

Again, this spell does not protect against spells that do damage and destroy armor. The fifth level Earth spell *Fist of Stone* and the sixth level Fire spell *Fireball* both ignore and negate the protective power of *Grand Barkskin*. The seventh level Plant spell *Nature's Fury* ignores the *Grand Barkskin* but does not negate it.

Nature's Wrath / Plant 9

RANGE: throwing distance

AREA: up to three targets

DURATION: instant

MATERIAL: three green spellballs

INCANTATION: 135 words

INVOCATION:

I, <caster's name>, SUMMON NATURE'S FURY!

DESCRIPTION:

This spell functions as per the seventh level Plant spell *Nature's Fury* except it allows the caster to throw up to three green spellballs. The caster must shout the invocation with each *Nature's Fury*.

This spell may be held.

Embody Plant* / Plant 10

RANGE: touch

AREA: one willing creature

DURATION: 30 minutes

MATERIAL: a green surcoat, green gloves, green armbands, green spellballs, green spellrings

INCANTATION: 150 words

INVOCATION:

I, <caster's name>, embody thee with Nature's spirit!

DESCRIPTION:

With the rustle of leaves, with the groan of towering oak, with the twist of root and vine, this powerful incantation draws upon the powers of Plant and embodies the essence of green, of plant, and of Nature in one living creature.

The affected creature must don a green surcoat, green gloves, and a green armband on each arm. *Embody Plant* grants one creature the following abilities:

- 40 hit points, the affected creature's armor does not count; fire and frost hits count as double damage

- the creature becomes immune to all Plant spells except for *Rot*

- the creature gains the ability to see through *Concealing* and *Hallow Grove* as per the eighth level spell *Nature's Vision*

- the creature may step into *Hallow Grove* at will; the creature must hold a green spellball above his or her head

- the creature may *Rot* with a touch at will

- the creature may throw any combination of *Entangle* or *Nature's Fury* at will, each invocation uses up 1 hit point, the creature must call the invocations.

While an Agril, the affected creature cannot cast or use any skills. Any spells (except *Mnemonic*

and *Protection*) that were in effect on the creature before the casting of the *Embody* are gone.

The affected creature remains an Agril for 30 minutes, canceled by a *Dispel Magic* (of the appropriate level), or canceled by the caster. A *Rot* will end the spell and kill the Agril instantly.

The affected creature does not sustain the wounds (except death) suffered in Agril form.

Tree of Life° / Plant 10

RANGE: touch

AREA: one tree

DURATION: special

MATERIAL: green ribbons, a large living tree

INCANTATION: 150 words

INVOCATION:

I, <caster's name>, empower and enchant this Tree of Life!

DESCRIPTION:

This powerful organizational spell of the Circle allows the druid to enchant a single, living tree to become a *Tree of Life*. The tree must tall, healthy, and mature—at least human width in trunk size.

Upon invocation, the druid touches the tree and ties green ribbons to the trunk.

The *Tree of Life* offers the following benefits:

- while standing against the tree, the druid may invoke *Hallow Grove* at will.

- at any time and any place, the druid may walk into a living human-sized tree and instantly travel and exit his or her *Tree of Life*. To enter a tree, the druid must touch the trunk and call "TREEWALK!" The player is out-of-play until he or she walks to and exits from the *Tree of Life*. Only the druid can travel via the tree.

- lastly, with the invocation of the *Tree of Life*, the druid may place additional Magic Points into the spell. For every additional MP, the *Tree of Life* gains one use of the eighth level Plant spell *Curative*. For example, the druid invokes *Tree of Life* (at a base cost of 10 MP) and places 5 additional MP into the spell. Therefore, the *Tree of Life* gains 5 *Curative* uses. By touching the tree, the druid may invoke a *Curative* use on himself or herself or another creature. The player must tie a green ribbon to the tree for each *Curative* use. With each use, a ribbon is removed. Once the *Curative* charges are gone, no more can be added to the *Tree*.

