

Magic in the Realms of Wonder

Magic for the Non-Initiated

Even if you are not a spell caster, there are still some rules of which you should be aware, as they will affect you as a player. These are:

- Armor Piercing- This attack ignores armor
- Call the Fallen- Allows you to rise if you have been killed and move to the spell caster.
- Corruption- This attack counts as two hits against armor, or a killing blow if you are struck in an unarmored location
- Cure Disease- Allows you to be cured of a disease
- Disease- This causes the you to require twice the normal amount of magic to be healed
- Disenchant- Causes any potion, enchanted items/weapons or scroll to become inert
- Disrupt - This call will bring an end to an active spell effect
- Heal Limb- This spell heals your limbs, as directed by the caster.
- Heal Limb Potion- When consumed it acts as a heal limb spell.
- Immunity- The character making this call is not affected by that attack or spell.
- Light - You may not take the light out of the verbal communication range of the caster.
- Lightning Bolt- If hit by this spell carrier, it ignores armor and counts as a sword blow to each location on everyone it hits until it touches the ground or it comes to a rest; counts as a magic weapon.
- Magic- Allows you to strike creatures that are only wounded by magic weapons.
- Magic Missile- If you are hit by a beanbag or a foam block it counts as a sword blow to every location on everyone it hits until it hits the ground or comes to a rest; counts as a magic weapon.
- Poison- Inflicts a killing blow to the person who ingests or is hit by the potion.
- Protection- The character making this call is not affected by that attack or spell.
- Raise Dead- When this spell is cast upon you it will allow you to return to life.
- Raise Dead Potion- When consumed it acts as a Raise Dead spell
- Repair Armor/Item- Allows a caster to repair the damaged item.
- Rise and fight- If you hear this called, you are no longer dead and may get back up (your limbs are also healed as well IF you are raised from the dead)

- Silver- Allows you strike against creatures that are only wounded by silver weapons
- Sleep- Causes you to fall into a deep sleep for 5 minutes; you cannot be awoken during that time
- Spirit Sight- This spell will allow the caster to ask a 'dead' character 3 questions. You must answer truthfully or abstain , using "Yes", "No", or "Abstain."
- Thrice Forged - Items with this benefit cannot be broken by physical means
- Truth- You cannot speak any falsehoods for 10 minutes (but you do not have to talk).
- Ward- A magical barrier that cannot be crossed.
- Wizard's Cloak- Counts as one point of armor.

Magic Items

Many forms of magic items exist within the Realms of Wonder.

Most magic items are the property of the Mage who issued them. Others will be provided by the Event Holder. Such items are communal to the Realms of Wonder, and are treated as treasure, which can be given away, looted, or "stolen" at events. Exchanging magic items outside of events is not acceptable, and such exchanges will not be upheld.

Should a magic item - particularly a weapon - become disenchanting or broken at an event, it must be reported to the Magic Marshal on site. They will determine if the item can be restored, or if it must be taken out of play permanently. In that case, it reverts back to the Event Holder who issued it, and should be returned to them as soon as possible.

When you bring a magic item or weapon to an event, you must register it at the door so that the Event Holder knows how many magic items are present and is able to adjust the NPCs if they deem it necessary.

How to Identify Magic Item

Magic items come in many shapes and sizes. Most have some sort of blue on the item to indicate their magical nature. Whether it be blue duct-tape on a weapon, or blue leather to indicate a magical pouch. However, all of these items must have the word "stealable" written somewhere on it, as all magic items are stealable.

Magic Weapons

A magic weapon is considered to be anything with a combat legal striking surface - swords and arrows are weapons, for instance, but bows and shields are not - which has received an in-game enhancement that allows it to affect almost all targets.

There are two kinds of magic weapons, those that are given to people as Realms of Wonder props, and those that are temporarily enchanted through spells during an event.

Magic weapon props will be recognizable by their blue blades. These weapons are the property of the Event Holder that created it, but are able to be circulated around the Realms of Wonder by theft, as a gift, as part of an inheritance, or any other means as long as it occurs at an event. "In-character" theft (not gift) of magic weapons in OOC or "out-of-character" situations (i.e. not at an event) are not acceptable and will not be upheld.

All magic weapons which are enchanted through the use of spells at an event remain the property of the person who owns it, and are not considered to be stealable props.

Introduction to Magic

Here will be revealed the secrets to how magic functions within our game, and how you can participate as a spell caster yourself. Before we delve into the actual mechanics of these arts, however, we shall first discuss a few, more mundane, aspects of what it takes to perform magic here in the Realms of Wonder.

To start, a few words on the terms used through-out this book. The term "spell caster" encompasses all forms of characters, be they heads of schools, independent concepts or gilded mages. For the purposes of these rules, anyone who cast spells within the Realms of Wonder is considered a spell caster.

Note: FOR 2022 PARTICIPANTS ONLY: your spell caster will be prorated with a number of spells equal to those that you possess based on the character you are now playing! These will be selected from the lists that follow, and the Realms of Wonder spells must follow the correct progression. The specifics of each spell will be provided to you to record into your spell book when you register at your first event.

Spell Book and Foci

All of the spells a player learns must be recorded in a personal spell book. All spell books must be bound, and have a medieval or fantasy look to them; wire bound notebooks or loose pages are not acceptable.

The first part of the spellbook must contain a list of each spell the caster knows, the date that spell was learned, who taught the spell to the player, and its Tree and Limb. Each spell must be signed off (name and date) by the teacher who taught it. The pages immediately following must contain the illustration of any weapon or armor the spell caster can employ, along with the personal sign or symbol of the player. The next part must contain the spells and the components necessary to cast them. Spell books are considered the personal property of the player and may not be stolen; spell casters must have their spell book on their person whenever they cast a spell.

If a spell must be retaught, the signature of the original teacher is crossed out, and replaced with the new name /date.

Every spell caster must have a focus or artifact from/through/with which they gain their power. Should a character's artifact be lost or become disenchanting, the player must rebind it (or another) to themselves before casting any further spells. To do this, the spell caster must spend a length of time meditating by discretion of the Event Holder or a designated representative (maximum of an hour) or show/explain an adequate amount of magical knowledge to said Event holder or designated representative until they have deemed your artifact or focus enchanted.

Spell Acquisition

When a player decides to learn magic, they must first decide exactly what sort of magic they would like to practice. There are several types of magic within the Realms of Wonder. Selecting from these options will determine how the spell caster will become empowered. The various aspects of magic are considered to be learned from specific Trees of Knowledge.

Each Tree allows the spell caster to learn a specific type of magic:

- A Universal Pool, from which the initial spells of each Tree are drawn and is a shared set of magical wisdom for all Trees.
- The Tree of Alanus, which focuses on healing
- The Tree of Alchemy, whose spells involve potions and physical effects
- The Tree of Skill, which empowers magical items
- The Tree of Spirit Guardians, dealing with otherworldly powers
- The Tree of Wizardry, the most combat oriented of the Trees of Knowledge
- The Path of the Forest, which completely forswears any form of combat for a deeper insight into magic.

Generally, a spell caster can learn the wisdom of up to four Trees (for information on the other choices, see Path of the Forest, Regional Magic, and Orders of Knighthood). Each Tree is further defined by seven ascending Limbs, with each additional limb providing more potent insights than the last. After selecting the first spell of any Tree from the Universal Pool, the spell caster may then learn one additional spell from the pair that are offered with each Limb (or may choose to take a spell from any lower Limbs of that Tree the spell caster has already mastered).

Once a spell caster has learned seven Limbs from that Tree, they may return to it and progress through it once more for additional spells (or enhancements to the spells that

they have already learned), or may change to another Tree of Knowledge to broaden the focus of their character.

At any given Limb, a spell caster can also choose to substitute a spell from the corresponding options in the Universal Pool. They may do so once per Tree, without further concern. If the spell caster takes more than one additional spell from the Universal Pool, that spell caster is prevented from advancing any further in that Tree of Knowledge and the remaining spells must be taken from the Universal Pool, rather than the Limbs of the Tree that would otherwise have been learned. In this case, if the spell caster returns to learn from that Tree, they may advance through it normally.

For example: If you are learning from the Tree of Alchemy and don't like your 3rd Limb you may take a 3rd spell from the Universal Pool without worry. But, if you do the same when you get to your 6th Limb, then you are stopped from going any farther in the tree until you unlearn the pool 6th and learn the true 6th Limb.

If this is the first event for that spell caster, they will be granted three spells on their first day to start their adventuring career. Afterwards, a new spell is learned by a spell caster at each subsequent event; if the event takes place over several days, then a new spell may be learned on each following day of the event as well. All spells of the first five Limbs and Universal Pool Circles must be learned from someone else: either another character, or from the Magic Marshal or Event Holder of that event. The spells of Limbs and Circles six and seven must be provided by the Magic Marshal or Event Holder.

Path of the Forest

There are some spell casters who forswear combat entirely and choose to study only magic. In addition to the shared Trees, these non-combatant spell casters can access an area of study which is unique to them alone: the Path of the Forest. Like the Universal Pool, these spells are uniquely defined by their Path (rather than their Limb or Circle). They are not available to other spell casters - even those who have achieved their fourth Tree of Knowledge - unless that spell caster was listed as a non-combatant in their spell book from the start of their career.

Spell casters of the Path of the Forest also have an additional aspect of their understanding of magic. At any point in their advancement, they may choose to learn to create a scroll, which replicates any spell of that limb or lower that they have learned. The spell in question must be copied from their spell book onto the scroll, along with the event and date it was created.

If this scroll is given out to another spell caster, that spell cannot be used by the scroll's creator until the scroll prop has been returned to their possession. The spell on the scroll can be cast by any spell caster who holds the prop and has the ability to cast spells of that Limb. Only one use of the spell is provided by the scroll, no matter how many times the spell can normally be cast. Once a scroll has been used the prop must be returned to the creator as quickly as possible. The scroll is a Stealable item. It's also automatically considered to be expended at the end of the event (not that event day).

Regional Magic

In addition to the methods of learning spells that have already been discussed, some areas of the world possess very localized manifestations of magic. There are Trees of Knowledge which have existed in the past, but are now forgotten but may be reintroduced into the Realms of Wonder as the Players adventure throughout the lands. Such spells are commonly referred to as Regional Magic.

Regional Magic Spells can only be learned through the specific mechanics of that Tree, and will replace spells that have already been obtained by the spell caster. If a spell caster chooses to learn Regional Magic, they may simply unlearn the spell that is going to be substituted. This is the only instance that a spell can be unlearned without also unlearning the spells of the Limbs above it as well.

Once a regional magic spell has been learned, it only works within that area (or defined by that Tree). Otherwise, the spell that it replaced must still be used where-ever the regional magic is not functional. It is also important to note that regional magic spells can only be unlearned under the same circumstances in which they were taught, and a player would have to return to the place where they gained the secret knowledge in order to replace it!

Guilds of Magic

Players who are committed to a common purpose can organize together to create a group to support that cause. Once there are at least five members of this group, they may register with the Realms of Wonder To form a Guild. Players may only be members of one Guild at a time.

These spell casters are referred to as Gilded Mages. Gilded Mages need not have the exact same sets of spells, although at least one Tree should be shared between the members, preferably being taught by the senior-most member of the Guild.

The Guild may decide upon public rituals and ceremonies as well; such practices and initiations must be public knowledge, however, and anyone wishing to join a Guild must be informed of them before they are allowed to do so.

A guild may create and register ONE unique spell of up to fifth Limb / Circle / Path of potency. This spell is considered to be from the Universal Pool and all of those restrictions apply. It must be designed using the rules provided in this book, and must be approved by the Realms of Wonder before it can be taught or cast.

This spell must be taught by - and can only be cast by - members of the guild. If a spell caster should leave the Guild, then the unique spell can no longer be cast. If the spell caster wishes to regain the use of that lost potential, they must unlearn the higher Limbs of the Tree of Wisdom in which it was learned, using the normal rules to do so.

Orders of Knighthood

In the Realms of Wonder, warriors may also band together to stand for a common cause. These are referred to as Orders of Knighthood... And even they can stand together with the power of magic behind them.

An Order of Knighthood must have been registered and approved. To be registered they must have a code of conduct. Once the Realms of Wonder have approved said code, the Order can also provide a set of heraldry and a motto to accompany their name and code. Once the Order has been fully recognized, then its members are granted a unique ability. They may use their gauntlets and empower them with the Let the Fallen Arise ability (see below) to raise a dead character. Being a member of a knightly order does not prevent a player from also being a member of a guild, unless the knightly order also served as a guild.

