Robert E. Howard's

CONAN ®

ADVENTURES IN AN AGE UNDREAMED OF

Casting Cost	Difficulty	Duration
1 Resolve	Average (D1)	1 round/Momentum

You awaken in the astral realm, outside your body. Your astral form swims in the ether, a meter or so above the ground, able to observe the world but invisible to mortal eyes. Astral characters can be harmed, and contact with base elements such as earth, stone, ice, water, fire and strong wind inflicts 2 ◈ burning damage. Regular weapons act as if the target has 4 ◈ Cover Soak, and targeting an astral traveler is an Epic (D5) Difficulty. Astral travelers can seek cover but can't utilize armor.

ASTRAL WANDERINGS MOMENTUM SPENDS

Type	Cost	Result
Greater Journeys	1	Travel further: one day's journey (1M); a lifetime's journey (2M); further afield (3M).
Precision of Journey	1	Travel to a secret place (1M) or a legendary place (2M).
Guard the Soul	1–3	Gain Soak against primary elements equal to Momentum spent.
The Hidden Sun	1	Suffer no penalties for darkness or blindness when traveling.
The True Tongue	1 or 2	Gain fluency in all languages while traveling astrally and speak to dreaming people. For 2M, you can speak fluently with any other character wandering the ether and share a focusing tool.
Possession	5	Possess someone, requiring a Sorcery vs. Discipline struggle for every scene possession is maintained.

ASTRAL WANDERINGS ALTERNATIVE EFFECTS

Type	Difficulty	Effect
Rooted	Challenging (D2)	Utilize Momentum spends without leaving your body.
See the Unseen	Challenging (D2)	See fellow astral travelers when in mortal form.
The Sleeping Prey	Challenging (D2)	Target a sleeping character. While the spell lapses as normal, the target cannot return to their body, outside of the chosen destination. The soul is sent to witness the strange and unholy, as the caster desires.

ASTRAL WANDERINGS EXAMPLES

Crystal of Truth

Difficulty: Daunting (D3), includes *Astral Wanderings* and *The True Tongue* (2)

Spend four offerings to create a crystal ball to communicate across vast distances. Once created, any two characters that have traveled astrally can use the ball to speak. Crystal balls are fragile, usually mounted in stone or secured in padded chests for protection.

Gaze on the Secret Sun

Difficulty: Epic (D5), includes *Rooted*, *See the Unseen*, and *The Hidden Sun*

You become immune to any penalty caused by darkness and can see any creatures that might be lingering nearby in the astral plane.

ATAVISTIC VOYAGE (1 OF 2)

Casting Cost	Difficulty	Duration
3 Resolve	Average (D1)	1 round/scene per Momentum

You inhale the smoke of the sacred taduka and cast your mind back, unlocking past ages in fleeting, nightmarish visions of distant epochs. You return from the mental journey confused but enlightened, gaining insights useful in the here and now.

ATAVISTIC VOYAGE MOMENTUM SPENDS

Type	Cost	Result
Bygone Knowledge	1–3	Gain Expertise in one skill +1 to +3 for the scene.
Wisdom of the Ages	1	Gain 1 Momentum for any Alchemy, Craft, Lore, or Survival test.
Learn a Horrific Truth	X	Cost reflects how hidden or significant the truth. X is the Difficulty for a Discipline test to avoid suffering 3X Resolve damage. Doom and Momentum can be spent on the test, but it does not generate Momentum.
Peaceful Voyage	1–3	Decrease cost in Resolve by 1–3, per Momentum spent.
Consult an Oracle	1–3	Ask an ancestor with INT 14+ a Lore test. Ancestor rolls d20 per Momentum spent.

ATAVISTIC VOYAGE ALTERNATIVE EFFECTS

Type	Difficulty	Effect
Know, Oh Prince....	Simple (Do)	Spend a Fortune point to make a story declaration if cast where your ancestors have lived more than two generations.
Wayward Journey	Simple (Do)	Gamemaster may immediately transport your soul to another time period.

ATAVISTIC VOYAGE EXAMPLES

From When Were Men Were Beasts

Difficulty: Daunting (D3), includes Atavistic Voyage, Bygone Knowledge, and Wisdom of the Ages

Cast your mind back to savage times when all were hunters. Gain Expertise +1 and 1 bonus Momentum on next Survival test to gain shelter or provide sustenance.

In the Times of Great Towers

Difficulty: Epic (D5), includes Atavistic Voyage, Learn a Horrific Truth (2), Peaceful Voyage (2), and Consult an Oracle (2).

Cast your mind into an ancestor's body. Make a Challenging (D2) Discipline test or lose 4 Resolve. A success costs no Resolve to cast. Ask their mentor one question as if Toughened (Int 14), then subsequent questions as a Minion (Int 14).

Casting Cost	Difficulty	Duration
1 Resolve	Average (D1)	1 scene/Momentum

Summon and command beasts, who seem to appear out of nowhere and act at your behest and in your stead. Summoned beast is equivalent to wolf or snake, appropriate to the environment, and requires Animal Handling to fully control.

COMMUNE WITH THE WILD ALTERNATIVE EFFECTS

Type	Difficulty	Effect
Bond of the Beast	Daunting (D3)	Cast on animal in your regular service, gain +1M for all Animal Handling tests w/ that animal. If the animal dies, suffer 1 Trauma.
Whispering Swarm	Simple (D0)	Summon 2 packs of vermin instead of 1 beast.

COMMUNE WITH THE WILD MOMENTUM SPENDS

Type	Cost	Result
Red in Tooth and Claw	1	Summoned animal is more fearsome, equal to a bear or saber-tooth cat.
Wisdom of the Wild	1, R	Ask a question of the beast, answered truthfully to extent of knowledge.
Sanctity of the Pack	1, R	Call additional beasts, 1 per M, equal to a wolf or snake.
The Earth Rumbles	2, R	Summon additional beasts equal to a bear or saber-tooth cat, 1 per 2M.
Word of Jhebbal Sag	X	Command X animals as if your Animal Handling test had rolled zM.
Natural Barrier	X	Create barrier that prevents X summoned beasts from crossing for 1 scene.

Privacy

Difficulty: Dire (D4), includes Commune with the Wild and Sanctity of the Pack (2)

Three nocturnal beasts guard you through the night, patrolling and engaging interlopers. They attack those they can stop and warn you if they cannot..

Eyes Above and Below

Difficulty: Daunting (D3), includes *The Whispering Swarm*, *The Wisdom of the Wild*, and *The Sanctity of the Pack* (2)

Use vermin as your spies. Make a Simple (D0) test for INT 5 when they return, rolling 5d20 for them. Result is based on Momentum earned.

EYES ABOVE AND BELOW RESULTS

Momentum	Result
1	Single yes/no question.
2	As above, plus one clarifying sentence.
3	Question answered accurately and concisely.
4	Question answered with clarifying statements.
5+	As 4, plus a second question.

DISMEMBER (1 OF 2)

Casting Cost	Difficulty	Duration
1 Resolve	Average (D1) or Higher	1 attack

Pulling on strands of fate, you manifest violent injuries upon your enemies. Successful casting inflicts 4 ✦ physical damage with Piercing 3 Quality as a Ranged attack, within Close Range. If Dismember kills your target, it is so disturbingly vivid it inflicts 4 ✦ mental damage on all creatures within Close Range.

