

WEAPON COSTS FOR MAGIC USERS

(From available spell points) cost per 10 points of magic:

	Bard	Druid	Healer	Wizard
Dagger	0	0	0	0
Short (3 ft.)	3	2	3	2
Long (4 ft.)	4	4	5	4
Spear	-	4	-	3
Staff	2	2	3	2
Hinged	-	-	3	-
Shield	3	4	3	-
Bow	-	8	-	-

MAGIC POINTS

Magic points useable to buy magic at that level

Magic User's 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

DRUID



SPELL BOOK

DRUID

Garb: Brown robe, sash, or belt. Magical symbols and devices are encouraged.

Weapons: Any non-hinged melee weapon except "red class" weapons types and/or slashing type polearms, shortbow. Note that the use of weapons will deduct from the Druids available magic points.

Armor: None.

Shield: Small. Note that it will deduct from the available magic points.

Magic: May cast spells and enchantments.

Additional abilities, notes,
etc.:

1st level- 3 total lives

2nd level- 1 additional life (total 4)

3rd level- Pass without trace

4th level- Immune to Poison

5th level- Immune to Woodland and bardic Charm

6th level- Immune to Sleep

Notes:

1)Pass without trace- say thrice "*Pass without trace*".

Druid disappears, and is granted unhindered travel back to home base. Usable twice per game. This and other Druidic level abilities are non magical in nature.

Fire Trap

Type: fixed enchantment

Materials: 10 ft. diameter red cloth, sand or glitter to represent sulfur

Incantation: lay cloth, repeat 5x "*May the power of nature and the fire of the earth protect this area from intrusion,*" sprinkle sulfur.

Effect: anyone who is not protected who enters area is killed.

Limitations: may be dispeled. Disappears when caster dies.

Reincarnation

Type: enchantment

Materials: dead person, monster handout, appropriate garb

Incantation: repeat 3x "*I call thy spirit back from the realm of death, inherit this new form and serve me until your destruction.*"

Effect: person sacrifices 4 lives to play as a monster for 1 life.

Limitations: only certain monsters are used. These are: lizard man, dryad, unicorn, giant, siren, troll, centaur, brownie. n: may be dispeled.

Passplant

Type: enchantment

Materials: departure tree, arriving tree

Incantation: repeat loudly 5x "*Passplant*", repeat loudly 5x "*arriving*"

Effect: person is transported from one tree to one other tree within game boundaries. They may not be harmed during transfer.

Limitations: must have location in mind and must tell reeve if asked. Must go straight to destination unless being watched or followed, then may take round-about path. Equivalent to teleport.

6th level (Great Druid)

Feeblemind

Type: spell

Incantation: point at victim, repeat 3x "*By the power of my mind I confuse and erase yours.*"

Range: 50 ft.

Effect: victim may not cast magic or use any abilities of their class except fighting (primeval instinct).

Limitations: death or dispel magic removes effect

Finger of Death

Type: spell

Incantation: point at victim, repeat 5x "*I call for your death.*"

Range: 50 ft.

Effect: person dies

Limitations: 5th level monks are immune.

MAGIC CLASSES

The magic using classes of wizard, healer, druid, and bard may use weapons, provided they deduct an appropriate number of their magic points from every 10 magic points available in order to learn that skill. This represents time lost from the study of magic to learn the use of weapons. For example, Frost of Silverlake Is a third level wizard who wishes to use a longsword. Frost must deduct 4 points from each 10 points, leaving the Wizard 6 initiate pts., 6 apprentice pts., and 6 journeyman pts. After third level there is no additional cost for weapons, though costs must still be evenly divided between all levels of available magic points. Thus, an archmage with a shortsword would have 3 magic points useable for each of his 6 levels of magic. Magic bought with magic points may only be redistributed between games. The magic classes are collectively referred to as magic users. Actual weapons allowed to each magic class is listed under each class description, cross referenced with the following chart. Magic classes may never buy more weapons than they have magic points (i.e. - a maximum of 10 points of weapons).

