

Druid Magic

Cost/Max	Magic Name	Type	Range	Uses	School	Materials	Incantation
1st Level							
0/-	Cancel	S	50'	Unlimited	Sorcery		Repeat x2 "I cancel my magic".
1/4	Cure Poison	E/S	T	1/Life	Spirit	Enchantment cloth if used as enchantment	Repeat x10 "Cure Poison" tie cloth on person if used as enchantment
1/2	Entangle	B	-	1bolt/U	Subdual	Padded brown "Entangle" ball with streamers	Hold ball and repeat x5 "Entangle."
1/4	Heal	S	T	1/Life	Spirit		(See Healer's Chant page 2)
1/4	Heat Weapon	S	20'	1/Life	Flame		Repeat x2 "By the power and might of the sun, I heat that (weapon)." Be specific, if possible.
1/4	Bladesharp / Bludgeon	E	T	1/Game	Sorcery	Enchantment cloth	Hold weapon in free hand and repeat x10 "Improve this weapon," tie cloth on weapon.
1/4	Warp Wood	S	20'	1/Life	Sorcery		Repeat x2 "By the power of nature I warp that (object)."
2nd Level							
1/4	Barkskin	E	T	1/Game	Protection	Person, Enchantment cloth	Touch person and repeat x5 "May nature protect thee," attach cloth to person.
1/4	Cure Disease	S	T	1/Life	Spirit	An undead, diseased or like type creature	Repeat x5 "I cure thy illness"
1/4	Magical Projectile	E	T	1/Game	Sorcery	Projectile, Enchantment cloth	Hold projectile in free hand, repeat x5 "May this projectile strike true," tie cloth to projectile weapon.
1/8	Mend	S	T	1/Life	Sorcery		Repeat x10 "Make this item whole again."
1/4	Touch of Paralyzation	E	T	1/Game	Sorcery/Subdual	Enchantment cloth	Repeat x10 "Paralyzation." Tie cloth on person.
1/4	Thornwall	FE	T	1/Game	Sorcery	10 ft. Brown and green cloth.	Lay cloth in straight line, raise hand in air, repeat x10 "Thorns come forth."
3rd Level							
1/2	Acid Bolt	B	-	1bolt/U	Sorcery	Padded green "acid" ball with streamers	Hold ball and repeat x5 "Acid Bolt"
2/-	Ambidexterity	N	-	Unlimited	Neutral		
1/2	Confusion	S	50'	1/Game	Control		Repeat x5 "By the power of my mind, I will thee to be confused."
1/2	Extension	N	-	1/Life	Neutral		State "Extension" loudly before a spell.
1/4	Plantdoor	S	T	1/Game	Sorcery	A tree taller than the caster.	Touch tree with both hands, repeat x5 "Open up and receive a loyal protector of the forest."
1/4	Protection from Disease	E	T	1/Game	Protection	Enchantment cloth	Repeat x5 "I protect thee from disease," tie cloth on person.
1/4	Protection from Flame	E	T	1/Game	Protection	Enchantment cloth	Repeat x10 "Protection from the element of fire," tie cloth on person or object.
4th Level							
2/4	Call Lightning	S	20'	1/Game	Flame		Raise empty hands above head and repeat x3 "I call lightning to strike thee"
2/-	Commune	S	Self	Unlimited	Sorcery	Tree	Touch tree with free hand, repeat x5 "Commune," sit down with back touching tree.
1/4	Flamewall	FE	T	1/Game	Flame	10 ft. Long cloth.	Lay cloth in straight line, raise hands, repeat x5 "By the might of nature, I call forth a flaming wall."
1/4	Silence	FE	T	1/Game	Sorcery	20 ft. Measure, Green markers for 20' radius	Set up markers, stand in middle with both hands above head and repeat x5 "May no form of sound, speech or noise be heard in this place."
1/4	Pyrotechnics	S	50'	1/Game	Flame		Repeat x5 "I call upon the element of fire to destroy that (object)."
1/2	Stoneskin	E	T	1/Game	Protection	Enchantment cloth	Touch recipient, repeat x5 "May nature protect thee from all forms of attack," tie cloth to players arm.
5th Level							
1/2	Flameblade	E	T	1/Game	Flame	Enchantment cloth, edged weapon	Tie cloth to weapon, repeat x10 "Flameblade."
1/4	Teleport	S	T	1/Game	Sorcery		Repeat loudly x5 "Teleport;" upon arrival loudly x5 "Arriving."
2/2	Petrify	B	-	1bolt/U	Subdual	Padded gray "petrify" ball with streamers	Hold ball in free hand, repeat x5 "Petrify."
1/4	Release	S	20'	1/Life	Sorcery		Repeat x3 "From thy bindings thou art released."
1/4	Regeneration	E	T	1/Game	Spirit	Enchantment cloth	Repeat x5, "Endless health unto thee," tie cloth to person.
6th Level							
2/2	Finger of Death	S	50'	1/Game	Death		Point at victim, repeat x5 "I call for your death."
2/2	Feeblemind	S	50'	1/Game	Control		Point at victim, repeat x3 "By the power of my mind, I confuse and erase yours."
1/4	Immolation	FE	T	1/Game	Flame	Cloth used to denote a 10ft radius area.	Lay cloth, touch cloth, repeat x5 "May the power of nature and the fire of the earth protect this area from intrusion."
2/2	Reincarnate	E	T	1/Game	Spirit	Dead person, appropriate garb, monster handout	Repeat x3 "I call thy spirit back from the realm of death, inherit this new form and serve me until thy destruction."

