

## EXPERIENCE

Total XP 1  2  3  4  5  6  7

### Advancements

*You can take the same just once*

- |                                    |  |
|------------------------------------|--|
| <input type="checkbox"/> +1 Edge   | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A move of your playbook |
| <input type="checkbox"/> +1 Steel  | <input type="checkbox"/> <input type="checkbox"/> A move of another playbook                       |
| <input type="checkbox"/> +1 Charm  | <input type="checkbox"/> Heal a debility   |
| <input type="checkbox"/> +1 Shadow | <input type="checkbox"/> Erase your debts  |
| <input type="checkbox"/> +1 Brains |  |

### Special Advancements

*You can take these after you took at least 5 of the above*

- |   |  |
|---|--|
| <input type="checkbox"/> Change playbook          | <input type="checkbox"/> Special Advancement           |
| <input type="checkbox"/> Return safely home       | <input type="checkbox"/> Become a Magister             |
| <input type="checkbox"/> Make another<br>playbook | <input type="checkbox"/> Compete to become<br>a Caesar |

## NOTES

## BROTHERS IN BLOOD

Name  xp Conflict  
 xp Help

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Name  xp Conflict  
 xp Help

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Name  xp Conflict  
 xp Help

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Name  xp Conflict  
 xp Help

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## OTHER EQUIPMENT



# The Sorcerer

*You are the Sorcerer: the one who can speak with demons, who can gaze into their world, draw their power, and bind them to his will. You know well the power of a sword and the solidity of a shield: these are as strong as the man who wields them. But with sorcery, with your dark powers, you can be stronger than the mightiest warrior, because your strength comes from the ethereal force that feeds demons and angels, gods and devils. You are drawn to power as power is drawn to you, but you must be careful: your books contain powerful spells and horrible tales of sorcerers who lost their own souls, messing carelessly or with too much greed with powers greater than them.*



Player Name

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Character Name

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Looks

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## BACKGROUND

xp

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xp

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## STATISTICS

Mark available holds on the circles, erase when used

<b>EDGE</b>	<input type="checkbox"/> xp Face danger/Death
	<input type="checkbox"/> xp Take ur shot/Defend
<b>STEEL</b>	<input type="checkbox"/> xp Face danger/Death
	<input type="checkbox"/> xp Engage battle/Defend
<b>CHARM</b>	<input type="checkbox"/> xp Face danger/Death
	<input type="checkbox"/> xp Manipulate: <b>0 0 0</b>
<b>SHADOW</b>	<input type="checkbox"/> xp Face danger/Death
	<input type="checkbox"/> xp Lie & deceive: <b>0 0 0</b>
<b>BRAINS</b>	<input type="checkbox"/> xp Face danger/Death
	<input type="checkbox"/> xp Perception: <b>0 0 0</b>

## COUNTERS

**HEALTH** +4  +3  +2  +1  0  -1  -2  -3   
 xp Suffer harm  Unstable

Debilities  Crippled, -1 Steel  
 Disfigured, -1 Charm  Shattered, -1 Edge  
 Damaged, -1 Shadow  Broken, -1 Brains

**EQUIPMENT** +3  +2  +1  0  -1  -2  -3   
 xp Gear and ammo  Unprepared  
(holds to the side)  Debt

**Holds**  
**0 0 0**

**SPIRIT** +3  +2  +1  0  -1  -2  -3   
 xp Test your spirit  Tainted  
 Infamous

Take -1 to Spirit when: Fail with 6- any roll with Brains  
Reveal sorcery, except to Iron Fist members, demons, or sorcerers

## WEAPONS AND ARMORS

### Weapons

+ \_\_\_ harm tags [ ]  
+ \_\_\_ harm tags [ ]  
+ \_\_\_ harm tags [ ]  
+ \_\_\_ harm tags [ ]

### Armors

+ \_\_\_ armor tags [ ]  
+ \_\_\_ armor tags [ ]  
+ \_\_\_ armor tags [ ]

+ Armors penalties:

## SORCERER MOVES

### Ø BOUND TO THE STARS

You are bound to the magical forces and powers in the stars. At the beginning of every session, or when one day passed in fiction, you must roll+Brains.