Magics Listing Key

type- enchantment/E, fixed enchantment/FE, spell/S, neutral/N
uses- number of times you may cast that magic when you pay for one use. ("U" means unlimited).
cost- the number of magic points it costs to buy one use of that magic.
max- the maximum number of uses of that magic that you may purchase.

Magic Format Key

T: type of magic
M: materials needed
I: incantation and gestures
H: range (if any)
E: effect
L: limitations or restrictions
N: notes

AMTGARD MAGIC

Amtgard's magic using classes are one of its most unique differences from other medieval and fantasy societies. Playing one of these classes requires the participant to think and is a constant challenge. Note that a delicate balance exists between all the classes. Each class, especially those which use magic, must be played within the spirit and rules defining it. There is a great deal of trust and honor involved, and game balance can easily be disturbed by someone abusing the rules of any class. Wizards, healers, druids, and bards are urged to dress and act as recognizable members of their classes, which are not only powerful, but spectacular. If you have difficulty understanding the magic system, don't hesitate to ask help from your guildmaster or a reeve. Happy magic casting!

THE RULES OF MAGIC

1. Magic must be said loudly and clearly enough to be heard within 50 ft. or by the recipient, whichever is closer
2. Only one spell may be active at a time. Enchantments and neutrals may be used in any number.
3. A person may carry only one enchantment at a time. Exceptions-wizard stack and 6th level scouts. Note that wizard reanimate and lich are enchantments.
4. When a person dies, the enchantment they carry is lost. Forcewall, anti-magic, circle of protection, flamewall, thornwall, silence and firetrap disappear when their caster dies. Liplock disappears when a dead person comes back to life. Resurrected people still have the enchantments (or remnants thereof) they were carrying (exception- protection from magic). Reincarnated and reanimated people do not keep the enchantment they were wearing unless they can wear two enchantments at once. Enchantments that die with their caster do not return under any condition. Honor duel never returns.
5. An enchantment will only cover one object (for example a person, a weapon, armor, etc.). Thus, while you may be protected from flame, your armor and weapons are not. The same applies to class abilities. Enchantments cast on one's equipment do count against the number of enchantments allowed to be carried.
6. If an enchantment has been cast on oneself or on one's own equipment, it is dispelled when the caster begins to cast other magic. Note for purpose of this rule that enchantments such as forcewall, anti-magic, etc. (see rule 4) are considered to be on the area of ground they occupy (fixed enchantments), and do not prohibit the casting of other magics (however, see rule 16). Note that the wizard defend enchantment is an exception to this rule. Enchantments may not be healed.

5th Level (Arch Druid)

Flameblade

Type: enchantment



Materials: red and yellow cloth, edged weapon, sand or glifter to represent sulfur.

Incantation: tie cloth to weapon, repeat 10x "Flameblade", sprinkle sulfur over weapon.

Effect: equal to bladesharp spell, with fire abilities.

Negates iceball and druid/healer entangle effects by touch, and the weapon itself is impervious to fireball and heat weapon magics.

Flesh to stone

Type: spell

Materials: grey padded "petrify" ball



Incantation: hold ball in left hand, repeat 5x "Petrify"

Effect: person is turned to stone.

Limitations: spell stays in effect until a dispel magic or the reverse of this spell is cast. If the ball hits the Shield of Reflection the druid is turned to stone. Barbarians are immune. Heal spell alters the effects to those of healer/druid entangle.

Shatter

Type: spell 1: repeat 3x *"By the power of nature, I destroy that (object)"*

Range: 20 ft.

Effect: object is completely destroyed.

Limitations: may only be repaired by a dispel magic or mend. Does not affect bases, relics, game items, hardened items, enchanted shields, or enchantments.

