

Druid Magic

Cost/Max	Magic Name	Type	Range	Uses	School	Materials	Incantation
1st Level							
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.
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	Person	(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	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 (arrow, javelin, throwing knife, etc), 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	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."
1/4	Touch of Paralyzation	E	T	1/Game	Sorcery/Subdual	Enchantment cloth	Repeat x10 "Paralyzation." Tie cloth on person.
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							
1/4	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	Pyrotechnics	S	50'	1/Game	Flame		Repeat x5 "I call upon the element of fire to destroy that (object)."
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."
1/2	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."
1/2	Petrify	B	-	1bolt/U	Subdual	Padded gray "petrify" ball with streamers	Hold ball in free hand, repeat x5 "Petrify."
1/2	Regeneration	E	T	1/Life	Spirit	Enchantment cloth	Repeat x5, "Endless health unto thee," tie cloth to person.
1/4	Release	S	20'	1/Life	Sorcery		Repeat x3 "From thy bindings thou art released."
1/4	Teleport	S	T	1/Game	Sorcery		Repeat loudly x5 "Teleport;" upon arrival loudly x5 "Arriving."
6th Level							
2/2	Feeblemind	S	50'	1/Game	Control		Point at victim, repeat x3 "By the power of my mind, I confuse and erase yours."
2/2	Finger of Death	S	50'	1/Game	Death		Point at victim, repeat x5 "I call for your death."
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."

Druid Magic

- Garb:** Brown sash
Weapons: Dagger, Short, Long, Spear, Staff, Bow, Short
Armor: None
Shield: Small, will subtract from magic points
Immunities: None
Lives: 3
Magic: Must cast magic with left hand unless Ambidexterity has been bought
- Enchantment cloths are Green 2"x18" or larger
- Levels:**
- 1st No additional abilities
 - 2nd Number of lives increases to 4
 - 3rd Pass Without Trace (ex) (2/game)
 - 4th Immunity: Poison
 - 5th Immunity: to magic from Fey monsters
 - 6th Immunity: Control

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

Magic point usable to buy magic at that level

Caster Level	Spell Level					
	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

Touch 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 skin.
- 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.

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 with magic if the target wishes. The target must look around for the nearest player before attacking, but can then attack that person until 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 "role-play" 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 targets that play it well.

Extension

- E: Doubles range of the spell for one use. If the spell has a range of "Touch", grants range of 20 ft and the caster must point at the target in lieu of touching.
- L: May not be used more than once on the same casting (e.g., no doubling range twice).
- N: The Extension is expended when "Extension" is stated, even if the accompanying spell is not completed.

Plant Door

- 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.
- 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.

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 weapon enchanted with Flameblade as dealing ordinary hits.
- N: Negates a Fireball's and Flameblade'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.

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.

Silence

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

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.**

- 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 armor.
- L: Cannot be used with any other armor. May not be mended or repaired in any way.
- N: This enchantment can be simul-cast up to two times, giving the target two points of invulnerability armor. May be cast on players that cannot normally wear armor.

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

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.

Regeneration

- E: Players bearing this enchantment will Heal any wound, one at a time, in a 50 count and are immune to poison. The player must chant this duration out loud in order to heal a wound. You may not chant to heal a wound unless you are already wounded. Ceasing the chant will cause the chant count to restart at zero.
- L: You must be alive to gain the benefits of this enchantment. Will not work on armor of any sort.

Release

- E: Dispers 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.

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.

Sixth Level

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.

Finger of Death

- E: Person dies.
- 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.