Only the druid can perceive the *Tree of Life*. Only the druid can use the *Tree of Life's* powers. A *Detect Magic* will not reveal the tree to be any different. However, the eighth level Plant spell *Nature's Vision* will reveal a *Tree of Life*.

If the *Tree of Life* is destroyed, the druid is instantly killed. The druid may invoke *Tree of Life* only once per day. The *Tree of Life* lasts for one day, until canceled, or destroyed. A *Dispel Magic* will not affect a *Tree of Life*.

The presence of an Elder is recommended when using this spell.

Turn Wood / Plant 10

RANGE: none

AREA: caster

DURATION: special

MATERIAL: two green armbands

INCANTATION: 150 words

INVOCATION:

I, <caster's name>, invoke Turn Wood!

DESCRIPTION:

Invoking this powerful spell, the mage calls upon the powers of Plant to grant him or her total protection versus all the spells in the Arche of Plant as well as any Plant-based attacks. The immunity provided by this spell lasts for 1 day (until the next sunrise) and can only be invoked once per day. Attempts to use the power of this spell more than once may draw the attention (often angry) of the powers of Nature.

Turn Wood prevents any plant or wooden object from harming the caster. Plants and brush bend away from the caster allowing him or her to pass through leaving little or no trace. Wooden weapons or objects made with even a bit of wood, including arrows and hafted blades, cannot strike the caster because the wood is turned harmlessly away. Even ropes and vines will simply slip off the caster and weak or light doors will open away from the caster. Extremely heavy or stationary structures made of wood are not affected by this spell.

Furthermore, a caster under the effects of this spell is ignored by creatures of the Arche of Plant including those affected by *Embody Plant*. When approached by a creature of Plant, the caster must hold both his or her hands together above his or her head and declare "TURN WOOD!"

This spell cannot be layered with an *Elemental Immunity* spell via the third level Power spell *Combine Power*. However, this spell may be combined with other lower level *Protection* spells. Only the eighth level Power spell *Greater Combine Power* can combine *Turn Wood* and an *Elemental Immunity*.

A *Dispel Magic* (of the appropriate level) will cancel the *Turn Wood*. The caster may end the spell at any time.





The Arche of Power

Detect Magic / Power 1

RANGE: none

AREA: 10' radius

DURATION: concentration

MATERIAL: none

INCANTATION: 15 words

INVOCATION:

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

DESCRIPTION:

This spell allows the caster to detect and locate the presence of magic in a ten-foot radius. This spell does not identify the type or nature of the magic. Extremely thick walls or barriers will block this spell.

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

Dispel Magic / Power 1

RANGE: sight and hearing

AREA: one spell or effect

DURATION: instant

MATERIAL: none

INCANTATION: special

INVOCATION:

I, <CASTER'S NAME>, DISPEL MAGIC! AT <LEVEL OF DISPEL>!

DESCRIPTION:

This spell allows the caster to negate another spell or magical effect. A *Dispel Magic* must be directed at a specific effect or a specific spell. Upon invocation, the caster must clearly identify what spell is being dispelled.

To determine if the *Dispel Magic* works, the power level of the caster's *Dispel* must be greater than the spell to be dispelled. If the level of the *Dispel* is greater than the spell's level, then the target spell is canceled.

The presence of an Elder is recommended when using this spell.

The power of *Dispel Magic* can be increased by expending additional Magic Points. For every extra Magic Point beyond the initial one to invoke the spell, the *Dispel Magic* gains a level to a maximum of double the caster's level in the Arche of Power or the General Arche. Furthermore, an increase in level of the *Dispel* increases the length of the incantation. For every additional level, the incantation length increases by 15 words.