Stoneskin

Type: enchantment



Materials: person, yellow cloth, small polished stone

Incantation: touch person with stone, repeat 5x *"May nature protect you from all forms of attack"*

Effect: for each level of this enchantment (simulcast up to 4 times) it will give 1 point of invulnerable armor to all areas of the body.

Limitations: cannot be used with other armor. Shields may be used. The area of stoneskin destroyed by an opponent's verbal magic must be specified by the attacker.

Silence

Type: fixed enchantment

Materials: 25 ft. measure, markers for 25' radius

Incantation: set up markers, stand in middle with both hands above head and repeat 5x *"May no form of sound, speech or noise be heard in this place."*

Effect: No speech(talking), no magic casting is allowed in the enchantment's radius.

Limitations: may be dispelled. Disappears when the caster dies.

- 7. Enchantments must be visible (a strip of cloth 1" by 12"), and announced if asked. Most enchantments will appear as a length of yellow or white cloth worn on the person or item protected. Enchantments may be dispelled.
- 8. A person must stand still when casting magic, unless otherwise stated or specified in the magic's description. The same applies to noncombatant class abilities and skills.
- 9. Incomplete or interrupted magic has no effect, and does not count as if it were used. Extension is not used up unless the accompanying magic is fully cast.
- 10. Wizards, healers, and druids must carry a magic book or scroll with them at all times in order to cast magic. Exceptions: wizards- hold person, wounding; healers- healing. Bards require a musical instrument rather than a book or scroll. Note: all magic using classes must have a list of which magics they have bought for that game.
- 11. Magic points must be evenly distributed between levels. Exception- any number of magic points may be deducted from a higher level to be spent on a lower one. Weapon costs are deducted from every 10 points of available magic points.
- 12. Relics such as the sword of flame are objects of great power. Any question of magical superiority will generally be won by a relic.
- 13. Enchantments cast with an extension must be placed on the affected individual as soon as is reasonably possible.
- 14. Invulnerability is a magical armor particular to some monsters and to a limited number of enchantments. Each level of Invulnerability will negate one physical or verbal hit (defined as something that would do damage or inhibit the target so that it would take damage, i.e. yield, sleep, stun, etc.) of any kind. Magic casters must specify which area (torso, arm, or leg) of invulnerability that they destroyed with their verbal magic. Wizard protection is a limited form of invulnerability. While most invulnerability takes damage like armor, note that healer's protect only works against one shot overall.
- 15. All magic will be listed as either a spell, an enchantment (some of these referred to as fixed enchantments), or a neutral. This distinction can have a great impact on play so note it carefully. Fixed enchantments follow all general rules for enchantments.
- 16. A person may only have one of the following in existence at the same time: killing grounds, force wall, anti-magic, circle of protection, defend, flamewall, firetrap, Thornwall, silence. Note that flamewall, firetrap, and healer circle of protection, in addition to the listed wizard examples, are fixed enchantments.

17. Enchantments nullified by death or other means must be removed. Fixed enchantments, with the exception of killing grounds, may never be preplaced before utilization (i.e. - no cloth in sight).
18. Unless they buy ambidexterity, wizards and druids must cast magic with their left hand. Magical balls (lightning balls, iceballs, etc.) may then be transferred to the right hand and thrown. Healers and bards may cast magic with either hand.
19. Spells completely cast and enchantments discharged are considered used, even if they were ineffective against their targets. The same is true of all class abilities.
20. Magical balls, once cast, are charged for 2 minutes. If unused, they must be recast before utilized. The cost for these lightning bolts, entangle balls, etc., is for the number that can be cast and thrown at the same time: cost of 2 to throw 2 magic balls at the same time, etc.
21. The only magics which may be cast more than once at the same time on the same person or item are magical projectile, protection, protect, barkskin, and stonewall (as listed under their descriptions) Exception: wizard stack.
22. When hit with a magic ball of any type, all hits count except head or throat shots. This includes foot shots, tail hits, and grazes. A hit to the hand holding a weapon destroys or affects the weapon (which in some cases, as in iceball, affects the holder also).
23. In the event of a conflict between magics which is not directly covered by the rules, the higher level magic is considered more powerful. If the magics are of the same level then the defensive magic is more powerful.
24. In case of confusion or contradictions, then the specific magic description should be the final source. Use your common sense when ironing out problems.
25. The reeve's word is final. If what looks like 30 ft. to you is determined to be 60 ft. by the reeve, then it is 60 ft. If you feel the reeves are not good judges of distance, bring out a reliable measure with you.
26. Transformed, reincarnated, and diseased players no longer play by their class rules, but by the rules of the monster type that they became.
27. The rulebook takes precedence over all supplements, manuals, and other rules editions or playtesting experiments.