Each gauntlet has to be charged by a spell caster either with the spell of Raise Dead or a potion of Raise Dead, 2 Healing Spells can be stored per gauntlet.

Spells Beyond the Forest Knightly Orders Only	Uses: 1 (per gauntlet) VC: 10 words AC: Must touch recipient of spell
Let the Fallen Arise	Combat Raise Dead This spell will raise a dead character, healing all of their injured limbs. The VC must clearly state the effects of the spell. For example, "Lie there no longer - Come, join the fight once more" is a VC that would make it clear that the individual is being raised. The gauntlets receive their power from a location that is specified on the event site

	during the Order's registration at the beginning of the event, and may be recharged there by performing a specified rite as often as the knight wishes to do so.
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Spell Caster Restrictions

Although a spell caster may be mastering the secrets of the universe, doing so begins to restrict how effective they remain in the field of battle. The more that is learned from the Trees of Knowledge, places the following restrictions on the spell caster:

- 1st Tree- limited to 1 point of armor total (either normal armor or the armored cloak spell)- maximum weapon length is 4' 6"
- 2nd Tree- the spell caster is limited to no more than 1 point of armor on two physical locations- the maximum weapon length is now 3'
- 3rd Tree- the only armor the spell caster can employ is the armored cloak spell- the maximum weapon length is now 20"
- 4th Tree- the spell caster may employ only the armored cloak spell- no weapons may be used in combat

Checking your Magic

All magic, be it spell casting abilities, benefits provided by an Event Holder from a previous event or magical items, must be pre registered in writing by any player wishing to use them before each event that the player will attend. This not only allows the Event Holder to maintain a balance between the players and their plot, but also ensures that any questions or concerns that the Event Holder may have can be resolved in a timely fashion before the event begins.

Furthermore, players must check in with the Event Holder or the designated Magic Marshal during spell book inspection to verify the preregistration at the start of each event. This also allows them to provide you with any props that your magic might require, discuss any possible changes to the spell caster 's magic at that event, and ensures any additional special information is immediately made available to you. Remember it is your responsibility to see that your registration is received, and that you know what changes - if any - are occurring at any given event.

Unlearning Spells

In the course of eventing, a spell caster may wish to change their repertoire. However, spells cannot simply be forgotten - The spell caster must literally forget what they know, in order to discover what they do not. Therefore, magic spells are unlearned at the same rate of progression at which they are learned, and the order of the spells must be reversed: the spell caster loses the highest Limb / Circle that they know first, until they reach the point that they care to resume learning spells

As Spells Are Unlearned, do not remove the pages from the spell book, just cross out the last valid signature of the teacher and replace it with that of the Magic Marshal with a comment as such, and the date that the spell was unlearned.

Losing Spells

If a spell is cast incorrectly, then that particular spell is considered to be 'locked' and recorded as such in their spell book by the Magic Marshal, along with the date of the occurrence. For all intents and purposes, the spell caster should consider that spell to be forgotten. It must be retaught to the spell caster at the beginning of the next event (or the next event day), instead of the spell caster learning a new spell. This is the case, even if the spell caster did not learn a new spell on the day that the other was locked. Furthermore, if the spell was taught to them by another player, the teacher loses the ability to cast that spell as well until the student has been retaught. As with a new spell, the caster with the locked one cannot reteach themselves. Once the spell has been relearned, this is noted on the first page of their spell book. Of course, a spell caster can choose to learn a new spell rather than to relearn one that is locked. But the spell will remain locked until it has been relearned; the spell caster cannot do both.

If a spell caster flagrantly misuses their ability to cast magic or violates their weapon restriction, then they will lose their ability to cast magic. Should this occur, the most recent Tree which they are learning will be locked; the spell caster cannot use any of the spells associated with it for one year. This information will be logged in the front of the spell book. Furthermore, they can learn no further spells in that Tree during that time. However, the rules regarding weapon restrictions are still applied, as if the spell caster still had full access to that magic.

If the spell caster has learned all of their magic, then the most recent Tree they have acquired will be locked. If the spell caster still has the ability to advance in their magical pursuits they may do so, but they must start with the first Circle of the Universal Pool of the next Tree. Once the previous Tree is unlocked, however, they must complete

their advancement in that Tree, as normal, before they can finish learning any spells for the Tree that they took on after the previous one was locked.

None of the spells in a Locked tree can be unlearned until that period of time has passed.

Spell Guidelines

All spells must have a verbal aspect, material component and often have a physical activity which are required to cast them. These are called components. The spell components are recorded in the spell book of the spell caster and are confirmed by the Magic Marshal during the registration before each event. Players should supply the components for spells of strength 1 through 5. Event Holders must supply components for spells of abilities 6 & 7; these components will have the name of the event issued and an expiration date noted on them.

Components:

- Verbal Component (VC): These are the words you have to say while casting the spell. The VC usually explains what spell you are casting, so it is important that you speak clearly and loudly enough so that others can understand what you are saying. If the target cannot understand you, they are not affected by the spell. The VC must be recited without stopping or errors, with the exception of OOC explanations (such as combat calls).
- Material Component(MC): These are physical objects which are required for the spell caster to use that spell. These are often re-usable objects and should pertain to the method in which the spell is created. Even if no other actions are required to create the spell, the caster must have at least one uninjured hand to use an MC. In all cases, material components of any kind must be listed in the spell book and available for inspection.
 - In some cases, there are items required to role play the effect, such as those for magic missiles or a spell sash. While these elements are necessary for the purposes of portraying the magic, they are not considered components for the purpose of casting the spell. This category includes containers and other items that are needed for the spell to be interactive during an event.

- A focus is a variety of MC that may be necessary for casting certain spells. A focus should be emblematic of the spell caster's nature, and should be worn prominently at all times.
 - The spell caster may use a single focus for all of the spells that require it, and it may be used as one of the material components for their other spells as well, provided that this component is not a DMC.
 - A focus may not be a weapon.

- Disposable Material Component (DMC): Some spells require that the physical components have only one use. This may be due to their being discarded, eaten, applied to another object, or given over to another for the spell to function. These are defined as DMC. If the DMC must be eaten, the spell designer should ensure that it is as safe to do so as possible, and avoid items known to cause food allergies.

- Active Component(AC): These are gestures, stances or actions that must be taken at the time of casting. If the AC is not performed as specified in the spell book, the spell will fail to function. The AC should reflect the purpose of the spell, and should be presented dramatically for role-playing purposes.

- Duration: Most spells take place immediately, or until a set occurrence takes place during the event. Unless otherwise noted in the spell description, most spells will not last more than one event day; all spells end when the event ends. And, unless otherwise specified, a spell caster can end a spell that they have cast at any time.

- Combat: All spells that are used in combat must follow the same rules as combat. For instance, a spell that provides immunity to something requires the call of "Protection;" a spell cannot provide more than three hits of armor, spell carriers are considered inert as soon as they hit the ground, and so on.
 - Guild spells and Regional Magic must adhere to these guidelines as well.

- Spell sash: A single, unmarked shoulder sash indicates that a person is actively employing magical defenses - But not how many spells may currently be defending them! However, there are still limitations to the use of spells of this type.

No more than three magical defenses may be active upon one person at any given time. All spells which supply a magical defense must be so noted, and their description must include that their use counts towards the stacking limit.

Additionally, a spell caster cannot stack/duplicate magical protections of the same type on themselves or on another character who already has such defenses in play. As with the combat limitations above, this ensures that the spell caster is within the spirit of the rules, and is a guideline which must be followed by Guild spells and Regional Magic as well.

A Comment on Supernatural Beings

In the Realms of Wonder, some of the creatures that the Players will face possess magical abilities which make them threats well beyond those which can be easily faced by even a large group of warriors alone. Understanding the differences between them will help the magicians to identify and overcome such opponents.

If a creature is created by a spell, but has limited (if any) sense of self or action, it is considered to be Unnatural. Zombies, skeletons, and other such minions fall into this category, although it is not limited to undead creatures alone. Mystical automatons, lesser elementals and even some Fairy folk fall into the category of Unnatural Creatures.

Supernatural Beings, on the other hand, are next level threats. They are fully independent creatures, often with threatening combat abilities and always with magical abilities and spells. They often require magic weapons to injure and perhaps entire quests to overcome. Vampires, werewolves, most Fey and almost all conjured creatures would all be in this category of threats... If an NPC exhibits such traits, then it is most likely considered a Supernatural Being.

Although they can think for themselves and have magical abilities, Player spell casters are not automatically considered to be Supernatural Beings (although that may change, based on the effects of certain spells). This means that a Deny the Supernatural spell and a Circle of Alaunus will not inhibit their actions.

	<p>subjects nor during active combat. When this spell is cast on an object, the caster must bring the object to the Magic Marshal or Event Holder. The MM/EH will write basic information about the object down in the scroll and hand it back. Another Spell may not be casted nor maintained during the casting of this spell.</p>
Resistance to Poison	<p>Uses: 1</p> <p>VC: 10 words MC: Yes AC: Yes</p> <p>Like Resist Disease, the spell caster makes themselves almost immune to the effects of poisons. Once active, the spell caster must wear a sash to denote that a magical effect is in play; this counts towards the three spell maximums that can be stacked upon the caster. While there may be some event related effects that are greater than this spell, this protection is considered to be active until the spell caster is informed otherwise by an NPC, the Magic Marshal or the Event Holder. The spell remains active for the whole of that event day.</p>
Cure Disease	<p>Uses: 5</p> <p>VC: 20 words</p> <p>DMC or EMC: Yes</p> <p>This spell will cure the recipient of all diseases that are currently affecting them. The casting requires a material component that is either given or fed to the person being cured. At the beginning of an event, you start with 5 of the components used with the spell for every Cure Disease you can cast. It will not provide further protection from catching a disease once the spell has been cast.</p>
Pas	<p>Uses: 3</p> <p>VC: See spell MC: Yes AC: By spell</p> <p>This spell will create an uneasy, temporary truce between the spell caster and an NPC . To cast the spell, place something valuable to the NPC on the ground between you while saying something along the lines of: "Pas, friend orc (if it's an orc), please accept this token of peace and let me pass unharmed." If the NPC accepts the offering, the spell will allow you to pass . The monster will not obey commands, but it will not act to harm you for the next 60 seconds,as</p>

	<p>long as it does not feel that there is any danger. If the NPC is attacked or the spell caster is slain, this spell ends immediately. Protect the Soul will block the effects of this spell, as will Resist Magic.</p>
Repair Armor	<p>Uses: 5 VC: 10 words DMC: Yes AC: Yes</p> <p>To cast this spell, the damaged armor location and MC must be in contact for at least a count of 15 seconds. This spell will repair one hit location of armor, based on the hit locations of the combat rules - Even if the armor is a single piece (such as a chainmail shirt) only ONE hit location is repaired per casting of this spell. Up to three points of armor can be restored by a single use of this spell.</p>
Detect Magic	<p>Uses: 5 VC: 20 words DMC: Yes</p> <p>This spell allows the spell caster to observe the subject to ask whether there are any magical effects or items on their person. After casting the spell on a player or NPC, they will hand the DMC to them and ask if there is any such magic present on them. The response must be truthful, but it will NOT reveal any properties of the spells or items present; only which items are enchanted, and/or if there is active magic cast on them. Items which are recovered that are not in the presence of a player or NPC may be brought to the Magic Marshal for similar identification as well.</p>
Protect Item	<p>Uses: 3 VC: 20 words MC: Yes AC: Yes</p> <p>This spell provides a single point of armor to an item against the next attack that would normally damage it. For example, a protected sword struck by a boulder would not be destroyed, but the person carrying it would still suffer and be injured normally. Once the spell has been cast, a ribbon is tied to the protected item. As soon as the spell is expended the person carrying it calls out "Protect Item " and the ribbon is removed; otherwise the spell will last for the rest of that event day. This spell does not protect against spells which disenchant magic items. A particular item may only have one casting of Protect Item on it at a time.</p>

