

MAGIC

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

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

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Photos used in this book are thanks to Beth Dooner & Oliver Facey

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Version 1.0

Presented by Tom Dowler & The Wayfarer Chronicles
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MANA

Mana

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.

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, or by the CaraVaar. 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. This is also the cap on how much mana a magic user can successfully hold at one time. The values given below represent the mana allotted per player at the start of an event.

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.

Mage - 6 Mana / 2 per meditate
Ritualist - 8 Mana / 4 per meditate
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

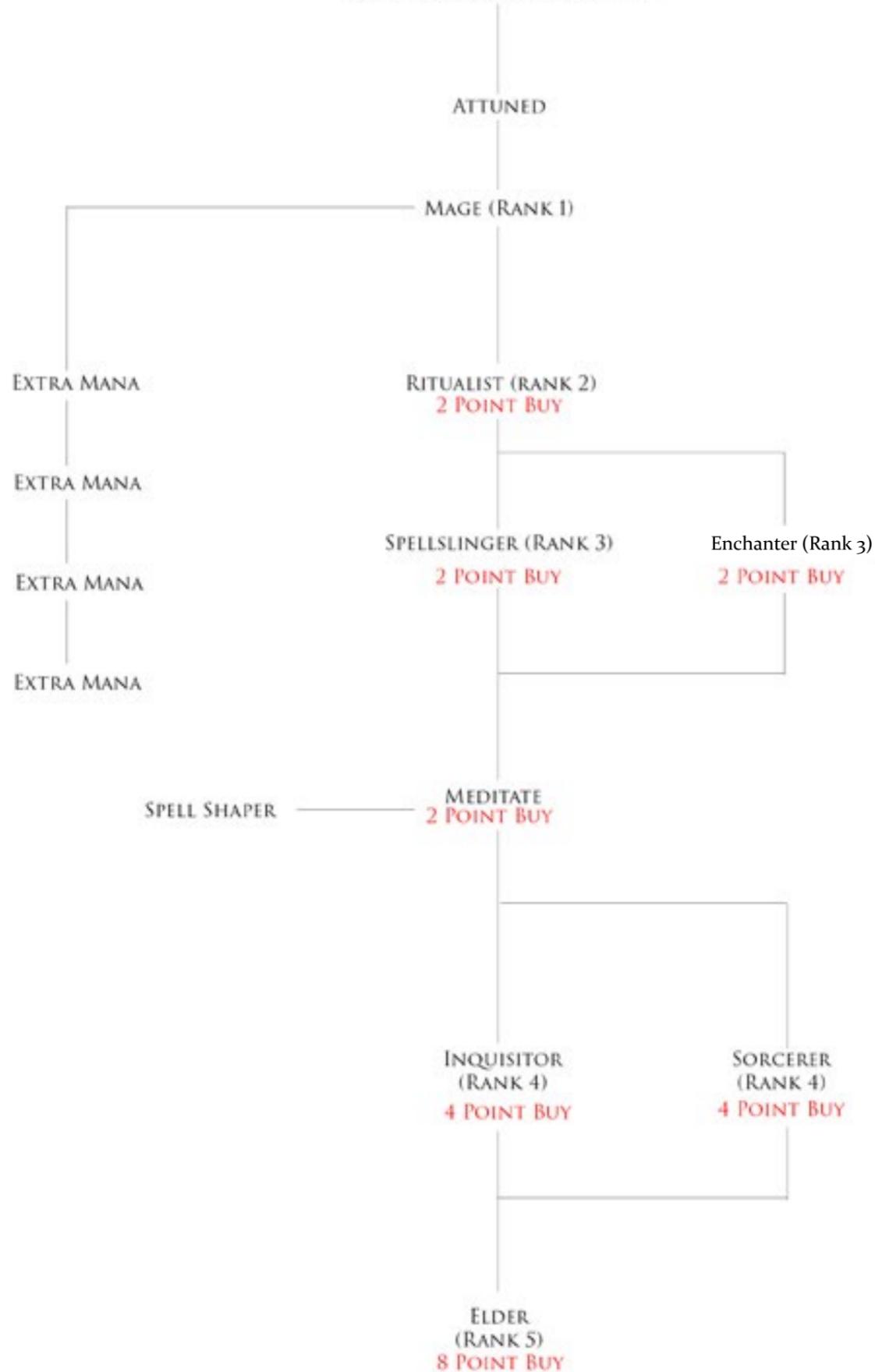
For every point of mana over a magic user's cap that they have within them, they lose 1 mana per 30 seconds until back to their capped amount. For the duration of this mana loss, the magic user cannot cast spells, create trinkets, take part in or lead rituals, or partake in any other activity requiring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

Aether Burn

Those without magical ability who take mana within themselves suffer from the Aether 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 Aether 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. 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, using the Spellshaper Skill. 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 realised 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.