Flamewall

Type: fixed enchantment

Materials: red cloth 10 ft. long, sand or glitter to represent sulfur

Incantation: lay cloth in straight line, raise hands, repeat 5x "*By the might of nature, I call forth a flaming wall.*" Sprinkle sulfur.

Effect: creates a 10 ft. by 10 ft. impassable wall of flame. Anyone not protected who touches or crosses it will be incinerated.

Limitations: can be dispelled by a dispel magic. Wall will not stop projectile weapons or spells. Wall disappears when caster dies.

Notes: protection from magic will not protect from this.

Type: spell

Materials: tree

Incantation: touch tree with left hand, repeat 5x "*Commune*", sit down with back touching tree.

Effect: druid may not be harmed, or harm others within a 20 ft. radius

Limitations: must be humming or chanting "commune" and cannot be holding a weapon or the magic is broken. Cannot be closer than 20 ft. to a base or flag.

Plant door

Type: spell

Materials: tree

Incantation: touch tree with both hands, repeat 5x *"Open up and receive a loyal protector of the forest"*

Effect: druid is assumed to be inside tree. He is considered protected and hidden by the tree. May cast magic, but must touch tree or spell ends.

Limitations: If the tree is hit 10 times by a red or blue weapon, or if hit by a fireball it is destroyed, and the druid is no longer protected. Druid may not fight with weapons when spell is in effect, and may be affected by verbal magic while he is casting magic.

4th Level (Druid of the Center)

Call lightning

Type: spell

Incantation: raise both hands, repeat 3x *"(person) I call lightning to strike thou."*

Range: 20 ft.

Effect: person is fried, dead, crispy critter.

Limitations: is negated by protection from flame.

Commune

Type: spell

Materials: tree

Incantation: touch tree with left hand, repeat 5x *"Commune"*, sit down with back touching tree.

Effect: druid may not be harmed, or harm others within a 20 ft. radius

Limitations: must be humming or chanting "commune" and cannot be holding a weapon or the magic is broken. Cannot be closer than 20 ft. to a base or flag.

MAGIC CLARIFICATIONS

28. Under the notes sections of many magics it lists those classes which are immune to that magic. As the classes and their immunities evolve, immunities in the magic section will correspondingly be added or deleted,
29. Neutral magic may never be dispelled. This includes ambidexterity, lend, extension, warskill, advancement, enhancement, presence, visit, imbue, mimic, voice, and extra magic points (all are neutral). Visit, messenger, and other classes' magic-like abilities are also not allowed to be dispelled. Druidic magics bought via bardic voice, may be dispelled.
30. Liches and wraiths are undead and magical creatures. Zombies, mummies, and vampires are undead and diseased. Lycanthropes are diseased.
31. Enchanted weapons (other than enchantments that are defensive such as harden) may be affected by heat weapon, warp wood, curse weapon, and magical balls. Note that relics do not possess any qualities that are not listed under their descriptions.
32. Interrupted magics and class abilities/skills must be restarted to be used.
33. Paladins and anti-paladins are immune to most wizard spells, but not their enchantments. Barbarians may never carry enchantments.
34. Cure disease will turn an undead creature or lycanthrope back to human. Resurrect will not. Protection from disease will protect a person from conversion to these creatures for one life.
35. Stone to flesh or a heal will negate petrify. A heal spell will alter the effects of druidic flesh to stone to those of an iceball (or entangle).
36. Lightning in any form is considered to be a type of flame. Protection from flame is proof against a flame wall. Protection from magic is not. Both are proof against a firetrap.
37. Mend will not negate the effects of heat weapon or curse weapon.
38. Red weapons, enchanted weapons of any type, relics, arrows, and touch of death will destroy a bless, barkskin, or protection without killing the wearer of these enchantments. The dagger of infinite penetration will kill them.
39. Projectile protection is not proof against magic bolts (or for that matter, any other kind of magical balls). The magic bolt spell may be blocked and parried just like any normal throwing weapon.

