

## Morph / Animal 6

RANGE: touch  
 AREA: creature touched  
 DURATION: 5 minutes  
 MATERIAL: an animal-print glove  
 INCANTATION: 90 words  
 INVOCATION:

I, <CASTER'S NAME>, CHANGE THY SHAPE!  
 <INSERT APPROPRIATE ANIMAL>!

DESCRIPTION:

With a touch, the shapeshifting magics of this spell transfigures a target into the size and form of a small, harmless animal such as a mouse, a rabbit, an insect, or a songbird. The entire target is transformed including any accouterments.

The target must act like the chosen animal for 5 minutes and must crawl on his or her hands and knees (or whatever is appropriate). Whenever approached, the morphed player must describe his or her appearance. While transformed, the target cannot speak (though a *Speak With Animals* may be used to communicate), fight, use skills, or use magic. In addition, the target does not gain the special abilities of the animal such as flight for birds or a spider's poison. Or, for example, a target transformed into a fish is still an air-breather and would drown in water.

If the target is struck, he or she suffers an automatic Mortal wound to the torso (regardless of armor, protection spells, *Constitution*, or *Physical Defense*) and reverts back to normal form.

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

This spell ignores all armor and shields.

A *Restore Flesh* or a *Dispel Magic* (of the appropriate level) will reverse the transfiguration. The caster may cancel the spell at any time.

## Totem II / Animal 6

RANGE: none  
 AREA: caster  
 DURATION: 30 minutes  
 MATERIAL: an animal-print surcoat, two 12" animal-print swords  
 INCANTATION: 90 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 II* functions as per the fourth level Animal spell *Totem I* except it grants the caster the following abilities:

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

—the caster must use two 12" animal-print, non-piercing short swords that represent claws/teeth; these claws do magical Critical damage  
 —the caster may invoke up to four *Feats of Strength* at will.

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 II\* / Animal 6

RANGE: none  
 AREA: caster  
 DURATION: special  
 MATERIAL: two purple ribbons  
 INCANTATION: 90 words  
 INVOCATION:

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

DESCRIPTION:

This spell functions as per the fourth level *Venom I* spell except it produces two doses of a Light, Sleep, Paralysis, or Critical poison to be delivered through the caster's claw hits. The type of poison produced must be decided at the time of invocation.

## Greater Medicine\* / Animal 7

RANGE: none  
 AREA: caster  
 DURATION: special  
 MATERIAL: an animal-print armband  
 INCANTATION: 105 words  
 INVOCATION:

I, <caster's name>, invoke the fortitude of Greater Medicine!

DESCRIPTION:

This spell functions as per the fourth level Animal spell *Animal Medicine* except it allows the caster to function and act while mortally wounded.

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



## Regeneration / Animal 7

RANGE: none  
 AREA: caster  
 DURATION: special  
 MATERIAL: none  
 INCANTATION: 105 words  
 INVOCATION:

I, <caster's name>, invoke Regeneration!

DESCRIPTION:

*Regeneration* infuses the caster's body with the potent healing energies of animalkind. This spell may be cast prior to suffering damage. Once invoked, the regenerative powers of this spell remain dormant until called upon. If the caster is killed, the *Regeneration* is lost.

This spell heals a wound level per minute per hit location. Once fully healed, this spell will restore a point of *Constitution* per minute.

For example, a Mortal wound becomes a Critical wound in one minute. A Critical wound becomes Light wound after another minute. Finally, a Light wound is completely healed after a third minute. This progression occurs for each hit location damaged.

The caster must be at rest for the *Regeneration* to function. The caster cannot move (crawl, walk, run), fight, use a skill, or cast a spell while healing. If the caster moves or is disturbed, the *Regeneration* stops and the spell ends.

Once the *Regeneration* is complete, the spell expires and must be re-cast. This spell does not layer and cannot be dispelled.

## Roar / Animal 7

RANGE: none  
 AREA: 50' radius  
 DURATION: instant  
 MATERIAL: none  
 INCANTATION: 105 words  
 INVOCATION:

I, <CASTER'S NAME>, INVOKE THE ROAR OF BEASTS! CAUSE FEAR! RUN FOR 30!

DESCRIPTION:

At the completion of this spell, the caster's voice and visage is magically touched with the power and presence of a great beast.

