

# DRUID

| RANK | LIFE POINTS | HUMAN POWER | NAT HEAL | WEAPON TYPE | SKILL POINTS | STRESS RESIST | CLASS ABILITIES  |
|------|-------------|-------------|----------|-------------|--------------|---------------|--|
| 1    | 26 : 24     | 10          | 4        | Single      | 10           | 1s            | Challenge Element<br>Herblore<br>Utilise Druidic Cantrips<br>Utilise Gymier up to level<br>Utilise Light Weapons |
| 2    | 28 : 26     | 13          | 8        |             | 1            | 2s            |  |
| 3    | 30 : 28     | 16          | 12       | +1 Skill    | 1            | 2s            | Nature's Lore  |
| 4    | 32 : 30     | 19          | 16       | +1 Skill    | 1            | 2s            |  |
| 5    | 34 : 32     | 22          | 20       | +1 Skill    | 2            | 2s / 2d       | Make Cure Potion<br>Remove own Gymeric Spell   |
| 6    | 36 : 34     | 25          | 24       |             | 1            | 2s / 3d       | Talk to Animals a/w  |
| 7    | 38 : 36     | 28          | 28       | +1 Skill    | 1            | 3s / 3d       | Talk to Plants a/w   |
| 8    | 40 : 38     | 31          | 32       |             | 2            | 4s / 4d       | Make Mystic Item   |
| 9    | 42 : 40     | 34          | 36       |             | 2            | 4s / 4d       |  |
| 10   | 44 : 42     | 37          | 40       |             | 2            | 4s / 5d       | Procure Herb   |
| 11   | 47 : 45     | 42          | 46       |             | 4            | 5s / 5d       |  |
| 12   | 50 : 48     | 47          | 52       |             | 5            | 5s / 6d       |  |

CHOOSE FROM: AMBIDEXTROUS, DOUBLE HANDED, MISSILE, THROWN

A HUMAN DRUID GAINS 26:2 LIFE POINTS

AN ELVEN DRUID GAINS 24:2 LIFE POINTS

A WOOD ELVEN DRUID has the ability to Utilise Gymier at level plus one.

## CLASS RESTRICTIONS AND LIMITATIONS

1. All druids must choose a colour Light/Grey/Dark. Generally, Light druids see 'Man' as a destroyer of nature and will often attack anyone who even walks in the land they are protecting without permission. Grey druids seek to maintain the intricate and delicate balance of nature and the cycles of life. Dark druids tend to lean more to accepting 'Man' as part of nature's balance and will instruct and

guide first before striking. Druids however still have their own personal views and personality, which may differ.

2. All druids are Neutral. Although they may have good or evil tendencies.
3. Druids share a bond of brotherhood/sisterhood with each other and therefore will never harm another druid unless in exceptional circumstances. Even then the druid will seek atonement from fellow druids and Father Gymier. This does not extend to the Wessex War Druids.

## CLASS ABILITIES

**Challenge Element** – Allows the Druid to counteract a ranged targeted Elemental Mystical effect of M2 or lower of an equal or lower level than the Druid. To successfully do so, they must challenge at the instant the effect is cast and expend power equal to the spells level. This also requires vocals. Anything that would stop a Druid from casting spells also stops them from using this ability.

*“By the power of...(element)...I challenge that...(spell effect)”*

**Herblore** – Allows the Druid to identify plants, and their characteristics as well as possible applications for which such plants may be used. Plants are natural and non-human. Ref’s discretion.

**Utilise Druidic Cantrips.** – This allows the Druid to cast minor spell like abilities. They gain two for free upon gaining this ability, and further cantrips may be purchased for a cost of 5xp each to a maximum of two per level. Please see the Druid cantrips list for details of which are accessible to Druids.

**Utilise Gymier up to level.** – Allows a Druid to cast Gymeric spells up to their level. All Gymeric spells are cast at a Gymeric power level unless otherwise specified.

**Utilise Light Weapon** – This allows the Druid to be able to use any Light Weapon.

**Nature’s Lore** – Through the Druids devotion and study of the natural world they have developed knowledge of how it all relates to each other in the great cycle of life. A Druid may know about ecosystems, animal and plant behaviour (A plant or animal is natural and non-human), climate and seasonal changes etc. Refs discretion.

**Make Cure Potion** – Allows the Druid to make a number of Herbal Cure Lights equal to their level per weekend attended for free

**Remove own Gymeric Spell** – This allows the Druid to voluntarily cancel the effects of any durational effect spell that they have cast some time in the past. No vocal is required and there is no range limitation.

**Talk to Animals** – This allows the Druid to speak with any animals. Answers are limited to the intelligence of the animal and may not always be truthful.

**Talk to Plants** – This allows the Druid to speak with any plant. Answers are limited to the size of the plant and may not always be truthful.

**Make Mystic Item** – This allows the Druid to make mystic items – Refer to Makes rules handbook.

**Procure Herb** – Allows the Druid to find a specified herb or plant in an environment with which they are familiar, or an equivalent in unfamiliar surroundings.

## Druid Skill Picks

| TABLE 1                    |                       |
|----------------------------|-----------------------|
| Apprentice Alchemist       | Discern Poison        |
| Apprentice Black Arts      | Discern Power         |
| <b>Commune with Nature</b> | Spiritual Enhancement |
| Discern Alchemy            | Subdue                |
| Discern Black Arts         | Track                 |
| Discern Bless/Curse        | Utilise Light Armour  |
| Discern Disease            | Utilise Shield        |

| TABLE 2                             |                       |
|-------------------------------------|-----------------------|
| Alchemist                           | Reflex 1              |
| Black Arts                          | Shield Mastery 1      |
| <b>Enhanced Commune with Nature</b> | Stamina 1             |
| Enhanced Natural Healing            | Utilise Medium Armour |
| <b>Gain Familiar</b>                | Utilise Medium Weapon |
| Make Gods Charm                     | Weapon Mastery 1      |

| TABLE 3                      |                      |
|------------------------------|----------------------|
| Abiding Spirit               | Reflex 3             |
| <b>Additional Power Gain</b> | Resist Nature's Lure |
| Animosity                    | Shield Mastery 2     |
| Disguise                     | Smash                |
| Dodge                        | Stamina 2            |
| Missile Mastery 1            | Strength 1           |
| <b>One with Nature</b>       | Weapon Mastery 2     |
| Reflex 2                     |                      |

| TABLE 4           |                             |
|-------------------|-----------------------------|
| Cold Rage         | Nature's Cry                |
| Crushing Blow     | Protection of Father Gymier |
| Enmity            | Stamina 3                   |
| Missile Mastery 2 | Strength 2                  |

Skills in **Bold** must be taken at 1<sup>st</sup> rank, or not at all.

## Skill Descriptions

### Table One

**Apprentice Alchemist** – This allows the Druid to make potions – Refer to Makes rules handbook.

**Apprentice Black Arts** – This allows the Druid to make poisons, acids, etc – Refer to Makes rules handbook.

**Commune with Nature** – If the Druid sits amongst nature and meditates for 15 minutes, they will regain one point of temporary spent power. During this time, they may do nothing else. This will not take the Druid above their maximum power limit. The Druid may only regain their power once per mission length in this way although it does not all have to be in one sitting.

*This ability must be purchased at 1<sup>st</sup> rank.*

**Discern Alchemy** – This allows the Druid to discern various potions – Refer to Makes rules handbook.

**Discern Black Arts** – This allows the Druid to discern various poisons, acids, etc – Refer to Makes rules handbook.

**Discern Bless/Curse** – This allows the Druid to discern the presence of any blesses or curses on the target and also to gain an insight into their relative power and nature.

**Discern Disease** – This allows the Druid to discern the presence and nature of any disease which is currently afflicting the target, including diseases with no current physical symptoms or where the target is merely a carrier.

**Discern Poison** – This allows the Druid to discern the presence and nature of any poison which is currently afflicting the target, including poisons with no current physical symptoms.

**Discern Power** – This allows the Druid to discern the amount of Power in a person, object or spell effect. (E.g. How much power a target has remaining or the amount of power cast into a spiritual miracle.)

**Spiritual Enhancement** – This skill permanently grants the Druid an additional 2 power. This skill may be purchased more than once.

**Subdue** – this allows the Druid to deal non-lethal melee damage as skillfully as they may deal lethal melee damage. The call of Subdue should be added to the damage call to make this clear. For every Hit of subdue damage inflicted 1LP is lethal damage. E.g. a Warrior does triple subdue to a fellow party member to try and knock them out as they are in a rune of pain – 3LPs of the damage is real, the other 15 are

Subdued. The target has taken 18LPs damage but only 3 of it has actually done any real hurt. When using Subdue it is not possible to accidentally kill the person being subdued. Without the Subdue skill, any untrained attempt to deal non-lethal melee damage is limited to a Subdue Single (6LPs). Any attempt to deal more than that without training will always deal full lethal damage.

**Track** – This allows the Druid to track known prints or markings. Druids may learn these through study and any known tracks should be recorded by a referee on a track card. Track may also allow a Druid to follow a trail of someone who has passed through, depending on the conditions of the area. (See ref.)

**Utilise Light Armour** – This allows the Druid to be able to use any Light Armour: Soft Leather (base 2 AC), Fur (base 3 AC) or Rigid Leather (base 4 AC).