Garb: Brown Sash
Weapons: Dagger, Short, Long, Spear, Staff, Short Bow
Armor: None
Shield: Small (will subtract from magic points)
Immunities: None
Lives: 3
Magic: Must be cast with left hand. Enchantment cloths are **Green** 2"x18" or larger

Levels:

1st - No additional abilities
 2nd - Number of lives increases to 4 (T)
 3rd - Pass Without a Trace (ex) (2/Game)
 4th - Immunity: Poison
 5th - Immunity: to magic from fey monsters
 6th - Immunity: Control

Druid Magic

Weapon Cost	
Dagger	0
Short	2
Long	4
Spear	4
Staff	2
Short Bow	5
Shield	4

Magic point usable to buy magic at that level

Caster Level	Spell Level				
	1	2	3	4	5
1	10				
2	10	10			
3	10	10	10		
4	7	8	7	8	
5	6	6	6	6	6
6	5	5	5	5	5

First Level

Cancel
 E: A spell, enchantment, or fixed enchantment you cast is negated and expended.

L: May not be used on a magical ball already thrown. Magic that is completed when cast such as *Heal* and *Resurrect* cannot be cancelled.

Cure Poison

E: Makes person immune to the next poison effect (but not the wound itself) against him, or may be used to cure poison on a person at time of casting.

N: Is not a Heal spell, wounds remain after Cure Poison is cast.

Entangle

E: Victim is stuck in place for 150 count. The victim may not move or communicate in any fashion, and neither the victim nor his equipment can be effected in any way.

L: Beings immune to Flame may not be freed by a Fireball or Flameblade. You may only have as many victims affected as you bought spell balls.

N: Dispel Magic or a touch from a weapon enchanted with Flameblade will instantly negate the effect. One Fireball striking the victim will instantly negate the effect.

Multiple Fireballs striking the victim will cause the victim to be freed by the initial Fireball, and affected normally by any others. Shove, Teleport, and Wind may be used normally on an affected victim.

Heal

E: Person's wound is healed.

N: May be used on self. Will repair one point of natural armor on any one hit location. Healers do not require a spell book or scroll to cast Heal.

Heat Weapon

E: The weapon is considered useless for a 300 count.

L: Works against any weapon, but not armor or shields. Someone protected against flame effects may continue to wield the weapon (but it does no additional damage and does not become a flame weapon).

N: Mend will not restore the weapon; however, a .new. one may be obtained as per destroyed items. Heat Weapon does affect Hardened weapons.

Bladesharp / Bludgeon

E: Weapon deals one additional point of damage when slashing. May be simul-cast up to four times on one weapon allowing it to deal up to four extra points of damage. This does not make it a red weapon.

L: Only usable on bladed or blunt weapons; cannot be applied to piercing or projectile weapons.

Warp Wood

E: Item is considered useless until *Mended* or dispelled.

L: Only works on objects made of wood such as: arrows, bows, shields, spears, pole arms, madus, staves, and any other game item declared to be wooden. Does not work on armor, unless it is wooden armor.

N: Warp Wood will not affect Hardened items or Imbued Shields

Second Level

Barkskin

E: Recipient gains one point of armor to all hit locations.

L: The protection is only from physical attacks. Cannot be used with other armor.