**Holds**  
**0 0 0**

On a 10+ hold three and take +1 Spirit as the alignment is favorable. On a 7-9 hold two.

On a 6- you still hold one but the stars are in opposition; the GM holds a hard move against you, now or later. *If you're Tainted, hold two on a 6-.*

Spend your holds to perform spells or rituals with the power of the sun, the moon and the stars.

### Ø SPELLS AND RITUALS

You have the Book Of Spells and rituals and arcane knowledge (see next pages). At the start you know only five spells, later you will unlock access to more.

Each spell or ritual requires the roll below to cast and grants xp (mark it on the given spell).

Casting a Spell takes a relatively short amount of time, like a minute or two. When you cast roll+Brains.

On a 10+ pay one; on a 7-9 pay two; *still pay only one if you're Tainted.*

You can pay one more to make casting undetected except by another Sorcerer. Pay with:

- › A favorable alignment: 1 hold of Bound To The Stars
  - › Connect directly with demons and take -1 Spirit
  - › Read aloud and destroy a page of a spell book or scroll or ingredient; 1 hold of Gear&ammo
  - › A self inflicted wound: 1 harm ap
  - › A willing tribute in blood: 2 harm ap
  - › An unwilling tribute in blood and fear: 1 harm ap
  - › Cast in a pause, between sessions, or with no urgency
- On a 6- you still pay two but the spell fails or works wrong; the GM makes a move. If you refuse to pay, you take 1 harm ap and -1 Spirit, as forced payment.

To perform a Ritual, you need few hours to prepare and execute. When you cast roll+Brains.

On a 10+ pay two; on a 7-9 pay three, *pay only two if you're Tainted.* You cannot make a ritual undetected by those who witness; you can try to mask it, though: explain how, perhaps roll a social move.

Select the price to pay from the list of Spells, or also:

- › Perform the ritual in a place of power, like a sacred place, a place where magic energy is concentrated, a place that you've properly setup
- › Offer a large material sacrifice, like a human life, a single precious animal, several other animals, precious objects or gold

On a 6- you still pay three but the ritual fails or works wrong; the GM makes a move.

If you refuse to pay, you take 1 harm ap and -1 Spirit, plus one more decided arbitrarily by the GM (can be again 1 harm ap or -1 Spirit, too).

Obtain access to additional lists of spells with the moves below. You need Spells And Rituals as pre-requisite.

- SOUL BINDER
- DARK ARTS MASTER
- ELEMENTAL MAGIC
- ALCHEMIST
- DEMONOLOGY
- MASTER CASTER  
(Special Advancement)

# SORCERY

Spells and Rituals are the core move available to the Sorcerer:

- › **IMPORTANT: Whenever a spell or a ritual is cast on another Character to his advantage, he takes -1 Spirit**
- › If the spell or ritual demands another roll for another move, you need to roll separately and might mark XP
- › A spell or a ritual lasts until the next sunrise or sunset, unless otherwise specified, then the spell is dispersed
- › A sorcerer can **prepare a spell or ritual in advance and hold it** as ready to cast in an instant; say which one and roll only when actually releasing it, and pay its price
- › Sorcery should be about brain. If you find loopholes or smart ways to combine multiple spells, or want to improvise, bend the rules, go for it, unless you make it too powerful so that it become boring

Sorcery is a complex matter: there is no such a thing as an instant spell or a fireball. Instead, every spell is composed by a very specific ritual, very much like a sort of science. Below are some guidelines.

There are two sources of power: one is in the heavens, power descends from the Sun, the Moon and the Stars - while the other is in hell, or wherever demons and devils and monsters come from. Most people imagine hell being under the surface of the earth - so this magic energy rises to earth, while the one from the celestial bodies descends.

At the end though, it's all the same. Behind the curtain of our world, is a magical one populated by supernatural entities, granting sorcerers access to power, in exchange for something. There's always a price.

Astrology has a strong influence: the Sun, the Moon and the Stars in the skies are the gates for ethereal forces to descend on earth, and mimic the spheres of power in hell. A sorcerer is one who can see these lines of forces, from above and below, and channel them according to their inclination, and sometimes bend them to his will.