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"

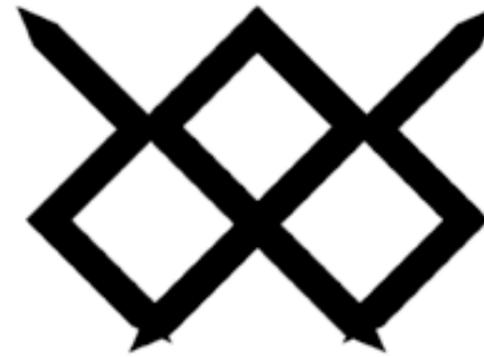


Rank 3 - Enchanter

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. Spell casting roleplay is completed upon the creation of the item, meaning that spell casting roleplay does not need to be completed when activating the 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.

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 CaraVaan, rigorous testing and the like.

Each spell has casting requirements laid out below. Vocals can be of your own design but should include the name of the spell and any calls listed as required.

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
- Stop chanting for any other reason

Targets

Range of spells is determined in their descriptions. There are 4 Ranges at which spells can be cast.

Touch: Requires the caster to make physical contact with the target.

Close: Close range is within Melee range / standing right next to the target.

Ranged: Spells tagged as Ranged are up to 30ft. Extra mana can be spent to extend some ranged spells. (This will be detailed in the spell)

Self: Self targeted spells can only be cast on yourself.

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.

Casting: 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.

Duration: Until dawn the next day.

Mana Requirement: 0 Mana while held, 1 Mana to leave stationary

Transference

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

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

Casting: Requires Concentration during transference. Hand your Mana Phys Reps to the player / container that you're transferring to.

Detect

Detection can 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. This spell can also be used to detect any magical effects that an item/person/creature may be under.

Range: Close

Mana Requirement: 2 Mana

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

Brand

You can spend a Mana Point to leave a branding on an item. Can be physrepped by an acetate sticker or a transfer if you have time to apply the water etc.

Mana: 1 Mana for an Item.

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

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.

Their Dominant school being the School of magic they took at Rank 1.

The Perks are as follows:

Preservation

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

Requires 5 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, the results may not be instantaneous.

Unless specified otherwise by a Magic ref, this representation lasts for 1 day.

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. The Caster must cast the spell over the weapon and hand the Mana Token from the spell to the target.

The target can then call STRIKEDOWN on their next successful weapon strike. Rip the card once this Strikedown has been used.

Duration: Until card is torn, or end of the day

Mana Requirement: 1MP

Range: Touch

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.

Entangle

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

Duration: 30s

Mana Requirement: 1MP

Range: Ranged

Casting: Requires the Gust call

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 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.

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 15ft and the target must enact bracing against the wind as if fighting to move forward.

Mana Requirement: 2MP

Duration: Caster concentration

Casting: Requires the Gust call

RANK 2 SPELLS

Soothing Streams

This can be used to remove a mind affecting condition from the target. This spell requires 30 seconds of concentration. 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. The target must enact calming down and becoming passive whilst the spell is being cast.

Range: Touch

Mana Requirement: 2MP

Casting: Requires 30s of appropriate roleplay

Lay of the Land

You can grant one person the first rank of the Tracking skill for 1 hour. This must be written on the back of the mana card and handed to the target. After one hour, tear the mana card.

Range: Touch

Mana Requirement: 2MP

Mind Muddle

You can affect someone's mind to make it impossible for them to act with cohesion. Target becomes confused for 30 seconds. This spell breaks and prevents concentration on a task.

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

Range: Ranged

Mana Requirement: 2MP

Casting: Requires the Confuse call

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.

Range: Touch

Duration: As long as caster maintains contact

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

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.

Range: Close

Mana Requirement: 1MP

Pact of the Revenant

The caster may speak with the dead. Once the spell has been cast, the target corpse reanimates 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. 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?"

Range: Close

Duration: Until 4 questions are asked, or the caster is no longer in Close range.

Mana Requirement: 2MP

RANK 2 SPELLS

Pact of Servitude

The caster may compel a target to obey their next 3 commands. 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 can be no longer than 3 words long This action will last for 30 seconds if possible. E.g. "Bend the Knee" "Run Away" "Betray your allies" "Speak the truth"

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.

