

MAGIC

A Rulebook for The Wayfarer Chronicles LARP Game;
Exiled on the Shores of Carmoa.

Oespra & all it's associated madness is a creation of **Tom Dowler**

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Presented by Tom Dowler & The Wayfarer Chronicles
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MANA

Raw Mana

Raw Mana is what grows at what have come to be known as Mana Fonts. It develops as crystals which can be harvested safely. These crystals emerge according to the timings of the Sun, as it is waxing, waning, and at its zenith. Sometimes, alongside the emergence of these crystals, there are all manner of entities drawn to the raw energy, so use caution when considering your approach to these Mana sites.

Raw Mana **CAN** be used by Alchemists and other crafters.

Refined Mana

Refined Mana is the resource used by magic users. A magic user will gain a certain amount of mana per game, but will be able to top up their mana by using leylines, the places of power/mana fountains, or by buying Mana potions from crafters. Mana from leylines comes in a crystallized form and must be concocted into a usable commodity for the magic user to use.

4 Raw Mana = 1 Refined Mana Point.

The distillation can be done by an Alchemist (into a potion form), The Magister or by the CaraVaán. An inventor may also be able to create something to mass exchange crystals into mana. Crystals can be bought and sold. The mana, once distilled, can only be transferred from one player to another in a potion form.

At the start of the game, Mana distribution is as follows. The values given below represent the mana allotted per player at the start of an event. This is also the cap on how much mana a magic user can successfully hold at one time.

While mana does not refresh in its entirety on a daily basis, a magic user may use the Meditate skill once per day to gain a portion of their mana back as described below. Mana is obtainable through a multitude of different ways on Carmoa, which you will find out in play. Player characters would do well to seek these out, or learn to ration their magic significantly.

Attuned - 1 Mana

Mage - 6 Mana

Ritualist - 8 Mana

Spellslinger - 12 Mana / 6 per meditate

Enchanter - 12 Mana / 6 per meditate

Inquisitor - 18 Mana / 8 per meditate

Sorcerer - 18 Mana / 8 per meditate

Elder - 20 mana / 10 per meditate

Meditate (Skill)

Once per day, the magic user may spend 10 minutes of appropriate roleplay (channeling themselves, focusing on leylines, observing personal centering routines etc.) to regain a portion of their mana pool. The player may make no other game affecting actions whilst meditating.

Once a player has meditated they may go to the GOD desk to receive the appropriate amount of mana for their magic rank as outlined in the mana section of the magic rules.

Mana as a Resource

Someone with no magic rank can hold Crystallized mana or mana potions, but if mana is made into its raw primal power, it can only be held and transferred by someone with a mage skill. If a mage tries to hold more mana than their skill level allows, the magic begins to drain them from the inside out and can cause **Aetherical Madness**.

Aetherical Madness

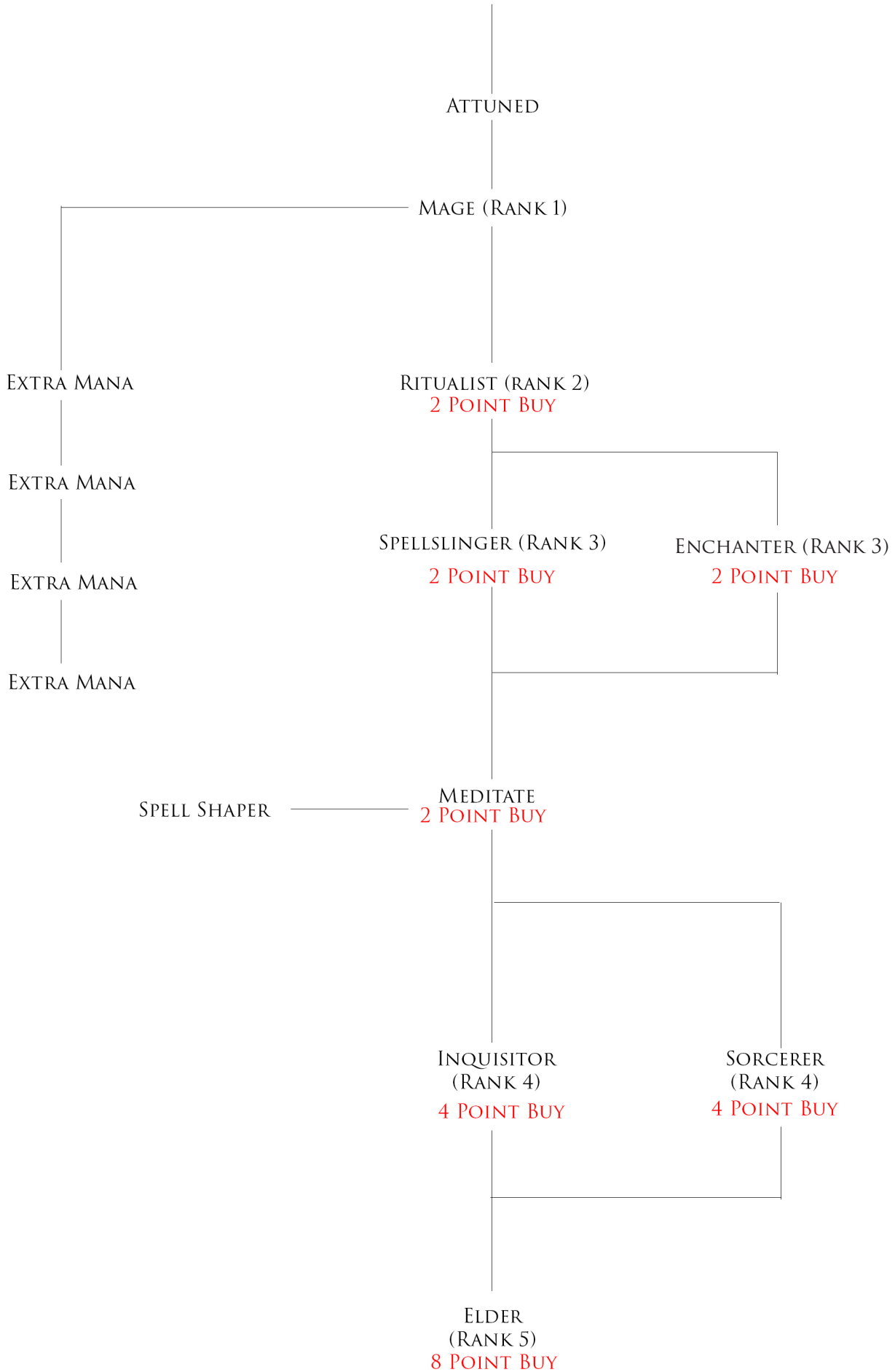
For every point of mana over a magic user's cap that they have within them, they lose 1 mana per 30 seconds until back to their capped amount. For the duration of this mana loss, the magic user cannot cast spells, create trinkets, take part in or lead rituals, or partake in any other activity requiring the use of mana. Also, for the duration of the mana loss, the magic user is under the effect of irresistible Confusion.