N: May be simul-cast up to two times for a total of two points of armor. Behaves just like normal armor. May be cast on players that cannot normally wear armor. Is not a form of invulnerability.

Cure Disease

E: Converts diseased or undead creature back to human.

N: This is not a Resurrect spell. If dead, the target must still come back to life normally.

Magical Projectile

E: Projectile will do one more point of damage than normally done by the projectile type. If this increases the damage to five points or more, the projectile damages shields as a red weapon that can be counted as strikes on shields even when used as piercing weapons.

L: Monks may still block these projectiles without penalty.

N: This enchantment may be simul-cast up to four times, providing four additional points of damage to the projectile.

Mend

E: Will repair a destroyed item or restore one point of armor in one location.

L: Cannot be used to negate the affects of *Heat Weapon*.

N: If an enchanted item is *Mended*, its enchantment stays intact.

Tough of Paralyzation

E: If bearer of this enchantment touches a player, that player is paralyzed and may not move for a 100 count. Bearer must state "Paralyzation" to the victim as he delivers the touch. The effects are similar to a subdual blow.

L: Will work through clothing, but not armor of any sort.

N: Does not have to be discharged on the next person touched after the enchantment is cast, but can be saved until it is needed; must be announced when discharged. The magic itself is Sorcery, but its effect when released is Subdual magic. Targets may not be touched in an illegal, dangerous, or offensive manner. Counts as one hit against invulnerability and invulnerable armor. One use only.

Thornwall

E: Creates a 10 ft long impassable wall of sharp thorns.

L: This wall can be destroyed by 10 hits with a melee weapon, or a hit from a flame effect (Fireball, Flameblade, Flame Arrow, etc). If struck by a flame effect, the wall is treated as a Flamewall for a 100 count before being consumed and disappearing.

Third Level

Acid Bolt

E: This ball of acid is considered to be a Red throwing weapon. Will wound/kill as normal on limb/torso shots. Deals two points of damage to armor and will destroy a normal shield in three blows, but may be parried by a weapon without penalty.

N: It is not stopped by Protection from Projectiles. (Greater) Missile Block is ineffective against this.

Ambidexterity

E: User may cast magic with either hand.

Confusion

E: Target must attack the nearest creature(s) for a 100 count.

If the closest person is killed the target must look around for a new target and continue until the 100 count is up.

L: Monsters are immune.

Extension

E: Doubles the range of the spell for one use. Touch becomes 20' and the caster must point at the target in lieu of touch.

L: May not be used more than once on the same casting.

N: *Extension* is expended when "Extension" is stated, even if the accompanying spell is not completed.

Plantdoor

E: Caster is assumed to be inside the tree, and may not be attacked. May cast Verbal magic, but must touch the tree or spell ends.

N: If the tree is hit 10 times by a slashing weapon, or if a flame effect strikes it, it is destroyed and the caster is flame effect no longer protected. The caster may not fight with weapons while the spell is in effect. The caster may be affected by Verbal magic while he is casting magic

Protection from Disease

E: Person is immune to all forms of disease.

N: This will protect a person from being converted to an undead or lycanthrope.

Protection from Flame

E: Protects against all forms of flame, including all magic of the Flame School. Treat the relic Sword of Flame and a sword enchanted with Flameblade as dealing ordinary hits.

N: Negates a Fireball's negation of Iceball and Entangle.

Fourth Level

Call Lightning

E: Target is dead.

Commune

E: Caster may not harm others. Others within 20 feet may not harm or take hostile actions towards the caster.

L: Must be chanting .Commune., keep back touching tree, and cannot be holding a weapon or game item or the magic is broken. Cannot be closer than 20 feet to a base or flag when Commune is started. May not interact with game items while in Commune.

Flamewall

E: Creates a wall of flame. Anyone not protected who touches or crosses it will be killed. Melee cannot take place across wall.

N: Protection from Magic will not protect a player from this, though Protection from Flame will.

Silence

E: No speech (talking), including magic casting, is allowed in the enchantment's radius. Magic may be cast into or through Silence, however.

N: Speaking requirements used in class abilities to allow others to know what the player is doing (sanctuary chant, etc.) Are not affected and may still be used.

Pyrotechnics

E: Object is destroyed.

L: May be repaired by a Mend. Does not affect bases, relics, game items, items bearing the Harden enchantment, Imbued Shields or any enchantment. Is stopped by Protection from Magic and Protection from Flame.