**Utilise Shield** – This allows the Druid to use Shields of any size.

## Table Two

**Alchemist** – This further enhances the Druid's potion making skills – Refer to Makes rules handbook

**Black Arts** – This further enhances the Druid's poison, acid, etc making skills – Refer to Makes rules handbook.

**Enhanced Commune with Nature** – The Druid has learnt to better commune with nature increasing the speed they recover lost power. When communing with nature they now regain power at a rate of one point per minute. The Druid may only regain their power once per mission length in this way although it does not all have to be in one sitting. The Druid must have *Commune with Nature* to select this skill.

*This ability must be purchased at 1<sup>st</sup> rank.*

**Enhanced Natural Healing** – This doubles the amount of natural healing the Druid can use per day.

**Gain Familiar** – The Druid has an adorable animal companion. The animal companion should be no larger than a cat (ref's discretion) and serves no practical purpose. A Druid can always speak to their Familiar, even before they gain the ability *Talk to Animals*. A special may be booked to enhance a Druid's companion.

*This ability must be purchased at 1<sup>st</sup> rank.*

**Make Gods Charm** – This allows the Druid to manufacture Gods Charms. (Either +1 dexterity or +1 strength) A maximum of 1 item per 2 levels per weekend can be made by the Druid. There is no cost to make these items apart from the power cost of casting the spell. To make Gods Charms last longer than one weekend, the Druid must be able to cast Permanent Bless.

**Reflex 1** – This gives the Druid one point of dexterity.

**Shield Mastery 1** – This gives the Druid one additional point of dexterity AC when using a shield. This also adds one hit of breaking resistance to a shield in the hands of the Druid. E.g. Shield Mastery 1 means a normal shield would break on a Six, rather than a Five.

**Stamina 1** – This gives the Druid +3 lps total body.

**Utilise Medium Armour** – This allows the Druid who already has Utilise Light Armour to be able to use any Medium Armour: Ring or Chain Mail (base 6 AC), Scale and Brigandine (base 8 AC).

**Utilise Medium Weapon** – This allows the Druid who already has Utilise Light Weapon to be able to use any Medium Weapon (although the Druid may also need Missile Skill or Thrown Skill).

**Weapon Mastery 1** – This gives the Druid plus 6 lps damage with a chosen melee weapon. E.g. a Single-handed Mace

### Table Three

**Abiding Spirit** – Once a day the Druid may invoke this ability and for the next 5 minutes any durational generic spell cast by the Druid has an extended duration of 1½ times the normal duration of the spell.

**Additional Power Gain** – The Druid begins with a power gain of 3 points per level. Each time the Druid buys this ability they gain an additional initial power, and an additional point of power per level. For example, if a Druid purchases this ability twice they have an initial power of 12 and henceforth have a power gain of five power per level. A Druid starting on 10 initial power may have a maximum power gain of 5 points per level. A Druid starting on less than 10 initial power may have a maximum power gain of 4 points per level.

*This ability must be purchased at 1<sup>st</sup> rank.*

**Animosity** – This allows the Druid to berserk at will against a specific type of adversary. The enemy type must be cleared with a referee. When in berserk the Druid loses all weapon masteries, cannot use a shield, cannot use any skills such as dodge, turn blow, mighty blow, etc. The Druid gains 6 points of strength and has all normal physical damage taken reduced to ½ after armour. While in a Berserk state the Druid will keep going, no matter how much damage has been take (except Spirit damage which cuts straight through berserk) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 30 second wind down period at the end of the berserk.

**Disguise** – this skill allows the Druid to chance their appearance. This can include base race changes of approximately the same size and stature as the Druid, hair colour, etc.

**Dodge** – This allows the Druid to dodge one melee blow per day, this will work on all but the most powerful mystic types. This skill may be purchased more than once.

**Missile Mastery 1** – this allows the Druid to inflict an additional 6LPs damage with a favoured missile weapon – bow, blow pipe cross bow etc.

**One with Nature** – The Druid is so attuned with nature that they naturally recover some of their power whenever they are close to nature. In addition to any gain while using *Commune with Nature*, while in a natural environment the druid will passively recover one point of power per four levels every five minutes. The power gained in this way counts towards the total that can be regained by the Druid from Communing with nature, but they may now regain a maximum of twice their power per mission length. The Druid must have *Enhanced Commune with Nature* to select this skill.

*This ability must be purchased at 1<sup>st</sup> rank.*



**Reflex 2** – This gives the Druid two additional points of dexterity. Must have Reflex 1 first.

**Reflex 3** – This gives the Druid three additional points of dexterity. Must have Reflex 2 first.

**Resist Nature's Lure** – Once per four levels per day the Druid can resist one Gymeric spell or ability from a natural animal/plant. This skill may be purchased more than once.

**Shield Mastery 2** – This gives the Druid two additional points of dexterity AC when using a shield. Requires Shield Mastery 1 (giving a total additional three points of dexterity AC). This also adds one more hit of breaking resistance to a shield in the hands of the Druid. E.g. Shield Mastery 2 means a normal shield would break on a Seven, rather than a Five.

**Smash** – This allows the Druid with a suitable weapon, e.g. Axe, Polearm, Mace to break open a door, break a shield, etc (Ref's discretion.) Usable 1 per 4 levels per day. This skill may be purchased more than once.

**Stamina 2** – This gives the Druid an additional +6 lps total body. *Requires Stamina 1.*

**Strength 1** – This gives the Druid +3 strength.

**Weapon Mastery 2** – This gives the Druid plus 6 lps damage with a chosen melee weapon. E.g. A Single-handed Mace for a total of plus 12 lps damage with the chosen weapon type. Requires the Druid to have Weapon Mastery 1 in the same weapon type.

#### Table Four

**Cold Rage** – This allows the Druid to enter a state of rage against an opponent. A Druid in this state will take only one quarter of all normal physical damage after armour. The Druid gains plus 6 points of strength whilst in cold rage. The Druid may still use all weapon masteries and skill whilst in cold rage. The skill should be declared against a specific opponent in an encounter (e.g. cold rage vs. that Gil commander). This allows the Druid to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through), until the target has been killed or escaped. There is no wind down to this skill – once the target has died or escaped, the Cold Rage ends immediately. This skill is usable once per six levels per day.

**Crushing Blow** – This allows the Druid with a suitably blunt/heavily bladed (axe) weapon, or body weaponry to strike a location and reduce it to 0 lps. This skill is usable 1 per 4 levels per day. This skill may be purchased more than once.

**Enmity** – this skill allows the Druid to cold rage against a pre-specified type of opponent. This skill is at will, but you must check with a referee what you are allowed to have enmity against.

**Missile Mastery 2** – this allows the Druid to inflict an additional 6LPs damage with a favoured missile weapon. *Requires Missile mastery 1.*

**Nature's Cry** – this ability allows a Druid to call on Gymier to allow them to cast a spell while under duress. The Druid may not have enough power remaining to cast

the spell, or they may be prevented from casting in some way because of an impaling effect, rune of pain, cut to bleed, etc (see ref). In these circumstances a Druid may cast a spell from their spell list of no higher than their level. This spell has zero power cost. Vocals must still be used and no spell which has any permanent, irrevocable or non-power costs can be cast using Nature's Cry. This skill is usable once per four levels per day.

**Protection of Father Gymier** – This ability may only be used once per lunar month. The druid calls and partially embodies the essence of nature.

The effects are as follows:

- The Druid is immune to any touch or effects caused by animals or plants (natural or otherwise, ref's discretion) – no animal or plant may touch, damage or affect them.
- The Druid is immune to elemental effects of Mantic 2 or below.
- The duration is 15 minutes (unless extended)
- Natural animals and plants will treat the Druid as a close ally and friend, even defending the Druid if appropriate.
- The Druid's remaining power is halved (rounding down) The Druid must therefore be on at least 2 power in order to call upon the Protection of Father Gymier.
- The duration may be extended at a further cost of 2 power per minute.

*This ability may never be gained by Wessex War Druids, Coustillars or similar classes.*

