

Druid Magic

Healer's 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

cost/mag	spell	type	school	range	uses	materials	incantation
Level 1							
1 / 4	Bladesharp / Bludgeon	E	Sorcery	T	Per Game	Enchantment strip	Hold weapon in free hand and repeat x10 "Improve this weapon," tie strip on weapon.
0 / --	Cancel	S	Sorcery	50'	Unlimited		Repeat x2 "I cancel my magic."
1 / 4	Cure Ailments	S	Spirit	T	Per Life	Any diseased or poisoned creature	Repeat x5 "I sooth thy ailments"
1 / 2	Entangle	B	Subdual	--	1 Ball / U	Brown spell ball	Hold ball and repeat x5 "Entangle."
1 / 4	Heal	S	Spirit	T	Per Life	Person	Touch person and recite the Healer Chant
1 / 4	Heat Weapon	S	Flame	20'	Per Life		Repeat x2 "By the power and might of the sun, I heat that (weapon)." Be specific, if possible.
1 / 4	Warp Wood	S	Sorcery	20'	Per Life		Repeat x2 "By the power of nature I warp that (object)."
Level 2							
1 / 4	Barkskin	E	Protection	T	Per Game	Person, enchantment strip	Touch person and repeat x5 "May nature protect thee," attach strip to person.
1 / 4	Magical Projectile	E	Sorcery	T	Per Game	Projectile, enchantment strip	Hold projectile in free hand, repeat x5 "May this projectile strike true," tie strip to projectile weapon.
1 / 8	Mend	S	Sorcery	T	Per Life		Repeat x10 "Make this item whole again."
1 / 4	Thornwall	FE	Sorcery	T	Per Game	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	Sorcery / Subdual	T	Per Game	Enchantment strip	Repeat x10 "Paralyzation." Tie strip on person.
Level 3							
1 / 2	Acid Bolt	B	Sorcery	--	1 Ball / U	Enchantment strip	Hold ball and repeat x5 "Acid Bolt"
2 / --	Ambidexterity	N	Neutral	--	Unlimited		
1 / 2	Confusion	S	Control	50'	Per Game		Repeat x5 "By the power of my mind, I will thee to be confused."
1 / 2	Extension	N	Neutral	--	Per Life		State "Extension" loudly before a spell.
1 / 4	Plant Door	S	Sorcery	T	Per Game	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 Ailments	E	Protection	T	Per Game	Enchantment strip	Repeat x10 "I protect thee from infirmity," tie strip on person.
1 / 4	Protection from Flame	E	Protection	T	Per Game	Enchantment strip	Repeat x10 "Protection from the element of fire," tie strip on person or object.
Level 4							
1 / 4	Call Lightning	S	Flame	20'	Per Game		Raise empty hands above head and repeat x3 "I call lightning to strike thee."
2 / --	Commune	S	Sorcery	Self	Unlimited	Tree	Touch tree with free hand, repeat x5 "Commune," sit down with back touching tree.
1 / 4	Flamewall	FE	Flame	T	Per Game	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	Flame	50'	Per Game		Repeat x5 "I call upon the element of fire to destroy that (object)."
1 / 4	Silence	FE	Sorcery	T	Per Game	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"
1 / 2	Stoneskin	E	Protection	T	Per Game	Enchantment strip	Touch recipient, repeat x5 "May nature protect thee from all forms of attack," tie strip to players arm.
Level 5							
2 / 2	Feeblemind	S	Control	50'	Per Game		Point at victim, repeat x3 "By the power of my mind, I confuse and erase yours."
1 / 2	Flameblade	E	Flame	T	Per Game	Enchantment strip, edged weapon	Tie strip to weapon, repeat x10 "Flameblade."
1 / 2	Petrify	B	Subdual	--	1 Ball / U	Gray spell ball	Hold ball in free hand, repeat x5 "Petrify."
1 / 2	Regeneration	E	Spirit	T	Per Life	Enchantment strip, player	Repeat x5, "Endless health unto thee," tie strip to person.
1 / 4	Release	S	Sorcery	20'	Per Life		Repeat x3 "From thy bindings thou art released."
1 / 4	Teleport	S	Sorcery	T	Per Game		Repeat loudly x5 "Teleport;" upon arrival loudly x5 "Arriving."
Level 6							
2 / 2	Finger of Death	S	Death	50'	Per Game		Point at victim, repeat x5 "I call for your death."
1 / 4	Immolation	FE	Flame	T	Per Game	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 / 1	Vivify	N	Neutral	--	Per Game		