A very rare and positive alignment can improve a spell's magnitude by a hundred; a negative one can reduce the sorcerer powers to basically none.

Rituals are a fundamental component, and spoken words, or carefully written ones, are absolutely necessary. Think of the words like the needle used by sorcerers to channel the magic energy strings into the fabric of reality. Think of a ritual as a pattern, a design to follow with that needle, so that the spell will compose the desired image on the fabric of reality.

A long chant is more powerful than a short formula; a scroll inscribed in golden ink and decorated by tiny and meticulous scripts will overpower a note scribbled in the sand. When a ritual is attended by more people, the spell potential will be increased. Participants can be either one or more fellow sorcerers (usually a few), or a large number of regular people focusing their will or hopes or emotions or religious faith into the spell, without proper training but guided by at least one sorcerer.

Materials are another key component of any sorcery; they represent the payment, the tradeoff with the ethereal world and are always destroyed or rendered useless by the casting, regardless of the success of the spell.

Sometimes the payment to the ethereal world can be done in advance: charging an item, and use that charge later on within a ritual (a small firestone for example can be charged with the power of a fire burning for the entire night). The number of the objects involved, and their power and pureness, clearly influences the scope and power of the spell.

Discipline and focus count more than pure will or emotions, with the latter being actually more of an obstacle, for most sorcerers. A spell is like a complex web of erratic strings of magical power, which the sorcerer will tie together and merge into the fabric of the real world.

It takes discipline and focus to learn a spell and to use its words correctly, so that the ethereal power is channeled into the worldly materials used by the sorcerer, and then its power is properly directed to the desired result.

# ☒ BOOK OF SPELLS

At the start of the game, select five spells. Add one more when you take an Advancement with xp, and have time to study. Note that when you take an Advancement, you can add a spell on every list that you've unlocked. If you have three lists unlocked, a single Advancement grants you three new spells, each one in a different list.

## ○ LIGHT SPELL □ xp

Make an item to glow, like a torch with the color you want. It can be your own hand. It makes no heat; you can dim the light but if you extinguish it, the spell is dispersed. If the light is ready, you can make it flash to confuse an adversary for a moment but then the spell is dispersed.

## ○ MINOR TRICKS SPELL □ xp

You can perform a minor magic trick: clean something, make a small object move without touching it, light a small fire, create a simple illusion, disappear from sight for a few moments, hide something, see something hidden. Few small tricks of different nature can be combined, for a short duration, or a single one can last longer, before it's dispersed.

## ○ DETECT MAGIC SPELL □ xp

You can analyze a place, a person or an object and obtain information about its magic power, a spell that was used here, and so on. Alternatively you can leave the spell hanging around you and be alerted when magic is used in proximity.

## ○ DISPERSE MAGIC SPELL □ xp

You can disperse a spell cast by someone else and cancel its effects. You cannot disperse a ritual.

## ○ SUPERNATURAL SENSES SPELL □ xp

Improve one of your or someone else's senses, for a while. It affects the fiction, and also give the subject one additional question to ask for Perception (for a situation or a person), and +1 AD when using those moves, once.

## ○ CHARM SPELL □ xp

The single target of the spell gains an extremely favorable attitude towards you or whom you say.

## ○ LUCKY SPELL □ xp

The single target of the spell gains +1 AD and can use the AD once without resetting it to 1.

## ○ MESSAGE SPELL □ xp

The single target of the spell receives a supernatural message from you, in his mind, and can whisper a short response before the spell is dispersed.

## ○ MAGIC WARD SPELL □ xp

Place a magic rune on your target, person or thing, and describe the conditions for the Ward to activate. When the condition occurs, the Ward gives you an alarm and the target gets +1 AD (if applicable) to react. It can be also a quite wide protection circle, but only one target benefits from the +1 AD.

## ○ HEALING HANDS SPELL □ xp

Same as the Barber Move, but this spell can be taken only if there is no Barber in the group.

## ○ POTION MASTER SPELL □ xp

Same as the Barber Move, but this spell can be taken only if there is no Barber in the group.

