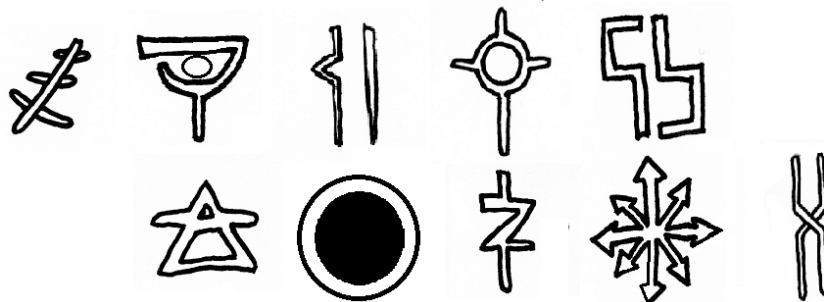


This document contains a plethora of symbols used by arcanists, mages and those of divine inspiration.



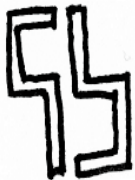
Delver's Waymarks: Arcanists & Exorcists

Description: Regardless of whether its power springs from hidden arcana or some divine source, most magic revolves around symbols. Consequently, those involved with such arts are usually well-versed in the interpretation of certain universal symbols denoting various types of power and effect. While originating from magical runes and sigils, some wizards and clerics use such symbols as a shorthand to mark their works and findings in the world. Of course, some savvy delvers of less magical persuasion have co-opted at least some of these symbols as well.

While the details vary wildly between regions (and the craftiest of mages are certainly in the habit of leaving false symbols to hinder those who would steal their power), some common styles and themes have been established over time. This is a collection of those symbols. The list below is aimed at Judges and game masters looking to build up a symbol-based puzzle of some sort, or perhaps players involved in a mega-dungeon or a West Marches -style game and in need of a simple shorthand to share information between groups.

Table A: Waymarks of Arcanists & Exorcists

			
Elder Magic	Dream Magic	Mind Magic	Leyline / Place of Power
			
Earth Magic	Fire Magic	Water Magic	Air Magic

 Teleportation	 Spatial distortions	 Dimensional portal	 Time Magic
 Invisibility	 Blindness	 Divine Magic	 Unholy Magic
 Lawful Magic	 Chaos Magic	 Neutral Magic	 Cold Magic
 Magical void / No-magic zone	 Fey Magic	 Blessed place	 Cursed place