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

Nature's Wrath / Plant 9
RANGE: throwing distance
AREA: up to three targets
DURATION: instant
MATERIAL: three green spellballs
INCANTATION: 135 words
INVOCATION:
1, <caster's name>, summon Nature's Fury!

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

Embodiment / Plant 10
RANGE: touch
AREA: one willing creature
DURATION: 30 minutes
MATERIAL: a green surcoat, green gloves, green armbands, green spellballs, green spellrings
INCANTATION: 150 words
INVOCATION:
1, <caster's name>, embody the will of Nature's spirit!

DESCRIPTION:
With the rustle of leaves, with the groan of towering oak, with the twist of root and vine, this powerful incantation draws upon the powers of Plant and embodies the essence of green, of plant, and of Nature in one living creature. The affected creature must don a green surcoat, green gloves, and a green armband on each arm. Embodiment Plant grants one creature the following abilities:

— 40 hit points, the affected creature's armor does not count; fire and frost hits count as double damage
— the creature becomes immune to all Plant spells except for Rot
— the creature gains the ability to see through Concealing and Hallow Grove as per the eighth level spell Nature's Visor
— the creature may step into Hallow Grove at will; the creature must hold a green spellball above his or her head
— the creature may Rot with a touch at will
— the creature may throw any combination of Entangle or Nature's Fury at will, each invocation uses up 1 hit point, the creature must call the invocations.

While an Agril, the affected creature cannot cast or use any skills. Any spells (except Memory) and Protection that were in effect on the creature before the casting of the Embodiment are gone. The affected creature remains an Agril for 30 minutes, canceled by a Dispel Magic (of the appropriate level), or canceled by the caster. A Rot will end the spell and kill the Agril instantly. The affected creature does not sustain the wounds (except death) suffered in Agril form.

Tree of Life / Plant 10
RANGE: touch
AREA: one tree
DURATION: special
MATERIAL: green ribbons, a large living tree
INCANTATION: 150 words
INVOCATION:
1, <caster's name>, empower and enchant this Tree of Life!

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

Upon invocation, the druid touches the tree and ties green ribbons to the trunk. The Tree of Life offers the following benefits:

— while standing against the tree, the druid may invoke Hallow Grove at will.
— at any time and any place, the druid may walk into a living human-sized tree and instantly travel and exit his or her Tree of Life. To enter a tree, the druid must touch the trunk and call "TREEWALK!" The player is out-of-play until he or she walks to and exits from the Tree of Life. Only the druid can travel via the tree.
— lastly, with the invocation of the Tree of Life, the druid may place additional Magic Points into the spell. For every additional M P, the Tree of Life gains one use of the eighth level Plant spell Curative. For example, the druid invokes Tree of Life (at a base cost of 10 M P) and places 5 additional M P into the spell. Therefore, the Tree of Life gains 5 Curative uses. By touching the tree, the druid may invoke a Curative use on himself or herself or another creature. The player must tie a green ribbon to the tree for each Curative use. With each use, a ribbon is removed. Once the Curative charges are gone, no more can be added to the Tree.

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

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

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

The Arche of Power

Detect Magic / Power 1

Range: none
Area: 10' radius
Duration: concentration
Material: none
Incantation: 15 words
Invocation:

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

Description:

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

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

Detect Magic / Power 1

Range: sight and hearing
Area: one spell or effect
Duration: instant
Material: none
Incantation: special
Invocation:

I, <caster's name>, Detect Magic! At <level of Detect>!

Description:

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

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

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

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

For example, a caster wishes to invoke Detect in 4 Magic Points to gain a level 5 Detect Magic as well as invoke a 75-word incantation. Furthermore, though the base level for Detect Magic is one, if the caster invokes the spell at a higher level, the spell is dispelled, placed in a mnemonic and stored in a scroll, potion, or item at that increased level.

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

This spell may be held.

Sygil Maga* / Power 1

Range: touch
Area: one item or creature
Duration: special
Material: a sticker designed with the caster's sygil
Incantation: 15 words
Invocation:

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

Description:

This organizational spell of the Academy allows the caster to trace a small symbol of magic upon a single item or even the skin of a creature. Upon invocation, the Sygil Maga or “mark of the mage” flares with energy and then vanishes into complete invisibility. However, any one using the spells Detect Magic or Detect Mage will be able to see the symbol.

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

A Sygil Maga carries between deaths and between events. This spell may require the presence of an Elder.

Combine Power* / Power 3

Range: touch
Area: one creature
Duration: special
Material: none
Incantation: 45 words
Invocation:

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

Description:

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

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

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

Mnemonic I* / Power 3

Range: none
Area: caster
Duration: special
Material: none
Incantation: 45 words
Invocation:

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

Description:

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

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

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

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

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