40. Projectile protection is not proof against magic bolts (or for that matter, any other kind of magical balls). The magic bolt spell may be blocked and parried just like any normal throwing weapon.
41. Dispel magic will cancel protection from magic. It does not block class abilities or skills, nor does it affect the following: neutral magic of any type, any spell or enchantment already discharged (healing, etc.), commune, messenger, teleport, or passplant in action of being completed, lost, duel, or an honor duel victory passage. Dispel magic can cancel anti-magic only if cast outside of, but within 20 ft. of the periphery of the antimagic circle. Dispel magic will cancel all enchantments on the target.
42. Defend or protection from magic will not save a wizard from his own killing grounds or mutual destruction.
43. Druidic passplant is the same as teleport for all game purposes.
44. Game effects that allow questions of dead people (talk to dead scout tracking, etc.) must be asked in a "yes or no" format.
45. Weapons or equipment carrying an enchantment are often referred to as enchanted weapons. This should not be confused with the wizard enchantments enchant shield and enchant weapon.
46. Failure to have a list of one's magics renders one incapable of casting magic (exception- some monsters). Failure to wear appropriate class garb also negates the ability to use magic.
47. Magical monsters created by spells or enchantments may not be resurrected.
48. Magic may not be cast via a hand holding a weapon or shield.
49. A magic user may have as many magical balls simultaneously functioning (fireballs burning, number of people simultaneously entangled, lightning bolts charged to throw, etc.) as total uses that he bought for that spell. Thus, 2 points spent on iceball will allow a wizard to have any two victims frozen at any one time. There is no limit to the number of magical balls that may be carried. Magical balls may not be used to parry or be used by those who did not cast them.
50. Non magical armor will not stop lightning bolt, fireball, sphere of annihilation, etc. The target is fully affected and killed by these attacks. Note again that enchantments on a person and class immunities do not extend to carried or worn equipment. Noninvulnerable magical armors such as barkskin are affected by class abilities such as penetration arrows.
51. Immunities, unless specified, do not exist (i.e. - paladins are not immune to dragon breath).
52. Class abilities may not be magically stacked. Enchantments without a wizard stack may not be simulcast unless specified in the enchantment's description.

Extension

Type: neutral

Incantation: say "*Extension*" loudly prior to starting magic

Effect: doubles range of magic for one use. If magic has no range it gives spell a 20 ft. range.

Notes: is not used up unless the accompanying magic is fully cast.


Ambidexterity

Type: neutral

Effect: may cast magic with either hand.

Protection from disease

Type: enchantment

Materials: yellow cloth 


Incantation: touch person, repeat 5x "*I protect thee from disease*", tie cloth onto person.

Effect: person is immune to any form of disease.

Limitations: is not effective versus poison.

Protection from flame

Type: enchantment

Materials: yellow cloth 

Incantation: hold cloth in left hand, repeat 10x "*Protection from the element of fire*", tie cloth on person.

Effect: protects against all forms of flame, including lightning, treat Sword of Flame and flameblade as normal hit.

Notes: negates a fireball's negation of iceball and healer/druid entangle.