**Stamina 3**– this gives the Druid a permanent additional 9LPs total body. Requires *Stamina 1 and Stamina 2*.

**Strength 2** – This gives the Druid an additional +6 strength. Requires Strength 1.

## Gymeric Spells

| Level             | Spells                  |                                |                        |
|-------------------|-------------------------|--------------------------------|------------------------|
| <b>1st Level</b>  | Barkskin                | Locate Plant                   | Speak with Animals     |
|                   | Faerie Fire             | Protection from Animals        | Speak with Plants      |
|                   | Heal Self               | Protection from Plants         | Warp Touch             |
|                   | Ignite                  | Purification                   |                        |
|                   | Locate Animal           | Resist Heat                    |                        |
| <b>2nd Level</b>  | Barkskin, Other         | Light                          | Resist Cold            |
|                   | Charm Animal            | Lightning Dart                 | Resist Fire            |
|                   | Dispel Gymier II        | Protection from Animals, Other | Resist Heat, Other     |
|                   | Enhance Growth          | Other                          | Trip                   |
|                   | Entangle                | Protection from Plants, Other  | Wall of Thorns         |
|                   | Fire Blast              | Other                          | Warp Range             |
| <b>3rd Level</b>  | Halt Animal             | Reform Touch                   |                        |
|                   | Aura Repel Insects      |                                | Resist Cold, Other     |
|                   | Bless, 4 hour           | Light Range                    | Resist Fire, Other     |
|                   | Cure Light Wounds       | Lightning Blast                | Trip Trap              |
| <b>4th Level</b>  | Fireball                | Reform Range                   |                        |
|                   | Bless, 24 hour          | Dispel Gymier IV               | Plant Shift            |
|                   | Cure Disease            | Heat Metal                     | Summon Earth           |
|                   | Cure Serious Wounds     | Ignite Durational              | Childe                 |
| <b>5th Level</b>  | Lighting Bolt           |                                |                        |
|                   | Camouflage              | Lightning Flash                | Stoneskin              |
|                   | Charm Animal, Permanent | Minor Warding                  | Summon Fire Childe     |
|                   | Enhance Growth, Mass    | Plant Shift, Other             | Summon Gnome           |
|                   | Remove Poison           |                                | Trip, Mass             |
| <b>6th Level</b>  | Blindness               | Dispel Gymier VI               | Summon Salamander      |
|                   | Camouflage, Other       | Stoneskin, Other               | Wall of Fire           |
|                   | Curse                   | Stone to Flesh                 | Wall of Stone          |
|                   | Dispel Fire             |                                |                        |
| <b>7th Level</b>  | Charm Humanoid          | Thunderclap                    |                        |
|                   | Silence                 | Warp, Mass                     |                        |
| <b>8th Level</b>  | Alliance Initiation     | Infestation                    | Summon Knight of Earth |
|                   | Bless, Permanent        | Major Warding                  |                        |
|                   | Call Lightning          | Nature's Blight                | Summon Storm           |
|                   | Dispel Gymier VIII      | Plant Shift, Durational        | Childe                 |
|                   | Entangle, Mass          | Quest                          | Total Heal             |
|                   | Flame Strike            | Regeneration                   | Whirlwind Gaol         |
| <b>10th Level</b> | Creeping Doom           | Lightning Storm                | Reincarnation          |
|                   | Dispel Gymier X         | Plant Shift, Other, Durational | Summon Knight of Fire  |
|                   | Flesh to Stone          | Questimoon                     |                        |
|                   | Fylgia Form             |                                |                        |

## 1st Level

### **Barkskin**

*Level:* 1 [Gymier]

*Duration:* 5 minutes

*Range:* Touch

*Vocal:* "Spirits of woodland aid my plight, ward me in thy greenwood might."

*Mind Influencing:* No

*Description:* Gives +1 Gymeric AC. This is stackable with itself, Faerie Fire, Stoneskin and any Gymeric Blesses.

### **Faerie Fire**

*Level:* 1 [Gymier]

*Duration:* 5 minutes

*Range:* Touch

*Vocal:* "Faeries of this woodland's might; hide me, shield me – lend thy sight."

*Mind Influencing:* No

*Description:* Gives +1 Dexterity to all allies and –1 Dexterity AC (monsters lose 1 Hit per casting) to all enemies in the area (30ft Radius around the caster).

### **Heal Self**

*Level:* 1 [Gymier]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits of leaf and tree lend me thy healing cure."

*Mind Influencing:* No

*Description:* With this miracle a caster can heal themselves in the same manner to a cure. This miracle only heals 3 life points damage (both locational and total body, Gymeric). This can be done in one of two ways;

1. The caster may incant the vocal and NOT touch a location of their body – the result will be that the cure is applied to the casters most damaged location.
2. The caster may elect to apply the healing to a location which is not the caster's most damaged. The caster must touch the location in question with one hand.

### **Ignite**

*Level:* 1 [Gymier]

*Duration:* Instant

*Range:* Touch

*Vocal:* "By the power of fire, ignite."

*Mind Influencing:* No

*Description:* Produces the effects of a match from the caster's index finger. May light candles, lanterns, fuses but not much else. Ref's discretion.

### **Locate Animal**

*Level:* 1 [Gymier]

*Duration:* Instant/Permanent

*Range:* Self

*Vocal:* "Oh creature, where are you?"

*Mind Influencing:* No

*Description:* The caster will be given a compass direction and number of feet to a certain type of animal. Animals are natural, planar and non-human.

**Locate Plant**

*Level:* 1 [Gymier]

*Duration:* Instant

*Range:* Self

*Vocal:* "Whither does this plant (type of plant) grow?"

*Mind Influencing:* No

*Description:* The caster will be given a compass direction and number of feet to a certain type of plant.

**Protection from Animals**

*Level:* 1 [Gymier]

*Duration:* 5 minutes

*Range:* Self

*Vocal:* "Spirits of woodland, ward thy servant from thy misguided creatures."

*Mind Influencing:* No

*Description:* The caster is rendered Immune to the damage from one type of animal. Animals are natural, planar and non-human. Ref's discretion. Attacking or causing any other detrimental effect to an animal will break the protection against that specific animal.

**Protection from Plants**

*Level:* 1 [Gymier]

*Duration:* 5 minutes

*Range:* Self

*Vocal:* "Woodland lord shield this servant from thy fickle serfs."

*Mind Influencing:* No

*Description:* The caster is rendered Immune to the damage from one type of plant. Plants are natural, planar and non-human. Ref's discretion. Attacking or causing any other detrimental effect to a plant will break the protection against that specific plant.

**Purification**

*Level:* 1 [Gymier]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Be put wholesome and good."

*Mind Influencing:* No

*Description:* When cast, this will remove all poison or disease (not both) of Gymeric level or below from an amount of food or liquid equal to the caster's body weight. The caster will not be affected by either the disease or poison on touch.

**Resist Heat**

*Level:* 1 [Gymier]

*Duration:* 5 minutes

*Range:* Self



*Vocal:* "Cooling rains wash from me the toils of heat."

*Mind Influencing:* No

*Description:* The caster will only suffer half effect from any fire-based attacks or damage of equal or below Gymeric for the duration of the spell.

### **Speak with Animals**

*Level:* 1 [Gymier]

*Duration:* 5 minutes

*Range:* Self

*Vocal:* "Speak ye oh noble beast and tell me of thy toil."

*Mind Influencing:* No

*Description:* This spell allows the caster to speak freely with any animal for the duration of the spell.

### **Speak with Plants**

*Level:* 1 [Gymier]

*Duration:* 5 minutes

*Range:* Self

*Vocal:* "Spirit of the green, speak to me through thy nature."

*Mind Influencing:* No

*Description:* This spell allows the caster to speak freely with any plant for the duration of the spell.

### **Warp Touch**

*Level:* 1 [Gymier]

*Duration:* Instant

*Range:* Touch

*Vocal:* "By earth, I warp that..."

*Mind Influencing:* No

*Description:* This will cause one piece of wood (e.g. spear shaft, axe handle, plank of wood, door frame, etc.) to elongate, twist and turn, rendering it useless to its previous task - warped weapons must be dropped, warped doors pop out of their frames, etc.

## **2nd Level**

### **Barkskin, Other**

*Level:* 2 [Gymier]

*Duration:* 5 minutes

*Range:* Touch

*Vocal:* "Spirits of woodland aid my plight, ward me in thy greenwood might."

*Mind Influencing:* No

*Description:* Gives +1 Gymeric AC. This is stackable with itself, Faerie Fire, Stoneskin and any Gymeric Blesses.

### **Charm Animal**

*Level:* 2 [Gymier]

*Duration:* 10 minutes

*Range:* 30ft

*Vocal:* "Animal befriend me, do my bidding."

*Mind Influencing:* Yes

*Description:* Effectively a beguilement on an animal of no more than 5 Hits/level of the caster. The animal is limited in understanding requests of a complex nature (although speak with animals can help here). Note that unlike the beguilement spell the animal will not realise that it has been duped once the spell wears off.

## **Dispel Gymier II**

*Level:* 2 [Gymier]

*Duration:* Varies

*Range:* 30ft

*Vocal:* "With Natures might and the powers that be, dispel Gymier (level)...."

*Mind Influencing:* No

*Description:* This spell can be used to counter Magic, Elemental Wizardry, Illusory, Priestly or Gymeric casting of a level equal to or less than the level of the Dispel. It has several modes of operation.

1. It can be cast onto an object to foil spells cast against that object, *e.g. a Dispel Gymier II on a hidden object will counter one casting of Detect Inanimate, or will foil a Warp Touch etc.* When used this way, it has a duration of 5 minutes.
2. It can be pre-cast on a person to absorb levels of spell directed at that person, *e.g. a Dispel Gymier II will counter a Push spell.* When used this way, it has a duration of 5 minutes.
3. It can be directed at an active durational spell to counter the effects of that spell. *E.g. Dispel Gymier II will remove a Lock spell.* When used this way, it has an instant duration.

Dispel Gymier does NOT harm Elemental Elves but will harm Wood Elves. This will affect standard Elementals but no other summons.

## **Enhance Growth**

*Level:* 2 [Gymier]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits of the green, fill this vessel and give it life."

*Mind Influencing:* No

*Description:* This allows the caster to enhance the growth of a target plant, and to cause it to suddenly grow to full stature. Trees will suddenly come into blossom; fruit will ripen ready to be picked and the plant suffers no ill effects from this sudden growth. NB: This will not allow plants to grow in conditions which do not suit them – merely to enhance growth where it would have naturally occurred given time. This can be used as a total heal to natural plant's life (Ref's discretion).

## **Entangle**

*Level:* 2 [Gymier]

*Duration:* 5 minutes

*Range:* 30ft

*Vocal:* "With leaf and tree I entangle thee."

*Mind Influencing:* No

*Description:* On casting this spell, the plant matter around the target's feet grows and entraps the feet and lower legs for the duration. Attempting to cut oneself free will merely cause more plant growth to take the place of that which is cut. Undead, fire creatures, ethereal beings and large creatures (trolls, giants etc.) are unaffected. It is possible to shift, D-Jump, etc. out of an Entangle.

