

Sorcerer

The sorcerers are the most powerful casters among theumites. They have learned to use their element outside the source and may wield it to instill fear in their enemies in battle.

Table 12. Elemental traits. Elements on the same row are also opposing. The colors of the table correspond to the talismans used to mark elemental magic. The talismans may also denote other types of magic, therefore one cannot be 100% sure that for example, the color violet denotes shadow.

Active	Reactive
Fire	Water
Air	Earth
Light	Shadow

Table 13. Sorcerer skills by level.

Level	Core module skills	Free module skills
1	<i>Sorcery I (€)</i> <i>Mana</i>	0 (0)
2	<i>Sorcery II (€)</i> <i>Mana Recovery (€)</i>	+2 (2)
3	<i>Sorcery III (€)</i> <i>Mana Sharing I (€)</i>	+2 (4)
4	<i>Sorcery IV (€)</i> <i>Lahingloitsimine I</i>	+2 (6)
5	<i>Sorcery V (€)</i> <i>Mana Sharing II (€)</i> <i>Sorcerous Regeneration</i>	+3 (9)

Core module

Level 1

Mana

The sorcerer has 7 mana points. Mana points are restored at the beginning of a game. As sorcerers are theumites, they may read labels with Sorcery I.

Sorcery I (€)

The sorcerer knows all the simple spells and one spell from their element.

Level 2

Sorcery II (€)

The sorcerer knows 3 spells from their element and chooses and learns one complicated spell.

Mana Restoration (€)

The sorcerer can recover mana points at a specially designated elemental hub. The amount of mana restored depends on the strength of the hub and the sorcerer's level.

(OG: an elemental hub is marked by a circle of light orbs the color of the specific element.)

Level 3

Sorcery III (€)

The sorcerer chooses and learns 3 new complex spells.

Mana Sharing (€)

Sorcerers of the same element may transfer mana points to each other in case of mutual agreement, at the speed of 1 mana point per minute. Physical contact is necessary during transfer; if it is broken, the mana is lost.

Level 4

Sorcery IV (€)

The sorcerer chooses and learns 2 new complex spells and may create a completely new spell in cooperation with the GMs.

Battle Casting I

The character can cast simple spells when *tired*.

Level 5

Sorcery V (€)

The sorcerer chooses and learns 1 new complex spell and may create a completely new spell in cooperation with the GMs.

Mana Sharing II (€)

A sorcerer with an active element can share mana with sorcerers who also have an active element, the same applies to sorcerers with a reactive element.

Sorcerous Regeneration

The sorcerer may use two mana points to improve their condition by one and to recover one life point.

Free module

Mana II

The sorcerer has 9 mana points.

Mana III {Mana II}

The sorcerer has 11 mana points.

Mana IV {Sorcerer Level 3} {Mana III}

The sorcerer has 13 mana points.

Mana V {Sorcerer Level 3} {Mana IV}

The sorcerer has 16 mana points.

Mana VI {Sorcerer Level 4} {Mana V}

The sorcerer has 19 mana points.

Mana VII {Sorcerer Level 4} {Mana VI}

The sorcerer has 23 mana points.

Mana VII {Sorcerer Level 5} {Mana v'VII}

The sorcerer has 27 mana points.

Destroy Elemental Hub GM {Sorcerer Level 4}

The sorcerer may destroy an elemental hub of their opposing element. The GM determines the amount of mana needed to destroy the hub which the sorcerer will learn before attempting to destroy the hub.

Create Elemental Hub GM {Sorcerer Level 5}

The sorcerer can create an elemental hub once per game where sorcerers of the same side (active/reactive) can recover mana. Not all elements can be created everywhere. The elemental hub must be marked with at least three talismans of the corresponding element.

Battle Casting II {Sorcerer Level 4}

The character can cast elemental spells when *tired*.

New Element I

The sorcerer chooses one new element (if their proper element is active, the new element must also be active and vice versa). The sorcerer learns 2 spells from that element.

New Element II {Sorcerer Level 4}

The sorcerer chooses another new element (if their proper element is active, the new element must also be active and vice versa). The sorcerer learns 2 spells from that element.

Magical Tracking

More powerful magical locations and objects leave strong traces that the sorcerer can see (OG: marked with yellow flags). Unlike the mage and the priest, the tracking ability is always active for a sorcerer.

Weapon Proficiency: One-Handed Weapons

The character knows how to wield one-handed weapons. They may start the game with a one-handed weapon and are not automatically *tired* after using a one-handed weapon in battle.

Simple spells

Elemental Shield (P)

Type: Self spell

Cost: 2 mana points

Duration: 1 game

The sorcerer creates an elemental shield which gives them 1 additional magical armor point. To recover the armor point when lost costs 1 minute and 1 mana point. The spell is active the whole game. From level 4 the shield gives 2 armor points.

Elemental Strike

Type: Touch spell

Cost: 1-3 mana points

Duration: Immediate

The sorcerer touches the target and inflicts damage up to the level of their skill in Art of Sorcery (OG: declare “elemental strike x damage”) Each point of damage costs a mana point.

Elemental Healing

Type: Touch spell

Cost: 1 mana point

Duration: Immediate

Fire/Air/Light sorcerers can repair the shells of theumites of those elements. The theumite's base condition becomes *healthy*. Water/Earth/Shadow sorcerers can repair the shells of theumites of those elements. The theumite's base condition becomes *healthy*.

Sense

Type: Touch spell

Cost: 1 mana point

Duration: Immediate

The sorcerer learns more about the magical properties of an item, place or spell.