## ○ TRACKING SPELL □ xp

Same as the Hunter Move, but this spell can be taken only if there is no Hunter in the group.



## □ SOUL BINDER

When you unlock Soul Binder, select five. Add one more when you take an Advancement with xp, and have time to study.

Each option of Soul Whispers, to become available, must be acquired separately, as a different, specific spell.

### ○ SOUL BINDING RITUAL □ xp

When you want to bind someone, you must swap blood: few drops will be enough. For instance, blood can be drunk or exchanged with ritual wounds. You can force the soul bind on someone unaware of it, if you prepare in advance and then find a way to exchange blood or get him to drink yours and manage to obtain a few drops of his.

Soul-binding will last until released by the caster or otherwise until the end of the entire adventure (a mission, a front, not just a single session).

If you personally inflict harm against your target, once bound, either with weapons or through a spell, the bond is broken and the ritual dispersed. Your allies can harm the target though, and the bond will remain.

When you're bound, you always know the general position of your target. You can bind only one person at the same time.

### ○ SOUL WHISPERS SPELL □ xp

You can reach into the soul of someone bound to you. You can do this even when far from the target, but within a reasonable range, i.e. in the same city, or just outside of it.

You can use the spell to do one of the below, if you unlocked the option (for multiple effects, cast again a new spell). If your choice contains a move or spell, roll it separately, with your own Stat score, and mark xp if possible.

In his favor:

- You can roll Perception for him and he will know the answers, or he will suffer your failure
- You can roll a social Move for him and he'll know the answers, or he will suffer your failure
- Send him sweet or strengthening dreams or visions: give him +1 Spirit and take the shadow on yourself for -1 Spirit
- Open a channel to be able to have a magic conversation through the ether with your target

Against him:

- You can roll Perception as if you were there, but at his disadvantage, finding his vulnerabilities
- You can roll a social Move against him, to gather information about him
- Send him nightmares or dark dreams or visions: give him -1 Spirit, and take -1 yourself

### ○ SOUL WHISPERS RITUAL □ xp

You can reach into the soul of someone bound to you. With the ritual, you can pick any option of the above spell, but across any distance.

Also, you can unlock the following, additional options:

- Open a channel to cast a favorable spell or ritual at his advantage: cast that spell regularly (roll and xp) and the effects apply as if you were there
- Open a channel to cast an adverse spell or ritual against him: cast that spell regularly (roll and xp) and the effects apply as if you were there

### ○ SOUL PUPPETEER

You can cast the Soul Binding Ritual against a second person at the same time. You can select this Ritual multiple times with your Advancements, to have additional contemporary bound souls for each selection: O 2 (default); O 4; O 8; O 16; O 32; got the idea?

## □ DARK ARTS

When you become a Dark Arts Master, select five. Add one more when you take an Advancement with xp, and have time to study.

All the dark arts spells, require the target to be within sight of the caster. Making the casting undetected, therefore, is often critical.

### ○ DISPERSE LIGHT SPELL □ xp

Make a room or a place go dark, by killing all torches, fires, candles, etc. If there are windows or other light sources, they close shut, or appear as shut. The spell always works, even outdoor, including at sunrise or sunset, but not in the open and in broad daylight.

In the darkness you are blinded as others, but since you're the one casting the spell, you can use the confusion it generates to make a reasonable move as with a 10+ (i.e. attack someone) or to successfully escape, steal something, etc.

### ○ CURSE SPELL □ xp

When a character is cursed, his Advantage Die is reset to 1 with no benefit. If you curse an NPC, the curse acts when you say so, and whoever is acting against the NPC can treat his own AD as showing a 6, use it and reset it to 1.

### ○ HATE SPELL □ xp

The target of the spell becomes extremely unfavorable towards you or whom you say, ranging from simple dislike to clear suspicion, from contempt to hatred. If the target is a PC, every time he acts accordingly, he takes 1 XP.

### ○ SOUL POISON SPELL □ xp

You can inflict a strong, negative emotion on a single target, like fear, desperation, pointless rage, and so on. You can then exploit these feelings, for example to roll+Brains in a social Move against the target. If the target is a PC, every time he acts accordingly, he takes 1 XP.

