The list is organized first by level, then by type, then alphabetically.
Suggested Use: Use a column for each game or different equipment
selection. Indicate what magics you've taken by writing in the number
taken in a cell. (Not by "X"ing in each quantity.)

Druid Magic

Cost/MAX	Magic Name(type)	Range	Uses	Materials	Incantation *and/or neutral's effect*
1st Level					
0/- (Always Taken (free))	Cancel (S)	50ft	U		I cancel my magic (x2)
1/4	Cure poison (E/S)		1/life	Yellow Cloth	Touch person; Recite "Cure Poison" (x10); Tie
1/4	Entangle (S)		1 bolt/U	Brown Magical Ball	Entangle (x5)
1/6	Heal (S)		1/life	Wounded Person	(See *Healer's Chant* on Page 2)
1/4	Heat Weapon (S)	20ft	1/life		By the power and might of the sun I heat that Weapon (x2)
1/4	Warpwood (S)	20ft	1/life		By the power of nature I warp that "object" (x2)
1/4	Shillelagh (E)		1/game	Yellow Cloth, Wooden Weapon	Harden this weapon (x10)
2nd Level					
1/4	Cure Disease (S)		1/life	Affected Person	I cure thy Illness (x5)
1/4	Mend (S)		1/life		Make this item whole again (x10)
1/4	Barkskin (E)		1/game	Yellow Cloth, Piece of Bark	May nature protect you (x5)
1/4	Magical Projectile (E)		1/game	Yellow Cloth, Projectile	May this projectile strike true (x5)
1/4	Paralyzation (E)		1/game	Yellow Cloth	Paralyzation (x10)
1/4	Thornwall (FE)		1/game	Brown Cloth (10ft), Leaves	Thorns come forth (x10)
3rd Level					
1/2	Confusion (S)	50ft	1/game		By the power of my mind I will you to be confused (x5)
1/4	Plant Door (S)		1/life	Tree	Open up and receive thy loyal protector of the forest (x5)
2/-	Ambidexterity (N)		U		*May cast magic with either hand.*
2/4	Extension (N)		1/game		Extension (loudly before magic) *Doubles range of the magic for 1 use. Gives no range 20ft.*
2/4	Prot. from Disease (E)		1/game	Yellow Cloth	I protect thee from disease (x5)
1/4	Prot. from Flame (E)		1/game	Yellow Cloth	Protection from the element of fire (x10)
4th Level					
1/4	Call lightning (S)	20ft	1/game		Raise both hands and recite "I call lightning to strike thou" (x3)
2/-	Commune (S)		U	Tree	Commune (x5)
1/4	Shatter (S)	20ft	1/game		By the power of nature I destroy that "object" (x3)
1/4	Flamewall (FE)		1/game	Red Cloth (10ft), Sand/Glitter	Lay cloth in straight line; Recite "By the might of nature I call forth a flaming wall" (x5); Sprinkle
1/4	Silence (FE)		1/game	Markers, 25ft measure	May no form of sound, speech, or noise be heard in this place (x5)
2/4	Stoneskin (E)		1/game	Yellow Cloth, Polished stone	Touch person with stone and recite "May nature protect you from all forms of attack" (x5)
5th Level					
1/4	Flesh to Stone (S)		1 bolt/U	Grey Magical Ball	Petrify (x5)
2/4	Stone to flesh (S)		1/game		Hold left hand in air; Recite "Stone to flesh" (x10); Touch
2/2	Flameblade (E)		1/game	Red & Yellow Cloth, Sand/Glitter	Tie; Recite "Flameblade" (x10); Sprinkle
1/4	Pass Plant (E)		1/game	Pair of Trees	Passplant (x5), Arriving (x5)
6th Level					
1/4	Finger of Death (S)		1/game		Point at victim and recite "I call for your death" (x5)
2/2	Feeblemind (S)	50ft	1/game		By the power of my mind I confuse and erase yours (x3)
1/4	Fire Trap (FE)		1/game	Red Cloth (10ft), Sand or Glitter	May the power of nature and the fire of the earth protect this area from intrusion (x5)
2/2	Reincarnation (E)		1/game	Corpse, Monster Handout, Garb	I call thy spirit back from the realm of death, inherit this new form and serve me until your destruction (x3)

DRUID Magic

The Healer's Chant

Sword cut, spear stab, mace smash, arrow jab,
   let the white light of healing **descend on thou**.
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 thou.**

Garb: Brown sash, belt, or robe

Weapons: Any non-hinged melee weapon except red weapon types and/or slashing type polearms; short bow. Use deducts from available magic points.

