

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

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

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

- Redirect an attack from the thing you defend to
- 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, Mortime Vitus, Xeno, Emrys, Imogen, Gannon,Thist				
LOOK	Choose one			
Choose one for each, or write your ow EYES: Haunted, Sharp, Crazy HAIR: Styled, Wild, Pointed Hat, Hoode CLOTHING: Worn, Stylish, Strange BODY: Stringy, Muscled, Stout RACE: Human, Elf, Dwarf, Halfling, Gnc Reptilian, Orc, Hobgoblin, Kobold, Gob	ed ome, Fey, Dragonkin,			
DRIVE	Choose one			
☐ BENEVOLENCE: Use magic to direct ☐ MYSTERY: Discover something abou ☐ RESPECT: Use magic to cause terror	it a magical mystery.			
BACKGROUND	Choose one	CHARACTER SKETCH		
☐ TOUCHED BY MANA: Magic is as na Add this question to the Discern Realit someone nearby magical in nature?" a when acting on the answer. ☐ DIVINELY INSPIRED: You have a con	HIT POINTS MAX			
Choose one Level 1 Cleric spell. You can Sorcerer spell. The MANA cost is 1.	n cast it as if it were a			
☐ OTHERWORLDIY: Forbidden knowle what others shy away from, you embra Lore about an unnatural or extraplana a 10+.	ice. When you Spout	LEVEL	2 3 4	5 6 7 8
BONDS			8 10 LEVEL UP WE CURRENT LE	
Fill in the name of one of your compa no more than four:	nions in at least one, but		CONNENT EE	
fears my power. Maybe they s	hould.	STR	DEX	CON
seems suitably impressed by r help showing off in front of them.	ny powers and I just can't	MOD	MOD	MOD
can see through my boastful s insecurity. I am terrified of them.	hell and pull at my	SCORE	SCORE	SCORE
I lost control and hurt; I must happens again.	make amends before it	☐ WEAK (-1)	SHAKY (-1)	SICK (-1)
парренз адаш.		INT MOD	WIS MOD	CHA MOD
		SCORE	SCORE	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.

STARTING MOVES

You start with these moves:

MANA

Magic churns within you like a vortex: a you can tap into it, and consume it (a property known as MANA). Your **maximum** MANA is equal to CHA+your current level. When you **Make Camp**, gain MANA up to this limit; you may never have more than your **maximum** MANA.

ARCANE MEDITATION

When you spend a few minutes attuning yourself to the magical energy around you, roll+CHA. On a 10+, gain 2 MANA. On a 7-9, gain 1 MANA, but choose one:

- You suffer a drawback until you can rest for at least an hour; such as blindness, muteness, emotional instability, etc. The GM will tell you how
- You take -1 Ongoing to Cast a Spell until you rest for at least an hour

On a 6-, your body is wracked with volatile energies beyond your control. Lose any MANA you currently have, in addition to whatever else the GM says.

CAST A SPELL

At the start, you know three first level spells, and whenever you gain a level you learn a new spell of your level or lower. When you release the magical energy within to cast a spell you know, roll+CHA. On a 10+, the the spell is successfully cast. On a 7-9 the spell is cast, but you must choose one consequence from the list below:

- Casting the spell drains your magic; spend the MANA cost.
- You draw unwelcome attention or put yourself in a spot. The GM will tell you how.
- The spell disturbs the fabric of reality as it is cast; you take -1
 Ongoing to Cast a Spell until you rest for at least an hour.

CANTRIP

You have the power to easily invoke minor magical cantrips without penalty. Slowly moving small objects, creating minor (but obvious) illusions, generating mild heat and sources of light, and other such feats are all within your power without having to roll.

SORCEROUS BLOODLINE

You are powerful for a reason. Are your parents Fey-touched? Is there a drop of dragon blood in your genes? Did an extraplanar or divine being make contact with you, or your ancestors? Or perhaps your true background is awash in mystery, still waiting for the truth to be discovered? No matter the origin, your unique background manifests as an obvious physical tell. Describe it, and select its effect on others:

Disarmingly Likable, Achingly Beautiful, Enjoyably Domineering, Ingratiatingly Trustworthy, Unnervingly Strange,

Your **Sorcerous Bloodline** also serves to protect your disposition; physical scarring and bodily disfigurement do not affect CHA.

ADVANCED MOVES

When you gain a level from 2-5, choose from these moves:

☐ THIS IS MY DAY JOB

Choose a spell you know. When you cast it, treat its MANA cost as one level lower. A spell can never cost less than 1 MANA.