Aether Burn

Those without magical ability who take mana within themselves suffer from Aetherical Burn as the mana tries to work its way out of the mortal vessel any way it can. If a non-magical character has mana within them (not in crystal form), it depletes at the same rate as with Aetherical Madness, at 1 mana per 30 seconds. Every 30 seconds that this effect lasts, the non-magical character takes a single point of irresistible Through damage to their chest as the mana burns from within.

MAGIC USER RANKS

BASE CHARACTER



Mages wear their ranks on their sleeves, literally. Mages are tattooed to denote their rank and their mastery of school.

They can choose where to have their tattoo but all tattoos are the same. See below for the tattoo denotation next to the rank and school.

Each rank allows for different ability, or the ability to lead in certain aspects of the game. To develop in schools or rank, one could apprentice under a higher-ranking mage or undergo their own studies and development.

Once you know more than one school of magic, you can look to mix and match and create new ways to use the schools in conjunction with one another. Preservation and Decay may result in the ability to raise the dead, but steal from Tiyd's armies and you may stand to face a more powerful magic than you realized existed.

Magic can also be tied to totems; a Mage can have certain totems in play that enable their power. The stronger a Mage gets, the more totems they might require to practice their magic. *(This is something that is Roleplay preference. it is NOT a requirement)*

(Next to each Rank you will also find the Tattoo markings for each rank)

Rank 0 - Attuned

An Attuned character is at the very beginning of their magical development. They gain access to the Attunement spells and also have the ability to retain Refined Mana within them, though the extent of this ability is not as largely developed as magic users further along their studies.



Rank 1 - Mage

Being a mage allows for the casting of any level 1 spell from their chosen school. It also allows you to apprentice under another magic user of a higher rank to further your own abilities.



Rank 2 - Ritualist

At rank 2, any magic user can lead a Ritual. They also learn the 1st level spells of a second school of magic.

At Rank 2 you also gain access to the Rank 2 spells from your initial school.

At **Rank 3**, You can choose one of 2 skill lines.

Both rank 3 Lines may also write and lead rituals, however their chosen skill line may affect how ritual magic responds to them.

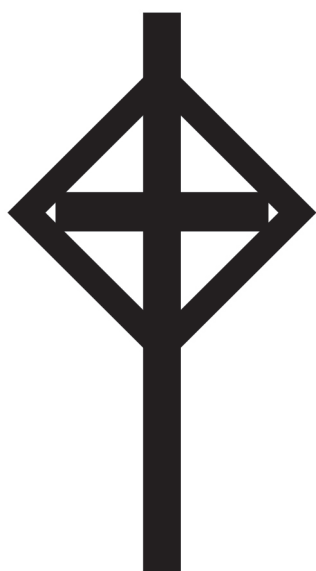


Rank 3 - Spellslinger

A Spellslinger specialises in offensive or battlefield magics. They gain the ability to quickly cast their spells at a cost of 1 additional mana.

They also gain the 2nd level spells of their second school of magic.

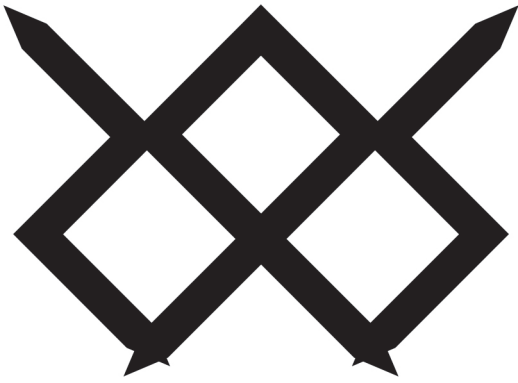
Explanation: Negates the need for a full spell verbal. Can just use "Slinger" + required spell call. Eg. "Slinger Gust"



Rank 3 - Enchanter

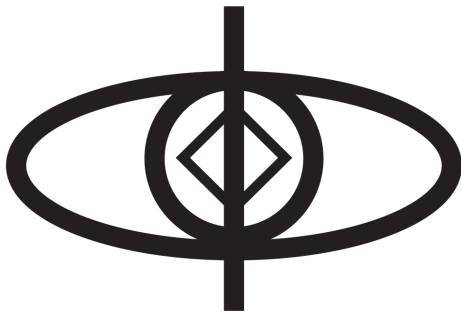
An Enchanter specialises in ritual and potent latent magic. They gain the ability to consolidate magic into trinkets for use by people with no magic ability (defined in the spell tree). They also gain the 2nd level spells of their second school of magic.

