

Magic, spells, and enchantments have always been an integral part of folklore and legend. Magic grants the caster, like a king over his subjects, power to change and manipulate the elements, power to control plants and animals, and power to affect the body, mind, and spirit.

Only characters of Rule of Knowledge begin with the ability to cast. Characters of the Rule of Arms and Rule of Stealth must buy the character ability *Magic Ability* to be able to use spells. See Chapter Three for details on *Magic Ability*.

The Arche

Magic in the realm of Archaea is broken down into ten arche (AR-kay), spheres of influence, or special effects: *Air, Body, Earth, Fire, Mind, Plant, Power, Spirit* and *Water*.

The Arche of Air grants the caster power over wind, gases, the atmosphere, and weather (including lightning). The Arche of Animal grants the caster power over the beasts and wild creatures. The Arche of Body grants the caster power over a creature's (usually humanoid) form, flesh, and physical attributes as well as health, vitality, and condition. Earth grants the caster power over stone, metals, minerals, and most solid matter. Fire grants power over light and heat. Mind grants power over thought, knowledge, divination, and personality. Plant grants influence over vegetation, wood, and many aspects of the spirit of nature. The Arche of Power grants the caster power over the nature of magic itself and lends itself to the control of magical energies. Spirit grants power over the dead, the undead, and the essence of life. Finally, Water grants power over most liquids, ice, and cold.

Specialization Versus Generalization

There are two different "schools" of magic found in the realm of Archaea. The first school is the way of the specialist mage, who concentrates his or her study and builds power in one or two arche. The second school is the way of the general mage, who studies magic for its own sake and gains diversity in power.

Specialization grants a caster focus, strength, and depth in one or two areas of magic. The specialist mage gains access to all of the spells in their specializations giving him or her a significant advantage when dealing with or combating their chosen domains. On the other hand, generalization grants a caster choice, flexibility, and breadth across the ten arche of magic. The general mage may pick and choose formulae regardless of arche allowing a personalized list of spells. However, the generalist gains only a select number of spells per level and must pay added points to buy new formulae.

At the beginning, a player-character must choose the school of magic to follow. A character cannot be both a specialist and a generalist caster. Once decided, the character cannot change schools of casting.

Gaining Levels for Specialization Mages

Each arche is broken down into ten basic levels. Beyond level ten, the arche progress into magics reserved for only the most skilled and most powerful. The higher the level the character has in an arche, the more powerful the spells become. Like skills, the character must spend building points or Experience Points to increase the level of an arche.

A beginning specialist begins with no levels in any arche. The player must spend building points or Experience Points to increase the level of an arche. A starting caster must buy at least level 1 in the Arche of Power. Depending on the caster's current level in an arche and the caster's Discipline, the cost to rise in power will vary. Again like skills, the cost is determined by a cost multiple. For Rule of Knowledge, the cost multiple

is x3; for Rule of Skill, the cost multiple is x4; for Rule of Arms, the cost multiple is x5. The cost to move from one level to the next is as follows for each Discipline:

To Move From	Knowledge	Skill	Arms
level 0 to level 1	3	4	5
level 1 to level 2	6	8	10
level 2 to level 3	9	12	15
level 3 to level 4	12	16	20
level 4 to level 5	15	20	25
level 5 to level 6	18	24	30
level 6 to level 7	21	28	35
level 7 to level 8	24	32	40
level 8 to level 9	27	36	45
level 9 to level 10	30	40	50
and so on...			

Specialization and Arche Restrictions

Those of Rule of Knowledge may chose two Specialization arche (up to level 10), two Major arche (up to level 7), four Minor arche (up to level 3), and the remaining arche will be completely closed to the caster. Those of Rule of Magic gain unlimited access to the Arche of Power.

Those of Rule of Skill may chose one Specialization arche, one Major arche, four Minor arche, and the remaining arche are closed. Those of Rule of Skill may reach a maximum of level ten in the Arche of Power.

Those of Rule of Arms may chose one Major arche, three minor Arche, and the remaining arche are closed. Those of Arms may reach a maximum of level seven in the Arche of Power.

Once the caster has reached the maximums for Specialization, Major, and Minor arche (not counting Power), he or she may gain levels beyond the restrictions excluding any closed arche.

Gaining Levels for Generalization Mages

For generalist mages and specialist mages, the ten arche are structured the same with ten basic levels of spells. However, general mages access and buy arche levels differently than those who specialize. Instead of buying each arche separately, the general mage buys levels in only one arche, the General Arche.

Characters of the discipline Rule of Magic need not buy *Magic Ability* to become generalists. Characters of Rule of Skill and Rule of Arms must buy *Magic Ability* once to gain the ability to wield magic.

A beginning generalist begins with level 0 in the General Arche. The player must spend building points or Experience Points to increase the level of the arche. Again like skills, the cost is determined by a cost multiple. For Rule of Magic, the cost multiple is x10; for Rule of Skill, the cost multiple is x15; for Rule of Arms, the cost multiple is x20. The cost to move from one level to the next is as follows for each Discipline:

To Move From	Knowledge	Skill	Arms
level 0 to level 1	10	15	20
level 1 to level 2	20	30	40
level 2 to level 3	30	45	60
level 3 to level 4	40	60	80
level 4 to level 5	50	75	100
level 5 to level 6	60	90	120
level 6 to level 7	70	105	140
level 7 to level 8	80	120	160
level 8 to level 9	90	135	180
level 9 to level 10	100	150	200
and so on...			

See the sections on Starting Spells and Magic Points for further details on generalist mages.