☐ BLOOD MAGIC

When you **Hack & Slash**, on a hit you may spend 1 MANA to heal 1d4 Hit Points. When you **Cast a Spell**, add this to the 7-9 list:

■ The magic saps your lifestuff. Take 2d4 damage, ignoring armor.

☐ HEART OF MANA

Your **maximum** MANA is now equal to CHA+Level+2. If a magical effect happens nearby, the vortex within reacts and alerts you.

□ EXHIBITIONIST

When you wow an audience with a display of power, roll+CHA. On a 10+, choose 2. On a 7-9, choose 1.

- You have their full and undivided attention.
- You draw a large and interested crowd.
- You instill fear, admiration, or both in those that watch.

☐ CROSS-PLATFORM

Gain one non-multiclass magical move from another magical playbook. Treat your level for the move as one level lower.

☐ OLDER, BUT NOT MUCH BOLDER

Choose another spell of your level or lower from the spell list; it is now memorized and at your command. Additionally, when you **Make Camp** you may spend your CHA in MANA to replace one spell you know with another from the list.

☐ MORE THAN JUST A PRETTY FACE

When you use magic to channel confidence and conviction into your voice choose a target and roll+CHA. On a hit, you gain leverage against your target; the GM will tell you how. On a 10+, you also take +1 Forward to **Parley** with them.

☐ LEY FLUENCY

When you have time and safety with a magic item, device or place of power, you may ask the GM what it does; the GM will answer truthfully. If you **Discern Realities** about it, take +1 Forward.

☐ LINEBACKER

When you end any ongoing spell you've cast to use the energy of its dissipation to deflect an oncoming attack, you or an ally take +2 armor against that attack. When you **Defend**, spend 2 MANA to roll with CHA instead of CON.

☐ MARVELOUS GLOW

Your innate gifts protect you when you are in danger. When you have at least your CHA in MANA, gain +2 Armor.

MASTER MOVES

When you gain a level from 6-10, choose from these moves or the 2-5 moves:

☐ GIVE THIS AGE CAUSE TO HATE

When you **Cast a Spell** that deals damage, spend 1 additional MANA to choose an added effect:

- The spell gains the *Messy, Piercing*, or *Forceful* tag.
- The spell deals an additional 1d4 of damage.

□ DEFENSIVE GAMBLER

When you attempt to counter a spell, roll +any amount of MANA

- On a 10+ the spell is countered; lose half of the MANA bet.
- On a 7-9 the spell is countered; lose all of the MANA bet.

☐ DEATH IS THE PROMISE WE'RE BORN WITH

When you sacrifice yourself while helping an ally, roll +Bonds. On a hit, your body explodes in a massive concussion of energy, dealing 20 damage in a near range, leaving the ally unscathed. On a 10+, your body and mind are reborn in the crater of your destruction. On a 7-9, you still return but lose access to this ability forever.

☐ SUBTLE, AND QUICK TO ANGER

When you **Cast a Spell**, on a 10+, you may choose a consequence from the 7-9 list. If you do, choose one:

- The destruction incurred by your spell flows back into you; heal damage equal to the MANA spent.
- You are able to partially absorb the energies released by your spell; restore 1 MANA.

☐ THAUMATURGE

Replaces: Heart of Mana

Your **maximum** MANA is now equal to CHA+Level+3. When you perform **Arcane Meditation** near a place of power or strong magical effect, gain +1 MANA.

☐ THE PAST IS A SCRIPT

When you focus your magical energy to undo one event you've recently experienced, roll +WIS. On a 10+, choose one consequence from the list below. On a 7-9, you choose one, and then the GM chooses another.

- Those affected by the event will know that something has changed; the GM will tell you how.
- Fate is unhappy to have you tampering with it; the event will come to pass again, someday.
 Reorganizing Time itself has left you drained and
- weakened; take -1 Ongoing until you Make Camp.

 Be careful tampering with history; playing with Fate has a way of coming back to haunt you.

☐ THE DOOR OF FORGETTING

When you wipe yourself from the mind of another, roll +CHA. On a 10+, they will have no memory of you. On a 7-9, the effect is only temporary. On a 6-, something went terribly wrong!

☐ NOTHING LEFT TO FEAR

Requires: Marvelous Glow

Name one specific source of harm, such as burning, cutting, lightning, poisonous gas, or mundane projectiles. You are immune to harm from that source (but not to any secondary effects; choking smoke, etc).

