

DEPARTMENT OF SORCERY



ARGENT
UNIVERSITY
DEPARTMENT OF SORCERY

Quote

It's an honor--to be the first to welcome to the department of Sorcery. Not only can I congratulate you for making the best choice on your studies here, but I can assure that the skills of Sorcery you learn at Argent will last you a lifetime and give you prestige, pride, and power. For those who have the Will to go further, and the ambition to learn what we have to teach, nothing is beyond your reach. Study carefully, practice religiously, train untiringly--and I will look forward to seeing you all as Master Sorcerers in time.

- Larimore Burman, Dean of Sorcery

Sorcery is the most classical form of magic. Sorcerers derive their power from their own wills, and memorize spell lists, sigils, and magical circles that can help them unlock their own hidden power. Sorcery is an art of self-realization and empowerment, with each student searching to find in themselves the power to attain the next level of their art.

A Sorcerer's magic is unpredictable and difficult to understand. It is beyond most forms

of quantification, and, since it is based on individual will and imagination, takes as many forms as there are mages to cast it.

Like most magic, Sorcery is based on the mage's understanding and innate skill. However, a Sorcerer's powers do not come from understanding his spellcraft as much as they come from understanding the nature of magic, how it moves and flows, and what it can be crafted into. Because of this, Sorcerers have a talent to see magic and to control basic magic. A Sorcerer can often turn his opponent's spells against them, repair spells cast by other disciplines, and even dismantle enemy spells simply by his understanding of pure magical theory.

Sorcery has the best and most options for offensive magic, as well as strong defensive enchantments and debilitating power.

+ Disrupting foes and blasting them into oblivion quickly is an easy task for a Sorcerer.

Most of your spells have significant cost to offset their significant power. Because of **■** this, foes who outlast your initial attack can catch you off-guard as you attempt to recover mana.

HISTORY

- Founding Date: 6-26-478
- Currently Declared Majors: 1,300
- Founder: Wilkoph Jankhes
- Offered Disciplines:
 - Evocation
 - Dominance
 - Geasa

The department of Sorcery was founded around the same time as the department of Mysticism. Its founder, Wilkoph Jankhes was a Sorcerer of little note, and the department grew little under his influence. It was not until the year 490 that Dean Ericks Onndarman was appointed, that the university began to gain prestige. Onndarman, a world-renowned yet aging

Sorcerer, chose Argent's small Sorcery Department as a quiet place to retire into his research and fade into obscurity. Unfortunately, his fame followed him there in such force that the Department's size surged to quickly match that of Natural Magick. During this time, a mania of interest in Sorcery siezed the country of Relecour (this was during the era when enchanted items were first coming into common use). Helped on by this, The Sorcery department swelled with entrants, making it the largest department in the school.

When Onndarman unexpectedly passed away in 512, he was succeeded by Giles Khaza. Twenty years of Onndarman's lax department regulations, coupled with the department's relatively easy entrance requirements had flooded the School of Sorcery with incompetent prestigitarians. It was recorded that during this time, the department of Sorcery graduated more students each year than all the other departments combined, though many Argent Sorcerers were reputedly unable to even cast simple light spells.

Commisioned by the Board of Trustees to clean up the horrific reptation of its Sorcery School, Khaza began a ruthless campaign of expulsions for students who could not maintain highest marks, as well as introduced incredibly harsh entrance exams. Within five years, the department's size had fallen to a reasonable level, and it was producing some of the most skilled Sorcerers in the realm. Unfortunately, Khaza's policies upset many of the Barons of Relecour (those whose children numbered among the lazy or upstart Sorcerers, and they threatened to withdraw funding unless he was dismissed. In a brilliant concession, Khaza faked his own death, remasked his appearance with permanent enchantments, and was reinstited as Dean under the name Luc Azukon.

The department continued through many phases steadily. In 690 Dean Reinner Justice introduced the relatively forgotten discipline of Gaesa to the department. Binding Sorcery had been forgotten as an art for years, but had

recently been rediscovered and was begining to return to common use. While other Universities were shunning what would soon become one of the most potent schools of Sorcery, Argent had pressed it into a strong foundation of its Sorcery Graduate Program. This is contributed to the fact that Justice's own research relied heavily on its theory, and that he himself was instrumental in the art's development. When other universities began to adopt Gaesa as a master study around the 730's, Argent University's program was already famous throughout the continent, gaining it additional prestige as being an institution ahead of its times.

Amar Tori and Lucian Makor, two graduates of the University, eventually became famous within the field, and went on to do research which led to the creation of many interdisciplinary spells and revolutionized the disciplines of Alchemy, Geomancy, Dominance, and Healing. While the techniques they taught then have generally fallen out of use, they are still regarded as important contributors to the foundations of the modern practice of those arts. Both became professors at Argent, and, in 790, set up a fund to create what would become the modern Tori-Makor Hall in 40 years time. Amar Tori eventually went on to become Dean of the department in 813, but continued to share his research with his most trusted colleauge Makor. After his death, Makor's private notes were revealed, and containted fascinating insight into the workings of Dark Magic, and showed a secret fixation with the connection between Will-driven magic and Malice-driven magic. Lucian Makor was posthumously named the Father of Modern Curses, and a large portrait of him hangs in the Rexan Center to this day. His Lucian Method puts Malice-based spellcraft (which was previously known for being extremely dangerous and madness-inducing) safely into the hands of even novice Warlocks.