DISMEMBER MOMENTUM SPENDS

Type	Cost	Result
Wound of Sorcery	1–3	Add Vicious X (X = Momentum spent) to physical damage.
Strike at Will	1	Death causes an additional 3 🦅 Resolve damage.
Brutal Force	1–2	Adds X 🦅 to damage.
Lingering Pain	1	Damage gains Persistent 1.
Overwhelming Agony	2	Damage gains Intense.
Shower of Gore	0	Death with a display afterwards counts as Intense.

DISMEMBER ALTERNATIVE EFFECTS

Type	Difficulty	Effect
This Mortal Clay	Simple (D0)	Grant 1 M to any character using Healing with Expertise 1+. Applies only to healing injuries.
Target the Inanimate	Challenging (D2)	Inflict the damage on an inanimate object. If delivered via touch, +1 ✷ damage.

DISMEMBER EXAMPLES

I Will Take Your Heart!

Difficulty: Epic (D5), includes *Dismember*, *Wound of Sorcery* (2), and *Overwhelming Agony*

Reach out, clutch your hand, and simultaneously grasp and crush the target's heart. If the attack kills, the heart is ripped from the chest and flies across the air to land in your outstretched hand. This is a Close attack, 4 🗡 with Intense, Piercing 3, Vicious 2.

No Door Can Bar My Path!

Difficulty: Daunting (D3), includes *Target the Inanimate* and *Brutal Force.*

A Close attack, requiring touch or near-touch, inflicts 6 🗡 with Piercing 3 on an inanimate object, proving mere material things are of no consequence to you.

Casting Cost	Difficulty	Duration
1 Resolve	Average (D1)	Special

A targeted being who can hear and understand you engages in a Struggle with you, resisting with a Challenging (D2) Discipline test. If you are successful, the target is Staggered (but you can choose to suppress the effect with an intelligent being). You can then compel the victim to perform an act based on the Momentum results. The victim will continue to follow that compulsion for as long as it makes sense to them.

You can use *Enslave* to spook an animal. If mounted on the animal, the rider must succeed at a Challenging (D2) Animal Handling test to bring the animal back under control. You can spook one animal per Momentum spent.

ENSLAVE MOMENTUM SPENDS

Type	Cost	Result
"Do What You Will"	0	Compel victim to engage in a harmless act.
What the Heart Wants	1	Compel victim to continue established behavior for 1 round.
Fortune Favors the Bold	2	Compel victim to engage in a risky act.
Blood-soaked Words	3	Compel victim to engage in a violent act.
Slay	3–8	Spend 5M to inflict an illusory Wound, with +1 Wound for each additional M spent.
Companions	1	Affect 1 additional Toughened target or 2 additional Minions. Struggle is against strongest Discipline or Fortitude.

And Now You May Die

Difficulty: Daunting (D4), includes Slay

First you must successfully Enslave a victim and force a risky or unwanted behavior. Next, attempt a Dire (D4) Sorcery test to snuff out the victim's will to live. This is a Struggle and inflicts 1 Wound plus 1 additional Wound per point of Momentum. If the victim survives, the Wounds will be revealed as illusory.

Calming the Flock

Difficulty: Daunting (D4), includes Fortune Favors the Bold and Companions

Manipulate a large group of people into acting calmly, despite what may be happening. Struggle against the strongest-willed character, with Difficulty increasing one step for every 4 Minions or 2 Toughened characters. Victims will engage in any harmless act you suggest, rather than reacting to strange occurrences.

Illusory Wounds

Illusory wounds are only present in the victim's mind. A victim not killed by them can be completely healed with an Average (D1) Counsel test, increased to Dire (D4) if the injuries were made in combat. Track illusory wounds separately for this purpose.

If a Counsel attempt fails, the victim remains injured and the injuries are treated as normal damage. Additionally, the treated character must make an Average (D1) Discipline test or suffer 1 additional Trauma.

FAVOR OF THE GODS

Casting Cost	Difficulty	Duration
1 Resolve	Average (D1)	Special

You give a spell to the gods, trusting them to deliver it at your time of need. Choose another spell and cast it, spending 1 Fortune point as you do. This point cannot be regained while *Favor of the Gods* is active. The gamemaster will manifest the spell at a time they judge correct, or you can spend an additional Fortune point to invoke it as a Free Action. Multiple castings are possible, each costing a Fortune point.

FAVOR OF THE GODS MOMENTUM SPENDS

Type	Cost	Result
Favor Most Bountiful	1	Hold a second Average (D1) spell ready.
Prayers are Met and Heeded	1	Reduce the Resolve cost for the readied spell by 1.
The Will of the Divine	1	Spend 1 Momentum as per the readied spell.

FAVOR OF THE GODS ALTERNATIVE EFFECTS

Type	Difficulty	Effect
Sacred Sight	1	Use to determine whether a complex enchantment or enchanted item/place is within sight. Costs o Resolve.

FORM OF A BEAST (1 OF 2)

Casting Cost	Difficulty	Duration
1 Resolve per Round or Scene	Average (D1)	As Desired

Transform into an animal, gaining a Natural attack of 4 ⚔. Creatures your size are Average (D1) Difficulty. Challenging (D2) Difficulty for ½ or 1 ½ times your size, smaller or larger is Daunting (D3) Difficulty. You gain no powers associated with the creature. Suffering Trauma may make you forget your human nature and make the spell permanent.

FORM OF A BEAST MOMENTUM SPENDS

Type	Cost	Result
Mastery of Sea and Sky	1	Can fly or swim as appropriate for the creature.
Nature's Brawn	1	Spend 1 Resolve to increase a physical attribute by 3 🐾 as appropriate.
How Sharp These Senses	1	Spend 1 Resolve to increase Awareness by 3 🐾 as appropriate.
Animal Resilience	1	Reduce Resolve used when casting this spell by 1.
Fury of Nature	1	Cast on another, causing 2 🐾 Resolve damage (Willpower resists).
Roughen this Beast's Hide	1	Weave worn armor into the creature's skin, keeping current Soak.
Cloak of the Wild	2	Change into another animal's shape.

FORM OF A BEAST (2 OF 2)

FORM OF A BEAST ALTERNATIVE EFFECTS

Type	Difficulty	Effect
Feral Within	Average (D1)	No cosmetic effects. Keep the benefits but look human.
A Beast in Part	Variable (DX)	Transform part of the body to unsettle others. Average (D1) Threaten action, as if the spell were Persuade with 2 ◈ of Momentum to the Resolve damage.
Bypass the Wild Veil	Average (D1)	Detect a creature that has, or has had, an altered shape.
Restore and Ennoble	Epic (D5)	Return self or another to human form.

FORM OF A BEAST EXAMPLES

Strength of a Bear

Difficulty: Dire (D4), includes *Nature's Brawn*

Spend 2 Resolve to become a bear. Increase Brawn by 3 🗡️, and gain its attacks, but keep your other attributes and abilities. See **Conan**, page 323.