Spirit Sight	<p>Uses: 10 VC: 10 words MC: Yes AC: Optional</p> <p>This spell allows the spell caster to ask a dead or unresponsive player or NPC one "yes or no " question. After reciting the VC, the spell caster must explain to the target of the spell that the acceptable responses are only "Yes," "No," or "Abstain," and they may not lie. An abstention means that they cannot answer the question; otherwise they must respond. The DMC must be handed over to the target of the spell once the question has been answered. Note that unresponsive NPCs can also be considered those who are playing otherwise inanimate objects (such as statues).</p>
Resistance to Disease	<p>Uses: 1 VC: 10 words MC: Yes AC: Yes</p> <p>When this spell is cast, the spell caster becomes highly resistant to the effects of diseases. Once active, the spell caster must wear a sash to denote that a magical effect is in play; this counts towards the three spell maximums that can be stacked upon the caster. While there may be some event related effects that are greater than this spell, this protection is considered to be active until the spell caster is informed otherwise by an NPC, the Magic Marshal or the Event Holder. The spell remains active for the whole of that event day.</p>

2nd Circle	
Heal Limb	<p>Uses: Unlimited VC: Yes MC: Yes AC: Yes</p> <p>This spell allows the spell caster to heal one damaged limb at a time. The spell caster must recite the VC while touching the recipient's injured limb. The spell caster cannot move their feet while casting this spell, although they may be moving their arms and can defend themselves, as long as they do not break any of the casting restrictions of the spell(i.e. the caster cannot move their feet, must keep in contact with the limb that is being healed and must recite the VC without interruption). The spell requires a 15 word VC for casters of the Tree of Alaunus and a 30 word VC for those who learn it from the Universal Pool.</p>
Death Watch	<p>Uses: Unlimited VC: Yes MC: Yes AC: Yes</p> <p>This spell allowsthe spell caster to recall what they see and hear while they are</p>

	<p>dead. In addition to any other AC required, the spell caster must sit unarmed for 30 seconds if they are of the Tree of the Spirit Guardian (or for 60 seconds if the spell is learned from the Universal Pool) once the casting is complete for the magic to function. The spell caster may not speak or move in character while they are dead. If they are rendered soulless, all memories acquired from the time of your PC's last death through the current casting of Death Watch are forgotten. The spell ends when the spell caster is raised (either alive or as undead), or at the end of that event day.</p>
3rd Circle	
Fortune Tell	<p>Uses: 2 VC: Yes AC: Yes MC: Fortune-telling paraphernalia, such as runes or a tarot deck</p> <p>This spell allows the spell caster to ask a question of the Event Holder or Magic Marshal. The question must be related to a plot related action that will be taken by the players at that event. Response of "Well," if the action will have a positive impact, "Woe" if the action will go against the players, or "Wyrd" if there is no way to tell (or if the question has no application to the plot) will be returned by the Magic Marshal or the Event Holder once the question is asked.</p>
Raise Dead	<p>Uses: 6 VC: 30 words DMC: Yes AC: By spell</p> <p>This spell will raise a dead character, healing all of their injured limbs in the process. If this spell is learned from the Universal Pool, then the spell will require an AC as well. The player of the character being raised must be present to represent the corpse; it cannot be raised otherwise.</p>
4th Limb	
Mimic Spell	<p>Uses: 1 VC: Special MC: Special AC: Special</p> <p>Like Cantrip, this spell is a reflection of the spell caster's experience with the Trees of Knowledge. It allows the spell caster to gain one casting of any spell from First through Fourth Circle spell from any Tree other than the Path of the Forest. This spell must be recorded in the spell book, along with the rules for the chosen spell, including the VC, MC, and AC, although any required MCs</p>

	will be doubled. It will have only ONE casting, no matter how many are normally provided by the spell if it were taken from the Tree normally.
Potion to Raise Dead	<p>Uses: 3 VC: 30 words DMC: Yes (see spell) AC: Yes</p> <p>This spell allows the spell caster to create a potion that will raise a dead character, healing all of their injured limbs in the process. This will take 30 seconds to occur. However, if there are any weapons on the person being given the potion, this will increase the healing time to 60 seconds (again, a weapon is considered to be anything with a legal striking surface: swords and arrows are weapons for this purpose, but bows are not,). If this spell is learned from the Universal Pool, then each potion will require a DMC as well when it is created.</p>

5th Circle	
Call the Fallen	<p>Uses: 1 VC: 60 words MC: Yes; props; spell sash AC: Yes</p> <p>This ritual allows the spell caster to call forth a fallen hero. In order to do so, they must first have gathered all of the props related to that character: garb, weapons, and the spellbook of the character must be at hand for the summoning to succeed. If the character was a player, then that player may be asked to reprise their role; if it is an NPC, the Event Holder will provide someone to play the role. Once raised, the Fallen Hero must wear a spell sash (which counts towards the stacking limit, if that applies to them), and is considered a Supernatural Being. Once raised, the character is under no sort of compulsion to the spell caster, but will act as it did in life. The Fallen Hero must adhere to all of the normal rules for the event and is killed in the normal fashion (no special protections are gained from this spell). Furthermore, they are subject to Deny the Unnatural and Supernatural spells, and cannot cross a Circle of Alanus. Embrace Death and Counterspell have no effect on them, while Counter Spell and similar spells work normally. The Fallen Hero can be raised normally and will remain for the duration of that event day, but cannot be restored to life permanently through the use of this spell.</p>
Find the Path	<p>Uses: 1 VC: 30 words MC: By spell AC: By spell</p> <p>This spell provides a route to some plot related aspect of the event for which</p>

	<p>the spell caster knows the proper name. This could be an object, location or NPC. The Magic Marshal or Event Holder will provide direction as they see fit, be that a guide, a map, a set of directions, a divining rod, or any other mechanic they deem appropriate. Be cautious: this answer may be true, but it is not always the safest or shortest path.</p>
6th Circle	
Vision	<p>Uses: 1 VC: Yes MC: Fortune-telling paraphernalia, i.e tarot deck AC: Yes</p> <p>Like the Fortune Tell spell, Vision allows the spell caster to speak directly to the Magic Marshal or Event Holder about a plot related matter, such as the location of an object, NPC, or encounter. Unlike Fortune Tell, the event representative will reveal three pieces of information to the caster on that topic. The caster may then do what they wish with that knowledge. As before, asking about information related to player actions will allow the Magic Marshal or Event Holder to deny the requested question, but the use of that Vision will still be expended.</p>
Transfer Wounds to Self	<p>Uses: 3 VC: 15 words DMC: Yes AC: By spell</p> <p>This spell will cause injury that has been inflicted to one character and shift it through their body and to that of the spell caster. The spell caster must hold out a hand to the injured character and begin to recite the VC. Each time that the VC is finished, one wound will have vanished from the injured person and appeared on the spell caster. These wounds are transferred in order of severity: first, damaged limbs; then disease; then poison and finally killing blows. The spell caster will not suffer the full extent of these injuries until the spell is complete; however, they must act as if the wounds do hurt them as the spell progresses. Furthermore, if the spell caster has some sort of protection against that injury (i.e. Protection from Poison or Disease and so on) that magic will take effect after the injuries have been Transferred; a Wizard's Cloak will likewise provide its one point of armor to a location which it would normally protect - Although in all such instances those protections are considered to have been triggered and used. Once the spell has been started, it must be completed for all of the injuries or it will fail, the spell will be expended and no damage will have been Transferred.</p>

7th Circle	
<p>Create Artifact</p>	<p>Uses: 1 VC: 40 words MC: Yes; item; scroll AC: By spell</p> <p>This enchantment transfers the power of the spell caster into an object. Before the Artifact is created, the spell caster must first prepare it by placing their symbol and initials on the item. A scroll must also be written which will contain the spell that will be placed into the object, including the description, rules for use of the spell and the ways that it can be disenchantment. The scroll must contain the name of the spell caster and places for the date at which the spell is cast and a signatory line for the Magic Marshal or Event Holder. The spell caster can empower the item with any single spell that they can cast, unless that spell creates a physical object (it cannot transfer the knowledge to make potions, amulets or familiars, for instance, but it could all a weapon to be silvered or an item to be repaired). The Artifact cannot create open ended effects such as Cantrip or Mimic Spell. If the spell within the Artifact requires additional components, such as Light, Magic Missile or Wizard's Cloak, then the spell caster must also provide these props to the person carrying the Artifact. MC's needed to cast the spell, however, are not required, as the Artifact itself will serve as the MCs required to do so. Once the Artifact is created, the spell caster no longer has access to that spell until the OOC prop is returned to their possession or the event ends. If the Artifact is disenchantment, the spell caster still must have it in their possession to regain the use of that spell. Once the Artifact is created, it will last until the end of the event -not the event day - and is only destroyed by disenchantment; it cannot be destroyed by physical force alone. An additional spell may be added to the Artifact each time the spell is learned; only one Artifact can be created by a spell caster at any given time.</p>
<p>Conjuration</p>	<p>Uses: 1 VC: By spell MC: By spell AC: By spell</p> <p>With this spell, the character can call forth a creature to act in the spell caster's service. When pre registering for the event, the spell caster must indicate that they intend to do so, four powers/abilities that they wish the conjured character to possess, the service they intend to ask of it and if they have already acquired the Conjuration spells from that Event Holder. If they have not, then it will be provided to them by the Magic Marshal or Event Holder when they register their spell book at the beginning of the event. Each</p>

Conjuration will have specific VC, MC and AC requirements, some of which may need to be acquired at the event. Some may also require the use of specific spells; if these are not known by the character who will be conducting the Conjuration, then other spell caster(s) may also participate by supplying the spells in question. Once the preparations are in place, the spell caster can reach out to the Magic Marshal or Event Holder to begin the Conjuration. The Event Holder will provide an NPC to play the role of the intended creature that will be summoned. This NPC will be provided with the information concerning the Conjuration and will verify that the spell has been cast successfully. If the spell caster does not successfully complete the Conjuration all of the material components used are lost, but the spell caster is free to make another attempt if they have the components to do so. If this is the case, then the NPC will begin to play the role of the creature in question: the spell caster can assign it its task, while the creature will act out its instructions from the Event Holder. At this point, the creature would also inform the spell caster if the task is simply beyond its power to complete... Once these negotiations are complete, the Conjuration will go forth. The Task must not take more than one hour to complete; after that time, the Conjuration ends and the creature is returned to whence it came, whether the task is complete or not. The use of the spell for that event day is also expended. The spell caster can also try to attempt a conjuration ad hoc, without pre registration. However, this is interpreted as the spell caster doing so without a complete level of preparation and carries some variables and risks. The first is that the creature which is conjured can be changed by the Event Holder if they wish. Furthermore, the Conjuration may demand a contract with the spell caster before any services will be rendered. This contract can be negotiated and even refused by the spell caster, but if they do so then their use of the spell for that event day has been expended. And unlike a fully prepared spell, the hour of service starts before this negotiation time takes place. Finally, the creature is free to interpret the instructions it is given, and may not complete the task as intended... All Conjurations are considered to be Supernatural Beings, and are subject to all of the rules regarding such creatures. If the spell is learned more than once, the spell caster can increase the time of service by twenty minutes with each additional time the spell is taken.