Weapon Cost:

Garb: Brown Sash
Shield: Small
Weapons: Dagger, Short, Long, Spear, Staff, Bow
Lives: 4
Enchantment Strips: Green

Dagger	0
Short	2
Long	4
Spear	4
Staff	2
Bow	5
Shield	4

Druid Magic

	Spell Level					
	1	2	3	4	5	6
Caster Level	1	10				
	2	10	10			
	3	10	10	10		
	4	7	8	7	8	
	5	6	6	6	6	
	6	5	5	5	5	5

Spell points available to buy magic at that level.

Level 1**Bladesharp/Bludgeon**

E: Weapon deals one additional point of damage when slashing. May be simul-cast up to four times on one weapon allowing it to deal up to four extra points of damage. This does not make it a red weapon.
 L: Only usable on bladed or blunt weapons; cannot be applied to piercing or projectile weapons.

Cancel

E: A spell, enchantment, or fixed enchantment you cast is negated and expended
 L: May not be used on a magic ball already thrown. Magic that is completed when cast such as Heal and Resurrect cannot be Cancelled.

Cure Ailments

E: Removes all disease or poison effects on the target.
 N: This is not a Resurrect spell. If dead, the target must still come back to life normally.

Entangle

E: Victim is stuck in place for 150 count. The victim may not move or communicate in any fashion, and neither the victim nor his equipment can be effected in any way – except where noted below. Engulfing.
 L: Beings immune to Flame may not be freed by a Fireball or Flameblade. You may only have as many victims affected as you bought magic balls.
 N: Dispel Magic or a touch from a weapon enchanted with Flameblade will instantly negate the effect. One Fireball striking the victim 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

E: Person's wound is healed.
 N: May be used on self. Will repair one point of natural armor on any one hit location instead of healing a wound.

Heat Weapon

E: The weapon is considered useless for a 300 count.
 L: Works against any weapon, but not armor or shields. Someone protected against flame effects may continue to wield the weapon (but it deals no additional damage and does not become a flame weapon).
 N: Mend will not restore the weapon; however, a "new" one may be obtained as per destroyed items. Heat Weapon does affect Hardened weapons.

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, polearms, 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 not affect Hardened items or Imbued Shields.

Level 2**Barkskin**

E: Recipient gains one point of armor to all hit locations.
 L: The protection is only from physical attacks. Cannot be used with other armor.
 N: May be simul-cast up to two times for a total of two points of armor. Behaves just like normal armor. May be cast on players that cannot normally wear armor. Is not a form of invulnerability.

Magical Projectile

E: Projectile will deal 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 simul-cast up to four times, providing four additional points of damage to the projectile.

Mend

E: Will repair a destroyed item or restore one point of armor in one location.
 L: Cannot be used to negate the affects of Heat Weapon.
 N: 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 10 hits with a melee weapon, or a hit from a flame effect (Fireball, Flameblade, Flame Arrow, 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 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 blow.
 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.

Level 3**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.

Level 3**Protection from Ailments**

E: Person is immune to all forms of disease and poison.
 L: This will protect a person from being converted to an undead or lycanthrope.

Protection from Flame

E: Target is immune to Flame magic and abilities.
 N: Negates a Fireball's and Flameblade's negation of Iceball and Entangle.

Level 4**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.
 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 invulnerable 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 invulnerable armor. May be cast on players that cannot normally wear armor.

Level 5**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.

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.

N: You must be alive to gain the benefits of this enchantment. Will not work on armor of any sort.

Release

E: Disperses 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.

N: May be used while under the effects of movement inhibiting abilities or magics such as Hold Person or Earth Bind so long as those abilities would not otherwise prevent you from using Teleport. The count of any game effects upon you are considered suspended until you are returned to the game, at which point they return with their remaining duration.

Level 6**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.

Vivify

E: Gives the caster one additional life.