The caster must shout the invocation adding great bellows and roars. Everyone, including friend and foe, within a fifty-foot radius of the caster hearing the invocation must flee in fear. The frightened targets must run as fast as possible away from the caster for a count of 30. After running away, the targets regain their composure and may return.

Only those with the character ability *Immunity to Fear*, those affected by *Leadership*, or those protected by *Lionheart* may remain in the area.

This spell does not work on undead or mindless creatures. The presence of an Elder is recommended when using this spell.

## Totem III / Animal 8

RANGE: none

AREA: caster

DURATION: 30 minutes

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

INCANTATION: 120 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 III* functions as per the fourth level Animal spell *Totem I* except it grants the caster the following abilities:

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

—the caster must use two 12" animal-print, non-piercing short swords that represent claws/teeth; these claws do magical Mortal damage

—the caster may invoke *Feat of Strength* six times at will

—the caster may invoke *Roar* once at will

—the caster is immune to *Roar* and other fear attacks.

The caster is *not* affected by the third level Animal spell *Turn Animal* or 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 III\* / Animal 8

RANGE: none

AREA: caster

DURATION: special

MATERIAL: two purple ribbons

INCANTATION: 120 words

INVOCATION:

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

DESCRIPTION:

This spell functions as per the fourth level *Venom I* spell except it produces three doses of either a Light, Sleep, Paralysis, Critical, or Mortal poison to be delivered through the caster's claw hits. The type of poison produced must be decided at the time of invocation.

## Grand Celerity / Animal 9

RANGE: none

AREA: caster

DURATION: special

MATERIAL: an animal-print headband

INCANTATION: 135 words

INVOCATION:

*I, <caster's name>, invoke Grand Celerity!*

DESCRIPTION:

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

## Mass Morph\* / Animal 9

RANGE: touch

AREA: up to three creatures touched

DURATION: 5 minutes

MATERIAL: an animal-print glove

INCANTATION: 135 words

INVOCATION:

*I, <CASTER'S NAME>, CHANGE THY SHAPE! <INSERT APPROPRIATE ANIMAL>!*

DESCRIPTION:

This spell functions as per the sixth level Animal spell *Morph* except it allows the caster to transfigure up to three creatures with a touch. The caster must shout the invocation for each transformation.

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

This spell ignores all armor and shields.

A *Restore Flesh* will reverse the transfiguration. Though *Mass Morph* is a ninth level spell, it can be dispelled as per the sixth level *Morph*. The caster may cancel the spell at any time.

## Totem IV / Animal 10

RANGE: none

AREA: caster

DURATION: 1 hour

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

INCANTATION: 150 words

INVOCATION:

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

DESCRIPTION:

This powerful 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 IV* functions as per the fourth level Animal spell *Totem I* except it grants the caster the following abilities:

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

—the caster must use two 12" animal-print, non-piercing short swords that represent claws/teeth; these claws do magical Mortal damage

—the caster may invoke *Feat of Strength* eight times at will

—the caster may invoke *Roar* three times at will

—the caster is immune to *Roar* and other fear attacks.

The caster is not affected by the third level Animal spell *Turn Animal* or the fifth level Animal spell *Charm Animal*.

The caster remains in *Totem* form for 1 hour, 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 IV\* / Animal 10

RANGE: none

AREA: caster

DURATION: special

MATERIAL: two purple ribbons

INCANTATION: 150 words

INVOCATION:

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

DESCRIPTION:

This spell functions as per the fourth level *Venom I* spell except it produces four doses of either a Light, Sleep, Paralysis, Critical, Mortal, or Death poison to be delivered through the caster's claw hits. The type of poison produced must be decided at the time of invocation.



## The Arche of Body

### Heal Light Wound / Body 1

RANGE: touch

AREA: one creature

DURATION: permanent

MATERIAL: none

INCANTATION: 15 words

INVOCATION:

*I, <caster's name>, heal thy Light Wound!*

DESCRIPTION:

With a touch, this spell allows the caster to heal a Light wound (or 1 Hit Point) of one creature.

*Heal Light Wound* used on a Critical or Mortal wound will staunch the injury (bind the wound) and prevent them from progressing to more serious wounds; however, this spell does *not* heal Critical or Mortal wounds.