

# Wayfarers™

Fantasy Roleplaying Game

Player's Reference Book

preview



Created by  
J. T. Swill & G. Vrill

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# Wayfarers™

PLAYER'S REFERENCE BOOK



A roleplaying game by

J. T. Swill

&

G. Vrill

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# A Ye Olde Gaming Companye Creation

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by

J. T. Swill and G. Vrill

ISBN: 978-1-907702-80-8

<http://www.yeoldegamingcompanye.com>

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**Pronoun usage:** Male and female pronouns are used throughout this book. However to improve readability, occasionally just one gender is used when either would suffice. -The game is meant to be played by all.

## TABLE OF CONTENTS

	page		page
<b>The Game</b>	5	<b>Weapons</b>	33
<b>1.1 Introduction to Wayfarers</b>	5	<b>2.4 Basic Game Mechanics</b>	36
Player or Game Master?	5	Game Master Fiat	36
<b>1.2 Dice</b>	6	Time	36
<b>The Player's Character</b>	7	Combat	36
<b>2.1 Player Character Creation</b>	7	Initiative	37
The Character Creation Process	7	Spell-casting in Combat	37
Character Race	7	Attacking with a Weapon	37
Attributes	8	Attacking a Sleeping or Unconscious Opponent	38
Agility	8	Vision Impairment	38
Endurance	8	Fighting from Horseback	39
Intellect	8	Surprise Attacks	39
Presence	9	Damage	39
Strength	9	Recovering Lost Health Points	39
Health Points	10	Movement	40
Dodge	10	Encumbrance	40
Physical Resistance Modifier	11	Swimming	40
Mental Resistance Modifier	11	<b>2.5 Magic Potential Skills &amp; Spells</b>	42
Initiative Modifier	11	Hermetic Magic	42
Armor Impedance	12	Hermetic Magic Spells	43
Movement, Swimming & Encumbrance	12	Hermetic Magic Spell Composition	43
Skills & Skill Points	12	Hermetic Magic Spell Descriptions	44
Discipline and Proficiency Points	13	Hedge Magic	79
Initial Skill Points	13	Hedge Magic Spells	80
Earning Skill Points	13	Hedge Magic Spell Composition	80
Disciplines	13	Hedge Magic Spell Descriptions	81
Discipline Reference List	14	Faith Magic	102
Discipline Descriptions	14	Faith Magic Spells	104
Proficiencies	22	Faith Magic Spell Composition	104
Proficiency Checks	22	Faith Magic Spell Descriptions	105
Non-proficient Checks	23	Ritual Magic	138
Proficiency Reference List	23	Ritual Magic Spells	139
Proficiency Descriptions	24	Ritual Magic Spell Composition	140
Player Character Development	29	Ritual Magic Spell Descriptions	140
Character Personality	29	<b>Examples of Characters and Gameplay</b>	165
The Player Character Party	29	Example Characters	165
<b>2.2 Money &amp; Equipment</b>	31	An Example of Gameplay	173
Initial Character Property	31	<b>Appendix to Player's Reference Book</b>	179
<b>2.3 Armor &amp; Weapons</b>	32	<b>A1.1 Spell Glossary</b>	179
Armor	32	<b>A1.2 Quick Reference Charts and Tables</b>	188
Types of Armor	33	<b>Index to Player's Reference Book</b>	195
Weapons	33	<b>Wayfarers Player Character Record Sheet</b>	196

## TABLES, FIGURES AND LISTS

	page		page
2.1.1 Attributes	10	2.5.2 Hedge magic spells	80
2.1.2 Physical Resistance modifier	11	2.5.3 Faith magic spells	104
2.1.3 Mental Resistance modifier	11	2.5.4 Ritual magic spells	139
2.1.4 Initiative modifier	12	A1.2.1 Attributes	190
2.1.5 Armor impedance	12	A1.2.2 Physical or Mental Resistance modifier	190
2.1.6 Skill points	13	A1.2.3 Feat of Strength target numbers	191
2.1.7 Disciplines reference	14	A1.2.4 Armor impedance	191
2.1.8 Proficiency check target numbers	23	A1.2.5 Disciplines	191
2.1.9 Proficiencies reference	23	A1.2.6 Proficiency check target numbers	191
2.2.1 Equipment	31	A1.2.7 Proficiencies	192
2.3.1 Armor	32	A1.2.8 Armor	192
2.3.2 Melee weapons	34	A1.2.9 Melee weapons	192
2.3.3 Missile weapons	34	A1.2.10 Missile weapons	193
2.4.1 Effects of vision impairment	38	A1.2.11 Hermetic magic spells	193
2.4.2 Light-level vision impairment	39	A1.2.12 Faith magic spells	194
2.4.3 Health point recovery	39	A1.2.13 Hedge magic spells	195
2.4.4 Encumbrance	40	A1.2.14 Ritual magic spells	195
2.5.1 Hermetic magic spells	43	A1.2.15 Attribute combination reference	196

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## Foreword

Roleplaying games are an unparalleled form of entertainment. The content and direction of a roleplaying session are wholly dependent upon the players, and the game is limited only by the creativity and intellect of its participants. Furthermore, few games can match the social aspect that makes roleplaying so compelling. Anyone who has been part of a successful campaign knows the uniquely good times that can be had about the gaming table.

Roleplaying games have been commercially available for nearly four decades, and for better or for worse, have greatly expanded their horizons since conception. Games have spanned the dimensions of realism and fantasy, between story-telling and simulation, and have provided the mechanics to explore almost every genre imaginable. Some might argue the market for roleplaying games has been flooded, and the possibilities are nearly exhausted.

But that would be missing the point.

For a creative gamer, a good roleplaying game is more a tool than it is an entity unto itself. Like a language, a good game enables its players to translate their thoughts, yet contains enough syntax and structure to make their ideas logical and relatable. A good game allows players to create their own dialects, and supports the quirks and home-brewing of a resourceful gaming group. There are many good games out there. However, some have lost sight of what makes roleplaying games so great. A good game trusts its players.

Wayfarers was created out of a love for roleplaying games. It was created for gamers that do not just play the game, but intend to play *with* the game. Personally, I have had the fortune to be part of a group with individuals of the highest caliber. Through countless sessions over the years, we have shared stories, memories, and experiences that have translated into real-life friendships, aesthetics, and successes. It is my hope Wayfarers will enable you to share in the most creative of pastimes, and to create new worlds, personas, adventures, and friendships along the way.

-J. T. Swill



## Credits

Wayfarers would not have been possible without the contributions, advice, play-testing, and editing provided by many people. We would personally like to thank: Paul Charles Den Hartog (Heuristician), Qi Gao, Edward Cibor, Steve 'Gaddianheim' Stamps, C. F. Godfrey, M. Wolf-Meyer, Justin Ermler, Will Chapman, Anthony Holtberg, Brian Katakowski, Peter Katakowski, Rex Olinger, Josh Olinger, Lonnie Robertson, Bill Hays, Josh Robertson, Paul Sparks, Bill Roberts, Hybban, Kevin Downey, The Lodge of the Bronze Knight, Mark Lewis, Stephen Dawley, Matthew Sprange, David C. F., Mike N., Steve E. S., Mike Pena, David G. Sinclair, Chris Bitzer, Kris Chester, Brandon Perdue, Kirk George, D. Clark, K. Clark, Jon P., Jessica P., Matthew J. Neagley, Liz B, and Daniel C. Mainwaring for their part in this work. We would like to give special thanks to Sylvain Boucher for his employing countless 'Sense Typo' spells upon the manuscript. In addition, we would like to thank the artists who contributed their time and talent to this project. Helmet, -you still can't defeat me.

# THE GAME

## INTRODUCTION TO WAYFARERS

Wayfarers is a roleplaying game. A roleplaying game is a game in which the players assume the roles of fictional characters and collaboratively create and develop stories. Due to their popularity, chances are good you have played a roleplaying game before. However if you haven't, don't worry. Although these books may seem complex, they are mostly to be used as reference manuals. In fact, the rules necessary to play Wayfarers are rather simple. Furthermore if you're like most gamers, you're up for an intellectual challenge.

A minimum of two people are necessary to play Wayfarers, but there is no upper limit to how many people may play. That being said, game sessions including 3 to 6 players are usually the most enjoyable.

One player within each group of players serves as the game's referee. This player is called the Game Master. The Game Master creates the game world and acts as the primary storyteller. The other players create imaginary characters that live within the Game Master's setting. During gameplay, the Game Master describes the character's surroundings and/or its inhabitants, and the players then describe their character's actions in response. For example, a Game Master might describe an abandoned tomb to a group of players as their characters explore and search for treasure.



A roleplaying game session is something akin to an improvisational play. In this play, the players are the lead actors. The Game Master, on the other hand, provides the set, the basic plot, and plays the supporting roles. As Wayfarers is a creative game, there are few limits

as to what may happen during a session of gameplay. However, the typical setting for Wayfarers is that of a medieval fantasy world, in which warriors fight with swords and armor, wizards and warlocks cast magical spells, and dangerous creatures inhabit forsaken lands.

As a roleplaying game, Wayfarers has no winners or losers. Furthermore, players rarely compete against one another. Instead, the player's characters typically form an adventuring party that works together to overcome obstacles and challenges. The player's characters are referred to as 'player characters' or PCs for short. During game sessions, PCs explore new lands, solve puzzles, battle opponents and creatures, and likely collect fame and fortune along the way. As a result of their efforts, the characters acquire new knowledge and skills, and become increasingly powerful from one game session to the next.

Players of Wayfarers will often use the same setting and characters over multiple sessions of gameplay. As a consequence, a continuous story will emerge in which the characters develop a composite history, and even alter the world the Game Master has created. A series of game sessions that take place using the same PCs is called a campaign. Wayfarers campaigns can run for several to even hundreds of gaming sessions. As it is enjoyable for both the Game Master and players to watch their characters and world develop over time, campaign play is very rewarding. However, it is also possible to limit a game to one session. These are often called 'one-shot adventures'.

### Player or Game Master?

Every game of Wayfarers requires a Game Master. The Game Master creates the game setting, describes the character's environment, assumes the roles of the world's inhabitants, and acts as a general referee. Previous to each session, the Game Master prepares for the game. This often requires generating maps, creating personas, or even describing the governmental structure of a civilized region. In short, the Game Master must provide a rich setting for the players, and be able to respond to whatever their characters decide to do.

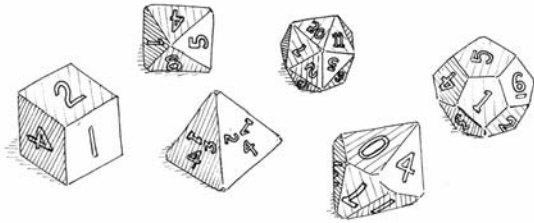
Being a Game Master requires work. However, for most Game Masters this is a labor-of-love. A superior Game Master is sharp, creative, entertaining and fair. He draws the players into the adventure, and provides unexpected and exciting challenges for their characters. The best Game Masters will look at this unique role as an opportunity. Those who do not see it as such are likely to be best suited as players.

Yet, playing a character is not without its challenges as well. A successful player not only creates a compelling persona, but effectively maintains and develops this personality over the course of many game sessions. Furthermore, most games include more than one player character. For this reason, a player must create a character that also benefits the party and contributes to the enjoyment of all. As the Game Master rewards characters for successful gameplay, the most skilled and creative players will find their characters to be the most prominent and enjoyable to play.

Some people are best suited as players, whereas some are natural Game Masters. However, here the old adage about walking a mile in one's shoes holds true; the best Game Masters have also experienced the game as a player, and the best players have taken their turn at the helm.

## DICE

Typically, whenever an in-game situation requires a random determination of a variable, dice are used. Although the most ingenious players can make due with less, it is recommended that players have access to multiple dice of 4, 6, 8, 10, 12, and 20-sides.



At times, the rules will call for a specific type of die to be used. Here, we use the notation 'd', to signify the type of die to be employed. Thus, the notation 'd20' indicates a 20-sided die should be used.

Sometimes this die notation will be preceded by a numeral indicating the number of dice to be used. For example, 3d4 indicates that three 4-sided dice are to be used to generate a random number between 3 and 12.

**Modifiers:** Modifiers are numbers that should be added or subtracted from a dice roll. For example if a +3 modifier is applied to 1d20, the possible resulting values would be 4-23. As a general rule, positive modifiers are desirable, whereas negative modifiers are not.

Unless stated otherwise, multiple modifiers are simply added. Thus, were a character to apply +1, -2, and +3 modifiers to a die roll, he or she would apply an overall modifier of +2.

**Adjustments:** Unlike modifiers, adjustments do not apply to dice rolls, but are instead applied to static scores. For example, an adjustment of -3 could reduce a character's dodge score from 12 to 9.

Like modifiers, unless stated otherwise, multiple adjustments are simply added. Thus, were a character to apply adjustments of +3, -2, and -2 to a score, he or she would apply an overall adjustment of -1.

**Rounding fractions:** All numerical results in Wayfarers should be expressed as whole numbers. Thus, whenever a mathematical operation leads to a fraction, round to the nearest whole number. Fractions equal to or greater than  $\frac{1}{2}$  round up, those less than  $\frac{1}{2}$  round down. For example, 3.5 should be rounded to 4, whereas 3.25 should be rounded to 3.



# THE PLAYER'S CHARACTER

## PLAYER CHARACTER CREATION

The first step for any player is to create his or her character. A player character exists in two forms, one upon paper and the other within the player's mind. Both of these must be considered before gameplay. As there is no randomness to character generation, the player has complete control over the formation of his or her game persona.

### The Character Creation Process

The character creation process is somewhat straight-forward. Generally speaking, the player should first envision the character he or she wants to play, and then construct that persona within the context of the game system. Here we have outlined the character creation process into a series of seven steps:

**1. Choose the character's name, race, sex, and age.** Is the character male or female? Is he or she a human, an orc, an elf, or another race? How old is your character? What is his or her name?

**2. Determine the character's initial attribute scores.** Determine your character's agility, endurance, intellect, presence and strength. Spend 20 attribute points to generate scores of 7 to 16 for each attribute. Apply any racial modifiers to your character's attribute scores.

**3. Select the character's initial disciplines and proficiencies.** Using tables 2.1.7 and 2.1.9, determine what initial disciplines and proficiencies your character has. Is he a skilled fighter, a nimble thief, a user of magic, or a little of each? All characters begin with 20 discipline points. Human characters have 10 proficiency points to spend. Non-humans have 8 proficiency points. All initial disciplines and proficiencies may be of grade I only.

**4. Calculate the character's health points, Physical and Mental Resistance modifiers.** Your character's initial health points are equal to his endurance score, plus a possible health point purchased as a discipline. Use tables 2.1.2 and 2.1.3 to determine your character's Physical and Mental Resistance modifiers. Remember to consider any disciplines purchased that affected these modifiers.

**5. Purchase the character's starting property and equipment.** Use table 2.2.1 to determine your character's initial property. In general, characters begin with a number of silver coins equal to 12 times their presence score. However, as the equipment available to a character may vary between game settings, consult with your game referee before selecting/purchasing initial property. If your character begins with weapons, determine his to-hit and damage modifiers and rates of attack with those weapons. Consider the effects of any disciplines purchased upon your character's weapon use.

**6. Calculate the character's impedance score, dodge score, initiative modifier, and movement/swimming rates.** If your character wears armor, calculate his impedance score, considering any modifications due to his strength and disciplines. After calculating a character's impedance score, determine his dodge score, initiative modifier and movement/swimming rates. A character's dodge score and initiative modifier may be adjusted by impedance and disciplines. A character's movement and swimming rates may be adjusted by impedance and the Running and Swimming proficiencies.

**7. Flesh out the character's personality and background.** Create an interesting background and personality for your character. What are his likes and dislikes? What are his strengths or shortcomings? What goals does he have? Strive to make your character a unique and compelling persona. Consult with your Game Master to ensure your character's background fits into the game setting, and to get final approval of the character before gameplay.

The following section provides all the information necessary to complete character generation.

### Character Race

Typically, characters are one of seven races. The basic races that may be played are: Dwarf, Elf, Half-elf, Half-orc, Hobgoblin, Human, and Orc. However, the Game Master may change the possible character races at his or her discretion. Before character creation, consult your Game Master regarding which races are available to player characters in his or her game setting.

**Dwarves:** Dwarves are a stocky race, typically 4 to 5' tall, but often weighing as much as an adult human. Dwarves have keen vision, and can see in low-light conditions (such as a moonlight night), as well as a human could see in daylight. They cannot see in total darkness however. In addition to their keen sight, dwarves have perfect direction sense, as they are able to detect the planet's magnetic field. Dwarf life-expectancy is 150 to 170 years. Due to their short stature, dwarves cannot effectively wield weapons of class F and cannot employ kite shields. Dwarf characters get +1 to their initial endurance attribute score, and -1 to their initial agility score.

**Elves:** Elves are the largest of the faerie folk, standing between 5 to 6' in height, but typically weighing no more than 120 lbs. Elves have low-light vision similar to dwarves. Elf life expectancy is 300 to 320 years. Elf characters get +1 to their initial presence score, and -1 to their initial endurance score. Elves are unusually resistant to mind-affecting magic and apply a +1 modifier to Mental Resistance checks resisting illusions or magical attacks.

**Half-elves:** A character that is of mixed elven/human blood is considered a half-elf. Half-elves tend to have slender human builds. However, pointed ears and almond eyes make their elven heritage obvious. Half-elves retain elven low-light vision. Their life expectancy is 130 to 150 years. Half-elf characters have no modifiers to their initial attribute scores. Like elves, half-elves are unusually resistant to mind-affecting magic and apply a +1 modifier to Mental Resistance checks against illusions or magical attacks.

**Half-orcs:** Half-orcs are of mixed orcish/human blood. Half-orcs range in appearance from near orcish to near human. However, a half-orc's facial features are distinctly non-human, with pinkish eyes, a broad nose and pointed teeth. Half-orcs have limited vision in the infrared spectrum, allowing them to see in total darkness as a human could in low-light. Low-light conditions are treated as daylight. Half-orc life expectancy ranges from 75 to 95 years. Half-orc characters have no modifiers to their initial attribute scores.

**Hobgoblins:** Hobgoblins are a mix of goblin/orcish blood. Hobgoblins are rare in civilized areas, but are more common in



## 2.1 Player Character Creation

unsettled frontiers where bands of orcs and goblins overlap. They stand between 5.5 to 6' tall; have a greenish grey skin, somewhat pointed ears, short snout-like noses, reddish eyes, and pointed teeth. Life expectancy is 60 to 80 years. Hobgoblin sight extends into the infrared spectrum, allowing them to operate almost normally in complete darkness. In fact, hobgoblins prefer low-light conditions, and due to their light sensitive eyes, broad daylight conditions impair a hobgoblin's vision as low-light levels would a human's. Hobgoblin characters get +1 to their initial endurance score, and a -2 to their initial presence score. Hobgoblins have an unusual resistance to toxins, and apply a +2 modifier to all Physical Resistance checks made to resist the effects of non-magical poison.

**Humans:** Humans are typically the most common character race, and game mechanics are based upon this assumption. More than the other humanoid races, humans have a wide variation in appearance and stature. However, in game terms, the average human adult male stands 6' tall and weighs 180 lbs. and the adult female 5.5' tall and 130 lbs. Unlike many of the other races, humans have poor low-light vision. Human life expectancy is 80 to 100 years. Human characters have no modifiers to their initial attribute scores.

**Orcs:** Orcs are the most civilized of the goblin folk. They stand between 6 to 6.5' in height, and generally weigh between 190 to 210 lbs. Orcs have grey skin, reddish eyes, a broad nose, and distinctively pointed teeth. Like most goblin folk, orkish vision extends into the infrared spectrum, and they prefer low-light conditions. Orc life expectancy is typically 65 to 85 years. Orc characters get +1 to their initial endurance score, and -1 to their initial presence score.

*Note:* Racial modifiers to attribute scores are applied after the player has assigned scores during character creation. Extended descriptions of these races may be found in the Game Master's Reference Book.



## Attributes

Each character has five attributes that describe their physical and mental capabilities. These are: agility, endurance, intellect, presence and strength. These attributes are rated on a scale from 1 to 20, with 1 being the lowest possible score, and 20 the highest.

Upon creation, new characters get 20 points to be spent on their attribute scores. Each attribute begins with a base score of 7. Players may assign these 20 points to their character's five attributes as they see fit, up to a maximum score of 16 in each attribute.

Thus, a character could begin with the attribute scores: Agility: 11, Endurance: 9, Intellect: 15, Presence: 12, and Strength: 8.

*Optional rule:* Characters generate 5 scores by rolling 3d4 + 4 five times. These scores are assigned to each attribute as desired by the player. Additional rules for random attribute generation can be found in the Optional Rules section of the Game Masters Reference Book.

Barring racial modifiers, initial attribute scores of 17-20 are not possible. However characters may achieve these higher scores over time. Racial modifiers are applied after attribute scores are determined.

**Attribute maximums and minimums:** A character's attribute score may never exceed 20, or be lower than 1. If for any reason one of the character's attribute scores is reduced to 0 or less, the character dies instantly.

### Agility

Agility is a measure of a character's swiftness, balance, and dexterity. A high agility score will make a character harder to hit in combat, and will improve the speed at which a character may act. In addition, when employing two weapons, a high or low agility score may affect the character's chance to-hit with their primary or off-hand weapons. Finally, a character may have some skills that are modified by a high or low agility score.

### Endurance

The endurance score determines a character's physical and mental resilience to stress. A high endurance score enables the character to withstand physical and mental attacks, and to perform feats that require extreme effort. A high or low endurance score may affect the number of health points a character gains when achieving a new skill level. In addition, a character may have skills that are modified by a high or low endurance score.

Health point modifiers due to a high or low endurance score do not retroactively affect a character's health point total. For example, a 3<sup>rd</sup> level character whose endurance score increased from 13 to 14 would gain one extra health point upon attaining each skill level thereafter. The character would not gain two health points for the 2<sup>nd</sup> and 3<sup>rd</sup> skill levels, however. Health point modifiers due to endurance do not apply to health points upon character creation.

*Note:* At any time a character gains or loses an endurance score point, he or she gains or loses a health point.

### Intellect

The intellect score indicates the character's education and mental prowess. Intellect is not simply a measure of static knowledge, but also reflects a character's intelligence and reasoning skills. That being said, it should not be assumed a character with a low intellect is necessarily

# Wayfarers Player's Reference Book

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## 2.1 Player Character Creation

**Table 2.1.1: Attributes**

Agility	Attribute Score											
	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20	
Initiative modifier	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5	
Off-hand weapon to-hit†	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2	
On-hand weapon to-hit‡	-2	-2	-1	-1	-	-	-	+1	+1	+2	+2	
Agility skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4	

† Characters fighting with two weapons automatically suffer an additional -2 to-hit penalty with their on-hand. For example, a character with an agility of 15 applies a -1 modifier to his on-hand attacks when using two weapons. The Ambidexterity discipline can reduce a character's off-hand agility to-hit modifier.

‡ The on-hand weapon to-hit modifier applies to two-handed melee weapons and missile weapons as well.

Endurance	Attribute Score											
	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20	
Health points/Skill level†	-3	-3	-3	-2	-1	-	+1	+2	+3	+4	+5	
Endurance-related skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4	

† Characters with a -1 to -3 health point modifier may not earn health points when achieving a new skill level. If a character's adjusted health points per skill level are 0 or less, none are earned. These characters may purchase additional health points with skill points, however.

Intellect	Attribute Score											
	1	2-3†	4-5†	6-7†	8-9	10-11	12-13	14-15	16-17	18-19	20	
Bonus 1 <sup>st</sup> Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	1	1	2	2	3	
Bonus 2 <sup>nd</sup> Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	1	1	2	2	
Bonus 3 <sup>rd</sup> Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	-	1	1	2	
Bonus 4 <sup>th</sup> Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	-	-	1	1	
Bonus 5 <sup>th</sup> Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	-	-	-	1	
Initial languages‡	n/a	n/a	1	1	1	2	2	2	3	4	5	
Illusion Resistance modifier	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5	
Intellect-related skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4	

Bonus Hedge/Hermetic magic spells example: When a character with an intellect score of 18 gains the 3<sup>rd</sup> Circle spell discipline, he may initially cast two 3<sup>rd</sup> Circle spells per day rather than one.

† Characters with an intellect score of 7 or less may not cast Hermetic or Hedge magic spells. Characters with an intellect score of 3 or less may not verbally communicate effectively. Characters with an intellect score of 3 or less may not verbally communicate effectively. Characters with an intellect of 5 or less may not read or write.

‡ Characters with an initial intellect of 10-13 may begin with 2 languages, or with 1 language and the Literacy discipline. Characters with an initial intellect score of 14 or higher automatically begin with the Literacy discipline.

Presence	Attribute Score											
	1	2-3†	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20	
Bonus 1 <sup>st</sup> Circle Faith magic spells	n/a	n/a	-	-	-	-	1	1	2	2	3	
Bonus 2 <sup>nd</sup> Circle Faith magic spells	n/a	n/a	-	-	-	-	-	1	1	2	2	
Bonus 3 <sup>rd</sup> Circle Faith magic spells	n/a	n/a	-	-	-	-	-	-	1	1	2	
Bonus 4 <sup>th</sup> Circle Faith magic spells	n/a	n/a	-	-	-	-	-	-	-	1	1	
Bonus 5 <sup>th</sup> Circle Faith magic spells	n/a	n/a	-	-	-	-	-	-	-	-	1	
Bonus Ritual spell points	n/a	n/a	-	-	-	-	1	2	3	4	5	
Charm Resistance modifier	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5	
Presence-related skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4	

Bonus Faith magic spells example: When a Faith magic using character with a presence score of 16 gains the 2<sup>nd</sup> Circle spell discipline, he may initially cast two 2<sup>nd</sup> Circle spells per day rather than one.

† Characters with a presence score of 3 or less may not cast Faith magic spells or Ritual magic spells.

Strength	Attribute Score											
	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20	
Melee weapon damage modifier†	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5	
Missile weapon damage modifier‡	-3	-2	-2	-1	-1	-	+1	+1	+2	+2	+3	
Feat of Strength modifier	-10	-8	-6	-4	-2	-	+2	+4	+6	+8	+10	

† Regardless of a negative strength damage modifier, any successful hit will inflict no less than one point of damage. For example, a character with a strength score of 4 (-3 damage modifier) wielding a short sword (2-7 damage), will inflict 1-4 points of damage with a successful hit.

‡ Damage from thrown weapons, slingshot, or arrows fired from composite bows may be modified by a character's strength. Bolts fired from crossbows, or arrows from normal or 'self' bows do not apply this modifier.

## Health Points

Characters have a number of health points that represents the amount of physical damage they can take before they die. At any time a character's health points reach zero, that character falls unconscious. If a character's health points ever fall below zero equal to half of their endurance score, that character dies. For example, a character with an endurance score of 13 dies at -7 health points.

A character begins with a number of health points equal to his or her endurance score.

## Dodge

A character's dodge score determines just how hard he or she is to hit. A character's base dodge score is equal to his or her agility score. For example, a character with an agility score of 12 has a dodge score of 12 as well.

To hit a character, an attacker needs to roll a number equal to or higher than that character's dodge score on 1d20.

## Physical Resistance Modifier

A character's Physical Resistance check rolls are modified by his or her Physical Resistance modifier. The character's Physical Resistance modifier is determined by calculating the sum of his or her agility, strength and endurance attribute scores. A character's Physical Resistance modifier may be determined with the following table:

**Table 2.1.2: Physical Resistance modifier**

Endurance + agility + strength	Physical Resistance modifier	Endurance + agility + strength	Physical Resistance modifier
1-9	-5	31-32	-
10-16	-4	33-35	+1
17-21	-3	36-39	+2
22-25	-2	40-44	+3
26-28	-1	45-51	+4
29-30	-	52-60	+5

For example, a character with an agility score of 9, a strength score of 10, and endurance score of 14, would have a Physical Resistance base of 33 (9 + 10 + 14 = 33). Thus, the character would have a Physical Resistance modifier of +1.

A character's Physical Resistance modifier indicates his or her resistance to extreme physical stress, damage from certain spells, magical creatures or poison. At times a character must make a Physical Resistance check in order to resist a physical stress. To make a successful Physical Resistance check, a character must roll equal to or more than a target number on 1d20. For example, were a character with a Physical Resistance modifier of -1 to attempt to make a Physical Resistance check with a target number of 10, she would need to roll an 11 or higher (11 - 1 = 10).

The target number for a Physical Resistance check will depend upon the severity of the stress or insult, and will be provided by the Game Master. For example, were a character attempting to resist a blast of steam, the Physical Resistance target number may be a 7. If the character were resisting a blast of flame, the target number might be a 14.

Despite all modifiers and target numbers, a natural Physical Resistance check roll of 1 always fails, and a natural roll of 20 always succeeds. Thus, a character with a Physical Resistance modifier of -1 could succeed on a Physical Resistance check of 22, if he or she rolled a natural 20.

In shorthand, a Physical Resistance check with a target number of  $n$ , will often be written as: "a Physical Resistance check of  $n$ ". For example, a Physical Resistance check with a target number of 17, may be written as: "a Physical Resistance check of 17".

## Mental Resistance Modifier

A character's Mental Resistance check rolls are modified by his or her Mental Resistance modifier. The character's Mental Resistance modifier is determined by calculating the sum of his or her intellect, presence and endurance attribute scores.

A character's Mental Resistance indicates his or her resistance to extreme mental stress, mental attacks from spells, or from magical creatures. At times a character must make a Mental Resistance check in order to resist a mental stress. Like a Physical Resistance check, to make a successful Mental Resistance check, a character must roll equal to or more than a target number on 1d20. For example, were a character with a Mental Resistance modifier of +2 to attempt to make a Mental Resistance check with a target number of 10, he or she would

need to roll an 8 or higher (8 + 2 = 10). A character's Mental Resistance modifier may be determined with the following table:

**Table 2.1.3: Mental Resistance modifier**

Endurance + intellect + presence	Mental Resistance modifier	Endurance + intellect + presence	Mental Resistance modifier
1-9	-5	31-32	-
10-16	-4	33-35	+1
17-21	-3	36-39	+2
22-25	-2	40-44	+3
26-28	-1	45-51	+4
29-30	-	52-60	+5

For example, a character with a presence score of 7, an intellect score of 7, and endurance score of 11, would have a Mental Resistance base of 25 (7 + 7 + 11 = 25). Thus, the character would have a Mental Resistance modifier of -2.

The target number for a Mental Resistance check will depend upon the severity of the stress or attack, and will be provided by the Game Master. For example, were a character attempting to resist the charm of a minor faerie, the Mental Resistance target number may be a 9. However, if the character were resisting domination by a powerful mage, the target number might be an 18.

Despite all modifiers and target numbers, a natural Mental Resistance check roll of 1 always fails, and a natural roll of 20 always succeeds. Thus, a character with a Mental Resistance modifier of +3 could fail on a Mental Resistance check of 3, if he or she rolled a natural 1.

Similar to Physical Resistance checks, a Mental Resistance check with a target number of  $n$ , will often be written as: "a Mental Resistance check of  $n$ ". For example, a Mental Resistance check with a target number of 11, may be written as: "a Mental Resistance check of 11".



## Initiative Modifier

The speed at which characters may act within a combat situation is determined each round by an initiative roll. During combat, those participants with the highest initiative act first. For this reason, it is often advantageous for a character to have a positive initiative modifier.

## 2.1 Player Character Creation

An initiative roll may be modified by different circumstances, skills, and magical effects. However, a character's agility score modifies each initiative roll the character makes. A character's initiative modifier due to agility may be determined with the following table:

**Table 2.1.4: Initiative modifier**

Agility Score	Initiative modifier	Agility Score	Initiative modifier
1	-5	11	-
2-3	-4	12-13	+1
4-5	-3	14-15	+2
6-7	-2	16-17	+3
8-9	-1	18-19	+4
10	-	20	+5

*Note:* A detailed explanation of combat initiative is provided in the Basic Game Mechanics section.

**Table 2.1.5: Armor impedance**

Total impedance score	Dodge score adjustment	Initiative roll modifier	Agility proficiency modifier	Movement/swimming rate adjustment	Jumping distance adjustment	Hermetic/Hedge casting failure score
0	-	-	-	-	-	-
1	-1	-1	-1	-10'	-1'	1
2	-2	-2	-2	-20'	-2'	2
3	-3	-3	-3	-30'	-3'	3
4	-4	-4	-4	-40'	-4'	4
5	-5	-5	-5	-50'	-5'	5
6	-6	-6	-6	-60'	-6'	6
7	-7	-7	-7	-70'	-7'	7
8*	-8	-8	-8	-80'	-8'	8

\* Impedance due to armor progresses; i.e. an impedance score of 10 confers a -10 dodge score adjustment.

*Note:* Negative impedance scores are not possible. For example, if a character with a strength score of 14 wears leather armor (strength requirement of 7), he will have a total armor impedance of 0, not -7.

**Dodge score adjustment:** The dodge score adjustment is applied to the wearer's base dodge score.

**Initiative modifier:** The initiative modifier is applied to the wearer's initiative rolls.

**Agility proficiency modifier:** The agility proficiency modifier is applied to the wearer's agility related proficiency checks.

**Movement rate adjustment:** The movement rate adjustment is applied to the character's base maximum movement and swimming rates.

**Jumping distance adjustment:** The jumping distance adjustment is applied to the wearer's base maximum jumping distances.

**Hermetic/Hedge casting failure score:** Casting of Hermetic and Hedge magic spells requires great freedom of movement. If casting a spell with a gestured component while wearing armor, a wizard or alchemist must roll above his or her impedance score on 1d20, or the spell fails with no effect. Spells that fail due to impedance are lost. For example, a wizard with an impedance score of 4 must roll a 5 or higher on 1d20 to successfully cast a spell.

*Note:* A description of armor and its associated impedance is provided in the Armor section.

## Armor Impedance

Any particular piece of armor has an associated strength requirement. The more encumbering the armor is, the higher the armor's strength requirement. If a character wearing the armor has a strength score less than the armor's strength requirement, the armor confers an impedance score. This impedance indicates how restrictive the article is when worn by the character. A character's total armor impedance is determined by adding the impedance scores of all articles of armor worn. This score may be adjusted by the Armor Use discipline.

Armor impedance reduces a character's dodge score, initiative rolls, agility proficiency checks, and movement. Furthermore, armor impedance can interfere with the spell-casting of Hermetic or Hedge magic-using characters. The specific effects of impedance upon a character are described below:

## Movement, Swimming & Encumbrance

For the purposes of character creation, movement rates and encumbrance need only a cursory explanation. For an in-depth treatment, please see Movement in the Basic Game Mechanics section.

**Movement rate:** Characters may run at a base speed of 120' per 10-second round. Thus, a character's base movement rate is 120'. Characters with the Running proficiency may run faster.

**Swimming rate:** Characters may swim in calm waters at a base speed of 20' per 10-second round. Thus, a character's base swimming rate is 20'. Characters with the Swimming proficiency may swim faster.

**Encumbrance class:** Carrying a large amount of additional weight may decrease a character's rate of movement. At the time of creation, characters are typically unencumbered. Unencumbered characters are of encumbrance class I. For an in-depth treatment of encumbrance, please see Encumbrance in the Basic Game Mechanics section.

## Skills & Skill Points

More so than attributes and race, skills are what distinguish one character from another. Skills range from the mundane, like farming, to the extraordinary, such as the power to cast spells.

The currency of skills is skill points. Skill points are spent by characters in order to acquire new skills, or to improve skills they currently have. There are two types of skills, disciplines and proficiencies.

## Discipline and Proficiency Points

Skill points are subdivided into two types: discipline points and proficiency points. These two subtypes of skill points differ in the kinds of skills they may be used to purchase.

**Discipline points:** Discipline points may be spent on both disciplines and proficiencies.

**Proficiency points:** Proficiency points may only be spent on proficiencies.

Thus, both discipline and proficiency points are considered to be skill points. However, unlike discipline points, proficiency points are limited as they may only be used to acquire or improve a character's proficiencies.

## Initial Skill Points

Upon creation, human characters begin with 20 discipline points and 10 proficiency points. Non-human characters begin with 20 discipline points and 8 proficiency points. All initial skill points must be spent upon character creation.

## Earning Skill Points

As a character faces and overcomes challenges and obstacles, he or she earns skill points, granted by the Game Master for accomplishments and good gameplay. After a character earns a certain number of skill points, he or she attains a new skill level. Upon attaining a new skill level, the character may spend these skill points to improve his skills or purchase new ones.

In addition to skill points, health points are granted upon attaining a new skill level. The skill points required per skill level, as well as the discipline points, proficiency points, and health points earned at each skill level are described below:

**Table 2.1.6: Skill points**

Total skill points earned	Skill level achieved	Discipline points earned	Proficiency points earned	Health points earned
-	0§	-	-	-
10	1	6	4	3
20	2	6	4	3
30	3	7	3	3
40	4	7	3	3
50	5	8	2	2
60	6	8	2	2
70	7	9	1	2
80	8	9	1	2
90	9	10	-	1
100	10	10	-	1
110	11	10	-	1
120	12	10	-	1
130*	13	10†	-	0‡

\* 10 skill points per skill level thereafter.

† 10 discipline points earned per skill level thereafter.

‡ No automatic health points earned per skill level thereafter.

§ Upon creation, characters are considered skill level 0.

§ The healing modifier increases as skill level divided by 2.

Skill points earned between skill levels may not be spent until the new skill level has been achieved. Thus, a 3<sup>rd</sup> level character may have spent 30 skill points (19 discipline and 11 proficiency) since character creation. Although the character may have earned 33 skill points, only

when he has earned 40 total skill points and attained the 4<sup>th</sup> skill level can he spend the 10 skill points earned between the 3<sup>rd</sup> and 4<sup>th</sup> levels.

*Example:* Occum is currently of the 2<sup>nd</sup> skill level. Through his adventures he has earned 27 skill points. Thus, he is only 3 skill points away from achieving the 3<sup>rd</sup> skill level. Currently, although Occum has earned 27 skill points, he has only spent 12 discipline and 8 proficiency points since character creation. However, once Occum earns 3 or more skill points, he will be able to spend 10 more skill points (7 discipline points and 3 proficiency points) on new skills or to improve the skills he current has.

Upon attaining a new skill level, newly earned health points are immediately added to the character's health point total. However, characters may only spend skill points at the Game Master's discretion. Thus, if a character wishes to spend newly granted skill points on a discipline or proficiency, the Game Master must decide if the environment permits the character to do so. Unspent skill points may be saved indefinitely until used.

Theoretically, there is no limit to the number of skill levels a character can achieve, however only the most veteran characters ever exceed the 10<sup>th</sup> skill level.

## Disciplines

Disciplines are skills that require a flat sum of skill points to acquire. However, some disciplines have multiple grades and thus may be improved upon. Unlike proficiencies, disciplines do not usually require a success check when they are used. Disciplines are generally more expensive than proficiencies when they are initially acquired.

**Beginning disciplines:** Upon character creation, a character may not purchase a discipline beyond the first grade. Thus, a 0<sup>th</sup> level character may begin with Weapon Mastery grade I, but not Weapon Mastery grades II or III. Higher grades of Weapon Mastery may only be purchased with skill points earned at later skill levels. Similarly, characters beginning with spell-casting potential may not purchase 2<sup>nd</sup> Circle spells upon character creation.

*Note:* Unlike other disciplines, the Increased Attribute discipline may not be purchased upon character creation.

**Purchasing disciplines:** A character may only purchase a discipline once or increase a discipline by one grade per each skill level attained. For example, a character may only purchase the Health Point discipline once each level. Similarly, a character that purchase Increased Mental Resistance grade I at the 3<sup>rd</sup> skill level, must wait until the 4<sup>th</sup> skill level to purchase Increased Mental Resistance grade II. Disciplines may only be purchased with discipline points.

Costs for disciplines are as such:

*n skill points:* One time purchase with a cost of n skill points.

*n skill point(s) per grade:* An expenditure of n skill points grants one additional grade in the discipline. For example, the Magic Resistance discipline has a cost of 2 skill points per grade, indicating that spending 4 skill points would give the character Increased Mental Resistance of grade II, 2 points for grade I and 2 more points for grade II.

*n skill points x grade:* Multiple grades of the discipline, each purchased with n multiplied by the grade number. For example, 3 skill points x grade, would cost 3 skill points for grade I, 6 more skill points for grade II, and so on.

## 2.1 Player Character Creation

*n skill points + (m x grade):* Multiple grades of the discipline, each purchased with a cost of n skill points per grade plus m multiplied by the grade number. For example, 2 skill points + (2 x grade), would cost 4 skill points for grade I, 6 more skill points for grade II, and so on.

*n skill points + (m x Circle):* Same as n skill points + (m x grade).

*score/3 skill points:* This is unique to the Increased Attribute discipline. To increase an attribute, the cost in skill points is equal to the next highest attribute score divided by 3. For example, raising a score from 12 to 13 would cost 4 skill points ( $13/3 = 4.33$ ). As always, fractions

greater equal to or greater than 0.5 are rounded up, and those less than 0.5 are rounded down.

Multiple grades of disciplines must be purchased in succession. For example, Armor Use grade I must be purchased before Armor Use grade II and so on.

*Important:* Disciplines may only be purchased with discipline points. Proficiency points cannot be used to purchase disciplines.

### Discipline Reference List

Below is a complete list of the disciplines and their prerequisites:

**Table 2.1.7 Disciplines reference**

Discipline	Skill point cost	Prerequisite	Discipline	Skill point cost	Prerequisite
Advanced Counterattack	8 skill points	Counterattack	Increased Mental Resist.	1 skill point per grade	None
Ambidexterity	7 skill points	None	Language	1 skill points	Intellect >3
Armor Use	2 skill points x grade	None	Last Stand	3 skill points	None
Backstab	4 skill points x grade	None	Literacy	2 skill points	Intellect >6
Bash	3 skill points	Weapon mast. I (A, B)	Magic Potency	2 skill points x grade	Hedge, Herm. or Ritual
Blindfighting	2 skill points	None	Magic Resistance	2 skill points per grade	None
Calculated Strike	6 skill points	Multiple att. I (melee)	Multiple Attacks	4 skill points + grade	Weapon mast. * (any)
Charge	4 skill points	Weapon mast. I (D)	Parrying	4 skill points	Weapon mast. I (E)
Combat Archery	4 skill points	Weapon mast. I (J, K)	Pause and Study	6 skill points	None
Combat Casting	5 skill points	None	Prayer	2 skill points	Magic: Faith
Counterattack	5 skill points	Weapon mast. I (melee)	Precise Shot	4 skill points	Multiple att. I (J, K, L)
Critical Hit	6 skill points	Weapon mast. I (melee)	Quick Draw	3 skill points	None
Disarm	5 skill points	Weapon mast. I (melee)	Quick Shot	3 skill points	Weapon mast. I (J, K, L)
Extra Spell	1 skill point + Circle	Hedge, Herm. or Faith	Resilience	4 skill points	None
Evasion	5 skill points	Feint	Ritual Magic Potential	12 skill points	None
Extra Spell Point	1 skill point	Ritual	Rush	5 skill points	Weapon mast. I
Faith Magic Potential	16 skill points	None	Savant	1 skill points x grade	None
Feint	4 skill points	None	Silent Casting	2 skill points x grade	Any magic potential
Greatstrike	6 skill points	Weapon mast. II (melee)	Spell Circle (Hedge)	3 skill points + (2 x Circle)	Hedge
Guard	3 skill points	None	Spell Circle (Hermetic)	3 skill points + (2 x Circle)	Hermetic
Health Point	1 skill point	None	Spell Circle (Faith)	2 skill points + (2 x Circle)	Faith
Hedge Magic Potential	13 skill points	Literacy	Spell Circle (Ritual)	2 skill points + (2 x Circle)	Ritual
Hermetic Magic Potential	17 skill points	Literacy	Split Attacks	4 skill points	Weapon mast. I (melee)
Improved Dodge	4 skill points x grade	None	Stunning Blow	3 skill points	Weapon mast. I (melee)
Improved Initiative	2 skill points x grade	None	Unarmed Combat	2 skill points + (2 x grade)	None
Increased Accuracy	3 skill points x grade	None	Vital Strike	2 skill points x grade	Weapon mast. I (melee)
Increased Attribute	score/3 skill points	None	Weapon Mastery	3 skill points + grade	None
Increased Physical Resist.	1 skill point per grade	None	Whirlwind Attack	6 skill points	Multiple att. II (melee)

\* The prerequisite for the Multiple Attacks discipline is the same grade in Weapon Mastery in the same weapon class. For example, Weapon Mastery II in weapon class E must be purchased before acquiring Multiple Attacks II in weapon class E.

### Discipline Descriptions

Below is a complete description of the disciplines:

**Advanced Counterattack: 8 skill points.** Weapon class specific: Counterattack in the same weapon class is a prerequisite for Advanced Counterattack. The Advanced Counterattack discipline enables the character to take one on-hand attack against an opponent that had just attacked that character. This counterattack is made at the next initiative following the opponent's attack. For example, if a character is attacked by a ghul at initiative 4, using Advanced Counterattack, that character may take one on-hand attack against that ghul at initiative 3.

*Optional:* If you are not using the optional critical hits and fumbles rules, Advanced Counter attack may be purchased for 13 skill points.

No special on-hand combat disciplines such as Greatstrike, Parrying, etc. may be employed with an Advanced Counterattack.

*Note:* Attacks made using Advanced Counterattack do not count as part of the character's normal attack sequence. Advanced Counterattack may only be employed once per round.

**Ambidexterity: 7 skill points.** Ambidexterity indicates a character favors neither his right nor left hand, but may use either hand equally well. Most importantly, in game terms, Ambidexterity enables a character to employ two weapons with little penalty. A character with Ambidexterity applies only a -2 to-hit penalty with his 'off-hand' while employing two weapons. Thus, a character with an agility of 14 and

# Wayfarers Player's Reference Book

Preview PDF



## 2.1 Player Character Creation

There are four grades of Vital Strike. For each grade of Vital Strike possessed, the character may ignore 1 point of the target's damage absorbance. For example, a character with Vital Strike grade II and an initiative of 8 whom selects a melee opponent and decides to employ skill, would delay his initiative to 3 ( $8 - 5 = 3$ ), and then circumvent 2 points of a creature's hide/armor damage absorbance for that round.

The damage absorbance negating effect of Vital Strike lasts for one round of attacks only.

*Note:* Although a character delays his initiative with Vital Strike, he is not required to attack the selected opponent. However, the character will only benefit from the Vital Strike when attacking the selected opponent. In addition, Vital Strike will not result in extra damage if the grade of Vital Strike exceeds the target's armor/hide damage absorbance. For example, a character with Vital Strike grade IV will circumvent the 1d2 points of damage absorbance of studded leather armor, but not incur any extra damage upon its wearer.

*Example:* Olaf is fighting a goblin that wears studded leather armor and has a shield. He rolls for initiative and gets a result of 7. The goblin's initiative is 5. However at initiative 7, Olaf decides to use his Vital Strike discipline. Therefore, Olaf may not act until initiative 2. The goblin acts before Olaf at initiative 5. It misses Olaf. At initiative 2, Olaf attacks the goblin and hits once with his hammer for 5 points of damage. The goblin's armor normally absorbs  $1d2 + (1d6 - 3)$  points of damage. It rolls for armor absorbance and gets a result of 3. Olaf has Vital Strike grade II. Thus, due to Olaf's Vital Strike, the goblin's armor absorbance is reduced by 2 to only 1 point of absorbance. The goblin takes 4 points of damage.

