------------------------|-------------------------------------|-------------------------------------|
| INT MOD _____ SCORE | WIS MOD _____ SCORE | CHA MOD _____ SCORE |
|-------------------------------------|-------------------------------------|-------------------------------------|

- STUNNED (-1)
 CONFUSED (-1)
 SCARRED (-1)

Assign these starting scores to your stats:

16 (+2), 15 (+1), 13 (+1), 12 (0), 9 (0), 8 (-1)

Your **maximum** HP is 4+Constitution.

LEVEL 1 SPELLS

1 MANA

CONTACT SPIRITS: Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

DETECT MAGIC: For a brief period you are attuned to any magic nearby. The GM will tell you what is Magical, and its potential properties.

INVISIBILITY: You make yourself or an ally invisible from sight for a short while. The spell ends automatically if the target attacks or uses any other magic.

TELEPATHY: Form a telepathic bond with a single person you touch, enabling you to converse with that person through your thoughts. You can only have one telepathic bond at a time. The spell ends when you or the other person sleeps. While this spell is ongoing you take -1 to **Cast a Spell**.

CHARM PERSON: A person you can touch counts you as a friend until they take damage or you prove otherwise.

MAGIC MISSILE: You send projectiles of pure magic at your enemies. They deal 2d4 *forceful* damage to a target, ignoring any common armor. Spend 1 additional MANA to send a second barrage of missiles at the same time, increasing the damage by an additional 1d4, while also adding the *Stun* or *Messy* tag.

ALARM: Walk a wide circle as you cast this spell. Until you next rest, your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber.

KNOCK: This spell unlocks any mundane object that requires a key. Upon casting, a distressingly audible “KNOCK” is heard.

DARKNESS: For a short while, nearby light sources are extinguished by a magical darkness. It spreads behind corners and fills holes, and is impervious to non-magical light.

UNSEEN SERVANT: You conjure a simple invisible construct that can do nothing but carry items. It has LOAD 3 and carries anything you hand to it. It cannot pick up items on its own and can only carry those you give to it. Items carried by an unseen servant appear to float in the air a few paces behind you. An unseen servant that takes damage or leaves your presence is immediately dispelled, dropping any items it carried. Otherwise the unseen servant serves you until you end the spell.

LEVEL 3 SPELLS

2 MANA

DISPEL MAGIC: Choose a spell or magical effect in your presence; this spell rips it apart. Lesser spells are ended, powerful magic is just reduced or dampened, so long as you are nearby.

SLEEP: Choose CHA+2 of enemies you can see; they promptly fall asleep. Only creatures capable of sleeping are affected. They awake as normal: loud noises, jolts, pain. Spend 2 additional MANA to make the spell contagious; any creature that touches a one of your targets fall victim as well.

VISIONS THROUGH TIME: Cast this spell and gaze into a reflective surface to see into the depths of time. The GM will reveal the details of a **Grim Portent** to you—a bleak event that will come to pass without your intervention. They’ll tell you something useful about how you can interfere with the grim portents’ dark outcomes.

FIREBALL: You evoke a mighty ball of flame that envelops the target, inflicting 3d4 *forceful* damage; it also consumes any clothes or wood it makes contact with. Spend 2 additional MANA to enhance the fireball’s potency; it melts armor and burns long after it should (unless extinguished through magical means).

MIRROR IMAGE: You create an illusory image of yourself. When you are attacked, roll a d6. On a 4, 5, or 6 the attack hits the illusion instead, the image is then destroyed.

DECIPHER: The symbols, patterns and sounds of any language become understandable to you while this spell is active, though you may not speak or write them yourself. The spell lasts for only a few minutes; spend 1 additional MANA to double the effective time. While the spell is ongoing you take –1 to **Cast a Spell**.

MIMIC: You take the form of someone you touch. Your physical characteristics match theirs exactly, though your behavior may not. This change persists until you take damage or choose to return to your own form. While this spell is ongoing you lose access to all your **Sorcerer** moves.

MAGIC MOUTH: You may implant a message (no more than 100 words or so) into a small container such as a bottle or a box. When opened by the appropriate person, a floating rendition of your mouth will appear, and repeat your message 3 times before disappearing forever.

CAGE: The target is held in a cage of magical force. Nothing can get in or out of the cage. The cage remains until you cast another spell or dismiss it. While the spell is ongoing, the caged creature can hear your thoughts and you cannot leave sight of the cage.

FEATHER: You or an ally you can see becomes as light as a feather; their body (and any objects they are carrying) has 0 weight while this spell is ongoing. Spend 1 MANA for every additional person this spell affects. While this spell is ongoing, take -1 to **Cast a Spell**.

