

effect weapons such as a catapult stone) as if he or she nimbly dodged the strike. The caster may choose the strike to dodge and must call "CELERITY! MISSED!" when struck.

This spell does not protect the caster versus thrown spells. This spell does allow the caster to dodge spells delivered by touch.

The caster must wear an animal-print headband to signify the activation of the spell.

Hands of the Spider / Animal 2

RANGE: none
 AREA: caster
 DURATION: special
 MATERIAL: none
 INCANTATION: 30 words
 INVOCATION:

I, <caster's name>, invoke Hands of the Spider!
 DESCRIPTION:

This spell allows the caster to scale walls or other obstacles as if using the skill *Climbing*. The climb is represented by a count. The caster must invoke the spell, place both hands on the wall, and count clearly out loud to 60. Upon finish the count, the wall is crossed.

Familiar^o / Animal 3

RANGE: none
 AREA: special
 DURATION: special
 MATERIAL: none
 INCANTATION: 45 words
 INVOCATION:

I, <caster's name>, summon a Familiar! I call upon the <insert animal>!!
 DESCRIPTION:

This organizational spell of the Circle allows the druid to find an animal *Familiar*. This spell can only be cast in the wilderness.

Once invoked, the magic of the spell calls out into the wilderness to draw a small, non-magical animal to the druid. The druid may choose what type of animal is called but it must be approved by an Elder.

The animal automatically becomes the caster's *Familiar*. The druid may speak to the *Familiar* as if under the effects of *Speak With Animals*. There is an empathic link between the druid and the animal allowing either caster or *Familiar* to sense the emotional state of the other.

The *Familiar* remains with the druid or close by hidden from view following only the commands of the caster. The *Familiar* will not fight for the druid and will run and hide at any sign of danger.

The *Familiar* can be used to deliver a message, to spy for the druid, and to serve as a living Magic Point reservoir for a maximum of 10 MP (see the spell *Hold Power*).

The *Familiar* carries between deaths and between events. This spell cannot be cast again until the *Familiar* is released, lost, or killed.

Because the *Familiar* is an imaginary part of the game, all actions done by the animal should be described in the presence of an Elder.

Invisibility to Animals / Animal 3

RANGE: none
 AREA: caster
 DURATION: 10 minutes
 MATERIAL: an animal-print scarf
 INCANTATION: 45 words
 INVOCATION:

I, <caster's name>, hide from the eyes of the beast!
 DESCRIPTION:

Upon invoking this spell, the caster becomes invisible to animals for 10 minutes.

The caster must wear an animal-print scarf wrapped about the head and face to signify the activation of the spell. Whenever the caster encounters animal characters, he or she may call, "Invisibility to Animals! You do not see me!" Animal characters must act as if they cannot see the caster. However, certain magical animals may see through the spell.

Lionheart* / Animal 3

RANGE: none
 AREA: caster
 DURATION: special
 MATERIAL: an animal-print armband
 INCANTATION: 45 words
 INVOCATION:

I, <caster's name>, invoke the bravery of Lionheart!
 DESCRIPTION:

This spell protects the caster from one magical or special attack that induces or uses fear and terror including the seventh level Animal spell *Roar* or the seventh level Mind spell *Fear*. Once the fear attack is made, the spell's protection is gone.

The caster must wear an animal-print armband to signify the activation of the spell.

Speak With Animals / Animal 3

RANGE: none
 AREA: caster
 DURATION: concentration
 MATERIAL: none
 INCANTATION: 45 words
 INVOCATION:

I, <caster's name>, understand the speech of beasts!
 DESCRIPTION:

This spell allows the caster to communicate with animals. Only the caster can speak and understand the language of animals. Because the caster can speak with animals does not mean the animals wish to speak with the caster.

The spell remains active as long as the caster concentrates. This spell requires the presence of an Elder.

Turn Animal / Animal 3

RANGE: none
 AREA: 50' radius
 DURATION: instant
 MATERIAL: none
 INCANTATION: 45 words
 INVOCATION:

I, <CASTER'S NAME>, TURN ANIMAL! RUN FOR 30!

DESCRIPTION:
 This spell causes any animal or creature of animal intelligence in a fifty-foot radius around the caster that hears the invocation to flee from the area. The animals must run away as fast as possible for at least a count of 30. Depending on the type of creature, the animals may return. This spell does not work on humans or creatures of humanoid intelligence. Some powerful magical animals may be resistant to *Turn Animal*.

Animal Medicine* / Animal 4

RANGE: none
 AREA: caster
 DURATION: special
 MATERIAL: an animal-print armband
 INCANTATION: 60 words
 INVOCATION:

I, <caster's name>, invoke the fortitude of Animal Medicine!
 DESCRIPTION:

By invoking this spell, the caster calls upon the strength and fortitude of the wild animal granting himself or herself immunity to pain. A caster with this spell in effect can continue to fight and act normally when *critically* wounded. He or she may still stand when critically wounded to the torso or head; he or she may still use a limb that has suffered a Critical wound.

This spell offers no special protection and wounds progress normally. The spell remains in effect until the caster is mortally wounded, killed, or until the caster is healed.

The caster must wear an animal-print armband to signify the activation of the spell.

GreaterSenses / Animal 4

RANGE: none
 AREA: caster
 DURATION: 30 minutes
 MATERIAL: none
 INCANTATION: 60 words
 INVOCATION:

I, <caster's name>, gain the eyes, ears, and nose of the beast!
 DESCRIPTION:

This spell functions as per the first level Animal spell *Heightened Senses* except it augments all of the caster's natural senses for a duration of 30 minutes.