This means that a caster can cast one of their known spells and store it into an item. Loading a spell into a trinket costs an extra 1 mana to store it in the item. The caster will attach the spent Mana to the trinket. A character does not need to be a magic user to use the spell stored in a trinket.



Rank 4 - Sorcerer

Sorcerers gain access to the 1st level spells in a third School of magic. They retain their ability from their previous chosen rank. They can also lift curses. Sorcerers are granted faster research times or can forgo certain research requirements in their magic / rituals. When given their blueprints, this will automatically be taken into account.



Rank 4 - Inquisitor

Inquisitors gain access to the 1st level spells in a third School of magic. Inquisitors retain the ability from the Rank before, but gain the ability to sense and nullify magic of all ranks equal to or below their own rank. They can nullify magic using their own mana as a counter to the mana being used by the opposing caster. They can nullify magic that targets them or another player character. They can also lift curses.



Rank 5 - Elder

Elders are rare, but have a broad knowledge of all magic schools and retain all knowledge gained in their previous ranks. Mechanically, this means the caster will learn the level 2 spells of their third chosen school of magic, but also gain access to the 1st level spells of the remaining schools of magic.

Apprenticeship

As per the Training rules, a magic user may continue their development through appropriate roleplay and confirmation with an appropriate Referee/GOD. There will also be an expenditure of an in-game personal resource (Mettle/Luck/Refined Mana).

For Magical skills, this will be confirming with any of the Magic NPCs and an expenditure of Refined Mana. You may only train in one constellation at any given time; this includes any non-magical training.

CASTING SPELLS

In the following pages you will find a few spells that have been dreamt up by the game team. These are not the be all and end all of magic in EotSoC, of course. You as a researcher and user of magic can create and implement new spells by providing research to the CaraVaun, rigorous testing and the like.

All spells will have their vocals laid out below them in this book. You can use our spell vocals, or you can use one devised by yourself, but it must include the highlighted text so that the person on the receiving end of the spell knows how to react.

Casting a spell is as easy as chanting the vocal and aiming it; it is up to you as the player how you would like to PhysRep your spell casting. It can be as mundane or as flamboyant as you wish. The most important part is clear vocalisation.

Like tabletop gaming, there are some spells that might require components. It is good to be aware of these before attending an event so you can bring the correct PhysRep.

Some spells may be referred to as requiring "Concentration". When casting these spells, the spell effect immediately end if the caster:

- Takes damage
- Moves from the spot where the spell was cast
- Casts another spell
- Is hit with a Counterspell or other mind affecting spell

Attunement Spells

Attunement spells can be used by any mage at any level.

They can be used in conjunction with other abilities much like any of our skills.

Mana light

The Caster may create a ball of light from the palm of their hand, this can be channelled as something directional or as an area light. If this light remains in the palm of the caster's hand, it is free to cast. If you intend to leave the light somewhere, it will cost 1MP to leave in a location.

Phys Rep Requirement: This will require an In Character PhysRep, whether this be a torch, glow sticks or a glowing crystal. We ask that all Lighting PhysReps be made to look somewhat mystical. Also, when moving around at night, please ensure the light is pointed at the ground and not used to purposefully blind other players.

Mana Requirement: 0 (1MP if you plan to leave it stationary)

Vocalisation: N/A (You can make your own Vocal if it suits your RP)

Transference

This is a channelled spell, allowing one magic user to transfer their own MP from their well of magic to another. 1MP per Minute can be passed to another magic user. This must be roleplayed appropriately.

Phys Rep Requirement: Hand your Mana Phys Reps to the player / container that you're transferring to.

Mana Requirement: Transference transfers 1MP from your well of magic to another at 1MP per Minute.

Vocalisation: N/A (You can make your own Vocal if it suits your RP)

Detect

Detection can be used to detect magic that one object/person/creature may possess or be under the effect of. This will detect any source of magic on a single target.

Detect can also be used to determine how powerful a Warding or Rune is. It will also allow you to find out what the ward can do. Each ward will tell you its Mana cost on its front.

Phys Rep Requirement: Interact with the target in some way. This can just be a hand hovering over it, or you can use a wand / focus.

Mana Requirement: 1MP

Vocalisation: N/A for Wards (simply allows you to read the Ward card) but requires a vocal of "Detect magic" for any other target.

When targeted by this spell, a player must respond with a simple Yes or No. For example, a Mage or a character under a magical effect would respond with Yes. Someone with no presence of magic would answer No.

If a character is holding a magical item, the player will answer No, as the character is not themselves magical or under a magical effect.

If you wish to cast Detect on an object (a strange rock for example), any objects that have a magical presence will have a descriptive card upon them that will provide your answer.

You must answer this detection question truthfully and from an out of character perspective. Your character may not know they are under a magical effect, but you as the player would know and so will answer Yes.

Brand

You can spend a Mana Point to leave a branding on an item.

Phys Rep Requirement: A sticker, marker or something personal to you that you can leave on an item. (With permission/unobtrusively)

Can be physrepped by an acetate sticker or a transfer if you have time to apply the water etc.

Mana Requirement: 1MP for an Item.

Vocalisation: N/A

SCHOOLS OF MAGIC

Currently, in Exiled: on the Shores of Carmoa, the Magic in the world is split into "Schools". These schools correlate to types of Ley Energy found in Leylines.

Mages at varying levels can begin to mix their Magic. Below is a suggestive idea of how this might work. This is only how the mixing of magic was initially perceived; as players you can change all these things, but to give you an idea of the kind of archetypes that can be forged and the flexibility and creativity we want to leave you with, please feel free to use this diagram as inspiration.

