Druid 6.53

Garb: Brown sash **Armor:** None
Shield: Buckler, Small Shield, will subtract from magic points
Weapons: Any one-handed, non-hinged weapon under 4 ft in length; staff, spear, dagger. Use deducts from magic points.
Immunities: None
Lives: 3 Lives

Weapons	Dagger	0
Cost	Short	2
Per 10	long	4
Points of	Spear	4
magic	Staff	2
No Hinged	Shields	4
Weapons	Bow	5

1st Level Druid

Bladesharp/Bludgeon(E)
I: Hold weapon in left hand and repeat x10 *"Improve this weapon,"* tie cloth on weapon.
E: The weapon deals one additional point of damage when slashing. May be **Simulcast** to stack up to 4 on one weapon allowing to deal up to 4 extra points of damage.

Cancel(S)
E: Negates own magic only.

Cure Poison
T: Enchantment/Spell (depending on use)
M: Enchantment cloth (if used as enchantment)
E: Makes person immune to the first poisoned hit against him, or may be used within 100 count to **Cure Poison** on a person just poisoned.
N: Is not a **Heal** spell, wounds to arms or legs remain after **Cure Poison** is cast.

Entangle
E: A direct hit to a person or equipment on them will cause the victim to be "frozen" in place for 150 count. The victim may not move or speak in any form or fashion and they and their equipment cannot be effected in anyway, except where noted below.
L: Beings protected from flame or immune to the school of flame may not be freed by a **Fireball**, or affected by **Fireball** in any way.
N: **Dispel Magic** or a touch from a weapon enchanted with **Flameblade** will instantly negate the effect. One **Fireball**, striking the victim or his equipment, 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
I: Touch person and state once:
See Healers chart page 2
E: Person's wound is healed.
N: May be used on self. Will repair one point of Berserk barbarian body armor on any one hit location

Heat Weapon(S)
E: The weapon is considered useless for a count of 300. Works against any weapon, but not armor or shields. A mend spell will not restore the weapon, however a "new" one may be obtained from nirvana.

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 affect enchanted weapons**.**

2nd Level Druid
 Lives increase to 4 lives

Barkskin
E: Will give person one point of armor to all parts of the body
L: The protection is only from physical attacks and cannot be used with other armor.
N: May be simulcast up to two times for a total of two points of armor. Behaves just like normal armor. May be cast on players who cannot normally wear armor. This is not a form of **Invulnerability.**

Cure Disease
M: An undead, diseased or like type creature (mummy, zombie, vampire, werewolf, etc).

E: Converts diseased or undead creature back to human. Effective versus undead and lycanthropes . Some undead and lycanthropes cannot be cured.
N: This is not a **Resurrect** spell. If dead, the person must still come back to life normally.

Magical Projectile
M: Projectile (arrow, javelin, throwing knife, etc), enchantment cloth.
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 simulcast up to four times, providing four additional points of damage to the projectile.

Mend
E: Damaged item (or 1 pt of armor in 1 location Invulnerability armor and natural armor is repaired). Cannot negate the affects of Heat Weapon. If an enchanted item is mended, its enchantment stays intact.

Thornwall
E: Creates a 10 ft long impassable wall of sharp thorns.
L: This wall can be destroyed by **Dispel Magic**, 10 hits with a melee weapon, or a hit from a flame effect (**Fireball**, **Flameblade**, etc). If struck by a flame effect, the wall is treated as a **Flamewall** for a 100 count before being consumed and disappearing.

Touch of Paralyzation.
E: If bearer of this enchantment touches someone on the body they are paralyzed and may not move for a 100 count. Bearer must state *"Paralyzation"* to the victim as he delivers the touch. If they touch someone on a limb, that limb is paralyzed and may not be used for a 200 count. The effects are similar to a subdual shot.
L: Will work through clothing, but not armor (including "natural" armor such as Berserk armor).
N: It does not have to be on the next person touched after the enchantment is cast, but can be saved until it is needed, and it 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

3rd Level Druid
Ability: Pass without Trace 2/Game
I: Repeat x3 *"Pass without trace"*
E: You must immediately return to your base. You are considered out of the game while returning.
N: May be used while moving

Acid Bolt
E: This ball of acid is considered to be a Red throwing weapon. It will wound/kill as normal on limb/torso shots. It 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.
L: Bounces do not count. Being protected from Death will prevent this spell ball from wounding or killing you, though it deals normal damage to your equipment.
N: It is not stopped by **Protection from Projectiles**. The monk ability to parry projectiles with hands is ineffective against **Acid Bolt**.

Confusion
E: Target must attack the nearest creature(s) for a 100 count (with magic if the target wishes). The target must look around for the nearest player before attacking, but can then attack that person until he or it is dead, or choose to change to another target that becomes closer. 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.
N: The affected player is encouraged to "roleplay" the confusion. Reeves are encouraged to penalize players who make only half-hearted attempts at this effect and to shorten the next death count of players who play it well.

Extension
E: Doubles range of the magic for 1 use. If magic has no range, grants range of 20 ft.

N: Is not used up unless the accompanying magic is completely cast.

Plant Door
E: Caster is assumed to be inside the tree. He is considered protected and hidden by the tree. May cast verbal magic, but must touch the tree or spell ends.
L: 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 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. The tree must be taller than the caster.

