Morph / Animal 6
range: touch
area: creature touched
duration: 5 minutes
material: an animal-print glove
incantation: 90 words
Invocation:
I, <caster’s name>, change thy shape!
<insert appropriate animal>!
Description:
With a touch, the shapeshifting magics of this spell transfigures a target into the size and form of a small, harmless animal such as a mouse, a rabbit, an insect, or a songbird. The entire target is transformed including any accouterments.
The target must act like the chosen animal for 5 minutes and must crawl on his or her hands and knees (or whatever is appropriate). Whenever approached, the morphed player must describe to onlookers the caster into an animal, part human and part animal. The player must describe to onlookers the transformation and don an animal-print surcoat.

Restore Flesh
range: none
area: caster
duration: special
material: none
incantation: 105 words
Invocation:
I, <caster’s name>, invoke the fortitude of Greater Medicine!
Description:
This spell functions as per the fourth level Animal spell Animal Medicine except it allows the caster to function and act while mortally wounded.

Venom II / Animal 6
range: none
area: caster
duration: special
material: two purple ribbons
incantation: 90 words
Invocation:
I, <caster’s name>, call upon the Venom of the <insert poisonous creature>!
Description:
This spell functions as per the fourth level Animal spell Venom except it produces two doses of a Light, Sleep, Paralysis, or Critical poison to be delivered through the caster’s claw hits. The type of poison produced must be decided at the time of invocation.

Totem II / Animal 6
range: none
area: caster
duration: 30 minutes
material: an animal-print surcoat, two 12” animal-print words
incantation: 90 words
Invocation:
I, <caster’s name>, call upon the spirit of the <insert totem animal>!
Description:
This spell allows the caster to embody himself or herself with the spirit and features of a single animal of his or her choosing. Totem turns the caster into an animal, part human and part animal. The player must describe to onlookers his or her transformation and don an animal-print surcoat.

Regeneration / Animal 7
range: none
area: caster
duration: special
material: none
incantation: 105 words
Invocation:
I, <caster’s name>, invoke Regeneration!
Description:
Regeneration infuses the caster’s body with the potent healing energies of animalkind. This spell may be cast prior to suffering damage. Once invoked, the regenerative powers of this spell remain dormant until called upon. If the caster is killed, the Regeneration is lost.

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

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

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

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

Roar / Animal 7
range: none
area: 50’ radius
duration: instant
material: none
incantation: 105 words
Invocation:
I, <caster’s name>, invoke the Roar of Beasts! CAUSE FEAR! RUN FOR 30’!
Description:
At the completion of this spell, the caster’s voice and visage is magically touched with the power and presence of a great beast.

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

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

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

**Totem III / Animal 8**

range: none
area: caster
duration: 30 minutes
material: an animal-print surcoat, two 12” animal-print swords
incantation: 120 words
invocation:

I, <caster’s name>, call upon the spirit of the <insert totem animal>!

description:

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

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

- 30 hit points, the caster’s armor does count
- the caster must use two 12” animal-print, non-piercing short swords that represent claws/teeth; these claws do magical Mortal damage
- the caster may invoke **Feat of Strength** six times at will
- the caster may invoke **Roar** twice at will
- the caster is immune to Roar and other fear attacks.

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

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

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

**Venom III* / Animal 8**

range: none
area: caster
duration: special
material: two purple ribbons
incantation: 150 words
invocation:

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

description:

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

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

**Grand Celerity / Animal 9**

range: none
area: caster
duration: special
material: an animal-print headband
incantation: 135 words
invocation:

I, <caster’s name>, invoke Grand Celerity!

description:

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

**Mass Morph* / Animal 9**

range: touch
area: up to three creatures touched
duration: 5 minutes
material: an animal-print glove
incantation: 135 words
invocation:

I, <caster’s name>, change thy shape! <insert appropriate animal>!

description:

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

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

This spell ignores all armor and shields.

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

**Totem IV / Animal 10**

range: none
area: caster
duration: 1 hour
material: an animal-print surcoat, two 12” animal-print swords
incantation: 150 words
invocation:

I, <caster’s name>, call upon the Spirit of the <insert totem animal>!

description:

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

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

- 40 hit points, the caster’s armor does count
- the caster must use two 12” animal-print, non-piercing short swords that represent claws/teeth; these claws do magical Mortal damage
- the caster may invoke **Feat of Strength** eight times at will
- the caster may invoke **Roar** three times at will
- the caster is immune to **Roar** and other fear attacks.

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

The caster remains in **Totem** form for 1 hour, until killed, until canceled by a **Dispel Magic** (of the appropriate level), or by the seventh level Body spell **Restore Flesh**. The caster may end the spell at any time.

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

**Venom IV* / Animal 10**

range: none
area: caster
duration: special
material: two purple ribbons
incantation: 150 words
invocation:

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

description:

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

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**The Arche of Body**

**Heal Light Wound / Body 1**

range: touch
area: one creature
duration: permanent
material: none
incantation: 15 words
invocation:

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

description:

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

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