School Perks

At Rank 3 Mages gain access to a perk in their Dominant School, this being the School of magic they took at Rank 1.

These Perks are only usable once per day.

The Perks are as follows:

Preservation

To the Very Last - For 4MP the caster can extend any Rank 1 or 2 durational spell that they know to an additional hour.

Requires several minutes of appropriate roleplay and administration, whether this be verbal or non-verbal; use of props is encouraged.

Wyld

Symbiosis – 8MP allows the caster to use their potent connection to the natural magics of the world. The caster can enter a trance like meditative state and tap into the leylines below the land. This allows them to act as a temporary leyline for other casters. For 30 seconds the caster becomes a conduit for the magic of the Leyline. Up to 4 people touching the Wyld Mage may cast spells without spending mana. Caster must remain in place, aiming the spell at the target and can cast for as long as they can retain concentration.

After the spell ends, this should have had a toll on the caster, leaving them "Maimed" for 30 seconds afterwards (see universal calls).

Occult

Possession - 6MP allows the caster to invite an entity to possess a target. The target must enact what the entity wishes them to do. If inviting an entity, the caster should approach a referee and inform them. The caster has no control over what kind of entity possesses the target, or the actions it will take. After the entity's will has been carried out, it will cease to possess the target. This spell will not have an immediate effect, but will be enacted by the end of the game day.

Decay

Sacrifice - By sacrificing their own hit points, the caster can negate a spell from being cast in their immediate vicinity (Immediate vicinity being within earshot / eyesight). The Hit Points required to deny the casting of a spell is the equivalent of the Rank of spell being cast; for example, a 1st level spell will only require a sacrifice of 1HP, whereas a 5th level spell will require a larger sacrifice of 5HP. These hit points cannot be healed until 10 minutes after the ability was used; this is not affected by any healing time reduction effects. While this damage may not be actively healed immediately, the character's death count can still be stalled through the use of abilities such as Triage or Cure magics. This must be maintained for the full 10 minutes.

The caster must be actively seen as wounding themselves throughout their roleplaying of this Perk.

Divination

Linked Fates - For 8MP the caster creates a bonded representation of the target from something that is connected to that target. This representation will have a magical connection to the target and can be used to affect their fate for better or worse (this can be in the form of an instruction **no longer than five words in length** that the target must carry out and this instruction becomes their only focus until completed; if no instruction is given, the target will remove or gain 2 luck tokens at the caster's discretion) or discern information about them (this cannot be time sensitive information such as the location of the individual). Only the caster can use this link; the target may not use the link in return. A caster may only have one representation active at a time.

Requires several minutes of appropriate roleplay and administration, whether this be verbal or non-verbal; use of props is necessary.

The representation may manifest in the form of an object related to the target; this could be a piece of clothing or jewellery, or a statuette/figurine/doll. Please note that due to the admin required for this ability, should you be wanting to gather information from this perk, it may take some time to gather said information. As such, results may not be instantaneous.

SPELLS

WYLD

THE SONG OF STORMS.
THE BELLOWING EARTH.
THE GUST THAT SCREAMS AMONG THE PINES.

RANK 1 SPELLS

Fist of the Mountain

Fist of the Mountain allows the caster to grant a Strikedown to the target's next weapon attack; this cannot be cast on yourself.

Phys Rep Requirement: The Caster must cast the spell over the weapon or player and hand the Mana Token from the spell to the target, who must then rip the card once this Strikedown has been used.

Mana Requirement: 1MP

Vocalisation: Requires the target to use the global call "STRIKEDOWN" on their next weapon attack. The attack MUST connect.

Spell verbal can be anything as long as the recipient is made aware of its effect.

E.g. "It was within you all along, make this bastard really strong! I empower you with a single Strikedown"

Entangle

When Entangle is cast the target becomes rooted to the spot for 30 seconds. If the target takes damage, the binding is released.

Phys Rep Requirement: None for the Caster, but target must remain rooted in place.

Mana Requirement: 1MP

Vocalisation: Requires Spell Verbal with the word "ENTANGLE"

E.g. "Twisted root and sinking sand, keep this bastard where they stand! Entangle!"

Gust

Gust is a spell that deals a single point of damage to the chest area of the target. It also forces the target to brace against the winds. The target is affected by a (roughly) 15ft Knockback and must then fight to move forward for the duration of your spell. The caster can continue to use this spell as long as they maintain concentration. If the caster is hit or moves, the spell effect ends.

Phys Rep Requirement: Caster must remain in place, aiming the spell at the target and can cast for as long as they can retain concentration; if the caster is hit or moves, concentration is lost. This knocks the target back 3 steps and the target must enact bracing against the wind as if fighting to move forward.

Mana Requirement: 2MP

Vocalisation: Requires Spell Verbal with the word "GUST"

E.g. "Biting winds, Fallen Trees, Bring this bastard to his knees! GUST!"

RANK 2 SPELLS

Soothing Streams

This can be used to remove a mind affecting ability/spell from the target. This spell requires 30 seconds of concentration, so no other game affecting action may be taken during casting. If concentration is lost, Soothing Streams will end.

After 30 seconds of concentration, any mind effect on the target is removed, unless the spell is forced to end prematurely through loss of concentration.

Phys Rep Requirement: Caster must remain in place and can cast for as long as they can retain concentration. The target must enact calming down and becoming passive whilst the spell is being cast. This is a Touch range spell.

Mana Requirement: 2MP

Vocalisation: Requires Spell Verbal with the word "Soothing Stream"

E.g. "From the mountain top to the valley floor, let this bastard rage no more, Soothing Streams"

Lay of the Land

You can grant one person the first rank of the Tracking skill for 1 hour.

