

Select your Initial Move

Choose one of these to start with:

Circle of Initiates

You are a member of a group of sorcerers who are generally willing to help each other (or at least not hurt you). When you **parley with a member of your circle for aid**, take +1 forward. When you **take part in a ritual with the support of one or more coven members**, the GM will choose to reduce or eliminate one of the requirements.

Deal With The Devil

You gained your power at a price. Who – or what – was your source? What does it require in exchange? Either to continue your tutelage or keep tabs on you, you start with a **familiar**.

Mentor

You studied closely under a powerful sorcerer and benefit greatly from their experience. When you **examine a potion for a few minutes** you know exactly what it will do, and when you **spout lore about herbs and plants** take +1.

Extra Starting Moves

You also start with these moves:

Scholar

When you **spout lore about something no one else has any clue about**, take +1.

Apothecary

When you **have time to gather materials and a safe place to work**, make any combination of three of the following items for free:

- * Healing salve (3 uses, 0 weight)
- * A vial of antitoxin (0 weight)
- * Herbs and poultices (2 uses, slow, 1 weight)

Ritual

When you **draw on a place of power to create a magical effect**, tell the GM what you're trying to achieve. Ritual effects are always possible, but the GM will tell you:

- * What you will need
- * How long it will take
- * How long the spell or effects of the magic item will last
- * Any restrictions or limitations (specific time or place, must be used or activated in a specific way, etc.)

Conjure a spell

When you **invoke mystical forces to cast a spell within the limits of magic**, say what you intend to do and roll +INT. On a 10+, choose 1 below. On a 7-9, choose 2 below. On a 6-, mark XP and choose 1 below.

- * The spell tempts you.
- * The spell draws unwelcome attention or puts you in a spot. The GM will tell you how.
- * The spell disturbs the fabric of reality as it is cast – take -1 ongoing to conjure a spell until the next dawn.
- * The spell takes longer to cast than someone with proper tools and skills could produce the same effect.
- * The spell isn't as potent or doesn't last as long as you'd like.

When you **are tempted by a spell**, roll -Corruption. On a 10+ you shake off the temptation and take +1 forward to cast another spell. On a 7-9, you consider the temptation but resist, for now: take -1 forward when tempted by a spell again. On a 6-, mark XP as you cede to the temptation of power (take +1 Corruption) and roll 1d12 to see what kind of corruption affects you from now on (if you roll the same corruption twice, its effects are improved):

1. You need to drink blood once a day.
2. Plants wither around you.
3. You exhale a sulfuric odor.
4. Small horns grow on your head.
5. You grow a tail.
6. Fur or scales cover your body.
7. You can only talk by whispering, but you are more convincing: take +1 ongoing when trying to convince others to do your bidding.
8. You growl when nervous or excited, but you are more threatening: take +1 ongoing when trying to intimidate others.
9. Your canines become sharp fangs: your bite is treated as a weapon with the *precise* tag.
10. Your skin becomes albino and your hands turn into claws: your claws are treated as weapons with the *precise* and *piercing 1* tags.
11. Your tongue becomes forked: your bite is treated as a weapon with the *precise* and *venomous* tags.
12. Your eyes assume a red or golden tone and you become unable to discern colors, but you are now able to see in total darkness without trouble.

Limits of magic

There are a few things that a sorcerer can't do when conjuring a spell. Some of them are:

Divination: Oracles exist, but they are rare and imbued with powers no magic can replicate. This also means not even a single scroll can be simply identified or read (if it's written in a forgotten or unknown tongue) by using magical powers.

Artillery: Magic doesn't make a caster a weapon of mass destruction – flaming spheres and meteors are impossible to conjure.

Transport: Flying and teleportation are beyond the limits of magic. Even simple levitation is not able to cross chasms or prevent fatal falls.

Raise the dead: When someone dies, it's final, and no magic can change that. Some can still bargain when finding themselves before the black gate, but it's Death itself that may allow them to return, not a magic spell.

Creation: One cannot create something from thin air. You may propagate flames through the air, but you can't create them. The same applies to water and food. This ensures that exploration is dangerous, as the adventurers must think about their supplies.

Yet the means exist to produce higher magical powers that transcend these limits. One of them is using a ritual.