For example, a caster wishes to invoke *Dispel Magic* to remove a level 4 effect. Therefore, he or she must make a level 5 *Dispel Magic*. The caster must spend the initial 1 Magic Points plus 4

Magic Points to gain a level 5 *Dispel Magic* as well as invoke a 75-word incantation. Furthermore, though the base level for *Dispel Magic* is one, if the caster invokes the spell at a higher level, the spell is dispelled, placed in *Mnemonic*, and stored in a scroll, potion, or item at that increased level.

The caster must shout the level used after the invocation of *Dispel Magic*.

This spell may be held.

Sygyl Maga° / Power 1

RANGE: touch

AREA: one item or creature

DURATION: special

MATERIAL: a sticker designed with the caster's sygyl

INCANTATION: 15 words

INVOCATION:

I, <caster's name>, mark thee with magic's symbol!

DESCRIPTION:

This organizational spell of the Academy allows the caster to trace a small symbol of magic upon a single item or even the skin of a creature.

Upon invocation, the *Sygyl Maga* or "mark of the mage" flares with energy and then vanishes into completely invisibility. However, any one using the spells *Detect Magic* or *Detect Magæ* will be able to see the symbol.

The sygyl does nothing more than serve as a magical marker and is usually used to identify an item as belonging to a particular mage or a creature as allied with the mage. The symbol is represented by a small sticker designed with the caster's personal mark. The *Sygyl Maga* is permanent until canceled by the caster, until dispelled by *touch only* by a *Dispel Magic* of at least level 3, or until the object is permanently destroyed.

A *Sygyl Maga* carries between deaths and between events.

This spell may require the presence of an Elder.

Combine Power* / Power 3

RANGE: touch

AREA: one creature

DURATION: special

MATERIAL: none

INCANTATION: 45 words

INVOCATION:

I, <caster's name>, combine Magic's power!

DESCRIPTION:

This spell allows the caster to invoke and use two *Protection*, *Bestow Protection*, *Lionheart*, *Bestow Lionheart*, or *Medicine* spells. In other words, this spell allows the caster to use two armbands—one on each arm.

The caster must invoke the first armband spell, then *Combine Power*, and finally, the second armband spell.

For example, the caster invokes *Protection from Fire*. Then, the caster invokes *Combine Power* to

grant himself or herself a second spell, *Protection from Mind*.

This spell may not be used to combine any *Elemental Immunity*, *Regeneration*, *Accelerated Healing* or *Turn Wood* spells.

Doublesteps* / Power 3

RANGE: none

AREA: caster

DURATION: 30 minutes

MATERIAL: none

INCANTATION: 45 words

INVOCATION:

I, <caster's name>, stride in Magic's footsteps!

DESCRIPTION:

This spell allows the caster to extend the number of steps he or she is allowed to take while holding a spell. Once cast, this spell affects the caster's subsequent spells.

Normally, the caster may only move a certain number of normal steps equal to the level of the caster in the spell's arche + 5. For 30 minutes, this spell doubles the number of steps.

A caster may cast *Doublesteps* only in combination with his or her own invocations. In other words, the caster may not extend someone else's spells. This spell cannot be layered.

Mnemonic I* / Power 3

RANGE: none

AREA: caster

DURATION: special

MATERIAL: none

INCANTATION: 45 words

INVOCATION:

I, <caster's name>, keep Magic's promise!

DESCRIPTION:

Mnemonic I allows the caster to remember and retain the energy of a spell. *Mnemonic I* allows the caster to hold one 1st through 3rd level spell.

To hold a spell, the caster must first invoke *Mnemonic* and then cast the spell to be remembered. The caster uses Magic Points for both spells.

The held spell can be invoked at will at any time. The caster must shout the held spell's invocation line and have the necessary material components. Once the held spell is used, the *Mnemonic* ends.

A spell stored in *Mnemonic* carries over death. A *Dispel Magic* cannot disrupt a *Mnemonic* or held spell. However, a spell can still be dispelled at the time of invocation. Furthermore, the seventh level Mind spell *Insanity* will cause the caster to lose all held spells.

The caster may have only one *Mnemonic* spell (any level) in effect at one time.