Stoneskin

E: Player gains one point of invulnerability (as per Protect) and one point of armor (as per Barkskin).

L: Cannot be used with any other armor.

N: This enchantment can be simul-cast up to two times, giving the target two points of invulnerability under two points of armor. May be cast on players that cannot normally wear armor.

The Healers Chant

Sword Cut, spear stab, mace smash, arrow jab
 Let the white light of healing **descend on thee**.
 Sword Cut, spear stab, mace smash, arrow jab
 Let the white light of healing **stop thy spilling blood**.
 Sword Cut, spear stab, mace smash, arrow jab
 Let the white light of healing **mend thy bones**.
 Sword Cut, spear stab, mace smash, arrow jab
 Let the white light of healing **close thy wounds**.
 Sword Cut, spear stab, mace smash, arrow jab
 Let the white light of healing **restore thy vigor**.
 Sword Cut, spear stab, mace smash, arrow jab
 The white light of healing **hath healed thee**.

Fifth Level

Flameblade

E: Weapon becomes Red. This weapon now negates Iceball and Entangle hits to the wielder and frees other players from an Iceball or Entangle with a touch. The weapon itself is immune to further Flame magic.

N: This is not equal to, and should not be confused with, the relic Sword of Flame.

Teleport

E: Target goes to any one location of the caster's choice. Cannot harm others nor be harmed during transit. Treat as Out of Game until at location, and may not be affected until the final "Arriving" has been stated. Example: A player casts Teleport and chooses as his destination the base of his enemy. The enemy cannot notice his transit to the area, but does notice when he starts repeating "arriving" and may not affect him in any way until he finishes the final arriving.

L: Must go straight to location. Should quietly tell reeve or teammate destination. May not be followed (Exception - Tracking). Location must be a fixed location, cannot be something like "Where the bandits are hiding the captives" If this location is not known. Cannot be used on unwilling targets and attempting to do so results in the spell being wasted.

Petrify

E: Victim is stuck in place, a stone statue. The victim may not move or communicate in any fashion until the game is finished. He and his equipment cannot be harmed. Engulfing.

L: A ball may not be reused if the spell is in effect (on a victim), but may be reused once the victim is free.
 N: Release or Dispel Magic will instantly free the victim, while Heal will free the player in a 150 count starting from when the Heal is completed. Shove, Teleport, and Wind may be used normally on an affected victim, but he may not otherwise be moved. No other magic will affect them. A player who takes a death while under the effect of Petrify may not in any way return from the dead, with the obvious exception of his normal death count, until a Summon Dead has been cast on the corpse.

Release

E: Dispel the effects of one subdual or control magic such as Yield, Entangle, or Petrify, upon the target. Target is immediately freed.

N: If cast on someone in a Legend, they may not be retargeted by that Legend spell for its duration.

Regeneration

E: Players bearing this enchantment will Heal a single wound in a 50 count and are immune to poison. The player may not be fighting to gain this benefit. Fighting will interrupt the Heal count and cause the player to have to start over when they stop fighting. The last five seconds of the Heal count must be said aloud and audible to fifty feet.

L: You must be alive to gain the benefits of this enchantment. Will not work on armor of any sort.

Sixth Level

Finger of Death

E: Person dies.

Feeblemind

E: Victim may not cast magic or use any abilities of their class. Victims may still fight with melee weapons.

L: Death or Dispel Magic will remove this effect.

N: Class abilities already in use when Feeblemind is cast continue to function. Example: A warrior may continue to use his Improved Weapon if already on a weapon, but would be unable to use his Repair Item ability.

Immolation

E: Everyone within the area who is not immune to Flame is killed.

N: Protection from Magic will not save you from this enchantment. Any person entering this area with invulnerability loses one point and is ejected from the point at which he entered. Against invulnerable armor this counts as one hit on every location and has a full effect on the target if any areas have no points of invulnerable armor.

Reincarnate

E: Player sacrifices lives (listed in the monster section) to play as a monster with one life.

L: Restricted to the following monsters: Lizard man, Dryad, Unicorn, Hill Giant, Regenerating Troll, Centaur, Brownie, and Siren. Must be approved by the appropriate group officers.

N: The garb for the monster must meet required standards. Once the monster dies, it is out of the game. May be removed via Dispel Magic. Player does not get the sacrificed lives back if this is done. Reincarnated players no longer play by their class rules, but by the rules of the class they have become.