Advanced Moves

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

- Alternative Medicine**
When you **make camp**, one creature regains +1d6 hit points and takes +1 forward the following day.
- Logical**
When you **use strict deduction to analyze your surroundings**, you can discern realities with INT instead of WIS.
- Blood Magic**
When you **have a creature's blood**, take +1 forward to work your magic on them. If you **mark a debility when taking part in a ritual**, choose one:
 - * It will require fewer components.
 - * It will not take as long.
 - * The effects will last longer, or be more powerful than expected.
- Familiar**
You have a familiar that provides you with advice and information. Describe what it looks like, its personality, and how you got it. When you **spout lore**, take +1, and on a miss your familiar will seek out the answer in exchange for some of your blood: take 1d4 damage, ignoring armor. If your familiar dies, you can summon, craft, or bind a new one using **ritual**.
- Arcane Weapon**
When you **hack and slash or volley using magic**, use INT instead of STR or DEX, using an impromptu arcane weapon with the *hand, close, reach, thrown, and near* tags.

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

- Mystical Strike**
Requires: Arcane Weapon
Your arcane weapon gains the 2 *piercing* tag.
- Brewmaster**
Requires: Herbalism
When you **brew a potion**, the effects of the potion are enhanced in some way—the GM will tell you how.
- Dark Matter**
Requires: Arcane Weapon
When you **attack with your arcane weapon**, on a 12+ dark tentacles pin your target to the ground, preventing them from moving more than a few meters.
- Summoning**
When you **call forth the minions of darkness**, roll +INT. On a 10+, you summon a lesser demon and choose 3. On a 7-9, you summon a shadow and choose 1.
 - * It's skilled: it has +2 instead of +1 to all stats when performing basic moves.
 - * It's stronger: 1d8 damage instead of 1d4 damage.
 - * Its bond to your plane is strong: it has 3HP for each level you have instead of 1HP for each level.
 - * It's a true servant: it'll follow your orders blindly instead of asking something in return.
- A Taste of Sin**
Requires: Corruption 1+
When you **hack and slash**, you may deal +Corruption damage to the target if you accept being **tempted by a spell**.

- Evil Eye**
When you **lock eyes with a living creature**, roll +CHA. On a 10+, the target remains paralyzed as long as you hold its gaze. On a 7-9, choose 1:
 - * You can't maintain the effect for long.
 - * Until you make camp, one of your eyes turn blind.
 - * You draw unwelcome attention or put yourself in a spot – the GM will tell you how.
- Herbalism**
When you **undertake a perilous journey through the wilderness**, the next time you make camp you can use the apothecary move.
- Necromancy**
When you **consult the spirits of the dead**, roll +CHA. On a 10+, the spirit will answer 3 questions for you about something they know or the immediate area. On a 7-9, the spirit answers 2 questions. On a miss, the spirit answers 1 question, but it will seek to do you harm later.
- Linguist**
When you **spend a few minutes studying a text written in an unknown language**, roll +INT. On a 10+, you understand the general idea of the text: take +1 forward when acting upon this information. On a 7-9, you misunderstand a few parts: the GM won't tell you what's true and what's not.
- Shadow Step**
When you are in an area of dim light or darker, you may walk into the shadows and appear in another connected dim or dark location up to *near* range.

- Moment of Foresight**
You notice the omens and signs of fate and destiny everywhere: when you **discern realities**, on a 10+ you can instead ask the GM any one question you wish.
- Master of Languages**
Requires: Linguist
When you **use linguist for an ancient text**, improve your result by one step: treat a 6- result as 7-9, and a 7-9 as a 10+.
- Soul Drain**
Requires: Arcane Weapon
When you **kill a target using your arcane weapon**, you heal 1d8.
- Soul Power**
Requires: Blood Magic
When you **kill a creature**, take +1 forward to conjure a spell. If you **sacrifice one or more intelligent creatures when using a ritual**, choose two:
 - * It will require fewer components.
 - * It will not take as long.
 - * The effects will last longer, or be more powerful than expected.
 - * You can do it anywhere or at any time.
- Wanna know how I got these scars?**
Requires: Corruption 1+
When you **curse someone with your own corruption marks**, say which one and roll +INT. On a 10+, the victim receives the mark permanently until she atones in some way. On a 7-9, the curse lasts until the next dawn. On a 6-, mark XP as you intensify that corruption in your body until the next dawn. Regardless of the result, you are now **tempted by a spell**.