**Weapon Mastery: 3 skill points + grade.** Weapon class specific: Weapon Mastery reflects intensive training with one specific class of weapons. For example, Weapon Mastery cannot apply to all swords, but may apply to those swords in weapon class E. This intense study increases the wielder's ability to hit and to do damage with those particular weapons.

There are five grades of Weapon Mastery. Weapon Mastery grade I grants the wielder +1 to-hit and +1 to damage with the chosen weapon class. Grade II imbues +2 to-hit and +1 to damage, grade III +3 to-hit and +2 to damage, grade IV +4 to-hit and +2 to damage, and grade V +5 to-hit and +3 to damage.

**Whirlwind Attack: 6 skill points.** Weapon class specific: Multiple Attacks II in the same weapon class is a prerequisite for Whirlwind Attacks. Whirlwind Attack discipline enables a character to perform one on-hand attack against each melee opponent (max. 6) instead of his normal attack. These attacks are made with a -2 to-hit modifier. For example, a character surrounded by four goblins chooses to Whirlwind Attack. Thus, at the character's initiative, he will attack each of the four goblins once with his on-hand weapon, modifying each to-hit roll by -2. No other attacks or actions are allowed by the character that round.

*Note:* No off-hand attacks are possible when employing Whirlwind Attack. No special combat disciplines such as Greatstrike, Parrying, Stunning Blow, etc. may be employed with a Whirlwind Attack.

## Proficiencies

Proficiencies represent learned knowledge or non-combat related physical or professional talents. Unlike disciplines, all proficiencies have grades that range from I to IV, with I being the lowest grade and IV the highest.

**Beginning proficiencies:** Upon character creation, all beginning proficiencies must be grade I. Thus, a 0 level character could begin with Arcane Knowledge grade I, but not Arcane Knowledge grades II, III or IV.

**Purchasing proficiencies:** A character may only increase a proficiency by one grade at each new skill level attained. For example, a character that purchased Swimming grade I at the 2<sup>nd</sup> skill level, must wait until the 3<sup>rd</sup> skill level to purchase Swimming grade II.

Costs for proficiencies are as such:

*n skill point(s) per grade:* An expenditure of n skill points grants one additional grade in the proficiency. For example, the Climbing proficiency has a cost of 2 skill points per grade, indicating that spending a total expenditure of 4 skill points would give the character a Climbing proficiency of grade II.

*Important:* Discipline points or proficiency points may be used to purchase proficiencies.

### Proficiency Checks

The use of a proficiency requires the character to make a proficiency check. A proficiency check is made by rolling 1d20 for each grade of the character's proficiency. For example, were the character to have the Climbing proficiency grade III, he would roll 3d20 when making a Climbing proficiency check.

However, unlike other rolls, each 1d20 rolled for a proficiency check is not added. Instead, the player keeps the dice with the highest result, and discards the rest. For example, if 3d20 are rolled for a proficiency check and the dice results were 2, 8, and 13, the proficiency check result would be 13. The dice showing 2 and 8 are discarded.

*Note:* If two or more dice rolled for a proficiency check share the highest same result, (such as: 3, 12, 12) all but one of the similar dice are discarded (a result of 12).

**Target numbers:** Each time a proficiency check is made, the character attempts to achieve a result equal to or greater than a target number provided by the Game Master. As a general rule, target numbers range from 5 to 20. Easy tasks will have a low target number, whereas more difficult tasks will have a higher target number. For example, to climb an oak tree a character might be required to make a Climbing proficiency check with a target number of 5. However, if the character wished to climb a sheer cliff, the target number might be a 15 or higher.

If a proficiency check roll results in a number equal to or more than the target number, the check is successful. Conversely, if the roll results in a number less than the target number, the check fails. For example, a character with a Lock-picking proficiency attempting to pick a lock with a target number of 8 fails to pick the lock on a result of 7 or less, and succeeds on a result of 8 or more.

*Example:* Millena has the Lock-picking proficiency with a grade of II. She attempts to pick a lock, which the Game Master indicates has a target number of 9. Millena rolls 2d20 with a result of 5, and 11. She keeps the dice showing 11. As Millena's proficiency check result of 11 is equal to or greater than 9, she succeeds in picking the lock.

**Natural 1's and 20's:** As a general rule, whenever a proficiency roll results in a natural 1, regardless of any modifiers, the check is considered an automatic failure. Of course, for grades of II, III or IV all d20's rolled must show 1 otherwise those dice showing a 1 are discarded. Conversely, any proficiency check roll resulting in a 20 is

considered an automatic success regardless of any modifiers. For example, a character making an Acrobatics check of 19 with a -4 modifier could succeed if a natural 20 is rolled.

**Related attributes and modifiers:** Each proficiency is related to one attribute. A character's proficiency checks are modified by that character's related attribute. For example, the Running proficiency is related to the endurance attribute. A character with an endurance score of 14 would add a +1 to the result of all Running proficiency checks.

All proficiency check modifiers, including those due to attributes, are applied after all dice are rolled in making a proficiency check. For example, a character with a 14 endurance and grade II Running makes a Running check. He rolls 2d20 with a result of 11 and 13. The player keeps the 13 and applies a +1 modifier due to his character's high endurance. Thus, the character's Running check result is 14.

As a basic guide, proficiency check target numbers are based upon the difficulty of the task as such:

**Table 2.1.8: Proficiency check target numbers**

Difficulty of task	Proficiency target number
Average, straight-forward	5-9
Difficult, involved	10-14
Unlikely, complicated	15-19
Incredible, amazing	20+

*Note:* As shorthand, a proficiency check with a target number of n, will often be written as: "a proficiency check of n". For example, a Climbing proficiency check with a target number of 12, may be written as: "a Climbing check of 12".

**Table 2.1.9: Proficiencies reference**

Proficiency	Skill point cost	Attribute	Proficiency	Skill point cost	Attribute
Acrobatics	2 skill points per grade	agility	Local Knowledge	1 skill point per grade	intellect
Ancient History	2 skill points per grade	intellect	Lock-picking	2 skill points per grade	agility
Animal Handling	1 skill point per grade	intellect	Magic Acuity†	2 skill points per grade	intellect
Arcane Knowledge	2 skill points per grade	intellect	Martial Knowledge	1 skill point per grade	intellect
Artistic Ability	1 skill point per grade	intellect	Perception	2 skill points per grade	intellect
Armor-making†	2 skill points per grade	intellect	Performance	1 skill point per grade	presence
Climbing	2 skill points per grade	agility	Persuasion	1 skill point per grade	presence
Contacts	1 skill point per grade	presence	Regional Knowledge	1 skill point per grade	intellect
Disguise	2 skill points per grade	presence	Religious Knowledge	2 skill points per grade	intellect
Distract	1 skill point per grade	presence	Riding	1 skill point per grade	agility
Dweomercraft (Hedge)†	2 skill points per grade	intellect	Rope Use	1 skill point per grade	agility
Dweomercraft (Hermetic)†	3 skill points per grade	intellect	Running	1 skill point per grade	endurance
Engineering	2 skill points per grade	intellect	Seamanship	1 skill point per grade	intellect
Extra-planar Knowledge	3 skill points per grade	intellect	Search	1 skill point per grade	intellect
Gambling	1 skill point per grade	presence	Sleight-of-hand	1 skill point per grade	agility
Healing†	2 skill points per grade	intellect	Stealth	2 skill points per grade	agility
Heraldry	1 skill point per grade	intellect	Swimming	1 skill point per grade	endurance
Herbalism	1 skill point per grade	intellect	Tracking	2 skill points per grade	intellect
Inspire†	2 skill points per grade	presence	Trade Skill	1 skill point per grade	intellect
Intimidate†	2 skill points per grade	presence	Weapon-making†	2 skill points per grade	intellect
Jumping	1 skill point per grade	agility	Wilderness Lore	1 skill point per grade	intellect
Leadership	1 skill point per grade	presence	World Knowledge	2 skill points per grade	intellect

† Proficiency checks in these proficiencies may not be attempted by non-proficient characters.

**Failure:** In general, once a specific proficiency check is failed, all further checks made by the same character will fail. However, upon achieving a new skill level, and/or spending more skill points on the proficiency, the character may attempt the check once again. For example a 3<sup>rd</sup> level character attempting to climb a prison wall has failed. Thus, until that character has attained the 4<sup>th</sup> skill level, or spent more skill points in his Climbing proficiency, all attempts to climb the same prison wall will automatically fail.

### Non-proficient Checks

In many circumstances, characters may wish to attempt an action or draw upon knowledge that would be covered by a proficiency they do not possess. This is reasonable. For instance, though a character may not have the World Knowledge proficiency, it does not imply the character has no knowledge of the world at all. Similarly, a character without the Tracking proficiency might attempt to locate a lost companion despite lacking the skill. In such cases, it is reasonable to assume that although unlikely, such attempts might succeed. Thus, all characters may attempt non-proficient checks in proficiencies they do not possess.

To attempt a non-proficient check, the character rolls 2d20, and then keeps the lowest result of the two dice. Thus, before applying any modifiers, if a non-proficient character rolled 2d20 with the results 17 and a 5, the character would have a proficiency check result of 5.

Like a proficiency check, if a non-proficient check fails, the character may not attempt that specific check again until achieving the next skill level. Finally, non-proficient checks may not be made for proficiencies that have a prerequisite skill, such as the Dweomercraft proficiency or when explicitly stated, as for the Healing proficiency.

### Proficiency Reference List

Below is a complete list of the proficiencies and their related attributes:

## Proficiency Descriptions

Below is a complete description of the proficiencies:

**Acrobatics: 2 skill points per grade (agility).** The Acrobatics proficiency reflects the character's ability to perform feats such as tightrope walking, tumbling, standing upon a running horse, or even to minimize damage from a fall. Typically an acrobatic action requires some combination of balance and athleticism. Swinging from a chandelier would be considered an acrobatic feat.

In addition to gymnastic feats, the acrobatics proficiency enables a character to minimize or prevent damage that would be sustained from a fall, either by landing correctly, or slowing one's descent by grabbing branches, etc. In general, characters suffer 1d8 for every 10' they have fallen, assuming they land on a hard, even surface. However, a successful Acrobatics check indicates a character suffers d4 instead of d8 damage. For example, a character with the Acrobatics proficiency that makes a Acrobatics check suffers 3d4 points of damage from a 30' fall. Were that character to fail the Acrobatics check, the damage dealt would be 3d8.

*Note:* Like all agility-related proficiencies, worn armor modifies all Acrobatics checks. However, as falling results in a physical impact, armor may absorb falling damage.

**Ancient History: 2 skill points per grade (intellect).** Ancient History assumes the character has spent long hours in the study of ancient lore. Historical knowledge may be political, military, cultural, or biographical.

**Animal Handling: 1 skill point per grade (intellect).** Animal Handling reflects knowledge regarding the care, behavior, and training of a specific type of animal. The resources and time required to train an animal are determined by the Game Master. In general, training of a feral dog may take several weeks, whereas training of a griffon could take several months. Animal Handling checks may be modified due to resources, time constraints, or the age or disposition of the animal. Failed checks may indicate that further training is necessary, or that the animal is unreliable, and may fail to perform in certain situations.

Animal Handling is specific to one class of animals. Thus, the class 'dogs' might include wolves, fox or domesticated dogs. In addition, as the Animal Handling proficiency is limited to one animal type, multiple Animal Handling proficiencies may be purchased. For example, a character might have Animal Handling: dogs, as well as Animal Handling: birds of prey.

**Arcane Knowledge: 2 skill points per grade (intellect).** Arcane Knowledge reflects the study of magic history. A character with Arcane Knowledge will have studied the history of relics, mages, magic items, hermetic sects, curses, magic scrolls, and things related. Although Arcane Knowledge will not enable a character to decipher hermetical runes, it is possible the nature of the runes may be known. In certain instances, a character with Arcane Knowledge may possess information regarding beasts of a magical nature.

**Artistic Ability: 2 skill points per grade (intellect).** The Artistic Ability proficiency indicates a character's skill in a particular art form. Typical artistic abilities include: painting, writing, sculpture, musical instrument, and dance.

**Armor-making: 3 skill points per grade (intellect).** The Armor-making proficiency enables a character to construct, repair, or resize armor. Resources and time necessary to create a suit of armor are determined by the Game Master. In general, construction of a shield may take several days, whereas construction of a suit of plate armor may take

several weeks. Armor-making checks may be modified due to resources, time constraints, or ornamentation. Failed checks may indicate that further resources are needed for completion, or that the armor is flawed, and may absorb less damage and/or restrict movement more than usual.

If the Game Master allows, extremely successful Armor-making checks (such as a result of 20+) may indicate works of superior quality. In such rare cases, the armor's impedance score may be improved, or the armor may absorb damage as though it were a suit of the next higher class.

*Note:* Armor-making cannot be performed by non-proficient characters.



**Climbing: 2 skill points per grade (agility).** Climbing assumes the character has the extraordinary ability to ascend difficult obstacles such as cliffs, buildings and city walls.

Failure of a Climbing attempt indicates the character falls, potentially taking damage. To determine at which point during the ascent the character fell, roll 1d4: 1: bottom (no significant fall), 2: 1/3 the distance up, 3: 2/3 the distance up, 4: from the top. For example, a character fails to climb a 60' cliff face. The player rolls 1d4 with a result of 3, indicating the character falls 40'.

**Contacts: 1 skill point per grade (presence).** Contacts indicates a number of social relationships in a given region or locale. Typically, a character can draw upon these contacts for services, aid, etc. For example, a character in need of a fence for stolen items might employ the Contacts proficiency to find a reliable middleman or buyer. However, although a successful check might indicate a contact can be found, it does not indicate the person(s) in question will always willingly provide the service or assistance. As a rule, reciprocity is essential to the establishment and maintenance of such relationships, and failure to do so may diminish the success of future attempts.

# Wayfarers Player's Reference Book

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# MONEY & EQUIPMENT

For any campaign setting, the monetary system is ultimately left to the Game Master's discretion. However, here we provide an example system so relative values may be discussed when necessary for game rules and descriptions.

**Currency:** Although most semi-precious or precious metals have monetary value, coinage in the known world is limited to bronze, copper, silver, gold and platinum.

The exchanges of coins are as such:

1 platinum orb = 10 gold crowns = 100 silver royals = 1000 copper leptons = 10000 bronze drabs.

Throughout the text, the abbreviation 'c' will be used for coins, and 'p' for platinum, 'g' for gold, etc. Thus, the value '100 silver royals' may alternately be written as 100 sc.

## Initial Character Property

All decisions regarding the abundance of a character's property at the time of creation are ultimately up to the Game Master. However, if the

campaign setting does not place any specific requirements about the initial wealth of the characters, the following method is suggested:

Each character begins with combined goods and coinage equal to 12 times the character's presence score in silver royals. For example, a character with an initial presence score of 12 would begin with 144 sc to be spent upon starting equipment.

*Note:* The Game Master may alter the list and/or price of goods available in your particular game setting. For this reason, consult with him or her before equipping your character.

**Relative costs:** Although the Game Master is encouraged to modify or replace this monetary system if he or she wishes, we present a list of relative costs of items, assuming use of the currency provided.



Table 2.2.1: Equipment

Clothing		Miscellaneous goods		Miscellaneous goods		Miscellaneous goods	
Backpack	1 sc	Ale, cup	1 cc	Horse, war	550 sc	Pick axe	4 sc
Belt	5 cc	Astrolab	80 sc	Horseshoes, set	2 cc	Pipe	2 cc
Belt pouch	3 cc	Bottle and cork	2 cc	Hourglass	18 sc	Prybar	2 sc
Boots	2 sc	Candle	2 bc	Incense, common	5 cc	Quiver	1 sc
Breeches	5 cc	Canoe	30 sc	Incense, quality	3 sc	Rope, 20'	5 cc
Cap	2 cc	Carriage	300 sc	Ink, bottle	5 cc	Rowboat	20 sc
Cape	8 cc	Cart	60 sc	Inn room, common	5 cc	Saddle	12 sc
Cloak, silk	15 sc	Chalk	1 cc	Inn room, luxury	4 sc	Saw	5 cc
Cloak, wool	1 sc	Chariot	450 sc	Lamp	2 sc	Scrollcase	1 sc
Coat, wool	2 sc	Chest, large	8 sc	Lantern	4 sc	Shot, liquor	3 cc
Coat, fur	7 sc	Chest, small	5 sc	Lock, padlock	3 sc	Shovel	3 sc
Gloves	1 sc	Chicken	1 sc	Lock, tumbler	6 sc	Sled	16 sc
Hat	3 cc	Dog	15 sc	Lockpicks, set	8 sc	Spyglass	42 sc
Jerkin	2 sc	Dog, guard/war	45 sc	Magnifying glass	18 sc	Stable, per diem	3 cc
Robe	2 sc	Flask, empty	2 cc	Meal, common	2 cc	Tobacco, pouch	3 cc
Sack, large	2 sc	Flint and steel	1 sc	Meal, luxury	2 sc	Torch	1 cc
Sack, small	2 sc	Goat	8 sc	Mirror, hand	6 sc	Vial and cork	1 cc
Sandals	6 cc	Grappling hook	4 sc	Mule	120 sc	Waterskin	1 sc
Scarf	1 cc	Horn	1 sc	Net, fishing	5 cc	Whetstone	1 cc
Shoes	1 sc	Horse, draft	270 sc	Oil, flask	5 cc	Whistle	5 cc
Tunic	5 cc	Horse, riding	250 sc	Parchment	2 cc	Wine, bottle	2 sc
Weapons						Armor	
Arrow, longbow	1 sc	Dagger	18 sc	Sling	1 cc	Banded	300 sc
Arrow, shortbow	5 cc	Flail	40 sc	Spear	16 sc	Chain mail	200 sc
Axe, battle	25 sc	Halberd	32 sc	Staff, iron-shod	8 sc	Full plate	1200 sc
Axe, hand	15 sc	Hammer	4 sc	Staff, wooden	2 sc	Leather	40 sc
Axe, pole	20 sc	Hammer, maul	10 sc	Sword, bastard	70 sc	Scale	170 sc
Bolt, heavy crossbow	1 sc	Javelin	14 sc	Sword, broad	50 sc	Padded	32 sc
Bolt, light crossbow	5 cc	Knife	6 sc	Sword, claymore	94 sc	Plate	800 sc
Bow, long	45 sc	Lance, heavy	80 sc	Sword, falchion	65 sc	Ring	100 sc
Bow, short	34 sc	Lance, light	60 sc	Sword, great	90 sc	Shield, buckler	6 sc
Bow, composite long	95 sc	Mace	25 sc	Sword, long	65 sc	Shield	10 sc
Bow, composite short	84 sc	Machete	13 sc	Sword, rapier	60 sc	Shield, kite	30 sc
Cestus	12 sc	Morning star	28 sc	Sword, short	38 sc	Splint	160 sc
Club	2 sc	Pike	20 sc	Trident	24 sc	Studded leather	80 sc
Crossbow, light	40 sc	Scimitar	60 sc	Whip	2 sc	Horse Barding, leather	90 sc
Crossbow, heavy	54 sc	Shot, sling	5 bc			Horse Barding, plates	600 sc

*Note:* The prices for the items listed above represent only an average rate. The actual cost of goods may vary somewhat due to local demand and availability.

## ARMOR & WEAPONS

Combat is inevitable in Wayfarers. Monsters and bandits make travel in unsettled areas dangerous, and even many urban centers are hazardous after nightfall. Consequently, a number of characters frequently wear armor, and most will choose to carry a weapon. Some municipalities will have restrictions against arms. However, in most places such equipment is accepted as a necessary part of life. The following section includes some of the armor and weapons that may be found in most campaign settings, as well as their in-game effects.



### Armor

Many characters choose to wear armor for protection. Although armor may interfere with the use of some skills, armor is advantageous in physical combat. In the simplest terms, armor is worn to absorb the force of physical blows. Different armors have different advantages and disadvantages. Generally, the more bulky a suit of armor is, the more damage it absorbs. However, the more bulky a suit of armor is, the more it restricts movement. Thus, although heavy armor absorbs damage well, it may interfere with some skills and actually make a character easier to hit.

The most common types of armor encountered are listed below. However, this list is by no means exhaustive. Once familiar with the rules for armor, the Game Master is free to add additional types of armor as he or she sees fit.

**Table 2.3.1: Armor**

Armor type	Physical damage absorbed	Strength requisite	Impedance <sup>†*</sup>	Average cost
Shield, buckler†	1d6 - 4	-	1	1-8 sc
Shield†	1d6 - 3	-	2	1-15 sc
Shield, kite†	1d6 - 2	-	3	5-25 sc
Leather	1	7	7 - strength	40 sc
Padded	1	6	6 - strength	32 sc
Studded leather	1d2	9	9 - strength	80 sc
Ring	1d2	10	10 - strength	100 sc
Chain mail	1d3	14	14 - strength	200 sc
Splint	1d3	16	16 - strength	160 sc
Scale	1d3	15	15 - strength	170 sc
Banded	1d4	18	18 - strength	300 sc
Plate	1d6	19	19 - strength	800 sc
Full plate	1d8	20	20 - strength	1200 sc

† The damage absorbance and impedance of a shield are cumulative with worn armor. For example, a character with a strength score of 13 wearing chain mail and employing a shield would have a damage absorbance of  $1d3 + (1d6 - 3)$ , and an armor impedance of 3. Strength does not affect shield impedance.

‡ Negative armor impedance scores are not possible. For example, a character with a strength score of 14 wearing studded leather ( $9 - 14 = -5$ ) would have an armor impedance of 0.

\* The impedance for armor is dependent upon the character's strength score. For example, a character with a strength score of 12 would have an armor impedance of 3 when wearing scale armor ( $15 - 12 = 3$ ).

**Physical damage absorbed:** Armor absorbs damage from any physical blow inflicted upon the wearer. For example, a character wearing banded armor is struck by a long sword for 6 points of damage. In response, the character rolls 1d4 with a result of 2, indicating that 2 points of damage have been absorbed by the armor. Thus, the character loses 4 health points as a result of the sword blow. Unless otherwise specified, all armor absorbance is cumulative.

Physical damage absorbed also applies to heat or cold-based damage. Whereas non-metal armor absorbs electrical damage, metal armor does not.

*Note:* If armor absorbs all damage inflicted by an attack, the wearer is not affected by any poison associated with the attack. For example, if a character wearing chain mail is struck by a scorpion's tail, but no damage is inflicted, it is assumed the armor protected the wearer from the scorpion's poison as well.

**Strength requisite:** Armor is necessarily thick and heavy. As a result, characters of insufficient strength suffer penalties when wearing armor. The armor strength requisite is the strength score necessary to wear the armor and suffer no impedance due to the armor.

The impedance due to a suit of armor is equal to the armor's strength requisite minus the character's strength score. For example, a character with an 11 strength wearing chain mail armor has an impedance score of 3 ( $14 - 11 = 3$ ).

**Impedance:** Due to the weight and bulkiness of armor, each article of armor is associated with an impedance score. This score directly translates to the interference of the armor upon a character's dodge score, initiative rolls, movement, and the spell-casting of Hermetic or Hedge magic-using characters. The impedance of shields is constant;

however the impedance of worn armor depends upon the strength of the character wearing it. Disciplines may also affect armor impedance.

A character's total armor impedance is determined by adding the impedance scores of the character's worn armor. For example, a character with a strength score of 10 wearing chain mail (impedance: 4) and employing a shield (impedance: 2) would have an overall armor impedance of 6.

### Types of Armor

The following includes descriptions and some game effects of some of the most common types of armor.

**Shields:** Shields come in many shapes and sizes. For game purposes, it is considered the shield is held by or banded to the wielder's off-hand arm, and covers between 10-50% of the individual's front flank. Shields are most commonly made of wood, reinforced with metal bands. However, some shields that are made entirely of metal can be found as well.

Unlike worn armor, the impedance of a shield is not dependent upon a character's strength score. Impedance due to a shield can be reduced by the Armor Use discipline, however. In many cases, the impedance due to a shield may be temporarily avoided by simply slinging the shield over one's back. However, it is important that the character's dodge score and armor absorbance be adjusted while doing so.

Shields do not always absorb damage. For example, an average-sized shield will absorb 1d6 – 3 points of damage from an attack. Thus, if a 1-3 is rolled, no damage is absorbed by the shield. In such cases, it is considered that the attacker bypassed the shield's defense.

For game purposes, shields are divided into three types: bucklers, shields, and kite shields.

**Shield, buckler:** Bucklers are small round shields that are held in one hand. The primary use of the buckler is to protect the sword hand. It is also commonly held forth to disrupt the vision of an opponent.

**Shield:** Typical shields have two arm straps, and are held in the off-hand. They cover approximately 30% of the body, and are used to deflect blows.

**Shield, kite:** Kite shields afford superior coverage, but are long and unwieldy. These shields provide protection for the legs as well as the torso.

**Leather armor:** This armor is comprised of oil-hardened leather plates molded to cover the torso, arms and legs. The joints are typically unguarded, offering great flexibility of movement. Underneath the leather is a thick quilted suit.

**Padded armor:** Padded armor is simply a quilted suit of cloth, with multiple layers covering vulnerable areas. It is light, but bulky. Padded armor is often favored in cooler climates, as it is very warm.

**Studded leather armor:** Studded leather is similar to leather armor. However, as added protection, the tanned plates of leather are covered with close-set metal studs. Additionally, the joints of studded leather armor are usually covered by unhardened leather, forming a full suit.

**Ring armor:** Ring armor is similar to studded leather but instead of studs, rings of metal are fastened over the entire suit. Unlike chain mail, the rings in ring armor are not interlocking.

**Chain mail:** Chain mail armor is comprised of a mesh of tightly interlocking metal rings. Although heavy, this mesh is extremely flexible and provides good protection. Chain mail usually consists of a shirt and leggings, and occasionally a coif covering the head.

**Splint armor:** Splint armor consists of a flexible leather suit, to which long metal strips or splints are fastened. These strips are attached to the torso vertically, and extend into a metal skirt that covers the upper legs.

**Scale armor:** Scale armor is similar to ring armor, but instead of rings, small overlapping metal scales are sewn to the underlying leather suit. Scale armor is quite flexible, but is extremely heavy.

**Banded armor:** Banded armor is composed of a chain mail mesh covered by overlapping bands of metal that run horizontally about the torso.

**Plate armor:** Plate armor consists of a suit of chain mail to which various metal plates are fastened to cover the torso, arms and legs. The chain mail joints allow for a great degree of movement while minimizing exposure.

**Full plate armor:** Full plate armor is similar to plate armor. However, even the joints are protected by articulating plates. Full plate is somewhat more restrictive than plate, but affords significantly greater protection. Full plate must be crafted for a particular individual. Thus, modifications are usually necessary if another person wishes to wear the armor.



### Weapons

In general, weapons can be divided into two basic groups: melee weapons and missile weapons. Melee weapons are those that are held in-hand when used. Missile weapons refer to those thrown at a target, or those devices that launch projectiles using leverage or mechanical advantage. Some melee weapons may be either hand-held or thrown.

Table 2.3.2: Melee weapons

Melee weapon	Damage	Weapon class	Strength requisite	Approximate length	Average cost
Axe, hand†	1d6 + 1	A	7	2'	15 sc
Axe, battle*	1d10	B	11	3-4'	25 sc
Axe, pole*	1d10	B	9	5-7'	20 sc
Cestus‡ <sup>®</sup>	+1	-	-	-	12 sc
Club‡	1d6	A	7	2-3'	2 sc
Dagger‡	1d6	C	5	1'	18 sc
Flail‡	1d8	A	7	2'	40 sc
Halberd*	1d10	B	12	6'	32 sc
Hammer‡	1d6 + 1	A	9	2'	4 sc
Hammer, maul*	1d8 + 1	B	12	3-4'	10 sc
Knife‡	1d4	C	3	6"	6 sc
Lance, light†	1d12	D	9	10-12'	60 sc
Lance, heavy†	3d4 + 1	D	13	12-14'	80 sc
Mace	2d4	A	9	3'	25 sc
Machete	1d6 + 1	A	7	2-3'	13 sc
Morning star	1d10	A	11	4'	28 sc
Pike*	1d10	D	9	10-14'	20 sc
Scimitar	2d4	E	9	3'	60 sc
Spear*	1d8	D	7	5-8'	16 sc
Staff, wooden*	1d6	B	7	6'	2 sc
Staff, iron-shod*	1d6 + 1	B	8	6'	8 sc
Sword, bastard* <sup>ⓐ</sup>	1d10/1d12*	E,F	11	4-5'	70 sc
Sword, broad	1d8 + 1	E	8	3'	50 sc
Sword, claymore*	3d4	F	13	6'	94 sc
Sword, falchion	2d4 + 1	E	9	3-4'	65 sc
Sword, long	1d10	E	9	3-4'	65 sc
Sword, rapier	1d8	C	7	4'	60 sc
Sword, short‡	1d6 + 1	C	7	2'	38 sc
Sword, great*	2d6	F	12	6'	90 sc
Trident*	1d10	D	10	5-7'	24 sc
Unarmed <sup>§</sup>	1d3	U	-	n/a	-
Whip	1	H	-	10-16'	2 sc

\* These weapons require two hands to use effectively and may not be used by characters employing a shield.

† Lances may only be used effectively from horseback or similar steed.

‡ May be used as an off-hand weapon.

<sup>ⓐ</sup> When wielded with two hands, bastard swords are considered weapon class F.

\* Bastard swords inflict 1d10 damage when wielded in one hand, or 1d12 when wielded with two hands.

<sup>®</sup> Cestus increase the damage inflicted by unarmed attacks by +1.

<sup>§</sup> Characters with the Unarmed Combat discipline may inflict more damage with unarmed attacks.

Table 2.3.3: Missile weapons

Missile weapon	Damage	Approx. length	Short range	Medium range	Long range	Strength requisite	Weapon class	Average cost
Arrow, shortbow*†	1d8	2'	10-40'	41-120'	121-320'	6	J	5 cc
Arrow, longbow*†	1d8 + 1	2-3'	10-60'	61-160'	161-360'	8	J	1 sc
Axe, hand‡	1d6 + 1	2'	5-20'	21-60'	61-100'	7	A	15 sc
Bolt, light crossbow*	1d6 + 1	1'	10-40'	41-100'	101-220'	- <sup>ⓐ</sup>	K	5 cc
Bolt, heavy crossbow* <sup>§</sup>	2d4 + 1	1'	10-60'	61-120'	121-280'	- <sup>ⓐ</sup>	K	1 sc
Dagger‡	1d6	1'	5-20'	21-60'	61-120'	5	C	18 sc
Hammer‡	1d6 + 1	2'	5-20'	21-60'	61-120'	9	A	4 sc
Javelin‡	1d6 + 1	3-4'	5-40'	41-100'	101-200'	6	D	14 sc
Knife‡	1d4	6"	5-20'	21-60'	61-120'	3	C	6 sc
Spear‡	1d8	5-8'	5-40'	41-100'	101-180'	7	D	16 sc
Stone or shot, sling*‡	1d4	2"	10-40'	41-100'	101-220'	4	L	1 bc

\* These weapons require two hands to use effectively and may not be used by characters employing a shield.

† If shot from a composite long or short bow, the missile weapon damage modifier due to strength is applied to the arrow's damage.

‡ The missile weapon damage modifier due to strength is applied to this weapon's damage. Strength requirement to-hit modifiers apply to these weapons.

<sup>§</sup> Characters with a strength score less than 8 can must take one full round to reload a heavy crossbow.

<sup>ⓐ</sup> Crossbows do not require significant strength to shoot effectively, but the heavy crossbow is difficult to reload without adequate strength.



# Wayfarers Player's Reference Book

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## BASIC GAME MECHANICS

Much of Wayfarers can be played without consideration of Game Mechanics. However, there are times, such as during combat, in which some rigor is necessary in order to make sense of the interactions of multiple individuals. That being said, game mechanics should never take priority over game-enjoyment.

That's not to say the mechanics should always work in the player's favor. Instead, mechanics should be applied so players can plan actions with a reasonable expectation of outcome, and Game Masters can formulate their world in a manner in which the characters can meaningfully interact. For example, a character shooting an arrow should have a similar chance to hit her target each time she shoots under comparable conditions. Likewise, a character running in plain clothing should usually outrun a knight wearing plate armor. Employing a standard system of game mechanics makes such expectations possible. The game mechanics of Wayfarers are a means of standardizing communication between players and the Game Master, and interactions between the characters and the campaign world.

The following section contains a basic treatment of some of the most commonly used game mechanics. As either player or Game Master, it is important to familiarize yourself with these rules before playing. Once every member understands the following information, a gaming group will possess a common ground on which to start playing their game.

### Game Master Fiat

Not every possibility of gameplay can be covered by the game mechanics presented in this book. In such cases, it should be left up to the Game Master to decide what follows. This is called Game Master fiat. In some instances, the Game Master may simply decide the likely outcome of events and state them as such. In other circumstances the Game Master might modify existing rules, or even create new rules to deal with the situation. In order to ensure smooth and consistent gameplay, all decisions regarding the rules are ultimately made by the game's referee. This is not to say the players cannot state their position or make their case if they feel otherwise. However, the Game Master is the final arbitrator and his or her decisions should be respected.

It should be mentioned that a good Game Master will use his or her authority fairly and wisely. Of course, not everyone is perfect and mistakes will be made. Still, a superior Game Master will learn from his or her errors and consider the opinions of the players when refereeing the game. Typically after several game sessions a group of players and their Game Master will settle on some house rules, or particular interpretations of the rules provided here. By no means should a group feel compelled to play by rules they don't particularly enjoy! That being said, the Game Master is the creator of the campaign setting and its inhabitants. This is no small endeavor. For this reason, it is important the players respect his or her authority as referee, and try to settle any differences in a civil and productive manner.

A Game Master that abuses his or her authority will soon be left without players. As a consequence, the practice of Game Master fiat is usually self-correcting. Thoughtful Game Masters will keep their players abreast to any changes in the mechanics as outlined in this book, and deal with new circumstances in a reasonable and consistent manner. Such a Game Master will gain the respect and trust of his or her players, and as a result, get a greater enjoyment from the game. In time, a successful gaming group will not only develop a common campaign, but a customized set of rules and language by which they interact.

**Game Masters and dice rolls:** In most situations, the Game Master will roll dice for non-player characters or creatures, and the players will roll dice for their characters. However, if the Game Master wishes, he or she may make any dice roll personally, even on behalf of a player character. In such instances, the Game Master may choose to roll dice and conceal the results from the players. This is usually done in order to prevent the players from knowing what their characters could not. For example, a Game Master might roll a character's stealth proficiency check for him and do so in secret, as the character will generally be unaware of whether or not he is successfully concealed.

Although it is reserved for the most extraordinary of circumstances, the Game Master may even override a roll of the dice. This will be extremely rare at most, and likely will not occur at all. Nevertheless, it is worth noting the Game Master's authority extends over even the random elements of the game.

### Time

Game-time, unlike real-time, is utterly mutable. In some circumstances, weeks to months of game-time may pass by instantly at the Game Master's and/or player's discretion. In other situations, a few minutes of game-time may take several hours to play out. In fact, in some rare in-game situations, time-travel itself may even occur. Thus, as a general rule, the flow of game-time needs not match the flow of real-time.

During the majority of gameplay, it is not necessary to precisely record the passage of time. For example, if a character decides to rent an inn room and sleep until the next day, the Game Master may simply inform the character the price of the room, and begin the narrative the following morning.

However, there are certain instances where careful tracking of time is essential. The most common of these are during combat, or when spells or magic items involving specific durations of effect are employed. In these situations, game-time is broken down into small units, loosely based upon possible freedoms of action. These units are the second, the round, and the minute.

1 second = 0.1 round.

1 round = 10 seconds = 0.167 minute.

1 minute = 6 rounds = 0.0167 hour.

In large part, game-time is segmented into familiar units used to define the passage of real-time. The one obvious exception is the 10-second round. For game purposes, it is useful to define this 10 second unit, as it coincides well with the timing of many common character actions, such as the firing of a bow, the drinking of a potion, etc.

Thus, all effects and situations within the game including a temporal component will be described in seconds, rounds, minutes, hours, days and so on.

### Combat

Combat in the game is parsed out into combat rounds. These rounds are 10-seconds in length, and in general, allow for each participant in the combat to take one specific action. Typical actions that can be performed within one round are: attacking with a weapon, drinking a potion, or casting a spell (most spells).

## **Initiative**

For each round, all participants in combat must roll initiative to determine the order in which their actions take place. To do this, each character rolls 1d10, and adds or subtracts his or her personal initiative modifier. The resulting values determine the order of actions for that round. The character with the highest initiative result goes first. The character with the lowest initiative result goes last. Characters with identical initiative results perform their actions simultaneously.

*Example:* Two bandits Maurice and Fletch have attacked the wizard Randolph. For initiative, Maurice rolls an 8, Fletch a 6, and Randolph a 9. However, Maurice has the Quick Draw discipline, and thus has a +3 modifier to his first initiative roll, giving him an initiative result of 11. Neither Randolph nor Fletch have initiative modifiers. Thus, the order of actions for the first round of combat will be made first by Maurice, second by Randolph, and then finally by Fletch.

Negative initiative results are valid. Thus, a character with initiative 0 acts before a character with initiative -1, whom acts before a character with initiative -2, etc.

All character actions, except for spell-casting, are assumed to be completed at the end of the character's initiative result. Thus, a sword blow at initiative 5 cannot be interrupted or affected by actions made at initiatives 4 or below.

Once combat has begun, rounds pass one after the other in series until the combat has been concluded.

*Note:* Each new combat round, every participant must re-roll for initiative.

**Deferring initiative:** Once initiative results are calculated for all participants in a combat, the participant with the highest initiative score, and only that participant, may choose to defer his or her initiative result to 0. This result of 0 may not be further modified.

This deferred initiative option reflects the possibility that acting late in a combat round may at times be of strategic benefit. However, as negative initiative scores are possible, deferring may not always guarantee this participant the last action.

If two or more participants in a combat tie for the highest initiative score, each of these participants may opt to defer to the 0 initiative.

**Initiative modifiers:** Although there may be exceptions, a character's initiative roll is typically altered by the agility attribute, armor impedance, the Quick Draw discipline, or surprise. All initiative modifiers are cumulative.

*Agility:* The agility attribute table contains initiative modifiers resulting from a high or low agility score. These modifiers apply to all initiative rolls made by that character (see the agility attribute table).

*Armor impedance:* Worn armor restricts movement and may modify a character's initiative rolls (see the Armor section for details).

*Quick Draw:* The Quick Draw skill adds a +3 to the character's initiative roll for the first round of any new combat (see the Disciplines section for details).

*Surprise:* Surprise typically imparts a +4 initiative modifier for those characters possessing the element of surprise. For example, in the combat described above, had Maurice and Fletch jumped out of the bushes and surprised Randolph, the initiative results for the first round of combat would be: Maurice: 15, Fletch: 10, and Randolph 9.

## **Spell-casting in Combat**

Spell-casting requires clarity of mind, freedom of movement, and absolute concentration. Thus, casting spells in combat can be a precarious endeavor. To reflect this disadvantage, special rules apply to characters casting spells while engaged in combat.

**Spell-casting initiative modifiers:** Spell-casting applies a special modifier to a character's initiative roll. This modifier represents a period of time during the casting of a spell in which the caster may be interrupted. In general, the initiative adjustment for spell-casting is -1 for each Circle of power of the spell being cast. For example, a 3<sup>rd</sup> Circle spell will typically apply a -3 adjustment to the caster's initiative roll.

The spell initiative adjustment indicates the time during which the caster is actually casting the spell. If the caster is hit, restrained, or disrupted, and subsequently caused to lose concentration during this period of time, the spell is lost without effect. For example, a priest with an initiative result of 5 decides to cast Spiritual Armor (casting time: -1). Although the priest begins casting at initiative 5, the spell takes effect at initiative 4. Thus, if the priest's concentration is broken during initiative 5, the Spiritual Armor spell will be lost.

*Note:* A spell may not be interrupted during its initiative of effect. For example, a 2<sup>nd</sup> Circle spell that begins at initiative 7 and takes effect at initiative 5 may only be interrupted by actions at initiative 7 and 6, not at initiative 5.

Thus, in the example combat above (not considering surprise), were Randolph to cast a 4<sup>th</sup> Circle spell, the effect of this spell would occur at initiative 5. In this case, Fletch, who has an initiative of 6, has a chance to interrupt Randolph's spell.

*Note:* All spells must be announced by their caster before any to-hit rolls are made within the same initiative. For example if both Randolph and Fletch had an initiative of 5, Randolph must state if he was casting, and what spell he was casting, before Fletch rolled to-hit.

**Loss of spell-casting concentration:** Spell-casting is interrupted anytime the caster loses his or her concentration. This applies to the spells of wizards, alchemists, mystics and priests. If during the casting of a spell, a caster is hit, restrained, or otherwise forcibly interrupted, he or she must make a Mental Resistance check of 10. A successful check indicates the casting continues. A failed Mental Resistance check indicates the spell has been lost without effect.

*Note:* A spellcaster may not take any further actions within the round in which his or her spell has been disrupted.

**Blind spellcasting:** If a blinded spellcaster casts a spell requiring a specific target, there is a 30% chance the spell fails without effect.

## **Attacking with a Weapon**

At any time a character attacks with a weapon, a to-hit roll with 1d20 must be made. A result greater than or equal to the target creature's dodge score indicates a successful hit. A 1d20 result of less than the target creature's dodge score indicates a miss. For example, Maurice attempts to hit Randolph with his broad sword. Randolph has a dodge score of 11. Thus Maurice must roll an 11 or greater on 1d20 to hit Randolph.

Many times to-hit rolls are modified by character skills or magical means. In general, all to-hit modifiers, positive and negative, are cumulative.

## 2.4 Basic Game Mechanics

*Note:* Despite all modifiers, a natural attack roll of 20 always hits, and a natural roll of 1 always misses. For example, an attack roll with a -3 to-hit modifier may still successfully hit a target with a dodge score of 18 if a natural 20 is rolled. Likewise, defenders with dodge scores greater than 20 may be hit with all natural rolls of 20, regardless of the attacker's to-hit modifiers.

**Fighting with two weapons:** At times, characters may wish to fight with two weapons; wielding one held in each hand. Unless the character possesses the Ambidexterity discipline, when employing two weapons, to-hit rolls with the on-hand weapon are modified by -2. Furthermore, to-hit rolls with the off-hand weapon are modified by the character's agility attribute score (see the agility attribute table).

Obviously, weapons that normally require two hands to use effectively may not be used with another weapon; nor may characters employing a shield use two weapons at one time. In addition, weapons of 3' or greater in length may not be used as an off-hand weapon.

Just as on-hand weapons, characters may apply to-hit and damage modifiers from Weapon Mastery to their off-hand weapon attacks. However, the Multiple Attacks, Parry, and Greatstrike disciplines may not be employed with an off-hand weapon.

In all circumstances, an off-hand weapon provides only one additional attack per combat round. For example, consider a character wielding a long sword in his on-hand, and a dagger in his off-hand. This character possesses Weapon Mastery II and Multiple Attacks II in each weapon. The character may attack twice per round with the longsword, and once per round with the dagger.

For game purposes, both on-hand and off-hand attacks are considered to occur at the same initiative. Thus, if the character above had an initiative result of 3, both longsword attacks and the off-hand dagger attack would occur at initiative 3.



**Drawing a weapon:** A character drawing a sheathed weapon or switching weapons may make only one on-hand attack that round. No attacks may be made in the same round by a weapon drawn into the off-hand.

*Note:* The Quick Draw discipline enables a character to switch weapons and get a full round of attacks with all weapons.

## Attacking a Sleeping or Unconscious Opponent

Due to their defenseless condition, opponents whom are sleeping, restrained, or unconscious may be somewhat easily dispatched without need for an attack roll.

If the opponent is sleeping, and the attacker is using an edged weapon, the defender is automatically hit, and he or she must make a Physical Resistance check of 10. If the check is unsuccessful, the defender dies. However, if the Physical Resistance check is successful, the defender is reduced to ½ his current health points.

If the opponent is sleeping, and the attacker is using a blunt weapon, the defender is automatically hit and must make a Physical Resistance check of 10. If the check is unsuccessful, the defender is reduced to 0 health points. If the Physical Resistance check is successful, the defender is reduced to ½ his current health points. For example, a character with 16 health points and is attacked with a mace while sleeping. If the character makes his Physical Resistance check of 10, he is reduced to 8 health points. If the character fails his Physical Resistance check, he is reduced to 0 health points.

If a restrained opponent is attacked with either a blunt or edged weapon, no to-hit roll is needed; the defender is automatically reduced to 0 health points.

If an unconscious opponent is attacked with either a blunt or edged weapon, no to-hit roll is needed; the defender automatically dies.

## Vision Impairment

In game terms, loss of sight most directly affects a character's to-hit rolls, movement, and dodge score. In general, vision impairment can range from a light fog: -1 penalty, to complete blindness: -5 penalty. Vision impairment results in the following effects:

Table 2.4.1: Effects of vision impairment

Penalty/Effect	To-hit modifier*	Dodge score adjustment	Movement rate adjustment†
Light Fog	-1	-1	-10'
Blizzard	-3	-3	-30'
Blind	-5	-5	-50'

\* Missile attack to-hit modifiers due to vision impairment are twice that of melee attacks. Thus a character would apply a -6 to-hit modifier if using a crossbow in blizzard conditions.

† A character may move at full movement rate with impaired vision. However, such movement typically risks falling or injury.

**Vision impairment and movement:** Movement penalties due to impaired vision are not absolute. Of course, a blinded character may still run at top speed. Instead, movement adjustments due to vision impairment suggest a rate at which the character may move without stumbling or injury. For example, it is suggested a character with a base movement rate of 130' might plod through a smoke-filled corridor at 100' per round without falling or running into a wall.

As environmental factors can affect movement with impaired vision, the Game Master may adjust practical movement rates on a case-by-case basis. At any rate, Perception or Acrobatic proficiency checks may be required of characters trying to move quickly with impaired vision.

**Vision impairment due to light-levels:** Vision impairment due to particulates such as fog or smoke affects all races equally. However, light levels affect various races differently. These effects are described in the table below.

# Wayfarers Player's Reference Book

Preview PDF

## MAGIC POTENTIAL SKILLS & SPELLS

Magic potential has more impact upon a character's development than any other skill. Not only does magic-use drastically alter the nature of the character, but it entails a large amount of skill points and effort if it is to be pursued in earnest. For these reasons, magic-using skills are often developed at the expense of combat expertise or other physical talents. This is especially true for those who acquire Hermetic Magic Potential. That being said, magic-using characters are often the most powerful of characters at high skill levels, and of these wizards are the most feared. Of course, there are also those characters that choose only to dabble in the magic arts, seeing magic as a means to compliment, rather than substitute their mundane skills.

The following section concerns the four types of magic potential: Hermetic, Hedge, Faith and Ritual. Of these, Hermetic and Faith are often considered as major or primary magics, whereas Hedge and Ritual are seen as minor or secondary magics. Each subsection discusses the nature and game mechanics concerning one of the four types of magic, followed by a complete list of spells that may be cast by its practitioners.

### Hermetic Magic

Hermetic magic is derived from the ambient forces that sustain and define the numerous planes of existence. Through mystical formulae and incantations, wizards are able to harness these magical forces and channel them into physical manifestations and alterations of their resident plane according to their will. Users of Hermetic magic are often referred to as wizards, sorcerers or mages.