Tree of Alaunus

2nd Limb	
Heal Limb	<p>Uses: Unlimited VC: Yes MC: Yes AC: Yes</p> <p>This spell allows the spell caster to heal one damaged limb at a time. The spell caster must recite the VC while touching the recipient's injured limb. The spell caster cannot move their feet while casting this spell, although they may be moving their arms and can defend themselves, as long as they do not break any of the casting restrictions of the spell(i.e. the caster cannot move their feet, must keep in contact with the limb that is being healed and must recite the VC without interruption). The spell requires a 15 word VC for casters of the Tree of Alaunus and a 30 word VC for those who learn it from the Universal Pool.</p>
Deny the Unnatural	<p>Uses: Unlimited VC: 10 words MC: Yes; focus AC: Yes</p> <p>This spell prevents minor creatures of magic from attacking the spell caster while it is active. Creatures created by spells (and often not capable of independent action, such as zombies and skeletons, but need not always be undead, per se) are affected by this spell. The VC must clearly state the nature of this effect. The spell caster must continue to repeat thatVC, while holding out an MC towards the unnatural creature(s) as a 'focus' of the spell's energies, in order to keep the Unnatural creatures from attacking.</p>
3rd Limb	
Protect the Will	<p>Uses: 1 VC: 30 words MC: Yes; spell sash AC: By spell</p> <p>This spell protects the recipient from possession, spells which compel actionsand similar effects. Once active, the spell caster must don a spell sash to show a spell is active and counts towards the stacking limit. When a spell that forces a certain behavior targets the character, they must call "Protection!" The spell lasts until the sash is Counter Spelled or removed by the spell caster. It will not function if the recipient has Transferred their spirit, or if a similar spell or ability is in effect. If the spell is learned more than once, these additional effects can be cast upon another recipient. Once cast,</p>

	the spell lasts for the rest of that event day.
Raise the Dead	<p>Uses: 6 VC: 30 words DMC: Yes AC: By spell</p> <p>This spell will raise a dead character, healing all of their injured limbs in the process. If this spell is learned from the Universal Pool, then the spell will require an AC as well. The player of the character being raised must be present to represent the corpse; it cannot be raised otherwise.</p>
4th Limb	
Cry of Alaunus	<p>Uses: 1 VC: By spell MC: By spell AC: Ritual</p> <p>This spell allows the caster to ask a higher power something relating to the plot, be it a boon, or simply a plot related insight. While it allows the spell caster to gain this benefit from the Magic Marshal or Event Holder, it is also required that the spell caster NOT actively seek them out: rather, the ritual must be sufficiently noticeable that they come of their own volition. How the spirit responds is based upon the reaction of the Magic Marshal or Event Holder. It is possible that instead of helping, the spirit may instead provide riddles, require a quest in order to gain the boon, or act in some other way all together if it is offended.</p>
Pool of Vitality	<p>Uses: 2 VC: 20 words MC: Yes; 30' rope AC: Yes</p> <p>This creates an enchanted circle which allows certain spells to affect all the people within the circle. These include: Cure Disease, Immunity to Poison, Heal Limb, and Raise Dead. As part of the AC, the spell caster lays the rope in a circle on the ground with the ends touching while reciting the VC. The characters to be healed are then gathered into this Pool. Any spells from the accepted list that are then cast into the Pool of Vitality -by any spell caster - affects everyone inside it as if it had been cast on them individually. If the secondary spells have an MC, only one is used. Multiple castings of Pool of Vitality (by the same or different spell casters) may be used to create a bigger circle of rope, if desired.</p>

5th Limb	
Circle of Alaunus	<p>Uses: Unlimited (one at a time) VC: 10 words MC: Yes;rope AC: By spell</p> <p>This spell creates a barrier whichSupernatural Beings cannot physically pass or affect in any way (save for the spell caster that raised it). The barrier is denoted by a 15' length of high visibility rope, which has the ends crossed once the casting is completed to close the circle. No magic of any kind can pass through the barrier in either direction, again with the exception of the spell caster that created it (the spell caster may pass through the barrier freely and may cast spells through it normally). If the spell is learned more than once, the spell caster can increase the size of the circle with no changes to the VC or AC. Different spell casters can join Circle of Alaunus spells to make a larger one. If they do so, however, no magic -includingthe spell casters that created it - can enter or leave the Circle of Alaunus.Their magic also cannot pass through the barrier, but spell effects remain either within or outside of the circle, where they were cast. The spell can be ended at any time; if the circle was created by more than one spell caster, it must be reduced by that caster's length of rope when their spell ends.</p>
Wellspring of Life	<p>Uses: 1 VC: 25 words MC: Yes; rope AC: Yes</p> <p>This spell allows the spell caster to create a location that will greatly increase the power of healing spells. As part of the VC, the spell caster also imbues the circle with Cure Disease, Heal Limb, or Raise Dead, chosen at the time of casting; once the spell is complete, the spell caster lays out the high visibility rope with the ends crossing.As long as the spell caster stands within that circle, they may cast the imbued spell at will,without consuming a use of that spell. All of the requirements of the imbued spell must be met for each casting, including the AC and VC, but no other MC is required. The size of the Wellspring of Life cannot be increased in any way. This spell is broken if a weapon crosses the plane of the circle. For this purpose, a weapon is considered to be anything with a legal striking surface - therefore, swords and arrows are weapons, although bows and shields are not. It can also be Disrupted, Counter Spelled, and so on as per any active spell.</p>
6th Limb	

<p>Cry of Life</p>	<p>Uses: 1 VC: 15 words MC: Yes AC: By spell</p> <p>This spell instantly raises all dead characters - both players and NPCs -who hear the VC. The VC must conclude with the phrase, "All in the sound of my voice, rise and fight." Once raised, all of their limbs are also healed, but they are not cured of disease or poison. Any props, weapons or armor that have been damaged or destroyed are also NOT restored and must be repaired normally.</p>
<p>Deny the Supernatural</p>	<p>Uses: Unlimited VC: 20 words MC: Yes AC: By spell</p> <p>This spell prevents Supernatural Beings (including those which are simply Unnatural)from attacking the spell caster while it is active. The spell must state the purpose of this as part of the VC, and the spell caster must continue to repeat thatVC while holding a spell focus towards the Supernatural Beingsto keep them from attacking.</p>
<p>7th Limb</p>	
<p>Might of Alaunus</p>	<p>Uses: 1 VC: 40 words MC: Yes AC: Yes</p> <p>This spell provides the caster an opportunity to ask a boon from the Event Holder. Before casting the spell, the player should schedule a time with the Event Holder to discuss their request. This can take the form of information, a quest to accomplish a goal, or the restoration of lost or expended magic. When having this conversation, it is important for the spell caster to remember that this is a spell that can be used to preserve game balance, so approach its use as such - Smaller Requests are more likely to be granted, while requests that will unbalance the game will likely be denied straight out. This spell cannot create an effect that will last beyond the end of the event (unless it is used for healing purposes). Once the spell caster has held this conversation, they must move to a public place and cast their spell in a dramatic fashion, regardless of how their request was answered... The spell is considered to be expended once the spell caster speaks to the Event Holder. The spell caster must then role play how the answer is sent to them, and their</p>

	<p>reaction to that response! Finally, events different from Event Holder to Event Holder and even from one event to the next. So never assume an Intervention will work the same from one event to another.</p>
<p>Seed of Life</p>	<p>Uses: Unlimited, while spell caster has MC handy VC: 30 words & 15 words MC: 2 tokens AC: Yes</p> <p>The spell concentrates energies into a pair of matched items. When one is placed upon a dead body, this 'seed' then restores them to life. Each token must have the spell caster's name and the words "Seed of Life" on it. The spell caster must initially empower the Seeds with the primary spell and the 40 word VC. Then, when the spell caster encounters a dead body, they may hand the MC to the recipient along with a 15 word VC (which describes its effects) to activate the Seed. The caster does not need to remain present while the Seed restores the body to life. Unless the body has magically been rendered unable to be healed, it will be fully restored after a count of 90 seconds by the character with the Seed. Diseases and poisons will also be flushed from the character as they are brought back to life. Once the spell ends, the recipient needs to return the Seed to the spell caster as soon as reasonably possible. While The Seed can be given away by the spell caster, it is not stealable or transferable in any way. The Seed cannot affect the undead. Placing two Seeds on a body has no additional impact or improvement.</p>

Tree of Alchemy

2nd Limb	
Deep Pockets	<p>Uses: 3 VC: Yes MC: Yes; bag AC: By Spell</p> <p>This spell enchants bags up to 6" by 12" by 3" in size. Any objects that fit completely inside that bag cannot be searched or taken from the spell caster the next three times that they are searched, while the bag remains on the spell caster's person. If they are not carrying any stealable items outside of the bag, they may answer, "Nothing;" all other stealable items outside the bag must still be passed on normally. If this spell is learned more than once, the spell caster can either create an additional bag, or increase the size of the first bag by the usual amount; it does not increase the number of people that cannot search it. Each search counts for all of the active Deep Pockets spells simultaneously. One Deep Pockets bag cannot be placed into another.</p>
Potion of Repair Armor	<p>Uses: 4 potions VC: 10 DMC: Yes AC: Yes</p> <p>This spell allows the spell caster to produce a potion that repairs armor, which can be passed along to another person. The person wishing to use the potion must announce that they are doing so and apply the potion to the damaged armor for 15 seconds. The potion will repair one hit location of armor, based on the hit locations of the combat rules - Even if the armor is a single piece (such as a chainmail shirt). Up to three points of armor in that location can be restored by a single potion. The potion is lootable treasure, and will only function at the event where it was created.</p>
3rd Limb	
Feign Death	<p>Uses: Unlimited VC: By spell MC: A cloth AC: Wipe cloth over face 5 times</p> <p>This spell disguises the spell caster so that they appear to be dead. They may lie down or sit with their sword or arm above their head as to appear dead (see rules on character death); if asked, they can legally answer "Yes." Feign Death ends once the spell caster moves or speaks (unless addressing marshaling calls or OOC unsafe situations). If someone else moves them,</p>

	<p>thinking they are dead, the Feign Death spell does not end. If struck while using Feign Death, the spell caster is still affected normally by the blow.</p>
Potion to Heal Limb	<p>Uses: 3 potions VC: 10 words DMC: Yes AC: Yes</p> <p>This spell allows the spell caster to create a potion that will heal one damaged limb. Once it has been taken, that person cannot move their feet for 15 seconds, although they can move their arms and can defend themselves, (as long as they do not move their feet). The potion is lootable treasure. It only functions at the event where it was created.</p>
4th Limb	
Potion to Raise Dead	<p>Uses: 3 VC: 30 words DMC: Yes (see spell) AC: Yes</p> <p>This spell allows the spell caster to create a potion that will raise a dead character, healing all of their injured limbs in the process. This will take 30 seconds to occur. However, if there are any weapons on the person being given the potion, this will increase the healing time to 60 seconds (again, a weapon is considered to be anything with a legal striking surface: swords and arrows are weapons for this purpose, but bows are not,). If this spell is learned from the Universal Pool, then each potion will require a DMCas well when it is created.</p>
Unseen Truth	<p>Uses: 2 VC: 30 words DMC: Yes AC: Yes</p> <p>This spell will alter divination magic, causing it to provide misinformation. To cast this spell, the spell caster must write the name of the target (item, person, group, place, or situation) on a scroll, sign it and give the scroll to the Magic Marshal. The next Fortune Tell, Find the Path or Identify spell cast about the target at that event will be altered, based on the interpretation of the Magic Marshal and the nature of the divination. This spell can also affect a Vision, although to do so will require two castings of the Skew Divination to empower the scroll.</p>

5th Limb	
Corrosion	<p>Uses: 3 VC: 20 words MC: Yes; weapon AC: By spell</p> <p>This spell enchants a weapon or arrow (but not a bow) by causing the material it is created from to decay in such a way as to make it toxic. The spell caster must hold the weapon in both hands while the spell is being cast. After preparing it with the spell, the person using the weapon in combat must call "Disease " they attack with it, whether they hit or not.</p>
Disguise	<p>Uses: 2 VC: By spell DMC: Yes MC: Yes; tabard; mask* AC: Yes</p> <p>* the mask(s) to be used must be approved by the Event Holder or Magic Marshal when the spell book is registered</p> <p>This transforms the spell caster into another form that is roughly their height and size. The transformation takes a count of thirty to enact; the type and features of the monster are determined once the spell is cast. Once the Disguise is complete, the spell caster can don the appropriate mask and gray tabard with a black circle in the center, to denote that they are under the effect of the spell. If questioned through the Identify Spell, the Disguised character can respond as the assumed form. Disguise mimics a general monster type, but not a unique monster or specific PC or NPC. It will allow the spell caster to pass among NPCs, but will be broken if the Disguised character attacks, causes the NPCs to be attacked, or otherwise gives themselves away. The Disguise gives no combat benefit or abilities. It ends if the spell caster is killed, if the Disguise is Disrupted, or if it is Counter Spelled.</p>
6th Limb	
Create Potion	<p>Uses: 4 MC: By spell DMC: Yes AC: By spell</p> <p>This spell creates one dose of a specific kind of potion and only one dose of a potion is made per with each casting. These Potions Are Charm, Poison, Sleep, and Truth:</p> <ul style="list-style-type: none"> - Charm makes the victim trust and befriend the first person they see for the next 10 minutes; - Poison Inflicts a killing blow to the person who takes the potion