Phys Rep Requirement: N/A (roleplay as you wish)

Mana Requirement: 2MP

Vocalisation: Requires Spell Verbal with the word "Lay of the Land" E.g. "Confusing is the Lay of the Land, Help this bastard understand"

Mind Muddle

Like the seas and the sky, you can affect someone's mind to make it impossible for them to act with cohesion. Target becomes confused for 30 seconds; this also works to disrupt mind reading spells / truthsayer spells, as a target affected by Mind Muddle cannot think coherently so cannot have their mind read or be expected to answer truthfully.

If a magic user is under this confusion effect, they may not cast any spells for the duration of the effect.

Phys Rep Requirement: Caster must aim the spell at range or whilst in contact with the target, which may be the caster themselves. The target must then act confused, e.g. they may forget who they are, what they were doing, where they are, what the conversation was about etc.

Mana Requirement: 2MP

Vocalisation: Requires Spell Verbal with the word "Mind Muddle" E.g. "Broken branch, muddy puddle, the storm is wild, Mind Muddle"

OCCULT

THE VEILED WORLDS, WITH BONDS WE HOLD.
LONG FORGOTTEN THE TRUTH OF OLD.

RANK 1 SPELLS

Pact of Blood

Pact of Blood is a vampiric heal, transferring 1HP per 30 seconds of channelling from one person to another. The caster must be in contact with both parties; this can include the caster themselves.

Phys Rep Requirement: Caster must be in physical contact with both parties; this does not include being hit with a weapon.

Mana Requirement: 2MP to cast then an additional 1MP per 30 seconds of casting.

Vocalisation: Requires Spell Verbal with the word "Pact of Blood" E.g. "On planes unseen, life flows between, bind these bastards in a pact of blood" The caster must also specify as to which locations are drained from/healed.

Pact of Tongues

The caster can magically seal an answer or knowledge of something that has happened within a target's mind. The target will not be able to tell anyone other than the caster this knowledge and instead be forced mute, forget what they were talking about, or change the topic. This spell lasts for the remainder of the day.

Phys Rep Requirement: N/A (A Conversation between the two parties should suffice)

Mana Requirement: 1MP

Vocalisation: Requires Spell Verbal with the word "Pact of Tongues"

E.g. "**Conversation is ongoing* I bind this information with a Pact of Tongues"

Pact of the Revenant

The caster may speak with the dead. Once the spell has been cast, the target corpse re-animates and gets into a standing position, somewhat slumped, but still at the ready. The corpse will then answer up to 4 simple questions. After the conversation has concluded, the corpse will attack.

Phys Rep Requirement: Talk to the target corpse. The corpse must be standing upright to answer the questions, and should roleplay appropriately, maybe slumped or with injuries from their death. Please note that the corpse may not always know the answers to the questions that you ask.

Examples of questions - "Who sent you?" "Who do you work for?" "Where do you come from?"

Mana Requirement: 2MP

Vocalisation: Requires Spell Verbal with the word "Pact of the Revenant"

E.g. "Across the Veil I beseech thee, make this dead bastard talk to me, Pact of the Revenant"

RANK 2 SPELLS

Pact of Servitude

The caster can control any lesser being. The caster may ask 3 actions of the target involved (this can be anything from answering a question, falling to their knees, dropping their weapons, running away, etc. but may not cause the target to damage themselves). The command or question can be no longer than 3 words long. E.g. "Bend the Knee" "Run Away" "Who are you?" "Betray your allies"

Phys Rep Requirement: The caster must command the target. The caster cannot cast any other spells whilst this spell is active. All requests must be made within 5 minutes of casting the spell.

Once the spell ends, the target is aware that they have been under the effect of the spell and may react accordingly.

Mana Requirement: 3MP

Vocalisation: Requires Spell Verbal with the word "Pact of Servitude"
E.g. "Crawl or Kneel, so depraved, make this bastard well-behaved, Pact of Servitude"

Pact of Silence

Once this pact has been invoked, the target may not speak as long as the caster remains silent.

Phys Rep Requirement: Both parties should remain silent as long as the caster remains silent. This spell will last for 1 minute or until the caster speaks, whichever comes first.

Mana Requirement: 1MP

Vocalisation: Requires Spell Verbal with the word "Pact of Silence"

E.g. "The flame of speech, this pact will douse, make this bastard shut their mouth. Pact of Silence"

Pact of Whispers

The caster can plant a piece of information in the mind of the target. The target will believe this piece of information like it was fact. This lasts a year and a day (Until the matching event the following year, e.g. If cast at event 1 of a year, it would last until the end of event 1 the following year).

Phys Rep Requirement: N/A

Mana Requirement: 3MP

Vocalisation: Requires Spell Verbal with the word "Pact of Whispers" then the caster can impart the information he wishes the target to believe. Must be easily summarised in no more than 7 words.

DIVINATION

THROUGH THE WINDOW, DOWN THE PATH.
WE'VE SEEN THE THINGS THAT COME TO PASS.

RANK 1 SPELLS

A Day in the Life

The caster can use this spell to determine what a player or NPC has done throughout the day. The target goes into a trance and must truthfully recount all aspects of their day to the best of their ability, unless they have an effect / trinket of some sort that allows them to do otherwise. The target must remain present for as long as it takes for them to explain their day.

Phys Rep Requirement: N/A, just appropriate roleplay. The spell is interrupted if the target takes damage or is subdued.

Mana Requirement: 2MP

Vocalisation: Requires Spell Verbal with the word "A Day in the Life..."

E.g. "Remember when the day begun, tell me Bastard, what have you done? A day in the life of Roddy McShanklin"

Fortune Favours the...

The caster can change the fate of the target by giving them a luck token.
Phys Rep Requirement: The caster hands over the Mana card used to cast the spell. This card can be used by the target in place of a Luck Token. The caster may not target themselves with this spell. A target may only receive this spell once per day.