Armor: None.

Shield: Small. Use deducts from magic points.

Magic: Must be cast with left hand.

Levels:
- 1st- -1 Life (3/total)
- 2nd- +1 Life (4/total)
- 3rd- Pass without trace (2/game)
- 4th- immune to Poison
- 5th- Immune to Woodland & Bardic Charm
- 6th- Immune to sleep.

Magic points useable to buy magic.

Caster Level	Spell Level					
	1st	2nd	3rd	4th	5th	6th
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	5

Weapon costs are deducted from every 10 points of available magic points

dagger	0
short (3 ft.)	2
long (4 ft.)	4
spear	4
staff	2
hinged	-
shield	4
bow	8

1st Level Druid Magic

Cancel (S)
E: Negates one's own magic.

Cure Poison (S/E)
E: Makes person immune to the first poison attack used against him/her, or can be use to cure poison on a person within 100 count of being poisoned.

Entangle (S)
E: A direct hit to a person (non-barbarian) or their equipment will entangle them in place for 300 count or until freed by a Fireball or Dispel Magic. They may neither fight nor be harmed. Two Fireballs will kill them.

Heal (S)
I: Touch person and recite the Healerr's chant once (see above).
E: Person's wound is healed.
N: Alters the effects of druidic Flesh to Stone to those of an Iceball. Repairs 1 pt of berserk barbarian body armor on any one location May not heal enchantments.

Heat Weapon (S)
E: Weapon is useless for a 300 count.
N: Works against weapons; not armor or shields. A Mend will not restore the weapon, however, but a "new one" may be obtained from Nirvana or the Base.

Shillelagh (E)
I: Recite; tie cloth to weapon.
E: A normally blue weapon is treated as a red weapon; If normally a red weapon then does 4 points does armor & in two hits destroys a shield & an arm. Only usable on non-edged weapons.

Warp Wood (S)
E: Wooden Item (arrows, bows, spears, etc.) is useless until Mended, dispelled, or taken back to base and replaced.

2nd Level Druid Magic

Barkskin (E)
I: Touch person with bark; recite; tie;.
E: Grants 1point non-invulnerable armor on all parts of body.
N: It is possible to gain 4 pts of armor by this spell. The protection is only from physical attacks and cannot be used with other armor. Shields may be used.

Cure Disease (S)
E: Person is cured of any disease.
N: Includes turning diseased creatures, undead creatures, or lycanthropes back to human.

Magical Projectile (E)
E: For each level of this enchantment, it will destroy one more point of damage than normally done by projectile type. Will destroy a shield with three hits (as red weapon) if a 5 pt. projectile, will act as a bladesharpened red weapon if a 6 pt. projectile, etc.
N: Monks may still block projectiles with no penalties. Destroyed magical projectiles may be mended.

Mend (S)
E: Item is no longer damaged or destroyed. Repairs one point of armor in one location.
N: If an Enchanted item is mended, its enchantment is intact.

Paralyzation (E)
I: Cloth in left hand; recite;
E: Bears touch acts as a subdual blow and paralyzes for a 150 count on body touches, 400 on limb touches.
N: Will not work through armor, shields, weapons, or through magic that stops magic. Barbarians are immune.

Thornwall (FE)
I: Lay cloth straight; raise hands; recite; crush & sprinkle leaves.
E: Creates 10-ft. x 10-ft. impassable wall of sharp thorns.
N: Destroyed by 10 hits with a blue or red weapon or a Fireball. If hit by a Fireball, the wall is treated as a Flamewall for a 100 count.