	<p>- Sleep causes the victim to fall into a deep sleep for 10 minutes and they cannot be woken before this time passes;</p> <p>- Truth renders the victim unable to speak any falsehoods for 10 minutes, but does not force them to talk.</p> <p>Each type of Potion must be learned as a separate spell and each effect is listed independently in the caster's spell book. This effect is also written legibly on a scroll which is given to the victim by the spell caster immediately after the MC is consumed (along with a timer, if required by the potion's effect). Potions must be ingested and cannot affect those who don't eat or drink it; only the first person to ingest the MC is affected. While the Charm Potion alters how someone may act, it CANNOT compel them in any way to act in what they consider an immoral or unethical fashion. All Potions are rendered inert by Immunity to Poison. Learning this spell more than once allows the spell caster to either make 4 additional potions that they have already learned OR a second type of potion, not both.</p>
<p>Essential Corruption</p>	<p>Uses: 3 VC: Yes MC: Yes; ribbon AC: Yes</p> <p>This spell causes a melee weapon up to 4'6" to magically decay in such a way that the very touch of it is deadly. Once the VC is complete, the spell caster must wipe the blade of the weapon with a cloth 5 times before affixing four ribbons to it: each ribbon has the spell caster's name, the date, and the word "Corruption." If the weapon is broken it will remain corrupted if repaired, and the Corruption cannot be Disenchanted. The next three attacks made with the weapon must also be made with the call "Corruption." If an attack hits, the weapon will count as two strikes against armor, or a killing blow if the opponent is struck in an unarmored location due to the poisonous effect. As each attack is made, one ribbon is removed from the weapon. Once all the three attacks have been made and only one ribbon remains, the weapon itself breaks because of the decay within it. Leave the last ribbon on the weapon to indicate this; it will require a Cure Disease to be cast on the weapon before it can be repaired. If the spell is learned a second time, either three more castings can be made, or a melee weapon up to pole arm length can be corrupted by the spell. Once the spell caster knows how to corrupt a pole arm, only additional castings of the spell are gained if the spell is learned again.</p>

Resist Death	<p>Uses: 3 VC: 30 words MC: Yes; spell sash AC: Yes</p> <p>The spell caster is protected from any damaging attack for 1 hit. Once the spell has been cast, the spell caster must wear a spell sash to indicate that there is active magic in play. Once the killing damage is sustained, the spell caster must call out "Protection." The spell comes into effect the first time a killing blow (of any type) is taken.</p>
7th Limb	
Elixir of Life	<p>Uses: 2 VC: see spell MC: By spell DMC: Yes AC: By spell</p> <p>This spell creates one dose of a potion that will reset all of the spells of the person who takes it, potentially doubling all of the spells than could be cast on an event day. The potion only restores spells that have been expended, however - It does not double the number of spells that are potentially available. The potion requires one DMC for each Limb or Circle that can be restored and a 10 word VC for each Limb/Circle as well... But the strength of the Elixir can be determined by the spell caster before the potion is brewed. Once it has been created, the bottle containing the Elixir must be labeled with its strength (the highest Limb it will restore), the spell caster's name and the date it was brewed. The potion is now an Event-Stealable object. The information about the Elixir Is also written legibly on a scroll which is given to whomever has the Elixir so the correct number of spells are restored when the DMC is consumed. The Elixir must be ingested and cannot affect those who don't drink it; as with potions, only the first person to ingest the DMC is affected.</p>
Masquerade	<p>Uses: 2 VC: By spell DMC: Yes MC: Yes; tabards; masks* AC: Yes * The mask(s) to be used must be approved by the Event Holder or Magic Marshal when the spell book is registered.</p> <p>Creates a set of four positions that will transform those who consume them it into another form that is roughly their height and size - And one of these people must be the spell caster. This transformation itself takes place over a count of thirty seconds; the type and features of the monster are determined once the spell is cast. Once the Disguise Is complete, each person will don a</p>

	<p>matching mask and gray tabard with a black circle in the center, to denote that they are under the effect of the spell. They Will respond as the assumed form if an Identify spell is cast. The Masquerade Can Mimic a general monster type, but not a unique monster or specific PC or NPC. Their disguise is sufficient to allow them to pass among NPCs, but will be broken if a member of the Masquerade attacks, causes anyNPC to be attacked, or otherwise draws great attention to themselves. The Disguiseconfers no combat benefit or abilities.The Masquerade ends for an individual if the spell Counter Spelled orCounterspelled. It automatically ends for any member who is not in line of sight of the spell caster, or if the spell caster is killed, Disrupted or Counter Spelled.</p>
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Tree of Skill

2nd Limb	
Plating of Silver	<p>Uses: 5 VC: 10 words MC: Yes AC: Yes</p> <p>This spell gives the spell caster the ability to temporarily enchant a weapon, arrow, or bow. To do so, the spell caster must hold the weapon in both hands while the spell is being cast. After preparing it with the spell, the person using the melee weapon or arrow must call "Silver" the next 3 times they swing that weapon or fire that arrow, whether they hit or not.</p>
Repair Item	<p>Uses: 5 VC: 20 words MC: Yes AC: Yes</p> <p>This spell repairs any one normal object: a weapon, shield, bow or armor. To do so, the spell caster must touch that item with both hands while the spell is being cast; the spell caster's hands must otherwise be empty while casting this spell. If used to repair armor that is being worn, a different hit location is repaired each time the VC is completed, and up to a whole suit of armor can be repaired in this way with only a single casting of the spell. It cannot repair items with a special property, such as magic items.</p>
3rd Limb	
Missile Proof	<p>Uses: 3 VC: 20 words MC: Yes; spell sash AC: Yes</p> <p>This spell provides two points of armor against arrows, javelins and magic missiles. If the spell is cast on a recipient other than the spell caster, the caster must have nothing in their hands and must touch the recipient while doing so. Once active, the recipient must wear a sash to denote that a magical effect is in play; this counts towards the three spell maximums that can be stacked on the character. The person wearing the sash must call out "Protection" each time the spell functions. If cast on another person, the spell cannot be-cast until the sash has been returned (so only one person can be protected for each time this spell has been learned by the caster). The spell remains active until the person with the sash is hit by two missile attacks, or that event day ends.</p>
Weapon	Uses: 5

Cantrip	<p>VC: 10 words MC: Yes AC: Yes</p> <p>This spell gives the spell caster the ability to temporarily enchant a weapon, arrow, or bow. To do so, the spell caster must hold the weapon in both hands while the spell is being cast. After preparing it with the spell, the person using the melee weapon or arrow must call "magic" the next 3 times they swing that weapon or fire that arrow, whether they hit or not.</p>
4th Limb	
Enchant Armor	<p>Uses: 1 VC: 30 words MC: Yes; token AC: By spell</p> <p>This spell creates a mystic link between the caster and a specific character. Once it is cast, the spell caster gives a non-lootable token with the spell caster's name, date and the words "Enchant Armor" on it representing the link to the character, who must keep the token with them for the spell to remain in effect. The link allows the spell caster to replicate the Repair Armor spell for the character. The caster can do this at will, by performing that spell's AC on a hit location, without further expenditure of spells by the caster. This spell does not require the spell caster to have the Repair Armor spell. The character with the EnchantedArmor counts as an Unnatural Being while it is in effect. The spell may be ended by returning or losing the token, or if the armor is Disenchanted.</p>
Thrice Forged	<p>Uses: 2 VC: 30 words MC: Yes; ribbon AC: By spell</p> <p>By role playing the breaking and restoration of an item three times, the spell caster causes a normal object, weapon or shield to become unbreakable for that event day. After having done so, the spell caster ties a ribbon to the item with their name, the date and the words "Thrice Forged" to the object. It Cannot be broken by attacks that would normally damage them (e.g. a boulder hitting it) as long as the spell remains active. If the item becomes Disenchanted, the ribbon must be removed and the effect will end, but the object is otherwise intact. This spell may not be used on magic items or items that have magical effects (such as spell books and silver weapons). After being Thrice Forged, spells to enchant them will not work (the Thrice Forging will prevent them from becoming magical).</p>

5th Limb	
Amulet of Protection	<p>Uses: 1 VC: 30 words MC: Yes; amulet AC: Yes</p> <p>This spell enchants a single object with the initials of the spell caster along with obvious runes or mystic symbols to provide protection against the next spell to affect the wearer. Once the amulet is being worn, the character must call out "Protection!" when they would otherwise be affected by a spell of any kind. Once it has been used, the amulet must be returned to the spell caster. Once the spell has been cast, the amulet becomes a lootable item until the protection has been called. An Amulet of Protection cannot be worn in combination with ANY spell sash or magical defense. It cannot cross a Circle of Alaunus. A character can only wear one Amulet of Protection at a time.</p>
Mystic Forge	<p>Uses: 1 VC: 25 words MC: Yes; forge; rope AC: Yes</p> <p>This enchantment allows the spell caster to freely practice their skills. While reciting the VC, the spell caster must imbue the Mystic Forge with either Weapon Cantrip or Repair Item, chosen at the time of casting; once the spell is complete, the caster surrounds the Mystic Forge with a 10' piece of rope. Until the Mystic Forge is broken, the spell caster need only stand in the circle, touch a target item, recite the imbued spell's VC and act out the AC to replicate that effect. This does not use up a casting of the imbued spell, and so can be done as many times as desired. No one but the spell caster may use the Mystic Forge in this manner. If the spell is learned twice, the Mystic Forge can be used to Thrice Forge items, or can be imbued with both Weapon Cantrip and Repair Item. The Forge can be Disenchanted.</p>
6th Limb	
Master Craftsman	<p>Uses: 2 VC: 30 words MC: Yes AC: Yes</p> <p>This spell allows the spell caster to reforge an in-play Realms of Wonder magic item that has been broken or disenchanted, effectively restoring it to working order. The spell caster must first inform the Magic Marshal or Event Holder of their intention to cast this spell. They will either present a quest for specific MC which will be required before the spell can be cast, allow the</p>

	<p>spell caster to proceed, or deny the request outright. If the item has been physically broken or made unsafe and minor repairs are not acceptable, then the item must be physically repaired or replaced with a near duplicate before the spell can be cast. If a quest is required that item cannot be repaired until it is completed. Once the spell is being cast, the VC must be repeated ten times, while the Master Craftsman acts to repair the item (incorporating any required MC) as the AC component. Potions, spell components and spell effects without a physical prop cannot be restored by the Master Craftsman.</p>
True Blade	<p>Uses: 4 VC: By spell MC: Yes AC: Wipe the entire length of the weapon's striking surface 5 times</p> <p>This spell enhances weapons to pass through and destroy armor. Despite the name of the spell, any striking weapon can be improved by this spell. Once the weapon has been enchanted, the spell caster must also provide a token with their name and the date of the event. After the weapon has been prepared, the attacker must call "Armor-Piercing" on the next attack with that weapon; the ability will then be expended, whether the attack is successful or not. The effect will last through the end of the event (not the event day) or until used.</p>
7th Limb	
Tools of the Master	<p>Uses: 1/special VC: 40 words MC: Yes; tools AC: Yes</p> <p>This spell enchants two objects used by the spell caster to repair non-magic items (bows, weapons, shields) other than armor in 30 seconds. The spell caster can also use the tools to repair all of the non-magical armor locations on another character in 60 seconds. While using the Tools of the Master To make any type of repair, the spell caster cannot move their feet and must actively use them to simulate the repairs being made. If the Tools of the Masters Are Broken or disenchanting, the spell caster may repair them by recasting the initial spell. For each additional time this spell is learned, the caster can create an additional set of tools. These may be used by other spell casters under the creator's direct supervision to enact multiple repairs at once.</p>
Magic Weapon	<p>Uses: 1/special VC: 40 words MC: Yes AC: Yes</p>

	<p>This spell will enchant a one handed weapon or a single arrow. To do so, the spell caster must hold the weapon in both hands while the spell is being cast. Once the spell has been cast, a piece of tape is placed on the melee weapon (or on the shaft of the arrow behind the head) with the spell caster's name, the words "Magic Weapon" and the date. After preparing the Magic Weapon has been enchanted, the person using the melee weapon or arrow must call "magic" each time they use it to attack. This spell will last for the duration of the event (not just the event day). If the spell is learned a second time, a weapon up to 4' 6" (or two arrows, total) can be enchanted. If the spell is learned a third time, then a pair of one handed weapons. a polearm or four arrows can be turned into Magic Weapons. Should the spell be learned four times, then two weapons or six arrows can be made magic weapons by the spell caster. Magic Weapons are subject to disenchantment and cannot cross a Circle of Alaunus.</p>
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Tree of the Spirit Guardian

