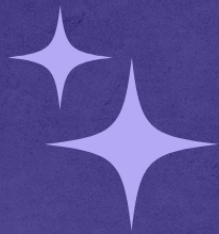


BOOK OF SPELLS



C. M. Daffodil

The following pages contain powerful magic. Use discretion when discussing the secrets contained herein, and guard this book closely.

First, a collection of symbols, each of which represents a different magical technique...

MAGIC OF PLANTS

▷ seed

└ twig

~ grow

MAGIC OF FLESH

♥ meld

◉ eye

✂ muscle/sinew

MAGIC OF ENERGY

≈ current

⊕ enclose/protect

⊞ connect/disconnect

POWER CONSUMPTION

◆ basic

★ intermediate

☀ advanced

∞ unrestrained

SPECIFIC TARGETS

These can prepared and practiced for faster casting. Targets may be combined in some complex spells.

♠ the king

☀ the sun

☪ daffodil

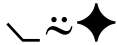
🏰 castillo

SPELLS

When studied carefully, magic symbols can be combined to form spells, the more powerful of which may require a process called 'grounding' to restore magical equilibrium.

The following pages contain enchantments prepared for the use of one Court Magician Daffodil Grusonii.

LEAF LOCKPICK



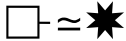
(twig, grow, basic)

DARKSIGHT



(eye, meld, basic)

DISRUPT CURRENT



(disconnect, current, intermediate)

SHIELD KING



(protect, [target], advanced)

Author's Note: Court magicians are allowed this spell for protection of the crown ONLY. It is a highly advanced enchantment which should NEVER be modified for alternate use.

SHIELD SELF



(protect, daffodil, advanced)

C.M. Daffodil's Note: Modified version of SHIELD KING.

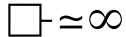
TREE ARM



(meld, sinew, twig)

Author's Note: Magics which combine disciplines (in this instance, plant and flesh magic) often do not include power consumption level. The caster is encouraged to so use their best judgement.

ULTIMATE CURRENT BLAST



(connect, current, unrestrained)

Author's Note: This spell is not recommended.