Mana Requirement: 1MP

Vocalisation: Requires Spell Verbal with the word "Fortune favours the..."

E.g. "A little dance with lady luck, let this bastard give no fucks. Fortune favours the..."

Divine

Divine at Rank 1 allows the caster to see a single future event; it may be unimportant or it may be integral to the story. The caster pulls a Divination from the bag of Divination and can use that information as they see fit. This spell can be used once a day. Please note that with magic being new to the world, this is not an exact practice. Not every Divination is 100% guaranteed to be truthful.

Phys Rep Requirement: Head to GOD/Appropriate Magic referee to trade a Mana for a dip in the bag of Divination; roleplay your Divination as and where you like.

Mana Requirement: 2 MP

Vocalisation: Does not require specific vocalisation, roleplay as appropriate.

RANK 2 SPELLS

Reverse

Can be used to reverse a decay effect on an item or ward.

Phys Rep Requirement: The caster spends 10 seconds concentrating to remove the "Decay" (Erosion etc.) sticker found on the ward / item , holding their hand over the ward and concentrating.

Mana Requirement: 3 MP

Vocalisation: N/A

Expansion

The caster can expand on any of their current in game research/knowledge by asking a referee / GOD / guild master. The expansion of information requires the caster to ask if something they believe is right; they will be told if their request is right or wrong, and more information may be made available to help them find the right information.

Phys Rep Requirement: The Caster may gain the knowledge from any referee by trading the required mana spend for information. They can then roleplay receiving the information in game any way they see fit.

Mana Requirement: 2MP

Vocalisation: N/A

Forward without Fear

This can be cast on a target so that they may trigger a single trap or ward. When a trap/ward is triggered by the target, FWF negates the effects of the trap/ward against the target.

Phys Rep Requirement: The Caster must remain in line of sight of the target while the target activates the trap/ward. The initial casting of this spell is Touch based.

Mana Requirement: 3MP

Vocalisation: Must include the term Forward without Fear

DECAY

ONE LAST BREATH, OR SO THEY SAY, THE FLESH,
THE BONES WILL ROT AWAY.

RANK 1 SPELLS

Atrophy

Once Atrophy is placed on a body location, every 10 seconds the target will lose a hit point on that location. If the location is armoured, the atrophy will start with the armour, rendering it useless and spreading to the limb it covers.

Phys Rep Requirement: This is a Touch range spell and cannot be cast by use of an implement such as a weapon. The caster must successfully touch the location they are targeting and also make the location clear in the spell vocals.

Mana Requirement: 2MP

Vocalisation: Should include the word "Atrophy" eg. "I want this bastard to decay, Atrophy that [body part] away"

Remove Senses

The caster removes a chosen sense from the target. E.g. Sight, Smell, Taste, Touch, Hearing.

Spell Duration: 30 seconds.

Phys Rep Requirement: The target must roleplay being without the chosen sense. E.g. Blindness, close your eyes and feel around for something to guide your way.

Mana Requirement: 1MP

Vocalisation: Each vocalisation will be different but must include "Remove" and "Sense of" plus the chosen sense. E.g. "Blot out the sun, turn off the light remove this bastards sense of sight" or "Through the valley, back from hell, remove this bastard's sense of smell"

Erode

Erosion is a touch range spell allowing for the destruction of inanimate objects. This can be used to destroy items/weapons/shields/ armour and even magical wards. The time taken to erode a ward will be stated on the ward.

The time taken to erode items / weapons / shields / armour is 30 minutes.

1 piece of armour can be eroded per 1 casting of this spell. If a piece of armour covers multiple locations, all locations which were covered by the armour will be exposed.

Phys Rep Requirement: Requires an Decay sticker to be applied to the item / ward. The caster must roleplay the interaction with the item.

Mana Requirement: 2MP

Vocalisation: Must include the spell vocal "Erode".

RANK 2 SPELLS

Blight

Blight allows you to curse a resource, whether it be in a stack or a naturally occurring spawn in the game world. Add a Decay sticker to the resource. This taints the resource and all others of the same name within the stack/container/spawn.

A blighted resource is instantly destroyed.

Phys Rep Requirement: Decay sticker required and placed on the resource.

Mana Requirement: 4MP

Vocalisation: N/A

Decompose

This is a touch range spell that can be used to fast forward the decomposition of a dead humanoid or creature. A body will decompose after 1 minute of casting, but may still be recognisable; after 2 minutes, the body will be unrecognisable, but the corpse's belongings will remain.

Phys Rep Requirement: Roleplay takes up to 2 minutes to fully decompose a body. The caster must roleplay casting the spell over the corpse.

Mana Requirement: 2MP

Vocalisation: Spell vocal must include the word "Decompose".

Virulence

Virulence is an upgraded version of the Atrophy spell. It follows the same rules as the Atrophy spell as above, instead affecting every location of the target as opposed to a single location.

Once Virulence is placed on a target, every 30 seconds the target will lose a hit point on every location, i.e. head, chest and all limbs. If a location is armoured, the virulence will start with the armour, rendering it useless and spreading to the limb it covers. It may be negated by carefully removing the affected armour, which would subsequently require repair.

Phys Rep Requirement: This is a Touch range spell and cannot be cast by use of an implement such as a weapon. The caster must successfully touch the location they are targeting and also make the location clear in the spell vocals.