LEVEL 5 SPELLS

3 MANA

CONTACT OTHER PLANE: You send a request to another plane. Specify who or what you’d like to contact by location, type of creature, name, or title. You open a two-way communication with that creature. Your communication can be cut off at any time by you or the creature you contacted.

SPELLTWINE: Choose two or more spells you know whose combined levels are less than or equal to 5. Those spells take effect with the casting of this spell.

FAMILIAR: When you cast this spell, describe and name a new familiar; treat it as your companion. You can communicate telepathically with the familiar, and even cast spells through it. If destroyed, you must cast this spell again in order to resurrect your familiar. You may form Bonds with the familiar over time. You may only have one familiar at a time.

SUMMON MONSTER: A monster appears and aids you as best it can. Treat it as your character, but with access to only the basic moves. It has +1 modifier for all stats, 1 HP, and uses your damage dice. The monster also gets your choice of 1d6 of these traits:

- It has +2 instead of +1 to one stat
- It’s not reckless
- It does 1d8 damage
- Its bond to your plane is strong: +2 HP for each level you have
- It has some useful adaptation

The GM will tell you the type of monster you get based on the traits you select. The creature remains on this plane until it dies or you dismiss it. While the spell is ongoing you take -1 to **Cast a Spell**.

POLYMORPH: Your touch reshapes a creature entirely. They stay in the form you craft until you Cast a Spell. Describe the new shape you craft, including any stat changes, significant adaptations, or major weaknesses. The GM will then tell you one or more of these:

- The form will be unstable and temporary
- The creature’s mind will be altered as well
- The form has an unintended benefit or weakness

FLY: You or an ally you touch can fly for a short while. Spend 1 MANA for every additional person this spell affects. While this spell is ongoing, you cannot **Cast a Spell**.

CLOUDKILL: A cloud of fog drifts into this realm from beyond the Black Gates of Death, filling the immediate area. Whenever a creature in the area takes damage it takes an additional, separate 1d6 damage which ignores armor. This spell persists so long as you can see the affected area, or until you dismiss it.

LEVEL 7 SPELLS

4 MANA

DOMINATE: Your touch pushes your mind into someone else’s. You gain CHA+1 Hold. Spend Control to make the target take one of these actions:

- Speak a few words of your choice
- Give you something they Hold
- Make a concerted attack on a target of your choice
- Truthfully answer one question

If you run out of Hold the spell ends, if the target takes damage lose 1 Hold. While the spell is ongoing you cannot **Cast a Spell**.

TRUE SEEING: You see all things as they truly are. This effect persists until you tell a lie or dismiss the spell. While this spell is ongoing you take -1 to **Cast a Spell**.

LIGHTNING: A bolt of lightning strikes down from the sky, the clouds, or from out of your own body, striking the target and everyone nearby, inflicting 1d6 damage; it also destroys any mundane or man-made armor that absorbs its damage. You may spend 1 additional MANA to chain the lightning towards another enemy on a 1-for-1 basis.

SHADOW WALK: The shadows you target with this spell become a portal for you and your allies. Name a location, describing it with a number of words up to your level. Stepping through the portal deposits you and any allies present at the location you described. The portal may only be used per ally.

COSMIC ALARM: Describe an event. The GM will tell you when that event occurs, no matter where you are or how far away the event is. If you choose, you can view the location of the event as though you were there in person. You can only have one Alert active at a time.

LEVEL 9 SPELLS

5 MANA

PERFECT SUMMONS: You teleport a creature to your presence. Name a creature or give a short description of a type of creature. If you named a creature, that creature appears before you. If you described a type of creature, a creature of that type appears.

SHELTER: You create a structure out of pure magical power. It can be as large as a castle or as small as a hut, but is impervious to all non-magical damage. The structure endures until you leave it or you end the spell.

SOUL GEM: You trap the soul of a dying creature within a gem. The trapped creature is aware of its imprisonment but can still be manipulated through spells, parley, and other effects. All moves against the trapped creature are at +1. You can free the soul at any time but it can never be recaptured once freed.

ANTIPATHY: Choose a target and describe a type of creature or disposition. Creatures of the specified type cannot come within sight of the target. If a creature of the specified type does find itself within sight of the target, it immediately flees. This effect continues until you leave the target’s presence or you dismiss the spell. While the spell is ongoing you take -1 to **Cast a Spell**.

BUBBLE: You create a fixed bubble of time around you. Within, time passes extremely quickly, and the world outside is frozen. While you are within the bubble you may make any one move, as long as you do not affect a target outside the bubble. You may spend 2 MANA to extend this bubble to an ally.