Body of a Wolf

Difficulty: Dire (D4), includes *Nature's Brawn and How Sharp These Senses*

Spend 3 Resolve to turn into a wolf. Increase Agility and Awareness by 3 🗡️, and gain its attacks, but keep your other attributes and abilities. See **Conan**, page 333.

A Common Cur

Difficulty: Challenging (D2)

Become a dog. Gain its attacks. See **Conan**, page 326.

FURY OF THE ELEMENTS (1 OF 2)

Casting Cost	Difficulty	Duration
1 Resolve	Average (D1)+	GM Discretion

Whispering venomous words to the ground, you awaken the earth's wrath. It emits a terrible rumbling noise, panicking animals and requiring an Average (D1) Animal Handling test to calm them. All other beings make a Challenging (D2) Willpower test or lose 1+4 ⬥ Resolve. The earth is unpredictable, and gamemasters can use Consequences and Doom to add Momentum spends as the spell gets out of control.

FURY OF THE ELEMENTS MOMENTUM SPENDS

Type	Cost	Result
Cease the Call	1	End the effect when you wish.
Aftershock	2	The ground shakes, increasing Difficulty of all Animal Handling, Athletics, and Acrobatics tests by 1.
Dust Cloud	1–3	Blanket of dust adds M spent to Difficulty of all actions requiring sight.
Open the Ground	1–3	Crack in the earth causes 1 target to fall 1–3 stories, taking falling damage. Victims resist with a Struggle using Acrobatics or Athletics.
Earthquake	4	The earth buckles and bends, sundering walls and crushing villages. All Beings in range make a Challenging (D2) Resistance check or suffer 1 Wound each scene the spell is active.

Difficulty: Dire (D4), includes *Open the Ground*

The earth opens directly below the target, who must make a Daunting (D3) Acrobatics test or fall three stories. If cast on a cliff face, the target falls to the cliff's base.

To Crack the Mightiest Walls

Difficulty: Epic (D5), includes *Earthquake* and *Cease the Call*

You call up and dismiss a mighty earthquake. All creatures in range make a Challenging (D2) Resistance check or take 1 Wound. All structures gain 1 Fault, with small or weak structures collapsing.

HAUNT THE MIND (1 OF 2)

Casting Cost	Difficulty	Duration
1 Resolve	Average (D1)+	1 round or scene/Momentum

You bring forth visions to wrack the senses. Struggle against the target, who resists with a Challenging (D2) Discipline test. Your success causes them to witness illusions you create, and treat them as real. This spell can spook animals, forcing a Challenging (D2) Animal Handling test as a Minor Action to control the creature. This use costs 1 M per animal after the first affected.

You either see the illusions you create or make a Sorcery test instead of Willpower in the struggle to see both the illusion and the reality beneath.

HAUNT THE MIND MOMENTUM SPENDS

Type	Cost	Result
Deny the Senses	1+	Increase Difficulty by M steps for any skill requiring senses.
Dream into Being	1+	Create a small, believable illusion. Additional Momentum makes it more realistic, or makes targets believe an increasingly implausible Illusion.
A Notion of Mortality	X	Use the illusion to horrify or injure, causing X Resolve damage. Causing enough Trauma to provoke madness instead kills the target.
A Sight Seared into Memory	1	Illusion is designed to be memorable. Even the stupidest beings will remember it without a test.
Sorcerous Feint	1	An illusion which forces reaction. Target who loses the Struggle must make a Reaction to avoid the illusion or take 3 ⚔ Resolve and Vigor damage from interacting with it.

HAUNT THE MIND (2 OF 2) EXAMPLES

Spectral Knife

Difficulty: Challenging (D2), includes *Haunt the Mind* and *Sorcerous Feint*

An illusory shard of steel forces the target to flinch away or take 3 ✦ damage.

Vistas of the Imagination

Difficulty: Challenging (D2), includes *Haunt the Mind* and *A Sight Seared into Memory*

Cast on willing collaborators, you present a vivid and memorable display to communicate information, cement plans, or inspire.

PLACATE THE DEAD (1 OF 2)

Casting Cost	Difficulty	Duration
See Below	Average (D1)	1 round or Scene/Momentum

Prior to encountering a spirit of the dead, you can quiet the spirit through remembrance and sacrifice. Spend 1 Resolve, cut your hand for 1 Vigor damage, and provide 2 Gold in treasure. If you lack the Gold, you can spend additional Vigor in place of each Gold you do not spend.

Success quiets one angry spirit, making any action increases the Difficulty by one step.

PLACATE THE DEAD MOMENTUM SPENDS

Type	Cost	Result
Quell Another	1	Quiet one additional angry spirit.
Burial Offerings	1	Reduce Gold cost by 1.
Shun the Unliving	1	Reduce Resolve cost by 1.
The Resilience of Eternity	2	Reduce Vigor cost by 1.
Rest in Peace	3	The effect is permanent for that spirit.

PLACATE THE DEAD ALTERNATIVE EFFECTS

Type	Difficulty	Effect
Hold Congress with the Dead	Simple (D0)	Forgo regular effect to see if area is haunted, to converse with a reluctant spirit, or if vengeful spirits are quieted. No Resolve, Vigor or Gold cost.

PLACATE THE DEAD (2 OF 2) EXAMPLES

Seek the Council of Shades

Difficulty: Daunting (D3), includes *Hold Congress with the Dead and the Seek Information.*

Cast where ancestors are properly buried, you can ask information and seek their council. Gain the answer to one question from a circle of ghosts. Roll 2d20 for Lore, with Target Number 10, Focus 2. Spend Momentum from this test as additional d20s or to ask additional questions. Complications represent a corrupt answer, peppered with aggrandizement, hostility, or answers aimed to achieve the spirits' own agendas.

Exorcise Haunting Presence

Difficulty: Challenging (D2), includes *Placate the Dead*

Drain a spirit of its anger, leaving it lethargic, clumsy, uncertain, and confused. This casting is a Struggle, with success increasing the Difficulty of the spirit's next action by 1. Momentum spend increases Difficulty by an additional step or makes a further test subject to the penalty. Casting with 3 Momentum makes the penalty permanent.

RAISE UP THE DEAD (1 OF 2)

Casting Cost	Difficulty	Duration
1 Resolve	Average (D1)+	1 scene/Momentum

Call up and bind the angry dead into their own bodies, or those of others, to serve as undead warriors until they are freed from the spell.

RAISE UP THE DEAD MOMENTUM SPENDS

Type	Cost	Result
Unhallowed Minions	1, R	Raise up two Minion skeleton warriors (see p. 342).
Pick of the Slain	1, R	Raise up 1 Toughened skeleton warrior (see p. 342).
Death Watch	1, R	Duration increased to 1 day per Momentum spent.

RAISE UP THE DEAD ALTERNATIVE EFFECTS

Type	Difficulty	Effect
"The Truth Shall Set You Free"	Variable (DX)	Spend X Momentum to inflict X Vigor damage on raised dead you encounter.
Suborn the Unliving	Average (D1)	Initiate a Sorcery vs. Sorcery Struggle over a skeleton warrior raised by another. Success means it obeys you both.
This Treacherous Bone	Average (D1)	Take control of a skeleton warrior that has broken free.
Tie the Silver Cord	Epic (D5)	Force a newly dead spirit back into its body. If the body heals at least 1 Wound in the next round, it returns to normal life.