### ○ SOUL SUCKER SPELL □ xp

You can swap the Advantage Die with the target of this spell, after you cast or at any time later on, whenever you're in his presence.

### ○ SOUL SCRUTINY SPELL □ xp

The target of the spell must respond to your questions of Perception for a person, as if you rolled 10+. You don't need to speak with the target, but he must be within sight.

### ○ VULNERABILITY SPELL □ xp

The target of the spell takes -1 armor, to subtract to whatever he has already, unless it's already 0. Lasts for the current fight, or for the next fight if cast in a quiet time.

### ○ CONFUSION SPELL □ xp

The target is affected by serious troubles to one of his senses, up to the point of losing it completely after an hour or so. It can affect for example hearing or sight. If relevant in fiction (i.e. sight in a fight) the adversaries of the target take +1 AD, when acting against him, for each type of action. Once the sense is fully lost (i.e. the target becomes blind), some actions like fighting back are unavailable to the target.

### ○ DARK TOUCH SPELL □ xp

You can target anyone in sight, and inflict 1 harm ap, and take -1 Spirit for this. If you rolled 10+ you can take another -1 to Spirit and inflict another 1 harm ap.

### ○ POISON MASTER SPELL □ xp

Same as the Barber Move, but this spell can be taken only if there is no Barber in the group.



## □ ELEMENTALIST

When you unlock Elementalist, select five. Add one more when you take an Advancement with xp, and have time to study.

### ○ FLAME SPELL □ xp

Set an object on fire, even if it is not flammable, like a weapon's blade. A blade in flames inflicts +1 harm, but it is really burning: it cannot be sheathed, it is highly visible. The flames on the other hand will not ruin the object, unless it is flammable: if it is, it burns brighter and faster until consumed.

### ○ CONTROL FIRE SPELL □ xp

Gives you complete control of an existing fire, even large ones (like a burning house). You can make it burn much faster, spread it, wave it around like a weapon or control it or extinguish it. You can use it as a weapon if it's big enough (like a campfire, the one in a fireplace, not the one of a simple torch), starting as 2 harm ap and at throw distance.

### ○ WIND SPELL □ xp

Generates a strong, supernatural wind that will appear as exhaling from you. The wind is strong enough to confuse or hold a strong man for a few seconds, enough to place an attack or run away for example.

### ○ CONTROL WIND SPELL □ xp

Gives you complete control of the existing winds around you. You can make them stronger, enough to block a group of man for a bit, or calm winds in a storm, for example, to give your group easier weather conditions. You cannot use them to seriously change the weather in a large area, though, and not for flying or such.

### ○ STONE SPELL □ xp

Generates a strong, magic stone protection of a medium size, that can appear of any desired shape (like a shield, a wall, an obstruction in a door frame). If used as protection, it gives +1 armor to the character or the small gang behind it. The protection cannot be moved: it is as heavy as real stone.

### ○ CONTROL STONE SPELL □ xp

Gives you complete control of an existing piece of ground or stone or metal or another material, solid and inanimate. You can change its shape, make it a wall or a small rough bridge, break it to pieces, make it crumble, reinforce it up to the point of giving +2 armor to a medium gang, and so on.

### ○ WATER SPELL □ xp

Generates a small amount of water, extracting liquid from air and plants and natural materials. It is enough, in case of emergency, to provide for a small gang necessity of water for a day. But for more than a few days, people will get sick.

### ○ CONTROL WATER SPELL □ xp

Gives you complete control of an existing quantity of water, like from the sea, a river, a lake. It can stop a man from drowning, or drag someone down (5 harm ap), or be used to slow down someone hitting him with a wave.

### ○ ELEMENTAL RITUALS □ xp

Execute any of the above as a ritual, to increase its power, reach or duration, like start a fire big enough to quickly burn a house, control or extinguish a very large fire, control winds and weather of a few days, crumble a piece of a city wall, and such.

## □ ALCHEMIST

When you become an Alchemist, select five. Add one more when you take an Advancement with xp, and have time to study.