Range: Must be initially cast at close range. Commands may be issued at Range

Duration: 5 minutes or until all three commands are completed

Mana Requirement: 3MP

Casting: Requires Spell Verbal with the word "Pact of Servitude"

Pact of Silence

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

Range: Ranged

Duration: 1 minute or until the caster speaks, whichever comes first.

Mana Requirement: 1MP

Casting: This spell requires the Mute call

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. The information must be easily summarised in no more than 7 words.

Range: Close

Duration: 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).

Mana Requirement: 3MP

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 some way to resist the effects of this compulsion. The target must remain present for as long as it takes for them to explain their day. The spell is interrupted if the target takes damage or is subdued.

Range: Close

Duration: Until the target has finished recounting their day.

Mana Requirement: 2MP

Fortune Favours the...

The caster can change the fate of the target by giving them a luck token. The caster writes "FORTUNE FAVOURS THE..." on the back of the Mana card and 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.

Duration: Until the end of day

Range: Touch

Mana Requirement: 1MP

Divine

Divine 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. Roleplay your Divination as and where you like, then report to a Magic Ref to pull a Divination from the bag.

Range: Self

Mana Requirement: 2 MP

RANK 2 SPELLS

Reverse

Can be used to reverse a decay effect on an item or ward. The caster spends 30 seconds concentrating to remove the "Decay" sticker found, holding their hand over the sticker and concentrating.

Range: Touch

Mana Requirement: 3 MP

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. The Caster may gain 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.

Range: Self

Mana Requirement: 2MP

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, Forward Without Fear negates the effects of the trap/ward against the target. The Caster must remain in line of sight of the target while the target activates the trap/ward.

Range: The spell must be cast at touch range, then the caster must maintain concentration with line of sight to their target.

Mana Requirement: 3MP

DECAY

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

RANK 1 SPELLS

Atrophy

Atrophy applies a Rot effect to one location.

Rot: Deals one point of damage per 30s on a location, including armour.

Range: Touch

Mana Requirement: 2MP

Casting: This spell requires the Rot call

Remove Senses

The caster removes a chosen sense from the target: Sight, Smell, Taste, Touch, or Hearing. The target must roleplay being without the chosen sense. E.g. Blindness, close your eyes and feel around for something to guide your way.

Range: Close

Duration: 30s

Mana Requirement: 1MP

Casting: Requires the Blind or Deafen call if removing Sight or Hearing.

Erode

Erode is a touch range spell allowing for the destruction of inanimate objects and magical wards. This can be used to destroy any crafted item or lock, and even magical wards. This does not work on naturally occurring resources. Casting this spell allows you to place 1 Decay sticker.

Simple Crafted Item: 1 stickers

Artisan Crafted Item: 3 stickers

Mastercrafted Crafted Item: 5 stickers

Wards: 1 sticker per level of ward

Phys Rep Requirement: Requires a Decay sticker to be applied to the item / ward.

Mana Requirement: 2MP

Casting: This spell requires 30s of concentration.

RANK 2 SPELLS

Blight

Place a decay sticker on a gathering node or a specific resource on node. If placed on a node, it diminishes the node. If placed on a diminished node, the node is depleted. If placed on a specific resource, that resource will no longer spawn at that node. Please report to the Gathering Ref after you cast this spell.

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

Mana Requirement: 4MP

Casting: Requires 30s of concentration.

Decompose

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

Range: Touch

Mana Requirement: 2MP

Virulence

Virulence applies a Rot effect to every location.

Rot: Deals one point of damage per 30s on a location, including armour.

Range: Touch

Mana Requirement: 4MP

Casting: This spell requires the Global Rot call.

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 concentration regains 1HP to the targeted location; only a single location may be healed per casting of this spell. This spell only restores lost hits. While this spell is in effect, the target enters a stable state and their death timer will freeze for the duration of the spell.

Range: Touch

Mana Requirement: 2MP

Casting: This spell requires concentration.

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. The caster hands over the Mana Card and the subject tears the card to resist the first spell that is cast upon them. The target must declare "Resist - Spell Shield" when they tear the mana card.

Range: Touch

Duration: 1 minute

Mana Requirement: 1MP

Sanctified Gate

This spell allows the caster to place a ward on a doorway, entrance way, whole room, or lock.

The basic version of this spell will only allow people specified by the caster to pass the ward.

Alternatively, the caster may spend additional mana to infuse the ward with another spell they know. They may also extend the duration or increase the Ward Rating of the ward this way.

The Ward rating is equal to the amount of mana spent on the Ward.

E.G. Primrose casts a ward on her liquor cabinet infused with the Gust spell, to last 3 days, and increases the Ward Rating by an additional 3. The total cost and Ward Rating of the Ward is 8.