RAISE UP THE DEAD EXAMPLES

Necromantic Servant

Difficulty: Daunting (D3), includes *Unhallowed Minions* and *Death Watch* (1+1)

Summon a skeleton warrior Minion as a constant servant, doing your bidding until it is destroyed or banished.

SUMMON A HORROR (1 OF 2)

Casting Cost	Difficulty	Duration
1 Resolve	Average (D) +	Variable

Reach into the darkness and call into being and service a horror of the Outer Dark. You call a specific creature, which you must know exists and must know something about. The summoned creature acts as it will, obeying a simple command from you each round if you succeed on an Average (D) Sorcery test.

This spell grants no immunity to the Fear most horrors cause. Some Horrors will require additional offerings or gifts before permitting themselves to be summoned.

SUMMON A HORROR MOMENTUM SPENDS

Type	Cost	Result
Unutterable Phrases	1	Demand a request requiring an "if" or "when" or similar complexity.
Do My Bidding	1	The creature obeys you outside of your immediate presence.
Window of the Soulless	1	Lose 1 Resolve and see what, and how, it sees.
Grave Counsel	1	Speak with horror and gain counsel, taking 3 ⟡ mental damage.
Bind to Flesh	1	Bind the horror in the carcass of a human or beast.
Quit This Mortal World	2	Bid horror to disappear upon completing its task.
Embolden	X	Increase horror's Resolve by 2 for each Momentum spent.

SUMMON A HORROR ALTERNATIVE EFFECTS

Type	Difficulty	Effect
That Which Lies Within	Average (D1)	Learn if a horror is hiding in the skin of another.
Banish a Horror	Average (D1)	Momentum spent reduces a horror's Resolve by 3 🦌.
Desperate Bid	Simple (D0)	Bind your body to the summoning, wagering points of Harm to gain an equal number of Fortune points to use in casting this spell. The Harm is only suffered if the horror is destroyed in your service, at which time you must also succeed on a Resistance test or die instantly.

SUMMON A HORROR EXAMPLES

Night's Darkest Assassin

Difficulty: Daunting (D3), includes *Summon a Horror*, *Unutterable Phrases*, and *Do My Bidding*

Summon an Average (D1) horror and name a victim. The horror tracks down and slays the victim and witnesses, and kills until daylight arrives. Increase Difficulty to summon more powerful creatures.

Gibbering in the Night

Difficulty: Daunting (D3), includes *Summon a Horror*, *Grave Counsel*, and *Do My Bidding*

Name a person you wish driven mad. The horror waits until nightfall, then speaks unholy sounds and terrible truths to the target (a Display, Area, 3 mental damage). It remains until the victim suffers Trauma or if it has failed to cause damage three consecutive times.

VENOM ON THE WIND (1 OF 2)

Casting Cost	Difficulty	Duration
1 Resolve	Average (D1)+	1 scene/Momentum

Speak eldritch words and play an instrument mimicking weather to create a storm to beset your enemies. Such spells are hard to control, and the gamemaster can use Consequences or Doom to continue or alter the storm.

VENOM ON THE WIND EXAMPLES

The Raging Storm

Difficulty: Dire (D4), includes *Venom on the Wind, Call Rain, and Lash of the Heavens.*

Call up a fierce storm that soaks the earth and throws about dust and debris. Each point of Momentum gained from the casting inflicts 1 🗡 Vigor on all exposed characters.

The Shroud of the Sea

Difficulty: Dire (D4), includes *Venom on the Wind, Draw a Cover of Darkness* (2), and *Lash of the Heavens.*

A thick fog covers the shore, accompanied by a biting wind. Any exposed characters take 1 🗡 Vigor, and spotting anything more than a few meters away is a Challenging (D2) observation test.

VENOM ON THE WIND MOMENTUM SPENDS

Type	Cost	Result
Call Clouds	1	Clouds fill the sky, reducing penalties from sunlight.
Call Rain	2	Light rain falls, turning fields to mud.
Call the Storm	3	Ferocious, stinging rain turns ground to mud. All activities are at +1 Difficulty.
Call the Tempest	4	Mighty tempest overturns ships and homes and tosses about travelers. Anyone in the open makes a Challenging (D2) Resistance check or takes 4 ✦ damage every scene they are exposed.
Continue the Call	1	Effects last one scene longer.

VENOM ON THE WIND MOMENTUM SPENDS

Type	Cost	Result
Lash of the Heavens	X	All exposed take X⚔ damage (ignoring Soak). Most crops are destroyed.
The Pelting Hail	X	All exposed take X⚔ damage with the Stun quality.
Draw a Cover of Darkness	X	Low, dark clouds descend. All actions requiring visibility or motion are at +1 Difficulty.
Shelter from the Storm	X	Lighten a natural storm for 1 Momentum or spend more Momentum to counter a magical storm as a Struggle.

EXPLODING POWDERS

A handful of this alchemical powder produces results ranging from a bright flash and loud bang to truly destructive explosions.

EXPLODING POWDERS

Item	Strength	Difficulty	Damage	Effects
Flash Paper	Weak	Simple (D0)	2 ✹	Area, Fearsome
Small Fireworks	Average	Average (D1)	3 ✹	Area, Fearsome
Loud Fireworks	Potent	Challenging (D2)	4 ✹	Area, Fearsome
Large Fireworks	Dangerous	Daunting (D3)	5 ✹	Area, Fearsome
Small Explosive	Extraordinary	Dire (D4)	6 ✹	Area, Fearsome
Large Explosive	Devastating	Epic (D5)	7 ✹	Area, Fearsome

BURNING LIQUIDS

A variety of flammable fluids and potions, usually stored in vessels crafted to shatter and explode when lit and thrown. The more powerful and rare varieties burst into flame upon contact with air, needing no fuse.

BURNING LIQUIDS

Volatility	Difficulty	Damage	Effects
Burning Alcohol	Simple (D0)	3🗲	Incendiary 2, Spread 1
Burning Alcohol	Average (D1)	4🗲	Incendiary 3, Spread 1
Exploding Liquor	Challenging (D2)	4🗲	Area, Incendiary 3
Volatile Spirits	Daunting (D3)	4🗲🗲	Area, Fearsome, Incendiary 3
Hellish Brimstone	Dire (D4)	5🗲🗲	Area, Fearsome, Incendiary 4
Hellish Brimstone	Epic (D5)	6🗲🗲	Area, Fearsome, Incendiary 4

BLINDING POWDERS

Three types of these powders exist, ranging from grains of sand thrown into the eyes, through perfumed dust that sticks to the face, to acidic burning salts.