Dispel

Type: Touch spell

Cost: 2 mana points (1 kui tegu on vastandelemendi loitsuga)

Duration: Immediate

The sorcerer cancels an existing theumite spell. Canceling a spell of the opposite element costs 1 mana point, otherwise 2 mana points.

Elemental spells

More spells will be added.

Table 14. Elemental spells presented by element.

Element	Spells
Fire	<i>Light, Fireball, Destroy Lock</i>
Water	<i>Heal, Freeze, Armor</i>
Air	<i>Gust Of Wind, Windspeak, Defending Wind</i>
Earth	<i>Heal, Armor, Destroy Lock</i>
Light	<i>Light, Heal, Bright</i>
Shadow	<i>Gust Of Wind, Conceal, Armor</i>

Defending Wind

Type: Self spell

Cost: 2 mana point

Duration: 15 seconds

The caster's body is concealed with winds, they cannot be harmed physically. The caster cannot cast any more spells or harm anyone else either. The spell can be cast at most once an hour.

Destroy Lock

Type: Touch spell

Cost: 2 mana points

Duration: Immediate

The sorcerer destroys one non-magical lock.

Freeze

Type: Throwing spell

Cost: 1-3 mana points

Duration: Special

1 - target is stunned. 2 - target is *exhausted* for 2 minutes. 3 - target is entirely *pinned* for 2 minutes and cannot move.

Conceal

Type: Touch spell

Cost: 1 mana point

Duration: 1 game

Character hides a small object which can be fit into a pocket. The object will be marked with OG ribbon. The caster may end the spell at any moment. The amount of items that can be hidden at once is equal to the caster's level. The item must be in contact with the sorcerer when concealed.

Heal

Type: Touch spell

Cost: 1-3 mana points

Duration: Immediate

Cures alenti and theumites. The caster can use up to 3 mana to restore that many life points.

Each mana point also improves the target's base condition by one. A 3 point spell will restore 3 life points to a target and take them from *dying* to *healthy*.

Windspeak

Type: Self spell

Cost: 1 mana point per minute.

Duration: Special

The caster can contact a character known to them present at the game. They can call them OG. If the other character does not respond, the mana point is not used.

Fireball

Type: Throwing spell

Cost: 1-3 mana points

Duration: Immediate

The sorcerer throws a mana pouch at the target, the hit will cause as much damage as mana was used.

Armor (P)

Type: Self or Touch spell

Cost: 1 or 2 mana points

Duration: 3 hours

Costs 1 as a self spell and gives 1 magical AP.

As a touch spell costs 2 and gives 1 magical AP.

Cannot be cast on the same target multiple times.

Gust Of Wind

Type: Pointing spell

Cost: 1-3 mana points

Duration: Immediate

The caster throws 1-3 targets away from them up to a distance of 15 meters. 1 mana point is needed for each target.

Light

Type: Self spell

Cost: 1 mana point

Duration: 1 game

The sorcerer creates a magical source of light. (OG: a covered flashlight, a glowing light stick, etc).

Bright

Type: Pointing spell

Cost: 1 mana point

Duration: Immediate

The caster points at a target who is *stunned*. Only usable against characters attacking the caster or looking them in the eye. Alternatively can be used on a character to end all concealment effects on them.

Complex spells

More spells will be added.

Slow

Type: Touch spell

Cost: 2 mana points

Duration: 1 hour

The caster slows the target's bodily processes. The duration of poison and illness effects is halved. The target cannot run. If the character is *tired*, they will become *healthy* at the end of the spell.

Windform (T)

Type: Self spell

Cost: 4 mana points

Duration: 15 minutes

The character becomes bodiless. They are not affected by non-magical strikes and traps. They cannot fight or cast any other spells.

Hasten

Type: Touch spell

Cost: 2 mana points

Duration: 1 hour

The caster hastens the target's bodily processes, making poisons and illnesses affect them twice as fast. The character receives an armor point. At the end of the spell a *healthy* character becomes *tired*.

Exhaust

Type: Touch spell

Cost: 2 mana points

Duration: Immediate

The target becomes *exhausted*.

Higher Sense GM

Type: Self spell

Cost: 1-3 mana points

Duration: Immediate

The character can ask the GM a question. The GM will then decide whether they will answer the question and how much the spell would cost.

Blind

Type: Area spell

Cost: 3 mana points

Duration: Immediate

Everyone around the sorcerer becomes *stunned*.

Shake

Type: Area spell

Cost: 4 mana points

Duration: 30 seconds

A powerful shockwave radiates from the caster. All characters except the caster in the radius of 15 meters become *stunned* and fall down.

Retreat

Type: Self spell

Cost: 3 mana points

Duration: Immediate

The character moves 10-100 meters without being touched by others. (OG: they put a hand on their head and take it off once they are ready to appear again.)

Hide (T)

Type: Touch spell

Cost: 3 mana points

Duration: 1 game

The character hides one middle sized object (a sword or a bag or something else.) The object will be marked with OG ribbon. The caster may end the spell at any moment. The amount of items that can be hidden at once is equal to the caster's level. The item must be in contact with the sorcerer when concealed.

Sense II

Type: Touch spell

Cost: 1 mana point

Duration: Immediate

The sorcerer learns more about the magical properties of an item, place or spell.

The sorcerer may read the label marked Magic II.

Paranda

Type: Touch spell

Cost: 1-3 mana points

Duration: 2 minutes

At the end of the spell, the sorcerer repairs either light armor (1 mana), heavy armor (2 mana) or a shield (3 mana).