#### The Sigil of the One Tree

**Description**

This rune is a green and brown tattoo of a huge oak tree that covers the mage’s chest and abdomen. The skin of the mage takes on the texture of the tree’s parts, smooth and soft where the leaves of the tree are, and tough and bark-like on the trunk.

**Purpose**

This rune is holy to the followers of the One Tree, otherwise known as the Green Druids. The rune gives its practitioners great powers over the forest and its denizens. The Druids consider themselves protectors of their people, their land and the One Tree.

**Rune Site**

The location of this rune site is a closely guarded secret. Somewhere deep in the southern Great Woods, south of the goblin lands is the Druid’s enclave and their sacred worship site, The One Tree. The Druids believe that this Tree is the source of all life, its roots extending underneath the entire land.

**Binding and Raising**

A person who would be a Druid must first be blessed by a High Druid. The initiate is then partially buried in the ground near The One Tree. Over the course of a week, the roots of the Tree snake around and over him, embracing him. The Tree accepts the initiate if he is true to the Druids’ cause and can make a SPI test vs. DL 14. If the initiate is rejected, he will be lifted by the roots of The Tree and be slowly forced out of the ground. A failed initiate is often exiled from the enclave.

Raising the Sigil requires the mage to return to the One Tree and undergo another SPI test. The 2nd and 3rd circle test are DL 14. The 4th circle test is DL 20 however. Failure means that the character must complete some quest for the One Tree. This quest will be assigned by the High Druid. Once this quest is complete, the druid may try again, this time with a +4 to his roll.

**Practitioners**

The Druids are descendants of a lost tribe called the Druidine. Their ancestors were embraced and protected by the Mother when the world was destroyed. They emerged in an isolated region, far from the other tribes. Throughout the tribal times, the Druidine never encountered other Bostonians and developed their own technologies and traditions. In time, they found The One Tree, learned its ways and came to worship it as their patron.

The Druidine are a small tribe of about 1000 people. They live by hunting, gathering and a small amount of agriculture. The Druidine excel at woodcraft, agriculture and herbalism. Of the people in this tribe, 25 have the Sigil of The One Tree. These 25 Druids act as priests, leaders, advisors and protectors.

**Effects**

Because all plants are aspects of The One Tree, Druids are very protective of plant life. Agriculture is seen as partaking of The Tree’s bounty, but logging, burning and wholesale destruction of plant life is not tolerated. The Sigil intensifies this attitude and all who take the rune feel a strong need to protect the woodlands.

The Sigil also ties the mage to The Tree, giving him an affinity for the forests (as per the advantage). However, it also makes him more vulnerable to fire and fire magic. The mage will have a –2 to all saves vs. fire magic and all effects and damage will be +1 point/die of effect.

**Skill**

The magic skill for the Sigil of The One Tree costs 7 buy points and is based on SPI/SPI/PER.

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Bark Skin | 8 | C | S | 10r | Y | * You gain 3 armor on all locations, or +1 armor value (whichever is higher) * You take -1 initiative, move and defense |
| Bounty of the Land | 10 | S | S | Inst | N | * Woodland animals bring you food and can lead you to water * You get enough food to feed a single person for a day * Subsequent castings of this spell increase the DL by 1 * Failing the spell means you cannot cast it for the rest of the day |
| Know Weather | 8 | S | S | Inst | N | * You know the weather for the next 2-4 days |
| Roots That See | 10 | S | S | 1d | N | * Plants speak to you and tell you about the geography in a 2km radius * You gain +3 to tracking and navigation * You gain +1 to survival and herbalism |
| Thorns | 10 | C | 6/12/18/30 | Inst | N | * You cause a plant to grow and shoot thorns at a target doing 2d8 damage * This attack is indirect and can circumvent obstacles in the way of the target |
| Vine | 8 | NE | 6” | 10m | Y | * A vine springs out of the ground and goes 20 hexes in any direction * The vine will affix itself at each end if you wish it * The vine holds up to 200 kg and takes a STR test vs. DL 16 to break |
| **Second Circle** | | | | | | |
| Brambles | 14 | NE | 40” | 20r | Y | * Creates a wall of thorny brambles * The wall is about 7 hexes by 1.5 hexes by 1 hex * The dimensions of the wall may be altered, but the wall must be at least ½ hex thick * Each hex of the wall takes 50 points of damage to clear * The wall can be pushed through in a round, but the character doing so takes 2d8+2 damage |
| Clear the Path | 12 | VS | S | 1h | Y | * Clears a 1 hex wide corridor through vegitation |
| Druid’s Walk | 14 | S | S | 1h | Y | * Plants and animals in the forest assist your movement * Your movement rate is doubled when traveling through wooded lands |
| Entangle | 13 | C | 20” | 10r | Y | * Roots grow in a 2 hex radius * The roots trip and grab enemies, causing them to fall prone and lose their action (AGI 13) |
| Plant Growth | 12 | S | T | Perm | N | * One plant of a species that grows to a length of 4m or less grows to maturity in the span of a minute |
| Warp Wood | 12 | VS | T | Inst | N | * You may shape one hand-held wooden object however you desire |
| **Third Circle** | | | | | | |
| Cure Poison | 18 | S | T | Inst | N | * Cures normal plant or animal based poisons * Does not work on magical poisons, or those that are entirely mineral |
| Grow Tree | 17 | S | T | Inst | N | * A tree grows to full maturity in the span of 10 minutes |
| Plant Prison | 17 | C | 40” | 20r | Y | * Vines grow around a target hex, trapping anyone inside (STR 17) * Trapped targets are constricted and bound and unable to make more than an initial save * Allies of the trapped character can free them by doing 50 points to the prison |
| Thorn Spray | 17 | C | 6/12/18/30 | Inst | N | * 2d2 plants appear and each shoots a thorn at the enemy * Each thorn does 2d8 damage |
| Tree of Life | 16 | L | T | Inst | N | * Heal 2d6 damage |
| Warp Wood II | 17 | S | T | Perm | N | * Warps a 4 hex area of wood to whatever you desire |
| Wood Walk | 17 | NE | 100” | 5r | N | * You merge with a tree and can travel 20 hexes a round for up to 5 rounds * At the end of the spell, you must emerge from a tree or take 4d8 damage and are stunned for 1d6 rounds |
| **Fourth Circle** | | | | | | |
| Awaken Tree | 25 | VS | 6” | 1h | N | * Turns a normal tree into a walking tree that will serve and fight for you |
| Call the Forest | 23 | L | S | Perm | N | * All plants within a 50 hex radius grow to full maturity in the span of 1 hour |
| Healing Sap | 25 | L | T | Inst | N | * Create sap that heals 4d6 * A dose of sap lasts 1 week before losing its power * You fatigue 3 spell levels when you cast this spell |