BLINDING POWDERS

Strength	Difficulty	Damage	Effects
Regular Sand	Simple (D0)	3 ✦	Nonlethal, Stun
Dry Sand	Average (D1)	4 ✦	Blinding, Nonlethal, Stun
Fine Sand	Average (D1)	4 ✦	Fearsome, Nonlethal, Stun
Perfumed Sand	Challenging (D2)	5 ✦	Blinding, Fearsome, Nonlethal, Stun
Burning Salts	Daunting (D3)	4 ✦	Blinding, Incendiary 2

REINFORCED FABRIC

Mixing the juice of the upas tree into rope or fabric increases the regular protections of cloth and steel. The examples on this card provide guidance to gamemasters for designing other reinforced items. Ingredients listed are required per +1 of additional armor Soak, with a maximum bonus being +2.

REINFORCED FABRIC

Hit Location	Difficulty	Ingredients
Torso	Challenging (D2)	4
Any other hit location	Daunting (D3)	2

UPAS-GLASS

A secret method of reinforcing glass with milk of the upas tree makes the glass impervious to all but the most violent impact. Each measure of thickness counts as 1 ➹ cover. The thinnest sort is a centimeter thick, with the most powerful and protective 4 cm thick.

Size	Difficulty	Cover Soak	Effects
Resilient Glass	Daunting (D3)	1 ➹	Cover
Strengthened Glass	Dire (D4)	2 ➹	Cover
Unbreakable Glass	Epic (D5)	4 ➹	Cover

TALISMANS

Providing protection from mental assault, these enchantments provide Soak against Resolve damage. They take many forms, for example body paint, a pendant, or a pouch of pungent herbs.

The Difficulty of constructing a talisman is equal to the Soak it provides but can be reduced by one step for every Hindrance it carries. A Hindrance indicates an attribute where all skill tests are increased by one Difficulty step, or the Hindrance can be Maddening or Poisonous:

- **Poisonous:** When the wearer suffers Harm, the mixture enters the body and does 2 ✹ damage

- **Maddening:** When the wearer suffers a Harm, they lose 2 ✹ Resolve. Regardless of how many Hindrances are placed on a talisman, they cannot provide Soak above 5.

TALISMANS

Type	Description	Difficulty	Hindrance	Effect
Hamsa Pendant	Small amulet of a hand with 3 fingers and 2 thumbs, with an eye in the palm.	Challenging (D2)	—	Courage 2 Soak
Chasme Badoor	Motto written in fragrant paint.	Challenging (D2)	Poisonous	Courage 3 Soak
Pictish Woad	Deep blue body paint on face, chest, and arms.	Challenging (D2)	Poisoning, Maddening, Awareness	Courage 5 Soak
Nazar Battu Markings	Small painted facial marking.	Challenging (D2)	Personality	Courage 3 Soak
Animal Tooth Necklace	A half-dozen sharpened teeth or claws from a mighty beast.	Average (D1)	—	Courage 1 Soak

LOTUS POLLEN

Lotus pollens have varying effects based on the plant and how it is prepared.

LOTUS POLLEN

Color	Use	Form	Difficulty	Effect Per Ingredient Used
Stygian Black	Opiate	Gas	Average (D1)	Resisting sleep 1 Difficulty step harder.
Stygian Black	Poison	Powder, Liquid	1/Ingredient Used	One dose per ingredient used, 4⚔ Persistent 1, Piercing 3. Each additional dose does 4⚔.
Khitan Purple	Paralytic	Liquid	1/Ingredient Used	All physical actions harder by 1 Difficulty step per ingredient used.

LOTUS POLLEN (CONTD.)

Color	Use	Form	Difficulty	Effect Per Ingredient Used
Yellow	Mild hallucinogenic or euphoric	Powder	Daunting (D3)	Victim affable and suggestible. Gain 1 bonus Momentum per ingredient on Persuade tests.
Green	Aids enchantment	Powder	Challenging (D2)	Roll +1 d20 on Sorcery test
Gray	Causes berserk anger	Powder	Challenging (D2)	Grants *No Mercy* talent, or +1 re-roll for those with the talent. Gamemaster can spend 3 Doom to make a player character attack another player character out of turn.
Golden Lotus	Opiate, cures madness	Liquid	Challenging (D2)	Use 1 ingredient to allow a counselor +1 d20 in a Counsel test on the imbiber.

MAKING A PETTY ENCHANTMENT

Petty enchantments are created by combining various ingredients in the proper ratios and producing spectacular effects. The ingredients are often common. It's the knowledge of how to combine them that is rare. All but the rarest ingredients can be purchased between adventures via *Carousing*.

Once ingredients are acquired, an Alchemy test is needed to convert them into the petty enchantment. Unless using the Ingredients option (see opposite side), all petty enchantments use 1 Ingredient in their construction.

A Simple (D0) petty enchantment is made automatically by anybody knowing the formula. Greater Difficulty enchantments require an appropriate Talent.

INGREDIENTS

When necessary, the gamemaster can require an Average (D1) Alchemy test to source special or scarce ingredients.

The gamemasters and players are encouraged to describe ingredients narratively instead of simply using the mechanical abstraction of the Ingredient rules.

OFFERINGS

Valuable items that enchanters can use to bind spells into a physical object, offerings can be any item of portable wealth like jewels or golden statues. Weapons, armor, and the like are never offerings, but can have adornments to fulfill the function.

Named treasure must be something of relative fame and uniqueness, with a specific name known to some.

PATRONS

The most powerful aspects of sorcery require a master to train the student. All player character sorcerers must select the Patron talent (page 83) to further their magical studies beyond lore. A demand must be paid to gain the benefits of the talent. A demand costs 5 💰 in Gold, Vigor, or Resolve, paid during Upkeep. The gamemaster and player will choose its specific nature, based on the specifics of the patron.

Lost Vigor and Resolve are healed normally, though any Wounds and Trauma remain and must be dealt with during Upkeep.

LOSING A PATRON

If a sorcerer loses or forsakes a patron, they must make an Epic (D5) Discipline test or suffer a permanent mental block that increases Difficulty two steps for any test to cast a spell or create a petty enchantment taught via that patron, and the Resolve cost of such acts increases by 1. If the sorcerer conspired to depose the patron, the test is Dire (D4).

The only way to overcome this mental block is to find an alternative patron with equal or greater knowledge. The gamemaster will devise the conditions required, location, and demands of the new patron. Acquiring a new patron may require a pilgrimage that represents an adventure in itself.

SPELL DURATION

- A sorcerer spending Momentum can use the abilities of a spell with Duration for the Duration purchased. If no Momentum is spent, the spell only lasts for a few moments.

For example, using astral sight and spending no Momentum allows the sorcerer to look for obvious Simple (D0) ominous magical threats. The result is determined instantly. Spending Momentum for additional Duration for the same spell allows the sorcerer to take a Standard Action to use Observation while looking for an invisible and hiding entity, an Average (D1+) Struggle.

Unless the sorcerer spends Momentum to extend a spell's duration, they must use any remaining Actions in that turn to take advantage of the spell's effects. The sorcerer may also purchase additional Standard Actions normally.

Momentum Spends

Enhancements or improvements to a spell's basic effect. Players may propose new Momentum spends. If allowed, the gamemaster should determine the Momentum cost.

Alternative Effects

Alternative effects that replace a spell's usual effect. Often these are reversals of the spell or ways to obtain information using a part of the spell. Players may propose new alternative effects, with the gamemaster's approval.