Mana Requirement: 4MP

Vocalisation: Spell vocal must include the word "Virulence" eg. "Your actions have made me incensed, give this bastard Virulence"

PRESERVATION

THE TRUTH OF THE MATTER IS IN OUR HANDS
THE VEIL BETWEEN THIS WORLD AND THE DEADLANDS

RANK 1 SPELLS

Cure Wounds

Allows for the curing of minor wounds. Every 10 seconds of roleplayed casting regains 1HP to the targeted location; only a single location may be healed per casting of this spell. You must roleplay the curative process. This spell does not work on Poisons. While this spell is in effect, the target enters a stable state and their death timer will freeze for the duration of the spell.

Phys Rep Requirement: This is a Touch range spell. If roleplay is interrupted, the spell is interrupted. Any HP healed before the interruption remains healed.

Mana Requirement: 2MP

Vocalisation: Requires a verbal that makes it apparent to the target that you are curing their wounds. This can be anything you like, along with the appropriate roleplay.

Spell Shield

Spell Shield grants the target one resistance to magic up to and including Rank 2 spells. This can only be cast on the same person once per day. This spell lasts for 1 minute.

Phys Rep Requirement: The caster hands over the Mana Card and the subject tears the card to resist the first spell that is cast upon them. They can roleplay the casting of the shield appropriately.

Mana Requirement: 1MP

Vocalisation: Requires a verbal that makes it apparent to the target that you are granting them a spell shield. This can be anything you like, along with the appropriate roleplay.

Sanctified Gate

Acting in the same manner as a ward, this spell can be placed on a doorway, entranceway or whole room. The only people that can pass through the Gate are people specified by the caster. The caster **MUST** invite you past the Gate. If the caster is not present or your name is not on the ward card for characters granted access, you may not enter. This spell lasts for an hour.

Phys Rep Requirement: Warding Card (Provided by Game Team) placed on the entrance way to the area.

Mana Requirement: 3MP

Vocalisation: N/A

RANK 2 SPELLS

Greater Cure Wounds

This stronger version of the Cure Wounds spell allows for the healing of more grievous wounds. Every 10 seconds of roleplayed casting regains 1HP to EVERY location. You must roleplay the curative process. This spell does not work on Poisons.

Phys Rep Requirement: This is a Touch range spell. If roleplay is interrupted, the spell is interrupted. Any HP healed before the interruption remains healed. While this spell is in effect, the target enters a stable state and their death timer will freeze for the duration of the spell.

Mana Requirement: 4MP

Vocalisation: Requires a verbal that makes it apparent to the target that you are curing their wounds. This can be anything you like, along with the appropriate roleplay.

Purge

Any detrimental **physical effect** placed on a person or item can be purged. This returns the person or item to its original state. This will only clear one effect but can be cast multiple times. This does not restore HP.

Phys Rep Requirement: 1 minute of appropriate roleplay per casting. During this casting, the person/item is placed in a temporary state where the ongoing effect being purged is considered to be paused, i.e. Atrophy will remove no further hit points during Purge's cast time.

Mana Requirement: 2MP

Vocalisation: Vocal requires the word "Purge".

Fortify

Fortify allows the target to negate 3 hits within 1 minute of the spell being cast. This can be cast on yourself or other people.

Phys Rep Requirement: There is NO REQUIRED PHYS REP for Fortify. However, when struck, please state something to advise you are ignoring the hit due to Fortify, not just ignoring your hits e.g. *struck* "Fortify, no effect"

Mana Requirement: 3MP

Vocalisation: "Today is not the day to die, I cast upon [indicate target] Fortify"

Stasis

Stasis may only be cast on yourself. For the duration of this spell, the caster is completely immune to damage, but cannot move, act or speak. The spell lasts 1 minute.

Phys Rep Requirement: The target must not move, act or speak in character for the duration. The caster if hit will state "No Effect, Stasis".

Mana Requirement: 2MP

Vocalisation: Requires Spell Verbal with the word "Stasis"

Spellshaper - Mixing Magic

When researching magic, think thematically. What is your dominant school? Are you equally interested in both schools and how are you trying to use them? What are you trying to get out of your abilities?

In the next few pages you will find our interpretations, with differing utilizations, spells that could be used to barter and make money, or spells that can be used offensively. This is where the world becomes your oyster by using the Spellshaper skill.

To begin researching and creating a new spell, you must first outline your idea and discuss the spell you wish to create with one of the Magic Referees/NPCs. This will not only provide you with roleplay opportunities, but also allow you to better form your ideas before writing them up.

After discussing with the Magic Team, you should now have a solid idea of what your new spell will do, how much mana it will cost, and what sort of vocals you wish to use. Further to this, the Magic Referees will have advised you how many times you must attempt to cast your new spell before it is considered a success.

**YOU MUST KNOW AT LEAST RANK 1 OF A SCHOOL TO BE ABLE TO BLEND ITS SPELLS
YOU CANNOT LEARN A BLENDED SPELL IF YOU DO NOT HAVE RANK IN BOTH OF THE
COMPOSITE SCHOOLS**

All new spells **MUST BE ARCHIVED** with a Magic NPC. Newly developed spells will be unable to be used the event at which they were archived. Between events, all newly conceptualised spells will be disseminated to the player base to allow them to learn the vocals and the effects of the new spell.

“Spellshaper” Skill

Magic Users with the Spellshaper skill may combine spells from their known schools of magic into new Rank 3 spells as outlined within the Mixing Magic section of the Magic rules.

(See the Saman skill tree / constellation)

MIXED SPELLS

Preservation and Wild

Thorns of the Earth

The Caster is armoured in stalagmites. For every point of damage taken by the caster, the attacking party also takes mirrored damage. This spell lasts for 30 seconds.

Phys Rep Requirement: Upon being struck, the Caster must note to their attacker that the damage is mirrored back with a call of "Mirrored, Thorns".

Mana Requirement: 4MP

Vocalisation: Requires Spell Verbal with the words "Thorns of the Earth".