*Note:* Casting of Hermetic spells requires great flexibility of movement. Thus, worn armor can potentially disrupt spell-casting (see Armor Impedance in the Player Character Creation section).

**Memorizing spells:** Wizards learn and memorize their spells from books. Typically, each wizard keeps several tomes in which his spells are permanently inscribed. Once a wizard successfully learns a spell, he may cast that spell at any time in the future. However, if a wizard wishes to replace cast or lost spells, he must refer to these texts in order to rememorize the spell once again.

Each time a wizard studies, he commits to memory the spells he has learned within his spell books. These spells remain in the wizard's active memory, or repertoire, until those spells have been used. In general, four hours of uninterrupted study is sufficient to replenish a wizard's repertoire of spells.

A wizard's repertoire contains all learned spells within his available spell library. Thus, a wizard may cast any 1<sup>st</sup> Circle spell he has previously learned that was contained in the tome(s) available to him the last time he studied.

*Example:* A wizard is traveling with a spell book that contains the 1<sup>st</sup> Circle spells: Sense Magic, Illuminate and Minor Enchantment. At present, the wizard has learned Sense Magic and Minor Enchantment. Thus, after studying, the wizard may cast either Sense Magic or Minor Enchantment. If this wizard was able to cast three 1<sup>st</sup> Circle spells per day, he may cast Sense Magic three times, Sense Magic once and Minor Enchantment twice, or any similar combination thereof.

**Acquiring new spells:** In general, wizards acquire new spells by copying them from other spell books. As a rule, this requires 1 hour spent per Circle of the spell to be transcribed. However, before a newly acquired spell may be cast, a wizard must learn to use it. This

requires 1 day of study per Circle of the new spell, followed by a 1d20 roll modified by +1 per Circle of the spell to be learned. If the result is less than or equal to the wizard's intellect score, the spell has been learned. If the result is greater than the wizard's intellect score, the spell has not been learned and cannot be cast. For example, a wizard with a 15 intellect finds a book containing a new 3<sup>rd</sup> Circle spell. After spending 3 hours transcribing the spell into his book, he spends 3 days studying it. Finally, the wizard must roll 1d20 with a +3 modifier. A result of 4-15 indicates the spell has been added to the wizard's repertoire and may be cast. Failure (a result of 16-23) indicates the spell has not been learned. A wizard may only attempt to learn a new spell once per skill level.

*Note:* In addition to copying spells, wizards may acquire new spells by creating them with the Hermetic Dweomercraft proficiency (see the Proficiency section). A wizard typically begins with 2-4 1<sup>st</sup> Circle spells and possibly one 2<sup>nd</sup> Circle spell in his or her initial spell book (at the Game Master's option).



**Spell repertoire:** The number of spells a wizard may cast of any given Circle per day is equal to 1 plus the number of Circles the wizard has achieved since acquiring that Circle of spell-power. For example, in lieu of any intellect bonuses, a wizard whom may cast 5<sup>th</sup> Circle Hermetic magic can cast five 1<sup>st</sup> Circle, four 2<sup>nd</sup> Circle, three 3<sup>rd</sup> Circle, two 4<sup>th</sup> Circle, and one 5<sup>th</sup> Circle spells per day.

After achieving the 8<sup>th</sup> Circle of spell-power, the wizard may then spend the cost of 8<sup>th</sup> Circle (19 skill points) again to add one more spell to each Circle of his or her repertoire. For example, (in lieu of any intellect bonuses) a 8<sup>th</sup> Circle wizard whom has spent 19 additional skill points may cast nine 1<sup>st</sup>, eight 2<sup>nd</sup>, seven 3<sup>rd</sup>, six 4<sup>th</sup>, five 5<sup>th</sup>, four 6<sup>th</sup>, three 7<sup>th</sup>, and two 8<sup>th</sup> Circle spells per day.

*Note:* Acquiring Hermetic Magic Potential automatically enables a wizard to cast spells of the 1<sup>st</sup> Circle. However, the ability to cast spells of higher Circles requires expenditure of additional skill points.

In addition to the normal acquisition of spells, wizards may earn additional spells due to a high intellect score (see the intellect attribute table).

## Hermetic Magic Spells

Hermetic magic spells harness ambient magical forces and channel them into alterations of physical reality. In addition, some Hermetic spells may influence other spells and/or types of magic. As Hermetic magic is actively drawn from the environment and not granted, wizards may employ their spells for any purpose they see fit.

**Table 2.5.1: Hermetic magic spells**

1 <sup>st</sup> Circle	School	2 <sup>nd</sup> Circle	School	3 <sup>rd</sup> Circle	School	4 <sup>th</sup> Circle	School
Command: Sting	<i>evoc.</i>	Abridge	<i>meta.</i>	Armor Cutting	<i>art.</i>	Beckon	<i>astro.</i>
Combust	<i>evoc.</i>	Apportation	<i>astro.</i>	Compel	<i>charm</i>	Command: Halt	<i>evoc.</i>
Darkness	<i>alt.</i>	Blink	<i>astro.</i>	Command: Blind	<i>evoc.</i>	Counterspell	<i>meta.</i>
Ignore	<i>charm</i>	Climb	<i>alt.</i>	Crumble	<i>annih.</i>	Dancing Weapon	<i>art.</i>
Illuminate	<i>alt.</i>	Command: Deaf	<i>evoc.</i>	Delay Spell	<i>meta.</i>	Dispel Magic	<i>meta.</i>
Extinguish	<i>annih.</i>	Control Descent	<i>alt.</i>	Design	<i>horo.</i>	Divide Magic	<i>meta.</i>
Flare	<i>evoc.</i>	Darkvision	<i>alt.</i>	Diminish Magic	<i>meta.</i>	Enmity	<i>charm</i>
Fog	<i>evoc.</i>	Enrage	<i>charm</i>	Earth Walk	<i>astro.</i>	Explosive Ward	<i>evoc.</i>
Force Bolt	<i>evoc.</i>	Force Weapon	<i>evoc.</i>	Function	<i>art.</i>	Fess' Vacuum	<i>annih.</i>
Friends	<i>charm</i>	Leap	<i>alt.</i>	Growth	<i>alt.</i>	Fly	<i>alt.</i>
Magic Bag	<i>astro.</i>	Might	<i>alt.</i>	Ice Ray	<i>evoc.</i>	Fold Space	<i>astro.</i>
Magic Vestment	<i>abjur.</i>	Minor Timeportation	<i>horo.</i>	Levitation	<i>alt.</i>	Invisibility	<i>alt.</i>
Morgan's Vigilant Sentinel	<i>summ.</i>	Percule's Exploding Missile	<i>art.</i>	Projection	<i>astro.</i>	Lightning Bolt	<i>evoc.</i>
Minor Enchantment	<i>art.</i>	Mylo's Shocking Aura	<i>evoc.</i>	Quick Casting	<i>meta.</i>	Panic	<i>charm</i>
Nael's Magical Trace	<i>art.</i>	Protection from Cold	<i>abjur.</i>	Reflect Magic	<i>meta.</i>	Propel	<i>astro.</i>
Penetrating Sight	<i>divin.</i>	Protection from Heat	<i>abjur.</i>	Repel Projectiles	<i>abjur.</i>	Psychometry	<i>divin.</i>
Preserve	<i>horo.</i>	Reveal Enchantment	<i>divin.</i>	Scry	<i>divin.</i>	Reprisal	<i>abjur.</i>
Quicken	<i>horo.</i>	Rust	<i>annih.</i>	Seeker	<i>summ.</i>	Scry Shield	<i>abjur.</i>
Retrieve	<i>astro.</i>	Share Sight	<i>divin.</i>	Silence	<i>alt.</i>	Shield	<i>abjur.</i>
Seal Portal	<i>abjur.</i>	Shatter	<i>annih.</i>	Sleep	<i>charm</i>	Stone Spray	<i>evoc.</i>
Sense Magic	<i>divin.</i>	Summon Lesser Monsters	<i>summ.</i>	Slow	<i>horo.</i>	Summon Monsters	<i>summ.</i>
Thought Projection	<i>alt.</i>	Thwart Magic	<i>meta.</i>	Steam Cloud	<i>evoc.</i>	Time Cube	<i>horo.</i>
Vermin	<i>summ.</i>	Water-breathing	<i>alt.</i>	Summon Lesser Elemental	<i>summ.</i>	Wall of Fire	<i>evoc.</i>
Water Walk	<i>alt.</i>	Wind	<i>evoc.</i>	Telekinesis	<i>astro.</i>		
5 <sup>th</sup> Circle	School	6 <sup>th</sup> Circle	School	7 <sup>th</sup> Circle	School	8 <sup>th</sup> Circle	School
Animate Plants	<i>alt.</i>	Alchemy	<i>art.</i>	Age	<i>horo.</i>	Antithesis	<i>evoc.</i>
Banish	<i>abjur.</i>	Command: Confuse	<i>evoc.</i>	Alter Weather	<i>alt.</i>	Artifact	<i>art.</i>
Call Object	<i>astro.</i>	Control	<i>charm</i>	Animate Corpse	<i>art.</i>	Change	<i>alt.</i>
Command: Mute	<i>evoc.</i>	Destroy Matter	<i>annih.</i>	Baalphegor's Spell Trigger	<i>meta.</i>	Cognizance	<i>divin.</i>
Creation	<i>evoc.</i>	Enfeeblement	<i>alt.</i>	Command: Stun	<i>evoc.</i>	Command: Die	<i>evoc.</i>
Destroy Water	<i>annih.</i>	Ethereal Shift	<i>alt.</i>	Confine	<i>abjur.</i>	Consolidate Magic	<i>meta.</i>
Extension	<i>meta.</i>	Explode	<i>annih.</i>	Enchantment	<i>art.</i>	Disintegration	<i>annih.</i>
Fireball	<i>evoc.</i>	Extra-planar Protection	<i>abjur.</i>	Firestorm	<i>evoc.</i>	Domination	<i>charm</i>
Inscribe	<i>art.</i>	Incinerate	<i>evoc.</i>	Golem	<i>art.</i>	Essence Conversion	<i>alt.</i>
Locate	<i>divin.</i>	Isolate	<i>astro.</i>	Implode	<i>annih.</i>	Gate	<i>astro.</i>
Magic Cache	<i>meta.</i>	Lesser Golem	<i>art.</i>	Improved Psychometry	<i>divin.</i>	Goetia	<i>summ.</i>
Misdirect	<i>charm</i>	Magic Drain	<i>meta.</i>	Magic Shield	<i>abjur.</i>	Greater Golem	<i>art.</i>
Nael's Spell Battery	<i>art.</i>	Melt	<i>annih.</i>	Mass Dispel	<i>meta.</i>	Greater Magic Shield	<i>abjur.</i>
Polymorph	<i>alt.</i>	Minor Goetia	<i>summ.</i>	Mass Hysteria	<i>charm</i>	Invulnerability	<i>abjur.</i>
Shadow Form	<i>astro.</i>	Minor Magic Shield	<i>abjur.</i>	Optimize Magic	<i>meta.</i>	Muriel's Void	<i>abjur.</i>
Shrink	<i>alt.</i>	Multiple Targets	<i>meta.</i>	Perturbation	<i>horo.</i>	Perpetuation	<i>meta.</i>
Speed	<i>horo.</i>	Read Mind	<i>divin.</i>	Petrify	<i>alt.</i>	Repel Magic	<i>meta.</i>
Summon Elemental	<i>summ.</i>	Summon Greater Monsters	<i>summ.</i>	Portal	<i>astro.</i>	Revisit	<i>horo.</i>
Swap	<i>astro.</i>	Teleportation	<i>astro.</i>	Summon Greater Elemental	<i>summ.</i>	Steal Youth	<i>horo.</i>
Timeportation	<i>horo.</i>	Time Shelter	<i>horo.</i>	Goetic Ward	<i>summ.</i>		
Throw	<i>evoc.</i>	Time Skip	<i>horo.</i>				
True Strike	<i>art.</i>						

### Hermetic Magic Spell Composition

Each Hermetic magic spell is composed of similar properties that may be described by Circle, duration, effect, etc. An explanation of these properties is provided preceding the spell descriptions:

**Circle:** Hermetic spells are divided into 8 Circles of spell-power. Spells of the 1<sup>st</sup> Circle are the weakest, and spells of the 8<sup>th</sup> Circle are the most powerful.

## 2.5 Magic Potential Skills & Spells

**Duration:** The spell's duration indicates how long the spell remains in effect.

If a spell's duration is measured in rounds, the spell will last the noted number of rounds in addition to the one in which it was cast. For example, if a spell's duration is 5 rounds, it will remain in effect for 5 rounds in addition to the one in which it was cast.

**Effect:** The effect of the spell specifies the target and/or area of effect of the spell. If multiple creatures may be targeted, the effect indicates the maximum number of creatures that may be targeted by the spell. A wizard may always choose to target fewer creatures than the maximum, but not more. For example, if the Effect reads: 3 creatures, the wizard may target one, two or three creatures with the spell.

**School:** The Hermetic school indicates the nature of the spell's magic. Some creatures have varying susceptibilities to magic of particular schools. All characters with Hermetic Magic Potential may cast spells of any school.

The Hermetic schools are: Abjuration, Alteration, Annihilation, Artifice, Astromancy, Charm, Divination, Evocation, Horology, Metamagic, and Summoning.

**Components:** All spells require one or more components as part of their magical formulae of incantation. Components are either verbal: V, gestured: G, or material: M.

**Resist:** Some spells that may be cast upon living creatures may be resisted by an unwilling target. Resist indicates whether the spell may be resisted, in whole or in part, and the difficulty of doing so. For example, if a spell's resist reads, 'Mental 14', a creature must make a Mental Resistance check of target number 14, to resist the spell. If the Mental Resistance check is successful, the creature is unaffected.

If a spell may affect multiple targets, a successful resistance by one target protects that target only. Each creature targeted by a spell must resist the spell individually.

In general, Mental Resistance or Physical Resistance checks to resist Hermetic magic spells are adjusted by the Circle of the spell: 1<sup>st</sup> Circle: target number 11, 2<sup>nd</sup> Circle: target number 12, 3<sup>rd</sup> Circle: target number 13, 4<sup>th</sup> Circle: target number 14, etc.

**Casting time:** Casting time is explained in detail in the Combat rules section (see the Basic Game Mechanics section). Briefly, casting time indicates how long it takes to completely cast the spell during combat. For example, if a spell with casting time -3 is begun at initiative 5, the spell's effect will take place at initiative 2.

**Range:** Range indicates the distance between the caster and the spell's area of effect and/or target. For example, a spell that affects a target creature with a range of 20' may be cast upon any creature within 20' of the caster.

**Damage type:** Some creatures have varying susceptibilities to different sources of injury. For example, a creature that lives in fire would likely suffer no damage from fire-based spells, but may suffer twice normal damage from cold-based attacks. For those spells that cause damage, damage type indicates the nature of the injury caused by the spell.

*Note:* Armor will absorb physical damage from spells. Armor will not protect against energy damage, however.

*Important:* Damage from a single spell that affects multiple creatures must be determined for each creature individually. Thus, were two creatures affected by the 4<sup>th</sup> Circle Wall of Fire spell, 3d4 + 3 must be

rolled for each creature affected. Thus, one creature might suffer 8 points of damage whereas the other might suffer 11 points of damage.

## Hermetic Magic Spell Descriptions

The following includes a complete description of each Hermetic magic spell:

### Command: Sting

Circle: 1 <sup>st</sup>	Resist: Mental 20
Duration: Permanent	Casting time: -0
Effect: 1 creature	Range: 100'
School: Evocation	Damage type: Energy
Components: V	

Like all Command spells, the Sting Command is cast upon the utterance of a single word. Thus, the command spell may not be interrupted. The Sting Command inflicts 1d2 health points of damage upon one creature.

### Combust

Circle: 1 <sup>st</sup>	Resist: None
Duration: Special	Casting time: -1
Effect: 1 object	Range: 40'
School: Evocation	Damage type: Heat
Components: V, G	

Combust sets one small non-living object (less than 2 lbs.) on fire. If the object is non-flammable, the fire will only last 1 round. However, if the object is flammable (i.e. wood, cloth, paper), it will continue to burn until extinguished. Any creature in contact with the flames will suffer 1d4 points of damage per round.

In general, objects set afire by the Combust spell may be extinguished in one round. However, if there is abundant fuel for the flames, the fire will continue to grow as if naturally set.

### Darkness

Circle: 1 <sup>st</sup>	Resist: Mental 11
Duration: 1 hour per Circle	Casting time: -1
Effect: 10' radius	Range: 30'
School: Alteration	Damage type: n/a
Components: V, G	

Darkness creates an area of unnatural darkness centered upon a point or object chosen by the caster. This darkness is unaffected by any natural light, and thus renders all in it completely blind. If the Darkness spell is centered upon an unwilling creature, successful resistance indicates the spell fails without effect.

Any blinded creature makes melee attacks at -5 to-hit, and missile weapon attacks at -10 to-hit. In addition, the creature's dodge score is adjusted by -5.

*Note:* If a spellcaster casts a spell requiring a specific target that he or she cannot see, there is a 30% chance the spell fails without effect.

### Extinguish

Circle: 1 <sup>st</sup>	Resist: None
Duration: Permanent	Casting time: -1
Effect: Up to 3' cube	Range: 30'
School: Annihilation	Damage type: n/a
Components: V, G	



# Wayfarers Player's Reference Book

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**Artifact**

Circle: 8<sup>th</sup>  
 Duration: Permanent  
 Effect: Special  
 School: Artifice  
 Components: V, G, M

Resist: None  
 Casting time: Special  
 Range: Touch  
 Damage type: n/a

By means of the Artifact spell, the wizard can create a variety of magical items, as well as unique magical weapons and armor. This is a very arduous task however, and the creation of such items requires a great deal of time and resources.

Magic items created by the Artifact spell often have magical properties that mimic spell effects, or give the bearer magical powers and abilities. For example, by means of the Artifact spell, a wizard could create a pair of boots that allowed the wearer to walk on water, or manufacture an hourglass that slows the flow of time within a limited area.

Magic weapons and armor created by the Artifact spell will not only possess bonuses similar to those given by the Enchantment spell, but will also imbue the wearer with special abilities as well.

In most respects, the nature of an artifact to be created is determined by the imagination of the character, and by the amount of resources necessary to manufacture it.

In general, the time needed to create a magic artifact will vary from as little as 2 months to as long as 2 years. Cost and rarity of required material components is also a major factor when planning to create an artifact. In all cases, the Game Master will provide specific details necessary to any character seeking to create such a magical item.

**Change**

Circle: 8<sup>th</sup>  
 Duration: Permanent  
 Effect: Special  
 School: Alteration  
 Components: V, G, M

Resist: None  
 Casting time: -8  
 Range: Special  
 Damage type: Special

The Change spell is the most potent of all magical spells, Hermetic or otherwise. In basic terms, the Change spell enables the wizard to alter reality in some real, permanent way. For example, by casting Change, a wizard could enable a companion to breathe water as well as air, or to shrink a sailing vessel so that it may be carried in a coat pocket. In many ways, the limitations of the spell are a function of the wizard's creativity, and not of the spell itself.

However, the magic of the Change spell is such that the greater the alteration, the more unpredictable, and at times the more undesirable, the manifestation of the change desired. For example, a wizard attempting to slay a creature with a Change spell, may succeed in doing so, however in enacting the creature's demise, the Change spell might evoke a catastrophic event that adversely affects the wizard as well.

For these reasons, the intentions of a wizard casting the Change spell should be stated both clearly and concisely. In all circumstances, it is up to the Game Master to ultimately decide the manifestation and extent of any alteration induced by the Change spell.

*Note:* It is a common desire for characters to directly augment their skills, attributes, etc. via the Change spell. These attempts rarely succeed without an undesired consequence.

**Cognizance**

Circle: 8<sup>th</sup>  
 Duration: Permanent  
 Effect: Caster Only  
 School: Divination  
 Components: V, G

Resist: None  
 Casting time: -8  
 Range: Special  
 Damage type: n/a

By means of the Cognizance spell, the caster may uncover any discrete fact or article of information that he or she wishes to know. This may be the location of an item or creature, the time of an event, the truth of a narrative, or any similar type of information.

Knowledge revealed by the Cognizance spell will be complete, but concise. Thus, the caster must make only one unique query per spell. For example, the question "Where is the Wand of Ohna?" may be answered in full. However, a query such as "What do I need to do to obtain the Wand of Ohna?" may provide the wizard with only an initial step to be taken, or no answer at all.

Neither time past, nor distance, nor obscurity may prevent the caster from knowing this information. However, if the caster inquires about something that does not exist, no answer will be forthcoming. Similarly, knowledge of the future cannot be gained by a Cognizance spell.

**Command: Die**

Circle: 8<sup>th</sup>  
 Duration: Permanent  
 Effect: 1 creature  
 School: Evocation

Resist: Mental 20  
 Casting time: -0  
 Range: 100'  
 Damage type: Special

Components: V

Like all command spells, the Die command is cast upon the utterance of a single word. Thus, the command spell may not be interrupted. The Die command kills one creature under 40 health points. If the creature has more than 40 health points, it is reduced to 1d4 health points.

**Consolidate Magic**

Circle: 8<sup>th</sup> Resist: None  
 Duration: Permanent Casting time: -8  
 Effect: Caster only Range: n/a  
 School: Metamagic Damage type: n/a  
 Components: V, G

The effect of the Consolidate Magic spell is similar to the 4<sup>th</sup> Circle Divide Magic spell. However, Consolidate Magic enables a caster to combine two spells within his or her repertoire into one spell of a greater Circle. For example, a wizard might combine one 5<sup>th</sup> Circle and one 2<sup>nd</sup> Circle spell into a 7<sup>th</sup> Circle spell. Upon doing so, both 5<sup>th</sup> and 2<sup>nd</sup> Circle spells would be removed from the wizard's repertoire and one 7<sup>th</sup> Circle spell would be added. Those spells resulting from Consolidate Magic may be cast as normal.

**Disintegration**

Circle: 8<sup>th</sup> Resist: Physical 18  
 Duration: Permanent Casting time: -8  
 Effect: 1 creature Range: 60'  
 School: Annihilation Damage type: n/a  
 Components: V, G

The Disintegration spell instantly reduces any creature to a small amount of dust. Any non-magical equipment worn or carried by the creature will be disintegrated as well.

**Domination**

Circle: 8<sup>th</sup> Resist: Mental 18  
 Duration: 1 day Casting time: -8  
 Effect: 1 creature Range: 20'  
 School: Charm Damage type: n/a  
 Components: V, G

The Domination spell puts one creature under absolute control of the wizard. A creature under the Domination spell will do the caster's bidding, even so far as to attack his friends, surrender his weapon, or even to commit suicide. Furthermore, the Domination spell enables the wizard free reign of affected creature's mind. Thus, the wizard may induce the creature to cast specific spells as he or she wishes.

In addition to control of the creature's mind, the wizard has complete access to the creature's knowledge, and may employ the creature's intellect-related proficiencies as though they were his or her own.

*Note:* While a character is under the influence of a Domination spell, his or her exact responses to the wizard's demands are to be determined by the Game Master, not by the character's player. Due to the nature of their magic, dominated priests may not be forced to cast spells through Domination; their deity will refuse to grant the spell.

**Essence Conversion**

Circle: 8<sup>th</sup> Resist: None  
 Duration: Permanent Casting time: -8  
 Effect: 1 creature Range: 10'  
 School: Alteration Damage type: n/a

Components: V, G

The Essence Conversion spell enables the wizard to permanently alter the physical and mental attributes of one intelligent humanoid. In game terms, the Essence Conversion allows the wizard to sacrifice two attribute points to add one attribute point to the targeted creature. For example, if the wizard cast Essence Conversion upon himself, he could sacrifice 1 endurance point and 1 presence point to gain 1 intellect point. This alteration is permanent.

If cast upon another individual, 1 attribute point sacrificed must come from the wizard, and the other from the creature itself. For example, if a wizard cast Essence Conversion upon a companion, he might personally sacrifice 1 point of agility, whereas the targeted individual might sacrifice 1 point of intellect and gain 1 point of strength.

**Gate**

Circle: 8<sup>th</sup> Resist: Mental 18  
 Duration: Instantaneous Casting time: -8  
 Effect: 6 creatures Range: 10'  
 School: Astromancy Damage type: n/a  
 Components: V, G, M

The Gate spell transports the caster and up to 5 other creatures to another plane of existence. If a creature is unwilling to be gated with the caster, a successful Mental Resistance check will oppose the spell, and the caster will shift without the creature.

The material component for a Gate spell is a tuning fork, the necessary material and note of which are determined by the plane to be reached.

*Note:* Unless previously visited, the caster will arrive on the plane in a random location. Once visited, the caster may gate to any familiar location on that plane.

**Goetia**

Circle: 8<sup>th</sup> Resist: None  
 Duration: 8 hours Casting time: 6 minutes  
 Effect: Special Range: 10'  
 School: Summoning Damage type: Special  
 Components: V, G, M

When cast, Goetia summons forth a malevolent demon to serve the wizard. This fiend will perform tasks or attack the wizard's foes. These demons summoned by the wizard are intelligent and typically malicious. Thus, although they will do the wizard no harm and must obey his commands, they will often seek opportunity to harm others, even the wizard's allies if not carefully monitored. The type of demon is to be determined randomly (1d6).

1: Demon: Health points: 48, Dodge score: 21, Initiative: +6, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: claws: 2 x 1d10 + 5, and tail: 1d6. Intellect: high, Physical Resist: +5, Mental Resist: +8, Movement: 140', fly 120'. This demon appears as a 6' tall, goat-headed figure, with large leathery wings and a long barbed tail. The demon attacks either with his powerful claws, or his whipping tail. If hit by the demon's tail, the victim must make a Physical Resistance check of 14 or die. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, and Combust, and the following Hedge magic spells: Despair, Terror, and Minor Phantasm once per day. The demon may also summon 1d4 + 1 greater imps once per day.

2: Demon: Health points: 58, Dodge score: 19, Initiative: +6, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: claws: 2 x

1d8 + 5. Intellect: high, Physical Resist: +5, Mental Resist: +9, Movement: 160'. This demon appears as a 10' tall, centaur-like creature with the torso of a man, and the body of a bull. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, Combust and Wall of Fire, and the following Hedge magic spells: Despair, Terror, and Minor Phantasm once per day. The demon may also summon 1d4 + 1 greater imps once per day.

3: Demon: Health points: 62, Dodge score: 20, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: maul: 2 x 1d8 + 8. Intellect: high, Physical Resist: +6, Mental Resist: +8, Movement: 140'. This demon appears as a 5' tall, jet black dwarf-like figure. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, Ice Ray and Invisibility, and the following Hedge magic spells: Terror, Enrage and Compel once per day. The demon may also summon 1d2 + 1 manes once per day.

4: Demon: Health points: 54, Dodge score: 18, Initiative: +4, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: pincers: 4 x 1d6 + 6. Intellect: high, Physical Resist: +5, Mental Resist: +11, Movement: 160'. This demon appears as a 7' tall insectoid, with four pincer arms, the head and torso of a baboon, and the abdomen of an enormous spider. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, Ice Ray and Invisibility, and the following Hedge magic spells: Terror, Enrage and Compel once per day. The demon may also summon 1d2 + 1 manes once per day.

5: Demon: Health points: 46, Dodge score: 20, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: pole axe: 2 x 1d10 + 5, and whip: 1d2 + 5 or disarm. Intellect: high, Physical Resist: +3, Mental Resist: +8, Movement: 130'. This demon appears as a 7' tall man with a head covered in tentacles. If hit with the demon's whip, the demon may choose to inflict no damage. Instead, the victim must make a Physical Resistance check of 12 or be disarmed. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Crumble, Ice Ray and Invisibility, and the following Hedge magic spells: Terror and Compel once per day. The demon may also summon 1d2 + 1 manes once per day.

6: Demon: Health points: 66, Dodge score: 19, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: great sword: 2 x 2d6 + 7. Intellect: high, Physical Resist: +5, Mental Resist: +10, Movement: 160', fly 80'. This demon appears as a 9' tall, winged minotaur. The demon may innately cast the following Hermetic spells: Darkness, Silence, Friends, Shatter, Thought Projection, and Combust, and the following Hedge magic spells: Despair, and Minor Phantasm once per day. The demon may also summon 1d4 + 2 greater imps once per day.

Demons are not affected by spells of charm or illusion and are immune to disease. They are also immune to heat and cold.

Upon being slain, or at the duration's end, these fiends will disappear. However, after serving, these demons will forever harbor strong enmity for the wizard.

The material components for the Goetia spell are the blood of a humanoid slain within 6 hours, and a brass brazier in which fine incense (approx. 200 silver royals in value) is to be burned. The blood is used to inscribe a magical circle in which the wizard stands, and a triangle in which the fiend is to be summoned.

*Note:* There are numerous demons inhabiting the Blood Realms. Those provided are only representative of those that may be summoned by

this spell. Other demons may be targeted by the Goetia spell at the Game Master's discretion.

### Greater Golem

Circle: 8 <sup>th</sup>	Resist: None
Duration: Permanent	Casting time: 8 hours
Effect: Special	Range: n/a
School: Artifice	Damage type: Kinetic
Components: V, G, M	

The Greater Golem spell enables the caster to enchant an automaton created from iron or bronze. The golem must be a human-sized figure made entirely of these materials, save for a fist-sized heart of topaz (roughly 1000 silver royals in value). Construction of the figure must be complete before casting of the Greater Golem spell. This construction requires 12 to 15 days of work, during which the caster must be more or less uninterrupted.

Once constructed, the Greater Golem spell is cast in order to animate the automaton. Throughout the extended casting of this spell, the caster must continually chant and perform a ritual that must not be disturbed. If completed successfully, the golem becomes an animated servant, willing to perform simple tasks as instructed by the wizard.

The Greater Golem has the following statistics: Health points: 50 + 1d10, Dodge score: 15, Initiative: +0, Hide/armor: 1d6, To-hit: +5, Attacks: fist: 2 x 2d8 + 5, or 2 x by weapon + 5. Intellect: low, Physical Resist: +7, Mental Resist: n/a, Movement: 80'. Golems are not affected by spells of possession, charm or illusion, and are immune to poison and disease.

Once destroyed, a golem's topaz heart crumbles to dust.

*Note:* A wizard may only control one golem at a time. If the wizard creates another golem, the existing one will immediately go berserk, attacking anything in sight until destroyed.

### Greater Magic Shield

Circle: 8 <sup>th</sup>	Resist: None
Duration: 1 hour	Casting time: -8
Effect: Caster only	Range: n/a
School: Abjuration	Damage type: n/a
Components: V, G	

The Greater Magic Shield provides the wizard with a magical aegis against spells of all Circles. As such, whenever the unwilling target of a spell, there is a 20% chance that the spell will not affect the wizard. However, if the spell is not blocked by the Greater Magic Shield, the spell will be treated as normal, allowing the wizard a Mental or Physical Resistance roll, if applicable.

The Greater Magic Shield may block all types of spells, Hermetic, Hedge, Faith and Ritual.

*Note:* If a spell targets or affects multiple creatures, the Greater Magic Shield will protect the wizard only. Other creatures will be subject to the spell's effects as normal. Greater Magic Shield will not protect the wizard against magical items or abilities.

### Invulnerability

Circle: 8 <sup>th</sup>	Resist: None
Duration: 3 rounds	Casting time: -8
Effect: Caster only	Range: n/a
School: Abjuration	Damage type: n/a





## Hedge Magic

Like Hermetic magic, Hedge magic is derived from those forces that sustain and define the numerous planes of existence. Similarly, through mystical formulae and incantations, alchemists may harness these magical forces and channel them to their will. However, whereas Hermetic magic can physically alter the Tellurian plane in powerful ways, Hedge magic tends towards artifice and the enchantment of objects, or alterations of perception and manifestations of the mind. Users of Hedge magic are often referred to as alchemists, illusionists, bards, enchanters, tricksters or thaumaturgists.

*Note:* Casting of Hedge magic spells requires great flexibility of movement. Thus, worn armor can potentially disrupt spell-casting (see Armor Impedance in the Player Character Creation section).

**Memorizing spells:** Like wizards, alchemists learn and memorize their spells from books. Similarly, once an alchemist successfully learns a spell, he may cast that spell at any time in the future. However, if an alchemist wishes to replace cast or lost spells, he must refer to these texts in order to rememorize the spell once again.

Each time an alchemist studies, he replenishes his repertoire of spells that may be cast. Like wizards, these spells remain in the alchemist's repertoire until those spells have been used or until he studies again. In general, four hours of uninterrupted study is sufficient to replenish an alchemist's daily repertoire of spells.

Like wizards, each time an alchemist studies, he commits to memory the spells he has learned within his available spell books. These spells remain in the alchemist's active memory, or repertoire, until those spells have been used.

An alchemist's repertoire contains all learned spells within his available spell library. Thus, an alchemist may cast any 1<sup>st</sup> Circle spell he has previously learned that was contained in the tome(s) available to him the last time he studied.

*Example:* An alchemist is traveling with a spell book that contains the 1<sup>st</sup> Circle spells: Illuminate, Courage, and Noise. At present, the alchemist has learned the spells Courage and Noise. Thus, after studying, the alchemist may cast either Courage or Noise. If this alchemist was able to cast three 1<sup>st</sup> Circle spells per day, he may cast

Courage three times, Courage twice and Noise once, or any similar combination thereof.

**Acquiring new spells:** In general, alchemists acquire new spells by copying them from other spell books. To copy a new spell into his or her book, either from another book or scroll, an alchemist must spend 1 hour per Circle of the spell to be transcribed. However, before a newly acquired spell may be cast, an alchemist must learn to use it. This requires 1 day of study per Circle of the new spell, followed by a 1d20 roll modified by +1 per Circle of the spell to be learned. If the result is less than or equal to the alchemist's intellect score, the spell has been learned. If the result is greater than the alchemist's intellect score, the spell has not been learned and cannot be cast.

For example, an alchemist with a 16 intellect finds a book containing a new 4<sup>th</sup> Circle spell. After spending 4 hours transcribing the spell into her book, she spends 4 days studying it. Finally, the alchemist must roll 1d20 with a +4 modifier. A result of 5-16 indicates the spell has been added to the alchemist's repertoire and may be cast. Failure (a result of 17-24) indicates the spell has not been learned. An alchemist may only attempt to learn a new spell once per skill level.

*Note:* In addition to copying spells, alchemists may also acquire new spells by creating them with the Hedge Dweomercraft proficiency (see the Proficiency section). An alchemist typically begins with 2-4 1<sup>st</sup> Circle spells and possibly one 2<sup>nd</sup> Circle spell in his or her initial spell book (at the Game Master's option).

**Spell repertoire:** The number of spells an alchemist may cast of any given Circle per day is equal to 1 plus the number of Circles the alchemist has achieved since acquiring that Circle of spell-power. For example, in lieu of any intellect bonuses, an alchemist whom may cast 4<sup>th</sup> Circle Hedge magic, can cast four 1<sup>st</sup> Circle, three 2<sup>nd</sup> Circle, two 3<sup>rd</sup> Circle, and one 4<sup>th</sup> Circle spells per day.

After achieving the 5<sup>th</sup> Circle of spell-power, an alchemist may spend the cost of 5<sup>th</sup> Circle (13 skill points) again to add one more spell to each Circle of his or her repertoire. For example, (in lieu of any intellect bonuses) a 5<sup>th</sup> Circle alchemist whom has spent 13 additional skill points may cast six 1<sup>st</sup>, five 2<sup>nd</sup>, four 3<sup>rd</sup>, three 4<sup>th</sup>, and two 5<sup>th</sup> Circle spells per day.

## 2.5 Magic Potential Skills & Spells

*Note:* Acquiring Hedge Magic Potential automatically enables an alchemist to cast Hedge magic spells of the 1<sup>st</sup> Circle. However, the ability to cast spells of higher Circles requires expenditure of additional skill points.

In addition to the normal acquisition of spells, alchemists may earn additional spells due to a high intellect score (see the intellect attribute table).

## Hedge Magic Spells

Hedge magic is often viewed as a subset of Hermetic magic. Like Hermetic magic, Hedge magic spells harness ambient magical forces to create their effects. However, Hedge magic is particularly effective at affecting the mind, and somewhat limited in its ability to alter the physical world. Hedge magic is drawn from the environment and not granted, thus alchemists may employ their spells for any purpose they see fit.

**Table 2.5.2: Hedge magic spells**

1 <sup>st</sup> Circle	School	2 <sup>nd</sup> Circle	School	3 <sup>rd</sup> Circle	School	4 <sup>th</sup> Circle	School	5 <sup>th</sup> Circle	school
Clamor	<i>jinx.</i>	Animate Fire	<i>alt.</i>	Amnesia	<i>charm</i>	Aptitude	<i>alt.</i>	Alchemy	<i>art.</i>
Courage	<i>charm</i>	Appeal	<i>alt.</i>	Break	<i>jinx.</i>	Distort Space	<i>illus.</i>	Bogeyman	<i>illus.</i>
Create Scribe	<i>art.</i>	Babble	<i>jinx.</i>	Brittle	<i>alt.</i>	Doppelganger	<i>illus.</i>	Clone	<i>art.</i>
Darkness	<i>alt.</i>	Buoyancy	<i>alt.</i>	Caldwell's Horseless Carriage	<i>art.</i>	Efficacy Shield	<i>illus.</i>	Control	<i>charm</i>
Despair	<i>charm</i>	Captivate	<i>charm</i>	Chameleon	<i>illus.</i>	Enmity	<i>charm</i>	Dream	<i>illus.</i>
Double	<i>illus.</i>	Charm Animal	<i>charm</i>	Compel	<i>charm</i>	Facsimile	<i>illus.</i>	Fool	<i>jinx.</i>
Enchant Armor	<i>art.</i>	Climb	<i>alt.</i>	Dancing Weapon	<i>art.</i>	Fly	<i>alt.</i>	Gambit	<i>alt.</i>
Fix	<i>art.</i>	Darkvision	<i>alt.</i>	Distill Potion	<i>art.</i>	Improved Enchant Weapon	<i>art.</i>	Greater Phantasm	<i>illus.</i>
Friends	<i>charm</i>	Disguise	<i>illus.</i>	Doubt	<i>jinx.</i>	Inscribe	<i>art.</i>	Jasper's Mud Man	<i>art.</i>
Fumble	<i>jinx.</i>	Enchant Weapon	<i>art.</i>	Growth	<i>alt.</i>	Invisibility	<i>alt.</i>	Locate	<i>divin.</i>
Illuminate	<i>alt.</i>	Enrage	<i>charm</i>	Heavy	<i>alt.</i>	Isaac's Permutable Garment	<i>art.</i>	Luck	<i>alt.</i>
Klutz	<i>jinx.</i>	Function	<i>art.</i>	Improved Enchant Armor	<i>art.</i>	Mastery	<i>alt.</i>	Mimic Magic	<i>illus.</i>
Leopold's Compass	<i>art.</i>	Hesitate	<i>jinx.</i>	Iron Stone	<i>art.</i>	Mirage	<i>illus.</i>	Misdirect	<i>charm</i>
Magic Candle	<i>art.</i>	Hide	<i>illus.</i>	Levitation	<i>alt.</i>	Outwit	<i>charm</i>	Misfortune	<i>jinx.</i>
Minor Phantasm	<i>illus.</i>	Imbuement	<i>art.</i>	Minor Alchemy	<i>art.</i>	Panic	<i>charm</i>	Object	<i>alt.</i>
Noise	<i>illus.</i>	Jasper's Straw Man	<i>art.</i>	Neophyte	<i>jinx.</i>	Phantasmal Armor	<i>illus.</i>	Phantasmagoria	<i>illus.</i>
Palm	<i>illus.</i>	Leopold's Mark	<i>jinx.</i>	Pariah	<i>jinx.</i>	Phobia	<i>charm</i>	Phrenic Trap	<i>charm</i>
Perplex	<i>jinx.</i>	Reveal Enchantment	<i>divin.</i>	Phantasm	<i>illus.</i>	Precedence	<i>alt.</i>	Polymorph	<i>alt.</i>
Phantom Sight	<i>divin.</i>	Reveal Invisibility	<i>alt.</i>	Refraction	<i>illus.</i>	Prey	<i>jinx.</i>	Shrink	<i>alt.</i>
Scintillating Wall	<i>illus.</i>	Rob	<i>illus.</i>	Scry	<i>divin.</i>	Psychometry	<i>divin.</i>	Simulation	<i>illus.</i>
Sense Charm	<i>divin.</i>	Shimmering Armor	<i>illus.</i>	Silence	<i>alt.</i>	Shout	<i>alt.</i>	Split	<i>illus.</i>
Sense Deception	<i>divin.</i>	Swiftness	<i>alt.</i>	Sleep	<i>charm</i>	Sloth	<i>jinx.</i>	True Strike	<i>art.</i>
Sense Magic	<i>divin.</i>	Terror	<i>charm</i>	Trace	<i>divin.</i>	Witches' Ointment	<i>art.</i>		
Water to Wine	<i>alt.</i>	Translation	<i>divin.</i>	Turn Shadow	<i>illus.</i>				

### Hedge Magic Spell Composition

Each Hedge magic spell is composed of similar properties that may be described by Circle, duration, effect, etc. An explanation of these properties is provided preceding the spell descriptions:

**Circle:** Hedge magic spells are divided into 5 Circles of spell-power. Spells of the 1<sup>st</sup> Circle are the weakest, and spells of the 5<sup>th</sup> Circle are the most powerful.

**Duration:** The spell's duration indicates how long the spell remains in effect.

If a spell's duration is measured in rounds, the spell will last the noted number of rounds in addition to the one in which it was cast. For example, if a spell's duration is 10 rounds, it will remain in effect for 10 rounds in addition to the one in which it was cast.

**Effect:** The effect of the spell specifies the target and/or area of effect of the spell. If multiple creatures may be targeted, the effect indicates the maximum number of creatures that may be targeted by the spell. However, unlike other magic-users, alchemists may increase the maximum creatures target by some spells. However, by doing so, the alchemist decreases the resistance check associated with the spell (see Resist below).

# Wayfarers Player's Reference Book

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## 2.5 Magic Potential Skills & Spells

### **True Strike**

Circle: 5<sup>th</sup> Resist: None  
Duration: 2 hours Casting time: -5  
Effect: 1 weapon Range: Touch  
School: Artifice Damage type: n/a  
Components: V, G, M

When the True Strike spell is cast upon a weapon, the next two attacks with that weapon will automatically hit its target. No to-hit roll is needed; only damage must be determined.

True Strike may be cast upon missile weapons, however if the missile exceeds twice its maximum range, it will miss its mark.

The True Strike spell ends upon the second hit made with the weapon, or at the end of the spell's duration.

*Note:* Although True Strike ensures that a weapon will hit, it does not guarantee the weapon will inflict damage. For example, a creature immune to non-magical weapons could be struck, but not damaged by a weapon enchanted with the True Strike spell.

## Faith Magic

Faith magic is granted as a result of a character's devotion and servitude to a specific deity. Therefore, absolute commitment to this higher power is essential to maintaining spell-casting ability. Those capable of Faith magic are often referred to as priests, clerics, or curates.

*Note:* Faith magic does not require the complex gestured movements associated with Hermetic or Hedge magic. Therefore, wearing armor does not interfere with the casting of a priest's spells.

**Memorizing and acquiring new spells:** Unlike other magic, Faith magic tends to be tuned to the ethos of the deity from which it is granted. For example, a priest who worships a deity of compassion would be granted spells primarily of a protective or healing nature.

Unlike wizards or alchemists whose spells must be learned, priests may cast any spell within their repertoire as soon as it becomes available to them. For example, upon gaining 2<sup>nd</sup> Circle, a priest may cast all spells of 2<sup>nd</sup> Circle that are permitted by his or her deity.

In addition, unlike wizards or alchemists who must memorize their spells from books, priests regain their spell-power through simple prayer and meditation. Generally, four hours of uninterrupted worship is sufficient to replenish a priest's repertoire of spells.

**Spell repertoire:** Like other spellcasters, the base number of spells a priest may cast of any given Circle per day is equal to 1 plus the number of Circles the priest has achieved since acquiring that Circle of spell-power. For example, without considering any presence score bonuses, a 4<sup>th</sup> Circle priest may cast four 1<sup>st</sup> Circle, three 2<sup>nd</sup> Circle, two 3<sup>rd</sup> Circle, and one 4<sup>th</sup> Circle spells per day.

After achieving the 8<sup>th</sup> Circle of spell-power, the priest may then spend the cost of 8<sup>th</sup> Circle (18 skill points) again to add one more spell to each Circle of his or her repertoire. For example, (without presence bonuses) a 8<sup>th</sup> Circle priest whom has spent 18 additional skill points may cast nine 1<sup>st</sup>, eight 2<sup>nd</sup>, seven 3<sup>rd</sup>, six 4<sup>th</sup>, five 5<sup>th</sup>, four 6<sup>th</sup>, three 7<sup>th</sup>, and two 8<sup>th</sup> Circle spells per day.

*Note:* Acquiring Faith Magic Potential automatically enables a priest to cast spells of the 1<sup>st</sup> Circle. However, the ability to cast spells of higher Circles requires expenditure of additional skill points.

Priests may earn additional spells due to a high presence score (see presence attribute table).

**Spell Domains:** Every priest spell belongs to a Domain that reflects the spiritual nature of the spell. As spells of Faith magic are drawn from the otherworldly power of the priest's deity, a priest's spells are in aligned to his or her particular ethos. Thus, the faith of a priest will determine which spells may be part of his or her repertoire, as each deity will grant spells of certain Domains, and forbid the spells of others.

The four Faith magic Domains are: Benefaction, Damnation, Revelation, and Tellurgy.

In general, a priest has one primary, one secondary, and one tertiary Domain. A priest may cast spells of 1<sup>st</sup> through 8<sup>th</sup> Circle from his primary Domain, spells of 1<sup>st</sup> through 6<sup>th</sup> Circle from his secondary Domain, and spells of 1<sup>st</sup> through 3<sup>rd</sup> Circle from his tertiary Domain. For example, a priest that worships a god of war might have a primary Domain of Damnation, a secondary Domain of Tellurgy, and a tertiary Domain of Benefaction. Thus, the priest could cast 1<sup>st</sup> through 3<sup>rd</sup> Circles spells from the Benefaction Domain, spells of 1<sup>st</sup> through 6<sup>th</sup> Circle from the Tellurgy Domain, and spells of 1<sup>st</sup> through 8<sup>th</sup> Circle from the Damnation Domain. This priest could not cast spells of Revelation.

Alternately, some deities may grant their priests spells of all Circles from two of the Faith magic Domains, and forbid spells from the other two Domains. In other words, some priest may have two primary Domains and no secondary or tertiary Domains. For example, a goddess of nature might grant her priests spells of 1<sup>st</sup> through 8<sup>th</sup> Circles from the Domains of Revelation and Tellurgy.

*Note:* As the Game Master will determine the ethos for any particular campaign, the deities that may be worshipped as well as the Domains associated with those deities will be decided at his or her discretion. Speak to your Game Master about the religions of his or her campaign world before creating a priest character.