Mana Requirement: 1MP for basic ward. The caster may spend additional mana equal to the cost of a spell contained within the ward. The caster may spend additional mana to increase the rating of the ward at 1MP/1 rating. The caster may spend additional mana to increase the duration of the ward at 1MP/1 day.

Duration: 1 Day + 1MP/additional day

Casting: This spell takes one minute to cast and requires a Ward Card (available from a Magic ref) placed on the object or entrance of the area warded.

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. This spell only restores lost hits. While this spell is in effect, the target enters a stable state and their death timer will freeze for the duration of the spell.

Range: Touch

Mana Requirement: 4MP

Casting: Requires concentration.

Purge

Purge can remove the Rot condition and Poisons. During this casting, the person/item is placed in a temporary state where the ongoing effect being purged is considered to be paused.

Simple Poison: 1 Purge

Artisan Poison: 3 Purges

Mastercrafted Poison: 5 Purges

Range: Touch

Mana Requirement: 2MP

Casting: Requires 30 seconds of concentration.

Fortify

Fortify allows the target to negate 3 hits of damage within 1 minute of the spell being cast. If you are struck with a Fatal, you negate the call but the spell immediately ends. This can be cast on yourself or other people. When struck, you must declare "No effect - Fortify".

Range: Touch

Duration: 1 minute

Mana Requirement: 3MP

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. If hit, you must state "No Effect - Stasis".

Range: Self only

Duration: 1 minute

Mana Requirement: 2MP

Rank 3 - Spell Shaping

Magic Users with the Spellshaper skill may combine spells from their known schools of magic into new Rank 3 spells.

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**

Once you have successfully researched a spell, at the next event you attend, you will be issued a Spellshaper Lammie of your new spell. You will be required to keep this with you at all times. This is to allow the rules of your spell to be checked in the field. Any ref can ask to check your Spellshaper Lammie for the spell, so you must be able to produce it when asked.

RESTRICTED SPELLS

These spells require the Spell Shaping skill and must be researched in game. Finding the creator of these spells will greatly aid in learning it for yourself.

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. Upon being struck, the Caster must declare to their attacker that the damage is mirrored back with a call of "Mirrored".

Range: Self

Duration: 30s

Mana Requirement: 4MP

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. To safely expel an entity from a person or item, the spell must be cast with concentration for one minute, or risk destruction or injury to the target.

Range: Close

Mana Requirement: 4MP

Casting: This caster must declare "Exorcise" against the target. If trying to safely dispel a possession effect, this spell requires 1 minute of concentration.

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. You must roleplay eating the corpse.

Range: Self

Mana Requirement: 2MP

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. This Fatal cannot be negated in any way. 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.

Range: Close

Duration: Until the deal is completed or failed.

Mana Requirement: 4MP

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. The target must sputter and cough and can take no action but to defend themselves.

Range: Close

Duration: 30s

Mana Requirement: 5MP

Decay and Divination

Visitation

The target receives a vision from their own ghost, causing them to cower and run in terror. 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 1 minute after the initial spell effect, the target must roleplay pulling themselves together and can take no offensive or defensive actions.

Range: Ranged

Duration: 30s Fear, 1 minute no combat actions

Mana Requirement: 3MP

Casting: This requires the "Fear" call.

Occult and Divination

Hex

The target must rip up and discard all of their Luck Tokens.

Range: Close

Mana Requirement: 5MP

Casting: This requires the "Hex" call.

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.

Range: Touch

Duration: 30 seconds.

Mana Requirement: 5MP

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"

Death's Defiance

The caster protects the target against a future mortal blow. The caster writes "Death's Defiance" on the back of a Mana card and gives it to the target. The next location that reaches 0 receives 1HP of healing after 30s. The target rips the mana card once they have received the healing effect.

Range: Touch

Duration: Until healing effect is triggered or the following Dawn

Mana Requirement: 4MP

Value Shines Through

The caster grants a target a keen eye into the value of materials. The caster writes "Value Shines Through" on the back of a Mana card and gives it to the target. This grants the target the use of the Evaluate skill for 1 hour. At any point during this hour, the target may tear the received mana card and upgrade a single crafting/alchemy resource by one grade, as their magically enhanced evaluation abilities reveal it to actually be something of greater value.

Range: Close

Duration: 1 hour or until a resource is upgraded.

Mana Requirement: 3MP

Roots of Iron

When Roots of Iron is cast the target becomes rooted to the spot for as long as the caster maintains concentration. If the target takes damage, the binding is released.