This spell requires the presence of an Elder.

Totem I / Animal 4

RANGE: none

AREA: caster

DURATION: 30 minutes

MATERIAL: an animal-print surcoat, two 12" animal-print swords

INCANTATION: 60 words

INVOCATION:

I, <CASTER'S NAME>, CALL UPON THE SPIRIT OF THE <INSERT TOTEM ANIMAL>!

DESCRIPTION:

This spell allows the caster to embody himself or herself with the spirit and features of a single animal of his or her choosing. *Totem* turns the caster into an animan, part human and part animal. The player must describe to onlookers his or her transformation and don an animal-print surcoat.

Totem I grants the caster the following abilities:

—10 hit points, the caster's armor does count

—the caster must use two 12" animal-print, non-piercing short swords that represent claws/teeth; since the swords represent claws, they are not considered actual weapons and cannot be taken, be used by others, or be destroyed; these claws do magical Critical damage

—the caster may invoke up to two *Feats of Strength* at will.

While in animan form, the caster can speak, act normally, use skills and abilities as well as use shields and armor. However, the caster cannot use any weapons (save the two swords which represent claws), use any object or skill requiring fine manipulation, invoke spells stored in *Mnemonic*, or cast magic. Any spells that were in effect on the caster prior casting *Totem* are still in effect.

The caster is affected by the third level Animal spell *Turn Animal* as well as the fifth level Animal spell *Charm Animal*.

The caster remains in *Totem* form for 30 minutes, until killed, until canceled by a *Dispel Magic* (of the appropriate level) or by the seventh level Body spell *Restore Flesh*. The caster may end the spell at any time.

The caster does not sustain the wounds (except death) suffered in his or her animal form.

Venom I* / Animal 4

RANGE: none

AREA: caster

DURATION: special

MATERIAL: two purple ribbons

INCANTATION: 60 words

INVOCATION:

I, <caster's name>, call upon the Venom of the <insert poisonous creature>!

DESCRIPTION:

This spell must be invoked in conjunction with any *Totem* spell. The caster invokes *Venom*

first and then the *Totem* spell. This spell empowers the caster to produce one dose of a Light, Sleep, or Paralysis poison. The type of poison produced must be decided at the time of invocation. See Chapter Four for details on poisons.

While in *Totem* form, a purple ribbon is tied to each of the caster's claws. The caster's can use the poison any time delivering the *Venom* through a claw hit. The caster must call the hit and "LIGHT POISON!" Once the dose is used, the ribbon must be removed.

The poison is natural and non-magical. Remember that the claw hit must do damage for the *Venom* to work. If the caster's claws hit but do no damage, the *Venom* dose is still expended.

The *Venom* lasts until used or until the *Totem* ends. *Venom* cannot be dispelled. Only one *Venom* may be in effect at a time.

Bestow

Invisibility to Animals* / Animal 5

RANGE: touch

AREA: one creature

DURATION: 10 minutes

MATERIAL: an animal-print scarf

INCANTATION: 75 words

INVOCATION:

I, <caster's name>, bring and bestow Invisibility to Animals!

DESCRIPTION:

This spell acts just like the third level Animal spell *Invisibility to Animals* except that it can be bestowed upon another creature. Though this spell is fifth level, it can be dispelled like the third level spell *Invisibility to Animals*.

Bestow Lionheart* / Animal 5

RANGE: touch

AREA: one creature

DURATION: special

MATERIAL: an animal-print armband

INCANTATION: 75 words

INVOCATION:

I, <caster's name>, bring and bestow the bravery of Lionheart!

DESCRIPTION:

This spell functions as per the third level Animal spell *Lionheart* except that it can be bestowed upon another creature. Though *Bestow Lionheart* is a fifth level spell, it can be dispelled like the third level *Lionheart*.



Charm Animal* / Animal 5

RANGE: touch

AREA: one animal

DURATION: 10 minutes

MATERIAL: animal-print glove

INCANTATION: 75 words

INVOCATION:

I, <CASTER'S NAME>, BIND THE BEAST! CHARM ANIMAL!

DESCRIPTION:

This spell befriends and binds a single animal to the caster. The animal will fight on the side of the caster for 10 minutes, until killed, until the caster is killed, or until released by the caster.

After speaking the incantation, the caster must put on an animal-print glove to signify the activation of the spell. This spell ignores armor and shields.

A *Dispel Magic* will not remove the charm. Magical animals may be resistant to this spell. This spell does not affect humans or creatures of humanoid intelligence.

Detect

Shapeshifting° / Animal 5

RANGE: none

AREA: 10' radius

DURATION: concentration

MATERIAL: none

INCANTATION: 75 words

INVOCATION:

I, <caster's name>, invoke Detect Shapeshifting!

DESCRIPTION:

This organizational spell of the Watchers allows the caster to detect and locate the presence of any shapeshifter or creature affected by shapeshifting magics. This spell does not reveal the nature of the shapeshifter nor does it reveal the shapeshifter's true form or additional forms.

This spell remains in effect as long as the caster concentrates. This spell may require the presence of an Elder.

Greater Celerity / Animal 5

RANGE: none

AREA: caster

DURATION: special

MATERIAL: an animal-print headband

INCANTATION: 75 words

INVOCATION:

I, <caster's name>, invoke Greater Celerity!

DESCRIPTION:

This spell functions as per the second level Animal spell *Celerity* except it protects the caster versus three hits.