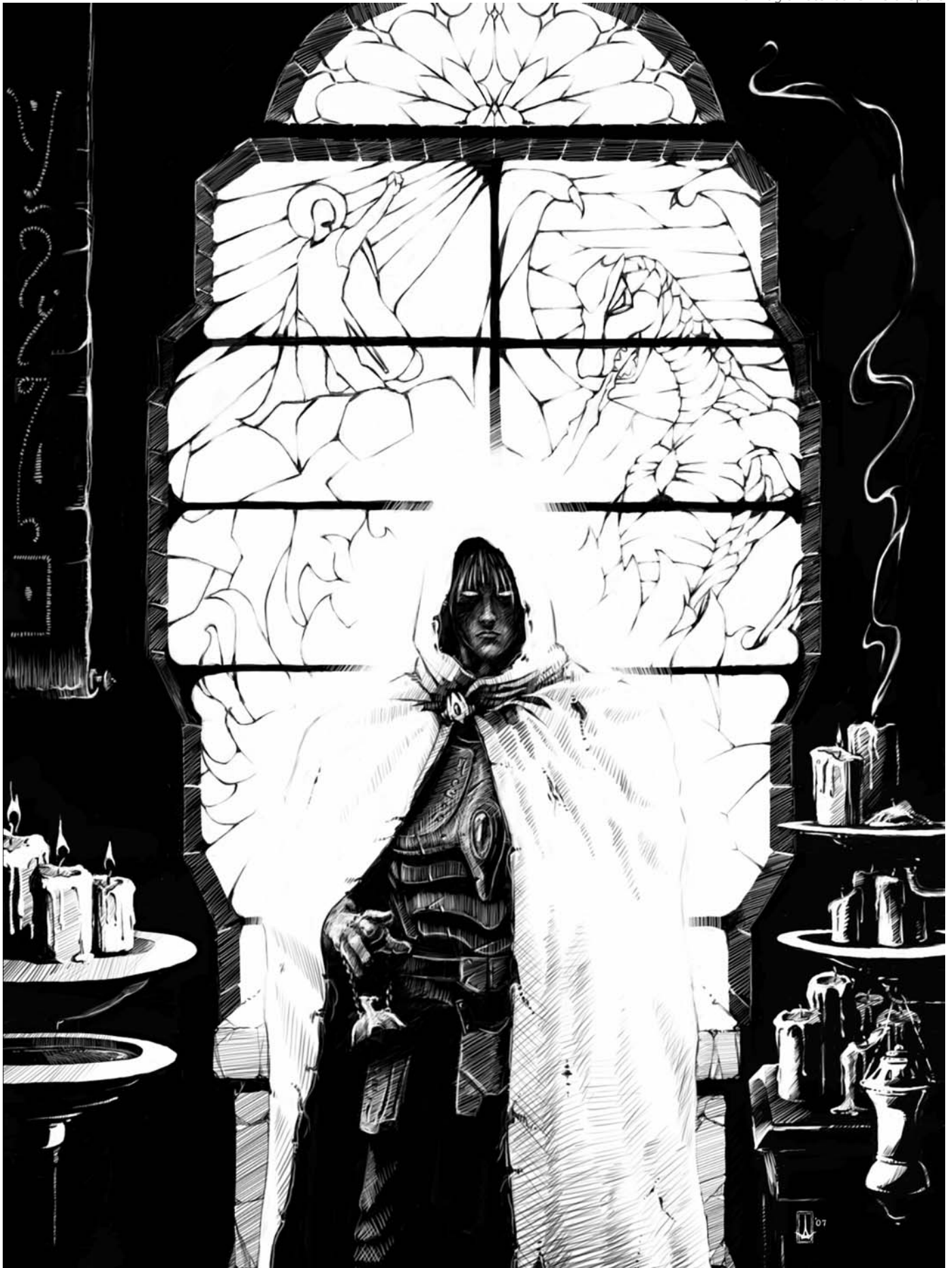
### **Spell consolidation and substitution**

Unlike other spellcasters, priests have the unique ability to consolidate two spells within their daily repertoire into one spell of the next higher Circle. For example, a priest might sacrifice two 4<sup>th</sup> Circle spells in order to gain one 5<sup>th</sup> Circle spell. Upon doing so, both 4<sup>th</sup> Circle spells would be removed from the priest's repertoire and one 5<sup>th</sup> Circle spell would be added. This may be done by the priest at any time, and the spell resulting from this consolidation may be cast as normal.

A priest may only consolidate spells if the he or she possesses the Spell Circle discipline of the spell to be added. For example, a 2<sup>nd</sup> Circle priest could consolidate two 1<sup>st</sup> Circle spells to create one 2<sup>nd</sup> Circle spell; however, the priest could not consolidate two 2<sup>nd</sup> Circle spells, as he lacks the 3<sup>rd</sup> Circle Spell discipline.

In addition to consolidation, at any time priest may substitute a spell within his repertoire for a spell of the next lower circle. For example, a priest might sacrifice one 7<sup>th</sup> Circle spell in order to gain one 6<sup>th</sup> Circle spell. Upon doing so, the 7<sup>th</sup> Circle spell would be removed from the priest's repertoire and one 6<sup>th</sup> Circle spell would be added. This may be done by the priest at any time, and the spell resulting from the substitution may be cast as normal.

A priest may only substitute a spell if the spell gained does not exceed his maximum number of spells for that Circle.





**Domain:** Each priest spell belongs to a Domain that reflects the spiritual nature of the spell. The four Faith magic Domains are: Benefaction, Damnation, Revelation, and Tellurgy.

**Components:** All spells require one or more components as part of their magical formulae of incantation. Components are either verbal: V, gestured: G, or material: M.

**Resist:** Some spells that may be cast upon living creatures may be resisted by an unwilling target. Resist indicates whether the spell may be resisted, in whole or in part, and the difficulty of doing so. However, unlike the spells of other casters, the difficulty in resisting a priest's spell is determined not by the spell itself, but by the power of the priest casting it. Thus, for each Circle of the priest casting the spell, a +1 adjustment is added to its resistance target number.

Here, the abbreviation 'PC' is used for 'priest's Circle'. For example, if a 3<sup>rd</sup> Circle priest casts the 2<sup>nd</sup> Circle spell Aphasia, which reads, 'Mental 10 + PC', a creature must make a Mental Resistance check of 13 to resist the spell. If this same spell was cast by a 5<sup>th</sup> Circle priest, the Mental Resistance check target number would be 15. If the Mental Resistance check is successful, the creature is unaffected.

*Note:* By default, 8<sup>th</sup> Circle Faith magic spells always have a resistance target number of 18.

If a spell may affect multiple targets, a successful resistance by one target protects that target only. Each creature targeted by a spell must resist the spell individually.

**Casting time:** Casting time is explained in detail in the Combat rules section (see the Combat section). Briefly, casting time indicates how long it takes to completely cast the spell during combat. For example, if a spell with casting time -3 is begun at initiative 7, the spell's effect will take place at initiative 4.

**Range:** Range indicates the distance between the caster and the spell's area of effect and/or target. For example, a spell that affects a target creature with a range of 10' may be cast upon any creature within 10' of the caster.

**Damage type:** Some creatures have varying susceptibilities to different sources of injury. For example, a creature that lives in fire would likely suffer no damage from fire-based spells, but may suffer twice normal damage from cold-based attacks. For those spells that cause damage, damage type indicates the nature of the injury caused by the spell.

*Note:* Armor will absorb physical damage from spells. Armor will not protect against energy damage, however.

## Faith Magic Spell Descriptions

The following includes a complete description of each Faith magic spell:

### Allay

Circle: 1 <sup>st</sup>	Resist: None
Duration: 1 hour	Casting time: -1
Effect: 1 creature	Range: 10'
Domain: Benefaction	Damage type: n/a
Components: V, G	

When cast, the Allay spell restores 1 health point to the creature targeted. In addition, all physical damage inflicted upon the spell's recipient during the spell's duration is reduced by 1 point.

*Note:* Additional Allay spells cast upon the same creature will heal one point of damage, but will not reduce additional damage suffered.

### Blindness

Circle: 1 <sup>st</sup>	Resist: Mental 10 + PC
Duration: 1d4 rounds + 1 per Circle	Casting time: -1
Effect: 1 creature	Range: 10'
Domain: Damnation	Damage type: n/a
Components: V, G	

When cast the Blindness spell strikes one creature completely blind. The creature's eyes are not physically harmed by the spell. However, until the duration has passed, the creature will be unable to see.

Any blinded creature makes melee attacks at -5 to-hit, and missile weapon attacks at -10 to-hit. In addition, the creature's dodge score is adjusted by -5.

*Note:* If a spellcaster casts a spell requiring a specific target that he or she cannot see, there is a 30% chance the spell fails without effect.

### Calm Animal

Circle: 1 <sup>st</sup>	Resist: Mental 10 + PC
Duration: 10 minutes	Casting time: -1
Effect: 1 creature	Range: 100'
Domain: Tellurgy	Damage type: n/a
Components: V, G	

Calm Animal causes one natural animal (i.e. bear, insect, fox, wolf, etc.), to become pacified and generally non-aggressive. Thus, the priest could pacify an attacking dog, or swim past an affected crocodile. Once affected, the animal becomes pacified in respect to all other creatures. If threatened, the creature will generally flee. However, if the animal is attacked, the Calm Animal spell is broken.

Calm Animal will not affect creatures with an intellect score 6 (low) or greater. Furthermore, Calm Animal will not affect unnatural creatures such as centaurs, griffons or wyverns.

*Note:* The Calm Animal spell will affect primates such as monkeys or apes, but not partially or wholly civilized humanoid races.

### Clairaudience

Circle: 1 <sup>st</sup>	Resist: None
Duration: 10 minutes	Casting time: -1
Effect: Caster only	Range: ¼ mile
Domain: Revelation	Damage type: n/a
Components: G	

Clairaudience enables the priest to listen to any locale within the spell's range as if he or she were actually there. Thus, the priest could eavesdrop on a conversation in the next room, or listen to the orders of a general from across a battlefield.

*Note:* The Clairaudience spell does not aid the priest in recognition of voices or sounds in any way.

### Courage

Circle: 1 <sup>st</sup>	Resist: None
Duration: 10 minutes	Casting time: -1
Effect: 2 creatures	Range: 20'
Domain: Benefaction	Damage type: n/a
Components: V, G	

## 2.5 Magic Potential Skills & Spells

The Courage spell imbues one or two creatures with a strong feeling of self-confidence and fearlessness. In combat, Courage will improve a creature's initiative rolls and to-hit rolls by +2, and its Physical Resistance rolls and Mental Resistance rolls by +3.

Casting Courage more than once upon a creature has no additional effect.

### **Darkness**

Circle: 1<sup>st</sup> Resist: Mental 10 + PC  
Duration: 2 hours Casting time: -1  
Effect: 10' radius Range: 30'  
Domain: Tellurgy Damage type: n/a  
Components: V, G

Darkness creates an area of unnatural darkness centered upon a point or object chosen by the caster. This darkness is unaffected by any natural light, and thus renders all in it completely blind. If the Darkness spell is centered upon an unwilling creature, successful resistance indicates the spell fails without effect.

Any blinded creature makes melee attacks at -5 to-hit, and missile weapon attacks at -10 to-hit. In addition, the creature's dodge score is adjusted by -5.

*Note:* If a spellcaster casts a spell requiring a specific target that he or she cannot see, there is a 30% chance the spell fails without effect.

### **Demoralize**

Circle: 1<sup>st</sup> Resist: Mental 10 + PC  
Duration: 1 hour Casting time: -1  
Effect: 4 creatures Range: 50'  
Domain: Damnation Damage type: n/a  
Components: V, G

When cast the Demoralize spell fills one to four creatures with an overwhelming feeling of uncertainty and morose. As a consequence, the creature's to-hit rolls are modified by -2, and Mental or Physical Resistance rolls by -4. Furthermore, if cast upon a character, the victim must add a -8 to all presence-related proficiency checks, and a -4 modifier to all other proficiency checks.

Casting Demoralize more than once upon a creature has no additional effect.

### **Empathy**

Circle: 1<sup>st</sup> Resist: None  
Duration: 10 minutes per Circle Casting time: -1  
Effect: Caster only Range: 30'  
Domain: Revelation Damage type: n/a  
Components: G

While under the effects of the Empathy spell, the priest may sense the emotions of all sentient creatures within range of the spell. The Empathy spell will provide the priest with a creature's general state of mind, such as distrustful, scared, nervous, or calm. However, the Empathy spell will not provide the reason for the creature's emotions, or reveal the subject of the creature's thoughts.

### **Fright**

Circle: 1<sup>st</sup> Resist: Mental 10 + PC  
Duration: 1d4 rounds + 1 per Circle Casting time: -1  
Effect: 1 creature Range: 20'

Domain: Damnation Damage type: n/a  
Components: V, G

The Fright spell causes one creature to become overwhelmingly afraid of the priest. If able, the creature affected will flee from the priest as quickly as possible. If the creature is not able to escape, it will simply cower or beg for mercy.

### **Guide**

Circle: 1<sup>st</sup> Resist: None  
Duration: 1 hour Casting time: -1  
Effect: Caster only Range: 10 miles per Circle  
Domain: Revelation Damage type: n/a  
Components: V, G

The Guide spell will provide the caster with an accurate sense of direction towards one unique object or creature the caster has previously seen.

Guide will not work if either the object or the creature is out of range of the priest. Furthermore, the Guide spell will fail if the object or creature is protected from scrying magic.

### **Heal Minor Wounds**

Circle: 1<sup>st</sup> Resist: None  
Duration: Permanent Casting time: 10 rounds  
Effect: 1 creature Range: 10'  
Domain: Benefaction Damage type: n/a  
Components: V, G

Heal Minor Wounds replaces health points equal to 2d4 + 1 per Circle of caster to the spell's recipient. For example, a priest able to cast 4<sup>th</sup> Circle spells may heal 2d4 + 4 health points with this spell.

Heal Minor Wounds will only restore health points up to the creature's maximum health point total and not beyond.

*Note:* Heal Minor Wounds requires a small ceremony which takes 10 rounds to complete.

### **Hurt**

Circle: 1<sup>st</sup> Resist: None  
Duration: Permanent Casting time: -1  
Effect: 1 creature Range: 10'  
Domain: Damnation Damage type: Energy  
Components: V, G

The Hurt spell inflicts damage upon a creature equal to 1d4 + 2 per Circle of caster. For example, a priest able to cast 2<sup>nd</sup> Circle spells may inflict 1d4 + 4 points of damage with this spell.

### **Illuminate**

Circle: 1<sup>st</sup> Resist: Mental 10 + PC  
Duration: 1 hour per Circle Casting time: -1  
Effect: 20' radius Range: 10'  
Domain: Tellurgy Damage type: n/a  
Components: V

Illuminate creates an area of soft light centered upon an object targeted by the caster. This light is similar in brightness to torchlight, and thus negates any vision penalties due to darkness. If the object targeted is an unwilling creature, successful Mental Resistance check indicates the spell fails without effect.

# Wayfarers Player's Reference Book

Preview PDF

**Annul**

Circle: 7<sup>th</sup>  
 Duration: Instantaneous  
 Effect: Caster only  
 Domain: Benefaction  
 Components: None

Resist: None  
 Casting time: Special  
 Range: n/a  
 Damage type: n/a

The Annul spell enables the priest to completely resist any one attack or insult, be it magical or otherwise. To do so, the priest must simply apply his will, and by divine intervention, the effect of the attack is negated. Thus, by casting the Annul spell, a priest might resist the poison of a spider's bite, the blow of a warrior's sword, or the petrification of a medusa's gaze.

Unlike other spells, Annul may be cast at any time during a round as long as the priest has not yet acted. In fact, Annul must be cast at the time of the attack to be resisted. Thus, the priest may cast the Annul spell before or during his initiative, but not after. On the other hand, if a priest has previously acted or cast a spell during a round, he may not cast Annul until the following round. Furthermore, once the priest has employed the Annul spell, his initiative is forfeited, and he may not act until the following round.

Although Annul may be cast at any point in a round at or before the priest's initiative, the effective casting time of the Annul spell is -0. As such, the Annul spell cannot be countered.

*Note:* The Annul spell will protect the priest, but not other creatures. Thus, the priest may employ Annul to protect himself from a Fireball spell, however any other creatures within the fireball would be affected as normal.

**Awareness**

Circle: 7<sup>th</sup>  
 Duration: 20 minutes  
 Effect: Caster only  
 Domain: Benefaction  
 Components: V

Resist: None  
 Casting time: -7  
 Range: 200'  
 Damage type: n/a

The Awareness spell imbues the priest with total awareness of all present events and circumstances within a 200' radius of his or her person. As such, the priest may observe all happenings, and will hear and understand all voices, even if spoken in unfamiliar tongues. The priest may also comprehend all written language as if affected by the 4<sup>th</sup> Circle Read spell, and will understand the nature of enchantments as if affected by the 3<sup>rd</sup> Circle Reveal Enchantment spell. Furthermore, the priest cannot be surprised while affected by Awareness, and will be aware of all traps, secret doors, or hidden objects.

In addition to these benefits, a priest will be aware of the emotions of all sentient creatures within range as if affected by the 1<sup>st</sup> Circle Empathy spell. The priest will also be aware of these creatures' intentions, and all spells they cast, even before the spells take effect.

Beyond the motives of creatures or the presence of hidden objects, the Awareness spell will provide the priest with information such as the correct path to take within a maze, the general contents of a book, or even the ingredients of a particular tonic.

**Commune**

Circle: 7<sup>th</sup>  
 Duration: 1 round  
 Effect: Caster only  
 Domain: Revelation

Resist: None  
 Casting time: -7  
 Range: n/a  
 Damage type: n/a





Water: The priest becomes a humanoid figure 14' tall, composed entirely of water. In this form, the priest has a dodge score of 17, a +2 initiative modifier, a hide/armor of 1d3, and may attack twice each round at +4 to-hit for 3d8 + 3. The priest may move at a rate of 80' upon any solid surface or through water at twice that rate. If in water, the priest may submerge a swimmer (Swimming check of 10 per round to resist).

The Elemental Form spell does not alter a priest's health point total. However, the priest may not be healed while affected by the spell.

*Note:* A Dispel Magic spell will immediately transform the priest into his natural self.

### **Elemental Wall**

Circle: 7 <sup>th</sup>	Resist: None
Duration: 10 rounds	Casting time: -7
Effect: 2' x 12' x 12'	Range: 60'
Domain: Tellurgy	Damage type: Special
Components: V, G	

The Elemental Wall spell enables the priest to invoke a wall composed of earth, fire, water or wind. When cast, the wall may be positioned upright as a barrier, or laid flat as a dais. The wall must be affixed to the ground or equivalent base. The type of wall created is determined by the priest.

Earth: The wall of earth appears as a large barrier of stone. This wall is as strong as a castle wall, and cannot be broken without tools except by the largest of creatures. Creatures with a combined Feat of Strength check of 50 may topple the wall of stone. If the wall of stone is forced over, any creature below it suffers 4d8 points of damage.

Fire: The wall of fire appears as a rectangular wall of flame. All creatures touching the flaming wall take 3d6 points of damage per round. Those within 3' of the wall suffer 1d6 points of damage. In addition, the Wall of Fire ignites all combustibles within 3' of it.

Water: The wall of water appears as a large standing barrier of pure water. The water does not cause damage, but creatures moving through it must reduce their movement by ½. Missile weapons cannot pass through the wall of water effectively.

Wind: The wall of wind appears as a rectangular barrier of swirling eddies of air. Any creature weighing less than 300 lbs. attempting to pass through the wall of wind must make an Acrobatics proficiency check of 10 or be swept off of their feet as they cross. Missile weapon attacks made through the wall of wind apply a -10 modifier. The wall of wind will dissipate any gas or extinguish any flame within 3' of it.

### **Ego Incarnation**

Circle: 7 <sup>th</sup>	Resist: None
Duration: 1 day	Casting time: -7
Effect: Caster only	Range: Special
Domain: Revelation	Damage type: n/a
Components: V, G	

The Ego Incarnation spell enables the priest to remain in one place, while sending a quasi-material self out of his own body. To observers, this second form will appear as an exact likeness of the priest, including all equipment carried. In fact, for all intensive purposes, the new form is the priest, possessing all the physical and mental characteristics of his actual person.

During the spell, the priest may act through the incarnation, performing any actions that he is normally capable of, such as casting spells, using disciplines, etc. The only difference between the priest and this second self is the incarnation is destroyed if it suffers damage equal to the priest's presence score. For example, a priest with a presence of 14 would produce a 14 health point incarnation. If the incarnation is reduced to 0 health points, it immediately disappears. Likewise, the incarnation disappears at the end of the spell's duration, or at any time the caster's meditation is broken (Mental Resistance check).

The Ego Incarnation spell replicates the priest's carried equipment. However, any magical equipment the incarnation carries is essentially a non-magical copy. Equipment associated with the Ego Incarnation will disappear one minute after leaving the incarnation's person.

During the Ego Incarnation spell, the priest's actual body must remain in an inactive state of meditation. Furthermore, the priest is unaware of events about his body while affected by Ego Incarnation.

*Note:* The quasi-physical form of the priest created by Ego Incarnation may not be healed if damaged.

### **Harm**

Circle: 7 <sup>th</sup>	Resist: Physical 10 + PC
Duration: Permanent	Casting time: -7
Effect: 1 creature	Range: 10'
Domain: Damnation	Damage type: Energy
Components: V, G	

The Harm spell instantly reduces one creature to zero health points.

### **Holy Might**

Circle: 7 <sup>th</sup>	Resist: None
Duration: 10 minutes	Casting time: -7
Effect: 1 creature	Range: 10'
Domain: Benefaction	Damage type: n/a
Components: V, G	

The Holy Might spell imbues one creature with incredible strength and fortitude. As such, the strength and endurance attribute scores of the spell's recipient are raised to 20. Furthermore, Holy Might improves a creature's initiative rolls and to-hit rolls by +3, and creates a magical aegis about the creature which absorbs 1d4 point of damage from physical attacks.

In addition to these benefits, while affected by Holy Might, a creature is immune to all forms of poison or disease, whether of magical or natural origin.

### **Theurgic Replication**

Circle: 7 <sup>th</sup>	Resist: None
Duration: Special	Casting time: -7
Effect: Special	Range: Special
Domain: Revelation	Damage type: Special
Components: V, G	

Theurgic Replication enables the priest to cast any Ritual, Hedge or Hermetic magic spell cast in his presence within the last 10 rounds. For example, if the priest just witnessed a wizard cast a Lightning Bolt spell, the he could then recast an equally powered Lightning Bolt via Theurgic Replication.

## 2.5 Magic Potential Skills & Spells

*Note:* Theurgic Replication may only be used to duplicate one spell's effect. Any Mental or Physical Resistance target numbers associated with a replicated spell are equivalent to the original spell.

### **Implore**

Circle: 7<sup>th</sup> Resist: None  
Duration: 6 hours Casting time: -6  
Effect: Special Range: 10'  
Domain: Damnation Damage type: Special  
Components: V, G

When cast, Implore summons forth a daeva, demon or ifrit to serve the priest. This fiend will perform tasks or attack the priest's foes. These extra-planar creatures summoned by the priest are intelligent and extremely malicious. Thus, although they will do the priest no harm and must obey his commands, they will constantly seek opportunity to harm others, even the priest's allies if not carefully monitored. A priest may choose whether to summon a daeva, demon or ifrit, however the particular individual is to be determined randomly:

1: Demon: Health points: 66, Dodge score: 19, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: great sword: 2 x 2d6 + 6. Intellect: high, Physical Resist: +5, Mental Resist: +9, Movement: 160', fly 80'. This demon appears as a 9' tall, winged minotaur. The demon may innately cast the following Hermetic spells: Darkness, Silence, Friends, Shatter, Thought Projection, and Combust, and the following Hedge magic spells: Despair, and Minor Phantasm once per day. The demon may also summon 1d4 + 2 greater imps once per day.

2: Demon: Health points: 48, Dodge score: 21, Initiative: +6, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: claws: 2 x 1d10 + 6, and tail: 1d8. Intellect: average, Physical Resist: +5, Mental Resist: +10, Movement: 140', fly 120'. This demon appears as a 6' tall, goat-headed figure, with large leathery wings and a long barbed tail. The demon attacks either with his powerful claws, or his whipping tail. If hit by the demon's tail, the victim must make a Physical Resistance check of 14 or die within 1d4 rounds. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, and Combust, and the following Hedge magic spells: Despair, Terror, and Minor Phantasm once per day. The demon may also summon 1d4 + 1 greater imps once per day.

3: Demon: Health points: 58, Dodge score: 19, Initiative: +6, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: trident: 2 x 1d10 + 5. Intellect: very high, Physical Resist: +6, Mental Resist: +8, Movement: 160'. This demon appears as a 10' tall, centaur-like creature with the torso of a man, and the body of a bull. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, Combust and Wall of Fire, and the following Hedge magic spells: Despair, Terror, and Minor Phantasm once per day. The demon may also summon 1d4 + 1 greater imps once per day.

4: Demon: Health points: 46, Dodge score: 20, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: morningstar: 1d10 + 5, and barbed whip: 1d3 + 5 or disarm. Intellect: high, Physical Resist: +5, Mental Resist: +9, Movement: 130'. This demon appears as a 6' tall insectoid, with the head of a mantis, the torso of a human, and the abdomen of an enormous centipede. If hit with the demon's whip, the demon may choose to inflict no damage. Instead, the victim must make a Physical Resistance check of 12 or be disarmed. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Crumble, Ice Ray and Invisibility, and the following Hedge magic spells: Terror and Compel once per day. The demon may also summon 1d2 + 1 manes once per day.

1: Daeva: Health points: 42, Dodge score: 22, Initiative: +7, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: scimitar: 3 x 2d4 + 6. Intellect: average, Physical Resist: +5, Mental Resist: +10, Movement: 180', fly 230'. This daeva appears as a 9' tall, dog-faced woman with large bat-like wings. The daeva may innately cast the following Faith magic spells once per day: Darkness, Weakness, Fear, Sense Life, Paralyze, Strike, Atony, and Swarm.

2: Daeva: Health points: 43, Dodge score: 22, Initiative: +6, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: pike: 2 x 1d10 + 5. Intellect: high, Physical Resist: +5, Mental Resist: +8, Movement: 170', fly 210'. This daeva appears as a 9' tall ashen man with large leathery wings. The daeva may innately cast the following Faith magic spells once per day: Darkness, Stun, Fear, Enthral, Strike, Torment, and Atony.

1: Ifrit: Health points: 64, Dodge score: 21, Initiative: +6, Hide/armor: none, To-hit: +7, Attacks: longsword: 3 x 1d10 + 4. Intellect: exceptional, Physical Resist: +5, Mental Resist: +12, Movement: 240'. This ifrit appears as a 9' tall, flaming woman with horns of an ibex. The ifrit may innately cast the following Hermetic spells: Combust, Shatter, Crumble, Dancing Weapon, and Wall of Fire, and the following Hedge magic spells: Terror, Animate Fire and Compel once per day.

2: Ifrit: Health points: 58, Dodge score: 20, Initiative: +6, Hide/armor: none, To-hit: +7, Attacks: club: 2 x 1d6 + 7. Intellect: exceptional, Physical Resist: +4, Mental Resist: +11, Movement: 260'. This ifrit appears as an 8' tall smoldering dwarf with flaming hair. The ifrit may innately cast the following Hermetic spells: Darkness, Combust, Rust, Invisibility, and Wall of Fire, and the following Hedge magic spells: Enrage, Hesitate and Compel once per day.

Daevas, demons and ifrit are not affected by spells of charm or illusion and are immune to disease. Ifrit are immune to heat, whereas demons are immune to heat and cold.

Upon being slain, or at the duration's end, these fiends will disappear. However, after serving, these creatures will forever harbor strong enmity for the priest.

*Note:* There are numerous daevas, demons and ifrit inhabiting the Blood Realms and Realms of Perdition. Those provided are only representative of those that may be summoned by this spell. Other fiends may be targeted by the Implore spell at the Game Master's discretion.

### **Mass Hysteria**

Circle: 7<sup>th</sup> Resist: Mental 10 + PC  
Duration: 10 rounds Casting time: -7  
Effect: 20 creatures Range: 100'  
Domain: Damnation Damage type: n/a  
Components: V, G

The Mass Hysteria spell induces up to 20 creatures chosen by the caster into a frenzied state of panic. Creatures affected act somewhat randomly, and their actions are determined each round by a 1d4 roll as follows:

- 1: Runs in fear away from the caster.
- 2: Collapses in a trembling state of shock.
- 3: Physically attacks the nearest creature.
- 4: Hides behind obstacle or ally.

*Note:* Each creature affected by Mass Hysteria acts individually, however the duration of effect is the same for all creatures.

### **Mindblank**

Circle: 7 <sup>th</sup>	Resist: Mental 10 + PC
Duration: 1 day	Casting time: -7
Effect: 1 creature	Range: 60'
Domain: Damnation	Damage type: n/a
Components: V, G	

The Mindblank spell temporarily removes up to four random disciplines and up to four random proficiencies from one target creature. If the creature does not possess any disciplines or proficiencies, its intellect score will be reduced by 1d6 + 4 (min. 1).

If a discipline or proficiency affected by the Mindblank has multiple grades, the spell will completely remove all grades of that skill. For example, if a creature had Armor Use II, the creature's entire Armor Use discipline would completely removed, not reduced to Armor Use I. In addition, if the affected creature is a spellcaster, magic potential disciplines such as 'Hermetic potential' may be removed by Mindblank. Similarly, individual Spell Circles such as '4<sup>th</sup> Circle Hedge magic spells' may be temporarily removed as well.

If a creature successfully resists the Mindblank spell, two random disciplines and two random proficiencies will be removed. If the resisting creature does not possess any disciplines or proficiencies, its intellect score will be reduced by 1d3 + 2 (min. 1).

*Note:* If a caster loses a magic potential to the Mindblank spell, he may not cast any spells of that type, even if individual spell Circles were unaffected.

### **Reincarnate**

Circle: 7 <sup>th</sup>	Resist: None
Duration: Permanent	Casting time: 1 hour
Effect: 1 humanoid	Range: Touch
Domain: Tellurgy	Damage type: n/a
Components: V, G	

By means of the Reincarnate spell, the priest can bring one dead humanoid back to life. However, the Reincarnate spell does not revive the target's own body, but instead, transfers its spirit into another living form, determined by the priest's deity. Once reincarnated, the affected creature gains all physical abilities of the new form. Thus, a creature reincarnated as an ogre would both gain the strength of an ogre, as well as the ogre's keen olfactory sense.

Despite changing form, the reincarnated creature's mind remains unaltered. Thus, the creature's intellect and presence scores remain unchanged, and all proficiencies and disciplines are retained. The endurance, agility, and strength attributes of a reincarnated creature are altered to those of the new form, however.

A creature's base health points are not altered by the Reincarnate spell. However, an endurance score adjustment may modify this base. For example, if a 4<sup>th</sup> level human character with 18 health points and an endurance score of 12 is reincarnated as a dwarf with a 15 endurance, the character would have 21 health points in its new form.

The priest may reincarnate any creature that has been dead less than one day. However, if the creature has been dead for longer, there is a chance the reincarnation may fail. The chance of reincarnating a creature is such: dead 1-2 days: 90%, dead 3-7 days: 70%, dead 1-2 weeks: 50%, dead 2-4 weeks: 30%, dead 1 month or more: 10%. If

the Reincarnate spell fails, all further attempts to reincarnate the creature will fail.

The new form of the reincarnated creature is ultimately decided by the Game Master. However, typical forms of reincarnated creatures are: dwarf, human, goblin, minotaur, ogre, and orc.

### **Savant**

Circle: 7 <sup>th</sup>	Resist: None
Duration: 1 hour	Casting time: -7
Effect: 1 creature	Range: 10'
Domain: Revelation	Damage type: n/a
Components: V, G	

By means of the Savant spell, the priest may temporarily raise the scores of all proficiencies skills the creature possesses to their maximum grade.

### **Summon Greater Fauna**

Circle: 7 <sup>th</sup>	Resist: None
Duration: 1 hour	Casting time: -7
Effect: Special	Range: 30'
Domain: Tellurgy	Damage type: Special
Components: V, G	

In most respects, Summon Greater Fauna is similar to the 3<sup>rd</sup> Circle Summon Lesser Fauna spell. When cast, Summon Greater Fauna conjures a small number of natural creatures to serve the priest. These creatures will perform simple tasks if able, or attack the priest's foes. The number and type of creatures summoned by the priest are randomly determined by a 1d6 roll:

1: 1d3 + 2 Crocodiles: Health points: 38, Dodge score: 14, Initiative: +0, Hide/armor: none, To-hit: +4, Attacks: bite: 1d12 + 4. Intellect: animal, Physical Resist: +3, Mental Resist: +0, Movement: 60'.

2: 1d2 Cave bears: Health points: 68, Dodge score: 14, Initiative: +2, Hide/armor: 1d2, To-hit: +6, Attacks: claw: 2 x 1d8 + 6, and bite: 2d10 + 6. Intellect: animal, Physical Resist: +6, Mental Resist: +10, Movement: 160'. Unless reduced to less than -10 health points, a cave bear may continue to fight as if it possessed the Last Stand discipline.

3: 1d2 + 2 Lions: Health points: 31, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +5, Attacks: claws: 2 x 1d6 + 4, and bite: 1d10 + 4. Intellect: animal, Physical Resist: +4, Mental Resist: +1, Movement: 180'.

4: 1d2 Rhinoceros: Health points: 69, Dodge score: 13, Initiative: +0, Hide/armor: 1d2 + 1, To-hit: +4, Attacks: trample: 1d12 + 4, or horn: 2d8 + 6. Intellect: animal, Physical Resist: +9, Mental Resist: -2, Movement: 160'.

5: 1d2 + 1 Gorillas: Health points: 46, Dodge score: 15, Initiative: +2, Hide/armor: none, To-hit: +5, Attacks: fists: 2 x 1d6 + 6. Intellect: very low, Physical Resist: +6, Mental Resist: +1, Movement: 160'.

6: 1d3 + 3 Giant scorpions: Health points: 26, Dodge score: 15, Initiative: +0, Hide/armor: 1, To-hit: +4, Attacks: claw: 2 x 1d10, and tail: 1d8 + 1. Intellect: animal, Physical Resist: +3, Mental Resist: +2, Movement: 110'. If stung by the scorpion's tail, the victim must make a Physical Resistance check of 14 or fall unconscious. Untreated, the poisoned creature will die in 1d6 hours. If a creature is struck by both the scorpion's claws, the scorpion has a +6 to-hit modifier with its stinger against the creature that round. A scorpion may split its claw

## 2.5 Magic Potential Skills & Spells

attacks against two creatures in close range. The sting attack always follows a claw attack.

Upon being slain, or at the duration's end, these creatures will disappear.

*Note:* The list of creatures provided here is not exhaustive, and the Game Master should feel free to add other fauna of similar power that may be summoned.

### Everday/Evernight

Circle: 8<sup>th</sup>  
Duration: 1 week  
Effect: 10 mile radius  
Domain: Tellurgy  
Components: V, G

Resist: None  
Casting time: 10 minutes  
Range: n/a  
Damage type: n/a

By means of the Everday (or Evernight) spell, the priest may cause one area 20 miles in diameter to remain in daylight (or night) conditions for one week. Thus, when Everday is cast, the affected area will remain lit as if basked in the light of a noonday sun, both day and night. Conversely, if cast as Evernight, the affected area will descend into (or remain in) darkness equivalent to a moonless night for one week.

The light created by Everday is equivalent to sunlight, and has similar positive or negative effects upon creatures.

### Damnation

Circle: 8<sup>th</sup>  
Duration: Permanent  
Effect: 1 creature  
Domain: Damnation  
Components: V, G

Resist: Mental 18  
Casting time: -8  
Range: 30'  
Damage type: n/a

The Damnation spell instantly transfers the soul of one creature into the possession of a greater demon. From that moment, until the soul is recovered, the victim of Damnation cannot employ any disciplines or proficiencies, including spell casting. Furthermore, the victim does not earn any skill points while its soul is lost.

The only means to dispel Damnation is to physically destroy the demon possessing the soul, or to convince the demon to release it. Of course, this requires locating the particular demon, and likely travel to its plane of residence.

The Damnation spell is employed at some risk to the priest casting it, however. Each time Damnation is cast, there is a 5% chance the particular demon contacted will develop a powerful enmity with the priest, and will thereafter seek the priest's ruin, most likely through its minions, or otherworldly influence.

### Death

Circle: 8<sup>th</sup>  
Duration: Permanent  
Effect: 1 creature  
Domain: Damnation  
Components: V, G

Resist: Physical 18  
Casting time: -8  
Range: 40'  
Damage type: Energy

The Death spell instantly kills one creature targeted by the priest. If the creature successfully resists the Death spell, the creature's endurance score is reduced by 1d6 (min. 1) for one day. If the creature does not have an endurance score, it loses 2d6 health points.

### Earthquake

Circle: 8<sup>th</sup>  
Duration: 4-10 rounds  
Effect: 400' radius area  
Domain: Tellurgy  
Components: V, G

Resist: Special  
Casting time: -8  
Range: 500'  
Damage type: Kinetic

The Earthquake spell causes a violent tremor within the earth over an area of 400' in diameter. This tremor may cause structures to fall, caves to collapse, waters to recede or be diverted, or cracks to open in the ground. The specific effects of the earthquake are largely dependent upon the type of terrain affected. However, some guidelines are provided:

Mountain slope: 5% chance of an avalanche per round of the quake. Creatures within an avalanche suffer 6d8 points of damage, or 3d8 if a successful Physical Resistance check of 10 is made. If the slope is snow covered, the chance of avalanche is 10% per round, and the damage suffered by creatures 4d8, or 2d8 points of damage, respectively.

Populated area: Wooden structures have a 3% chance per round of partial collapse and a 1% chance per round of total collapse. Stone structures have a 5% chance per round of partial collapse and a 3% chance per round of total collapse. Creatures within wooden structures suffer 2d8 points of damage, or 1d8 if a successful Physical Resistance check of 10 is made in a partial collapse; or 6d8 points of damage or 3d8 if a successful Physical Resistance check of 10 is made in a total collapse. Creatures within stone structures suffer 6d8 points of damage, or 3d8 if a successful Physical Resistance check of 10 is made in a partial collapse. All creatures within the total collapse of a stone structure will perish.

Cavern: 6% chance per round of partial collapse and a 3% chance per round of total collapse. Creatures within the cavern suffer 10d8 points of damage, or 5d8 if a successful Physical Resistance check of 10 is made in the case of partial collapse. All creatures within a total collapse will perish.

Forest: 5% of old growth trees will fall for every round of the earthquake.

Open ground: 10% chance per round of a fissure 5-20' wide and 50-500' long opening in the area. Any creature within the area of effect has a base chance of (area of fissure/200)% of falling in the fissure. For example, creatures would have a 15% chance of falling into a 10' x 300' fissure (3000/200 = 15). In general, fissures are 10-100' deep.

Any creature standing upon ground affected by the earthquake must make an Acrobatics proficiency check of 10 each round or fall down.

### Imbue

Circle: 8<sup>th</sup>  
Duration: 1 day  
Effect: 1 creature  
Domain: Revelation  
Components: V, G

Resist: None  
Casting time: -8  
Range: 10'  
Damage type: n/a

By means of the Imbue spell, the priest may imbue one creature with an intellect of 4 (low) or greater with the ability to cast 4 Circles of Faith magic as if they were cast by the priest himself. Thus, a creature affected might be imbued with four 1<sup>st</sup> Circle spells, one 1<sup>st</sup> and one 3<sup>rd</sup> Circle spell, two 2<sup>nd</sup> Circle spells, or one 4<sup>th</sup> Circle spell. For example, a creature imbued with one 1<sup>st</sup> and one 3<sup>rd</sup> Circle spell could cast the Sense Charm and Clairvoyance spells as if the priest had cast them himself.

The spells cast by the creature must be spells of Domains aligned with the priest's ethos.

To cast *Imbue*, in addition to the spell itself, the priest must possess and use the spell Circles to be transferred to the recipient creature.

*Note:* At the end of the *Imbue* spell's duration, all uncast spells that were transferred are lost.

### **Link**

Circle: 8 <sup>th</sup>	Resist: Special
Duration: 10 minutes	Casting time: -8
Effect: 2 creatures	Range: 30'
Domain: Revelation	Damage type: n/a
Components: V, G	

The *Link* spell enables two creatures to use each others disciplines and proficiencies for a short duration. Thus, if one creature possessed *Armor Use III*, both creatures would benefit from its effects. Similarly, if either creature is a spellcaster, each may cast spells from that creature's repertoire. It should be stressed, however, that the number of spells available to either creature does not change. Thus, if one of the linked creatures had three 2<sup>nd</sup> Circle *Hermetic* spells, only three 2<sup>nd</sup> Circle spells could be cast between the two linked creatures. In addition, armor restrictions and/or material components may limit casting of shared spells.

The *Link* spell will only succeed if both recipients are willing to be linked. Furthermore, if either creature desires, the *Link* spell may be terminated prematurely.

### **Magic Resistance**

Circle: 8 <sup>th</sup>	Resist: None
Duration: 10 minutes	Casting time: -8
Effect: Caster only	Range: n/a
Domain: Benefaction	Damage type: n/a
Components: V, G	

*Magic Resistance* provides the priest with an aura of protection against all magic spells. Consequently, whenever the unwilling target of a spell, the spell will have a chance of affecting the priest equal to 10%, multiplied by the spell's Circle. For example, a 2<sup>nd</sup> Circle spell would have a 20% chance to affect the priest, whereas a 5<sup>th</sup> Circle spell would affect the priest 50% of the time.

If a spell is not blocked by *Magic Resistance*, the spell will be treated as normal, allowing the priest a *Mental* or *Physical Resistance* check if applicable. The *Magic Resistance* spell may block all types of spells, *Hermetic*, *Hedge*, *Faith* and *Ritual*.

*Note:* If a spell targets or affects multiple creatures, the *Magic Resistance* spell will protect the priest only. Other creatures will be subject to the spell's effects as normal. *Magic Resistance* will not protect the priest against magical items or abilities.

### **Plague**

Circle: 8 <sup>th</sup>	Resist: Physical 18
Duration: 1 year	Casting time: -8
Effect: 500' square area	Range: 500'
Domain: Damnation	Damage type: n/a
Components: V, G	

The *Plague* spell imbues one area with a continued curse that affects all creatures within it. Immediately upon being cast, all living creatures

within the area of effect must make a *Physical Resistance* check of 18 or become diseased, as if affected by the 3<sup>rd</sup> Circle *Disease* spell. In addition, this area will thereafter attract vermin such as rats and insects, such that after several days, numerous such creatures will inhabit the area if possible. Furthermore, any creatures spending an hour or more in the area must make a *Physical Resistance* check or be afflicted as if affected by the 3<sup>rd</sup> Circle *Disease* spell. One additional check is required every day a creature spends within the affected area.

The *Plague* spell will also putrefy all water sources, springs, wells, ponds within the area of effect, such that any creature drinking this water must make a *Physical Resistance* check or become diseased.

The priest may affect up to three such areas with the *plague* spell at any one time. Any further attempts to cast the spell will fail.

Multiple *Plague* spells within the same area do not produce additional or added effects, even if cast by multiple priests.

### **Recall**

Circle: 8 <sup>th</sup>	Resist: None
Duration: Permanent	Casting time: -8
Effect: Caster only	Range: n/a
Domain: Revelation	Damage type: n/a
Components: V	

The *Recall* spell enables the caster to replenish up to 7 Circles of spell-power in his daily repertoire. These regained Circles may be of any combination. Thus, a priest may regain seven 1<sup>st</sup> Circle spells, one 1<sup>st</sup> and two 3<sup>rd</sup> Circle spells, one 2<sup>nd</sup> and one 5<sup>th</sup> Circle spell, or any similar variation.

*Note:* A priest may not recall a number of spells beyond the maximum number of his daily repertoire. For example, if the priest had cast four out of a maximum of nine 1<sup>st</sup> Circle spells in one day, he could replenish only four 1<sup>st</sup> Circle spells with *Recall*.

### **Relic, Holy**

Circle: 8 <sup>th</sup>	Resist: None
Duration: Permanent	Casting time: Special
Effect: Special	Range: Touch
Domain: Benefaction	Damage type: n/a
Components: V, G, M	

By means of the *Holy Relic* spell, the priest can create a variety of magical items, including unique magic armor, and possibly weapons. This is a very arduous task however, and the creation of such items requires a great deal of time, resources, and significant devotion to the priest's deity.

Magic items created by the *Holy Relic* spell will always be unique, often possessing magical properties that mimic spell effects, or give the bearer magical powers and abilities. For example, by means of the *Holy Relic* spell, a priest could create a scepter that repulsed undead, or visor that protected its wearer from possession and charm.

Magic armor may also be created by the *Holy Relic* spell. However, magic weapons are rare, and are typically created to serve a specific purpose (such as an axe that imbues the wearer with special abilities when fighting demons).

In most respects, the nature of the holy relic to be created is determined by the imagination of the character, the amount of resources necessary to manufacture it, and ultimately by the priest's deity who will personally intervene in its creation.

## 2.5 Magic Potential Skills & Spells

In general, the time needed to create a holy relic will vary from as little as 6 months to as long as 2 years. Cost and rarity of required material components is a major factor when planning to create a relic. In addition, special quests or service on behalf of the priest's deity is also a component of the holy relic's creation. In all cases, the Game Master will provide specific details necessary to any character seeking to create such an item.

### **Relic, Unholy**

Circle: 8<sup>th</sup>  
Duration: Permanent  
Effect: Special  
Domain: Damnation  
Components: V, G, M

Resist: None
Casting time: Special
Range: Touch
Damage type: n/a

By means of the Unholy Relic spell, the priest can create a variety of magical items, including unique magic armor and weapons. This is a very arduous task however, and the creation of such items requires a great deal of time, resources, and significant devotion to the priest's deity.

Magic items created by the Unholy Relic spell will always be unique, often possessing magical properties that mimic spell effects, or give the bearer magical powers and abilities. For example, by means of the Unholy Relic spell, a priest could create a sickle that inflicted infectious wounds, or crown that enabled the command of lesser undead.

Magic armor and weapons may also be created by the Unholy Relic spell. Unholy relics are often created in the form of magic weapons, frequently created to facilitate the demise of a specific foe (such as a spear that is imbued with special bonuses when fighting archons). Armor may also be created as an unholy relic. However, this is less common, and in such cases the armor's protective function is a secondary attribute of the relic.

In most respects, the nature of the unholy relic to be created is determined by the imagination of the character, the amount of resources necessary to manufacture it, and ultimately by the priest's deity who will personally intervene in its creation.

In general, the time needed to create an unholy relic will vary from as little as 6 months to as long as 2 years. Cost and rarity of required material components is a major factor when planning to create a relic. In addition, special quests or service on behalf of the priest's deity is also a component of the unholy relic's creation. In all cases, the Game Master will provide specific details necessary to any character seeking to create such an item.

### **Relic, Telluric**

Circle: 8<sup>th</sup>  
Duration: Permanent  
Effect: Special  
Domain: Tellurgy  
Components: V, G, M

Resist: None
Casting time: Special
Range: Touch
Damage type: n/a

By means of the Telluric Relic spell, the priest can create a variety of magical items, including unique magic armor and weapons. This is a very arduous task however, and the creation of such items requires a great deal of time, resources, and significant devotion to the priest's deity.

Magic items created by the Telluric Relic spell will always be unique, often possessing magical properties that mimic spell effects, or give the bearer magical powers and abilities. For example, by means of the Telluric Relic spell, a priest could create a staff that enabled the parting

of bodies of water, or a seed bag that caused its contained kernels to mature a day after being planted.