Paralyzation

Type: enchantment

Materials: yellow cloth 

Incantation: hold yellow cloth in left hand, repeat 10x
"Paralyzation"

Effect: If bearer of enchantment touches someone they are paralyzed for a 150 count if touched on the body, 400 if on a limb. Effects are similar to a subdual.

Limitations: Will not work through armor, shields and weapons, or through magics that stop magic. Barbarians are immune.

3rd Level (Druid of the Inner Circle)

Confusion

Type: spell

Incantation: repeat 5x *"By the power of my mind I will you to be confused."*

Range: 50 ft.

Effect: 1) barbarians will automatically go berserk and attack the druid for a 100 count. 2) warriors and fighter types will attack nearest creature(s) for a 100 count. 3) magic casters may not cast magic for a 100 count.

Limitations: monsters are immune. Barbarian berserk does not count towards their normal berserk.

53. Important game items (flags, etc.) may never be frozen, entangled, teleported, put in circles of protection, etc. (i.e.- magic may never remove game items from play). However, game items may also never confer such immunities on the people who bear them.
54. Verbal magic can only be cast on items (or portions thereof) that the caster can see.
55. The words "count" and "seconds" are synonymous in these rules. 26) Reeves, if requested, may place magic users' magic components.
56. A break in the casting of a magic is defined as either improper or nonmagical wording and/or as a gap of two or more seconds between words.

MAGICAL DEFINITIONS

57. Magic- refers to any game activity which is magical in nature.
58. Spell- a magic which has a direct and immediate effect.
59. Enchantment- a magic which has a lasting effect on the bearer.
60. Fixed enchantment- a magic which has a lasting effect and is cast on an area of ground. Fixed enchantments must constantly draw power from the person who cast them, so they may only have one active at a time, and it permanently disappears when its caster dies. Does not prohibit the caster from carrying a normal enchantment.
61. Neutral- a magic which alters the nature of that on which it is cast. Neutrals cannot be dispelled, and a person may have more than one of these operating at the same time.
62. Magical ball- anything charged and thrown by a magic using class. An unlimited number may be carried (exception- only one sphere of annihilation may be carried).

Magic name	type	uses	cost	max
1st level				
Cancel	S	unlimited	0	-
Cure poison	E/S	1/life	1	4
Heal	S	1/life	1	6
Shillelagh	E	1/game	1	4
Entangle	S	1 bolt/u	1	4
Heat Weapon	S	1/life	1	4
Warp wood	S	1/life	1	4
2nd level				
Barkskin	E	1/game	1	4
Cure Disease	S	1/life	1	4
Magical projectile	E	1/game	1	4
Mend	S	1/life	1	4
Paralyzation	E	1/game	1	4
Thornwall	FE	1/game	1	4
3rd level				
Ambidexterity	N	unlimited	2	-
Confusion	S	1/game	1	2
Extension	N	1/game	2	4
Plant Door	S	1/life	1	4
Protection from disease	E	1/game	2	4
Protection from flame	E	1/game	1	4

Barkskin

Type: enchantment 

Materials: person, yellow cloth, piece of bark


Incantation: touch person with bark and repeat 5x "*May nature protect you*", attach cloth.

Effect: will give person 1 point armor on all parts of the body.

Limitations: It is possible to gain 4 points of armor by this spell. The protection is only from physical attacks and cannot be used with other armor. Shields may be used. It is not invulnerability.

Thornwall

Type: fixed enchantment

Materials: brown cloth 10 ft. long, leaves 

Incantation: lay cloth in straight line, raise hand in air, repeat 10x "*Thorns come forth*", crush and sprinkle leaves.

Effect: creates 10 ft by 10 ft impassable wall of sharp thorns.

Limitations: this wall can be destroyed by dispel magic, 10 hits with a red or blue weapon, or a fireball. If hit by a fireball or flameblade the wall is treated as a flame wall for a count of 100.

Notes: disappears when the caster dies.

Cure disease

Type: spell

Materials: affected person

Incantation: touch person, repeat 5x "*I cure thy illness*"

Effect: person is cured of any disease.