2nd Limb	
Death Watch	<p>Uses: Unlimited VC: Yes MC: Yes AC: Yes</p> <p>This spell allowsthe spell caster to recall what they see and hear while they are dead. In addition to any other AC required, the spell caster must sit unarmed for 30 seconds if they are of the Tree of the Spirit Guardian (or for 60 seconds if the spell is learned from the Universal Pool) once the casting is complete for the magic to function. The spell caster may not speak or move in character while they are dead. If they are rendered soulless, all memories acquired from the time of your PC's last death through the current casting of Death Watch are forgotten. The spell ends when the spell caster is raised (either alive or as undead), or at the end of that event day.</p>
Purify Supernatural Being	<p>Uses: 10 VC: 20 words DMC or EMC: Yes AC: By spell</p> <p>This spell will cure and restore a Supernatural Being - including a minion or companion - from any in-game afflictions, other than raising them from the dead. The casting requires a 20 word magical phrase/incantation. If the Supernatural Being is simply having its limbs healed, no DMC is used; otherwise the DMC is either given to the Supernatural Being that is cured. At the beginning of an event, the spell caster startswith 10of these components for each Purify they can cast. This spell does not provide other benefits after being cast.</p>
3rd Limb	
Commune through Spirit	<p>Uses: 2 VC: 15 words MC: Yes AC: As per the spell</p> <p>This spell allows the spell caster to speak to attempt to communicate with a character that does not speak their language. The spell caster recites the VC, which ends in the question "May we speak, my friend..?" The spell caster thenapproachesthetarget of the spelland presents an offering to them. If the offering is accepted, the spell caster and character can now speak a shared language. The spell lasts until the creature is no longer in possession of the</p>

	<p>offering. Note that the character does not have to accept the offering, and in refusing it will thus refuse to speak to the spell caster.</p>
Cauldron Born	<p>Uses: 3 VC: 30 words, and an explanation MC: Yes AC: Yes</p> <p>This spell allows the spell caster to turn the body of a dead player into a generic undead creature that will follow their commands. The spell only works on players; if cast on NPCs, they can refuse to participate, and that use of the casting will be expended. The first requires a corpse. The spell caster then recites the VC and AC. If successful, the caster gives a tabard which clearly spells out the nature of the Cauldron Born - "Ghost," "Skeleton" and so on -to the player to place over their head. Cauldron Born obeys simple commands exactly, but will refuse any commands that violate Out of Character concerns. They cannot use any armor or spells regardless of what the PC has while they are alive; however if the Cauldron Born is killed, they can be raised up again by the spell caster by reciting the VC after the encounter has ended. If left unattended, Cauldron Born attempts to find the spell caster that created it. Cauldron Born are held at bay by Deny the Unnatural or Supernatural Beings spells, cannot cross a Circle of Alaunus, and are killed in the normal fashion (no special protections in combat are gained). Cauldron Born may be raised at any time to end the spell. It also ends if the spell caster dismisses the Cauldron Born, at which point they return to being dead, or the event day ends.</p>
4th Limb	
Call of the Fallen	<p>Uses: 5 VC: 20 words MC: By spell AC: By spell</p> <p>This spell allows the spell caster to summon a corpse to arise and move to them. The spell caster must first get the attention of the dead character, then begin chanting the VC (which contains the purpose of the spell). The spell caster must not move their feet or the spell will end. As long as the VC continues the corpse will move in a slow shuffle towards the spell caster, following the most direct but safe path. If the corpse is interrupted, it will fall to the ground; but as long as the spell caster continues to recite the VC, the corpse will rise again and continue on. Each use of the spell will end when the corpse reaches the spell caster, they move their feet or stop chanting for any reason.</p>
Purity of the Body	<p>Uses: 1 VC: 10 words MC: Yes; sash AC: By spell</p>

	<p>This spell effectively provides immunity to any doses of poison or diseases that would have affected the spell caster on that event day. After the spell has been cast, the caster dons a spell sash. When damaged by a poison attack (whether ingested or delivered by a poisoned weapon) or subjected to a disease, they call "Immunity!" The person wearing the sash still takes any mundane damage from a weapon attack, regardless of whether they are protected from the other effects. Purity of the body counts towards the limits of stackable spell sash effects. If this spell is learned more than once, the additional sash can be cast upon another recipient, if desired.</p>
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5th Limb	
Companion	<p>Uses: 1, and the spell caster may only have one in-play VC: 30 words MC: Yes; scrolls AC: By spell</p> <p>By way of their familiarity with the Tree of the Spirit Guardian, the spell caster has learned to collect its essence to manifest a Companion. The role of this companion is taken on by another player, who will possess certain innate magical abilities (as determined by the spell caster and recorded in their spell book). Once the ritual to call the Companion is complete, one of two scrolls is given to the Companion, and the other kept by the spell caster to verify the Companion's status and abilities.</p> <p>The first ability is that of Pas, which the Companion can use once per event day.</p> <p>The second is the ability to cast a single spell of the First Circle, which must be taken from the Universal Pool. This spell is treated as if it were learned normally, with the same requirements, limitations, number of castings, VC and AC, but it does not require additional MC's to cast (although OOC elements such as sashes must still be provided).</p> <p>These abilities remain consistent from event to event. <u>The Companion is also limited to no more than a pair of 3' weapons and no armor.</u> It is wounded in combat normally. Furthermore, the Companion is a Supernatural Being and subject to all of the appropriate rules, which must also be listed in the MC scrolls. If the Companion violates weapon restrictions or uses its magic incorrectly, the spell caster will also be held accountable and will suffer the immediate loss of spells or a Tree of Knowledge, as discussed in the magic rules. If the Companion spell is learned subsequent times, the ability of the</p>

	<p>Companion to Pas is increased an equal amount. Likewise, one additional ability can be given to the Companion from the Universal Pool with a Circle to the number of times that the spell caster has learned the spell; only Mimic Spell cannot be provided to the Companion. As such changes must also be listed in the spell book and recorded onto the scroll.</p>
<p>Transmute Self</p>	<p>Uses: 3 VC: 10 DMC: Yes AC: Yes</p> <p>This spell renders the spell caster completely immune to all forms of damage, magical or otherwise, as they change themselves into another form. This protection is provided even if that form is vulnerable to a specific type of damage. The spell caster must choose what to attune to when learning the spell: tree, earth/stone, or metal. The DMC must include an aspect of the attuned form, and the AC must involve touching that object; this component is considered to be consumed once the spell ends. This spell only takes effect after the spell caster has completed the VC the first time. While transmuted, the spell caster must keep their eyes closed and remain perfectly still; they cannot be dragged or moved in any way. The spell caster must continue to chant the VC loudly and clearly while transmuted. If anything interrupts the spell caster's concentration, the spell is broken, although OOC explanations will not interrupt the spell (e.g. if the spell caster is hit by a weapon, they may call "Protection" without interrupting the spell). As soon as the spell caster moves, opens their eyes, or stops chanting, the spell ends and the spell caster may not transmute for at least one slow count of 200 seconds after regaining their natural form. The spell must be cast in a safe location, not the middle of a trail or high combat area.</p>
<p>6th Limb</p>	
<p>Ally</p>	<p>Uses: 1 VC: 60 words MC: Yes; scrolls AC: Yes</p> <p>Like the Companion spell, Ally allows the spell caster to actually conjure a spirit to protect them. Again, the role of the Ally is fulfilled by another player, who will possess innate magical abilities (as determined by the spell caster and recorded in their spell book). Once the ritual to summon the Ally is complete, one of two scrolls is given to that player, and the other kept by the spell caster to verify the Ally's status and abilities. The Ally is obviously not quite human, so it must either be made up to look the part or wear a mask</p>

	<p>and garb which clearly demonstrates that the player is not a normal character. The Ally possesses the spell Pas, Death Watch, Raise the Dead (Universal Pool), Call the Fallen and Transmute Self. Although these are cast as spells, they are considered innate abilities of the Ally and as such will not require an AC outside of those required for OOC purposes. The Ally must register their spell book as usual at the start of the event. The Ally can use a weapon up to 4' 6" in length and can have up to one point of armor. While it is considered a protector, the Ally will generally comply with requests from the spell caster, provided that they do not violate any OOC conduct. Because it is a Supernatural Being, the Ally is subject to all of the appropriate rules regarding such beings, and these rules must also be listed in the MC scrolls they are given. If the Ally violates weapon restrictions or uses its magic incorrectly, the spell caster will also be held accountable and will suffer the immediate loss of spells or a Tree of Knowledge, as discussed in the magic rules. If the spell is learned a second time, the Ally learns the Vitality Spell as well, but no additional powers are gained. Should the spell be learned again, an additional Ally (with the benefit of Vitality) may be summoned, but no further abilities are granted to them.</p>
<p>Vitality</p>	<p>Uses: 2 VC: 30 words MC: Yes; spell sash AC: Yes</p> <p>This spell grants the spell caster the ability to recover from physical injury without the need for additional spells. Once it has been cast, the spell caster must wear a sash to indicate that they have an active spell effect; this spell counts towards the stacking limit. While active, the spell will provide the ability to heal limbs without the need for components. If the spell caster is hit in a killing location, the Vitality begins to discharge. In either case, when the spell caster is injured they must call out "Protection!" and move at least 10 feet away from the combat or encounter. The spell caster must then count to 15, at which point they are fully healed. Once the spell caster has recovered from death four times, the spell ends; otherwise, the Vitality will remain until the end of that event day. Vitality cannot be used in conjunction with or benefit from Circles of Alaunus or other healing spells.</p>
<p>7th Limb</p>	
<p>Living Transformation</p>	<p>Uses: 2 VC: 40 words MC: Yes; Transformation Claws AC: By spell</p>

The spell allows the caster to alter their very essence to enact a transformation of their very being. The result of this Transformation Is recorded in their spell book after the ritual, once the spell has been learned. The spell caster must alter their appearance when in the transformed state. They must wear a unique garb, makeup/prosthetics or a mask as an indication that they are now a Supernatural Being. The details of this garb must also be recorded in their spell book. The Transformed character cannot cast any spells while in altered form, other than those granted by the Transformation. Among these are: the Transformed spell caster will continue to remember what happens after they are killed; they are immune to the effects of Poison and Disease, and must call out "Immune" if they are used against the caster; finally, the Transformed spell caster can choose any one spell from First through Fourth Circle spell from any Tree other than the Path of the Forest. As with any spell, this must be recorded in the spell book, along with the requisite information, although the required MCs will be doubled. When this spell is first learned, the Transformation causes the spell caster's skin to become like one point armor on all locations; this cannot be restored with Armor spells, but is repaired with Purify Enchanted Being. The Transformation also provides the spell caster with a pair of 'claws' (20" weapons) which they can use in combat. These claws cannot be broken/damaged (even by boulders), and are permitted as part of the spell caster's weapon restrictions. Should the Transformation be learned a second time, the spell caster's one point armored skin is repaired after the spell caster removes themselves from the fight and counts to ten to heal armor for a location. Each of the seven hit locations are considered to be separate, and this count must be made individually for each of them. If the count is interrupted, then that location is not restored. This does not heal the limb itself; this will still require Purify Enchanted Being. The claws also become longer, now up to 3 feet. Furthermore, the Transformed spell caster can call hits from these weapons as if they held special, but non-magical properties; for instance, Axe, Hammer or Mace are some of the possibilities. Learning Transformation a third time allows the spell caster to regenerate both their limbs and their armor after they remove themselves and count to ten to heal the damaged location with an uninterrupted count of 10. Again, each location must be counted separately. The claws now reach their maximum length of 3' 6", and the spell caster can call hits from them as silver, three times for each transformation. If the spell is learned a fourth time, the Transformed spell caster armor and limbs are restored after a count to 30, but in this case all of the locations are healed at the same time. Again, none of the armor will be repaired if the count is interrupted. In addition to the