Magic armor and weapons may also be created by the Telluric Relic spell. However, these weapons and armor are often created of once living materials such as wood, or leather. In any case, telluric weapons typically imbue the wielder with abilities to affect the elements or living beings (such as a hammer that may shatter stone once per day).

In most respects, the nature of the telluric relic to be created is determined by the imagination of the character, the amount of resources necessary to manufacture it, and ultimately by the priest's deity who will personally intervene in its creation.

In general, the time needed to create a telluric relic will vary from as little as 6 months to as long as 2 years. Cost and rarity of required material components is a major factor when planning to create a relic. In addition, special quests or service on behalf of the priest's deity is also a component of the telluric relic's creation. In all cases, the Game Master will provide specific details necessary to any character seeking to create such an item.

### **Relic, Vatic**

Circle: 8<sup>th</sup>  
Duration: Permanent  
Effect: Special  
Domain: Revelation  
Components: V, G, M

Resist: None
Casting time: Special
Range: Touch
Damage type: n/a

By means of the Vatic Relic spell, the priest can create a variety of magical items. However, unlike other relics, these vatic items rarely include magic armor and weapons. The creation of such items is a very arduous task and their creation requires a great deal of time, resources, and significant devotion to the priest's deity.

Magic items created by the Vatic Relic spell will always be unique, often possessing magical properties that mimic spell effects, or give the bearer magical powers and abilities. For example, by means of the Vatic Relic spell, a priest could create a lens that enabled the viewing of past events, or a fountain that refreshed spell-power of all who drink (directly) from it.

Magic armor and weapons may rarely be created by the Vatic Relic spell. However, if created, these weapons and armor often imbue the wielder with abilities secondary to their physical functions (such as a sword that enables the wielder to perceive invisible creatures).

In most respects, the nature of the vatic relic to be created is determined by the imagination of the character, the amount of resources necessary to manufacture it, and ultimately by the priest's deity who will personally intervene in its creation.

In general, the time needed to create a vatic relic will vary from as little as 6 months to as long as 2 years. Cost and rarity of required material components is a major factor when planning to create a relic. In addition, special quests or service on behalf of the priest's deity is also a component of the vatic relic's creation. In all cases, the Game Master will provide specific details necessary to any character seeking to create such an item.

### **Restore**

Circle: 8<sup>th</sup>  
Duration: Permanent  
Effect: 1 creature  
Domain: Benefaction

Resist: None
Casting time: -8
Range: 10'
Damage type: n/a

Components: V, G

Like the 7<sup>th</sup> Circle Cure spell, the restore spell instantly restores one creature to its maximum number of health points. Likewise, all disease, blindness, paralysis, petrification, charms, or similar afflictions, magical or otherwise, are removed by the spell. However, in addition to these affects, the Restore spell also replenishes 7 Circles of spell-power (or 8 ritual spell points) if the spell's recipient is a spellcaster.

If Restore is cast upon a creature that has either lost its soul, or if its soul is held captive by an extra-planar being, there is a 30% chance the soul may be immediately returned to its owner's body.

*Note:* If the Restore spell is used to wrest possession of a soul from an extra-planar being, it is likely the being will develop an intense enmity for the priest casting the spell.

### **Resurrect**

Circle: 8 <sup>th</sup>	Resist: None
Duration: Permanent	Casting time: 1 hour
Effect: 1 creature	Range: Touch
Domain: Benefaction	Damage type: n/a
Components: V, G	

By means of the Resurrect spell, the priest can bring one dead creature back to life. Once revived, this creature will be at one half its normal maximum health points. However, the remaining health points may be regained via magic or normal healing.

The priest may resurrect any creature that has been dead less than one year. However, if the creature has been dead for longer, there is a chance the resurrection may fail. The chance of resurrecting such a creature is such: dead 1-5 years: 90%, dead 5-10 years: 70%, dead 10-20 years: 50%, dead 20-40 years: 30%, dead 40-80 years: 10%, dead 100+ years: 5%.

As the act of resurrection is very taxing for the caster, each time a resurrection is performed, there is a 5% chance the priest casting the spell will permanently lose an endurance attribute point.

### **Steal Skill**

Circle: 8 <sup>th</sup>	Resist: None
Duration: 3 months	Casting time: -8
Effect: 1 creature	Range: 30'
Domain: Revelation	Damage type: n/a
Components: V, G	

By means of the Steal Skill spell, the priest may remove any one discipline or proficiency a creature possesses. The removed discipline or proficiency may be of any grade. In addition, the Steal Skill spell imparts the stolen discipline or proficiency upon the priest, even if he does not possess the necessary prerequisites. For example, by means of the Steal Skill spell, a priest could steal the Disarm discipline, even if the priest did not possess Weapon Mastery I.

*Note:* The Steal Skill spell cannot remove magic potential disciplines or Spell Circles.

### **Summon Greater Avatar**

Circle: 8 <sup>th</sup>	Resist: None
Duration: 1 hour	Casting time: -8
Effect: Special	Range: 10'
Domain: Tellurgy	Damage type: Special
Components: V, G, M	

In most respects, Summon Greater Avatar is similar to the 4<sup>th</sup> Circle Summon Lesser Avatar spell. The spell summons a divine advocate that will provide aid, defend the priest and his allies, or attack the priest's foes. The avatar will not perform mundane tasks however, and requests to do so will greatly displease the priest's deity. The type of avatar summoned by the spell is largely dependent upon the nature of the priest's faith, and is ultimately to be determined by the Game Master. However, some examples of creatures that may be called by the spell are provided below:

**Angel (Virtues):** Health points: 63, Dodge score: 16, Initiative: +3, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: great sword: 3 x 2d6 + 6. Intellect: average, Physical Resist: +12, Mental Resist: +6, Movement: 140', fly 240'. The virtue may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, Courage, Mend, Enthral, Silence, Banish, Soul Shock, and Pacify. Twice per day a virtue may travel between planes as if it had innately cast the 8<sup>th</sup> Circle Hermetic spell Gate upon itself. Virtues heal 2 health points every round.

**Demon:** Health points: 57, Dodge score: 19, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: battle axe: 2 x 1d10 + 5. Intellect: very high, Physical Resist: +6, Mental Resist: +10, Movement: 160'. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, Combust and Wall of Fire, as well as the following Hedge spells: Despair, Terror, and Minor Phantasm once per day. The demon may also summon 1d4 + 1 greater imps once per day.

**Faun:** Health points: 48, Dodge score: 16, Initiative: +2, Hide/armor: none, To-hit: +6, Attacks: staff: 2 x 1d2 + 5, or ram: 2d6 + 3. Intellect: exceptional, Physical Resist: +4, Mental Resist: +8, Movement: 180'. The faun may innately cast the following Hedge magic spells once per day: Friends, Noise, Charm Animal, Captivate, and Compel, and the following Faith magic spells once per day: Illuminate, Sense Deception, Plant Growth, Confuse, Animate Plants, Swarm, and Summon Fauna.

**Ifrit:** Health points: 62, Dodge score: 21, Initiative: +6, Hide/armor: none, To-hit: +7, Attacks: great sword: 2 x 1d12 + 6. Intellect: exceptional, Physical Resist: +6, Mental Resist: +12, Movement: 240'. The ifrit may innately cast the following Hermetic spells: Combust, Shatter, Crumble, and Wall of Fire, and the following Hedge magic spells: Terror, Animate Fire and Compel once per day.

**Elephant:** Health points: 72, Dodge score: 14, Initiative: +0, Hide/armor: 1, To-hit: +4, Attacks: trample: 1d12 + 8, or tusk: 1d10 + 6. Intellect: animal, Physical Resist: +6, Mental Resist: +1, Movement: 170'.

**Gorgon:** Health points: 40, Dodge score: 17, Initiative: +3, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: short sword: 3 x 1d6 + 5. Intellect: high, Physical Resist: +4, Mental Resist: +7, Movement: 160'. The gorgon may innately cast the Hermetic spell Petrify three times per day. The gorgon may see in darkness as well as in light. Gorgons have Intimidate Grade II.

Upon being slain, or at the duration's end, the avatar will disappear.

The material components for the Summon Greater Avatar spell is the priest's holy symbol.

*Note:* There are numerous avatars of each faith. Those avatars provided here are only representative of those that might be summoned by this spell. Other avatars may be summoned at the Game Master's discretion.

## 2.5 Magic Potential Skills & Spells

### Winterkill

Circle: 8<sup>th</sup>

Duration: Special

Effect: 100' radius

Domain: Damnation

Components: V, G

Resist: Physical 18

Casting time: -8

Range: n/a

Damage type: Cold

3 to 5 points: Creature suffers 2d8 + 2 points of damage.

6 points or more: No adverse effect.

For example, were a character with a Mental Resistance result of 15 (missed by 3, as  $15 + 3 = 18$ ), the character would suffer 4d8 + 4 points of damage and be blinded for 2d4 rounds.

The Winterkill spell causes an intense chilling sensation in all living creatures within 100' of the caster. As a result, all plant-life will be instantly destroyed. Living creatures within the area of effect suffer 6d6 points of damage, or 3d6 if a successful Physical Resistance check is made. After the Winterkill is cast, the affected area will be coated in a thin frost.

## Ritual Magic

Ritual magic is granted as a result of a character's transient servitude, observance, or sacrifice to extra-planar beings. Those who employ of Ritual magic are often referred to as mystics, shamans, obeah, druids, necromancers, warlocks, or witches.

*Note:* Ritual magic does not require the complex gestured movements associated with Hermetic or Hedge magic. Therefore, wearing armor does not interfere with the casting of Ritual magic spells.

### Wrath

Circle: 8<sup>th</sup>

Duration: Special

Effect: 1 creature

Domain: Damnation

Components: V, G

Resist: Mental 18

Casting time: -8

Range: 100'

Damage type: Energy

**Memorizing and acquiring new spells:** Like priests, Ritual spells must not be memorized, and mystics may cast any spell within the Ritual magic spell list as soon as a new spell Circle becomes available to them. However, unlike priests, who may cast a specific number of spells of each spell Circle per day, mystics employ spell points that are spent when their spells are cast.

Wrath invokes the unholy fury of the priest's deity upon one individual creature. The specific consequence of this assault is determined by the degree of success or failure of the Mental Resistance check made by the individual affected. Thus, although the Wrath spell is invoked for only an instant, the duration and extent of its effect varies upon the creature's ability to resist. The consequences of the target's Mental Resistance check (of 18) are given below:

Mystics regain their spell-power through meditation and otherworldly communion. Generally, four hours of uninterrupted meditation is enough to replenish a mystic's repertoire of spell points.

Missed Mental Resistance check by:

1 to 3 points: Creature suffers 4d8 + 4 points of damage and is blinded for 2d4 rounds.

4 to 5 points: Creature suffers 6d8 + 6 points of damage, paralyzed and blinded for 2d8 rounds.

6 to 9 points: Creature is slain.

10 points or more: Creature is turned to dust.

**Spell points:** The spell points of Ritual magic are divided into four Spheres: Blood, Dream, Gaea and Stitch. Each day, a mystic must determine how to divide his daily repertoire of spell points into these four Spheres. For example, a mystic with a total of 10 spell points might take 3 Blood, 3 Dream, 2 Gaea and 2 Stitch spell points for one particular day. These spell points may then be spent as part of magic formulae which enables a mystic to cast spells.

Made Mental Resistance check by:

0 to 2 points: Creature suffers 2d8 + 2 points of damage and is blinded for 1d2 rounds.

Mystics may use spell points to cast spells of any Circle they have acquired. For example, a 3<sup>rd</sup> Circle mystic could use his spell points to cast 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> Circle spells.





**Spell repertoire:** The number of spells a mystic may cast of any given Circle per day is determined by the number of spell points the mystic possesses. In general, the more potent the spell, the more spell points that are required to cast it. Thus, a mystic might cast several weaker spells, or instead, a few powerful spells on any given day.

As a general rule, Ritual spells cost the following amount of spell points: 1<sup>st</sup> Circle: 2 spell points, 2<sup>nd</sup> Circle: 3 spell points, 3<sup>rd</sup> Circle: 4 spell points, 4<sup>th</sup> Circle: 5 spell points, and 5<sup>th</sup> Circle: 6 spell points.

For example, a 3<sup>rd</sup> Circle mystic with 9 spell points could cast three 1<sup>st</sup> and one 2<sup>nd</sup> Circle spells on one day (2 + 2 + 2 + 3), and cast one 1<sup>st</sup>, one 2<sup>nd</sup> and one 3<sup>rd</sup> Circle spells the next (2 + 3 + 4).

Upon purchasing Ritual Magic Potential, a mystic begins with 3 spell points, plus any bonus spell points due to a high presence score.

Upon purchasing a new spell Circle, the mystic gains the new Circle of spell-power in spell points, plus one. Thus, a mystic gains 3 spell points upon purchasing 2<sup>nd</sup> Circle spells, 4 spell points when purchasing 3<sup>rd</sup> Circle spells, and so on. For example, (in lieu of additional spell points due to extra spell point purchase and/or presence bonuses), a 3<sup>rd</sup>

Circle mystic would have 10 spell points in his or her daily repertoire, and a 4<sup>th</sup> Circle mystic would have 15 skill points.

*Note:* Acquiring Ritual Magic Potential automatically enables a mystic to cast spells of the 1<sup>st</sup> Circle. However, the ability to cast spells of higher Circles requires expenditure of additional skill points. Due to the nature of their magic, unless permitted by the Game Master, mystics cannot acquire Faith Magic Potential.

Mystics may earn additional spell points due to a high presence score (see the presence attribute table) or they may be purchased with the Extra Spell Point discipline (see the Skills & Skill Points section).

## Ritual Magic Spells

Ritual magic spells are in some ways a hybridization of Hermetic and Faith magic. Like wizards, mystics employ mystical formulations in order to harness their spell power. However, the spells of Ritual magic are granted by deities or other powerful beings in return for the specific ritual performed. Thus, unlike priests, mystics have no obligation to a specific being, and may employ their spells for their own purposes. Yet, due to the source of their magic, Ritual spells are typically granted by neutral or amoral beings.

**Table 2.5.4: Ritual magic spells**

1 <sup>st</sup> Circle	Formula	2 <sup>nd</sup> Circle	Formula	3 <sup>rd</sup> Circle	Formula	4 <sup>th</sup> Circle	Formula	5 <sup>th</sup> Circle	Formula
Beguile	DS	Alter Temperature	GGG	Blood Pact	BBBD	Animal Form	BBGGG	Animate Plants	DDGGGS
Blindness	BS	Aphasia	BSS	Brute	BBDS	Atony	BBDS	Blood Shield	BBBBGS
Blaze	GS	Blood Armor	BBG	Clairvoyance	BDDG	Batter	BBSSS	Channel	BDDGGS
Blood Swap	BB	Blood Doll	BGS	Corrupt Earth	GGGS	Blood Strike	BBSS	Control Undead	DDGGSS
Catechize	BS	Blood Rage	BBG	Curse	BDSS	Corrupt Animal	DGGSS	Create Undead	DDGGSS
Deafness	BS	Charm Animal	DDG	Dead Zone	GGSS	Futility	BDDSS	Death's Door	BBBBBD
Drift	DG	Chill	GGG	Disease	BBSS	Green Man	DDGGG	Fiend	BBDDGS
Familiar	DG	Corrupt Insect	DGS	Draw Blood	BBDS	Hallow Ground	DDGGG	Fly	BDDGGG
Fog	GG	Drink Deep	BDS	Exorcism	BDDS	Pestilence	DGGSS	Haunt	DDGGSS
Hunger	BS	Essence Drain	BBS	Goo	DGGS	Plant Walk	BDGGG	Insect Plague	BGGGSS
Infect	GS	Fear	DSS	Mesmerize	DDDS	Possess	BDDDS	Madness	BDDSSS
Invisibility to Undead	DG	Heat	GGG	Paralyze	BDSS	Quicksand	GGGSS	Polymorph	BBBGGG
Pest	GS	Protection from Undead	DGS	Plant Form	BBGG	Reprisal	BBDS	Regenerate	BBBBDG
Pillage Spirit	BS	Refute	BDS	Rain	GGGG	Reveal Enchantment	DDDDG	Shade	BBDS
Resilience	BS	Remedy	BBB	Repel Undead	DGSS	Simulacrum	BBDS	Spirit Form	BBBDD
Sense Charm	BD	Sense Life	DGG	Roots	BGSS	Sleep	BDDDS	Steal Life	BBSSS
Sense Undead	DS	Smoke	GGG	Serpent Staff	DGGS	Spirit Link	BBDS	Split Earth	GGGGSS
Steal Tongue	BS	Splinter	GGG	Steal Magic	BDDS	Steal Vigor	BBSS	Storm	DGGGGS
Thin Skin	BS	Steal Strength	BBS	Stone Skin	BBGG	Summon Monsters	DGGSS	Summon Fauna	DDGGGG
Tangle	GS	Summon Lesser Monsters	DGS	Summon Lesser Fauna	DGGG	Swarm	DGGSS	Summon Undead	DGGSSS
Thorn Growth	GS	Torpor	BBB	Summon Lesser Undead	DGSS	Totem	DGGGS	Swan Song	BBSSS
Transfuse	BB	Tremor	BDS	Talisman	BBDG	Voodoo Doll	BBDS	Syncopsis	BBBDDG
Weakness	BS	Wane	BSS	Torment	DDSS	Vexation	DDSSS		
Wind	GG	Wither	GGG	Wake Dead	BDS				

### Ritual Magic Spell Composition

Each Ritual magic spell is composed of similar properties that may be described by Circle, duration, effect, etc. An explanation of these properties is provided preceding the spell descriptions:

**Circle:** Ritual magic spells are divided into 5 Circles of spell-power. Spells of the 1<sup>st</sup> Circle are the weakest, and spells of the 5<sup>th</sup> Circle are the most powerful.

**Duration:** The spell's duration indicates how long the spell remains in effect.

If a spell's duration is measured in rounds, the spell will last the noted number of rounds in addition to the one in which it was cast. For example, if a spell's duration is 5 rounds, it will remain in effect for 5 rounds in addition to the one in which it was cast.

**Effect:** The effect of the spell specifies the target and/or area of effect of the spell. If multiple creatures may be targeted, the effect indicates the maximum number of creatures that may be targeted by the spell. A mystic may always choose to target fewer creatures than the maximum, but not more. For example, if the Effect reads: 4 creatures, the mystic may target one, two, three or four creatures with the spell.

**Formula:** Every Ritual magic spell is invoked by magic derived from one or more of four Spheres of influence. These Ritual magic Spheres are: Blood, Dreams, Gaea and Stitch.

The formula of a spell indicates the combination of spell points that must be spent by the mystic to cast the spell. For example, the formula for the 3<sup>rd</sup> Circle Talisman spell is: BBDG. This indicates a mystic must spend 2 Blood, 1 Dream, and 1 Gaea spell points to cast Talisman. If the mystic does not have the necessary spell points in his repertoire, the spell may not be cast.

*Note:* If a spell is lost while casting, the spell points employed to cast the spell are lost as well.

**Components:** All spells require one or more components as part of their magical formulae of incantation. Components are either verbal: V, gestured: G, or material: M.

**Resist:** Some spells that may be cast upon living creatures may be resisted by an unwilling target. Resist indicates whether the spell may be resisted, in whole or in part, and the difficulty of doing so. For example, if a spell's resist reads, 'Mental 13', a creature must make a Mental Resistance check of target number 13 to resist the spell. If the Mental Resistance check is successful, the creature is unaffected.

If a spell may affect multiple targets, a successful resistance by one target protects that target only. Each creature targeted by a spell must resist the spell individually.

In general, Mental or Physical Resistance checks to resist Ritual magic spells are adjusted by the Circle of the spell; 1<sup>st</sup> Circle: target number 11, 2<sup>nd</sup> Circle: target number 12, 3<sup>rd</sup> Circle: target number 13, 4<sup>th</sup> Circle: target number 14, and 5<sup>th</sup> Circle: target number 15.

**Casting time:** Casting time is explained in detail in the Combat rules section (see the Combat section). Briefly, casting time indicates how long it takes to completely cast the spell during combat. For example, if a spell with casting time -4 is begun at initiative 8, the spell's effect will take place at initiative 4.

**Range:** Range indicates the distance between the caster and the spell's area of effect and/or target. For example, a spell that affects a target

creature with a range of 50' may be cast upon any creature within 50' of the caster.

**Damage type:** Some creatures have varying susceptibilities to different sources of injury. For example, a creature that lives in fire would likely suffer no damage from heat-based spells, but may suffer twice normal damage from cold-based attacks. For those spells that cause damage, damage type indicates the nature of the injury caused by the spell.

*Note:* Armor will absorb physical damage from spells. Armor will not protect against energy damage, however.

### Ritual Magic Spell Descriptions

The following includes a complete description of each Ritual magic spell:

#### Beguile

Circle: 1 <sup>st</sup>	Resist: Mental 11
Duration: 1 hour per Circle	Casting time: -1
Effect: 1 creature	Range: 20'
Formula: DS	Damage type: n/a
Components: G	

Beguile induces one semi-intelligent or intelligent creature to treat the caster with deference and admiration. The affected creature will remain so as long as the caster does not grossly offend or act to the creature's obvious detriment, or until the end of the spell's duration.

The initial attitude of the targeted creature towards the mystic modifies its Mental Resistance check to resist the spell as such: positive, affable: -3, neutral, apathetic: 0, negative, hostile: +3.

*Note:* In general, a creature able to resist the Beguile spell will not be aware the spell was cast, but as a result, will have a somewhat negative opinion of the caster.

#### Blindness

Circle: 1 <sup>st</sup>	Resist: Mental 11
Duration: 10 rounds	Casting time: -1
Effect: 1 creature	Range: 40'
Formula: BS	Damage type: n/a
Components: V, G	

The Blindness spell strikes one creature completely blind. The creature's eyes are not physically harmed by the spell. However, until the duration has passed, the creature will be unable to see.

Any blinded creature makes melee attacks at -5 to-hit, and missile weapon attacks at -10 to-hit. In addition, the creature's dodge score is adjusted by -5.

*Note:* If a spellcaster casts a spell requiring a specific target that he or she cannot see, there is a 30% chance the spell fails without effect.

#### Blaze

Circle: 1 <sup>st</sup>	Resist: None
Duration: Permanent	Casting time: -1
Effect: 1 flame	Range: 40'
Formula: GS	Damage type: Heat
Components: V, G	

The Blaze spell causes one torch-sized flame (or torch-sized portion of a larger conflagration), to flare violently, consuming its fuel, and

# Wayfarers Player's Reference Book

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## 2.5 Magic Potential Skills & Spells

Duration: 1 day

Effect: Caster only

Formula: BBBDDG

Components: V, G, M

Casting time: 10 minutes

Range: n/a

Damage type: n/a

each round the mystic will regain 1 health point until his health point total once again equals to 1.

While affected by Syncopsis, the mystic may only be slain by being decapitated or burned. However, if the Syncopsis is dispelled and the mystic's health point total indicates death, he will perish.

The material component for Syncopsis is the powdered bones of an undead creature, mixed with blood of a human or faerie, slain within the previous week. This must be consumed upon casting the spell.



<b>Name:</b> Elie Elie Welts		<b>Race:</b> Gnome		<b>Age:</b> 57		<b>Sex:</b> Male	
<b>Height:</b> 3'4"		<b>Weight:</b> 68 lbs.		<b>Hair Color:</b> Black		<b>Eye Color:</b> Brown/Blue	
<b>Skill Level:</b> 4		Total Skill Points Earned: 46		Unspent Discipline Points: 0		Unspent Proficiency Points: 0	

Attributes	base	adjusted	Disciplines	grade	Proficiencies	grade	modifier
Agility	14		Language: Taran		Ancient History	I	+1
Endurance	9		Language: Veridinn		Arcane Knowledge	I	+1
Intellect	15		Literacy		Artistic Ability: Poetry	I	+1
Presence	9		Armor Use		Contacts: Mask	I	
Strength	9		Backstab		Dweomercraft (Hedge)	II	+1
			Extra Spell (1st)		Local Knowledge: Mask	III	+1
			Hedge Magic Potential (2nd)	II	Lock-picking	I	+1
			Improved Dodge	I	Perception	I	+1
Health Points	21		Increased Agility (14)		Regional Knowledge: Tarach	I	+1
Dodge	15		Increased Accuracy		Stealth	I	+1
Physical Resistance Modifier		-1	Vital Strike, Class C				
Mental Resistance Modifier		+1	Weapon Mastery, Class C				
Faith of Strength Modifier		-2					
Initiative Roll Modifier		+2					

Movement Rate	base	adjusted
Movement Rate	120'	120'
Swimming Rate	20'	20'
Armor Impedance		0
Encumbrance Class		I

Worn Armor	#strength requirements	damage absorbance	impedance score	Weapons	class	#strength requirements	damage	to-hit modifier	damage modifier	armor/ round
Leather armor	7	1	0	Dagger (Life-steal)	C	5	1d6	+5	+3	1
				Large syringe	-	-	-	+2	+0	1
Total Absorbance/Impedance		1	0							

**Equipment, Spells, and Notes:**

Fine clothes, Dagger of Life-stealing (magic: +2, on a to-hit roll of 20, the target must make a Physical Resist check of 10 or die.), large syringe, gold bracelet (100 sp), silver ring (3 sp), satchel (contains: spellbook, quill, scroll case, vial of ink, 3 blank parchments, Potion of Healing, Potion of Etherealness, Scroll of Summon Monsters, 2 doses of neurotoxin (Physical Resistance check of 13, or fall into seizures and die within 1d3 hours), dose of Ammonswake, dose of Hellfire, wine flask), coin purse (5 gp, 79 sp, 30 cp)

**Hedge Magic Spells:** 1st: 4, 2nd: 2

Elie Elie Welts is not a good person. Charming and likeable, there are many people that would count Elie as a friend. However, only a select few know the gnome's true disposition. Elie is a murderer and an opportunist. After a few years of poverty, and a destructive bout of drinking, Elie has once again found his footing. He has a profitable arrangement with the Bone Trade and the Mask Thieves' guild, and has opened a small theatre which occasionally performs plays that he writes. Elie is becoming a celebrated member of the local art community, and garnered recent attention for a large donation for renovation of a local Thraist temple. Currently Elie is considering a move into politics. However the hands-on approach he takes to his affairs still threatens to send him down the same path of riches to ruin.

*Wayfarer's™ Character Record Sheet*





**Name:** Elliot Bosche **Race:** Human **Age:** 32 **Sex:** Male  
**Height:** 5'8" **Weight:** 165 lbs. **Hair Color:** Black **Eye Color:** Blue **Handedness:** Right  
**Skill Level:** 7 Total Skill Points Earned: 71 Unspent Discipline Points: 0 Unspent Proficiency Points: 0

Attributes		Disciplines		Proficiencies			
	base	adjusted		grade	modifier		
Agility	13		Language: Dronkian		I	+1	
Endurance	10		Language: Queyan		I	+1	
Intellect	14		Literacy		I	+1	
Presence	10		Increased Accuracy	I	II	+1	
Strength	9		Hedge Magic Potential (1st)	I	I	+1	
			Hermelic Magic Potent. (4th)	IV	II	+1	
			Increased Mental Resist.	I	III	+1	
			Magic Potency	I	I	+1	
			Magic Resistance	I	I	+1	
			Weapon Mastery, Class E	I	II	+1	
			Health Point (1)		Running		
					World Knowledge	I	+1

	base	adjusted
Health Points	29	
Dodge	13	
Physical Resistance Modifier		+0
Mental Resistance Modifier		+2
Feat of Strength Modifier		-2
Initiative Roll Modifier		+2

	base	adjusted
Movement Rate	140'	140'
Swimming Rate	20'	20'
Armor Impedance	0	0
Encumbrance Class	I	I

Worn Armor	strength	damage	impedance	class	strength	damage	to-hit	attacks/ round
	require	absorbance	score		require	modifier	modifier	
Leather armor	7	1	0	E	7	108	+2	1
				C	3	104	+1	1
Total Absorbance/Impedance			0					

**Equipment, Spells, and Notes:**

Dirty clothes, leather armor, Cloak of Shadows, rapier, kitchen knife, satchel (contains: spellbook (contains Hedge and Hermelic spells), Potion of Mana, 4 bottles of blood, Quill, vial of ink, journal, key, flask)

Hedge Spells: 1st: 2

Hermelic Spells: 1st: 4, 2nd: 3, 3rd: 1

Ten years ago, Elliot Bosch was a cultured aristocrat, rising quickly through the ranks of the Symestra Alchemist Guild. Today, he is blood-drinking madman, enslaved by a powerful dragon. Unfortunately, Elliot was present when the Golden Nugget miners uncovered the Ceynoloth Gardens, an ancient Dauran laboratory under Half-moon Mountain. At first, the discovery seemed auspicious, and in the crypts of Ceynoloth, Elliot found a Cloak of Shadows. However, soon after, the miners unwillingly disturbed the dragon Strabo, whom had been held captive in suspended animation for hundreds of years. Strabo awoke in a fury, and immediately charmed the company of miners, including Elliot. Strabo then destroyed Elliot's hometown of Symestra, along with everyone he cared for. Elliot is now a ruined man, still under the control of Strabo. He has gone mad and thinks he is a vampire, employing his Cloak of Shadows to play the part.



**Name:** James T. Swill III (Jimmy Swill)      **Race:** Human      **Age:** 28      **Sex:** Male  
**Height:** 5'10"      **Weight:** 168 lbs.      **Hair Color:** Brown      **Eye Color:** Brown      **Handedness:** Right  
**Skill Level:** 4      **Total Skill Points Earned:** 46      **Unspent Discipline Points:** 0      **Unspent Proficiency Points:** 0



Attributes	base	adjusted	Disciplines	grade	Proficiencies	grade	modifier
Agility	14		Language: Taran		Gambling	I	
Endurance	11		Literacy		Healing	I	
Intellect	9		Weapon Mastery, Class A	III	Heraldry	I	
Presence	12		Ambidexterity		Inspire	I	
Strength	10		Feril		Local Knowledge (Turb)	I	+1
			Increased Mental Resist	III	Lock-picking	I	
			Increased Accuracy	I	Perception	I	
			Improved Dodge	I	Search	III	
			Increased Endurance (11)		Sleight-of-Hand	I	+1
			Vital Strike, Class A	I	Stealth	II	+1
			Blindfighting		Swimming	I	
					World Knowledge	II	

	base	adjusted
Health Points	23	
Dodge	15	
Physical Resistance Modifier	+1	
Mental Resistance Modifier	+3	
Fear of Strength Modifier	+0	
Initiative Roll Modifier	+2	

	base	adjusted
Movement Rate	120'	120'
Swimming Rate	30'	30'
Armor Impedance	0	
Encumbrance Class	I	

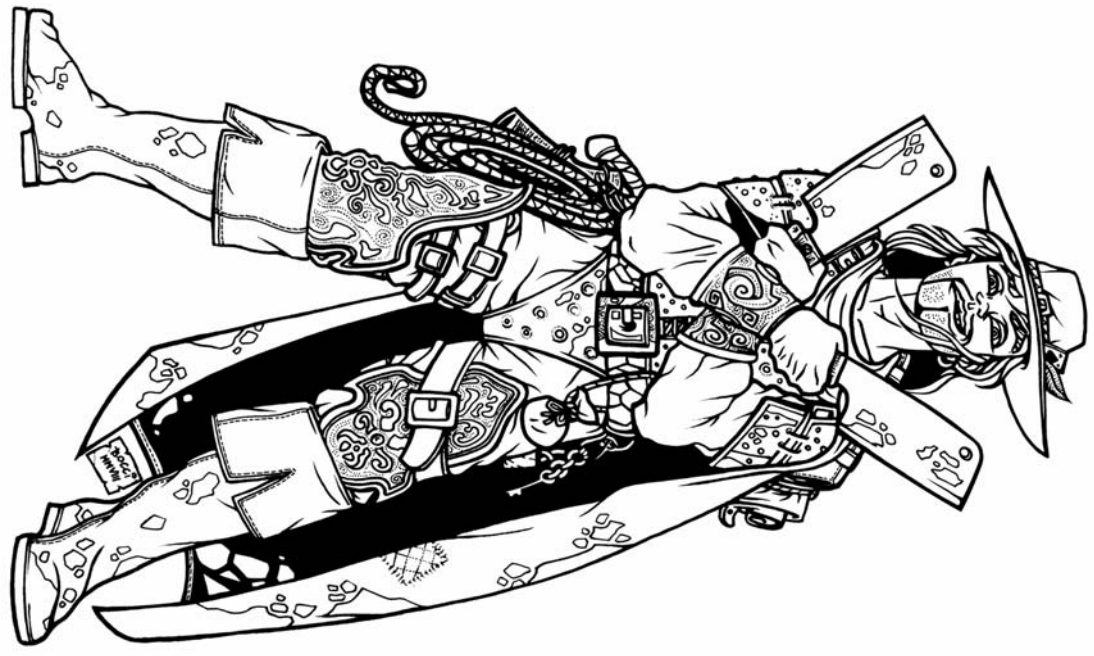
Worn Armor	strength require	damage absorbance	impedance score	Weapons	class	strength require	damage	to-hit modifier	damage modifier	attacks/ round
Leather armor	7	1	0	Butcher Knife (on-h)	A	7	1d6 + 1	+5	+2	1
				Butcher Knife (off-h)	A	7	1d6 + 1	+3	+2	1
				Whip	H	-	-	+2	+0	1
Total Absorbance/Impedance		1	0							

**Equipment, Spells, and Notes:**

Clothes, boots, 2 large butcher knives, leather armor, whip, copper trapezoid, backpack (contains: cloak, average lock-pick set, wine flask, wooden balsman (Duaran?), padlock and key, scroll case, 3 blank parchment pages, jade figurine of a 3-headed dog, Potion of Dartsion (2 draughts), vial of perfume, spyglass, Bewl deck, pair of loaded dice), belt pouch (contains: 12 gc, 22 sc, 48 cc)

Jimmy Swill is an ever-optimistic opportunist that's always working an angle. He takes very little seriously, which is evident from his unusual choice of weapons. Jimmy's jaunty attitude frequently attracts trouble and often frustrates his companions. However, on the whole, his unwavering spirit and uncanny luck endears him to those he travels with.

Warfarers™ Character Record Sheet





**Name:** Glen Huxley **Race:** Human **Age:** 33 **Sex:** Male  
**Height:** 5' 9" **Weight:** 168 lbs. **Hair Color:** Brown **Eye Color:** Hazel **Handedness:** Left  
**Skill Level:** 4 **Total Skill Points Earned:** 46 **Unspent Discipline Points:** 0 **Unspent Proficiency Points:** 0

Attributes		Disciplines		Proficiencies		
	base	adjusted	grade	grade	modifier	
Agility	7		Language: Zhellan	Ancient History	II	+2
Endurance	12		Language: Verlainen	Arcane Knowledge	III	+2
Intellect	16		Language: Ceynelan	Dwsemcraft (Hedge)	II	+2
Presence	12		Literacy	Healing	I	+2
Strength	8		Hedge Magic, 3rd Circle	Herbalism	II	+3
			Magic Potency	Magic Acuity	I	+2
			Silent Casting	World Knowledge	II	+2

	base	adjusted
Health Points	27	
Dodge	6	
Physical Resistance Modifier		+0
Mental Resistance Modifier		+4
Feat of Strength Modifier		-2
Initiative Roll Modifier		-2

	base	adjusted
Movement Rate	50'	50'
Swimming Rate	0'	0'
Armor Impedance		1
Encumbrance Class		I

Worn Armor	strength require	damage absorbance	impedance score	Weapons		to-hit modifier	damage modifier	attacks/ round		
				class	strength require					
Shield	-	1d6 - 3	2	Dagger	C	5	1d6	-1	-1	1
				Lt. crossbow, bolt	K	-	1d6 + 1	-1	+0	1
Total Absorbance/Impedance		1d6 - 3	2							

**Equipment, Spells, and Notes:**  
 Nice clothes, cane, dagger, light crossbow, quiver (14 bolts), forged documents from Alchemists and Surveyors Guilds (same as Meeks), large pouch (contains: 2 Potions of Healing, 1 Potion of Mana, 1 Potion of Invisibility, 1 Potion of Shadows), small pouch (contains: 2 pc, 1 gc, 12 sc, 20 cc), backpack (contains: traveling clothes, ratons, small alchemical kit, journal), Spellbook: 1st Circle: arkness, Double, Enchant Armor, Friends, Illuminate, Klutz, Leopold's Compass, Minor Phantasm, Sense Magic, 2nd Circle: Appeal, Disguise, Imbuement, Terror, Translation; 3rd Circle: Amnesia, Frailty (unlearned), Levitation, Phantasm, Sleep  
 Spells per day: 5 1st Circle, 3 2nd Circle, 2 3rd Circle  
 Huxley is Meeks' associate. While Meeks is the brains of their operation, Huxley knows more about facts, dates, and places. Also in contrast to Meeks' abrasive and curt demeanor, Huxley is out-going and generally tries to be a nice guy. However, he is just as amoral as Meeks, although he might feel bad later for some of his actions. Both Meeks and Huxley, along with their friend Brenna, explored Zolace and were time-ported elsewhere in Twylos. Meeks and Huxley reunited, only to set the trap off again, this time losing Brenna. They search for her somewhat desperately, as both of them care deeply for her.





**Name:** Valdehl Alasco **Race:** Human **Age:** 31 **Sex:** Female  
**Height:** 5'7" **Weight:** 125 lbs. **Hair Color:** Black **Eye Color:** Brown **Handedness:** Right  
**Skill Level:** 7 **Total Skill Points Earned:** 71 **Unspent Discipline Points:** 0 **Unspent Proficiency Points:** 0



Attributes	base	adjusted	Disciplines	grade	Proficiencies	grade	modifier
Agility	11		Language: Queyan		Artistic Ability: Theatre	IV	+2
Endurance	9		Language: Zhellian		Distract	II	+1
Intellect	14		Language: Ceynelian		Healing	I	+1
Presence	14		Language: Irendi		Heraldry	II	+1
Strength	8		Literary		Inspire	II	+1
			Ritual Magic: 3rd Circle	III	Perception	I	+1
			Extra Spell Point (2)		Performance	IV	+2
			Weapon Mastery: Class: K	II	Persuasion	II	+1
			Quick Shot		Swimming	I	
			Health Points (3)		World Knowledge	III	

Attributes	base	adjusted
Health Points	25	15
Dodge	13	+0
Physical Resistance Modifier		+3
Mental Resistance Modifier		-2
Fear of Strength Modifier		+1
Initiative Roll Modifier		

Attributes	base	adjusted
Movement Rate	120'	140'
Swimming Rate	30'	50'
Armor Impedance		0
Encumbrance Class		I

Worn Armor	#strength requirements	damage absorbance	impedance score	Weapons	class	#strength requirements	damage	to-hit modifier	damage modifier	onset/ round
Leather armor	7	1	0	Dagger	F	5	1d12			1
				Lt. crossbow (ball)	K	-	1d6 + 1			1
Total Absorbance/Impedance 1 0										

**Equipment, Spells, and Notes:**

Simple clothes, boots, dagger, light crossbow, 20 bolts, quiver, leather armor, waterkin, belt pouch (contains: 1 gc, 17 so), belt pouch (contains: 1 dose of brown healing salve, 1 Potion of Mana (10 spellpoints), 1 Potion of Brilliance), satchel (contains: rations, extra clothes, "Etudes" (book of poems by Lady Macroselle), journal and pen), well-crafted oud (+1 to Artistic Ability and Performance checks), Ring of Quickness (+2 dodge, +1 initiative, +20' movement), gold Clockwork Bird.

Val is a playwright and musician. She was born in Gyre to Zhellian immigrants, and was schooled at Aea Convent just before it was appropriated by the researchers of the Frauxen Pact. She and several other girls escaped, their memories fragmented, and Val escaped to the West. She was recaptured in Tzaves, mistaken for one of the April clones, and turned over to Ixian slavers when Aea didn't want her back. After serving time in Gargos and Morningstide, Val bought her freedom, and now travels throughout Vasqueray. She is working on a play about the life and madness of Lady Muriel, inspired by a performance of Dulaine's "Gardens of Zif"; she saw when she was younger. Valdehl is given to introspection and melancholy, but has an excellent singing voice, once winning a performance competition thrown by the Sun King himself (for which she won her Bird).





**Name:** Parsifal Meeks **Race:** Human **Age:** 42 **Sex:** Male  
**Height:** 4'2" **Weight:** 105 lbs. **Hair Color:** Brown **Eye Color:** Brown **Handedness:** Right  
**Skill Level:** 6 Total Skill Points Earned: 62 Unspent Discipline Points: 0 Unspent Proficiency Points: 0

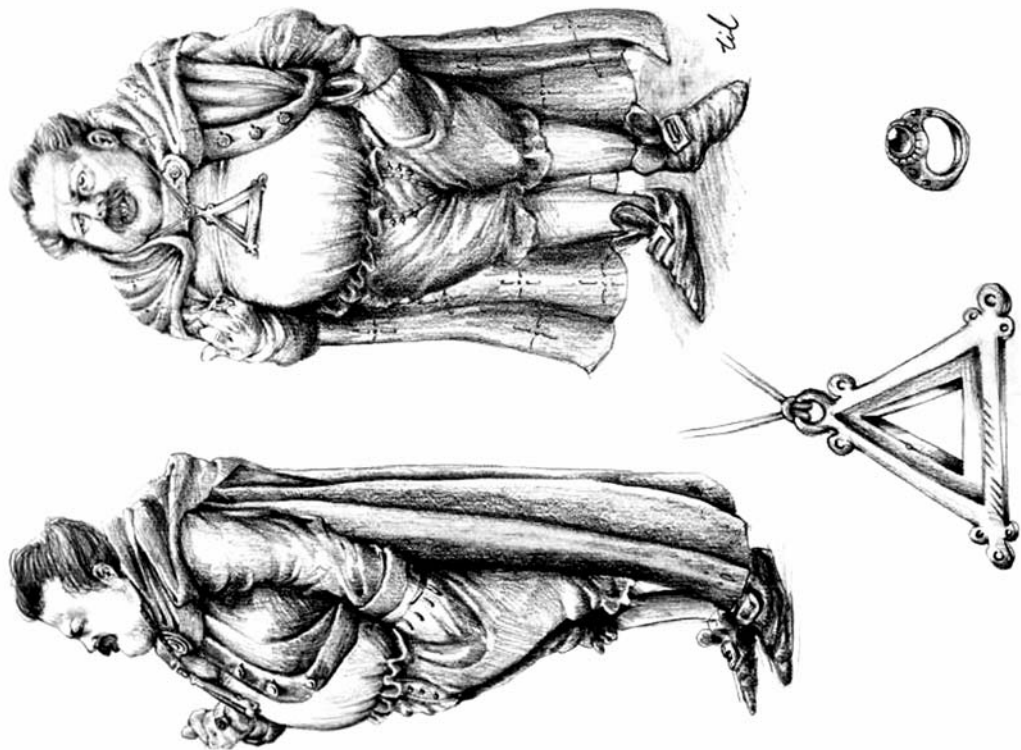
Attributes		Disciplines		Proficiencies	
base	adjusted	grade	grade	grade	modifier
Agility	11	Language: Zhellan		Arcane Knowledge	I +1
Endurance	12	Language: Ceyneian		Distract	III
Intellect	14	Literacy		Healing	I +1
Presence	12	Hermelic Magic, 3rd Circle	III	Magic Acuity	I +1
Strength	8	Faith Magic, 1st Circle	I	Perception	II +1
		Last Stand		Persuasion	II
		Resilience		Regional Know. (Vehrlands)	III +1
		Increased Strength (8)		Religious Knowledge	I +1
		Increased Mental Resist.	I	Sleight-o-Hand	II
		Increased Physical Resist.	I	Stealth	III
		Health Point (1)			

Health Points		Dodge		Physical Resistance Modifier		Mental Resistance Modifier		Feat of Strength Modifier		Initiative Roll Modifier	
base	adjusted	base	adjusted	base	adjusted	base	adjusted	base	adjusted	base	adjusted
35	13	11	13	+1	+3	-2	+0				

Movement Rate		Swimming Rate		Armor Impedance		Encumbrance Class	
base	adjusted	base	adjusted	base	adjusted	base	adjusted
120'	120'	20'	20'	0	0	I	I

Worn Armor		Weapons		Total Absorbance/Impedance	
strength requires	damage absorbance	impedance score	class	strength requires	damage modifier
			Dagger	5	1d6 -1
					1d6 +1 -1
					+0 1

**Equipment, Spells, and Notes:**  
 Cloak of Teauvillane (+2 Dodge, Fold Space 1/week), Glabrous Antimony (+6 to proficiency checks for Conversational Casting), gold-plated dagger (50 sc), brian holy symbol (golden triangle on a golden chain, 200 sc), large pouch (contains: 4 pc, 13 gc, 7 sc, and 3 opals each worth 30 sc), forged documents from Alchemists and Surveyors Guilds, granting permission to explore Vehrlands and draw on local Guild resources). Spellbook (disguised as brian prayer book): 1st Circle: Darkness, Friends, Ignore, Illuminate, Magic Vestment, Quicken, Seal Portal, Sense Magic Thought Projection, Vermin; 2nd Circle: Climb, Darkvision, Minor Timeportation (unlearned), Reveal Enchantment, Summon Lesser Monsters; 3rd Circle: Compel, Function, Growth, Ice Ray, Levitation, Repel Projectiles, Stry  
 Hermetic Spells per day: 1st: 4, 2nd: 3, 3rd: 1; Faith Spells per day: 1st: 2  
 Meeks is a survivor. He is not a dwarf, but is a human with dwarfism. He is monomaniacal and lenacious, and extremely clever. Along with his collaborator Glenn Huxley (It is a stretch to call them 'friends'), Meeks set off a bizarre horological trap in Zolace, transporting him to another time or perhaps another version of Twylos. However, Meeks believes that he is dead. This gives him great leverage to act amorally, believing he is in the Grey Lands, and must 'solve' the mysteries of Zolace to escape.  
 Wayfare's™ Character Record Sheet



**Name:** Artemis Gould      **Race:** Half-orc      **Age:** 41      **Sex:** Male  
**Height:** 6'2"      **Weight:** 188 lbs.      **Hair Color:** Black      **Eye Color:** Pink      **Handedness:** Left  
**Skill Level:** 7      Total Skill Points Earned: 71      Unspent Discipline Points: 0      Unspent Proficiency Points: 0



Attributes	base	adjusted	Disciplines	grade	Proficiencies	grade	modifier
Agility	13		Language: Zhetlan		Healing	IV	
Endurance	14		Literacy		Local Knowledge: Couvarton	II	
Intellect	8		Ritual Magic Potential, 4th	IV	Magic Acuity	I	
Presence	12		Extra Spell Point (2)		Perception	III	
Strength	10		Increased Physical Resist.	II	Regional Know.: Vairlands	I	
			Increased Mental Resist.	III	Religious Knowledge	II	
			Armor Use	I	Running	I	+1
			Increased Accuracy	I	Tracking	I	
			Increased Agility (12,13)		Wilderness Lore	II	+1
			Improved Dodge	I			
			Weapon Mastery, Class: B	II	Add. +1 to Wilderness Lore from Guild training		

Health Points	46	
Dodge	14	
Physical Resistance Modifier	+4	
Mental Resistance Modifier	+4	
Fear of Strength Modifier	+0	
Initiative Roll Modifier	+1	

Movement Rate	130'	130'
Swimming Rate	20'	20'
Armor Impedance	0	
Encumbrance Class	1	

Worn Armor	strength requirements	damage absorption	impedance score	Weapons	class	strength requirements	damage	hit modifier	damage modifier	shots/ round
Leather armor	7	1	0	Maul (Magical)	B	11	1d8 + 1	+5	+3	1
Ring of Protection	-	1d2	-	Shortbow, arrow	J	6	1d8	+1	+0	1
				Knife	C	3	1d4	+1	+0	1
Total Absorbance/Impedance		1d2 + 1	0							

**Equipment, Spells, and Notes:**

Clothes: fur cloak, leather armor, Maul of Thunder (Magical: +2, +2, 2x day: strike ground to create a deafening blast. All but wielder in 50' Mental Resist of 12 or deafened for 10 rounds. Resist roll of 1, summed for 1d4 rounds), short bow, quiver (20 arrows), large pouch (contains: Potion of Water-breathing (3 draughts), Thianist prayer book, large pearl (Magical: emits a soft glow of light, as torch), Chronicles of Mad Jack (Magical book: Similar to Manual of Parious Edification, but acts as a 7th Circle Faith Magic spell: Commune with Mad Jack (Xeres)), 3 days wate rations), oxyc ring (Magical: Ring of Protection: 1d2), small pouch (contains: certificate: Apprentice of the Surveyor's Guild, magnifying glass, 22 gp, 32 ss, 34 cp), copper knife, polished apple tree sapling

Ritual Magic Spell Points per day: 18, Current Spheres: 4 Blood, 6 Gaea, 4 Dream, 4 Slith

Until recently, Artemis Gould worked for the Surveyor's guild in the Vairlands. Originally a reduse and local eccentric, Artemis became a member of the Surveyors after assisting them in several exploits concerning troublesome goblins north of Couvarton. Unfortunately, Artemis recently acquired the 'Chronicles of Mad Jack', oft of an ogre corpse that lay rotting in Khriiss. Excessive use of the book has poisoned his mind. Artemis now travels to Umlamry, where he plots to graft a cutting with his apple tree. Colonel Prophecy.