CASTING A SPELL

To cast a spell, a sorcerer can take a Minor Action to **Focus.** This is a Minor Action specific to Sorcery use, requiring no roll but still allowable only once per turn.

After focusing, the sorcerer makes a Sorcery test of a Difficulty set by the specific spell attempted. Sorcery is inherently dangerous, with every failed die roll causing a Complication, and a roll of 20 causing two Complications. If the sorcerer cast without first focusing, the second Complication takes place on a roll of 19 or 20.

A spell creates an effect the sorcerer can use, but that usage requires additional actions and skills. This may require spending Fortune or Momentum, or casting the spell over multiple turns.

CONSEQUENCES

Any time the Sorcery skill is used to cast, control, or counter a spell, the gamemaster may turn the test into one for **Consequences**. The caster automatically succeeds in casting, but the results are to avoid the horrible price exacted by the demons and forces behind the magic.

For every Success or Momentum the caster fails to achieve, the gamemaster levies a Complication against the sorcerer.

Unless explicitly stated, no spell provides a caster with any protection from the spell or its effects.

LEARNING A PETTY ENCHANTMENT

Anyone with the Alchemy skill can attempt to make any petty enchantment with a base Difficulty of Simple (D0).

To make petty enchantments with higher a Difficulty, the sorcerer will need a talent that grants that access, such as the *Master of Formulae* or *Dabbler* talents (page 58). The *Patron* talent (page 169) allows the sorcerer to purchase a variant of the *Master of Formulae* talent without needing any prerequisites. The *Patron* talent also grants one petty enchantment for free.

LEARNING A SORCERY SPELL

A character with the *Sorcerer* talent (page 84) or its equivalent can learn spells. The talent provides one spell and costs the spell's Resolve cost in addition to the 2 Resolve cost for being a sorcerer.

Additional spells can be learned by finding a teacher through the *Pact* talent (page 169) or by dealing with the darker powers through the *Barter your Soul* talent (page 167). Every one of these talents allows the character to choose one spell, paying the Resolve cost of the spell in addition to any cost listed in the talent.

ATTACKING WITH A PETTY ENCHANTMENT

Most petty enchantments create a piece of equipment to be worn or placed, with no skill test needed to use it.

Attacking with an alchemical weapon such as blinding powders, burning liquids, exploding powder or lotus pollen are handled as Ranged Weapon attacks. The Alchemist talent (page 58) allows substituting Alchemy for Ranged Weapons. The gamemaster may allow Ranged Weapon talents to affect alchemical attacks, but they themselves do not have the Volley Quality.

To combine an alchemical attack with a Volley weapon (such as adding lotus pollen to arrows), the effects are determined separately but the attack is not. In these cases:

- Resolve whether the attack hits
- Resolve weapon damage
- Resolve alchemical damage

RANGED ALCHEMICAL WEAPONS

Each petty enchantment will affect exactly one projectile, meaning that only the target hit will take the alchemical damage. This works in a similar fashion to the Intense Quality.

As reloads are abstracted, it is assumed that a character cannot dose an entire reload with alchemical payloads. If the gamemaster wants to allow this, they should decide how many arrows are in a reload and charge an appropriate cost.

Wandering around with a quiver full of poisoned arrows is generally unwise, and the gamemaster may decide to emphasize this with Complications, Doom to avoid injury, or increase the Difficulty of skill tests penalties to avoid self-injury.

COUNTER MAGIC

A sorcerer may pit their skill against another's to block that rival's spell. This turns the casting into a Struggle. To counter a spell, the sorcerer must be able to:

- Witness the casting of the spell
- Be able to cast the same spell
- Pay the Resolve cost of casting the spell

Treat this as if the resisting sorcerer were casting the spell, allowing use of any equipment, talents, or other relevant effects. If the counter magic is successful, the spell fails.

RESISTING MAGIC

Counter magic is the most efficient way of stopping sorcery. It turns a spell's casting into a Struggle. Otherwise, each spell is resisted separately with its own rules.

Astral Wanderings, Raise up the Dead, and *Venom on the Wind* have no default defense.

- **Dismember:** Daunting (D3) Sorcery vs. Acrobatics Struggle.
- **Enslave:** Average (D1) Sorcery vs Discipline Struggle.
- **Form of a Beast:** Average (D1) Sorcery vs Discipline Struggle.
- **Fury of the Elements:** Sorcery vs Acrobatics or Athletics Struggle.
- **Haunt the Mind:** Challenging (D2) Discipline test.
- **Placate the Dead:** Average (D1) Sorcery vs Sorcery Struggle.

The gamemaster may choose to modify these Difficulties, substitute skills, or offer additional defenses, and may require Reactions if desired.

HUMAN SACRIFICE

Human sacrifice is necessary to power some of the most powerful spells. If a sorcerer practices ritual human sacrifice while casting, the sacrifice grants 1 Momentum for every order of magnitude involved. A single human grants 1 Momentum, 10 grants 2, 100 grants 3, etc.

Sacrificing human beings is inherently evil, and the gamemaster should add the equivalent points to the Doom pool whenever it is used or enact ill effects like or inspired by the following.

- ◼ 2 🜄 per Momentum earned
- ◼ 2 Doom per Momentum earned
- ◼ Resolve lost per Momentum earned
- ◼ Premature aging of 1 🜄 years per Momentum earned
- ◼ A permanent, minor deformity or physical affliction
- ◼ Non-player characters nearby suffering a strange disease

SORCEROUS GARB AND TALISMANS

Rare is the sorcerer without a collection of talismans and trinkets built up over many years of tutelage. This personal collection of items reaffirms the sorcerer's role, both to themselves and to onlookers. Without their garb, all Sorcery tests are at one level greater Difficulty, reflecting the devastating effects of losing these tools of the magical trade.

Benefit: Without such garb, all Sorcery tests increase by one Difficulty level.

SORCEROUS GARB AND TALISMANS

Type	Availability	Cost	Encumbrance
Tools	4	11	5

CIRCLE OF POWER

The world is filled with secret places where magical energy flows strong. Aligned via rites and the placement of materials, these places can be attuned to the works of sorcery to aid or empower spell casting.

Sometimes such places are high above the ground, with a tower constructed to reach them. Others are deep below ground or hidden in ancient caves and grottoes. The Cost listed for Circles of Power represents the materials needed to attune a given Circle for use.

Benefit: When casting a spell within a Circle of Power, the sorcerer reduces the Difficulty of all Sorcery tests by one step, to a minimum of Simple (D0).

CIRCLE OF POWER

Type	Availability	Cost	Encumbrance
Facility	5	30	—

LIBRARIES

Libraries vary in size and are used by sorcerers as reference materials to aid Sorcery tests. They are rated according to their size and subject.

Personal libraries are a small collection of books and scrolls carried with a sorcerer, granting 1 bonus Momentum. *Reference* libraries are independent buildings containing materials covering many subjects, and grant 2 bonus Momentum. *Academic* libraries have specialized, esoteric information and knowledgeable staff, granting 3 bonus Momentum.