3rd Level Druid Magic

Confusion (S)
E: For a 100 count the victim… if a Barbarian goes Berserk and attacks Druid, if a Warrior/Fighter type attacks the nearest creature(s), or if a Magic caster cannot cast magic.
N: Monsters are immune.

Extension (N)
N: Is not used up unless the accompanying magic if fully cast. Entended Enchantments must be placed on the affected individual as soon as reasonably possible.

Plant Door (S)
I: Touch tree with both hands; recite;
E: Druid is assumed to be inside tree. He is protected and hidden by the tree. May cast spells, but must touch tree or spell ends.

All magical Balls must be padded.

N: If tree is hit by a Fireball or 10 times by a blue or red weapon, it is destroyed and the spell ends. Druid may not fight with weapons when spell is in effect, and may be affected by verbal magic while he is casting magic.

Protection from Disease (E)
E: Person is immune to any form of disease (not poison). Protects from conversion to undead or lycanthropes for one life.

Protection from Flame (E)
E: Protects against all forms of flame, including lightning, treat Sword of Flame/flameblade as normal fire.
N: Negates a fireball's negation of Iceball and healer/druid entangle.

4th Level Druid Magic

Call Lightning (S)
E: Person is fried, dead, crispy critter.
N: Is negated by protection from flame.

Commune (S)
I: Touch tree with left handl; recite; sit down with back touching tree.
E: Druid may not be harmed by or harm others within a 20 ft. radius.
N: Must be humming/chanting "commune" and cannot be holding a weapon or the magic is broken. Cannot be closer than 20 ft. to a base or flag. May not be dispelled.

Flamewall (FE)
E: Creates a 10 ft. by 10 ft. impassable Wall of Flame. Anyone not protected who touches or crosses it will be incinerated.
N: Wall doesn't stop projectiles or spells. Protection from Magic will not protect from this.

Silence (FE)
I: Set up markers; stand in the middle with both hands above head; recite
E: NO speech (talking) or magic casting is allowed within the magic's radius.

Shatter (S)
E: Object is destroyed.
N: May only be repaired by Dispel Magic or Mend. Does not affect bases, Relics, game items, hardened items, Enchanted Shields, or enchantments.

Fixed enchantments may be dispelled and disappear when the caster dies.

Stoneskin (E)
E: For each level of this enchantment (simulcast up to 4 times) it will give 1 point of invulnerable armor to all area of the body.
N. Cannot be used with other armor. Shields may be used. The area of stoneskin destroyed by verbal magic must be specified by the attacker.

5th Level Druid Magic

Flameblade (E)
E: Bladesharpens and adds the following fire abilities to an edged weapon weapon: Negates Iceball & druid/healer entange effects by touch. The weapon is immune to Fireball and Heat Weapon.

Flesh to Stone (S)
E: Non-Barbarian is turned to stone.
N: Remains until Dispel Magic or Stone to Flesh is cast. If the ball hits the Shield of Reflection, the caster is turned to stone. Heal alters the effects to those of healer/druid entangle.

Passplant (E)
E: Person is safely transported from one tree to another tree within game boundaries.
N: Must have location in mind and must tell Reeve if asked. Must go straight to destination unless being watched or followed, then may take a roundabout path. Equivalent to Teleport for all game purposes.

Stone to Flesh (S)
E: Person is no longer stone. Negates wizard Petrify.

6th Level Druid Magic

Feeblemind (S)
I: Point at victim; recite.
E: Victim may not cast spells or use any abilities of their class, except fighting until killed or dispelled.

Finger of Death (S)
E: Person dies. (5th level Monks immune.)

Firetrap (FE)
I: Lay cloth out; recite; sprinkle sulfur.
E: Anyone not protected who enters the area is killed.

Reincarnation (E)
E: Person sacrifices 4 lives to play as a Monster for one life.
N: Only these Monsters are used. Lizard men, Dryad, Unicorn, Giant, Siren, Troll, Centaur, Brownie.