Range: Ranged

Duration: Concentration

Mana Requirement: 2MP

Casting: Requires "Entangle" Call

Vampiric Blade

Grants the Anathame the ability to transfer 1HP on each melee hit as per the Pact of Blood spell for the next 10 minutes. The Anathame may also hold up to 5HP at one time and may transfer these stored HP into the wielder of the weapon at any time during the spell's duration. As per Pact of Blood, only one hit may be restored per 30s.

Range: Touch

Duration: 10 minutes

Mana Requirement: 3MP

Casting: Can only be cast on the crafted item Anathame.

Sage From My Garden

Grants knowledge of a single Rank 1 or Rank 2 Wyld spell to the target for 30 minutes. The caster must write "Sage From My Garden" and the granted spell on the back of a Mana card and hand it to the target. This Mana card must be torn when the duration ends.

Range: Close

Duration: 30 minutes

Mana Requirement: 2MP

Sage From My Garden

This can be used to remove any mind affecting condition from the target. This spell requires 30 seconds of concentration per mind affecting condition on the target. If concentration is lost, Clarity of Flo will end. After 30 seconds of concentration, any one mind effect on the target is removed, unless the spell is forced to end prematurely through loss of concentration. If the target is affected by multiple mind effects, they are removed in order of most recent to oldest. The target must enact calming down and becoming passive whilst the spell is being cast.

Range: Touch

Mana Requirement: 2MP + 1MP per additional effect removed.

Casting: Requires 30s of appropriate roleplay per effect removed.

Lightning Lance

The Caster may strike the target with a bolt of lightning for 2 damage to the chest.

Range: Ranged

Mana Requirement: 2MP

Casting: Requires the call "2 Damage Chest"

Reforge the Wyld Protection

The Caster can repair Light Armour at a rate of 1HP per 30 seconds of concentration. This spell can be moved to each location of the armour throughout the concentration. This spell requires 30s of concentration per 1HP restored. If concentration is broken, the spell will end.

Range: Touch

Mana Requirement: 1MP per 30s

Casting: Requires concentration.

Cloud of Knives

The caster enchants 3 or more Throwing Knives with electrified air and launches them towards a target dealing 1hp per knife. The knives become guided missiles and can be cast at multiple targets. These Knives are enchanted for 1 minute or until thrown. (A referee may be required to direct the knives)

Range: Ranged

Mana Requirement: 3MP + 1MP for every additional knife

Casting: Requires throwing knife phys-reps supplied by the player.

Lock Me

This spell creates a magical Simple Lock on an item.

Range: Touch

Mana Requirement: 1MP

Duration: Until Dawn the next day

Noble's Folly

This spell takes 30 seconds to charge. Once charged, the caster strikes their opponent with a catastrophic surge of lightning, allowing them to call "Fatal" to chest, as per the Deadshot ability. The Caster must maintain Line of Sight during their concentration.

Range: Ranged

Mana Requirement: 4MP

Casting: Requires 30 seconds of concentration, and the "Fatal Chest" call.

Cauterise Wound

Using the fires of Wyld magic, the caster may cauterise a bleeding wound. This will pause the Death Count of a target and remove the "Bleedout" condition, but will not heal any points of damage. If the target is damaged again during their Death Count, the target's normal Death Count will resume.

Range: Touch

Mana Requirement: 1MP

Agony

The target of this spell is wracked with agonising pain for 30 seconds, and are unable to move or take action until the pain subsides.

Range: Close

Duration: 30s

Mana Requirement: 2MP

Casting: Requires "Agony" call

Lasso of Air

The target is pulled 10ft closer towards the caster plus an additional 5ft per 10 seconds of concentration.

Range: Ranged

Duration: 30s

Mana Requirement: 2MP + 1MP per 5ft

Casting: Requires concentration and call of "Get Over Here!"

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. Eg. 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 qualify as basic mana.

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, 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 either GOD or one of the Magic Refs who will either approve or advise on how to improve the text.

Please outline ritual texts as follows:

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 submitted, GOD or the Magic Refs will assist by offering tweaks to the Ritual to either cost it more effectively, or to alter the overall effect to be better accommodated within the mechanics of the game.

Once your ritual is approved by GOD or a Magic Ref, you are free to perform your ritual at the time you requested with the accompanying observation of one of the Magic Refs. Unless "archived" by one of the Magic NPCs, a ritual text lasts until the end of the game year in which it is written. Archived rituals are available as public knowledge to any magic using character within the game.

Please note that the Enchanter special ability allows for the special form of Ritual that allows the storing of spells into trinkets/potions. As such, unless you hold the necessary Enchanter title, any attempt to store spells via trinkets/potions etc. will automatically result in failure as the specialist knowledge is not known by the character.



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