Spells

Each arche contains a list of spells unique to that particular sphere. The spells are ranked in power ranging from level one to level ten just like most skills. Some arche have spells beyond level ten. Depending on the level of the character in a particular arche, the spells that the character can cast will vary.

Each spell has ten descriptors or pieces of information that define the spell: *Name, Arche, Level, Range, Area of Effect, Material Components, Incantation, Invocation, and Description.*

The first descriptor is the *Name* of the spell, which is most commonly used by the realm of Archaea.

Arche describes the sphere of magic the spell comes from.

Level describes the level the caster must have in the spell's arche to be able to cast the spell; level also determines the number of Magic Points required to invoke the spell.

Range defines the effective distance of the spell; many times a spell is represented by a spellball or spellring or spell hammer that is thrown by the caster. There are four ranges: *self, touch, throwing distance, and sight/hearing.* *Self* means the spell only affects the caster himself or herself. *Touch* means the spell affects whomever or whatever the caster touches with his or her hand. *Throwing Distance* means the spell takes the form of a material component that is hurled at a target. *Sight/Hearing* means the spell affects a target or targets within line of sight of the caster and within hearing range of the caster's invocation; the effects of a *sight/hearing* spell may require the adjudication of an Elder.

Area of Effect defines the area, volume, mass, or number of targets the spell affects.

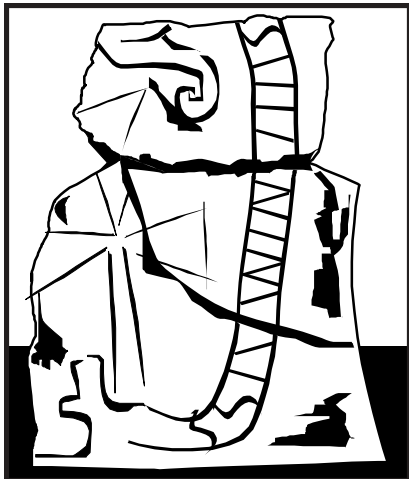
Duration defines the amount of time that the spell remains in effect.

Material Components define what the spell requires for casting and how the spell is represented in game terms. For example, spellballs, spellrings, spell hammers, gloves, scarves, ribbons. The spell components of a particular arche are often distinguished by color.

The *Incantation* are the words required to cast the spell. The caster must recite the incantation to cast. Incantations are written by the player or provided by the Elder of the Realm and must have a certain number of words depending on the level of the spell.

The *Invocation* is the final line of the spell that signals the release of magic. Invocations are provided in the spell list and their exact wordings must be used by all casters.

Lastly, the *Description* of the spell details the special effects, the nature, and the results of the spell.



Specialist Spells Versus Generalist Spells

The spells for specialization mages and generalization mages are cast the same and function as per their description in the spell list. However, the technique, style, philosophy, and understanding of magic for each school of casting is different. A specialist mage cannot use the formulae of a generalist mage and vice versa. Furthermore, a specialist mage cannot copy a generalist mage's spell book and vice versa.

The difference between schools is only in how formulae are researched and recorded. The basic mana or magic itself used in casting is the same for both kinds of mages. In other words, the effects of a *Fireball* spell, for example, cast by either school has the same result. In addition, both schools of magic are equally affected by *Dispel Magic*. And the potions, scrolls, and magic items made by either school will function normally for each unless otherwise noted.

Starting Spells

Casters do not automatically gain all the spells in the spell list even if they are of the sufficient power to cast the spells. Each caster gains a certain subset of the whole list of formulae whenever they reach a new level of magical power.

For specialist casters, they will gain most of the beginning level spells automatically, but as they progress, the spells on the higher end of the spectrum must be discovered through the course of the game. Looking at the spell list, all the spell names which are *not* marked with an asterisk (*) or a degree mark (°) are free spells and all specialization casters may enter them into their spell books upon reaching the respective level. Spell names that are marked by an asterisk are lost spells meaning they exist in the realm but must be acquired by the caster.

For generalist casters, they gain spells with each General Arche level. A starting generalist gains the first level Power spells *Detect Magic* and *Dispel Magic* for free. For each General Arche level, the mage gains three spell slots for the bought level. The character may choose any three spells of that level regardless of arche and whether the spell is free or lost. Certain organizational spells may be chosen but must be approved by the Elder of the Realm. Furthermore, for each General Arche level bought, the caster gains one free-floating spell slot to be used for any lower, preceding level.

For example, a starting general mage has level 1 in the General Arche. Therefore, he or she may pick any three level 1 spells out of any arche; he or she gains no benefit from the free-floating slot. Reaching level 2 in the General Arche, he or she may pick any three level 2 spells out of any arche and one level 1 spell. At level 3, he or she may pick any three level 3 spells and one level 1 or level 2 spell and so on.

Once a spell is chosen, the mage cannot change the slot.

Gaining Spells

A mage gains new formulae through experience and adventuring. All newly gained spells must be practiced and learned before they can be invoked with ease and proficiency. The time required to train is one full event. During the training period, the caster must invoke any new spell at double its normal incantation length. By the next event, the caster may cast the newly learned spell normally.

For specialist mages, each new level in an Arche grants access to the free spells for that particular area. Once the character reaches a new level, he or she may enter the free spells into their spell books. On the other hand, lost spells must be discovered through adventuring. Lost spells are marked in the spell list with an asterisk (*). If the character discovers a lost spell and is of sufficient level to cast it, he or she may copy the formula into their spell book. Other than finding a lost spell, the mage may attempt to trade spells with other casters or buy spells from magical organizations.