Preservation and Occult

Exorcise

Exorcise can be used to destroy a single lesser demon or lesser undead.

It can also be used to remove an invading entity from a person or item.

Phys Rep Requirement: Roleplay Exorcism appropriately if using for removing spirit from person or item.

Mana Requirement: 4MP

Vocalisation: Requires Spell Verbal with the words "Exorcise".

Preservation and Divination

Clairvoyance

The Caster predicts a future action and can avoid a spell up to and including Rank 3, a trap or a physical blow.

Phys Rep Requirement: You declare "Clairvoyance, no effect" and rip the Mana Card used in casting the spell.

Mana Requirement: 4MP

Vocalisation: Requires Spell Verbal with the word "Clairvoyance".

Preservation & Decay

Cannibalise

The caster can eat the flesh of a corpse to regain health points. For every 10 seconds of continuous roleplay you gain 1HP to a location of your choice.

If you are interrupted, the spell effect ends.

Phys Rep Requirement: After casting on any given corpse, the caster must roleplay eating its flesh.

Mana Requirement: 2MP

Vocalisation: N/A, just chow down on a corpse.

Decay and Occult

Pact of Tithes

The caster makes a deal with a target or oversees a deal with targets under the Pact of Tithes.

Both parties under the pact must agree to the terms. If the deal is not met, the target or targets must drop to their death count as if struck by a Fatal blow.

Phys Rep Requirement: The caster can mark both participants in the pact until the deal is completed; you **MUST** include a date that the deal has to be completed by.

Mana Requirement: 4MP

Vocalisation: Requires Spell Verbal with the word "Pact of Tithes"
E.g. "The Collateral will be your lives, you bastards enter into a Pact of Tithes."

Decay and Wyld

Drown

The target's lungs fill with water and cannot move from the spot. The spell lasts 30 seconds and the target takes a point of damage every 10 seconds to their chest through any armour.

Phys Rep Requirement: The target must sputter and cough and can take no action but to defend themselves.

Mana Requirement: 5MP

Vocalisation: Requires Spell Verbal with the word "Drown"

E.g. "Lo their lungs shall fill with brine, Drown this bastard in the tide."

Decay and Divination

Visitation

The target receives a vision from their own ghost, causing them to cower and run in terror

Phys Rep Requirement: After the spell is cast, the target must immediately run away from the caster for 30 seconds. During this time they can do nothing but jabber and cry. For 5 minutes after the initial spell effect, the target must roleplay pulling themselves together and can take no offensive or defensive actions.

Mana Requirement: 4MP

Vocalisation: Requires Spell Verbal with the word "Visitation".

Occult and Divination

Hex

Once Hex is placed on a player, the player must discard all of their Luck Tokens.

Phys Rep Requirement: The Hexed player must rip up their luck tokens and discard them.

Mana Requirement: 5MP

Vocalisation: Requires Spell Verbal with the word "Hex".

Occult and Wyld

Mask of the Wendigo

The target is sent into a state of bloodlust, flying into an animal rage and attacking all nearby targets, friend or foe.

Somebody under the effect of Mask of the Wendigo, if brought to OHP in their head or chest, will not start their death count until the spell has ended.

Duration of the spell is 30 seconds.

Phys Rep Requirement: The target must fly into a berserker rage!

Mana Requirement: 5MP

Vocalisation: Requires Spell Verbal with the word "Mask of the Wendigo".

Wyld and Divination

Auspicious Winds

This spell is a self-cast only, allowing the caster to blink forwards a short time into their future.

Phys Rep Requirement: The caster must place their hand in the air signalling that they can no longer be seen. The caster then immediately moves 10 paces and "reappears".

Mana Requirement: 3MP

Vocalisation: Requires Spell Verbal with the word "Auspicious Winds".

Wyld and Divination

Time Reversal

This allows the caster to target one person and send them backwards in time for 5 seconds

Phys Rep Requirement: Target must roleplay 'rewinding' their actions for the last 5 seconds. This does not undo any damage caused by the target in those 5 seconds.

Mana Requirement: 4MP

Vocalisation: "The last 5 seconds were a mere rehearsal, on YOU *point* I cast a time reversal"

RITUALS

Any Magic User of Rank 2 or higher may lead a Ritual. Rituals may be as large or as small as the players choose; however, a magic user may only put mana up to their magical rank into a ritual, e.g. A magic user of Rank 4 may place up to 4 mana into a single ritual. A ritual text may specify that it requires certain numbers of specific mana (Wyld/Divination etc.). If a ritual text does not make this specification, it is presumed that any mana used to power a ritual will suffice.

This does not, however, prevent magic users of Rank 1 from contributing to a Ritual or writing Ritual texts. It simply means that they will need to source or perhaps even fund a ritual team to perform their ritual on their behalf.

A ritual text is the foundation of the ritual, as it outlines the intent of the ritual, the method of casting, and the mana total which is being imparted into the ritual. All ritual texts must be submitted to one of the Magic Referees who will either approve or deny your ritual, or advise on how to improve the text. Blank ritual texts are available from the Magic Referees.

ANY RITUAL NOT SUBMITTED ON A PROVIDED RITUAL TEXT WILL BE DISMISSED.

The Ritual Form will require the following information and will be available from Magic Referees:

[Ritual Name]

[Event Number/Date]

[Both Player Name/Character Name of Creator]

[Both Player Name/Character Name of Leader if different to Creator]

[Player/Character Names of Contributors]

[Mana Cost of Ritual – Including a breakdown of different Mana types if necessary]

[Intended Effect of Ritual in no more than a few sentences]

[How the Ritual is going to be enacted]

Once your ritual is approved by a Magic Referee, you are free to perform your ritual at a specified time with the accompanying observation of one of the Magic Referees.



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