**Fire Blast**

*Level:* 2 [Gymier]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "Woodland spirit teach my bane fiery plight."

*Mind Influencing:* No

*Description:* This spell causes a blast of Fire to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Fire Blast* inflicts 14LPs (7 Hits) Gymeric [Fire] which is split as 2 points to each location. In addition to the damage this spell also causes the victim to move back 10 feet.

### **Halt Animal**

*Level:* 2 [Gymier]

*Duration:* 10 minutes

*Range:* 30ft

*Vocal:* "Halt animal and be thou still."

*Mind Influencing:* Yes

*Description:* This functions as a halt spell which only affects animals. Animals are natural, planar and non-human. Ref's discretion. The targeted animal is unable to move for the duration unless struck.

### **Light**

*Level:* 2 [Gymier]

*Duration:* 5 minutes

*Range:* Touch

*Vocal:* "Faeries of woodland might fill my path with radiant light."

*Mind Influencing:* No

*Description:* This causes a 15' radius globe of Gymeric light, brighter than daylight, to spring up around the caster or an item touched by the caster.

### **Lightning Dart**

*Level:* 2 [Gymier]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "By the powers of burning sky and rolling thunder I smite thee ... Lightning Dart."

*Mind Influencing:* No

*Description:* This spell causes a dart of Lightning to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Lightning Dart* inflicts 7LPs (4 Hits) Gymeric [Lightning] which is split as 1 point to each location.

### **Protection from Animals, Other**

*Level:* 2 [Gymier]

*Duration:* 5 minutes

*Range:* Touch

*Vocal:* "Spirits of woodland, ward thy servant from thy misguided creatures."

*Mind Influencing:* No

*Description:* The recipient is rendered Immune to the damage from one type of animal. Animals are natural, planar and non-human. Ref's discretion. Attacking or causing any other detrimental effect to an animal will break the protection against that specific animal.

### **Protection from Plants, Other**

*Level:* 2 [Gymier]

*Duration:* 5 minutes

*Range:* Touch

*Vocal:* "Woodland lord shield this servant from thy fickle serfs."

*Mind Influencing:* No

*Description:* The recipient is rendered Immune to the damage from one type of plant. Plants are natural, planar and non-human. Ref's discretion. Attacking or causing any other detrimental effect to a plant will break the protection against that specific plant.

### **Reform Touch**

*Level:* 2 [Gymier]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Repair, reform and be whole."

*Mind Influencing:* No

*Description:* If all the pieces are collected, this spell will not only mend shattered objects, but it can also be used to repair warped or disintegrated normal, magical and spiritual objects.

### **Resist Cold**

*Level:* 2 [Gymier]

*Duration:* 10 minutes

*Range:* Self

*Vocal:* "Sun saviour warm our hearts from this winter's way."

*Mind Influencing:* No

*Description:* When cast, this will overcome all effects of cold and suffer no effect from cold-based attacks or damage equal to or below Gymeric for the duration of the spell.

### **Resist Fire**

*Level:* 2 [Gymier]

*Duration:* 10 minutes

*Range:* Self

*Vocal:* "Sun saviour shield us from thy rays."

*Mind Influencing:* No

*Description:* When cast, this will overcome all effects of heat and suffer no effect from heat-based attacks or damage equal to or below Gymeric for the duration of the spell.

### **Resist Heat, Other**

*Level:* 2 [Gymier]

*Duration:* 5 minutes

*Range:* Touch

*Vocal:* "Cooling rains wash from me the toils of heat."

*Mind Influencing:* No

*Description:* The recipient will only suffer half effect from any fire-based attacks or damage of equal or below Gymeric for the duration of the spell.

### **Trip**

*Level:* 2 [Gymier]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "Slip, trip, over you go."

*Mind Influencing:* No



*Description:* Will cause one victim (who must be in motion) to fall flat on their face. It can be used to interrupt spellcasting if the rival is in motion. Undead, ethereal beings and large creatures (trolls, giants etc.) are unaffected.

### **Wall of Thorns**

*Level:* 2 [Gymier]

*Duration:* 10 minutes

*Range:* Special

*Vocal:* "I call upon woodland might to rise up and aid my flight."

*Mind Influencing:* No

*Description:* Using a staff or chalk (in a forested area), the caster must first inscribe a line (up to 25 feet long) in any shape desired. Then incant the vocals and strike the staff down hard on the end of the line drawn – this causes a rupture in the ground, causing thorny vines to rapidly spread skywards along the line. A wall 6ft high, 1ft thick will appear along the line. Passage through the wall can be achieved in a number of ways. Leaping a 6ft obstacle is OK for some. Waiting the duration is another. Cutting through the wall sustains 3LPs (2 Hit Gymeric)/level of caster. A fireball will destroy the wall. This spell is extendable, and for 1 extra Power one dimension is doubled. For 2 extra Power, every dimension is doubled. This can be extended as much as desired, but note that multiples are not cumulative.

### **Warp Range**

*Level:* 2 [Gymier]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "Twist and turn your work is done, you useful life is now full gone."

*Mind Influencing:* No

*Description:* This will cause one piece of wood (e.g. spear shaft, axe handle, plank of wood, door frame, etc.) to elongate, twist and turn, rendering it useless to its previous task – warped weapons must be dropped, warped doors pop out of their frames, etc.

## **3rd Level**

### **Aura Repel Insects**

*Level:* 3 [Gymier]

*Duration:* 15 minutes

*Range:* 10ft Radius

*Vocal:* "Spirits of infestation I now repel thee."

*Mind Influencing:* No

*Description:* Causes a 10ft aura to form around the caster in which all insects are repelled, and where insects cannot move towards the caster. In the event of infestation or plague the spells effects are dispelled for the duration.

### **Bless, 4 hour**

*Level:* 3 [Gymier]

*Duration:* 4 hours

*Range:* Touch

*Vocal:* "Woodland spirits, come forth and ward thy servant here before thee."

*Mind Influencing:* No

*Description:* This bestows upon the recipient +2 Light/Grey/Dark Gymeric AC (determined by the caster's nature) for 4 hours. A person can only have one Gymeric bless of each colour at any time.

### **Cure Light Wounds**

*Level:* 3 [Gymier]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits of leaf and tree lend this soul thy healing cure."

*Mind Influencing:* No

*Description:* This is a curing miracle that heals 6 life points Gymeric (Or 3 Hits if cast upon a 'monster'). Unlike other Cure Miracles, Cure Light Wounds may be cast by using only one hand, although the healing may not be split over multiple locations nor may it be used to heal Power damage.

### **Fireball**

*Level:* 3 [Gymier]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "Salamanders bring forth here a fireball."

*Mind Influencing:* No

*Description:* Upon casting, a bolt of flame flies from the caster's hand and explodes into a 15'R fireball at the target (up to 30ft away). The target (centre) takes 12LPs (6 Hits) Gymeric [Fire], everyone within 15' of the centre takes 6LPs (3 Hits) Gymeric [Fire].

### **Light Range**

*Level:* 3 [Gymier]

*Duration:* 5 minutes

*Range:* 30ft

*Vocal:* "Faeries of woodland might fill my path with radiant light."

*Mind Influencing:* No

*Description:* This causes a 15' radius globe of Gymeric light, brighter than daylight, to spring up around the caster or an item touched by the caster. When used at range it does not use an item as focus but can be used to dismiss a Shadow if targeted directly at one. This final use dismisses the light spell.

### **Lightning Blast**

*Level:* 3 [Gymier]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "By the powers of burning sky and rolling thunder I smite thee ... Lightning Blast."

*Mind Influencing:* No

*Description:* This spell causes a blast of Lightning to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A

*Lightning Blast* inflicts 14LPs (7 Hits) Gymeric [Lightning] which is split as 2 points to each location. In addition to the damage this spell also causes the victim to move back 10ft.

### **Reform, Range**

*Level:* 3 [Gymier]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "Repair, reform and be whole."

*Mind Influencing:* No

*Description:* If all the pieces are collected, this spell will not only mend shattered objects, but it can also be used to repair warped or disintegrated normal, magical and spiritual objects.

### **Repel Animals**

*Level:* 3 [Gymier]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits of beasts, hear me I repel you."

*Mind Influencing:* No

*Description:* When cast, this spell causes all animals within 30ft of the caster to be pushed back 20ft (away from the caster). They may then continue as before. Animals are natural, planar and non-human. Ref's discretion.

### **Resist Cold, Other**

*Level:* 3 [Gymier]

*Duration:* 10 minutes

*Range:* Touch

*Vocal:* "Sun saviour warm our hearts from this winter's way."

*Mind Influencing:* No

*Description:* When cast, this will overcome all effects of cold and suffer no effect from cold-based attacks or damage equal to or below Gymeric for the duration of the spell.

### **Resist Fire, Other**

*Level:* 3 [Gymier]

*Duration:* 10 minutes

*Range:* Touch

*Vocal:* "Sun saviour shield us from thy rays."

*Mind Influencing:* No

*Description:* When cast, this will overcome all effects of heat and suffer no effect from heat-based attacks or damage equal to or below Gymeric for the duration of the spell.

### **Trip Trap**

*Level:* 3 [Gymier]

*Duration:* 15 minutes

*Range:* 30ft

*Vocal:* "Slip, trip, this is a trap."

*Mind Influencing:* No

*Description:* The victim is trapped in an ongoing trip spell. Every time they attempt to rise they will fall back taking 3lp TB damage Gymeric (1 Hit to monsters). Should the target be attacked they are released (this includes spells).