GFAR

Your	load is	7+STR.	You	start	with:

- Dungeon Rations (5 uses, 1 weight) □□□□□
- Bandages (3 uses, 0 weight) □ □ □ □
- 2d6 Coir

ITFMS

Choose your preparation:

- ☐ Leather armor (worn, 1 armor, 1 weight)
- ☐ Healing Potion (0 weight)

Choose your weapon:

- ☐ Staff (close, two-handed, 1 weight)
- ☐ Dagger (hand, 1 weight)

-	

WEIGHT | VALUE

LOAD

MAX

□ JUST ANOTHER PATH

COINS & TREASURE

When you take **Last Breath**, you may choose to add your CHA to the roll. On a hit, choose an added complication:

- The magic tears you apart, leaving your flesh twisted and ugly.
 Lose your tell, and take the Scarred Debility; your Sorcerous
 Bloodline no longer protects you. Mundane cures will not help, only magical or divine assistance.
- Your physical form remains the same, but your soul is held together by volatile magics, barely under your control. Take the Confused Debility until you satisfy Death's demands.

☐ BUDDING ANCESTRY

Stone Skin, Gelatinous Form,

Choose a trait associated with your ancestry from the list below, or work with the GM to create your own.

Retractable Claws, Hidden Gills, Limb Regeneration, Discrete Wings, Hypnotic Eyes, Armored Skin, Chameleon Hide, Icy Touch,

LEVEL 1 SPELLS 1 M	IANA	LEVEL 3 SPELLS	2 MANA	LEVEL 5 SPELLS	3 MANA	LEVEL 7 SPELLS	4 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.		□ 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		☐ 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.		□ 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.		
☐ INVISIBILITY: You make yourself or an ally invisible for a short while. The spell ends automatically if the trattacks or uses any other magic.	arget	one of your targets fall victim as well. VISIONS THROUGH TIME: Cast this reflective surface to see into the dept	hs of time. The GM will	☐ FAMILIAR : When you cast this spell new familiar; treat it as your companie telepathically with the familiar, and e	on. You can communicate ven cast spells through it.	☐ TRUE SEEING: You see all things as t persists until you tell a lie or dismiss th ongoing you take -1 to Cast a Spell.	, ,	
☐ 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		will come to pass without your intervention. They'll tell you something useful about how you can interfere with the grim		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.		☐ 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		
is ongoing you take -1 to Cast a Spell. CHARM PERSON: A person you can touch counts you friend until they take damage or you prove otherwise	ou as a	☐ 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).		■ 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	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			
☐ MAGIC MISSILE: You send projectiles of pure magic enemies. They deal 2d4 forceful damage to a target, ig any common armor. Spend 1 additional MANA to sen	gnoring							
	In did barrage of missiles at the same time, increasing the lege by an additional 1d4, while also adding the <i>Stun</i> or it is it.	☐ 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.	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					
☐ ALARM: Walk a wide circle as you cast this spell. U next rest, your magic will alert you if a creature crosse circle. Even if you are asleep, the spell will shake you	wide circle as you cast this spell. Until you be ic will alert you if a creature crosses that yo a sleep, the spell will shake you from your a f		□ 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 I additional MANA to double the effective		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.		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.	
slumber.		time. While the spell is ongoing you to	· ·	☐ POLYMORPH: Your touch reshapes	a creature entirely. They	LEVEL 9 SPELLS	5 MANA	
☐ KNOCK: This spell unlocks any mundane object that a key. Upon casting, a distressingly audible "KNOCK" in ☐ DARKNESS: For a short while, nearby light sources	s heard. are	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.	tly, though your behavior may u take damage or choose to his spell is ongoing you lose	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:	☐ 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.			
and fills holes, and is impervious to non-magical light.	SEEN SERVANT: You conjure a simple invisible construct		 The form will be unstable and temporary The creature's mind will be altered as well The form has an unintended benefit or weakness 		☐ 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 trall non-magical damage. The structure endures until you leave it or you end the spell.			
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.	your mouth will appear, and repeat your message 3 times before disappearing forever.	☐ 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 .	□ 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					
	sence is Otherwise	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	☐ 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	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.				
		feather; their body (and any objects the weight while this spell is ongoing. Spe	FEATHER: You or an ally you can see becomes as light as a ather; their body (and any objects they are carrying) has 0 eight while this spell is ongoing. Spend 1 MANA for every ditional person this spell affects. While this spell is ongoing, se -1 to Cast a Spell.	so long as you can see the affected area, or until you dismiss it.	☐ ANTIPATHY: Choose a target and de disposition. Creatures of the specified sight of the target. If a creature of the itself within sight of the target, it imme continues until you leave the target's p spell. While the spell is ongoing you ta	type cannot come within specified type does find ediately flees. This effect presence or you dismiss the		
						■ BUBBLE: You create a fixed bubble time passes extremely quickly, and the While you are within the bubble you mong as you do not affect a target outsi spend 2 MANA to extend this bubble to	world outside is frozen. nay make any one move, as de the bubble. You may	