

# Gaia

## **First Circle**

*Spell Name: Immunity to Disease*

*Uses: 3*

*Verbal: 10 words*

*Material: None*

*Active: None*

This spell makes the recipient immune to the next blow of disease that would have otherwise affected his PC during the event. When damaged by the next poison attack, whether ingested or delivered by a poisoned weapon, call "Immunity to Disease!" Only one Immunity is used at a time. The recipient must take any mundane damage from a poisoned weapon regardless of whether he is protected from the actual poison. More than one Immunity can be cast upon a recipient; the effect is stackable.

## **Second Circle**

*Spell Name: Detect Life*

*Uses: Two*

*Verbal: "Detect Life"*

*Material: None*

*Active: None*

Allows the caster to detect nearby living creatures. All NPCs that are alive and within earshot of the spell will give a response for the caster to hear. This spell has no effect on Player Characters.

## **Third Circle**

*Spell Name: Summon Nature's Ally*

*Uses: 1*

*Verbal: None*

*Material: None*

*Active: Speak to MM*

The caster calls upon a local creature for aid. The nearest creature will answer the casters call. The creature will attempt to aid the caster in whatever way it can. The caster is able to communicate with the creature as if it had the spell Speak cast upon it. The creature will stay as long as it likes and will depart when it feels its task has finished.

## **Fourth Circle**

*Spell Name: Way of the Wild*

*Uses: 1*

*Verbal: 10 words*

*Material: None*

*Active: None*

The caster is able to unenchant himself. For the duration of the spell the caster is not considered an

enchanted being, nor can they cast any spells. Any spells currently affecting them as suspended until the caster chooses to end the spell.

### **Fifth Circle**

*Spell Name: Friendship*

*Uses: 1 use*

*Verbal: "Through the darkness of death, our friendship shall bring you back to the light."*

*Material: Token with the spellcaster's name on it.*

*Active: Hug the target*

Description: Allows the caster to cast the spell Raise Dead on the target without expending any of the caster's uses of the spell Raise Dead.

### **Sixth Circle**

*Spell Name: Living Armor*

*Uses: Special*

*Verbal: 20 words*

*Material: A token to mark the armor*

*Active: An explanation*

The caster is able to enchant a single piece of armor. When the wearing of the armor is raised the armor is repaired. In addition each section of the armor can be repaired with a use of the spell Heal Limb. A blow of Poison to the armor destroys the entire piece of armor that was enchanted, likewise if a blow of Disease damages the armor, the suit cannot be repaired until a cure disease has been cast upon it.

### **Seventh Circle**

*Spell Name: One with Nature*

*Uses: 1*

*Verbal: None*

*Material: None*

*Active: Meditate for 60 seconds*

The caster can not be made into an undead by any means. As long as the caster is in a natural setting (ie. In the woods, not inside a dungeon) they will regenerate back to life in 60 seconds. Also if the caster would regenerate from any other effect, they do so in 60 seconds.

## **Garm**

### **First Circle**

*Spell Name: Hells Servant*

*Uses: 2*

*Verbal: 10 words*

*Material: None*

*Active: None*

This spell grants the caster the ability to totally resist a call of Fireball or another fire based attack.

### **Second Circle**

*Spell Name: Death Knights Will*

*Uses: 1*

*Verbal: None*

*Material: None*

*Active: Meditate for 60 seconds*

If at any time the caster would be made undead or animated by any source they are able to retain their free will throughout the duration of the spell.

### **Third Circle**

*Spell Name: Life and Death*

*Uses: 5*

*Verbal: 30 words*

*Material: None*

*Active: Touch target*

The caster is able to sacrifice their own life in order to restore the life of another. Upon casting the spell the caster is slain as a result, raising the target and healing all limbs.

### **Fourth Circle**

*Spell Name: War and Peace*

*Uses: 5, 1 at a time*

*Verbal: None*

*Material: None*

*Active: None*

This spell enables the caster to swing "Magic" consecutively 5 times per use. Once all 5 calls are made, hit or miss, the caster gains a use of Protection from Melee Weapon. The spell cannot be cast again until the Protection from Melee Weapon is used.

### **Fifth Circle**

*Spell Name: Redistribute*

*Uses: 2*

*Verbal: 20 words*

*Material: None*

*Active: Touch targets spell book*

This spell allows the caster to reset another casters spell 4th circle or lower. Each use must be used on a different target.

### **Sixth Circle**

*Spell Name: Living Armor*

*Uses: Unlimited*

*Verbal: None*

*Material: None*

*Active: Deal 200 scalping blows and scalp a corpse*

After scalping a corpse the caster is able to regenerate from death in 200 seconds the next time they die. This use is expended if the caster is raised before the regeneration finishes.

### **Seventh Circle**

*Spell Name: Lye in the Balance*

*Uses: 5*

*Verbal: 20 words*

*Material: None*

*Active: An explanation*

The caster binds their soul with another PC. The next time that the caster and the target are dead at the same time they will begin to regenerate in 60 seconds. Each use must be recast and the caster may choose a new target each time.