## **4th Level**

### **Bless, 24hour**

*Level:* 3 [Gymier]

*Duration:* 24hours

*Range:* Touch

*Vocal:* "Woodland spirits, come forth and ward thy servant here before thee."

*Mind Influencing:* No

*Description:* This bestows upon the recipient +2 Light/Grey/Dark Gymeric AC (determined by the caster's nature) for 24 hours. A person can only have one Gymeric bless of each colour at any time.

### **Cure Disease**

*Level:* 4 [Gymier]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Woodland spirits, let nature's tears wash ill from this afflicted soul before thee."

*Mind Influencing:* No

*Description:* The caster touches the recipient upon the forehead. The recipient will then be clear of all diseases of Gymeric level or below (Refs Discretion) and remain so until their next infection.

### **Cure Serious Wounds**

*Level:* 4 [Gymier]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits of leaf and tree lend this soul thy healing cures."

*Mind Influencing:* No

*Description:* This is a curing miracle that heals 12 life points Gymeric (6 Hits if cast upon a 'monster'). Alternatively, it may be used to restore 2 points of temporary Power damage.

### **Dispel Gymier IV**

*Level:* 4 [Gymier]

*Duration:* Varies

*Range:* 30ft

*Vocal:* "With Nature's might and the powers that be, dispel Gymier 4."

*Mind Influencing:* No

*Description:* Vocals and effects as per Dispel Gymier II.

### **Heat Metal**

*Level:* 4 [Gymier]

*Duration:* 5 minutes

*Range:* 30ft

*Vocal:* "Masters of fire, melt this ..... here before me."

*Mind Influencing:* No

*Description:* This spell causes the target piece of metal (up to 2 cubic feet) – and by conduction, any metal that is in contact with the target – to begin to melt. The object will be molten in 5 minutes. Any living area in contact with the metal as it heats up takes 1 LP every 10 seconds (6LPs per minute (3 Hits) Gymeric [Fire]).

### **Ignite Durational**

*Level:* 4 [Gymier]

*Duration:* 20 minutes

*Range:* Touch

*Vocal:* "Masters of flame grant me spark and let my touch Ignite!"

*Mind Influencing:* No

*Description:* As per a normal *Ignite* spell except that it lasts for 20 minutes.

### **Lightning Bolt**

*Level:* 4 [Gymier]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "By the powers of burning sky and rolling thunder I smite thee ... Lightning Bolt."

*Mind Influencing:* No

*Description:* This spell causes a bolt of Lightning to fly from the caster's finger to the designated target (which must be visible and within line of sight (LOS)). A *Lightning*

*Bolt* inflicts 28LPs (14 Hits) Gymeric [Lightning] which is split as 4 points to each location.



### **Plant Shift**

*Level:* 4 [Gymier]

*Duration:* Instant

*Range:* Self

*Vocal:* "Spirits of woodland send me swiftly on my way."

*Mind Influencing:* No

*Description:* Casting this spell instantly transports the caster up to 30ft in the direction desired. The caster cannot change facing but can escape from *Glues* with this spell, and escape from *Entangles* or through non-enchanted walls and doors is possible. The caster must be in contact with plant life at the start and destination in order for this spell to work. *Plant Shift* does not leave the plane and is thus not blocked by effects that stop planar travel such as *Plane Lock* or *Elder Signs*.

### **Summon Earth Childe**

*Level:* 4 [Gymier]

*Duration:* 20 minutes

*Range:* 30ft

*Vocal:* "I call upon a child of Earth and by my power bring them forth and bid them now appear."

*Mind Influencing:* No

*Description:* This spell summons a minor elemental from the elemental plane of Earth. The elemental will follow simple commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

#### **Earth Childe (Minor Elemental)**

An Earth Childe:

1. Is an Elemental,
2. Has 10 Hits,
3. Deals 6 LPs (Singles) Magic [Earth] damage with their claws.

Earth Childes are not intelligent and cannot communicate.

## **5th Level**

### **Camouflage**

*Level:* 5 [Gymier]

*Duration:* 25 minutes

*Range:* Self

*Vocal:* "Spirits of woodland aid my plea, lend me shadows from old oak tree."

*Mind Influencing:* No

*Description:* This spell makes the caster Gymerically blend into the background as long as they are standing against plant life, or lying on the floor. The caster is invisible to both physical and mantic 1 sight for the duration so long as they do not move (breathing heavily is allowable). The recipient of this spell can for the duration

move from spot to spot they will become visible while they move, but when once again have stopped will become invisible

### **Charm Animal, Permanent**

*Level:* 5 [Gymier]

*Duration:* Permanent

*Range:* 30ft

*Vocal:* "Animal befriend me, do my bidding."

*Mind Influencing:* Yes

*Description:* Effectively a beguilement on an animal of no more than 5 Hits/level of the caster. The animal is limited in understanding requests of a complex nature (although speak with animals can help here). Only one animal may be permanently charmed at any time – to charm another animal the Druid must first Dispel their current charm. Note that unlike the beguilement spell the animal will not realise that it has been duped once the spell wears off.

### **Enhance Growth, Mass**

*Level:* 5 [Gymier]

*Duration:* Instant

*Range:* 30ft Radius

*Vocal:* "Lords of green and forest true, gift thy servants life anew."

*Mind Influencing:* No

*Description:* As per an *Enhance Growth* spell except that all plants within 30ft of the caster are affected.

### **Lightning Flash**

*Level:* 5 [Gymier]

*Duration:* Instant

*Range:* 30ft Radius

*Vocal:* "Faerie of forest, true and bright, blind my foes with mystic light."

*Mind Influencing:* No

*Description:* Upon casting this spell, the caster summons a tremendous flash of light (like unto a Lightning strike, but without any of the effects save an intense light). All creatures within 30ft of the caster are blinded for 30 seconds. Only the caster is normally immune to the effects of the spell. Since this spell is Gymeric in nature it will affect Spirit sight. Any minor dæmons of darkness within 30ft are instantly dismissed. Darkness creatures (e.g. Dark Elves, Drowh, Black Dwarves, etc.) also take the effects of a dart spell (7 / 1 LPs TB / Locational [4 Hits] Gymier). Effects on undead are at the referee's discretion, although it is suggested that Shadows are dismissed.

### **Minor Warding**

*Level:* 5 [Gymier]

*Duration:* 25 minutes

*Range:* Special

*Vocal:* "Woodland spirits hear my call, enter this warding now strong as stone walls."

*Mind Influencing:* No

*Description:* A line not more than 12ft long is inscribed upon the ground by the caster. For the duration the area cannot be entered by any neutral beings except the caster. Good beings may enter but they will receive 15LPs TB (8 Hits) Gymeric on doing so. Evil beings may enter but they will receive 30LP TB (15 Hits) Gymeric on doing so. This warding has only one such detonation. Note that unlike the priestly version this warding is Gymeric in nature and so will affect even Magic based creatures such as elementals.

### **Plant Shift, Other**

*Level:* 5 [Gymier]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits of woodland send them swiftly on their way."

*Mind Influencing:* No

*Description:* Casting this spell instantly transports the willing recipient up to 30ft in the direction desired. The recipient cannot change facing but can escape from *Glues* with this spell, and escape from *Entangles* or through non-enchanted walls and doors is possible. The recipient must be in contact with plant life at the start and destination in order for this spell to work. *Plant Shift* does not leave the plane and is thus not blocked by effects that stop planar travel such as *Plane Lock* or *Elder Signs*.

### **Remove Poison**

*Level:* 5 [Gymier]

*Duration:* 25 minutes

*Range:* Touch

*Vocal:* "Woodland spirits, use nature's boon to cleanse this poisoned soul."

*Mind Influencing:* No

*Description:* The vocal is incanted whilst the caster holds both hands to the recipient's forehead. All poison of Gymeric or below (Refs Discretion) in the recipient's body are removed if cast upon them within 30 seconds of it entering their system. If there is no poison present in their system then the miracle will resist 6LPs (2 hits) per level of the caster in poison damage if inflicted within the duration of the miracle.

### **Stoneskin**

*Level:* 5 [Gymier]

*Duration:* 25 minutes

*Range:* Self

*Vocal:* "Gnome of the earth aid my plight, cloak me in thy armoured might."

*Mind Influencing:* No

*Description:* This will give the caster +6 Gymeric AC for the duration.

### **Summon Fire Childe**

*Level:* 5 [Gymier]

*Duration:* 25 minutes

*Range:* 30ft

*Vocal:* "I call upon a childe of Fire and by my power bring them forth and bid them now appear."

*Mind Influencing:* No

*Description:* This spell summons a minor elemental from the elemental plane of Fire. The elemental will follow simple commands and is under the control of the caster as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by

a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

**Fire Childe (Minor Elemental)**

An Earth Childe:

1. Is an Elemental,
2. Has 10 Hits,
3. Deals 6 LPs (Singles) Magic [Fire] damage with their claws.

Fire Childes are not intelligent and cannot communicate.

### **Summon Gnome of Earth**

*Level:* 5 [Gymier]

*Duration:* 25 minutes

*Range:* 30ft

*Vocal:* "I call forth a Gnome of the Earth and bid thee now appear before me to do my bidding."

*Mind Influencing:* No

*Description:* This spell summons an elemental from the elemental plane of Earth. The elemental will follow simple commands and is under the control of the summoner as long as it stays within 30ft of it's summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

#### **Gnome of Earth (Elemental)**

A Gnome of Earth:

4. Is an Elemental,
5. Has 15 Hits,
6. Deals 9 LPs (Doubles) Magic [Earth] damage with their claws.

Gnomes of Earth are reasonably intelligent but cannot communicate.