**Name:** Sister Hope (Ilana Krysech)    **Race:** Half-demon    **Age:** 37    **Sex:** Female  
**Height:** 5'9"    **Weight:** 148 lbs.    **Hair Color:** Silver-black    **Eye Color:** Dark red    **Handedness:** Right  
**Skill Level:** 8    Total Skill Points Earned: 80    Unspent Discipline Points: 0    Unspent Proficiency Points: 0

Attributes		Disciplines		Proficiencies	
base	adjusted	grade	grade	grade	modifier
Agility	10	Language: Zhellan	Healing	I	
Endurance	12	Language: Verlainen	Intimidate	III	+1
Intellect	10	Literacy	Leadership	IV	+1
Presence	13	Faith Magic, 2nd Circle	Marital Knowledge	IV	
Strength	14	Weapon Mastery, Class: F	Religious Knowledge	I	
		Multiple Attacks, Class: F	Riding	IV	
		Improved Dodge	Running	II	
		Iron Skin	Swimming	II	
		Increased Endurance (11,12)	Wilderness Lore	II	
		Increased Strength (13,14)			
		Increased Mental Resist.			
		Increased Physical Resist.			
		Health Points (1)			
		Increased Accuracy			

base		adjusted	
Health Points	44		
Dodge	11		
Physical Resistance Modifier		+4	
Mental Resistance Modifier		+4	
Feet of Strength Modifier		+4	
Initiative Roll Modifier		+0	

base		adjusted	
Movement Rate	140'	140'	
Swimming Rate	40'	40'	
Armor Impedance		0	
Encumbrance Class		I	

Worn Armor	strength require	damage absorbance	impedance score	Weapons		strength require	damage	to-hit modifier	damage modifier	attacks/round
				class	grade					
Shroud of St. Hannah	13	1d3 + 1	0	Balron Deathblade	F	13	3d4	+4	+4	2
Iron Skin	-	1	-	Hvy. crossbow, bolt	K	-	2d4 + 1	+1	+0	1
Total Absorbance/Impedance		1d3 + 2	0							

**Equipment, Spells, and Notes:**

Shroud of St. Hannah (Magical chainmail: 13 strength requisite and +1 absorbance), black Handmaiden's robe, Balron Deathblade (Sword of the Anlarch: enchanted claymore, +1 to-hit and damage, each attack inflicts Strike as 3rd Circle Faith spell, damage done can only be healed naturally or with magic of 5th Circle or greater power; each round Hope takes 1 health point in damage; creatures slain by the Deathblade of Magic Resistance), small pouch (contains: 15 gc, 13 sc), satchel (contains: travel gear, rations, canteen, and a Scroll of Summon Lesser Undead)

Spells per day: 3 First Circle, 2 Second Circle

Hope is one of Murdyne's generals, and one of the most fearsome of the Handmaidens. Her father was a demon, an Oubroch. She took the name of one of the original Handmaiden martyrs on her 18th birthday. She is 37, old for an active Handmaiden, but still young due to her demonic nature. Her hair is metallic and wiry, and black blood can be seen clearly in her veins. She has metallic skin. Hope is becoming increasingly hotheaded, violent, and bloodthirsty, and privately worries if her demon side is driving her out of control.



## An Example of Gameplay

Every game of Wayfarers will be unique. One game session might involve a group of mercenaries as they lay siege to a rebellious town. Another could follow a crew of buccaneers as they cruise the coast in search of treasure-laden vessels. Still, another gaming session might entail a band of explorers searching an ancient tomb for a fabled relic. The nature and tone of the game is completely dependent upon the Game Master and the players. This is what roleplaying games are all about.

Here, an example of gameplay is provided to demonstrate how the game is typically run. Of course, your games will differ somewhat in substance and flavor. Nevertheless, most sessions will have an overall similarity regarding the flow of events, the sequence of combat, and the manner of Game Master and player interactions.

**The characters:** The following events concern a party of four adventurers. These player characters are:

**Gregory Vrill:** Gregory is a 3<sup>rd</sup> level alchemist with 2<sup>nd</sup> Circle Hedge magic. He comes from one of a few wealthy families within his small town and is well-educated. Gregory is a quick, decisive thinker. He is very confident, if not a little arrogant. He doesn't hesitate to help his companions, but is by no means an altruist. Gregory's only real passion is magic, and has little interest in martial or social pursuits.

**Fiona Gray:** Fiona is 2<sup>nd</sup> level and is somewhat of a rogue. Nevertheless, she is ambidextrous and is quite able in combat, wielding both a short sword and a dagger. Fiona enjoys the finer things in life, including strong drink. She is occasionally reckless, but never foolhardy. Fiona had a rough youth, yet has a natural charm that usually offsets her rather unpolished behavior. Fiona's most prized possession is a magical silver dagger she acquired from a wealthy merchant. Fiona is half-elven, but has no relationships with full-blooded elves.

**Gilbert Graves:** Gilbert is a 3<sup>rd</sup> level strongman. He is a childhood friend of Fiona and due to his slow wits, has taken to following her lead. Gilbert is a pragmatist. He dislikes complicated matters and has little use for nuance. Gilbert is most content when he is adventuring with Fiona, and he likes to think of himself as her guardian. Gilbert is honest to a fault, as he feels falsehoods require too much effort.

**Umbrage Valasco:** Umbrage is 4<sup>th</sup> level and is a Ritual magic-user. Umbrage is an odd fellow. He speaks little, but has earned Gregory Vrill's friendship and respect. Umbrage has little interest in material goods and doesn't normally carry a weapon. Occasionally he will carry a staff or a club, but he regularly fights unarmed and is quite good at it. Umbrage is usually absorbed in his own world and the few comments he makes are typically off-topic or bizarre.

*Note:* Often players will address each other by their real names in addition to those of their character. For example, when discussing 'out-of-game' topics players will usually use their actual names. Of course, if Bob who plays Olaf the dwarf wants Frank, who plays Zandir the wizard, to pass him a soda, he'll just address him as Frank. In the example provided, all out-of-game discussion has been removed. For this reason, the names of the PCs are used exclusively.

**Background:** We pick up the adventure as the four companions travel from their hometown of Untorsbrae to the city of Cevrance. The party has agreed to provide security to a small caravan traveling east from their homeland in Armech into the country of Drohksmere. Their journey will take them through the Ered Wastes, an expanse of arid plains and through a mountain pass before reaching the coast. The caravan is

lead by Gustaff Akers and his son Nicolti. Aside from the four companions, one other hired guard named Stephos accompanies them.

Three weeks previous, Gregory Vrill met Akers at an inn and secured the party's employment. Fiona and Umbrage had some recent trouble in a card-game with a local aristocrat, and the companions thought it best to leave town.

Gustaff was in need of security for his shipment to the river city of Cevrance. When questioned about the cargo, Gustaff informed Gregory that they would be guarding a quantity of metal alloy. He has agreed to pay each member of the party 60 silver royals once the trip has been made. Gustaff offered to provide the characters food and water as well.

Two carts comprise the caravan. Each is lead by two horses. The lead cart is a cloth-covered wagon, and is driven by Gustaff and his son. The second cart is a large closed wooden box-like structure, and is driven by Stephos. The player characters walk alongside these carts. At the point we join the story the caravan has been traveling for two weeks. The first week the group traveled eastward along a trade route through the rolling plains of the Valstedt. Except for passing the occasional traveler, this week was uneventful. The party then turned southeast onto a lesser-travelled trail. Soon the plains gave way to dry scrubland, and then to arid desert. The terrain is flat and travel has been easy. However, the party has not seen another soul for more than one week.

**The adventure:** We begin after the party's second week of travel. As the trip has been uneventful, only several minutes of real-time have been spent describing the journey up to this point. The alchemist Gregory Vrill has just asked the Game Master for a description of the current terrain, and whether any useful plants or herbs might be found along the trail.

*Game Master (GM):* Well, the landscape here is fairly barren. In fact, you aren't so much following a trail as crossing an open expanse of desert. The ground is composed of cracked clay and aside from a few dry riverbeds, is somewhat unremarkable. The small Ered-Issere mountain range can be seen far off on the eastern horizon, however. There are a few grasses growing here and there, and occasionally tumbleweeds will roll by. If you like Gregory, make an Herbalism check of 15 to see if you can find any useful flora as you make your way east. -Due to the dry conditions and the need to keep walking, conditions are far from optimal.

*Umbrage Valasco:* This seems familiar.

*Gregory Vrill:* We've never been here before Umbrage. Aright, I'll try an Herbalism check. (Gregory has Herbalism grade II, and rolls 2d20. His result is 4, 8.) I got an 8. -That doesn't cut it.

*GM:* No, sorry Gregory, you don't find any useful plants. However, you can make another attempt when the conditions change.

*Fiona Gray:* Wait, if there are so few plants around, what are we feeding the horses?

*GM:* Good question. Actually, since you left the Valstedt, you've been feeding the horses oats that are stored in the rear cart. Your water, and the horses' water, is in there as well.

*Gegory Vrill:* So where is the cargo we are carrying?

*GM:* You're not entirely sure. There are a few shallow crates in the rear cart that haven't been opened, and you haven't looked in Gustaff's cart. Would you like to ask him?

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### 3.1 Example Characters & Gameplay

*Gregory Vrill:* No, that's fine. I don't want him to think we aren't trustworthy.

*GM:* Fine. Well, unless someone wants to do something in particular, the time passes somewhat uneventfully. You make small talk with Gustaff, Nicolli and Stephos at night as you make camp. Each night you sleep next to the wagons and keep the same rotating watch you've previously determined.

Three more days pass like this. However, about noon on the fourth day, eighteen days into your trip, a dry wind begins to pick up from the west. Does anyone have the Wilderness Lore proficiency?

*Gilbert Graves:* I do! I've got grade II.

*Fiona Gray:* Can I make a non-proficient check? I don't have Wilderness Lore.

*GM:* Sure Fiona. The target number is 12. Alright you two, make a Wilderness Lore check of 12.

*Fiona Gray:* (Fiona rolls 2d20 and gets a result of 18, and 4.) Crud, I got a 4.

*Gilbert Graves:* (Gilbert rolls 2d20 and gets a result of 7, and 13.) A 13, I made it! What was that for?

*GM:* Well, everyone can now see some dark clouds on the eastern horizon. However, you don't think they look like rain clouds, Gilbert. In fact, to you they don't they are clouds at all. You've got a feeling a sandstorm is coming.

*Gilbert Graves:* A sandstorm!? That's bad. Alright, I shout to Gustaff: Gustaff, I think a sandstorm is coming from the east!

*GM:* (As Gustaff Akers) "A sandstorm?!" Gustaff halts the lead cart and stands up, looking out to the east. "Hmm. Yes, I think you might be right. Let's push on quickly and see if we can't find some sort of shelter." At that, Gustaff signals to Stephos to follow as he starts off at a faster pace. You four walking alongside the carts are forced to jog now.

*Fiona Gray:* I'm on the left side of the carts. Can I see anything that looks like it might serve as a shelter, maybe a large boulder or something?

*GM:* Not yet, Fiona. Actually this entire landscape is pretty bare. I'll let you know if you spot anything. After a few minutes, the rest of you can discern what Gilbert did. A large brown wall of cloud seems to be growing to the east. -It looks pretty ominous.

*Gregory Vrill:* How long until it reaches us?

*GM:* It's difficult to say for certain. This barren landscape doesn't give you a good frame-of-reference. However, you'd guess the storm will reach you in about 10 to 20 minutes.

*Gregory Vrill:* Ugh. Alright, we'd better find some shelter fast. I start scanning for some kind of protection as well, even a low spot in the land.

*GM:* Ok, anyone that has Perception can make a check. Tell me what number you roll.

Umbrage, has Perception grade I and Gilbert and Fiona each have Perception grade II. Umbrage rolls 1d20 and Gilbert and Fiona roll 2d20.

*Fiona Gray:* I got a 9.

*Gilbert Graves:* I got a 9, too.

*Umbrage Valasco:* I've gotten a 11. Do I see something?

*GM:* Sorry. No one sees any significant changes in the terrain. Gustaff shouts back to you: "We're going to have to just ride this out! Let's get these horses secured!" At that he halts the lead cart. He jumps off and begins to pull some equipment from his wagon. Nicolli and Stephos begin securing the horses. They want to tie the horse's reigns to some stakes driven into the ground. They ask for your help.

*Gilbert Graves:* I'll give them a hand.

*Fiona Gray:* Yeah, me too.

*Gregory Vrill:* Gustaff, what are we going to do during this storm? We can't stay outside.

*GM:* (As Gustaff Akers) "No, you're right. We can't. You and your crew can hold up in the rear cart. If you pull out the water barrels and some provisions, there should be enough room. Stephos, Nicolli and I will stay in the front wagon. -We'll just have to wait until this passes."

*Gregory Vrill:* Alright Gustaff.

*GM:* So do you begin to clear out the rear cart? The wall of sand has grown much larger. -It's approaching quickly.

*Gregory Vrill:* Yes. I'll get Umbrage to help me pull out enough provisions so the four of us can fit inside. I want leave these barrels and crates directly behind the cart, so we don't need to go far to reach them. How does this cart open and close?

*GM:* There is a wooden door that seals pretty well. It's hinged on the side. The cart is basically just a large wooden crate on wheels. You and Umbrage clear out three large barrels and some crates. There are also some bags of grain you can move out pretty easily. The two of you can stack these directly behind your cart. In the meantime, Fiona and Gilbert are helping the other three secure the horses and carts. Gustaff ties the wheels so the wagons can't roll.

By the time this is all accomplished, the storm is almost upon you. The wind has begun to pick up, and you can already feel the air growing dusty. A massive brown cloud that extends from the ground to the sky covers the entire eastern plain. The wind is beginning to howl.

*Gregory Vrill:* Alright, I make sure the four of us can fit in the second cart. I ask Gustaff how long he expects the storm to last.

*GM:* (As Gustaff Akers) "I'm not sure, Mr. Vrill. I suppose it could last a day or two. Just stay inside your cart and keep the door closed until the wind dies down. Hopefully we'll be back on our way shortly. -Best of luck to you."

With that Gustaff finishes securing the front wagon and climbs inside. Stephos and Nicolli are inside the wagon as well. The horses are starting to whinny.

You've only got a minute or two before the encroaching cloud is upon you. Do you get inside the cart?

*Fiona Gray:* Yes, I'll get in. What are the cart's dimensions?

*GM:* It's about 5 feet wide and 8 feet long. The ceiling is about 5' high, but with the few supplies that are in there, you've about 3 to 4 feet of headroom. You can all fit, but it won't be comfortable.

*Gilbert Graves:* That's fine. I'll climb in.

*Umbrage Valasco:* I'll go in too.

*Gregory Vrill:* Me too. I'll close the door behind me.

*GM:* Fine, Gregory climbs into the cart and pulls the door shut. It goes dark. There are a few cracks that let some light filter through, but it's difficult to see anything in detail. You can hear the wind picking up outside and the cart begins to rattle a little.

*Gregory Vrill:* I forgot it would be so dark. Alright, using my flint and tinder, I'll light one of my candles. I'll then cast my 1<sup>st</sup> Circle spell Magic Candle upon it. That should give us light for the next 24 hours.

*GM:* Alright Gregory, good thinking. You can light a candle and cast Magic Candle upon it.

*Fiona Gray:* Wait Greg, won't that candle consume our air in here?

*Gregory Vrill:* Actually it won't Fiona. After I cast Magic Candle upon it, it ceases to consume any fuel. That should include air, I'd guess. Am I right GM? (To Fiona) And don't call me 'Greg'.

*GM:* That's correct Gregory.

*Fiona Gray:* Wow. That's great. Good thinking, Gregory. We've got some light. It's windy outside. What happens?

*GM:* Well, after a few minutes, the wind really picks up. You can hear the horses whinnying and stomping in place. Before long, you are sure the sandstorm is upon you. The air becomes a bit dusty as some filters in through cracks in the cart. The whole cart is shaking quite a bit.

*Gilbert Graves:* Is it hard to breathe?!

*GM:* No, you're fine Gilbert. The air tastes a bit gritty, but you haven't any trouble breathing.

*Gregory Vrill:* Huh. Ok, I guess we'll just pass the time and wait to see if the storm passes. I don't really want to open the door in this. Can I start memorizing my spell? I am only down one 1<sup>st</sup> Circle spell, but I haven't anything better to do.

*Fiona Gray:* I'll pull out my dice. Maybe Gilbert and Umbrage and I can pass the time playing some dice games.

*Gilbert Graves:* Fine, but I'm not betting any money with you.

*GM:* That all sounds fine. Gregory, you can refresh your repertoire of spells after 4 hours. I'll let you know when that time passes. Is there anything else anyone would like to do?

The players shake their heads.

*GM:* Alright then, the storm continues for what seems to be several hours. Gregory, you get your 1<sup>st</sup> Circle spell back. Judging by the light from cracks in the cart, you think dusk is probably approaching. However, it's difficult to say. You all feel a bit tired though.

*Gregory Vrill:* Hmm. If anyone is tired they can fall asleep. However, I think at least one of us should remain awake at all times.

*Fiona Gray:* I agree. I'll take the first watch.

*Umbrage Valasco:* I think this storm is unnatural.

*Gregory Vrill:* Why do you say that Umbrage?

*Umbrage Valasco:* I'm not sure. I'll go to sleep.

*Gregory Vrill:* Ok. Fiona can take the first watch. I'll get some sleep too.

*Fiona Gray:* No problem. Ok GM, I'll stay awake for a few hours while my companions sleep.

*GM:* That sounds good. Fiona, give me a Perception check and tell me what you get. (The Game Master doesn't have anything planned yet, but he asks Fiona just to build suspense.)

*Fiona Gray:* I got a 16. Do I see or hear anything?

*GM:* No, nothing unusual. The cart is still rattling in the wind, and you think you hear the horses from time to time.

*Fiona Gray:* Huh. I guess I don't want to open the door. Alright, I'll wake up Gilbert next and get some sleep.

*GM:* Sure. Gilbert, Fiona wakes you for your watch. Let me know if you want to do anything in particular, otherwise give me a Perception check. (This time the Game Master does have something in mind. A band of Khulek raiders has approached the caravan, and they are investigating it outside. He decides a Perception check of 14 will alert Gilbert to their presence.)

*Gilbert Graves:* (Gilbert rolls 2d20) Well, I got a 13. Do I hear anything?

*GM:* No Gilbert. You hear a few noises, but it sounds like the horses are just moving about. Besides that, you don't hear much else but the wind.

*Gilbert Graves:* Hmm. I don't like this. Still, I don't want to open the door in the middle of a sandstorm at night. I'll just keep my watch and then wake up Umbrage after a couple of hours.

*GM:* Ok, Gilbert. You sit and listen to the wind for the better part of an hour after Fiona falls asleep. However, at that point you distinctly hear a thud from behind your cart. A few moments later, you hear another.

*Gilbert Graves:* What?! Wait! Hold on a second! I wake up my companions!

*GM:* Do you shout?

*Gilbert Graves:* No, no. I'll shake them awake. I start with Fiona, then Vrill, then Umbrage. I whisper to them that I just heard a thud from behind the cart. I'll grab my mace too.

*GM:* Ok, ok. The rest of you are shaken awake by Gilbert. He tells you he just heard a thudding noise outside behind the cart. However, before you can figure out what's going on, you hear a scream from in front of your cart. You think it's human.

*Gilbert Graves:* That might be Gustaff! I kick the door open!

*Gregory Vrill:* No! Gilbert, wait!

### 3.1 Example Characters & Gameplay

*GM:* Sorry, Gregory. Gilbert kicks the cart door open. Immediately, the cart is filled with blowing sand and it's very difficult to see. It's a good thing you cast Magic Candle on your candle Gregory. Otherwise, it would have blown out. Gilbert, you are near the door since you kicked it open. Is there anyone else near the opening? There's room for one more person.

*Fiona Gray:* I will be. I'm going to draw my weapons. Do we see anything outside?

*GM:* Ok Fiona. Well, the sand is stinging your eyes. However, with the candlelight filtering out from behind you, you can just make out a tall humanoid figure standing behind your cart. You can also see that one of the barrels of water behind the cart has been broken open. Fiona, with your keen vision you can see this figure is wrapped in cloth and wields a large axe. That's all you see before this figure lunges at you. - Roll for initiative, everyone.

*Fiona Gray:* What is it?! Alright, I get a 6 for initiative. Remember, I drew my weapons.

*GM:* That's fine Fiona, your weapons are out. How about the initiatives for the rest of you?

*Gilbert Graves:* I've got a 4 for initiative.

*Gregory Vrill:* I've got an 8.

*Umbrage Valasco:* I knew something was wrong. -I've gotten a 7.

*GM:* (The Game Master rolls an initiative of 7 for the khulek. However, since the khulek has the element of surprise, he adds a +4 modifier for a result of 11.) Sorry everyone, this thing has the jump on you. Gilbert, it swings at you with its axe! (The GM rolls 1d20 + 4 twice with results of 11 and 6. He applied a -2 to-hit modifier as the khulek's vision is obstructed due to the blowing sand.) Gilbert, your dodge score is a 10? -That's one hit upon you. (The Game Master now rolls 1d10 + 1 for the khulek's axe damage. The result is 6.) Ouch Gilbert, the axe cleaves into you for 6 points. Your armor absorbs 2-3, however. Roll 1d2 + 1.

*Gilbert Graves:* (Gilbert rolls 1d2 + 1 for his studded leather and shield armor absorbance. He gets a result of 2.) My armor absorbed 2 points of damage. I guess I take 4.

*GM:* That's right, Gilbert. You are now at 12 health points. Alright, the rest of you may act, starting with Gregory at initiative 8. You hear another scream from the where the front cart should be.

*Gregory Vrill:* Alright, can I cast a spell on this thing?

*GM:* Well Gregory, you can hardly see it as Gilbert and Fiona are in the way. Also, these cramped quarters are restricting your movement. What do you want to cast?

*Gregory Vrill:* I'd like to cast Despair upon it. The spell's range is 40'.

*GM:* Ok, Gregory. You can cast it.

*Gregory Vrill:* I do then. The creature gets a Mental Resistance check of 11 to resist.

*GM:* (The Game Master rolls 1d20 + 6 for the khulek's Mental Resistance check and gets a result of 13.) You cast Despair, Gregory. However, nothing obvious seems to happen as a result. Umbrage, you are next at initiative 7. What do you do?

*Umbrage Valasco:* Can I get out of this cart?

*GM:* Not until Gilbert or Fiona move, unless you want to shove past them.

*Umbrage Valasco:* No, I don't suppose I do. I will cast the 2<sup>nd</sup> Circle spell Blood Rage upon myself.

*GM:* Sure thing, Umbrage. That drops your endurance score from 9 to 7, but raises your strength from 13 to 18. You now have 13 health points, but have a +4 melee damage modifier. This lasts for 10 rounds after this one, keep track of that. Mark off 2 Blood and 1 Gaea spell points as well. -Fiona, you can act now at initiative 6.

*Fiona Gray:* I am going to attack this thing. Can I step outside too?

*GM:* Yes Fiona. Since the figure is standing right outside the cart, you can hop out and attack it. However, due to the blowing sand, apply a -2 modifier to your to-hit roll.

*Fiona Gray:* Ok, I'll step out and attack. (Fiona rolls 1d20 for her short sword and 1d20 for her dagger. The -2 modifier due to the sand cancels out her normal +2 to-hit bonus with those weapons.) I get an 8 with my short sword and a 17 with my dagger. Do I hit?

*GM:* Your dagger hits Fiona, roll for damage.

*Fiona Gray:* Great! (Fiona rolls 1d4 + 2 for her dagger damage and gets a result of 5.) That's 5 points! Not bad.

*GM:* You get him fairly good. (The khulek isn't wearing any armor, so the Game Master subtracts 5 from the khulek's 15 health points. It is now at 10.) The figure gasps as you stick him in the side. Gilbert, you are last to go at 4. Go ahead. You must apply a -2 to your to-hit rolls as well.

*Gilbert Graves:* I'm going to jump out and help Fiona. (Gilbert rolls 1d20 + 1 for his mace and gets a result of 7.) Ugh, I get a 7. I'm sure it's a miss.

*GM:* Yes, it is Gilbert. Alright, that's the end of the first round of combat. Everyone roll for initiative once again. You all hear more sounds of combat coming from the front wagon. A horse whinnies loudly.

The players roll initiative with Gregory, Fiona, Umbrage and Gilbert getting 10, 5, 4 and 6 respectively. The Game Master rolls for two khulek this round. The one fighting Gilbert and Fiona gets a 7, another coming into combat gets a 4.

*GM:* Gregory, you may act first at initiative 10.

*Gregory Vrill:* Hmm. I'll try to cast Despair upon this thing once again.

*GM:* (The Game Master rolls 1d20 + 6 for the khulek's Mental Resistance check and gets a result of 18.) Sorry, Gregory. This humanoid seems particularly resistant to your spells. The next to act is the humanoid fighting Gilbert and Fiona. Gilbert, this time the humanoid doesn't attack you. In fact, it just stares at you intensely with wild eyes. -Make a Mental Resistance check of 12 (The khulek is innately casting the 2<sup>nd</sup> Circle Hedge magic spell Terror upon Gilbert).

*Gilbert Graves:* (Gilbert rolls 1d20 - 1 for his Mental Resistance check.) Oh no! I got an 8. I missed it. What happens?!

*GM:* Gilbert, you are suddenly overcome with a terrible fear. Something about this creature is just horrible. Immediately, you dash



away into the sandstorm. You just want to get away from this thing. (The Terror spell lasts for 3-6 rounds. Thus, the Game Master rolls 1d4 + 2. Gilbert is affected by the spell for 3 more rounds.) I'll tell you when you've come to your senses again Gilbert.

*Gilbert Graves:* Ugh. That's awful! Can I decide where I run to?

*GM:* Sorry Gilbert, you aren't thinking clearly at the moment. You just feel as if you've got to get away. In fact, you spend your round running off into the storm. Fiona, you can act at initiative 5. Don't forget the -2 to-hit modifier due to visibility.

*Fiona Gray:* Gilbert's run off?! I attack this thing again! (Fiona rolls.) I got a 15 with my short sword and a 4 with my dagger.

*GM:* The short sword hits. Roll for damage.

*Fiona Gray:* 5 more points! Does it fall?!

*GM:* No, it doesn't. However, you've really injured it Fiona. It screams in pain. Umbrage, you may act at initiative 4.

*Umbrage Valasco:* I will jump out of the cart and pummel this thing. (Umbrage rolls to attack.) I got a 15, I hit it!

*GM:* Did you apply a -2 modifier due to the limited visibility?

*Umbrage Valasco:* Oh. No, I didn't. I guess I got a 13.

*GM:* Sorry that's a miss, Umbrage. And, to make matters worse, just as you attack the figure, you see another one step from behind the cart and attack Fiona. (The Game Master rolls.) Fiona, your dodge score is 13? It hits you once with a large sword for 5 points of damage. You leather armor absorbs one point, however, so you are reduced from 12 to 8 health points. -It's initiative everyone.

*Gilbert Graves:* Should I roll?

*GM:* Sure, you can roll Gilbert. However, you are most likely to spend this round running.

The players roll initiative with Gregory, Fiona, Umbrage and Gilbert getting 4, 9, 9 and 3 respectively. The Game Master rolls for two khulek this round. The wounded one gets an 8, the other gets a 5.

*GM:* Fiona and Umbrage, you may both act at 9.

*Fiona Gray:* Ok, first off, I want to use my Feint discipline against this new attacker.

*GM:* Good idea, Fiona. Roll 1d20 and see if it works.

*Fiona Gray:* (Rolls) I got a 17 which is greater than this thing's dodge score, isn't it?!

*GM:* Yes, it is Fiona, nice roll. Your Feint worked.

*Fiona Gray:* That means I've got a +2 dodge against this thing for the rest of the round!

*GM:* That's right, Fiona. Ok, you can attack.

*Fiona Gray:* I attack the one that just hit me! (Fiona rolls.) I got a 19 with my sword and, oh no! ...I got a 1 with my dagger. -That's a critical fumble!

*GM:* Ok, Fiona you stumble badly, giving your opponent one extra attack. However, the 19 with your sword is a hit. Roll that damage first.

*Fiona Gray:* 4 points.

*GM:* You wound him Fiona. (The Game Master reduces the khulek's health points from 15 to 11.) He'll get his critical fumble attack at initiative 8. Umbrage, you still need to act.

*Umbrage Valasco:* You should have attacked the badly wounded one, Fiona. Well, I will attack him. I get two attacks this round. (Umbrage rolls.) I got a 6 and a 17. That's one hit for ...7 points of damage!

*GM:* Great job, Umbrage. You're Blood Rage spell really helped. You clobber the tall figure and send him to the ground.

The players cheer.

*GM:* It's initiative 8, and Fiona's opponent gets its critical fumble attack. (The Game Master rolls one on-hand attack for the khulek, getting a 14.) Fiona, it just missed you. That Feint of yours worked.

*Fiona Gray:* Hah! That's great.

*Gilbert Graves:* Am I still running away, even though the one that scared me died?

*GM:* Yes Gilbert, you are still overcome with fear. Also, you don't know what's going on with your companions. You can't see much of anything right now, it's dark and sand is blowing everywhere. -I'll tell you when you stop running. We are now at initiative 5. Fiona, your opponent attacks you with his sword. (Game Master rolls.) Well, despite your Feint, it hit you once. Ouch. You take 7 points, which is reduced to 6 by your armor. You have 2 health points, Fiona. You're looking bad. Gregory, you can act at 3.

*Fiona Gray:* Help us, Greg! Er, Gregory. Do something!

*Gregory Vrill:* Well, my spells haven't been too effective on them. I'll cast Shimmering Armor on myself.

*GM:* That's fine, Gregory. You are enveloped in shimmering planes of light. Your spell adds to the candlelight and brightens the area within and behind your cart a bit. Due to your spell, your dodge score is now effectively 16. Gilbert, you continue running for your action. Umbrage, Gregory and Fiona, you hear another scream from near the front wagon. -It's initiative everyone.

The players roll initiative with Gregory, Fiona, Umbrage and Gilbert getting 11, 7, 4 and 4 respectively. The Game Master rolls for two khulek this round. The wounded one gets a 6 and another one coming around from the front wagon gets a 5.

*GM:* Gregory, you have it with an 11.

*Gregory Vrill:* I hope Gustaff and the other two are alright. I'll hop out and join the fray. I attack the remaining opponent on Fiona with my broadsword. Ugh, I get a 5.

*GM:* This just isn't your day, Gregory. Fiona, you go at initiative 7.

*Fiona Gray:* I am going to Feint against this guy again (Fiona rolls.). Argh, I got a 6. That's definitely lower than its dodge score, which means my Feint doesn't work this round. Oh well, I'm attacking him anyway. I've got an 8 with my short sword and a 20 with my dagger! Ha, critical hit! (Fiona rolls 1d6 + 2 twice for damage.) 9 points.

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### 3.1 Example Characters & Gameplay

*GM:* You've stuck him good, Fiona. (The khulek is now at 2 health points.) However, now it's his turn. He's trying to return the favor and... he hits you twice!

The players gasp.

*GM:* Fiona, you take 7 more points of damage, even after your armor absorbs one point from each blow. You've been reduced to -5 health points! Fiona, your endurance score is 10, right? You are lucky. If you were reduced to -6 health points, you would have died. Still, you are unconscious and look awful. You'd better hope your companions can win. Unfortunately, just after you fall, another one of these humanoids rushes into the light. Gregory, he attacks you with a curved sword! ...Lucky for you, he misses. Umbrage, you may go now at initiative 4. Gilbert, sorry but you are still running away in fright.

*Gilbert Graves:* This is awful.

*Umbrage Valasco:* I am going to attack the wounded one that knocked Fiona out. I got a 15. That's a hit right?

*GM:* Just barely, Umbrage. Nice one. Roll your damage.

*Umbrage Valasco:* Hah, 9 points! That's maximum damage!

*GM:* You've done it again Umbrage. You knock another one to the ground! Alright, it's initiative.

The conscious players roll initiative with Gregory, Umbrage and Gilbert getting 10, 2, and 6 respectively. The Game Master rolls for the remaining khulek and gets a 9.

*GM:* Gregory, you have it with a 10 initiative.

*Gregory Vrill:* I swing on the new opponent with my broadsword. Great, I got an 18! It takes 4 points of damage! Heh heh.

*GM:* Nice, Gregory. You stick him good. Looking scared, the remaining attacker runs off at initiative 9. Umbrage you have yet to act, do you want to take one on-hand attack in response to the retreat?

*Umbrage Valasco:* Of course! However, I got a 6. That's a miss. I guess it gets away.

*Gilbert Graves:* What about me?! What am I doing?

*GM:* Well Gilbert, you are still running about the darkness, but you're starting to think more clearly.

*Gregory Vrill:* Is it initiative again?

*GM:* No. Not at the moment anyway. After the last figure ran into the darkness, you don't see anything but yourselves. Also, you don't hear anything but the howling of the wind.

*Gregory Vrill:* Hmm. Umbrage, I think we should see if Gustaff and the others need help while our spells are still functioning. Let's hurry to the front wagon!

*Umbrage Valasco:* Wait, Gregory. Who are you, really? First let's get Fiona safely inside this cart. That thing could come back. Also, we should take that enchanted candle with us.

*GM:* What do you two do?

*Gregory Vrill:* Umbrage is right. Ok, we will first lift Fiona back into the cart. I then take the candle and close the cart door. We will then slowly move up towards the front wagon.

*GM:* Fine. Putting Fiona into the cart takes you about two combat rounds of time. Umbrage you've just 3 rounds, or 30 seconds of your Blood Rage spell left. You slowly move up to the front wagon...

*Gilbert Graves:* Wait, I want to join them. Can I come back?

*GM:* Gilbert, unfortunately due to the sandstorm it's very hard to see anything. Try to make a Perception check of 14.

*Gilbert Graves:* Ok. No good. I got a 12.

*GM:* Sorry Gilbert, at the moment you can't see a thing. You're not even sure which direction the caravan is at the moment. Is there something else you want to do?

*Gilbert Graves:* Hmm. I could shout to them, maybe they will hear me. However, I might attract more of those things. No, I am just going to sit down and stay quiet. I think I might have to wait this out.

*GM:* Ok, Gilbert. Gregory and Umbrage back to you: The two of you slowly begin to move to the front wagon. To your horror, as you approach the front you find both horses attached to your cart have been killed. Lying next to the horses is one of those attackers and what looks to be the body of Stephos.

*Gregory Vrill:* Is he alive?! I check Stephos. But I'm keeping my eye out for those things too.

*GM:* Unfortunately, Stephos is dead. As for 'keeping an eye out', even with your enchanted candle's light, it's difficult to see more than several feet in front of you.

*Gregory Vrill:* Is there anything else around? We'll look inside the wagon, and then walk around the front.

*GM:* Looking inside the wagon, you just see some supplies. There are some crates, as well as some bags. There is also a bloodied knife here.

*Gregory Vrill:* Ok, we'll go around to the front, very carefully.

*GM:* Alright, you and Umbrage slowly walk around to the front of the wagon. There you find that both lead horses have been killed as well. Also, you find Nicolli on the ground. He's dead too. Umbrage, you're Blood Rage spell has now ended.

*Gregory Vrill:* Oh no, this is bad. We don't see Gustaff anywhere? There aren't any more of those humanoids?

*GM:* No, it seems you and Umbrage are alone. It's very eerie, actually. It's dark, very dusty, and the wind is all you hear. What would you two like to do now? - - -

Here we end our example of gameplay with the party in a precarious situation. Multiple pressing questions and decisions now face the characters: Will the raiders come back? How long will the sandstorm last? Can Gilbert successfully rejoin the party? Will they continue on their current course or return home? Will they search for Gustaff?

Obviously, even a short session can provide many challenges and opportunities for the players. This is what makes roleplaying games unique. A good game will soon take on a life of its own, becoming a collaborative story that develops as a consequence of the Game Master's and players' interactions.

# PLAYER'S REFERENCE APPENDIX

## Spell Glossary

### 1<sup>st</sup> Circle Hermetic Magic Spells

**Command: Sting:** Inflicts 1d2 health points of damage upon one creature.

**Combust:** Sets one small non-living object (less than 2 lbs.) on fire.

**Darkness:** Creates an area of unnatural darkness centered upon a point or object chosen by the caster.

**Extinguish:** Instantly extinguishes any non-magical fire up to 3' cubic volume.

**Fog:** Creates a dense fog, roughly 30' in diameter and 20' tall, at a point within range of the caster.

**Flare:** Creates a brilliant and blinding flash of light centered upon a point chosen by the caster.

**Force Bolt:** Delivers a red glowing bolt inflicting 1d8 + 1 point per Circle of the caster.

**Friends:** Induces one or more creatures to treat the caster in an amiable, friendly manner.

**Ignore:** Induces creatures to ignore the presence of the caster, so long as he or she does not directly affect the recipient.

**Illuminate:** Creates an area of soft light centered upon a point or object chosen by the caster.

**Magic Bag:** Enchants one normal pouch or sack so that its volume is five times its actual outer dimensions.

**Magic Vestment:** Creates an aura of magical protection around the caster.

**Minor Enchantment:** Imbues a non-living object, no larger than 20 pounds in weight with a slight magical quality.

**Morgan's Vigilant Sentinel:** Summons a 6" tall demon to keep watch for the caster.

**Nael's Magical Trace:** Causes an object to produce a magical liquid only the caster may see.

**Penetrating Sight:** Enables the wizard to see through any non-living material up to 1' thick.

**Preserve:** One non-living object will cease to decay, deteriorate, or be affected by age for one year.

**Quicken:** Causes up to 2 creatures to become slightly faster than normal.

**Retrieve:** Enables the wizard to summon any one free object up to 10 lbs. into his extended hand.

**Seal Portal:** Creates a magical lock or seal upon one closed door or similar portal.

**Sense Magic:** Enables the caster to perceive magical enchantments upon items or effects of a magical nature.

**Thought Projection:** Enables the caster to transmit his thoughts into the minds of those within range of the spell.

**Vermin:** When cast, the wizard summons 1d4 + 1 disgusting creatures to serve him.

**Water Walk:** Enables one recipient to walk upon water as though he or she were walking upon solid ground.

### 2<sup>nd</sup> Circle Hermetic Magic Spells

**Abridge:** Halves the duration of the next spell the wizard casts or halves the duration of an active spell.

**Appotation:** The caster may teleport one non-living object up to 1lb. in weight to any location within a 100' radius.

**Blink:** Constantly alters the caster's position by up to 1' in any horizontal direction.

**Climb:** Enables one creature to climb vertical surfaces much like a fly or spider.

**Command: Deaf:** Renders one creature completely deaf for 4 rounds.

**Control Descent:** Enables the caster to alter the rate of his or her descent due to gravity.

**Darkvision:** Enables the affected creature to see in complete darkness just as in daylight.

**Enrage:** The Enrage spell forces the spell's recipient into a violent rage.

**Force Weapon:** Invokes a glowing implement of energy, in the form of any standard melee weapon.

**Leap:** Enables the wizard to make one jump up to 60' upward, and/or up to 120' forward, and to land safely.

**Might:** Imbues a target creature with unnatural strength.

**Minor Timeportation:** Sends one creature forward in time 1 to 10 rounds.

**Mylo's Shocking Aura:** Surrounds the caster in a powerful field of electrical activity.

**Percule's Exploding Missile:** Enchants one small non-magical object so it explodes upon impact.

**Protection from Cold:** Renders a creature completely immune to all non-magical sources of cold.

**Protection from Heat:** Renders a creature completely immune to all non-magical fires or sources of heat.

**Reveal Enchantment:** Enables a wizard to understand the nature and/or function(s) of enchanted items.

**Rust:** Causes one non-magical ferrous metal object of up to 200 lbs. in weight to instantly oxidize.

**Share Sight:** Enables the wizard to alternate between his own visual perspective and one creature within range.

**Shatter:** Shatters all non-magical glass within a 10' cubic volume.

**Summon Lesser Monsters:** Brings forth a small number of fiendish creatures to serve the wizard.

**Thwart Magic:** Interrupts another caster's spell, as it is cast, and blocks that spell's effects.

**Water-breathing:** Enables one creature to breathe water as if breathing air.

**Wind:** Creates a powerful wind within the area of effect.

### 3<sup>rd</sup> Circle Hermetic Magic Spells

**Armor Cutting:** Enchants a weapon so that armor does not absorb physical damage inflicted by the weapon.

**Compel:** Enables the wizard to force one creature into performing one specific action.

**Command: Blind:** Renders one creature completely blind for 4 rounds.

**Crumble:** Reduces one non-magical stone or metal object to dust.

**Delay Spell:** Delays the effect of the next spell the wizard casts.

**Design:** Enables the wizard to alter the initiative order of two creatures for the next 3 combat rounds.

**Diminish Magic:** Causes all spells cast within the affected area to be reduced in efficacy.

**Earth Walk:** The caster may move through earth, metal or stone at a rate of 60' per round.

**Function:** Places the motion of one mechanical device under the direction of the caster.

**Growth:** Triples the proportions of one creature or object.

**Ice Ray:** Causes a ray of cold to streak out from the caster's fingertips, freezing or causing damage.

**Levitation:** Grants one creature the ability to levitate.

**Projection:** Instantly sends the wizard to any place that lies within sight of the wizard, and within range of the spell.

**Quick Casting:** For the duration of the spell, all spells are cast in half of their casting time.

**Reflect Magic:** Redirects another caster's spell to a target of the wizard's choosing.

## A1.1 Spell Glossary

**Repel Projectiles:** Renders the caster temporarily immune to all sorts of missiles that inflict kinetic damage.

**Scry:** Enables the wizard to both see and hear events at another place.

**Seeker:** Summons an imp to be used as a scout which can report visual sensory information to the caster.

**Silence:** Creates an area of magical silence, within 20' cube, centered upon a non-living object chosen by the caster.

**Sleep:** Induces up to 4 creatures to fall into a magical slumber.

**Slow:** Reduces the speed of one creature's actions by one half.

**Steam Cloud:** Creates a small cloud of hot vapor centered upon a spot of the caster's choosing.

**Summon Lesser Elemental:** Brings forth one minor elemental to serve the wizard.

**Telekinesis:** The wizard may move one object or creature of up to 500 lbs. through the air by concentration alone.

### 4<sup>th</sup> Circle Hermetic Magic Spells

**Beckon:** Instantly teleports up to 2 creatures from their current position to within 10' of the wizard.

**Command: Halt:** Renders one creature unable to move from its place for 2-4 rounds.

**Counterspell:** Interrupts another caster's spell as it is cast, and cancels that spell's effects.

**Dancing Weapon:** Enchants one melee weapon or similar object less than 20 lbs. to animate and attack.

**Dispel Magic:** Cancels any one spell that is currently in effect.

**Divide Magic:** Enables a caster to divide one spell within his or her repertoire into two spells of lesser Circles.

**Enmity:** Causes the spell's recipient to instantly and utterly loathe one chosen individual.

**Explosive Ward:** Creates a magical seal that when broken, causes a fiery explosion.

**Fess' Vacuum:** Completely removes all air from a 20' cubic volume.

**Fly:** Imbues one creature with the ability to fly.

**Fold Space:** Creates a door to any place the wizard chooses within range of the spell.

**Invisibility:** Renders one creature and all its equipment completely invisible.

**Lightning Bolt:** Sends a bolt of lightning out from the caster's extended hand, inflicting 4d10 points of damage.

**Panic:** Induces up to 4 creatures chosen by the caster into a frenzied state of hysteria.

**Propel:** Each round the wizard may telekinetically hurtle one non-living object of up to 20 lbs. in weight through the air.

**Psychometry:** Enables the wizard to view any event that took place within 20' of an object over a recent period of time.

**Reprisal:** Any creature striking the wizard will be injured as if they had been struck by the same weapon.

**Scry Shield:** Renders a creature and its carried equipment completely immune to all forms of divination or scrying.

**Shield:** Creates an invisible field of protection directly in front of the wizard.

**Stone Spray:** Sends numerous fist-size stones out from the caster's pointed finger at great speed.

**Summon Monsters:** Brings forth a small host of fiendish creatures to serve the wizard.

**Time Cube:** Those within the cube experience 8 hours of time. For those outside the cube, 1 hour of time will pass.

**Wall of Fire:** Invokes a large rectangular wall of flame.

### 5<sup>th</sup> Circle Hermetic Magic Spells

**Animate Plants:** A wizard may control plants as if they were sentient beings.

**Banish:** Returns any creature or creatures magically summoned to their resident plane of existence.

**Call Object:** A wizard may teleport one predetermined object (of less than 20lbs. weight) to himself instantly.

**Command: Mute:** Renders one creature unable to speak for 4 rounds.

**Creation:** The wizard may instantly create any non-magical object up to 50 lbs. and remains as long as he remains in contact with it.

**Destroy Water:** Instantly disintegrates any amount of water, up to a 20' cubic volume.

**Extension:** Doubles the duration of the next spell the wizard casts.

**Fireball:** Sends an exploding fireball streaking out from the caster's fingertips, inflicting 6d8 points of damage.

**Inscribe:** The wizard can create a magic scroll, imbued with the power of a particular spell.

**Locate:** A wizard is able to know the specific location of one item or creature, wherever it may be.

**Magic Cache:** Enables the wizard to cast and store one spell so it might be cast innately at a later point of his or her choosing.

**Misdirect:** All creatures physically harming the wizard must make a Mental Resistance check or attack another creature.

