

SORCERERS

Sorcerers and Armour

Armour	Attack/Defence	Stealth	Miscast %
Mail Hauberk	-1	-3	10 %
Mail	-3	-4	20%
Plate	-4	-6	30%

A character miscasting a spell must pay **twice** the normal Magic Point cost of the spell. Instead of getting the spell he wanted, he rolls randomly among all the spells of the same level (roll 1d6 to see which spell).

Spell Expiry Roll

Start of Every Round	Per minute
Roll 2D6: 12=Spell Ends	Roll 1D100: 76%+ Spell Ends.

If you cancel the spells early, you get HALF magic points back.

Calligraphy (Rank 4)

This is the ability to prepare magical scrolls, a skill known to any Sorcerer of 4th rank or higher. The total cost of the basic materials for a scroll will be 3-18 crowns.

The scroll may be for any spell that the Sorcerer is able to cast and the maximum number of Magic Points placed in the spell is limited by the Sorcerer's rank. An 8th-rank character could not write out a scroll for a 9 MP *Wall of Magic*, even though he could personally cast the spell at three times that strength. The process of inscribing and illuminating a scroll takes a full lunar month (twenty-eight days).

Each scroll that a Sorcerer prepares temporarily suppresses 2 points of his normal Magic Points score until it is used. A 10th-rank Sorcerer with five scrolls at his belt would thus have 25 MPs instead of his usual 35.

Alchemy (rank 6)

A fully equipped laboratory, which can be established at a cost of some two hundred crowns, is the first prerequisite.

<i>Sorcerer's Rank</i>	<i>Potions which can be prepared</i>	<i>Cost of ingredients</i>
6th	Dexterity (Reflexes +4 Max 18-Lasts: Expiry Roll)	35C
	Occult Acuity (Psychic +4 Max 18-Lasts: Expiry Roll)	40C
	Strength (Strength +4 Max 20-Lasts: Expiry Roll)	35C
7th	Healing (Half Dose: +2HP - Full Dose: +7HP)	40C
	Replenishment (Restores 2D4 Magic Points)	100C
	Poison (Roll under Str on 2D6/3D6/4D6 or Die)60/120/240C	100C
8th	Theriac (universal antidote-neutralize any poison)	100C
	Night Vision	35C
	Smoke	50C
9th	Amianthus Dust (Immune to Fire,Half Magic fire Dmg)150C	150C
	Control	120C
	Truth	100C
	Love	100C
	Sleep	200C
10th	Transformation	200C
	Dreams	200C
	the Elemental Essences	200C
	Evaporating Potion	200C
	Elixir Vitae	250C
	Virus Lunare	180C

It takes twenty-eight days to distil a potion. In a normal-sized laboratory there could be up to ten potions 'on the boil' at one time. The Sorcerer cannot leave these bubbling away while he goes off on an adventure.

Misbrewed chance 40% @ 6th rank, decreasing 10% per rank. Roll made by the GamesMaster; Potion Details p138-141.

Create Wands (Rank 8)

Artifice (Rank 8-Talismans 10-Amulets 12-Rings)

5% Chance of items being flawed.

Talismans - 7 Months	- 300 Gold
Amulets - 1 Year and a Day	- 400-500 Gold
Rings - 3 Years	- 600 Gold