### **Trip, Mass**

*Level:* 5 [Gymier]

*Duration:* Instant

*Range:* 30ft 120°Arc

*Vocal:* "All slip, all trip, now all fall down."

*Mind Influencing:* No

*Description:* As per the Trip spell but all those in motion within 30ft and a 120 degree arc of the caster are affected.

## **6th Level**

### **Blindness**

*Level:* 6 [Gymier]

*Duration:* 5 minutes

*Range:* 30ft

*Vocal:* "Infesting spirits here cause blight, with nature's curse I steal thy sight."

*Mind Influencing:* No

*Description:* This will blind one individual within 30ft of the caster if that person is of the caster's level or less (5 Hits / level of monster)

### **Camouflage, Other**

*Level:* 6 [Gymier]

*Duration:* 25 minutes

*Range:* Touch

*Vocal:* "Spirits of woodland aid my plea, lend me shadows from old oak tree."

*Mind Influencing:* No

*Description:* This spell makes the willing recipient Gymerically blend into the background as long as they are standing against plant life or lying on the floor. The caster is invisible to both physical and mantic 1 sight for the duration so long as they do not move (breathing heavily is allowable). The recipient of this spell can for the duration move from spot to spot they will become visible while they move, but when once again have stopped will become invisible



### **Curse**

*Level:* 6 [Gymier]

*Duration:* Permanent

*Range:* Varies

*Vocal:* "By nature's wrath I curse thee to..."

*Mind Influencing:* No

*Description:* This is a permanent worded curse at a Gymeric level. There will be a permanent Power cost at the referee's discretion depending upon the severity of the curse. The player may check on this cost before casting the miracle.

### **Dispel Fire**

*Level:* 6 [Gymier]

*Duration:* Instant

*Range:* 30ft Radius

*Vocal:* "In woodland's defence. I call forth the cooling rains and quench the destroyer."

*Mind Influencing:* No

*Description:* All fire of Gymeric or lower level within a 30ft radius is extinguished. Elemental lords and Pyromantic may be affected at referee's discretion.

### **Dispel Gymier VI**

*Level:* 6 [Gymier]

*Duration:* Varies

*Range:* Varies

*Vocal:* "With Natures might and the powers that be, dispel Gymier 6"

*Mind Influencing:* No

*Description:* Vocals and effects as per Dispel Gymier II.

### **Stoneskin, Other**

*Level:* 6 [Gymier]

*Duration:* 25 minutes

*Range:* Touch

*Vocal:* "Gnome of the earth aid my plight, cloak me in thy armoured might."

*Mind Influencing:* No

*Description:* This will give the recipient +6 Gymeric AC for the duration.

### **Stone to Flesh**

*Level:* 6 [Gymier]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Gnomes of the earth awake from sleep, your rest you may no longer keep. With thy toil let rock morph and let the living stone come forth."

*Mind Influencing:* No

*Description:* On touching the subject with both hands this can be used to reverse a Petrification or make a stone building easier (if rather messier) to enter. May affect animated statues at referee's discretion.

### **Summon Salamander of Fire**

*Level:* 6 [Gymier]

*Duration:* 30 minutes

*Range:* 30ft

*Vocal:* "I call forth a Salamander of Fire and bid thee now appear before me to do my bidding."

*Mind Influencing:* No

*Description:* This spell summons an elemental from the elemental plane of Fire. The elemental will follow simple commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

#### **Salamander of Fire (Elemental)**

A Salamander of Fire:

1. Is an Elemental,
2. Has 15 Hits,
3. Deals 9 LPs (Doubles) Magic [Fire] damage with their claws.
4. Is reasonably intelligent but cannot communicate.

### **Wall of Fire**

*Level:* 6 [Gymier]

*Duration:* 30 minutes

*Range:* Special

*Vocal:* "I call upon the salamanders of fire to let thy fiery rage burn upwards into the sky and prevent my enemies from passing by."

*Mind Influencing:* No

*Description:* Using a staff or chalk (on rock), the caster must first inscribe a line (up to 25 feet long) in any shape desired. Then incant the vocals and strike the staff down hard on the end of the line drawn – this causes a rupture in the ground making fire spew skywards along the line. This is a Fire Wall. The effects of the wall on those that pass through are to cause 28 LPs (14 Hits to monsters) Gymeric Fire damage for each pass through the wall. The wall cannot be seen through with physical, Magical or Spirit sight. The wall lasts the duration or until dispelled. It can be extended in the same way as a Wall of Thorns.

### **Wall of Stone**

*Level:* 6 [Gymier]

*Duration:* Permanent

*Range:* Special

*Vocal:* "I call upon the gnomes of earth to raise me a bastion to thwart my enemies."

*Mind Influencing:* No

*Description:* Using a staff or chalk (on rock), the caster must first inscribe a line (up to 6 feet long) in any shape desired. Then incant the vocals and strike the staff down hard on the end of the line drawn – this causes a rupture in the ground making rock

spew skywards along the line, 8ft high and 1ft thick. This is a Stone Wall. This is permanent. This spell may be extended in the same way as a Wall of Thorns.

## 7th Level

### **Charm Humanoid**

*Level:* 7 [Gymier]

*Duration:* 35 minutes

*Range:* 30ft

*Vocal:* "Friend, behold me. I am the embodiment of all that you revere."

*Mind Influencing:* Yes

*Description:* This is a beguilement which affects humanoids. Humanoid does not include such creatures such as goblinoids etc. The victim will see the caster as their ideal role model and friend, casting any miracles or spells desired and fighting on the caster's behalf. The victim will not hand over any personal property or directly harm themselves or any real friends. The victim will remember the beguilement when it has worn off.

### **Silence**

*Level:* 7 [Gymier]

*Duration:* 5 minutes

*Range:* 30ft

*Vocal:* "Silence, I bid thee be quiet."

*Mind Influencing:* No

*Description:* The target is unable to make any vocal noise for the duration. This will only affect those of equal or lesser level than the caster (5 Hits/level for monsters).

### **Thunderclap**

*Level:* 7 [Gymier]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "Sylphs of the Air and Undines of Water crash and grind to bring me here a thunderclap."

*Mind Influencing:* No

*Description:* To cast this spell, the caster must be holding no weapons and must clap their hands together as they finishes their vocals. This causes a massive thunderclap, which can effect in one of two ways:

EITHER, everyone except the caster in a 30ft radius about an indicated point (which can be up to 30ft away) is knocked to the ground, they can then pick themselves back up immediately (NOTE: any creatures flying in the area of effect immediately plummet to the ground in a dead fall [6 LPs (3 Hits) damage through all per 10ft fallen],

OR, if centred on one target, it causes that being to fall to the ground and lay still for 5 minutes. The target can still speak and spell cast (as long as pointing or complicated hand gestures are not required). If the target is attacked – whether it affects or not – the spell is broken. Thunderclap will only affect normal to slightly larger creatures (e.g. it will affect trolls, but not Balrogs, Giants or Dragons, etc.).

**Warp, Mass**

*Level:* 7 [Gymier]

*Duration:* Instant

*Range:* 30ft 120° Arc

*Vocal:* "Twist and turn all nature's spawn, all shafts and spears my foes hold dear, now hear my command all woodland's sons, your useful life is now full done."

*Mind Influencing:* No

*Description:* As per the Warp Range spell except that all wooden objects within 30ft and a 120° arc in front of the caster are affected.

## 8th Level

### **Alliance Initiation**

*Level:* 8 [Gymier]

*Duration:* Permanent

*Range:* Touch

*Vocal:* "Woodland lords take this creature who would become your serf, to aid and heal the woodland true and protect natures earth, with their essence a part of self – they give a gift to you, so now we bequeath natures trust and let them walk anew."

*Mind Influencing:* No

*Description:* This spell aligns a willing recipient to the religion of Gymier allowing them to receive Gymeric blesses. For this the recipient irrevocably donates one point of Power to the casting druid. The druid is somewhat responsible for the actions of their initiates, and if nature seeks vengeance for the actions of an initiate who acts against the oath of initiation that vengeance may also target the druid.

### **Bless, Permanent**

*Level:* 8 [Gymier]

*Duration:* Permanent

*Range:* Touch

*Vocal:* "Spirits of woodland come forth to ward thy servant here before thee."

*Mind Influencing:* No

*Description:* As per a normal Gymeric Bless except that the effects are permanent if cast at this level. The druid may bless a person if they truly believe the recipient is worthy of such without initiation.

### **Call Lightning**

*Level:* 8 [Gymier]

*Duration:* Special

*Range:* Special

*Vocal:* "Let wind blow and rain batter, let my enemies flee their courage shattered. Let chaos descend as the storm grows strong as I watch from the eye the tempest's song."

*Mind Influencing:* No

*Description:* The caster upon finishing the vocals should raise hand and look up to the sky. This calls a lightning storm which will take 1 minute per level of caster to arrive. (If the weather is sufficiently bad it may arrive sooner or even instantaneously – referee's discretion). It will last 10 minutes per level of caster and grant a number of benefits as follows:

1. The caster may cast 3 Hits of lightning spell (darts, blasts, bolts, storm childe) per level, by will with no vocals needed. E.g. – A 9th rank druid has 27 Hits of lightning spell at will. This could be one bolt (14 Hits), one blast (7 Hits) and two darts (one 4 Hits and one 2 Hits). Or it could be 1 storm childe (15 Hits) and three darts (4 Hits each). etc.
2. The caster may cast one Thunderclap and one Lightning Flash per 5 levels. Again, these are at will and with no vocals needed.