The Availability and Cost listed for Academic and Reference libraries do not refer to ownership, but rather membership dues, bribes, and similar costs associated with access to such a space. Founding one's own such library costs at least 10 times the listed price, and is a task on par with founding a fiefdom. It could be the focus of an entire campaign arc.

Benefit: Bonus Momentum to Sorcery tests based on type of library.

LIBRARIES

Item	Type	Availability	Cost	Encumbrance
Academic	Library	5*	50	n/a
Personal	Library	4	20	5
Reference	Library	5*	30	n/a

Estimated, may be much lower or higher depending on location.

MAGIC ARTIFACTS

Aside from petty enchantments, items with true magical properties are unique items, the focus of entire campaigns rather than simple pieces of special equipment.

A given magic artifact may have one or more improvements, available to the user either automatically or as the result of a successful Sorcery or other test.

MAGIC ARTIFACTS

Example magic artifact improvements:

- **Efficacy:** Increasing one or more capabilities, like bonus 🪶 damage, adding d20s to tests, allowing re-rolls, or adding extra Momentum on success.

- **Sorcery:** The ability to cast a single spell in a particular way, with control of the spell the aegis of the artifact, not its wielder.

- **Qualities:** More Qualities than usual for the item.

- **Appearance:** Eldritch "special effects" like gleaming unnaturally or strange texture.

- **Durability:** Unusually durable or invulnerable (not recommended for armor).

LIST OF SPELLS, A TO G

Astral Wanderings: Visit other places in astral form (page 173).

Atavistic Voyage: Project your perception into the past (page 174).

Commune with Nature: Call wild beasts to serve you (page 175).

Dismember: Inflict physical damage on a foe (page 177).

Enslave: Control another being (page 177).

Favor of the Gods: Save a spell to aid you later (page 179).

Form of a Beast: Transform into a natural creature (page 179).

Fury of the Elements: The earth itself strikes an area or structure (page 181).

LIST OF SPELLS, H TO Z

Haunt the Mind: Visions attack a foe's mind (page 182).

Placate the Dead: Put spirit to rest (page 183).

Raise Up the Dead: Reanimate a body (page 184).

Summon a Horror: Call a monster from the Outer Dark (page 185).

Venom on the Wind: Control weather to harm or hinder foes (page 187).

CHILD OF DERKETA

A creature brought to the world via the *Summon a Horror* spell. Spirits of disease and infection, they spread plague with their very presence. These easily panicked spirits flee in the presence or a healer's medicine only when emboldened by Momentum spend (see page 186). Once a Child of Derketa is banished, the diseases can be treated.

Child of Derketa
(Minion/Toughened)

ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	12	10	5	8	14	7	5

F.O.E.	Combat	—	Movement	3
	Fortitude	—	Senses	2
	Knowlege	—	Social	

STRESS	Vigor	—	Armor	10
	Resolve	4/8	Courage	—
	Armor		Incorporeal	

Attacks

- **Diseased Touch (M):** 3 ⚔, Vicious 1, Persistent 5, Vile, see Special Abilities

Special Abilities

- **Diseased:** A character affected by the Vile quality of Diseased Touch becomes infected. Any character in their company must make an Average (D1) Resistance or Healing test or take +5 ⚕ damage. Once the Child is banished, a Challenging (D2) Healing test cures the disease.
- **Easily Panicked:** If struck by a character, the attacker may roll Threaten damage in addition to regular damage. Any character may use the Healing skill to inflict mental damage of ⚕ equal to the character's Healing Focus.
- **Fear 2**
- **From Darkness Born:** Can squeeze through any crack light can pass.
- **Horror:** Can be summoned by Summon a Horror spell.
- **Incorporeal 10**
- **Intruder:** Has Movement Expertise 5 until its first attack.
- **Night Vision**
- **Unliving**
- **Vile:** Each injury effect counts as one Wound, which must be healed before any other healing works.

SHADOW ON THE WALL

A creature brought to the world via the *Summon a Horror* spell. A shadow of the caster, imbued with independence and freed to do its master's bidding, its size is dependent on the light source that gave it entrance to this realm.

Shadow on the Wall
(Minion/Toughened)

ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	10	10	5	5	14	10	14

F.O.E.					
	Combat	1	Movement		3
	Fortitude	—	Senses		1
	Knowlege	—	Social		—

STRESS					
	Vigor	5/10	Armor		4
	Resolve	3/5	Courage		4
	Armor		Incorporeal		

Attacks

- Claws of Shadow (M): Reach 1, 5 ✦, Fearsome 1

Special Abilities

- **Fear 2**
- **From Darkness Born:** Can squeeze through any crack light can pass.
- **Horror:** Can be summoned by Summon a Horror spell.
- **Intruder:** Has Movement Expertise 5 until first attack.
- **Night Vision**
- **Shadow of Its Master:** Shadow identical to its summoner. Daunting (D3) Observation test recognizes its caster.
- **Unliving**

THE SERPENT RING OF SET

A unique and powerful artifact, ancient when the world was still young, it functions as a Patron, Familiar, and Circle of Power. It is cast into the shape of a double-coiled serpent, with weirdly glowing gems set for its eyes.

THOTH-AMON OF THE RING

A sorcerer of the Black Ring cult, Thoth-Amon wields the Serpent Ring of Set, an artifact of immense power. He is a powerful sorcerer in his own right, and with the power of the ring and the blessing of Set himself was long held as a prince among sorcerers throughout the world.

Cast from power with his ring stolen and lost, he stalks the world in search of power and the ring, acting all the while as a pawn of Set in the great game to claim the fate of the Hyborian world.

Thoth-Amon of the Ring (Nemesis)

ATTS	AWA	INT	PER	WIL	AGI	BRW	COO
	13	13	6/8	8	9	10	10

F.O.E.				
Combat	—	Movement	2
Fortitude	2	Senses	2
Knowlege	4	Social	3

STRESS				
Vigor	12	Armor	4
Resolve	15	Courage	5
Armor		Treated Robes	

Attacks

- **Serpentine Dagger (M):** Reach 1, 4 �❂, 1H, Hidden 1, Parrying, Thrown, Unforgiving 1
- **Veiled Threat (T):** Range C, 7 �❂ mental, Stun

Special Abilities

- **The Serpent Ring of Set:** A unique and powerful artifact described on the Serpent Ring of Set card.
- **Addict:** Without the Ring, Thoth-Amon suffers a two step Difficulty increase on all Sorcery tests.

Doom Spends

- **Masterful Sorcerer:** Thoth-Amon knows any spell the gamemaster requires and can spend Doom instead of Momentum to empower spells.

SORCERY TALENT TREE

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PATRON
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SORCERER ──────────┐
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  ▼                ▼
PACT           ENDURING
  │                │
  ▼                ▼
BARTER         ENCHANTER
YOUR SOUL          │
  │                ▼
  ▼           EVERLASTING
LIFE            SORCERY
ETERNAL            │
  │                ▼
  └──────────►   CURSE
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SORCERY TALENTS

- **Barter Your Soul:** Trade Resolve for additional spells (page 167).

- **Curse:** Spend 1 Fortune to bind a spell to a creature (page 168).