**Nael's Spell Battery:** Enables the caster to temporarily store spell-power within a vessel.

**Polymorph:** Enables the caster to change himself, or any one creature into a creature of a different type.

**Shadow Form:** The caster may partially shift himself and all of his equipment into shadow.

**Shrink:** Reduces one creature or object to one-tenth its normal size.

**Speed:** Enables one creature to act at twice normal speed.

**Summon Elemental:** Brings forth one elemental to serve the wizard.

**Swap:** Causes either two creatures or two inanimate objects to switch locations with each other.

**Throw:** Enables the caster to telekinetically toss any number of objects or creatures within 6' of each other.

**Timeportation:** Sends one creature forward in time 1 to 10 minutes.

**True Strike:** When cast upon a weapon, the weapon will automatically hit its next two targets.

### 6<sup>th</sup> Circle Hermetic Magic Spells

**Alchemy:** By means of the spell, the wizard can create magic potions and elixirs.

**Control:** Effectively puts one creature under complete control of the wizard for the duration of the spell.

**Command: Confuse:** Renders one creature befuddled for 1d3 + 1 rounds.

**Destroy Matter:** Instantly disintegrates any type of non-living, non-magical matter, up to a 10' cubic volume.

**Enfeeblement:** Reduces one creature's endurance by 3d4 and its strength by 5d4, each to a minimum of 1.

**Ethereal Shift:** Transforms the caster and his equipment into a vaporous ethereal form.

**Explode:** Causes one non-magical, non-living object to shatter in an explosive nature.

**Extra-planar Protection:** Renders creatures immune to all attacks made by undead or creatures from another plane.

**Incinerate:** Causes a column of intense heat to rise instantly from the ground at a point chosen by the caster.

**Isolate:** The wizard and one creature are teleported to a white featureless extra-dimensional plane for 3 rounds.

**Lesser Golem:** Enables the caster to enchant an automaton created from wood, flesh, or any previously living matter.

**Magic Drain:** Drains 1d6 + 2 spells from one caster's repertoire.

**Melt:** Causes one non-magical metal object (up to 50lbs. in weight) to instantly heat to the point of liquefaction.

**Minor Goetia:** Summons forth a lesser malevolent demon to serve the wizard.

**Minor Magic Shield:** Provides the wizard with minor protection against spells of the 4<sup>th</sup> Circle or lower.

**Multiple Targets:** Doubles the number of targets affected by the next spell the wizard casts.

**Read Mind:** Enables the wizard to extract information from one person or creature.

**Summon Greater Monsters:** Brings forth a small host of fiendish creatures to serve the wizard.

**Teleportation:** Instantly transports the caster and up to 5 other creatures to a specific locale within the same plane.

**Time Shelter:** Those within the cube experience 1 day of time. For those outside the cube, 1 month of time will pass.

**Time Skip:** The spell's recipient will disappear, and only exist in every other round for the next 10 rounds.

### 7<sup>th</sup> Circle Hermetic Magic Spells

**Age:** Causes one creature to instantly age 4d6 years.

**Alter Weather:** The wizard can change the weather over the course of several hours.

**Animate Corpse:** Causes one dead creature to animate and follow the commands of the wizard.

**Baalphegor's Spell Trigger:** Delays the effect of the next spell the wizard casts until the occurrence of one specific event.

**Command: Stun:** Renders one creature unable to act for 2d4 rounds.

**Confine:** Magically imprisons one creature inside a small glass bauble.

**Enchantment:** By means of the spell, the wizard can create magical weapons, armor or wands.

**Firestorm:** Brings a burning rain down upon everything within a 100' cubic volume.

**Goetic Ward:** Creates a magical seal that when broken, causes a lesser malevolent demon to be summoned.

**Golem:** Enables the caster to enchant an automaton created from earth or stone.

**Implode:** Creates a small void within the body of one target living creature.

**Improved Psychometry:** Enables the wizard to view any event within 20' of an object within the last 100 years.

**Magic Shield:** Provides the wizard with minor protection against spells of the 6<sup>th</sup> Circle or lower.

**Mass Dispel:** Cancels the effects of all spells currently in effect within a 100' radius, centered upon the caster.

**Mass Hysteria:** Induces up to 30 creatures chosen by the caster into a frenzied state of hysteria.

**Optimize Magic:** Maximizes the damage and/or duration of the next spell the wizard casts.

**Petrify:** Turns one creature to stone.

**Perturbation:** Enables the wizard to select the initiatives of up to five creatures for the following 2 combat rounds.

**Portal:** Opens a temporary gate between two locations.

**Summon Greater Elemental:** Brings forth one greater elemental to serve the wizard.

### 8<sup>th</sup> Circle Hermetic Magic Spells

**Antithesis:** Creates one exact copy of a creature within the spell's range, with the goal of destroying its original.

**Artifact:** The wizard can create a variety of magical items, as well as unique magical weapons and armor.

**Change:** Enables the wizard to alter reality in some real, permanent way.

**Cognizance:** The caster may uncover any discrete fact or article of information that he or she wishes to know.

**Command: Die:** Kills one creature with less than 40 health points.

**Consolidate Magic:** Enables a caster to combine two spells within his or her repertoire into one spell of a greater Circle.

**Disintegration:** Instantly reduces any creature to a small amount of dust.

**Domination:** Puts one creature under absolute control of the wizard.

**Essence Conversion:** Enables the wizard to permanently alter the physical and mental attributes of one humanoid.

**Gate:** Transports the caster and up to 5 other creatures to another plane of existence.

**Goetia:** Summons forth a malevolent demon to serve the wizard.

**Greater Golem:** Enables the caster to enchant an automaton created from iron or bronze.

**Greater Magic Shield:** Provides the wizard with a magical aegis against spells of all Circles.

**Invulnerability:** For 30 seconds, the wizard is completely immune to any harm, magical or otherwise.

**Muriel's Void:** Creates a 20' radius hemisphere that is completely devoid of magic.

**Perpetuation:** Renders the duration of the next spell the wizard casts permanent.

**Repel Magic:** All hostile spells directed specifically at the wizard are instead redirected at the caster of the spell.

**Revisit:** Sends the caster back in time one 10-second round.

**Steal Youth:** Causes one creature to instantly age 4d6 years, and another to grow the same number of years younger.

### 1<sup>st</sup> Circle Hedge Magic Spells

**Clamor:** Makes a creature become boisterous and noisy.

**Courage:** Imbues one creature with a strong feeling of self-confidence and fearlessness.

**Create Scribe:** The caster creates a magical scribe that can copy non-magical texts and scrolls.

**Darkness:** Creates an area of unnatural darkness centered upon a point or object chosen by the caster.

**Despair:** Imbues a creature with a strong feeling of apprehension and doubt.

**Double:** The alchemist creates an illusory body double that appears 2' away to his side.

**Enchant Armor:** Temporarily imbues armor with a magical dweomer, improving its protection.

**Fix:** Enables the caster to mend one broken, cracked or torn non-magical item of up to 200 lbs. in weight.

**Friends:** Induces one or more semi-intelligent or intelligent creatures to treat the caster in an amiable, friendly manner.

**Fumble:** Forces the affected creature to drop any thing held within its hands or similar appendages.

**Illuminate:** Creates an area of soft light centered upon a point or object chosen by the caster.

**Klutz:** Causes a creature become temporarily awkward, clumsy, and generally off balance.

**Leopold's Compass:** Causes a small enchanted rod to point in the direction of one object or creature.

**Magic Candle:** Enchants a small flame so that the next 24 hours the flame burns, but does not consume any fuel.

**Minor Phantasm:** The alchemist creates an illusion of one creature or object no larger in volume than a 3' cube.

**Noise:** Creates an auditory illusion, centered upon a point chosen by the caster.

**Palm:** Enables the Alchemist to cause one hand-held item (up to 20 lbs.) to disappear so long as it remains in hand.

**Perplex:** Causes an affected creature to feel somewhat distracted and to have difficulty concentrating.

**Phantom Sight:** Enables the alchemist to project his vision along any path within the spell's range.

**Scintillating Wall:** Invokes a two-dimensional wall of bright shimmering lights at a point determined by the alchemist.

**Sense Charm:** Enables the caster to perceive if creatures are under the effects of magical charm or spiritual possession.

## A1.1 Spell Glossary

**Sense Deception:** Enables the alchemist to perceive verbal falsehoods or physical deception.

**Sense Magic:** Enables the caster to perceive magical enchantments upon items or effects of a magical nature.

**Water to Wine:** Enables the alchemist to transmute 1 cubic foot of any non-magical liquid into any other.

### 2<sup>nd</sup> Circle Hedge Magic Spells

**Animate Fire:** Enables the caster to cause one torch-sized flame to move independently at his will.

**Appeal:** Imbues one target creature with unnatural magnetism and charm.

**Babble:** Renders a creature unable to speak coherently.

**Buoyancy:** Reduces the weight of an object or creature to 20% of its original weight.

**Captivate:** Induces one or more intelligent creatures to view the caster to be a compelling, appealing personality.

**Charm Animal:** Places one natural animal (i.e. bird, fish, fox, bear, etc.), completely under the control of the alchemist.

**Climb:** Enables one creature to climb vertical surfaces much like a fly or spider.

**Darkvision:** Enables the alchemist to see in complete darkness just as in daylight.

**Disguise:** Enables the alchemist to alter his appearance, seeming taller, shorter, heavier or lighter than he actually is.

**Enchant Weapon:** Temporarily imbues the weapon with a magical dweomer that improves its effectiveness.

**Enrage:** Forces the spell's recipient into a violent rage.

**Function:** Places the motion of one mechanical device under the direction of the caster.

**Hesitate:** Imparts a -8 modifier to the initiative rolls of all creatures affected.

**Hide:** Renders one non-living object (up to 1000 lbs. in weight), temporarily undetectable by non-magical means.

**Imbuement:** Imbues any small trinket with the ability to contain a 1<sup>st</sup> Circle spell, cast by the same alchemist.

**Jasper's Straw Man:** Animates a scarecrow or similar figure constructed of cloth and grasses.

**Leopold's Mark:** Causes one creature to attract non-magical missile weapons and projectiles.

**Reveal Enchantment:** Enables an alchemist to understand the nature and/or function(s) of enchanted items.

**Reveal Invisibility:** Causes all invisible creatures and objects within 60' of the caster to be instantly rendered visible.

**Rob:** Enables the caster to pilfer an item within plain sight.

**Shimmering Armor:** Creates shifting planes of light that move about the caster's person, improving his dodge.

**Swiftness:** Causes up to 3 creatures to become more nimble and fleet of foot.

**Terror:** Imparts upon a creature an overwhelming fear of the caster.

**Translation:** The alchemist can comprehend spoken languages, and read non-magical texts written in unfamiliar script.

### 3<sup>rd</sup> Circle Hedge Magic Spells

**Amnesia:** Enables the alchemist to remove a memory from the mind of the affected creature.

**Break:** Causes one non-magical device constructed of metal or wood to instantly fail.

**Brittle:** Causes one non-living non-magical object to temporarily become as fragile as pottery.

**Caldwell's Horseless Carriage:** Enchants one cart to move as if lead by a number of high quality beasts in its harness.

**Chameleon:** Causes the color of the caster and his equipment to rapidly change, so as to match his background.

**Compel:** Enables the alchemist to force one creature into performing one specific action.

**Dancing Weapon:** Enchants one melee weapon or similar object less than 20 lbs. to animate and attack.

**Doubt:** Causes an individual to become unduly cautious and diffident when attacking.

**Distill Potion:** Enhances the effectiveness and duration of a potion or ambrosia by 200%.

**Growth:** Triples the proportions of one creature or object.

**Heavy:** Causes one non-living, non-magical object originally up to 200 lbs. to become unnaturally heavy.

**Improved Enchant Armor:** Temporarily imbues armor with a magical dweomer that improves its protection.

**Iron Stone:** Enchants a rare gemstone providing a temporary +2 modifier to any one attribute.

**Levitation:** Grants one creature the ability to levitate.

**Minor Alchemy:** By means of the spell, the alchemist can create minor magic potions and elixirs.

**Neophyte:** Temporarily removes three random disciplines from a creature.

**Pariah:** Makes one creature intolerable, despised, and generally avoided by all.

**Phantasm:** Enables the alchemist to create an illusion of one creature or object no larger in volume than a 10' cube.

**Refraction:** Bends light reflecting off of the recipient, so the creature does not appear to be in the place it actually is.

**Scry:** Enables the alchemist to both see and hear events at another place.

**Silence:** Creates an area of magical silence, centered upon a non-living object chosen by the caster.

**Sleep:** Induces a number of creatures to fall into a magical slumber.

**Trace:** The alchemist may reveal the path of one creature within the last 24 hours.

**Turn Shadow:** Animates a creature's shadow, which then turns upon its material self.

### 4<sup>th</sup> Circle Hedge Magic Spells

**Aptitude:** Improves one of the alchemist's proficiencies, or imbues him with one new proficiency of his choosing.

**Distort Space:** Causes a volume of space to appear warped, making it difficult to gauge spatial relationships within.

**Doppelganger:** Creates a double of one creature, completely under the control of caster.

**Efficacy Shield:** Any attack made upon the alchemist requires two to-hit rolls, the lower result of the two dice is used.

**Enmity:** Causes the spell's recipient to instantly and utterly loathe one chosen individual.

**Facsimile:** The alchemist is rendered invisible upon casting of the spell and replaced by an illusionary likeness of himself.

**Fly:** Imbues one creature with the ability to fly.

**Improved Enchant Weapon:** Temporarily imbues a weapon with a magical dweomer that improves its efficacy.

**Inscribe:** The alchemist can create a magic scroll, imbued with the power of a particular spell.

**Invisibility:** Renders one creature and all its equipment completely invisible.

**Isaac's Permutable Garment:** Enchants one set of worn clothing, so it may transform into any non-magical apparel.

**Mastery:** Improves one of the alchemist's existing disciplines by three grades, or imbues him with one new discipline.

**Mirage:** Creates an illusion that spans a large area, and may affect a great number of creatures.

**Outwit:** Decreases the efficacy of the alchemist's foes, and improves the efficacy of the alchemist.

**Panic:** Induces those creatures chosen by the caster into a frenzied state of hysteria.

**Phantasmal Armor:** Creates an illusory aegis that protects the alchemist.

**Phobia:** Imparts an overwhelming fear of one type of creature or object, such as spiders, gnomes, bells, water etc.

**Precedence:** The alchemist adds a +10 modifier to his or her initiative rolls.

**Prey:** Renders one creature the target of all hostile creatures of low or animal intellect.

**Psychometry:** The alchemist may view an event that took place within 20' of an object over a recent period of time.

**Shout:** Causes all creatures within 60' and in front of the alchemist to suffer an earsplitting roar.

**Sloth:** Reduces the speed of creatures' actions by one half.

**Witches' Ointment:** Enchants an inert riding device, such as a broomstick or carpet with the ability of flight.

### 5<sup>th</sup> Circle Hedge Magic Spells

**Alchemy:** By means of the spell, the alchemist can create magic potions and elixirs.

**Bogeyman:** Causes one creature to be attacked by a hideous shadowy phantom.

**Clone:** Creates an exact clone of the caster.

**Control:** Puts one creature under complete control of the alchemist for the duration of the spell.

**Dream:** The alchemist decides if the following round is real, or if it did not occur.

**Fool:** Immediately reduces one creature's intellect score to 2.

**Gambit:** Improves a creature's efficacy, but improves the alchemist's efficacy more so.

**Greater Phantasm:** Enables the alchemist to create an illusion no larger in volume than a 30' cube.

**Jasper's Mud Man:** Enables the caster to enchant an automaton created from clay, dirt or loam.

**Locate:** The alchemist is able to know the specific location of one item or creature.

**Luck:** All dice rolls made on behalf of the alchemist may be voluntarily discarded and re-rolled once.

**Mimic Magic:** Enables the alchemist to cast an illusory version of any spell cast in his presence within the last hour.

**Misdirect:** Creatures physically harming the alchemist must make a Mental Resistance check or attack another creature.

**Misfortune:** All dice rolls made on behalf of the affected creature are rolled twice, and the less desirable result is used.

**Object:** Enables the caster to transform himself and all his equipment into an inanimate object between 1-100 lbs.

**Phantasmagoria:** Induces intense disorienting visual and auditory hallucinations in all creatures within its area of effect.

**Phrenic Trap:** Causes a state of mental confoundment, rendering victims comatose until the conundrum is resolved.

**Polymorph:** Enables the caster to change himself, or any one creature into a creature of a different type.

**Shrink:** Reduces one creature or object to one-tenth its normal size.

**Simulation:** Causes one creature to become temporarily illusory.

**Split:** Causes the alchemist to split into two images of himself, each with the same health points, abilities and equipment.

**True Strike:** When cast upon a weapon, the next two attacks with that weapon will automatically hit its target.

### 1<sup>st</sup> Circle Faith Magic Spells

**Allay:** (B) Restores 1 health point to the creature targeted, and reduces physical damage by 1 point.

**Courage:** (B) Imbues one or two creatures with a strong feeling of self-confidence and fearlessness.

**Heal Minor Wounds:** (B) Replaces health points equal to 2d4 + 1 per Circle of caster to the spell's recipient.

**Invisibility to Undead:** (B) Makes the priest temporarily undetectable by undead.

**Resilience:** (B) Imbues one creature with a deep feeling of confidence and resolve.

**Spiritual Armor:** (B) Imbues one creature with a minor spiritual aura of protection.

**Blindness:** (D) Strikes one creature completely blind.

**Demoralize:** (D) Fills one to four creatures with an overwhelming feeling of uncertainty and morose.

**Fright:** (D) Causes one creature to become overwhelmingly afraid of the priest.

**Hurt:** (D) Inflicts damage upon a creature equal to 1d4 + 2 per Circle of caster.

**Stun:** (D) Renders one creature unable to act for 1d3 rounds.

**Weakness:** (D) Reduces the strength of a character by 1d4 + 4 points (min. 1).

**Clairaudience:** (R) Enables the priest to listen to any locale within the spell's range as if he or she were actually there.

**Empathy:** (R) The priest may sense the emotions of all sentient creatures within range of the spell.

**Guide:** (R) Provides the caster with an accurate sense of direction towards one object or creature the caster has seen.

**Sense Charm:** (R) Enables the priest to perceive if creatures are under the effect of a magical charm or spiritual possession.

**Sense Deception:** (R) Enables the priest to perceive verbal falsehoods or physical deception.

**Sense Magic:** (R) Enables the caster to perceive magical enchantments upon items or effects of a magical nature.

**Calm Animal:** (T) Causes one natural animal (i.e. bear, insect, fox, wolf, etc.), to become pacified.

**Darkness:** (T) Creates an area of unnatural darkness centered upon a point or object chosen by the caster.

**Illuminate:** (T) Creates an area of soft light centered upon an object targeted by the caster.

**Persuade:** (T) Enables the priest to temporarily convince one or two creatures of a particular idea, whether it is true or not.

**Seal Portal:** (T) Magically seals one closed door or similar portal.

**Water Walk:** (T) Enables the caster to walk upon water or similar liquids as though he were walking upon solid ground.

### 2<sup>nd</sup> Circle Faith Magic Spells

**Cure Blindness:** (B) Cures non-magical or magical blindness.

**Innocence:** (B) Imbues a creature with limited protection against Faith magic or Ritual magic spells for a limited time.

**Mend:** (B) Quickly replaces health points equal to 2d4 + 1 per Circle of caster to the spell's recipient.

**Protection from Charm:** (B) Renders a creature completely immune to all magical forms of charm or possession.

**Protection from Cold:** (B) Renders a creature completely immune to all non-magical sources of cold.

**Protection from Heat:** (B) Renders a creature completely immune to all non-magical fires or sources of heat.

**Aphasia:** (D) Renders one creature completely mute.

**Cripple:** (D) Causes one appendage of a creature to become twisted and cadaverous, so as to be nearly unusable.

**Fear:** (D) Causes up to three creatures to be overwhelmingly frightened of the caster.

**Scourge:** (D) Enables the priest to channel the wrath of his deity through his weapon, inflicting 1d6 extra points of damage.

**Wane:** (D) Causes a creature to lose 1 health point per round until reduced to zero health points.

**Wrench:** (D) Inflicts a creature with a sharp stabbing pain, causing 1d3 + 1 points of damage and impairment.

## A1.1 Spell Glossary

**Farsight: (R)** Enables the priest to see all things within three miles in clear detail as long as line-of-sight exists.

**Insight: (R)** The priest applies a +1 modifier to all intellect-related proficiency checks for each Circle of Faith magic.

**Sense Life: (R)** Enables the priest to determine the location and number of all living creatures within 300' of his person.

**Sight: (R)** Enables the priest to see in complete darkness just as in daylight.

**Telepathy: (R)** Allows the caster to communicate, as if he were speaking, directly to the minds of those within range.

**Tongues: (R)** The priest can comprehend all spoken languages, and may be understood by all intelligent creatures.

**Call Lesser Fauna: (T)** Recruits a small number of natural creatures to serve the priest.

**Charm Animal: (T)** Places one natural animal (i.e. bird, fish, fox, bear, etc.), completely under the control of the priest.

**Entrhall: (T)** Induces one or more intelligent creatures to view the priest as a persuasive, amiable personality.

**Plant Growth: (T)** Instantly accelerates the growth of all plants within a 20' cubic volume.

**Sustenance: (T)** Enables one creature to survive for two days without hunger or thirst.

**Wind: (T)** Creates a powerful wind within the area of effect.

### 3<sup>rd</sup> Circle Faith Magic Spells

**Divine Favor: (B)** Enables the affected creature to apply a +10 modifier to one Resistance check made within the spell's duration.

**Exorcism: (B)** Instantly absolves a creature from all forms of magical charm, possession, or mental affliction.

**Heal Wounds: (B)** Replaces health points equal to 4d4 + 1 per Circle of caster to the spell's recipient.

**Protection from Undead: (B)** Renders creatures immune to attacks made by lesser undead.

**Remove Poison: (B)** Instantly neutralizes all forms of non-magical poison.

**Talisman: (B)** Enables the priest to temporarily bless one holy symbol or trinket with protective magic.

**Confuse: (D)** Confuse causes one creature chosen by the caster to become perplexed and panic-stricken.

**Curse: (D)** Causes one creature chosen by the caster to become temporarily vexed.

**Disease: (D)** Causes one creature to immediately suffer from a debilitating affliction.

**Paralyze: (D)** Temporarily renders one creature's limbs rigid and numb.

**Strike: (D)** A priest may partially invoke the wrath of their patron deity upon one living creature, inflicting damage.

**Torment: (D)** Causes one targeted creature to suffer from an ever-growing, intense, mental anguish.

**Clairvoyance: (R)** Enables the priest to see events at another place.

**Hindsight: (R)** Enables the priest to view any event that took place within 50' of his person over a recent period of time.

**Infuse: (R)** The priest may transfer up to 4 Circles of spell power or up to 6 Ritual spell points to another spell caster.

**Message: (R)** Allows to the priest to send a short, verbal message to any familiar creature within the same plane.

**Reveal Enchantment: (R)** Enables a priest to understand the nature and/or function(s) of enchanted items.

**Sense Illusion: (R)** Renders the priest immune to all illusions, visual or otherwise.

**Plant Form: (T)** Enables the caster to transform himself and his equipment into an equal mass of living vegetation.

**Rain: (T)** Causes immediate precipitation to fall upon a large area, centered upon the priest's location.

**Shatter: (T)** Shatters all non-magical glass within a 10' cubic volume.

**Silence: (T)** Creates an area of magical silence, centered upon a point chosen by the caster.

**Summon Lesser Fauna: (T)** Conjures a small number of natural creatures to serve the priest.

**Wave (T)** The priest creates a large violent wave in a sufficient body of water (in a river, large pool, lake, etc.) or other liquid.

### 4<sup>th</sup> Circle Faith Magic Spells

**Bless: (B)** Improves a creature's efficacy and provides protection.

**Cure Disease: (B)** Instantly cures all forms of non-magical disease, mental or physical.

**Death's Door: (B)** The priest may restore life to any one creature that has perished within in the same or previous round.

**Delivery: (B)** The recipient may roll any Mental or Physical Resistance check twice, and use the most desirable result.

**Repel Undead: (B)** Renders the priest completely immune attacks to made by undead, and drives them away.

**Scry Shield: (B)** Renders a creature and its carried equipment completely immune to all forms of divination or scrying.

**Atony: (D)** Reduces the strength scores of up to 3 creatures by 3d4 points (to a minimum of 1).

**Choke: (D)** Renders three creatures unable to breathe.

**Maim: (D)** Inflicts damage upon a creature equal to 4d4 + 2 per Circle of caster.

**Pestilence: (D)** Imbues one area with a continued curse that affects all creatures within it.

**Soul Shock: (D)** Causes creatures to be wracked with crippling pain as the priest invokes his deity's wrath upon their spirit.

**Dominion: (R)** Enables the priest to effectively block 1<sup>st</sup>-3<sup>rd</sup> Faith or Ritual magic cast within an area centered about his person.

**Familiarity: (R)** Provides the priest with basic knowledge of all sentient creatures within range.

**Ambrosia: (R)** The priest is able to imbue an elixir with the magicks of his or her deity.

**Predict Magic: (R)** The priest is aware of all spells cast within range and of the nature of the spells as they are being cast.

**Psychometry: (R)** Enables the priest to view any event that took place within 20' of an object over a recent period of time.

**Read: (R)** The priest may instantly absorb and understand any written tome or script he touches.

**Animate Plants: (T)** A priest may control plants as if they were sentient beings.

**Call Fauna: (T)** Recruits a small number of natural creatures to serve the priest.

**Conflagration: (T)** Instantly creates a large ground fire, approximately 20' x 20' in area.

**Move Water: (T)** A priest may shape and move a 5' x 5' x 5' volume of water in any manner he or she wishes.

**Summon Lesser Avatar: (T)** Brings forth a minor spirit or patron to aid the priest.

**Swarm: (T)** Invokes a swarm of flying insects, centered upon any point chosen by the caster.

### 5<sup>th</sup> Circle Faith Magic Spells

**Banish: (B)** Returns any creature or creatures magically summoned to their resident plane of existence.

**Heal Severe Wounds: (B)** Replaces health points equal to 5d4 + 2 per Circle of caster to the spell's recipient.

**Regenerate: (B)** Causes one creature to heal at the rate of 1 health point per round.

**Repel: (B)** Creates an invisible barrier of protection about the priest that drives off any creatures he or she so chooses.

**Sanctuary: (B)** Creates an unmovable cube of protection centered upon a point chosen by the caster.



**Failure:** (D) Enables the priest to cause one creature to fail at any three unique actions during the spell's duration.

**Haunt:** (D) Imbues one area with a continued hex that affects all creatures within it.

**Madness:** (D) Causes two creatures chosen by the caster to go insane.

**Pain Touch:** (D) Any creature touched by the priest suffers 2d10 points of damage, or 1d10 if a Physical Resistance check is made.

**Smite:** (D) Enables a priest to invoke the wrath of his patron deity upon one living creature, inflicting 4d8 points of damage.

**Wall of Pain:** (D) A large rectangular barrier of swirling mist inflicting damage upon those who pass through it.

**Channel:** (R) The priest may communicate with the spirit of a creature whom has died somewhat recently.

**Clarity:** (R) Renders the priest immune to magical charm, possession or illusion, and confers a +4 modifier to Mental Resistance checks.

**Locate:** (R) A priest is able to know the specific location of one item or creature.

**Project:** (R) Enables the priest to remain in one place, while sending a spiritual form to any other within the spell's range.

**Replenish:** (R) A priest may restore his or her daily repertoire of spells within one hour's time.

**Animal Form:** (T) Enables the priest to physically transform into any natural animal.

**Crumble:** (T) Reduces one non-magical stone or metal object to dust.

**Lightning Strike:** (T) Invokes a stroke of lightning from the sky, inflicting 4d10 points of damage.

**Sandstorm:** (T) Creates a powerful, sand-laden cyclone within the spell's area of effect.

**Summon Fauna:** (T) Conjures a small number of natural creatures to serve the priest.

**Wind Walk:** (T) The caster shifts himself and his equipment into vapor-like form, and may move at a high rate of speed.

## 6<sup>th</sup> Circle Faith Magic Spells

**Aura of Protection:** (B) Creates a spiritual aegis of 20' diameter, affecting all allies of the priest.

**Eye of God:** (B) The priest invokes a powerful blessing upon all those that fight for his cause.

**Immunity:** (B) Creates an aura of protection about the priest that renders him immune to poison, disease, or mental charm.

**Pacify:** (B) Induces as many as three creatures to lose all feelings of hostility, and to thereafter avoid conflict.

**Mitigate:** (B) Creates a powerful aura of protection about the priest that lessens physical blows by ½.

**Spirit Form:** (B) Enables the priest to transform into a ghost-like, incorporeal figure.

**Control:** (D) Puts one creature under complete control of the priest for the duration of the spell.

**Enfeeblement:** (D) Reduces a creature's endurance by 4d4 and its strength by 4d4, each to a minimum of 1.

**Glyph of Ruin:** (D) Creates a seal that when opened, causes the creature opening to be cursed, injured, or diseased.

**Immolate:** (D) Causes a creature to burst into flames, suffering 6d6 points of damage.

**Soul Snare:** (D) Encapsulates the soul of one creature into a totem or charm carried by the priest.

**Anamnesis:** (R) Enables the priest to observe past events at a locale as if he or she were a bystander at the time.

**Impart Skill:** (R) The priest may imbue one creature with any one discipline or proficiency the priest possesses.

**Improved Psychometry:** (R) Enables the priest to view any event that took place within 20' of an object within 200 years.

**Read Mind:** (R) Enables the priest to extract information from one person or creature.

**Vision:** (R) Enables the priest to see all current events within a one mile radius.

**Alter Weather:** (T) The priest may change the local weather over the course of several hours.

**Call Greater Fauna:** (T) Recruits a small number of natural creatures to serve the priest.

**Freeze:** (T) Creates an intense chill within a 40' cubic volume, centered upon a point chosen by the caster.

**Storm:** (T) The priest may instantly conjure extreme weather.

**Summon Avatar:** (T) The spell summons a divine advocate to provide aid, defend the priest, or attack the priest's foes.

## 7<sup>th</sup> Circle Faith Magic Spells

**Annul:** (B) Enables the priest to completely resist any one attack or insult, be it magical or otherwise.

**Consecrate:** (B) Imbues one area with a continued blessing that affects all allies of the priest within it.

**Cure:** (B) Instantly restores one creature to its maximum number of health points and removes all afflictions.

**Destroy Undead:** (B) Completely reduces to dust up to 10 undead with an intellect score of 3 or less.

**Holy Might:** (B) Imbues one creature with incredible strength and fortitude, raising strength and endurance scores to 20.

**Drain Life:** (D) Instantly removes 4d10 health points from one creature, and at the same time, heals the priest for the same.

**Harm:** (D) Instantly reduces one creature to zero health points.

**Implore:** (D) Summons forth a daeva, demon or ifrit to serve the priest.

**Mass Hysteria:** (D) Induces up to 20 creatures chosen by the caster into a frenzied state of panic.

**Mindblank:** (D) Temporarily removes up to four random disciplines and up to four random proficiencies from one creature.

**Awareness:** (R) Imbues the priest with total awareness of all events and circumstances within 200' of his or her person.

**Commune:** (R) Enables the priest to directly query his deity for information regarding a matter of great importance.

**Ego Incarnation:** (R) Enables the priest to remain in one place, while sending a quasi-material self out of his own body.

**Savant:** (R) The priest may raise the scores of all proficiencies skills the creature possesses to their maximum grade.

**Theurgic Replication:** (R) Enables the priest to cast any Ritual, Hedge or Hermetic magic spell cast within the last 10 rounds.

**Animate Earth:** (T) Gives life to a large mass of earth or stone, which appears in most respects as a large earth elemental.

**Elemental Form:** (T) Enables the priest to transform himself and his equipment into a large elemental figure.

**Elemental Wall:** (T) Enables the priest to invoke a wall composed of earth, fire, water or wind.

**Reincarnate:** (T) The priest can bring one dead humanoid back to life, but transfers its spirit into another living form.

**Summon Greater Fauna:** (T) Conjures a small number of natural creatures to serve the priest.

## 8<sup>th</sup> Circle Faith Magic Spells

**Magic Resistance:** (B) Provides the priest with an aura of protection against all magic spells.

**Relic, Holy:** (B) The priest can create a variety of magical items, including unique magic armor, and possibly weapons.

**Restore:** (B) Restores one creature to its maximum health points, removes afflictions, and restores spell power.

**Resurrect:** (B) The priest can bring one dead creature back to life.

**Damnation:** (D) Instantly transfers the soul of one creature into the possession of a greater demon.

**Death:** (D) Instantly kills one creature targeted by the priest.

**Relic, Unholy:** (D) The priest can create a variety of magical items, including unique magic armor and weapons.

## A1.1 Spell Glossary

**Winterkill:** (D) Causes an intense chill, destroying plant life and inflicting 6d6 points of damage.

**Wrath:** (D) Invokes the unholy fury of the priest's deity upon one individual creature, with varied consequences.

**Imbue:** (R) The priest may imbue one creature with the ability to cast 4 Circles of Faith magic as if cast by the priest.

**Link:** (R) Enables two creatures to use each others disciplines and proficiencies for a short duration.

**Recall:** (R) Enables the caster to replenish up to 7 Circles of spell-power in his daily repertoire.

**Relic, Vatic:** (R) The priest can create a variety of magical items. However, vatic items rarely include armor and weapons.

**Steal Skill:** (R) The priest may remove any one discipline or proficiency a creature possesses, and gain it.

**Earthquake:** (T) Causes a violent tremor within the earth over an area of 400' in diameter.

**Everday/Evernight:** (T) Causes one area 20 miles in diameter to remain in daylight (or night-like) conditions for one week.

**Plague:** (T) Imbues one area with a continued curse that affects all creatures within it.

**Relic, Telluric:** (T) The priest can create a variety of magical items, including unique magic armor and weapons.

**Summon Greater Avatar:** (T) Summons a divine advocate to provide aid, defend the priest, or attack the priest's foes.

### 1<sup>st</sup> Circle Ritual Magic Spells

**Beguile:** (DS) Induces one semi-intelligent or intelligent creature to treat the caster with deference and admiration.

**Blindness:** (BS) Strikes one creature completely blind.

**Blaze:** (GS) Causes one torch-sized flame to flare violently, scattering burning embers over a 10' radius.

**Blood Swap:** (BB) Allows the caster to exchange 1-2 attribute points of endurance for 2 or 4 points in strength or agility.

**Catechize:** (BS) Applies a -4 modifier when resisting the mystic's spells, and augments the effects of some beneficial spells.

**Deafness:** (BS) Renders one creature unable to hear.

**Drift:** (DG) Enables the caster to float up to 1' above the ground and to move horizontally at a movement rate of 120'.

**Familiar:** (DG) Summons forth a small creature to indefinitely serve the mystic.

**Fog:** (GG) Creates a dense fog, roughly 30' in diameter and 20' tall, centered upon a point within range of the mystic.

**Hunger:** (BS) Causes one creature to become overwhelmed with an insatiable desire to eat.

**Infect:** (GS) Causes one wounded creature to develop a malignant infection, immediately losing additional 1 health point.

**Invisibility to Undead:** (DG) Makes one creature temporarily undetectable by undead creatures.

**Pest:** (GS) Brings forth an over-sized insect or pest to pest the mystic.

**Pillage Spirit:** (BS) Enables the mystic to gain 5 Blood or Stitch spell points when he physically slays a creature.

**Resilience:** (BS) Imbues one creature with confidence and resolve; mimics the Last Stand discipline.

**Sense Charm:** (BD) Enables the mystic to perceive if creatures are affected by a magical charm or spiritual possession.

**Sense Undead:** (DS) Enables the mystic to determine the location and number of undead creatures within 500' of his person.

**Steal Tongue:** (BS) Removes 3 presence and 1 intellect points from a creature, and adds these to the mystic's attributes.

**Tangle:** (GS) Tangle causes the flora near one creature to animate and quickly entwine it.

**Thin Skin:** (BS) Causes creatures to become increasingly susceptible to damage, suffering 2 additional health points per injury.

**Thorn Growth:** (GS) Causes a 30' x 30' square of the vegetation to become a thick thorn-covered bramble.

**Transfuse:** (BB) The mystic transfers up to 5 of his own health points into one creature.

**Weakness:** (BS) Reduces the strength of a character by 1d4 + 4 points (min. 1).

**Wind:** (GG) Creates a powerful wind within the area of effect.

### 2<sup>nd</sup> Circle Ritual Magic Spells

**Alter Temperature:** (GGG) The mystic may raise or lower the temperature within a 20' cubic volume up to 60° Fahrenheit.

**Aphasia:** (BSS) Renders one creature mute.

**Blood Armor:** (BBG) The mystic sacrifices two points of endurance to be surrounded by an aura of protection for one day.

**Blood Doll:** (BGS) The next successful attack on the mystic leads to the creation of blood dolls that will attack the opponent.

**Blood Rage:** (BBG) The mystic temporarily sacrifices two points of endurance to increase his strength score by +4 (max. 20).

**Charm Animal:** (DDG) Places one natural animal (i.e. bird, fish, fox, bear, etc.), completely under the control of the mystic.

**Chill:** (GGS) Targeted creature feels an intense chill and suffers 2d4 + 2 points of cold damage. Chill freezes liquids and objects.

**Corrupt Insect:** (DGS) Transforms normal insects or arachnids into large aggressive creatures to serve the mystic.

**Drink Deep:** (BDS) Enables the mystic to replace lost spell points via the ritual sacrifice of a living humanoid creature.

**Essence Drain:** (BBS) One creature suffers 1d8 points of damage, and the caster gains that same amount of health points.

**Fear:** (DSS) Causes up to three creatures to be overwhelmingly frightened of the caster.

**Heat:** (GGS) The Heat spell causes one non-magical, non-living object (up to 40 lbs.) to quickly heat to a searing temperature.

**Protection from Undead:** (DGS) Renders one creature immune to all physical or magical attacks made by lesser undead.

**Refute:** (BDS) Enables the mystic to sacrifice endurance points in order to modify any Mental or Physical Resistance check.

**Remedy:** (BBB) Accelerates the natural healing rate of one creature to three times normal for the next 24 hours.

**Sense Life:** (DGG) Enables the mystic to determine the location and number of all living creatures within 200' of his person.

**Smoke:** (GGS) Creates a cloud of thick acrid smoke centered upon a point within range of the mystic.

**Splinter:** (GGS) Shatters one non-magical wooden item of no more than 200 lbs. in weight.

**Steal Strength:** (BBS) Enables the mystic to remove 4 points of strength from a creature, and add these to his own strength.

**Summon Lesser Monsters:** (DGS) Brings forth a small number of fiendish creatures to serve the mystic.

**Torpor:** (BBD) Induces a target creature to fall into death-like slumber.

**Tremor:** (BDS) Imbues one creature with uncontrollable fits and spasms.

**Wane:** (BSS) Causes a creature to lose 1 health point per round until reduced to zero health points.

**Wither:** (GGS) Causes all flora within a 30' x 30' area to immediately wilt and dry.

### 3<sup>rd</sup> Circle Ritual Magic Spells

**Blood Pact:** (BBBD) Allows the caster to exchange one to three points of endurance for 2-4 points in any other attributes.

**Brute:** (BBDS) Temporarily transforms one creature, reducing its intellect, but imbuing it with unnatural strength.

**Clairvoyance:** (BDDG) Enables the mystic to see events at another place.

**Corrupt Earth:** (GGGS) Causes an area of ground to extend numerous knife-like broken and jagged extrusions of rock.

**Curse:** (BDSS) Causes one creature chosen by the mystic to become temporarily vexed.

**Dead Zone:** (GGSS) Causes all air within a 20' cubic volume to become non-breathable.

**Disease:** (BBSS) Causes one creature to immediately suffer from a debilitating affliction.

**Draw Blood:** (BBDS) Allows the caster to exchange six attribute points of endurance for 8 spell points.

**Exorcism:** (BDDS) Instantly absolves a creature from all forms of magical charm, possession, or mental affliction.

**Goo:** (DGGS) Causes a 20' x 20' area of ground to be covered in a thick tar-like substance 1' in depth.

**Mesmerize:** (DDDS) Induces one or more intelligent creatures to view the mystic to be a compelling, appealing character.

**Paralyze:** (BDSS) Temporarily renders one creature's limbs rigid and numb.

**Plant Form:** (BBGG) Enables the mystic to transform himself and his equipment into an equal mass of living vegetation.

**Rain:** (GGGG) Causes immediate precipitation to fall upon a large area, centered upon the mystic's location.

**Repel Undead:** (DGSS) Renders the caster immune to all attacks made by undead with an intellect score of 3 or less.

**Roots:** (BGSS) Causes magical vines to spring forth from the earth and to entangle the legs of up to three creatures.

**Serpent Staff:** (DGGS) Temporarily transforms one wooden stick, pole or staff of 6' to 8' in length into a large snake.

**Steal Magic:** (BDDS) Enables the mystic to remove up to 6 Circles of spell-power from one magic-using creature.

**Stone Skin:** (BBGG) Causes the mystic's skin to become hardened, improving damage absorbance.

**Summon Lesser Fauna:** (DGGG) Conjures a small number of natural creatures to serve the mystic.

**Summon Lesser Undead:** (DGSS) Brings forth one or two minor undead to serve the mystic.

**Talisman:** (BBDG) Enables the mystic to temporarily sanctify one charm or trinket, imbuing it with beneficial magic.

**Torment:** (DDSS) Causes one targeted creature to suffer from an ever-growing, intense, mental anguish.

**Wake Dead:** (BDGS) Causes one corpse to animate and follow the commands of the mystic.

#### 4<sup>th</sup> Circle Ritual Magic Spells

**Animal Form:** (BBGGG) Enables the mystic to physically transform into any natural animal or insect.

**Atony:** (BBDSS) Reduces the strength scores of up to 3 creatures by 3d4 points (min. 1).

**Batter:** (BBSSS) Each successful melee attack made by the mystic upon a creature applies a cumulative +2 damage modifier.

**Blood Strike:** (BBSS) Enables the mystic to sacrifice endurance attribute points to increase the damage of melee attacks.

**Corrupt Animal:** (DGSS) Transforms non-magical, living animals into twisted aggressive creatures to serve the mystic.

**Futility:** (BDDSS) Any creature affected suffers a -5 damage modifier when physically attacking the mystic in melee.

**Green Man:** (DDGGG) Calls forth a humanoid creature wholly composed of vegetation to serve the mystic.

**Hallow Ground:** (DDGGG) Imbues one area with a continued aura that benefits the mystic whenever he or she is within it.

**Pestilence:** (DGGSS) Imbues one area with a continued curse that affects all creatures within it.

**Plant Walk:** (BDGGG) Enables the caster to move through any form of living vegetation as though it were immaterial.

**Possess:** (DGGSS) Puts one creature under control of the mystic for the duration of the spell.

**Quicksand:** (GGGSS) Causes a 30' x 30' square of earth to become water-logged silt or quicksand.

**Reprisal:** (BBDSS) Any creature striking the mystic will be injured as if they had been struck by the same weapon.

**Reveal Enchantment:** (DDDDG) Enables a mystic to understand the nature and/or function(s) of enchanted items.

**Simulacrum:** (BBDGS) Enables the mystic to enchant an automated likeness created from clay.

**Sleep:** (BDDDS) Induces up to 3 creatures to fall into a magical slumber.

**Spirit Link:** (BBDSS) Entwines two target creatures such that, when one creature suffers damage, the other suffers half as much.

**Steal Vigor:** (BBSS) Causes one creature to suffer 3d4 points of damage. The caster gains half the amount in endurance.

**Summon Monsters:** (DGGSS) Brings forth a small host of fiendish creatures to serve the mystic.

**Swarm:** (DGGSS) Invokes a swarm of flying insects, centered upon any point chosen by the mystic.

**Totem:** (DGGGS) Enables the mystic to temporarily enchant one figurine of a natural non-humanoid animal.

**Vexation:** (DDSSS) All Resistance or proficiency rolls made by a creature must be rolled twice, and the less desirable result used.

**Voodoo Doll:** (BBDSSS) Enables the mystic to enchant one doll or puppet to confer upon it a magical link with one humanoid.

#### 5<sup>th</sup> Circle Ritual Magic Spells

**Animate Plants:** (DDGGGS) A mystic may control plants as if they were sentient beings, commanding them to perform tasks.

**Blood Shield:** (BBBBGS) Enables the mystic to sacrifice endurance points to prevent the damage of one or more physical attacks.

**Channel:** (BDDDGS) The mystic may communicate with the spirit of a creature whom has died within a year's time.

**Control Undead:** (DDDGSS) Places one to five undead creatures completely under the control of the mystic.

**Create Undead:** (DDGGSS) Enables the mystic to create an undead servant.

**Death's Door:** (BBBBBD) The mystic may restore life to any one creature that has perished within in the same or previous round.

**Fiend:** (BBDGGS) Summons forth a lesser daeva or malevolent demon to serve the mystic.

**Fly:** (BDDGGG) Imbues the mystic with the ability to fly.

**Haunt:** (DDGSS) Imbues one area with a continued hex that affects all creatures within it.

**Insect Plague:** (BGGGSS) Creates a horde of biting and stinging insects that moves under the direction of the caster.

**Madness:** (BDDSSS) Causes one creature chosen by the mystic to go insane.

**Polymorph:** (BBBGGG) Enables the mystic to change any one creature into a creature of a different type.

**Regenerate:** (BBBBDG) The affected creature heals from all wounds at the rate of 1 health point per round.

**Shade:** (BBDSSS) The mystic physically transforms into a shade, a creature of the Realms of Perdition.

**Spirit Form:** (BBBDDD) Enables the mystic to transform into a ghost-like, incorporeal figure.

**Split Earth:** (GGGGSS) Causes a large fissure to appear upon any surface of stone, earth or ice.

**Steal Life:** (BBSSS) Restores life to a creature that has perished within the last 24 hours via the sacrifice of another creature.

**Storm:** (DGGGGS) The mystic may conjure extreme weather.

**Summon Fauna:** (DDGGGG) Conjures a small number of natural creatures to serve the mystic.

**Summon Undead:** (DGGSSS) Conjures forth a small number of lesser undead to serve the mystic.

**Swan Song:** (BBDSSS) When the caster is reduced to 0 or less health points, the attacker's health points are reduced to the same.

**Synopsis:** (BBBDDG) If the mystic would normally die due to damage, he or she will instead enter a state of torpor.

## Quick Reference Charts & Tables

The following section provides some of the most lists most referenced while playing the Wayfarers game. Feel free to copy these lists to create even more convenient reference-sheets.

**Table A1.2.1: Attributes**

Agility	Attribute Score										
	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
Initiative modifier	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5
Off-hand weapon to-hit†	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2
On-hand weapon to-hit‡	-2	-2	-1	-1	-	-	-	+1	+1	+2	+2
Agility skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4

† Unless they possess the Ambidexterity discipline, characters fighting with two weapons automatically suffer a -2 to-hit penalty with their on-hand, regardless of their agility score.

‡ The on-hand weapon to-hit modifier applies to two-handed melee weapons and missile weapons as well.

Endurance	Attribute Score										
	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
Health points/Skill level†	-3	-3	-3	-2	-1	-	+1	+2	+3	+4	+5
Endurance-related skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4

† Characters with a -1 to -3 health point modifier may not earn health points when achieving a new skill level. If a character's adjusted health points per skill level are 0 or less, none are earned. These characters may purchase additional health points with skill points, however.