3. Lighting spells for any Gymier caster in the vicinity cost one less Power to cast.
4. The caster's lighting miracles move up by one level of force per 5 levels of caster (rounded down). (i.e. darts become blasts and even bolts but no further progression is possible).

**Dispel Gymier VIII**

*Level:* 8 [Gymier]

*Duration:* Varies

*Range:* Varies

*Vocal:* "With Natures might and the powers that be, dispel Gymier 8."

*Mind Influencing:* No

*Description:* Vocals and effects as per Dispel Gymier II.



### **Entangle, Mass**

*Level:* 8 [Gymier]

*Duration:* 5 minutes

*Range:* 30ft 120° Arc

*Vocal:* "With leaf and tree, root and vine, I hold thee all."

*Mind Influencing:* No

*Description:* This is as the Entangle spell except that it affects all beings in a 30ft long, 120° wedge in front of the caster.

### **Flame Strike**

*Level:* 8 [Gymier]

*Duration:* Instant

*Range:* 30ft

*Vocal:* "By Gymier's wrath, I burn thee all. Flame strike."

*Mind Influencing:* No

*Description:* Upon casting, a massive bolt of flame flies from the caster's hand and explodes into a 15'R fireball at the target (up to 30ft away). The target (centre) takes 36LPs (18 Hits) Gymeric [Fire], everyone within 15' of the centre takes 18LPs (9 Hits) Gymeric [Fire].

### **Infestation**

*Level:* 8 [Gymier]

*Duration:* 40 minutes

*Range:* Special

*Vocal:* "Insects of the air and of the ground too, come forth at my behest to serve me true. Bite my foes, increase their woes and make them this battle rue."

*Mind Influencing:* No

*Description:* This spell brings forth a cloud of stinging, biting insects to be centred on a small geographical location (e.g. a hilltop, small field, room etc). The cloud takes a minimum of 1 min to arrive (Refs discretion). Within this cloud all of the caster's enemies suffer -1 Dexterity AC and damage at a rate of 3LP (2 Hit) Gymeric per minute. This ruins all spellcasting concentration except the caster's. All of the caster's allies gain +1 Dexterity AC due to the masking effects of the insects.

### **Major Warding**

*Level:* 8 [Gymier]

*Duration:* 40 minutes

*Range:* Special

*Vocal:* "Woodland spirits hear my calls, gift this place mystic walls, ward thy servant and domain, protect from evil's wrath and pain."

*Mind Influencing:* No

*Description:* A line not more than 20ft long is inscribed upon the ground by the caster. For the duration the area cannot be entered by neutral beings excepting the caster. A Good being attempting to enter will receive 15LPs TB (8 Hits) Gymeric but will be able to enter the warding. An Evil being attempting to enter will receive 30LPs

TB (15 Hits) Gymeric and the effect of a Strikedown and 10ft Knockback. This warding contains 1 detonation/2 levels of caster. Note that unlike the priestly version this warding is Gymeric in nature and so will affect even Magical based creatures such as elementals.

### **Nature's Blight**

*Level:* 8 [Gymier]

*Duration:* 24 hours

*Range:* Line of Sight

*Vocal:* "Spirits of woodland come forth and bring nature's wrath to blight mine enemies here before thee."

*Mind Influencing:* No

*Description:* This is a mass curse, -2 Gymeric AC, directed at a large group of people such as a village or an army within LOS (Line of Sight) of the caster. The effects last for 24 hours.

### **Plant Shift, Durational**

*Level:* 8 [Gymier]

*Duration:* 5 minutes

*Range:* Self

*Vocal:* "I call upon the woodland spirits to grant me the zest of life and send me swiftly on my way."

*Mind Influencing:* No

*Description:* As per the *Plant shift* spell except that the caster may shift as many times as desired over the duration.

### **Quest**

*Level:* 8 [Gymier]

*Duration:* Special

*Range:* See text

*Vocal:* "For this wrong you have done me I lay this geas upon thee..."

*Mind Influencing:* No

*Description:* This spell will cause one being who has somehow wronged the caster to be forced to carry out a task as stated by the caster. The task can be as complex as an adventure or as simple as making the caster a drink! If the task is not attempted at once and in the most effective way available to the victim then they will begin to suffer degenerative effects (see referee) and will have great trouble finding rest and sleep. The target must be able to hear and understand the task and it cannot be directly self destructive (E.g. you cannot instruct them to walk off a cliff if it meant certain death or instruct an Inner Flame to cause a wound on a living creature). This is not mind influencing, it is the essence of Gymier punishing those who fail to right the wrong they have done to the caster by accomplishing their given task.

### **Regeneration**

*Level:* 8 [Gymier]

*Duration:* 3 days

*Range:* Touch

*Vocal:* "Woodland spirits I summon thee here to restore flesh and bone to natures purpose."

*Mind Influencing:* No

*Description:* When this miracle is cast, all the healing processes within the recipient are accelerated to a frightening level. Although the spell starts to work instantly, it takes 3 days for the limb to be totally restored to all its former glory. The beneficiary of this miracle will lose 5 sanity through watching and feeling the limb bud and grow.

## Summon Knight of Earth

*Level:* 8 [Gymier]

*Duration:* 40 minutes

*Range:* 30ft

*Vocal:* "I beseech a Knight of the Earth to hear this, my request, and through my power I conjure it forth here and now to do my will."

*Mind Influencing:* No

*Description:* This spell summons a Major elemental from the elemental plane of Earth. Only one elemental Knight will heed a caster's call at any one time. The elemental will follow complex commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

### **Knight of Earth (Major Elemental)**

A Knight of Earth:

1. Is an Elemental,
2. Has 25 Hits,
3. Deal 12 LPs (Doubles) Magical [Earth] damage with their claws, Through,
4. Have Earth shift at will,
5. Is highly intelligent and can freely communicate.

No lesser elementals will attack a Major Elemental (of whatever element), and they cannot be controlled to do so.

### ***Earth Shift***

*Using this ability instantly transports the Knight of Earth up to 30ft in the direction desired. The Knight cannot change facing or escape from Glues with this spell, but escape from Entangles or through non-enchanted walls and doors is possible. The Knight must be in contact with Earth at the destination point in order for this spell to work.*

## Summon Storm Childe

*Level:* 8 [Gymier]

*Duration:* 40 minutes

*Range:* 30ft

*Vocal:* "I call forth a Childe of Storm and bid thee now appear before me to do my bidding."

*Mind Influencing:* No

*Description:* This spell summons and combines an elemental from the elemental planes of Light & Water. The elemental will follow simple commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

### Storm Childe (Elemental)

A Storm Childe:

1. Is an Elemental,
2. Has 15 Hits,
3. Deals 9 LPs (Doubles) Magic [Lightning] damage with their claws.
4. Has fly at will,
5. Has Teleport at will,
6. Is reasonably intelligent but cannot communicate.
7. Has the Discharge ability.

### **Teleport**

*This ability instantly transports the Storm Childe up to 30ft in the direction desired. The Childe cannot change facing or escape from Glues with this spell, but escape from Entangles or through non-enchanted walls and doors is possible.*

### **Discharge**

*A Storm Childe has the ability to discharge its Hits as:*

- A Lightning Dart (1 Hit),
- A Lightning Blast (3 Hits),
- A Lightning Bolt (5 Hits).

*The elemental can hurl a Bolt into a body of water causing 6 LPs damage (2 Hits to monsters) to all within 10ft of the water's edge. In rain, this can simply be discharged to all within 10ft of the elemental.*

*As well as all this, anyone striking the elemental with a conductive weapon (at least 12" wooden shaft to prevent conductivity) will take a Lightning reflection; the elemental still takes the damage inflicted however.*

### **Lightning Blast**

*This causes a bolt of lightning to fly from the Storm Childe to the designated target (which must be visible and within line of sight (LOS)) within 30ft. It inflicts 14/2 LPs (TB/Locational) Magic [Lightning] damage or 7 Hits to monsters.*

***Lightning Bolt***

*This causes a bolt of lightning to fly from the Storm Childe to the designated target (which must be visible and within line of sight (LOS)) within 30ft. It inflicts 28/4 LPs (TB/Locational) Magic [Lightning] damage or 14 Hits to monsters.*

***Lightning Dart***

*This causes a dart of lightning fly from the ritualist's finger to the designated target (which must be visible and within line of sight (LOS)) within 30ft. It inflicts 7/1 LPs (TB/Locational) Magic [Lightning] damage or 4 Hits to monsters.*

### **Total Heal**

*Level:* 8 [Gymier]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Woodland spirits I adjure thee to stanch these mortal wounds and let this being live."

*Mind Influencing:* No

*Description:* This curing miracle (Gymeric) heals a number of life points equal to the total body of the person it is cast upon, and all locational damage. If this miracle is cast to restore Power the following restrictions apply;

1. This miracle will restore the recipient to full Power.
2. The casting druid will lose a number of permanent Power equal to half of the level of the recipient (rounded up). E.g. if cast on an 11<sup>th</sup> level character the druid will lose 6 Power permanently.
3. This version of this miracle can never be cast on oneself.

### **Whirlwind Gaol**

*Level:* 8 [Gymier]

*Duration:* 5 minutes

*Range:* 30ft, 5ft Radius

*Vocal:* "I conjure forth the range of winds, I lock you now inside, Whirlwind Gaol."