	<p>three silver calls with each transformation, the spell caster can now call hits from the claws as magic, three times per Transformation as well. It should be noted that any positive, active magical effects not granted by the Transformation are ended once the Transformation occurs, although negative effects are simply suspended until the spell caster returns to their natural form. The spell caster may revert back to their common form, ending the spell at any time. Otherwise it will last for the duration of the event day. This spell cannot be Counter Spelled with the normal spell.</p>
<p>Transfer Spirit</p>	<p>Uses: 1 VC: 40 words MC: Yes; container; token; spell sash AC: By spell</p> <p>This spell removes the spell caster spirit from their body, imbuing them with supernatural resilience. One required MC is the Proca: a container at least 4 inches in diameter which is able to hold the spell caster's spirit token and is labeled with the words "Stealable." The spell caster must provide a full description of the Proca in their spell book when the spell is learned. Upon casting this spell, the spell caster places their spirit token within the Proca, which becomes an event-stealable item for the duration of the spell; the token is the only thing that can be stored in the Proca. The spell caster must then put on a spell sash to indicate that there is active magic upon them; this spell counts as three stacked spells on the caster, who is also considered a Supernatural Being. The Proca can be carried, hidden, given away, and so on. The only restriction is that it must remain in play, so the Proca may not be put into Deep Pockets or a Deep Bag, for instance. Once the spirit is Transferred, the spell caster's limbs regenerate by their remaining stationary for a count of 30 to 0. If in possession of the Proca, the spell caster may become more resilient if sitting without weapons in hand and reciting the VC without interruption. This allows the spell caster to call "Protection!" the next time they die and move to a safe location at least 10 feet away from other players and NPCs. There the spell caster can return to life after a count from 120 to 0 if they were killed by weapons or from 240 if killed by magic. Once revived, the spell caster can repeat that incantation of the VC to be able to rise again should they be killed. While the Spirit is Transferred, the spell caster is immune to poisons and diseases. The spells Call the Fallen, Cry of Life, Heal Limb, Potion of Heal Limb, Regeneration, and Seed of Life have no effect, but Purify Supernatural Being will completely heal the caster of ALL damage. The spells Raise Dead and Combat Raise Dead only heal the spell caster if the character casting these spells is touching the Proca with the spirit token in it when they do so. Only total destruction of the spell caster's</p>

	<p>body prevents them from regenerating. But the spell caster does not hand over their spirit token should their body be destroyed and that can be used to raise them. The spell caster ends the spell by opening the Proca and removing the spirit token, to return their spirit to their body. If the Proca is disenchanting, the spell is forcibly ended and the spell caster is slain. If the spell is not concluded before the end of the event, the spell caster is dead. If this spell is learned more than once, it binds the spell caster more closely with the Proca, reducing the time needed to regenerate after being killed by half (a count of 60 to 0 to recover from a physical wound with the second casting, from 30 with the third and 15 seconds with the fourth; these times are doubled if the spell caster is killed by magic); it does not provide any additional benefit.</p>
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Tree of Wizardry

2nd Limb	
Protection from Combat Magic	<p>Uses: 1 VC: 10 words MC: Yes AC: Yes</p> <p>This spell will provide the spell caster and their items with two points of armor against all hurled spell effects other than lighting bolt. Once active, the spell caster must wear a sash to denote that a magical effect is in play; this counts towards the three spell maximums that can be stacked upon the caster. The spell caster must call out "Protection" each time the spell functions. The spell remains active until the spell caster is hit by two magic missiles, or that event day ends.</p>
Protection from Physical Missiles	<p>Uses: 1 VC: 20 words MC: Yes AC: Yes</p> <p>This spell provides the spell caster and their items with two points of armor against all physical missiles, from arrows and javelins to boulders. Once active, the spell caster must wear a sash to denote that a magical effect is in play; this counts towards the three spell maximum that can be stacked upon the caster. The spell caster must call out "Protection" each time the spell functions. The spell remains active until the spell caster is hit by two such missiles, or that event day ends.</p>
3rd Limb	
Cantrip	<p>Uses: 3 VC: 10 words MC: Yes AC: Yes</p> <p>This spell is more an ability based on the spell caster's understanding of the Trees of Knowledge. It allows the spell caster to gain one casting of any First Circle spell from any Tree other than the Path of the Forest, chosen by the caster at the time that it is used. The cantrip must be cast following the rules for the chosen spell, including the VC, MC, and AC as listed in the rules.</p>
Disenchant	<p>Uses: 2 VC: 30 words MC: Yes AC: Yes</p>

	<p>This spell will remove enchantments from the target item. If that item is a potion, panacea, or scroll, it will be rendered inert. If the target is a magic weapon it will no longer function as such until repaired by a Reforge spell. Pure spells, such as Circle of Alaunus, Light, and those represented by a Spell Sash are not affected unless otherwise stated in their description. The Event Holder can also specify if any specific items are immune to this spell.</p>
Dispel the Aura	
4th Limb	
Dispel the Strength	<p>Uses: 2 VC: 30 words DMC: Yes AC: By spell</p> <p>This spell removes the special powers and abilities of a single NPC creature. The spell caster must begin the spell by getting the creature's attention, and then beginning the VC with the statement, "Creature! I dispel your strength..." The VC must also contain the ability that will be removed from the creature. Examples include natural armor; specific spells up to the fourth Limb, Circle or Path; natural regeneration, etc. However, if the creature does not have the ability called out in the spell, then it has no effect but the use will still be expended. Magical defenses can also prevent an Enfeeble Being spell from being successful. Thus the spell caster must choose their targets wisely! The spell has no effect on other players.</p>
Wizard's Cloak	<p>Uses: Unlimited</p> <p>VC: 30 words MC: Yes; a piece of garb AC: Yes</p> <p>This spell enchants a single piece of garb with obvious runes or mystic symbols to provide one point of armor against an attack. It provides one point of armor against the next blow that lands upon that garment. A specific piece of garb must be chosen for the MC at the beginning of the event, and cannot be changed during the course of the event without the Event Holder's permission. A Wizard's Cloak cannot be worn in combination with ANY other form of armor. However it can be worn along with a spell sash. If this is the case, the spell caster can choose to which protection to call, but the Wizard's Cloak counts towards the limit of spells that can be stacked. It can only be worn by the spell caster. The spell cannot be cast on the same garment more than once. For each additional time the spell is learned, the spell caster can select another, separate garment to enchant to share the single point of armor (i.e. you may choose to enchant a cloak and a</p>

	shirt, but they only absorb the first one blow to either hit location, not both). Additional Garments must meet the requirements of the spell, and all are empowered with a single casting of the spell.
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5th Limb	
Disrupt	<p>Uses: 5 VC: 30 MC: Yes; see spell AC: Yes; see spell</p> <p>This spell will end a circle or chanting spell that is currently in use. The VC must begin with the phrase "I disrupt this enchantment..." and the AC must include the spell caster pointing at the area or caster of the spell that is being targeted. Once the Disrupt spell has been cast, the target spell is suspended for five minutes, and the spell caster of the target spell loses the ability to cast the target spell for five minutes; even if the target spell ends before the Disrupt is cast(the spell caster stops chanting, the circle is broken, etc.), the character who cast that spell will still lose the ability to cast that spell for five minutes, even if they have learned it more than once. The caster Disrupting the spell must provide a five minute timer to account for the time that their spell has been lost.</p>
Magic Missile	<p>Uses: Unlimited VC: Yes; "magic missile" MC: 2 AC: By spell</p> <p>This spell is thrown by the spell caster and strikes whatever it hits as if it were a magic sword. It will damage every location it hits, until it hits the ground or it comes to rest. The prop is a physical representation of the magic: it cannot be affected or moved by anyone other than the spell caster, but it can be seen or guarded if desired. The MC can be thrown with one hand, but the other hand may only hold one additional magic missile MC, a single-handed weapon or shield. It's Not considered dual-wielding for the purposes of weapon restrictions as the prop is not considered a weapon for the purposes of other spells. The spell caster may only throw their own MC, and may not pick up those of another spell caster.</p>
6th Limb	

<p>Familiar</p>	<p>Uses: 1 The spell caster may only have one in-play VC: By spell MC: Yes; a toy animal AC: By spell</p> <p>The spell caster has a mythical creature that provides greater spell potential. Represented by a stuffed animal or a similar toy. Must be at least 4" tall, labeled with the spell caster's name and the words "Stealable." Initially, the Familiar allows the spell caster to refresh their spells after ½ of the event day has ended, rather than waiting for the start of the next day before they can re-cast them. If the spell is learned more than once, the Familiar also provide:</p> <table border="0" data-bbox="440 667 1432 835"> <tr> <td>2nd Learning</td> <td>3rd Learning</td> <td>4th Learning</td> </tr> <tr> <td>- Identify</td> <td>- Fortune Tell</td> <td>- Find the Path</td> </tr> <tr> <td>- Spirit Sight</td> <td>- Death Watch</td> <td>- Vision</td> </tr> <tr> <td>- Deep Pockets</td> <td>- Heal Limb</td> <td></td> </tr> </table> <p>These spells are recorded in the spell book,as if the caster learned them from the Universal Pool. Each spell requiresVC, MC, and ACs as normal. In addition to the usual spell components, the spells provided by a Familiar also require the presence of the familiar to cast and maintain them;it is essentially a focus (MC) for them. Spells with lasting effects (protections, immunity, etc.) can only be cast upon the spell caster. If the familiar is stolen or otherwise lost, its spells are, too. The Familiar is NOT considered as an Unnatural Being. It Cannot be slain or Counter Spelled, but can be stolen. Any blow that strikes the familiar must be taken by the spell caster as if the familiar had not been there.</p>	2nd Learning	3rd Learning	4th Learning	- Identify	- Fortune Tell	- Find the Path	- Spirit Sight	- Death Watch	- Vision	- Deep Pockets	- Heal Limb	
2nd Learning	3rd Learning	4th Learning											
- Identify	- Fortune Tell	- Find the Path											
- Spirit Sight	- Death Watch	- Vision											
- Deep Pockets	- Heal Limb												
<p>Resist Magic</p>	<p>Uses: 3 VC: 20 words MC: Yes; spell sash AC: Yes</p> <p>This spell allows the caster to ignore a single magical effect. This ability can be used at any time (even if the spell caster is dead). Only one Resist Magic spell can be active at one time. Once it has been cast, the character must wear a spell sash to indicate that there is an active magical effect, but this spell does NOT count towards the stacking limit. When the spell caster or their possessions are targeted by a spell or effect that the caster wishes to Resist, they call "Protection." This spell couldallow the spell caster to treat a blow from a magic weapon as a normal blow, ignore the effect of any spell when it is first cast, a potion when it's consumed, cross the boundary of a magical protection and so on. The Resist Magic spell cannot be</p>												

	Counter Spelled. This spell will last until it is used or the end of the event day.
7th Limb	
Casting Out	<p>Uses: Special, see below VC: 40 words MC: Yes; see below AC: By spell</p> <p>This spell shifts a creature back to its home dimension or scatters their magical essence. Before it can be employed, the spell caster must first gather the components needed to do so. These include insights gained through magical spells like Identify and Vision; in game aspects such as the creature's name, titles or deeds; even its blood or other pieces of its body. Once the spell caster is ready to engage with the being to be Cast Out, they must get the attention of the creature and start the VC with the phrase "I now cast you out by invoking the ancient rites..." The spell caster must then list the various aspects of the creature to be cast out. If it has active magical defenses, such as Wizard's Cloak, Circle of Alaunus, or Amulet of Protection, each negates two of the components being used against it, but are expended by doing so. If the creature Disrupts or Counter Spells the Casting Out, then the spell caster attempting the Banishment must continue to recite the VC until they are forced to stop or the character fails to continue the counter magic. And of course, the creature being Cast Out is free to attack the spell caster if it can. If the spell caster is a player and can list more components than the creature has defenses, it must report to the Magic Marshal or Event Holder immediately. If it is an NPC, then the player is slain. For players, this spell only functions on NPCs. NPCs can be cast on fellow NPCs - And on any player that is treated as a Supernatural Being. If the Casting Out fails, the spell caster may not use it again for an hour (the spell caster may use a small timepiece to keep track of this time). Once the spell has been used successfully, it cannot be cast again for the rest of that event day. For each time the spell caster learns to Cast Out a being, it either adds two components to the banishment - Or adds another level of protection against being Cast Out, at the spell caster's discretion.</p>
Lightning Bolt	<p>Uses: 1 prop, unlimited use VC: "Lightning Bolt" MC: Yes; lightning bolt AC: By spell</p> <p>This is a stronger bolt of magic than a Magic Missile. The MC for the spell must adhere to the Weapon Construction rules for Lightning Bolts; it is</p>

	<p>essentially a white boff arrow or javelin prop between 2'6" and 3'6" long. This spell counts as a hand and a half weapon and the spell caster must throw it by hand. It counts as an armor piercing magic sword blow to whatever is hit by any part of the prop while it is in flight until it hits the ground or it comes to rest. The prop is a physical representation of the magic: it cannot be affected or moved by anyone other than the spell caster, but it can be seen or guarded if desired. The spell caster may only throw their own MC, and may not pick up those of another spell caster.</p>
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Path of the Forest