Intellect	Attribute Score										
	1	2-3†	4-5†	6-7†	8-9	10-11	12-13	14-15	16-17	18-19	20
Bonus 1 <sup>st</sup> Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	1	1	2	2	3
Bonus 2 <sup>nd</sup> Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	1	1	2	2
Bonus 3 <sup>rd</sup> Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	-	1	1	2
Bonus 4 <sup>th</sup> Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	-	-	1	1
Bonus 5 <sup>th</sup> Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	-	-	-	1
Initial languages‡	n/a	n/a	1	1	1	2	2	2	3	4	5
Illusion Resistance modifier	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5
Intellect-related skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4

Bonus Hedge/Hermetic magic spells example: When a character with an intellect score of 18 gains the 3<sup>rd</sup> Circle spell discipline, he may initially cast two 3<sup>rd</sup> Circle spells per day rather than one.

† Characters with an intellect score of 7 or less may not cast Hermetic or Hedge magic spells. Characters with an intellect score of 3 or less may not verbally communicate effectively. Characters with an intellect score of 3 or less may not verbally communicate effectively. Characters with an intellect of 5 or less may not read or write.

‡ Characters with an initial intellect of 10-13 may begin with 2 languages, or with 1 language and the Literacy discipline. Characters with an initial intellect score of 14 or higher automatically begin with the Literacy discipline.

Presence	Attribute Score										
	1	2-3†	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
Bonus 1 <sup>st</sup> Circle Faith magic spells	n/a	n/a	-	-	-	-	1	1	2	2	3
Bonus 2 <sup>nd</sup> Circle Faith magic spells	n/a	n/a	-	-	-	-	-	1	1	2	2
Bonus 3 <sup>rd</sup> Circle Faith magic spells	n/a	n/a	-	-	-	-	-	-	1	1	2
Bonus 4 <sup>th</sup> Circle Faith magic spells	n/a	n/a	-	-	-	-	-	-	-	1	1
Bonus 5 <sup>th</sup> Circle Faith magic spells	n/a	n/a	-	-	-	-	-	-	-	-	1
Bonus Ritual spell points	n/a	n/a	-	-	-	-	1	2	3	4	5
Charm Resistance modifier	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5
Presence-related skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4

Bonus Faith magic spells example: When a Faith magic using character with a presence score of 16 gains the 2<sup>nd</sup> Circle spell discipline, he may initially cast two 2<sup>nd</sup> Circle spells per day rather than one.

† Characters with a presence score of 3 or less may not cast Faith magic spells or Ritual magic spells.

Strength	Attribute Score										
	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20
Melee weapon damage modifier†	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5
Missile weapon damage modifier†‡	-3	-2	-2	-1	-1	-	+1	+1	+2	+2	+3
Feat of Strength modifier	-10	-8	-6	-4	-2	-	+2	+4	+6	+8	+10

† Regardless of a negative strength damage modifier, any successful hit will inflict no less than one point of damage. For example, a character with a strength score of 4 (-3 damage modifier) wielding a short sword (2-7 damage), will inflict 1-4 points of damage with a successful hit.

‡ Damage from thrown weapons, slingshot, or arrows fired from composite bows may be modified by a character's strength. Bolts fired from crossbows, or arrows from normal or 'self' bows do not apply this modifier.

**Table A1.2.2: Physical or Mental Resistance modifier**

Agil. + str. + end. or pre. + end. + int.	1-9	10-16	17-21	22-25	26-28	29-32	33-35	36-39	40-44	45-51	52-60
Physical or Mental Resist. mod.	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5

Table A1.2.3: Feat of Strength target numbers

Strength Task	Feat of Strength target number	Strength Task	Feat of Strength target number
Break a broom handle	1-4	Lift a cask of wine	15-18
Break a chair	5-7	Break open an oaken door	19-22
Break open a wooden crate	8-10	Bend prison bars	23-26
Break open a simple door	11-14	Lift a portcullis	27-30

Table A1.2.4: Armor impedance

Total impedance score	Dodge score adjustment	Initiative roll modifier	Agility proficiency modifier	Movement/swim ming rate adjustment	Jumping distance adjustment	Hermetic/Hedge casting failure score
0	-	-	-	-	-	-
1	-1	-1	-1	-10'	-1'	1
2	-2	-2	-2	-20'	-2'	2
3	-3	-3	-3	-30'	-3'	3
4	-4	-4	-4	-40'	-4'	4
5	-5	-5	-5	-50'	-5'	5
6	-6	-6	-6	-60'	-6'	6
7	-7	-7	-7	-70'	-7'	7
8	-8	-8	-8	-80'	-8'	8

Table A1.2.5: Disciplines

Discipline	Skill point cost	Prerequisite	Discipline	Skill point cost	Prerequisite
Advanced Counterattack	8 skill points	Counterattack	Increased Mental Resist.	1 skill point per grade	None
Ambidexterity	7 skill points	None	Language	1 skill point	Intellect >3
Armor Use	2 skill points x grade	None	Last Stand	3 skill points	None
Backstab	4 skill points x grade	None	Literacy	2 skill points	Intellect >6
Bash	3 skill points	Weapon mast. I (A, B)	Magic Potency	2 skill points x grade	Hedge, Herm. or Ritual
Blindfighting	2 skill points	None	Magic Resistance	2 skill points per grade	None
Calculated Strike	6 skill points	Multiple att. I (melee)	Multiple Attacks	4 skill points + grade	Weapon mast.* (any)
Charge	4 skill points	Weapon mast. I (D)	Parrying	4 skill points	Weapon mast. I (E)
Combat Archery	4 skill points	Weapon mast. I (J, K)	Pause and Study	6 skill points	None
Combat Casting	5 skill points	None	Prayer	2 skill points	Magic: Faith
Counterattack	5 skill points	Weapon mast. I (melee)	Precise Shot	4 skill points	Multiple att. I (J, K, L)
Critical Hit	6 skill points	Weapon mast. I (melee)	Quick Draw	3 skill points	None
Disarm	5 skill points	Weapon mast. I (melee)	Quick Shot	3 skill points	Weapon mast. I (J, K, L)
Extra Spell	1 skill point + Circle	Hedge, Herm. or Faith	Resilience	4 skill points	None
Evasion	5 skill points	Feint	Ritual Magic Potential	12 skill points	None
Extra Spell Point	1 skill point	Ritual	Rush	5 skill points	Weapon mast. I
Faith Magic Potential	16 skill points	None	Savant	1 skill point x grade	None
Feint	4 skill points	None	Silent Casting	2 skill points x grade	Any magic potential
Greatstrike	6 skill points	Weapon mast. II (melee)	Spell Circle (Hedge)	3 skill points + (2 x Circle)	Hedge
Guard	3 skill points	None	Spell Circle (Hermetic)	3 skill points + (2 x Circle)	Hermetic
Health Point	1 skill point	None	Spell Circle (Faith)	2 skill points + (2 x Circle)	Faith
Hedge Magic Potential	13 skill points	Literacy	Spell Circle (Ritual)	2 skill points + (2 x Circle)	Ritual
Hermetic Magic Potential	17 skill points	Literacy	Split Attacks	4 skill points	Weapon mast. I (melee)
Improved Dodge	4 skill points x grade	None	Stunning Blow	3 skill points	Weapon mast. I (melee)
Improved Initiative	2 skill points x grade	None	Unarmed Combat	2 skill points + (2 x grade)	None
Increased Accuracy	3 skill points x grade	None	Vital Strike	2 skill points x grade	Weapon mast. I (melee)
Increased Attribute	score/3 skill points	None	Weapon Mastery	3 skill points + grade	None
Increased Physical Resist.	1 skill point per grade	None	Whirlwind Attack	6 skill points	Multiple att. II (melee)

\* The prerequisite for the Multiple Attacks discipline is the same grade in Weapon Mastery in the same weapon class. For example, Weapon Mastery I in weapon class A must be purchased before acquiring Multiple Attacks I in weapon class A.

Table A1.2.6: Proficiency check target numbers

Difficulty of task	Proficiency target number	Difficulty of task	Proficiency target number
Average, straight-forward	5-9	Unlikely, complicated	15-19
Difficult, involved	10-14	Incredible, amazing	20+

**Table A1.2.7: Proficiencies**

Proficiency	Skill point cost	Attribute	Proficiency	Skill point cost	Attribute
Acrobatics	2 skill points per grade	agility	Local Knowledge	1 skill point per grade	intellect
Ancient History	2 skill points per grade	intellect	Lock-picking	2 skill points per grade	agility
Animal Handling	1 skill point per grade	intellect	Magic Acuity†	2 skill points per grade	intellect
Arcane Knowledge	2 skill points per grade	intellect	Martial Knowledge	1 skill point per grade	intellect
Artistic Ability	1 skill point per grade	intellect	Perception	2 skill points per grade	intellect
Armor-making†	2 skill points per grade	intellect	Performance	1 skill point per grade	presence
Climbing	2 skill points per grade	agility	Persuasion	1 skill point per grade	presence
Contacts	1 skill point per grade	presence	Regional Knowledge	1 skill point per grade	intellect
Disguise	2 skill points per grade	presence	Religious Knowledge	2 skill points per grade	intellect
Distract	1 skill point per grade	presence	Riding	1 skill point per grade	agility
Dweomercraft (Hedge)†	2 skill points per grade	intellect	Rope Use	1 skill point per grade	agility
Dweomercraft (Hermetic)†	3 skill points per grade	intellect	Running	1 skill point per grade	endurance
Engineering	2 skill points per grade	intellect	Seamanship	1 skill point per grade	intellect
Extra-planar Knowledge	3 skill points per grade	intellect	Search	1 skill point per grade	intellect
Gambling	1 skill point per grade	presence	Sleight-of-hand	1 skill point per grade	agility
Healing†	2 skill points per grade	intellect	Stealth	2 skill points per grade	agility
Heraldry	1 skill point per grade	intellect	Swimming	1 skill point per grade	endurance
Herbalism	1 skill point per grade	intellect	Tracking	2 skill points per grade	intellect
Inspire†	2 skill points per grade	presence	Trade Skill	1 skill point per grade	intellect
Intimidate†	2 skill points per grade	presence	Weapon-making†	2 skill points per grade	intellect
Jumping	1 skill point per grade	agility	Wilderness Lore	1 skill point per grade	intellect
Leadership	1 skill point per grade	presence	World Knowledge	2 skill points per grade	intellect

† Proficiency checks in these proficiencies may not be attempted by non-proficient characters.

**Table A1.2.8: Armor**

Armor type	Physical damage absorbed	Strength requisite	Impedance*†	Average cost	Armor type	Physical damage absorbed	Strength requisite	Impedance*†	Average cost
Shield, buckler†	1d6 - 4	-	1	1-8 sc	Chain mail	1d3	14	14 - strength	200 sc
Shield†	1d6 - 3	-	2	1-15 sc	Splint	1d3	16	16 - strength	160 sc
Shield, kite†	1d6 - 2	-	3	5-25 sc	Scale	1d3	15	15 - strength	170 sc
Leather	1	7	7 - strength	40 sc	Banded	1d4	18	18 - strength	300 sc
Padded	1	6	6 - strength	32 sc	Plate	1d6	19	19 - strength	800 sc
Studded leather	1d2	9	9 - strength	80 sc	Full plate	1d8	20	20 - strength	1200 sc
Ring	1d2	10	10 - strength	100 sc					

† The damage absorbance and impedance of a shield are cumulative with worn armor. For example, a character with a strength score of 16 wearing banded armor and employing a buckler would have a damage absorbance of 1d4 + (1d6 - 2), and an impedance of 3.

‡ Negative impedance scores are not possible. For example, a character with a strength score of 9 wearing padded armor (6 - 9 = -3) would have an impedance of 0.

\* The impedance for armor is dependent upon the character's strength score. For example, a character with a strength score of 8 would have an impedance of 1 when wearing studded leather armor (9 - 8 = 1).

**Table A1.2.9: Melee weapons**

Melee weapon	Damage	Weapon class	Strength requirement	Approximate length	Average cost
Axe, hand‡	1d6 + 1	A	7	2'	15 sc
Axe, battle*	1d10	B	11	3-4'	25 sc
Axe, pole*	1d10	B	9	5-7'	20 sc
Cestus†,®	+1	-	-	-	12 sc
Club‡	1d6	A	7	2-3'	2 sc
Dagger‡	1d6	C	5	1'	18 sc
Flail‡	1d8	A	7	2'	40 sc
Halberd*	1d10	B	12	6'	32 sc
Hammer‡	1d6 + 1	A	9	2'	4 sc
Hammer, maul*	1d8 + 1	B	12	3-4'	10 sc
Knife‡	1d4	C	3	6"	6 sc
Lance, light†	1d12	D	9	10-12'	60 sc
Lance, heavy†	3d4 + 1	D	13	12-14'	80 sc
Mace	2d4	A	9	3'	25 sc
Machete	1d6 + 1	A	7	2-3'	13 sc
Morning star	1d10	A	11	4'	28 sc
Pike*	1d10	D	9	10-14'	20 sc

Scimitar	2d4	E	9	3'	60 sc
Spear*	1d8	D	7	5-8'	16 sc
Staff, wooden*	1d6	B	7	6'	2 sc
Staff, iron-shod*	1d6 + 1	B	8	6'	8 sc
Sword, bastard* <sup>∘</sup>	1d10/1d12*	E,F	11	4-5'	70 sc
Sword, broad	1d8 + 1	E	8	3'	50 sc
Sword, claymore*	3d4	F	13	6'	94 sc
Sword, falchion	2d4 + 1	E	9	3-4'	65 sc
Sword, long	1d10	E	9	3-4'	65 sc
Sword, rapier	1d8	C	7	4'	60 sc
Sword, short‡	1d6 + 1	C	7	2'	38 sc
Sword, great*	2d6	F	12	6'	90 sc
Trident*	1d10	D	10	5-7'	24 sc
Unarmed <sup>§</sup>	1d3	U	-	n/a	-
Whip	1	H	-	10-16'	2 sc

\* These weapons require two hands to use effectively and may not be used by characters employing a shield.

† Lances may only be used effectively from horseback or similar steed.

‡ May be used as an off-hand weapon.

<sup>∘</sup> When wielded with two hands, bastard swords are considered weapon class F.

\* Bastard swords inflict 1d10 damage when wielded in one hand, or 1d12 when wielded with two hands.

<sup>§</sup> Cestus increase the damage inflicted by unarmed attacks by +1.

<sup>§</sup> Characters with the Unarmed Combat discipline may inflict more damage with unarmed attacks.

**Table A1.2.10: Missile weapons**

Missile weapon	Damage	Approx. length	Short range	Medium range	Long range	Strength requirement	Weapon class	Average cost
Arrow, shortbow*†	1d8	2'	10-40'	41-120'	121-320'	6	J	5 cc
Arrow, longbow*†	1d8 + 1	2-3'	10-60'	61-160'	161-360'	8	J	1 sc
Axe, hand‡	1d6 + 1	2'	5-20'	21-60'	61-100'	7	A	15 sc
Bolt, light crossbow*	1d6 + 1	1'	10-40'	41-100'	101-220'	- <sup>∘</sup>	K	5 cc
Bolt, heavy crossbow* <sup>§</sup>	2d4 + 1	1'	10-60'	61-120'	121-280'	- <sup>∘</sup>	K	1 sc
Dagger‡	1d6	1'	5-20'	21-60'	61-120'	5	C	18 sc
Hammer‡	1d6 + 1	2'	5-20'	21-60'	61-120'	9	A	4 sc
Javelin‡	1d6 + 1	3-4'	5-40'	41-100'	101-200'	6	D	14 sc
Knife‡	1d4	6"	5-20'	21-60'	61-120'	3	C	6 sc
Spear‡	1d8	5-8'	5-40'	41-100'	101-180'	7	D	16 sc
Stone or shot, sling*‡	1d4	2"	10-40'	41-100'	101-220'	4	L	1 bc

\* These weapons require two hands to use effectively and may not be used by characters employing a shield.

† If shot from a composite long or short bow, the missile weapon damage modifier due to strength is applied to the arrow's damage.

‡ The missile weapon damage modifier due to strength is applied to this weapon's damage. Strength requirement to-hit modifiers apply to these weapons.

<sup>§</sup> Characters with a strength score less than 8 can must take one full round to reload a heavy crossbow.

<sup>∘</sup> Crossbows do not require significant strength to shoot effectively, but the heavy crossbow is difficult to reload for characters of strength 8 or less.

**Table A1.2.11: Hermetic magic spells**

1 <sup>st</sup> Circle	School	2 <sup>nd</sup> Circle	School	3 <sup>rd</sup> Circle	School	4 <sup>th</sup> Circle	School
Command: Sting	<i>evoc.</i>	Abridge	<i>meta.</i>	Armor Cutting	<i>art.</i>	Beckon	<i>astro.</i>
Combust	<i>evoc.</i>	Apportation	<i>astro.</i>	Compel	<i>charm.</i>	Command: Halt	<i>evoc.</i>
Darkness	<i>alt.</i>	Blink	<i>astro.</i>	Command: Blind	<i>evoc.</i>	Counterspell	<i>meta.</i>
Ignore	<i>charm.</i>	Climb	<i>alt.</i>	Crumble	<i>annih.</i>	Dancing Weapon	<i>art.</i>
Illuminate	<i>alt.</i>	Command: Deaf	<i>evoc.</i>	Delay Spell	<i>meta.</i>	Dispel Magic	<i>meta.</i>
Extinguish	<i>annih.</i>	Control Descent	<i>alt.</i>	Design	<i>horo.</i>	Divide Magic	<i>meta.</i>
Flare	<i>evoc.</i>	Darkvision	<i>alt.</i>	Diminish Magic	<i>meta.</i>	Enmity	<i>charm.</i>
Fog	<i>evoc.</i>	Enrage	<i>charm.</i>	Earth Walk	<i>astro.</i>	Explosive Ward	<i>evoc.</i>
Force Bolt	<i>evoc.</i>	Force Weapon	<i>evoc.</i>	Function	<i>art.</i>	Fess' Vacuum	<i>annih.</i>
Friends	<i>charm.</i>	Leap	<i>alt.</i>	Growth	<i>alt.</i>	Fly	<i>alt.</i>
Magic Bag	<i>astro.</i>	Might	<i>alt.</i>	Ice Ray	<i>evoc.</i>	Fold Space	<i>astro.</i>
Magic Vestment	<i>abjur.</i>	Minor Timeportation	<i>horo.</i>	Levitation	<i>alt.</i>	Invisibility	<i>alt.</i>
Morgan's Vigilant Sentinel	<i>summ.</i>	Percule's Exploding Missile	<i>art.</i>	Projection	<i>astro.</i>	Lightning Bolt	<i>evoc.</i>
Minor Enchantment	<i>art.</i>	Mylo's Shocking Aura	<i>evoc.</i>	Quick Casting	<i>meta.</i>	Panic	<i>charm.</i>
Nael's Magical Trace	<i>art.</i>	Protection from Cold	<i>abjur.</i>	Reflect Magic	<i>meta.</i>	Propel	<i>astro.</i>
Penetrating Sight	<i>divin.</i>	Protection from Heat	<i>abjur.</i>	Repel Projectiles	<i>abjur.</i>	Psychometry	<i>divin.</i>
Preserve	<i>horo.</i>	Reveal Enchantment	<i>divin.</i>	Scry	<i>divin.</i>	Reprisal	<i>abjur.</i>
Quicken	<i>horo.</i>	Rust	<i>annih.</i>	Seeker	<i>summ.</i>	Scry Shield	<i>abjur.</i>
Retrieve	<i>astro.</i>	Share Sight	<i>divin.</i>	Silence	<i>alt.</i>	Shield	<i>abjur.</i>
Seal Portal	<i>abjur.</i>	Shatter	<i>annih.</i>	Sleep	<i>charm.</i>	Stone Spray	<i>evoc.</i>
Sense Magic	<i>divin.</i>	Summon Lesser Monsters	<i>summ.</i>	Slow	<i>horo.</i>	Summon Monsters	<i>summ.</i>
Thought Projection	<i>alt.</i>	Thwart Magic	<i>meta.</i>	Steam Cloud	<i>evoc.</i>	Time Cube	<i>horo.</i>
Vermin	<i>summ.</i>	Water-breathing	<i>alt.</i>	Summon Lesser Elemental	<i>summ.</i>	Wall of Fire	<i>evoc.</i>
Water Walk	<i>alt.</i>	Wind	<i>evoc.</i>	Telekinesis	<i>astro.</i>		

A1.2 Quick Reference Charts & Tables

5 <sup>th</sup> Circle	School	6 <sup>th</sup> Circle	School	7 <sup>th</sup> Circle	School	8 <sup>th</sup> Circle	School
Animate Plants	<i>alt.</i>	Alchemy	<i>art.</i>	Age	<i>horo.</i>	Antithesis	<i>evoc.</i>
Banish	<i>abjur.</i>	Command: Confuse	<i>evoc.</i>	Alter Weather	<i>alt.</i>	Artifact	<i>art.</i>
Call Object	<i>astro.</i>	Control	<i>charm</i>	Animate Corpse	<i>art.</i>	Change	<i>alt.</i>
Command: Mute	<i>evoc.</i>	Destroy Matter	<i>annih.</i>	Baalphegor's Spell Trigger	<i>meta.</i>	Cognizance	<i>divin.</i>
Creation	<i>evoc.</i>	Enfeeblement	<i>alt.</i>	Command: Stun	<i>evoc.</i>	Command: Die	<i>evoc.</i>
Destroy Water	<i>annih.</i>	Ethereal Shift	<i>alt.</i>	Confine	<i>abjur.</i>	Consolidate Magic	<i>meta.</i>
Extension	<i>meta.</i>	Explode	<i>annih.</i>	Enchantment	<i>art.</i>	Disintegration	<i>annih.</i>
Fireball	<i>evoc.</i>	Extra-planar Protection	<i>abjur.</i>	Firestorm	<i>evoc.</i>	Domination	<i>charm</i>
Inscribe	<i>art.</i>	Incinerate	<i>evoc.</i>	Golem	<i>art.</i>	Essence Conversion	<i>alt.</i>
Locate	<i>divin.</i>	Isolate	<i>astro.</i>	Implode	<i>annih.</i>	Gate	<i>astro.</i>
Magic Cache	<i>meta.</i>	Lesser Golem	<i>art.</i>	Improved Psychometry	<i>divin.</i>	Goetia	<i>summ.</i>
Misdirect	<i>charm</i>	Magic Drain	<i>meta.</i>	Magic Shield	<i>abjur.</i>	Greater Golem	<i>art.</i>
Nael's Spell Battery	<i>art.</i>	Melt	<i>annih.</i>	Mass Dispel	<i>meta.</i>	Greater Magic Shield	<i>abjur.</i>
Polymorph	<i>alt.</i>	Minor Goetia	<i>summ.</i>	Mass Hysteria	<i>charm</i>	Invulnerability	<i>abjur.</i>
Shadow Form	<i>astro.</i>	Minor Magic Shield	<i>abjur.</i>	Optimize Magic	<i>meta.</i>	Muriel's Void	<i>abjur.</i>
Shrink	<i>alt.</i>	Multiple Targets	<i>meta.</i>	Perturbation	<i>horo.</i>	Perpetuation	<i>meta.</i>
Speed	<i>horo.</i>	Read Mind	<i>divin.</i>	Petrify	<i>alt.</i>	Repel Magic	<i>meta.</i>
Summon Elemental	<i>summ.</i>	Summon Greater Monsters	<i>summ.</i>	Portal	<i>astro.</i>	Revisit	<i>horo.</i>
Swap	<i>astro.</i>	Teleportation	<i>astro.</i>	Summon Greater Elemental	<i>summ.</i>	Steal Youth	<i>horo.</i>
Timeportation	<i>horo.</i>	Time Shelter	<i>horo.</i>	Goetic Ward	<i>summ.</i>		
Throw	<i>evoc.</i>	Time Skip	<i>horo.</i>				
True Strike	<i>art.</i>						

Table A1.2.12: Faith magic spells

1 <sup>st</sup> Circle	Domain	2 <sup>nd</sup> Circle	Domain	3 <sup>rd</sup> Circle	Domain	4 <sup>th</sup> Circle	Domain
Allay	<i>benef.</i>	Cure Blindness	<i>benef.</i>	Divine Favor	<i>benef.</i>	Bless	<i>benef.</i>
Courage	<i>benef.</i>	Innocence	<i>benef.</i>	Exorcism	<i>benef.</i>	Cure Disease	<i>benef.</i>
Heal Minor Wounds	<i>benef.</i>	Mend	<i>benef.</i>	Heal Wounds	<i>benef.</i>	Death's Door	<i>benef.</i>
Invisibility to Undead	<i>benef.</i>	Protection from Charm	<i>benef.</i>	Protection from Undead	<i>benef.</i>	Delivery	<i>benef.</i>
Resilience	<i>benef.</i>	Protection from Cold	<i>benef.</i>	Remove Poison	<i>benef.</i>	Repel Undead	<i>benef.</i>
Spiritual Armor	<i>benef.</i>	Protection from Heat	<i>benef.</i>	Talisman	<i>benef.</i>	Scry Shield	<i>benef.</i>
Blindness	<i>damn.</i>	Aphasia	<i>damn.</i>	Confuse	<i>damn.</i>	Atony	<i>damn.</i>
Demoralize	<i>damn.</i>	Cripple	<i>damn.</i>	Curse	<i>damn.</i>	Choke	<i>damn.</i>
Fright	<i>damn.</i>	Fear	<i>damn.</i>	Disease	<i>damn.</i>	Pestilence	<i>damn.</i>
Hurt	<i>damn.</i>	Scourge	<i>damn.</i>	Paralyze	<i>damn.</i>	Maim	<i>damn.</i>
Stun	<i>damn.</i>	Wane	<i>damn.</i>	Strike	<i>damn.</i>	Soul Shock	<i>damn.</i>
Weakness	<i>damn.</i>	Wrench	<i>damn.</i>	Torment	<i>damn.</i>	Animate Plants	<i>tellur.</i>
Calm Animal	<i>tellur.</i>	Call Lesser Fauna	<i>tellur.</i>	Plant Form	<i>tellur.</i>	Call Fauna	<i>tellur.</i>
Darkness	<i>tellur.</i>	Charm Animal	<i>tellur.</i>	Rain	<i>tellur.</i>	Conflagration	<i>tellur.</i>
Illuminate	<i>tellur.</i>	Enthral	<i>tellur.</i>	Silence	<i>tellur.</i>	Move Water	<i>tellur.</i>
Persuade	<i>tellur.</i>	Plant Growth	<i>tellur.</i>	Shatter	<i>tellur.</i>	Summon Lesser Avatar	<i>tellur.</i>
Seal Portal	<i>tellur.</i>	Sustenance	<i>tellur.</i>	Summon Lesser Fauna	<i>tellur.</i>	Swarm	<i>tellur.</i>
Water Walk	<i>tellur.</i>	Wind	<i>tellur.</i>	Wave	<i>tellur.</i>	Ambrosia	<i>rev.</i>
Clairaudience	<i>rev.</i>	Farsight	<i>rev.</i>	Clairvoyance	<i>rev.</i>	Dominion	<i>rev.</i>
Empathy	<i>rev.</i>	Insight	<i>rev.</i>	Hindsight	<i>rev.</i>	Familiarity	<i>rev.</i>
Guide	<i>rev.</i>	Sense Life	<i>rev.</i>	Infuse	<i>rev.</i>	Predict Magic	<i>rev.</i>
Sense Charm	<i>rev.</i>	Sight	<i>rev.</i>	Message	<i>rev.</i>	Psychometry	<i>rev.</i>
Sense Deception	<i>rev.</i>	Telepathy	<i>rev.</i>	Reveal Enchantment	<i>rev.</i>	Read	<i>rev.</i>
Sense Magic	<i>rev.</i>	Tongues	<i>rev.</i>	Sense Illusion	<i>rev.</i>		

5 <sup>th</sup> Circle	Domain	6 <sup>th</sup> Circle	Domain	7 <sup>th</sup> Circle	Domain	8 <sup>th</sup> Circle	Domain
Banish	<i>benef.</i>	Aura of Protection	<i>benef.</i>	Annul	<i>benef.</i>	Magic Resistance	<i>benef.</i>
Heal Severe Wounds	<i>benef.</i>	Eye of God	<i>benef.</i>	Consecrate	<i>benef.</i>	Relic, Holy	<i>benef.</i>
Sanctuary	<i>benef.</i>	Immunity	<i>benef.</i>	Cure	<i>benef.</i>	Restore	<i>benef.</i>
Regenerate	<i>benef.</i>	Mitigate	<i>benef.</i>	Destroy Undead	<i>benef.</i>	Resurrect	<i>benef.</i>
Repel	<i>benef.</i>	Pacify	<i>benef.</i>	Holy Might	<i>benef.</i>	Damnation	<i>damn.</i>
Failure	<i>damn.</i>	Spirit Form	<i>benef.</i>	Drain Life	<i>damn.</i>	Death	<i>damn.</i>
Haunt	<i>damn.</i>	Control	<i>damn.</i>	Harm	<i>damn.</i>	Relic, Unholy	<i>damn.</i>
Madness	<i>damn.</i>	Enfeeblement	<i>damn.</i>	Implore	<i>damn.</i>	Winterkill	<i>damn.</i>
Pain Touch	<i>damn.</i>	Glyph of Ruin	<i>damn.</i>	Mass Hysteria	<i>damn.</i>	Wrath	<i>damn.</i>
Smite	<i>damn.</i>	Immolate	<i>damn.</i>	Mindblank	<i>damn.</i>	Earthquake	<i>tellur.</i>
Wall of Pain	<i>damn.</i>	Soul Snare	<i>damn.</i>	Animate Earth	<i>tellur.</i>	Everday/Evenright	<i>tellur.</i>
Animal Form	<i>tellur.</i>	Alter Weather	<i>tellur.</i>	Elemental Form	<i>tellur.</i>	Plague	<i>tellur.</i>
Crumble	<i>tellur.</i>	Call Greater Fauna	<i>tellur.</i>	Elemental Wall	<i>tellur.</i>	Relic, Telluric	<i>tellur.</i>
Lightning Strike	<i>tellur.</i>	Freeze	<i>tellur.</i>	Reincarnate	<i>tellur.</i>	Summon Greater Avatar	<i>tellur.</i>
Sandstorm	<i>tellur.</i>	Storm	<i>tellur.</i>	Summon Greater Fauna	<i>tellur.</i>	Imbue	<i>rev.</i>
Summon Fauna	<i>tellur.</i>	Summon Avatar	<i>tellur.</i>	Awareness	<i>rev.</i>	Link	<i>rev.</i>
Wind Walk	<i>tellur.</i>	Anamnesis	<i>rev.</i>	Commune	<i>rev.</i>	Recall	<i>rev.</i>



Channel	<i>rev.</i>	Impart Skill	<i>rev.</i>	Ego Incarnation	<i>rev.</i>	Relic, Vatic	<i>rev.</i>
Clarity	<i>rev.</i>	Improved Psychometry	<i>rev.</i>	Savant	<i>rev.</i>	Steal Skill	<i>rev.</i>
Locate	<i>rev.</i>	Read Mind	<i>rev.</i>	Theurgic Replication	<i>rev.</i>		
Project	<i>rev.</i>	Vision	<i>rev.</i>				
Replenish	<i>rev.</i>						

Table A1.2.13: Hedge magic spells

1 <sup>st</sup> Circle	School	2 <sup>nd</sup> Circle	School	3 <sup>rd</sup> Circle	School	4 <sup>th</sup> Circle	School	5 <sup>th</sup> Circle	school
Clamor	<i>jinx.</i>	Animate Fire	<i>alt.</i>	Amnesia	<i>charm</i>	Aptitude	<i>alt.</i>	Alchemy	<i>art.</i>
Courage	<i>charm</i>	Appeal	<i>alt.</i>	Break	<i>jinx.</i>	Distort Space	<i>illus.</i>	Bogeyman	<i>illus.</i>
Create Scribe	<i>art.</i>	Babble	<i>jinx.</i>	Brittle	<i>alt.</i>	Doppelganger	<i>illus.</i>	Clone	<i>art.</i>
Darkness	<i>alt.</i>	Buoyancy	<i>alt.</i>	Caldwell's Horseless Carriage	<i>art.</i>	Efficacy Shield	<i>illus.</i>	Control	<i>charm</i>
Despair	<i>charm</i>	Captivate	<i>charm</i>	Chameleon	<i>illus.</i>	Enmity	<i>charm</i>	Dream	<i>illus.</i>
Double	<i>illus.</i>	Charm Animal	<i>charm</i>	Compel	<i>charm</i>	Facsimile	<i>illus.</i>	Fool	<i>jinx.</i>
Enchant Armor	<i>art.</i>	Climb	<i>alt.</i>	Dancing Weapon	<i>art.</i>	Fly	<i>alt.</i>	Gambit	<i>alt.</i>
Fix	<i>art.</i>	Darkvision	<i>alt.</i>	Distill Potion	<i>art.</i>	Improved Enchant Weapon	<i>art.</i>	Greater Phantasm	<i>illus.</i>
Friends	<i>charm</i>	Disguise	<i>illus.</i>	Doubt	<i>jinx.</i>	Inscribe	<i>art.</i>	Jasper's Mud Man	<i>art.</i>
Fumble	<i>jinx.</i>	Enchant Weapon	<i>art.</i>	Growth	<i>alt.</i>	Invisibility	<i>alt.</i>	Locate	<i>divin.</i>
Illuminate	<i>alt.</i>	Enrage	<i>charm</i>	Heavy	<i>alt.</i>	Isaac's Permutable Garment	<i>art.</i>	Luck	<i>alt.</i>
Klutz	<i>jinx.</i>	Function	<i>art.</i>	Improved Enchant Armor	<i>art.</i>	Mastery	<i>alt.</i>	Mimic Magic	<i>illus.</i>
Leopold's Compass	<i>art.</i>	Hesitate	<i>jinx.</i>	Iron Stone	<i>art.</i>	Mirage	<i>illus.</i>	Misdirect	<i>charm</i>
Magic Candle	<i>art.</i>	Hide	<i>illus.</i>	Levitation	<i>alt.</i>	Outwit	<i>charm</i>	Misfortune	<i>jinx.</i>
Minor Phantasm	<i>illus.</i>	Imbuement	<i>art.</i>	Minor Alchemy	<i>art.</i>	Panic	<i>charm</i>	Object	<i>alt.</i>
Noise	<i>illus.</i>	Jasper's Straw Man	<i>art.</i>	Neophyte	<i>jinx.</i>	Phantasmal Armor	<i>illus.</i>	Phantasmagoria	<i>illus.</i>
Palm	<i>illus.</i>	Leopold's Mark	<i>jinx.</i>	Pariah	<i>jinx.</i>	Phobia	<i>charm</i>	Phrenic Trap	<i>charm</i>
Perplex	<i>jinx.</i>	Reveal Enchantment	<i>divin.</i>	Phantasm	<i>illus.</i>	Precedence	<i>alt.</i>	Polymorph	<i>alt.</i>
Phantom Sight	<i>divin.</i>	Reveal Invisibility	<i>alt.</i>	Refraction	<i>illus.</i>	Prey	<i>jinx.</i>	Shrink	<i>alt.</i>
Scintillating Wall	<i>illus.</i>	Rob	<i>illus.</i>	Scry	<i>divin.</i>	Psychometry	<i>divin.</i>	Simulation	<i>illus.</i>
Sense Charm	<i>divin.</i>	Shimmering Armor	<i>illus.</i>	Silence	<i>alt.</i>	Shout	<i>alt.</i>	Split	<i>illus.</i>
Sense Deception	<i>divin.</i>	Swiftiness	<i>alt.</i>	Sleep	<i>charm</i>	Sloth	<i>jinx.</i>	True Strike	<i>art.</i>
Sense Magic	<i>divin.</i>	Terror	<i>charm</i>	Trace	<i>divin.</i>	Witches' Ointment	<i>art.</i>		
Water to Wine	<i>alt.</i>	Translation	<i>divin.</i>	Turn Shadow	<i>illus.</i>				

Table A1.2.14: Ritual magic spells

1 <sup>st</sup> Circle	Formula	2 <sup>nd</sup> Circle	Formula	3 <sup>rd</sup> Circle	Formula	4 <sup>th</sup> Circle	Formula	5 <sup>th</sup> Circle	Formula
Beguile	<i>DS</i>	Alter Temperature	<i>GGG</i>	Blood Pact	<i>BBBD</i>	Animal Form	<i>BBGGG</i>	Animate Plants	<i>DDGGGS</i>
Blindness	<i>BS</i>	Aphasia	<i>BSS</i>	Brute	<i>BBDS</i>	Atony	<i>BBDS</i>	Blood Shield	<i>BBBBS</i>
Blaze	<i>GS</i>	Blood Armor	<i>BBG</i>	Clairvoyance	<i>BDDG</i>	Batter	<i>BBSSS</i>	Channel	<i>BDDGS</i>
Blood Swap	<i>BB</i>	Blood Doll	<i>BGS</i>	Corrupt Earth	<i>GGGS</i>	Blood Strike	<i>BBBS</i>	Control Undead	<i>DDGS</i>
Catechize	<i>BS</i>	Blood Rage	<i>BBG</i>	Curse	<i>BDSS</i>	Corrupt Animal	<i>DGGSS</i>	Create Undead	<i>DDGGSS</i>
Deafness	<i>BS</i>	Charm Animal	<i>DDG</i>	Dead Zone	<i>GGSS</i>	Futility	<i>BDDSS</i>	Death's Door	<i>BBBBBD</i>
Drift	<i>DG</i>	Chill	<i>GGG</i>	Disease	<i>BBSS</i>	Green Man	<i>DDGGG</i>	Fiend	<i>BDDGS</i>
Familiar	<i>DG</i>	Corrupt Insect	<i>DGS</i>	Draw Blood	<i>BBDS</i>	Hallow Ground	<i>DDGGG</i>	Fly	<i>BDDGGG</i>
Fog	<i>GG</i>	Drink Deep	<i>BDS</i>	Exorcism	<i>BDDS</i>	Pestilence	<i>DGGSS</i>	Haunt	<i>DDGS</i>
Hunger	<i>BS</i>	Essence Drain	<i>BBS</i>	Goo	<i>DGGS</i>	Plant Walk	<i>BDGGG</i>	Insect Plague	<i>BGGGS</i>
Infect	<i>GS</i>	Fear	<i>DSS</i>	Mesmerize	<i>DDDS</i>	Possess	<i>BDDDS</i>	Madness	<i>BDDSSS</i>
Invisibility to Undead	<i>DG</i>	Heat	<i>GGG</i>	Paralyze	<i>BDSS</i>	Quicksand	<i>GGGSS</i>	Polymorph	<i>BBGGG</i>
Pest	<i>GS</i>	Protection from Undead	<i>DGS</i>	Plant Form	<i>BBGG</i>	Reprisal	<i>BBDS</i>	Regenerate	<i>BBBBDG</i>
Pillage Spirit	<i>BS</i>	Refute	<i>BDS</i>	Rain	<i>GGGG</i>	Reveal Enchantment	<i>DDDDG</i>	Shade	<i>BBDSSS</i>

A1.2 Quick Reference Charts & Tables

Resilience	<i>BS</i>	Remedy	<i>BBB</i>	Repel Undead	<i>DGSS</i>	Simulacrum	<i>BBDGS</i>	Spirit Form	<i>BBBDDD</i>
Sense Charm	<i>BD</i>	Sense Life	<i>DGG</i>	Roots	<i>BGSS</i>	Sleep	<i>BDDDS</i>	Split Earth	<i>GGGGSS</i>
Sense Undead	<i>DS</i>	Smoke	<i>GGS</i>	Serpent Staff	<i>DGGS</i>	Spirit Link	<i>BBDSS</i>	Steal Life	<i>BBBSSS</i>
Steal Tongue	<i>BS</i>	Splinter	<i>GGS</i>	Steal Magic	<i>BDDDS</i>	Steal Vigor	<i>BBBSS</i>	Storm	<i>DGGGGS</i>
Thin Skin	<i>BS</i>	Steal Strength	<i>BBS</i>	Stone Skin	<i>BBGG</i>	Summon Monsters	<i>DGGSS</i>	Summon Fauna	<i>DDGGGG</i>
Tangle	<i>GS</i>	Summon Lesser Monsters	<i>DGS</i>	Summon Lesser Fauna	<i>DGGG</i>	Swarm	<i>DGGSS</i>	Summon Undead	<i>DGGSSS</i>
Thorn Growth	<i>GS</i>	Torpor	<i>BBD</i>	Summon Lesser Undead	<i>DGSS</i>	Totem	<i>DGGGS</i>	Swan Song	<i>BBSSS</i>
Transfuse	<i>BB</i>	Tremor	<i>BDS</i>	Talisman	<i>BBDG</i>	Voodoo Doll	<i>BBSSS</i>	Syncopsis	<i>BBBDDG</i>
Weakness	<i>BS</i>	Wane	<i>BSS</i>	Torment	<i>DDSS</i>	Vexation	<i>DDSSS</i>		
Wind	<i>GG</i>	Wither	<i>GGS</i>	Wake Dead	<i>BDGS</i>				

Table A1.2.15: Attribute combination reference

7	7	7	7	8	7	8	7
7	8	8	7	8	8	8	9
9	8	9	10	8	10	9	9
16	16	15	15	15	14	14	14
16	16	16	16	16	16	16	16
7	7	8	8	7	7	7	8
7	8	8	9	7	9	8	8
11	11	10	9	12	10	12	11
14	13	13	13	13	13	12	12
16	16	16	16	16	16	16	16
7	7	8	7	8	7	8	7
9	10	9	10	10	10	9	7
11	10	10	10	10	11	11	11
12	12	12	12	11	11	11	15
16	16	16	16	16	16	16	15
7	7	8	8	7	7	7	7
8	9	8	8	9	8	7	8
10	9	9	10	10	11	12	12
15	15	15	14	14	14	14	14
15	15	15	15	15	15	15	14
8	7	7	7	7	7	8	8
8	9	8	7	8	9	8	9
11	11	12	13	13	12	12	11
14	14	14	14	13	13	13	13
14	14	14	14	14	14	14	14
7	8	9	8	9	9	7	8
10	10	9	10	9	10	10	9
11	10	10	11	11	10	12	12
13	13	13	12	12	12	12	12
14	14	14	14	14	14	14	14
8	9	10	7	8	7	8	7
11	10	10	9	8	10	9	11
11	11	10	13	13	12	12	11
11	11	11	13	13	13	13	13
14	14	14	13	13	13	13	13
8	9	7	8	9	9	10	11
10	9	12	11	10	11	10	11
11	11	12	12	12	11	11	11
13	13	12	12	12	12	12	11
13	13	12	12	12	12	12	11

Note: These unique attribute sets are created according to the character creation system. Simply assign them to the character's stats as desired and apply racial modifiers if needed.

## Index to Player's Reference Book

	page		page		page
Acrobatics, proficiency	24	Formula, Ritual magic	140	Prayer, discipline	19
Adjectives	163	Gambling, proficiency	25	Precise Shot, discipline	19
Adjustments	6	Game Master	5	Presence	9
Advanced Counterattack, discipline	14	Greatstrike, discipline	17	Proficiencies	13, 22
Agility	8	Guard, discipline	17	Proficiency checks	22
Ambidexterity, discipline	14	Healing, magical	40	Proficiency checks, non-proficient	23
Ancient History, proficiency	24	Healing, proficiency	25	Quick Draw, discipline	19
Animal Handling, proficiency	24	Health points	10	Quick Shot, discipline	20
Arcane Knowledge, proficiency	24	Health point recovery	39	Races, character	7
Armor	32	Health Point, discipline	17	Regional Knowledge, proficiency	27
Armor impedance	12	Hedge magic	17, 80	Religious Knowledge, proficiency	27
Armor-making, proficiency	24	Hedge Magic Potential, discipline	17	Resilience, discipline	20
Armor Use, discipline	15	Heraldry, proficiency	26	Riding	27, 39
Artistic Ability, proficiency	24	Herbalism, proficiency	26	Riding, proficiency	27
Attacking	37	Hermetic Magic	18, 42	Ritual Magic	20, 139
Attacking, two weapons	38	Hermetic Magic Potential, discipline	18	Ritual Magic Potential, discipline	20
Attributes	8	Improved Dodge, discipline	18	Rope Use, proficiency	27
Backstab, discipline	15	Improved Initiative, discipline	11	Rounding fractions	6
Bash, discipline	15	Increased Accuracy, discipline	18	Running	39
Blindness	38	Increased Attribute, discipline	18	Running, proficiency	27
Blindfighting, discipline	15	Increased Physical Resistance, discipline	18	Savant, discipline	20
Calculated Strike, discipline	15	Increased Mental Resistance, discipline	18	Seamanship, proficiency	27
Casting time	37	Initiative	11, 37	Silent Casting, discipline	20
Climbing, Proficiency	24	Initiative, deferring	37	Skill levels	13
Combat Archery, discipline	15	Inspire, proficiency	26	Skill points	13
Combat Casting, discipline	15	Intellect	8	Sleight-of-hand, proficiency	28
Contacts, proficiency	24	Intimidate, proficiency	26	Spell-casting, combat	37
Counterattack, discipline	16	Jumping	40	Spell consolidation and substitution	102
Critical Hit, discipline	16	Jumping, proficiency	26	Spell Circle (Hedge), discipline	20
Damage	39	Language, discipline	18	Spell Circle (Hermetic), discipline	21
Dice	6	Last Stand, discipline	19	Spell Circle (Faith), discipline	21
Disarm, discipline	16	Leadership, proficiency	26	Spell Circle (Ritual), discipline	21
Disciplines	13	Light and vision	38, 39	Spell, memorization	42, 79
Disguise, proficiency	25	Literacy, discipline	19	Split Attacks, discipline	21
Distract, proficiency	25	Local Knowledge, proficiency	26	Stealth, proficiency	28
Dodge	10	Lock-picking, proficiency	26	Strength	9
Domain, Faith magic	105	Magic Acuity, proficiency	26	Stunning Blow, discipline	21
Drawing a weapon	38	Magic Potency, discipline	19	Surprise attacks	37, 39
Dweomercraft (Hedge), proficiency	25	Magic Resistance, discipline	19	Swimming	12, 40
Dweomercraft (Hermetic), proficiency	25	Martial Knowledge, proficiency	26	Swimming, proficiency	28
Encumbrance	40	Mental Resistance Modifier	11	Time	36
Endurance	8	Modifiers	6	Tracking, proficiency	28
Engineering, proficiency	25	Money	31	Trade Skill, proficiency	28
Equipment	31	Movement	12, 40	Unarmed Combat, discipline	21
Evasion, discipline	16	Multiple Attacks, discipline	19	Unconsciousness	39
Extra Spell, discipline	16	Parrying, discipline	19	Vision impairment	38, 39
Extra Spell Point, discipline	16	Pause and Study, discipline	19	Vital Strike, discipline	21
Extra-planar Knowledge, proficiency	25	Perception, proficiency	25	Weapons	33
Faith Magic	16, 102	Performance, proficiency	27	Weapon-making, proficiency	28
Faith Magic Potential, discipline	16	Persuasion, proficiency	27	Weapon Mastery, discipline	22
Falling	39	Physical Resistance Modifier	11	Whirlwind Attack, discipline	22
Feat of Strength	9	Player	5	Wilderness Lore, proficiency	29
Feint, Discipline	17	Player character	8, 29	World Knowledge, proficiency	29



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