All the alchemist rituals last until the end of the adventure or mission, unless stated otherwise.

### ○ A PLACE OF POWER □ xp

With this ritual and enough preparation, the sorcerer can transform a place into his own place of power to facilitate other rituals. Once transformed, the place has a clear magical connotation and cannot be disguised as something else. The ritual always costs 1 more hold of Gear&ammo to setup.

### ○ A PLACE OF RETURN □ xp

With this ritual and a Place Of Power, the sorcerer can create a bind with the place itself. Whenever he wants he can use the Spell Of Return to come back to the place. When bound to a place, regardless of the distance from it, the Sorcerer is vaguely aware of possible danger or peculiar situations in the place itself, but knows no details.

### ○ SPELL OF RETURN □ xp

When the sorcerer casts this spell, he is instantaneously teleported back to the Place Of Return. The sorcerer can teleport other willing subjects and their animals: for each subject (person or animal) there is the need to pay -1 Spirit and +1 harm ap more than the basic cost of the ritual. The sorcerer decides how to distribute the payment for the spell. It is possible to transport only a single unwilling subject, at the price of -1 Spirit and +1 harm ap to the sorcerer.

### ○ AN OBJECT OF POWER □ xp

With this ritual and a valid object (a book, a scroll, a ring, a wand, etc...) the sorcerer can infuse the power of the stars into that object. At the beginning of every session roll Bound To The Stars and the object shares the result with the sorcerer, offering additional holds: O O O on a 10+, O O on a 7-9 or O on a 6-, to spend for magic.

No other effects of the move apply to the object. If the object goes to zero holds, it is destroyed. You do not carry unused holds to the next session.

### ○ PROTECTION RITUAL □ xp

The object target of this ritual must be something to wear like clothes or armor. Once enchanted by the ritual, the object provides +1 armor more, to add to any other protection. If multiple enchanted objects are worn, only a +1 applies.

As an alternative the object has the power to negate entirely one full harm (the result of a hit), but only once; or again the object can turn the X harm suffered in a round in +X to the Advantage Die, but only once.

### ○ ENCHANTED WEAPON □ xp

The weapon target of this ritual, once enchanted inflicts +1 harm. As an alternative the weapon can grant +1 AD every time the bearer enters a fight with it, or be blessed so that it can harm monsters and creatures invulnerable to regular weapons. Another alternative is to make the weapon very precise: 1 of its regular harm becomes ap. If the weapon is ranged, as the last alternative the ritual can increase its range.

### ○ AN OBJECT OF MAGIC □ xp

The object target of this ritual, once enchanted, will contain the power of a spell known by the sorcerer or to another sorcerer participating in the ritual.

The spell can be triggered instantly, and only once, by anyone holding the object, at the cost of -1 Spirit.



## DEMONOLOGY

When you unlock Demonology, select five. Add one more when you take an Advancement with xp, and have time to study.

Each option of the Command Spells, to become available, must be acquired separately, as a different, specific, spell.

All demons are incorporeal and invisible, after the evocation; you need the specific commands to make them tangible. All evoked demons cannot harm the sorcerer, as long as they are under his spells, nor lie to him, refuse to answer and so on.

### SOUL TRAP RITUAL xp

You can extract the soul from the corpse of a recently dead character or NPC. Take -1 Spirit or pay one price more for each sunrise since the time of death. The soul is bound as a minor demon to an object or a weapon; the demon is immortal as long as the object is not destroyed. The demon of a character is controlled by the original Player, by the GM for an NPC. You can interact with it as with any other minor demon, but you need to evoke it after the soul trap.

### MINOR EVOCATION RITUAL xp

You can evoke and take control of a minor demon. Once in your control, you can always communicate with him in your mind and you can use the Minor Command Spell to issue commands. You can take -1 Spirit more or pay a higher price for the ritual for each day you wish to extend the duration. If the demon is already present in the story, as long as you know his name, you can use this to take control.

### MAJOR EVOCATION RITUAL xp

You can evoke and take control of a major demon. Works as for minor demons, but for more powerful ones. Evoking and controlling a major demon always costs -1 Spirit more than a minor one. You can still take -1 Spirit more or pay a higher price if you wish the evocation to last longer than a day.