Notes: includes turning diseased creatures back to human.

Cancel

Type: spell

Incantation: repeat 2x "I cancel my magic."

Range: 50 ft.

Effect: negates magic.

Limitations: may only be used on own magics.

2nd level (Druid of the Outer Circle)

Magical projectile

Type: enchantment



Materials: projectile (arrow, javelin, rock, etc.), yellow cloth

Incantation: hold projectile in left hand, repeat 5x "May this projectile strike true", tie cloth to projectile weapon.

Effect: for each level of this enchantment, it will do one more point of damage than normally done by the projectile type. Will destroy a shield with 3 hits if a 5 pt. projectile, will act as a bladeshaped red weapon if a 6 pt. projectile, etc.

Limitations: monks may still block projectiles with no penalties.

Notes: destroyed magical projectiles may be mended.

Mend

Type: spell

Incantation: touch broken item with left hand, repeat 10x "Make this item whole again."

Effect: Item is no longer damaged or destroyed. May repair one point of armor in one location.

Notes: if an enchanted item is mended, its enchantment is intact.

Magic name	type	uses	cost	max
4th level				
Call lightning	S	1/game	1	4
Commune	S	unlimited	2	-
Flamewall	FE	1/game	1	4
Silence	FE	1/game	1	4
Shatter	S	1/game	1	4
Stoneskin	E	1/game	2	4
5th level				
Flameblade	E	1/game	2	2
Passplant	E	1/game	1	4
Stone to flesh	S	1/game	2	4
6th level				
Finger of death	S	1/game	1	4
Feeblemind	S	1/game	2	2
Fire trap	FE	1/game	1	4
Reincarnation	E	1/game	2	2
6th level				
Finger of death	S	1/game	1	4
Feeblemind	S	1/game	2	2
Fire trap	FE	1/game	1	4
Reincarnation	E	1/game	2	2

1st Level (Druid)

Shillelagh

Type: enchantment

Materials: wooden weapon, yellow cloth

Incantation: repeat 10x "Harden this weapon", tie cloth to weapon.

Effect: if the weapon is normally a blue weapon, it is treated as a red weapon; if it is normally a red weapon, it takes four points off armor and in two hits destroys a shield and an arm.

Limitations: only works on non-edged weapons.

Entangle

Type: spell

Materials: padded brown "entangle" ball



Incantation: hold ball in left hand, repeat 5x "*Entangle.*"

Effect: a direct hit to a person or their equipment will entangle them in place for a count of 300. or until they are freed by a fireball or dispel magic. They may neither fight nor be harmed. Two fireballs will kill them.

Notes: barbarians are immune to this spell.

Heat weapon

Type: spell

Incantation: repeat 2x "*By the power and might of the sun I heat that (weapon)*"

Range: 20 ft.

Effect: the weapon is considered useless for a 300 count (or 5 minutes).

Limitations: works only against weapons, not armor or shields.

Notes: mend spells will not restore the weapon, however a new one may be obtained from Nirvana or the base.

Warp wood

Type: spell

Incantation: repeat 2x "*By the power of nature I warp that (object).*"

Range: 20 ft.

Effect: Item is considered useless until mended, dispelled, or taken back to base and replaced.

Limitations: only works on objects made of wood (arrows, bows, spears, etc.).

Cure poison

Type: Enchantment/Spell

Materials: yellow cloth



Incantation: touch person. repeat 10x "*Cure Poison.*" tie cloth on person.

Effect: makes person immune to the first poison attack used against him/her, or can be used to cure poison on a person within a 100 count of being poisoned.

Heal

Type: spell

Materials: wounded person

Incantation: touch person and say once

"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."

Effect: person's wound is healed.

Notes: may be used on self. Will alter the effects of druid flesh to stone to those of an iceball. Will repair one point of berserk barbarian body armor on any one specific body area. May not heal enchantments.