2nd Limb	
Runes	<p>Uses: up to 4 VC: 10 words MC: By spell DMC: Yes AC: Yes</p> <p>This insight provides the spell caster on the Path of the Forest insights into the working of ancient ways. When pre registering for the event, the spell caster must inform the Event Holder that they intend to read Runes. During the spell book inspection they will be provided with the translations of up to 4 ciphered/coded props for that event (note that this is not how the cypher works - only the meaning of the writing is given). If there are any of the 4 uses of the spell not answered at the beginning of the event, the spell caster can instead copy the text that they find on site down on a single page and request a translation from the Event Holder or an authorized Marshal. In this case, the DMC is given over to the person providing the translation when the spell is cast. Should the writing require more than one page, each additional page costs an additional DMC to understand. A single use of Runes would also allow the spell caster to read the mystic text on a spell scroll, for instance, but would not give them the ability to cast it.</p>
Counter Spell	<p>Uses: 3 VC: 15 (see spell) DMC: Yes AC: Yes</p> <p>This spell allows the caster to end an active spell of the FIRST Limb/Circle. By pointing at the person with the active spell and clearly calling "You know only the Trees, but I the forest: Cease your first limb spell!" The spell caster must then declare which spell they seek to end; if it is of the correct Limb or Circle, the spell immediately ends. This can also be cast on another while they are also in the process of casting a spell, with the same declaration and effect. Each use of Counter Spell expends one casting, whether it is successful or not. It is not effective against enchanted objects such as Protected Items, although it will work on spells represented by a spell sash.</p>
3rd Limb	
Counter Spell	<p>Uses: 3 VC: 15 (see spell) DMC: Yes AC: Yes</p>

	<p>This spell allows the caster to end an active spell of the SECOND (or lower)Limb/Circle. By pointing at the person with the active spell and clearly calling "You know only the Trees, but I the forest: Cease your second limb spell!" The spell caster must then declare which spell they seek to end; if it is of the secondLimb/Circle or less, that spell ends immediately. This can also be performed on another spell caster while they are casting a spell, with the same declaration and effect. Each use of the Counter Spell expends one casting, whether it is successful or not. It is not effective against enchanted objects, potions or other physical manifestations of magic, although it will work on spells represented by a spell sash.</p>
<p>Deep Bag</p>	<p>Uses: 3 VC: Yes MC: Yes; bag AC: By Spell</p> <p>This spell enchants bag up to 24" by 12" by 8" in size. The next three times the spell caster is searched, any objects which fit completely inside that bag cannot be taken from them while the bag remains on the spell caster's person - They may answer "Nothing" if they are not carrying any stealable items outside of the bag. All stealable items outside the bag are still passed on normally. If this spell is learned more than once, the spell caster can either create an additional bag, or increase the size of the first bag by the same amount; it does not increase the number of people that cannot search it. Each search counts for all of the active Deep Pockets spells simultaneously. One Deep Bag cannot be placed into another.</p>
<p>4th Limb</p>	
<p>Counter Spell</p>	<p>Uses: 3 VC: 15 (see spell) DMC: Yes AC: Yes</p> <p>This spell allows the caster to end an active spell of the THIRD(or lower)Limb/Circle. By pointing at the person with the active spell and clearly calling "You know only the Trees, but I the forest: Cease your third limb spell!" The spell caster declares which spell they seek to end; if it is of the thirdLimb/Circle or less, that spell ends immediately. This can also be performed on another spell caster while they are casting a spell, with the same declaration and effect. Each use of the Counter Spell expends one casting, whether it is successful or not. It will also disenchant potions, Cauldron Born and spells represented by a spell sash of the affected Limbs</p>

	as well, but will not affect other objects.
Ward	<p>Uses: 1 VC: 30 words MC: Yes; poles; ribbon DMC: Yes AC: Yes</p> <p>This spell creates an area which cannot be entered. Before the spell is cast, six 18" stakes are laid out to indicate the area that will be Warded, so that 12" of them remain visible. As the spell is being invoked, the spell caster will attach a ribbon up to 50' long to the top of each stake, creating the barrier. This ribbon should be decorated with mystic glyphs and runes, or otherwise made to appear magical. Once the spell is complete, neither magic players or NPCs can pass through the Ward in either direction with the exception of the spell caster that created it (the spell caster can physically pass through the Ward, but may not cast spells through it at a target on the other side). As part of the VC, the spell caster must create three objects as keys. These must have the spell caster's name and the event date on them. Once the Ward is complete, the keys become stealable items. Anyone in possession of a key can physically enter and leave the Ward, but again cannot cast spells through it. At night, lights can be placed at each stake for the purposes of visibility (or the ribbon can be otherwise illuminated for OOC safety). Once cast, the Ward will last for the rest of the event day, and requires twice the usual number of spell castings to Disrupt. The spell can be ended at any time. If the spell is learned more than once, more than one Ward can be raised, but the size of a single Ward cannot be increased, and there must be at least four paces between each Ward that is created.</p>

5thLimb	
Counter Spell	<p>Uses: 3 VC: 15 (see spell) DMC: Yes AC: Yes</p> <p>This spell allows the caster to end an active spell of the FOURTH(or lower)Limb/Circle. By pointing at the person with the active spell and clearly calling "You know only the Trees, but I the forest: Cease your fourth limb spell!" The spell caster must then declare which spell they seek to end; if it is of the fourthLimb/Circle or less, that spell ends immediately. This can also be performed on another spell caster while they are casting a spell, with the same declaration and effect. Each use of the Counter</p>

	<p>Spellexpends one casting, whether it is successful or not. It will also disenchant potions and magic items with one to three uses in addition to active spell effects and spells represented by a spell sash.</p>
<p>Unbound</p>	<p>Uses: 3 VC: 20words MC: Yes; rope AC: Yes</p> <p>This spell will release both a physical and magical lock or binding, allowing the spell caster to open it freely. Upon learning this spell, the character is allowed to take 4' of rope and affix a ribbon to it with their name and the word "Unbind" on it. As part of the AC of this spell, the rope is placed around the item to be opened. Once the spell is complete, the spell caster (but only the spell caster) may open the item and look inside, removing contents as they see fit. A Deep Pockets or Deep Bag can be opened with this spell if it is NOT on the person of the caster (but that bag cannot be taken from the owner or opened while it is on their person through the use of this spell).The item remains Unbound as long as the rope remains in place. As soon as the rope no longer encircles the item, it will be locked again as soon as it is closed. Each time the caster learns another Unbound spell, they will double the length of the rope (8',16', and 32' respectively). If a person with Deep Pockets or a Deep Bag can be fully encircled by the Unbound rope while they are laying down, then it can be searched by the caster without removing it from their person (the person being searched must be prone, however; the spell cannon 'isolate' a specific area). A person who has been physically bound can also be freed in this manner. Should the spell caster learn the spell a third time, doors can also be opened (without the need to physically surround the edge of the door with the rope). Finally, learning the spell a fourth time will allow the spell caster to place their rope around that of a Circle of Alaunus, and to both cross it and cast spells through it (although, again, no one else may do so).This spell MAY be need to be cast in the presence of the Magic Marshal or Event Holder, if the item in question is locked through physical means; the spell will not allow the caster to open an item that belongs to a player and is OOC. This spell MAY be needed to be cast in the presence of the Magic Marshal or Event Holder, if the item in question is locked through physical means; the spell will not allow the caster to open an item that belongs to a player and is OOC.</p>

6th Limb	
Counter Spell	<p>Uses: 2 VC: 15 (see spell) DMC: Yes AC: Yes</p> <p>This spell allows the caster to end an active spell of the FIFTH(or lower)Limb/Circle. By pointing at the person with the active spell and clearly calling "You know only the Trees, but I the forest: Cease your fifth limb spell!" The spell caster must then declare which spell they seek to end; if it is of the fifthLimb/Circle or less, that spell ends immediately, even if it is a magical item, not only an active effect or a spell sash. This can also be performed on another spell caster while they are casting a spell, with the same declaration and effect. Each use of the Counter Spellexpend one casting, whether it is successful or not.</p>
Fruit of the Forest	<p>Uses: 3 VC: 40 words DMC: Yes (see spell) AC: Yes</p> <p>This spell allows the spell caster to create three edible material components that will heal a character of any and all afflictions at the time it is consumed, be it poison, disease or even death - Or all of them at the same time. Magical afflictions are also healed by this spell. The Fruit of the Forestmust be stored in a container on which is written the name of the spell, the name of the caster and the date that the fruit was harvested (the date of the event). If they are not kept in individual containers, the Fruit of the Forest cannot be separated. These containers and the fruit within them are Stealable. If given to a dead Player or NPC, then the Fruit is placed in their hand, rather than in their mouth. Once the Fruit of the Forest has been consumed, the healing will be complete after a count from 30 to 0.</p>
7th Limb	
Counter Spell	<p>Uses: 1 VC: 15 (see spell) DMC: Yes AC: Yes</p> <p>This spell allows the caster to end an active spell of the SIXTH(or lower)Limb/Circle. By pointing at the person with the active spell and clearly calling "You know only the Trees, but I the forest: Cease your sixth limb spell!" The spell caster must then declare which spell they seek to end; if it is of the sixthLimb/Circle or less, that spell ends immediately,</p>

	<p>even if it is a magical item, not only an active effect or a spell sash. This can also be performed on another spell caster while they are casting a spell, with the same declaration and effect. If cast at a Supernatural Being, it will also count as wound to the chest, although any magical defenses the creature may have will be in full effect (provided that that protective enchantment is not what is dispelled by the caster). Each use of the Counter Spell expends one casting, whether it is successful or not.</p>
<p>Create Artifact</p>	<p>Uses: 1 VC: 40 words MC: Yes; item; scroll AC: By spell</p> <p>This enchantment transfers the power of the spell caster into an object. Before the Artifact is created, the spell caster must first prepare it by placing their symbol and initials on the item. A scroll must also be written which will contain the spell that will be placed into the object, including the description, rules for use of the spell and the ways that it can be disenchanting. The scroll must contain the name of the spell caster and places for the date at which the spell is cast and a signatory line for the Magic Marshal or Event Holder. The spell caster can empower the item with any single spell that they can cast, unless that spell creates a physical object (it cannot transfer the knowledge to make potions, amulets or familiars, for instance, but it could all a weapon to be silvered or an item to be repaired). The Artifact cannot create open ended effects such as Cantrip or Mimic Spell. If the spell within the Artifact requires additional components, such as Light, Magic Missile or Wizard's Cloak, then the spell caster must also provide these props to the person carrying the Artifact. MC's needed to cast the spell, however, are not required, as the Artifact itself will serve as the MCs required to do so. Once the Artifact is created, the spell caster no longer has access to that spell until the OOC prop is returned to their possession or the event ends. If the Artifact is disenchanting, the spell caster still must have it in their possession to regain the use of that spell. Once the Artifact is created, it will last until the end of the event -not the event day - and is only destroyed by disenchanting; it cannot be destroyed by physical force alone. An additional spell may be added to the Artifact each time the spell is learned; only one Artifact can be created by a spell caster at any given time.</p>
<p>Hallowed Ground</p>	<p>Uses: 1 VC: 50 words MC: Yes; poles; ribbon DMC: Yes AC: Yes</p>

This spell creates an area in which either combat cannot take place, or spells be cast. Before declaring Holy Ground, 1218" stakes are laid out to indicate the area that will be affected, so that 12" of each stake remains visible. As the spell is being invoked, the spell caster will attach a ribbon up to 100' long to the top of each stake, creating the barrier. This ribbon must be decorated with mystic glyphs and runes (or otherwise made to appear magical) and must contain the name of the spell caster and the words "Hallowed Ground" at least ten times across it. Once the Ground is Hallowed, anyone can cross the border into the area. However, either magic or weapons are unable to operate while a character is on the Hallowed Ground. If magic is negated, active spells that are brought into the area provide no benefit (although Supernatural Beings remain active, they have no special powers). These spells are simply inactive, NOT expended, and will resume to function once the character leaves the Hallowed Ground. If there is a timed effect, however, that time continues to be counted and is NOT suspended. Likewise, if no weapon can inflict a wound while a character is on Hallowed Ground, then no injury can be inflicted upon a player or NPC while they are on the Hallowed Ground and they cannot be stunned, knocked unconscious and so on. At night, lights can be placed at each stake for the purposes of visibility (or the ribbon can be otherwise illuminated for OOC safety). Once declared Hallowed, the area will remain so for the rest of the event day, and by definition cannot be Disrupted. The spell can only be ended by the spell caster, who must cast the spell again to return it to its natural state. If the spell is learned more than once, the spell caster can choose to make the Hallowed Ground apply to both magic AND combat, or to add another 50' to the perimeter of the spell.