### MINOR COMMAND SPELL xp

You can issue a command to a minor demon under your control. You can use these minor commands also for a major demon. Use the spell to issue one command:

- Send the demon instantly anywhere to spy for you: you can roll+Brains for Perception, or a social Move that lets you ask questions as if you were there
  - Send the demon with a small item to deliver (like a message or a small weapon) that becomes incorporeal and is transferred immediately
  - Send the demon and use him to channel an attack: roll any spell at your advantage as if you were there
  - Make the demon visible and tangible for a while (3 harm, 2 armor) to fight for you or serve you until sunrise
  - Upgrade him to Major for the duration of the entire adventure: you will need Major Evocation to call upon him again
  - Banish him, for a very, very long time (like, 77 years?)
- In any case of any failure, you can have the demon take the fall and be dispersed (perhaps to be evoked again later).

### MAJOR COMMAND SPELL xp

You can issue a command to a major demon under your control. You cannot issue these commands to a minor demon. Use the spell to issue one command (cast again for more):

- Make the demon visible and tangible for a while (4 harm, 3 armor) to fight for you or serve you until sunrise
- Make the demon stronger (take -1 Spirit or pay one more price for each +1 harm and each +1 armor, and each +1 Ignore HS, for a maximum of 3)
- Make it weaker, becoming a minor demon, so you can banish him

## MASTER CASTER

When you become a Master Caster, select five. Add one more when you take an Advancement with xp, and have time to study.

### DISPERSE RITUAL xp

You can disperse the effects of a ritual and stop its effects from progressing or cancel them altogether. If the ritual already had some effects, you need to disperse it twice: once to stop it, and again to reverse its effects.

### HOLD MAGIC RITUAL xp

You can hold more than a spell or ritual at once, ready to cast instantly. The first comes for free at the price for the ritual; for each one in advance, pay 1 more from the list of payments, but never the same payment twice. Pay for the spell(s) or the ritual(s) that you memorized only when you cast them.

### MESSAGE RUNE RITUAL xp

A rune is inscribed on the surface you decide. The rune will last until someone reads it; when someone does, he receives a message from you in his mind, and can send a short response back before the rune disappears. You can make the rune destined to someone in particular, or to whoever will read it; in this case you'll know the reader identity if you know him.

### RUNE OF PAIN RITUAL xp

A rune is inscribed on the surface you decide. The rune will last until someone reads it, and when someone does, he receives immediately a magic blow that causes 3 harm ap. You can place multiple runes, but only one at the time can be read, so damage cumulates only if the victim keeps reading.

### CHARM RITUAL xp

The target of the ritual gains an extremely favorable attitude towards you or whom you say. You can add more targets to influence more people, and include your companions to receive the favorable attitude, and extend it beyond the first day. Count targets x subjects x days: a ritual provides you up to a total of 20, up to 30 if you take -1 Spirit.

### UNNATURAL HEALING RITUAL xp

The target of the ritual is cured from a Debility, but he receives an additional -1 Spirit and Tainted, as a consequence.

### LUCKY RITUAL xp

The target can be the entire group of the characters. Everyone, including the sorcerer, gains a +1 to the AD, and only one of them can use the AD once without resetting to 1. The first to do it, cancels this option for the others.

### VISIONS RITUAL xp

The target of the ritual falls unconscious and will experience short visions, about another time (past or possible future) and/or another place (even unknown). The target must be willing or if not, the sorcerer must still be able to touch him to initiate the visions; the sorcerer can even delay the effect for up to a few hours.

### GRIMOIRE RITUAL xp

When you manage to acquire a grimoire or a scroll or an arcane knowledge source (buying or stealing from another sorcerer, buying in an obscure market, discovering in your adventures...), you can use the ritual to study it.

The study grants you the knowledge of a spell or ritual of your choosing, from any list (even one you do not own). You can use that spell or ritual once, when you want (for example, to cast it, or to infuse it in an object with alchemy).

If you use the ritual to prepare in advance, you maintain this knowledge for the entire adventure or until, of course, you cast the spell; then you'll need to study it again.