*Mind Influencing:* No

*Description:* When this spell is cast a powerful mini whirlwind springs up around the victim(s). This may be a maximum of 3 people. The wall of wind which narrows to impassable at the top causes anyone attempting to exit the Gaol to be flung back inside, while sustaining 14 LPs (7 Hits) Gymeric [Air] which is split as 2 points to each location. The Gaol will do this a maximum of eight times after which the whirlwind dissipates. Anyone attempting to enter the Gaol is knocked back 5ft. The only ways to escape the Gaol are either to use a shift of higher mantic level than the Gaol has been cast at, or *D-Jump* (see Psionics), *Plant Shift* or to *Dispel* the effect.

## **10th Level**

### **Creeping Doom**

*Level:* 10 [Gymier]

*Duration:* 50 minutes

*Range:* Special

*Vocal:* "Woodland spirits, beast and tree, rise up and defend for I summon thee. Thine enemies walk through thicket and glade, hacking and burning, thy glory to fade. Crush, nip and strangle, rend limb and blade, seek not to drive out, help them now to their graves."

*Mind Influencing:* No

*Description:* When cast upon a woodland area this miracle causes that area to come to animated life. Tree, bush, grass and also animals become insanely furious and will attack. Creeping doom will only affect such creatures that are hated by nature: Orcs, goblins, trolls, drowh, dwarves etc. and anything else that bears evil intent to forests



or those who defend such areas. The effects are that all victims are *Entangled*. During this they will take the effects of a *Desecration*. If elves, rangers or druids are present in the area to fight the intruders then the plants will allow them to cast *Trip* three times and *Entanglement* once each. They will gain all the benefits of a *Sanctify*, a *Gymeric bless* and a *Barkskin*, whereas the enemies will gain the reverse.

### **Dispel Gymier X**

*Level:* 10 [Gymier]

*Duration:* Varies

*Range:* Varies

*Vocal:* "With Natures might and the powers that be, dispel Gymier 10"

*Mind Influencing:* No

*Description:* Vocals and effects as per Dispel Gymier II.

### **Flesh to Stone**

*Level:* 10 [Gymier]

*Duration:* Permanent

*Range:* Touch

*Vocal:* "Gnome of the earth I bid thee rise to change this being before my eyes. Give it time its acts to rue as it spends its life as a fine statue."

*Mind Influencing:* No

*Description:* This miracle petrifies the victim and all that they are carrying. It will affect those of equal to or lower level than the caster (5 Hits/Level for monsters)..

### **Fylgia Form**

*Level:* 10 [Gymier]

*Duration:* 4 hours

*Range:* Touch

*Vocal:* "Woodland spirits lend me grace and grant me natures boon."

*Mind Influencing:* No

*Description:* The caster must choose a natural animal form when first casting this miracle. From then on this is the only form the caster may take. This lasts up to 4 hours and cannot be cast more than three times per day. A total heal is gained for every shift in form and the animals LPs are the same as the caster's own. Equipment carried is also transformed but is unusable for the duration of the miracle (unless it is an item such as a godscharm which gives continually active protection). Miracles that need semantics or vocals cannot be cast whilst in animal form. The caster's movements match that of the natural animal e.g. a druid taking the form of an Eagle can fly a/w (Refs discretion).

### **Lightning Storm**

*Level:* 10 [Gymier]

*Duration:* 5 minutes

*Range:* 30ft, 30ft Radius

*Vocal:* "May the powers of burning sky and rolling thunder strike down with all their rage and force, make my enemies quake with fear and fright as they feel the power of thy unearthly might."

*Mind Influencing:* No

*Description:* This is one of the most powerful, and closely guarded, spells at the caster's disposal. The spell must be centred on a geographical feature (e.g. a fire pit, a tree stump or any other form of landmark), or placed upon an area (e.g. a copse of trees or a courtyard). The storm will have a maximum of 30ft radius but may be less depending on the location (a storm centred on a fire pit will spread to a 30 foot circle around the pit; a storm placed on a courtyard might only fill the courtyard even if it is but 40 feet across). Everything within the area (and anything entering the area after the casting of the spell) takes 28LPs (14 Hits) Gymeric [Lightning] and then 6LPs (3 Hits) Gymeric [Lightning] per minute whilst within the effect of the storm. On the initial casting of the spell, all in the target area are thrown to the ground. For the duration any in the storm are blinded, cannot cast and must move at half speed. The spell also damages structures and landscape within the area of effect.

#### **Plant Shift, Other, Durational**

*Level:* 10 [Gymier]

*Duration:* 5 minutes

*Range:* Touch

*Vocal:* "I call upon the woodland spirits to grant you the zest of life and send you swiftly on your way."

*Mind Influencing:* No

*Description:* As per the *Plant shift* spell except that the recipient may shift as many times as desired over the duration.

### **Questimoon**

*Level:* 10 [Gymier]

*Duration:* Special

*Range:* Special

*Vocal:* "For these wrongs you have done me I lay this geas upon thee all..."

*Mind Influencing:* No

*Description:* This is the same as the Quest miracle save that it will affect up to 25 individuals.

### **Reincarnation**

*Level:* 10 [Gymier]

*Duration:* Instant

*Range:* Touch

*Vocal:* "Spirits of leaf and tree search far and wide, pity thy child cut down mid-stride. Bind body and souls as one anew. Stand now friend, walk straight and true."

*Mind Influencing:* No

*Description:* This miracle will affect one dead recipient. It binds the original spirit and an animal spirit (see referee) into the original body, which is repaired in the process. Now alive again, the recipient will begin to take on some of the looks and mannerisms of the animal spirit. They will also gain some minor abilities connected to that animal (see referee). This miracle affects Magical and Spiritual beings but they lose two resurrection slots and half their experience gained so far. One permanent Power per level the recipient returns as must be placed into this spell.

### **Summon Knight of Fire**

*Level:* 10 [Gymier]

*Duration:* 50 minutes

*Range:* 30ft

*Vocal:* "I beseech a Knight of Fire to hear this, my request, and through my power I conjure it forth here and now to do my will."

*Mind Influencing:* No

*Description:* This spell summons a Major elemental from the elemental plane of Fire. Only one elemental Knight will heed a caster's call at any one time. The elemental will follow complex commands and is under the control of the summoner as long as it stays within 30ft of its summoner, unless it is otherwise controlled, e.g. by a demonist of higher level. The elemental will remain for the duration or until it is destroyed or dispelled.

#### **Knight of Fire (Major Elemental)**

A Knight of Fire:

1. Is an Elemental,
2. Has 25 Hits,
3. Deal 12 LPs (Doubles) Magical [Fire] damage with their claws, Through,
4. Have Fire shift at will,
5. Is highly intelligent and can freely communicate.

No lesser elementals will attack a Major Elemental (of whatever element), and they cannot be controlled to do so.

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**Fire Shift**

Using this ability instantly transports the Knight of Fire up to 30ft in the direction desired. The Knight cannot change facing or escape from Glues with this spell, but escape from Entangles or through non-enchanted walls and doors is possible. The Knight must be in contact with Fire at the destination point in order for this spell to work.

## Druid Cantrips

### *Conceal Spirit* (1 min., Inanimate/Self, Touch)

This cantrip can be cast on something or someone to prevent it/them from detecting as spirit for the duration.

### *Colour* (1 min, Self, special)

Once cast the wielder can choose to be invisible to a specific type of elemental for the duration. This must be of an element which the caster wields. Should the wielder attack the elementals the effect ends immediately.

### *Elder Sign* (Special, Inanimate, Touch)

Drawing a symbol on a wall, floor, ceiling, door, etc will block the next shifting attempt which would pass through it. If a being does attempt to shift/transport through and Elder Signed area they will bounce and the Elder Sign will be dispelled. They may try again after 5 seconds.

### *Find* (Instant, Self, 15'R)

Will locate a named single object or person within radius.

### *Glow* (1 min., Other, 15')

The caster points at the target (a person or object) and simply states "Glow". The person or object will begin to glow dimly. This causes them to still be visible even when they turn invisible, chameleon etc. as long as they are still on the same plane as the caster. Does not allow them to be seen through darkness's etc. which the caster could not normally see through.

### *Locate Gymeric* (Instant, Self, 15'R)

Gives the caster a radar blip of all gymeric items within 15' radius of them

### *Miss* (1 min., Inanimate, 15')

Pointing at the projectile prior to firing/throwing and calling "Miss" will cause that projectile to miss if thrown/fired within 1 min. of casting. The wielder may however reload or throw a different blade which will be unaffected by the cantrip.

### *Plane Bar* (30 secs., Other, 15')

Pointing at a target and calling "Plane Bar" will cause the target's next attempt to mystically return to the plane where the cantrip was cast upon them to be blocked. This does not prevent them mystically leaving this plane. This will not affect the ability to D-jump or Plant Shift as the caster does not leave the plane to move.

### *Pathfinder* (Instant, Self/Other, Special)

As long as a safe path exists through an area of dangerous ground, and the cantrip is cast before entering the area, a person under the effect of this cantrip may find their way

across safely. If they are caused to move from where they wish to step and leave this safe route the spell ends immediately.

*Snuff* (Instant, Other, 15')

Extinguishes small fires (i.e. candle flames, torches)

*Summon Servitor* (Instant, Summons, Special)

This will advise one currently summoned creature under the control of the caster that they are required to return to the caster. Intelligent and/or poorly controlled creatures may ignore this however.

*Tongues* (1 min., Other, Touch)

For the duration the caster may understand and speak with the target even though they would not normally understand them.