Protection from Disease
E: Person is immune to all forms of disease.
L: Is not effective versus poison.
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**.

4th Level Druid
Immunity: Poison

Call Lightning
E: Target is dead.
N: Hands must be empty.

Commune
E: Caster may not harm others. Others within 20' may take no harm or take other hostile actions towards the caster.
L: Must be chanting *"Commune"* and cannot be holding a weapon or game item or the magic is broken. Cannot be closer than 20 ft. to a base or flag when **Commune** is started and may not interact with game items while in **Commune**.

Flamewall
E: Creates an impassable wall of flame. Anyone not protected who touches or crosses it will be incinerated.
L: Can be dispelled by **Dispel Magic**. Wall will not stop projectile weapons or magic. Wall disappears when caster dies.
N: Protection from Magic will not protect a player from this though **Protection From Flame** will.

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 enchantments. Is stopped by **Protection From Magic** and **Protection From Flame**.

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

Stoneskin
E: Player gains one point of **Invulnerability** (as per **Protect**) and one point of magical armor (as per **Barkskin**).
L: Cannot be used with any other armor (though shields are okay).
N: This enchantment can be simulcast up to two times, giving the target two points of **Invulnerability** under two points of armor. The armor portion can be mended as per normal armor. May be cast on players who can normally not wear armor.

5th Level Druid
Immunity to magic from Fey monsters

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 (**Fireball, Heat Weapon, Pyrotechnics,** etc).
L: This is not equal to and should not be confused with the relic *Sword of Flame*.

Petrify

E: A direct hit to a person or equipment on them will cause the victim to freeze in place, a stone statue. The victim may not move or speak in any form or fashion until the game is finished. He and his equipment cannot be harmed in this state.
L: Bounces do not count. A ball may not be reused if the spell is in effect (on a victim), but may be reused once the victim is free. If the ball hits the relic *Shield of Reflection*, the caster is petrified.
N: Release or **Dispel Magic** will instantly free the victim, while a **Heal** spell will free the player in a 150 count starting 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: Dispels 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.

Teleport
E: Target goes to any one location of the caster's choice. Treat as out of game until at location. Must go straight to location. Should quietly tell reeve or teammate destination. May not be followed Exception- Scout Tracking. Location must be a fixed location. Cannot be used on unwilling targets. Teleported person noticed on first Arriving but not affected until last Arriving

6th Level Druid
Immunity: Control School

Feeblemind
E: Victim may not cast magic or use any abilities of their class. Victims may still fight with melee weapons (primeval instinct).
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 ability.

Finger of Death
E: Person dies.

Immolation:
E: Everyone who enters area is killed.
L: May be dispelled by **Dispel Magic.**
N: Protection From Magic will not save you from this enchantment, though **Protection From Flame** will. Any person entering this area with **Invulnerability** loses one point and is ejected from the point at which they 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.

Druid 6.53 Magic

	Cost/ Max	Magic Name (type)	Range	Use	Materials	School	Incantation/effect
1st Level							
	1/4	Bludgeon/Bladesharp(E)		1/Game	Green Ribbon	Sorcery	"Improve this weapon"(x10) simul
Always Take (free)	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	Warp Wood (S)	20ft	1/Life		Sorcery	"By the power of nature, I warp that (object)x2
2nd Level							
	1/4	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/Game	Green Ribbon, Projectile	Sorcery	"May this projectile strike true"(x5)
	1/8	Mend (S)		1/Life		Sorcery	"Make this item whole again"(x10)
	1/4	Thornwall (FE)		1/Game	10ft Brown and Green Cloth	Sorcery	"Thorns come forth"(x10)
	1/4	Touch of Paralyzation (E)		1/Game	Green Ribbon	Sorc/Sub	"Paralyzation"(x10)
3rd Level							
	1/2	Acid Bolt(B)		1/Bolt U	Green Magical Ball	Death	Acid Bolt (x5)
	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)
	1/2	Extension (N)		1/Life			"Extension (Spell)" Doubles range;touch becomes 20ft
	1/4	Plant Door (S)		1/Game	Touch tree with both hands.	Sorcery	"Open up and receive a loyal protector of the forest"(x5)
	1/4	Pro-Disease (E)		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)		1/Game	10ft Green Cloth	Flame	"By the might of nature, I call forth a flaming wall." (X5)
	1/4	Pyrotechnics (S)	50ft	1/Game		Flame	"I call upon the element of fire to destroy that (object)"(x5)
	1/4	Silence (FE)	20ft	1/Game	Green Markers for 20ft radius circle.	Sorcery	"May no form of sound, speech, or noise be heard in this place"(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)
	1/4	Release (S)	20ft	1/Life		Sorcery	" From thy binds thou art released"(X3)
	1/2	Regeneration(E)		1/Game	Green Ribbon	Spirit	"Endless health unto thee" (x5)
6th Level							
	2/2	Finger of Death (S)	50ft	1/Game		Death	"I call for your death"(x5)
	2/2	Feeblemind (S)	50ft	1/Game		Control	"By the power of my mind, I confuse and erase yours"(x3)
	1/4	Immolation (FE)	10ftrad	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	Reincarnate (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)