- **Enchanter:** Bind spells into treasures (page 168).
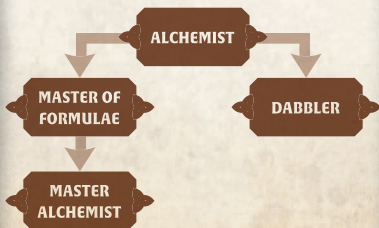
- **Enduring:** Extra Momentum to increase spell durations (page 168).

- **Everlasting Sorcery:** Bind a spell to an inanimate vessel (page 168).

- **Life Eternal:** Terrible bargain for eternal youth (page 168).

- **Pact:** Gain an additional teacher (page 169).

- **Patron:** Gain a patron and *Master of Formulae* talent (page 169).

- **Sorcerer:** Lose 2 ⚔ Resolve to gain a spell (page 169).

ALCHEMY TALENT TREE

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           ┌──────────────┐
           │  ALCHEMIST   │
           └──────────────┘
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┌──────────────┐   ┌──────────────┐
│  MASTER OF   │   │   DABBLER    │
│  FORMULAE    │   └──────────────┘
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│   MASTER     │
│  ALCHEMIST   │
└──────────────┘
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ALCHEMY TALENTS

- **Alchemist:** Re-roll 1d20 when attempting an Alchemy test, and substitute Alchemy for ranged weapons when using an alchemical weapon (page 58).

- **Dabbler:** Create any petty enchantment desired, regardless of Difficulty, but requires three times the number of ingredients for a petty enchantment for which the alchemist does not have the *Master of Formulae* talent (page 58).

- **Master of Formulae:** When using a chosen petty enchantment, the alchemist may attempt higher Difficulty tests to increase its power (pages 58 and 163).

- **Master Alchemist:** Roll 1 ♆ when working with ingredients on any petty enchantment that the alchemist has the *Master of Formulae* talent for. An Effect means that **one** ingredient is saved (page 58).

SORCERER'S REPERTOIRE: WISDOM

The novice may seek powerful magic, but a sorcerer with intelligence realizes a fierce reputation and arcane knowledge yield greater returns than dark pacts made beneath a full moon. Wisdom is understanding the limits of knowledge, when to be silent and listen, when to let others answer questions you dare not ask. Far better for the sorcerer to cultivate a reputation for sorcerous knowledge than to display raw power and, thus, indicate where that knowledge and power ends.

SORCERER'S REPERTOIRE: PERSUADE

Once a sorcerer's nature is known, a convincing threat or boast can enforce the sorcerer's will and can defuse threats before they become reality. While the Persuade skill is no prerequisite for Sorcery, the skill is invaluable to any who wish to follow that path.

With Persuade and a suitable demonstration, a sorcerer can live like royalty while marshaling vast resources for a great conjuration. Sorcerers are often willing to attach themselves to nobles and courts, who support their magical efforts and provide defense.

Many a sorcerer has stirred the ambitions of would-be rulers by assuring them that the portents are good for an attempted coup or revolution. When combined with the right petty enchantments, even the weakest sorcerer can be regarded as great and powerful. Honeyed words and earnest promises, regardless of their sincerity, are far cheaper than any price paid to the forces of the Outer Dark.

SORCERER'S REPERTOIRE: ALCHEMY

The Alchemy skill can allow the uninitiated to create alloys, craft crude lenses, or identify metal from a flame's color, but when a sorcerer turns to alchemy, powerful effects called *petty enchantments* result. Each petty enchantment is a formula the sorcerer learned and mastered, an individual talent for the Alchemy skill.

Some sorcerers specialize in these works, progressing in their mastery rather than pure sorcery. Petty enchantments are spell-like effects imbued into an object or substance. The result is not truly magical, but based on the rude science of the age.

SORCERER'S REPERTOIRE: CRAFT

The Craft skill allows a sorcerer to bind petty enchantments into a form for ease of delivery. The most common form is a glass ball, holding the enchantment safe from the air. However, sorcerers have varied their inventions into myriad forms.

Where a sorcerer has no interest in such creations, they often retain a trusted expert for such purposes. The Alchemy skill is available to any character, not merely sorcerers. Most petty enchantments found in markets are the work of journeymen alchemists like this, content to produce such items for trade rather than as a route to true power.

Any character with the Alchemy skill can make any commercially available petty enchantment, and all alchemists and sorcerers know that much of what laymen perceive as sorcery is simply the application of science and trickery. True sorcerers traffic in far greater and costlier powers.

SORCERER'S REPERTOIRE: ANIMAL HANDLING

Knowing the dangers of the world serves a sorcerer greatly, as the prudent path expends the least energy and involves the narrowest risk. Rather than summon a beast to fight, the wise know where the desired creature lairs and how to coax it into service. A studious magician might hypnotize exotic creatures and lead others to believe them to be conjured out of ether. While summoned creatures are the temporary result of bargaining and pact, captured and trained beasts are more reliable and less expensive.

SORCERER'S REPERTOIRE: SURVIVAL

The Sorcery skill is not just a means of casting spells but is also an ability that allows characters attempt to detect and to recognize signs of real magical activity or magical properties. It can be used to identify magical paraphernalia and to know about sorcerers and their reputations. This makes it extremely useful as investigative skill that becomes much more useful when combined with the appropriate talents.

The Sorcery skill can be used in teamwork tests with another sorcerer for joint spellcasting, but this is a dangerous practice at best, as sorcerers are generally unreliable allies, given their unquenchable thirst for power.

SORCERER'S REPERTOIRE: SORCERY

Much of Alchemy requires exotic or rare substances. Thus, any sorcerer with alchemical knowledge or ambition will cultivate the Survival skill to better understand the natural world. Such knowledge can further extend to application of actual sorcery. Knowing where fractures in a mountain make it weakest, a sorcerer can expend a fraction of the effort others might need to produce a calamity.

Traditions of Sorcery

- **Western Sorcery:** Practiced in the middle Hyborian kingdoms, learned from a mentor or pact.

- **Eastern Sorcery:** Practiced in the East, ancient traditions requiring rigorous study and discipline.

- **Theurgy:** The magic of the gods, learned from divine sources and invoked by priests through prayer.

- **Shamanism:** Spirit-based, pre-civilized magic, taught by elder shamans or pacts with spirit entities.

- **Witchcraft:** Subtle and common, used everywhere and taught by a shaman or witch. Almost always with a familiar.

- **Acheronian Magic:** Immensely powerful and all but extinct, learned in scraps or through ghostly patrons.

INDEX OF SORCERY TERMS

LIST OF ENCHANTMENTS

Exploding Powder: Combustible powder, ignited and/or thrown (page 164).

Blinding Powder: Fine powder or sand thrown into the eyes of a foe (page 164).

Burning Liquid: Liquid that catches fire and explodes (page 164).

Upas-Glass: Clear and hardened resin of the upas-tree, made into glass (page 165).

Reinforced Fabric: Clothing, fabric, or armor hardened with upas-juice (page 164).

Talisman: A magical item intended for a particular effect upon the wearer or user (page 167).

Lotus Pollen: A variety of preparations from the (in)famous lotus plant, used for many purposes (page 167).