

Druid

Magic

Cost/ Magic Name (type) Range Use Materials School Incantation/effect
Max 1st Level

Always Taken (free)	Cost	Magic Name (type)	Range	Use	Materials	School	Incantation/effect
	0/-	Cancel (S)	50ft	Unlimited	N/A	Sorcery	"I cancel my magic"(x2)
	1/4	Cure Poison (S/E)		1/Life	Wh Ribbon	Spirit	"Cure Poison"(x10)
	1/2	Entangle (B)		1 Bolt/U	Brown Magical Ball	Subdual	"Entangle"(x5)
	1/4	Heal (S)		1/Life		Spirit	See Healer's Chant, page 2
	1/4	Heat Weapon (S)		1/Life		Flame	"By the power and might of the sun, I heat that (weapon)"(x2)
	1/4	Bludgeon (E)	20ft	1/Life	Green Ribbon	Sorcery	"Harden this weapon"(x10)
	1/4	Warp Wood (S)	20ft	1/Life		Sorcery	"By the power of nature, I warp that (object)x2

2nd Level

	1/2	Barkskin (E)		1/Game	Green Ribbon	Protect	"May nature protect you"(x5) simul
	1/4	Cure Disease (S)		1/Life	Corpse of undead, etc	Spirit	"I cure thy illness"(x5)
	1/4	Magical Projectile (E)		1/Life	Green Ribbon, Projectile	Sorcery	"May this projectile strike true"(x5)
	1/2	Mend (S)		1/Life		Sorcery	"Make this item whole again"(x10)
	1/4	Touch of Paralyzation (E)		1/Life	Green Ribbon	Sorc/Sub	"Paralyzation"(x10)
	1/4	Thornwall (FE)		1/Life	10ft Brown and Green Cloth	Sorcery	"Thorns come forth"(x10)

3rd Level

	2/-	Ambidexterity (N)		Unlimited			User may cast magics with either hand
	1/2	Confusion (S)	50ft	1/Game		Control	"By the power of my mind, I will you to be confused"(x5)
	2/4	Extension (N)		1/Game			"Extension (Spell)" Doubles range;touch becomes 20ft
	1/4	Plant Door (S)	20ft	1/Game	Touch tree with both hands.	Sorcery	"Open up and receive a loyal protector of the forest"(x5)
	2/4	Pro-Disease (E)	20ft	1/Game	Green Ribbon	Protect	"I protect thee from disease"(x5)
	1/4	Pro-Flame (E)		1/Game	Green Ribbon	Protect	"Protection from the element of fire"(x10)

4th Level

	2/4	Call Lighting (S)	20ft	1/Game	Hands above head.	Flame	"(Person), I call lightning to strike thee"(x3)
	2/-	Commune (S)		Unlimited	Touch tree with L, back to tree.	Sorcery	"Commune"(x5)
	1/4	Flamewall (FE)	20ft	1/Game	10ft Green Cloth	Flame	"From thy binds, you are released"(x3)
	1/4	Silence (FE)		1/Game	Green Markers for 20ft radius circle.	Sorcery	"May no form of sound, speech, or noise be heard in this place"(x5)
	1/4	Pyrotechnics (S)	50ft	1/Game		Flame	"I call upon the element of fire to destroy that (object)"(x5)
	2/2	Stoneskin (E)		1/Game	Green Ribbon	Protect	"May nature protect you from all forms of attack"(x5) 1pt invul, 1pt armor, simul

5th Level

	2/2	Flameblade (E)		1/Game	Gr Ribbon, edged weapon	Flame	"Flameblade"(x10)
	1/4	Teleport (S)		1/Game		Sorcery	"Teleport"(x5);"Arriving"(x5)
	2/2	Petrify (B)		1 Bolt/U	Grey Magical Ball	Subdual	"Petrify"(x5)
	2/2	Stone to Flesh (S)		1/Life	Left hand in air.	Sorcery	"Stone to flesh"(x10)

6th Level

	2/4	Finger of Death (S)	50ft	1/Game		Death	"I call for your death"(x10)
	2/2	Feeblemind (S)	50ft	1/Game		Control	"By the power of my mind, I confuse and erase yours"(x3)
	1/4	Immolation (FE)	10ft rad	1/Game	Green Cloth to denote 10ft radius circle.	Flame	"May the power of nature and the fire of the earth protect this area from intrusion"(x5)
	2/2	Reincarnation (E)		1/Game	Dead person Monster garb Monster handout	Spirit	"I call thy spirit back from the realm of death, inherit this new form and serve me until your destruction"(x3)

Garb:

Brown sash, tunic, robe, etc.

Armor:

None

Shield:

Buckler, Small, Medium, deducts from available spell points.

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.**

Dagger (thrust only)-	0
Short (-3ft)-	2
Long (-4ft)-	5
Spear	4
Staff	2
Shield	3
Bow, Short	8

Weapon costs are subtracted from each ten pts of magic, with remaining pts spread evenly across the levels.

	1	2	3	4	5	6
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

Reincarnate restricted to the following monsters: *Lizardman, Dryad, Unicorn, Hill Giant, Regenerating Troll, Centaur, Brownie, Siren*

Attributes of the *Flameblade*: Weapon becomes red, and deals an additional point of damage. Strikes count as flame strikes, negating *Iceball* and *Entangle* with a touch, and protecting the wielder from same. Blade itself is immune to other flame magics, (*Fireball, Heat Weapon, Pyrotechnics*, etc.) **NOT** the equal of the relic *Sword of Flame*.