

PSYCHIC

Garb : Psychic must wear a Silver head band.

Weapons : Any 1, one handed non-hinged weapon under 3ft.

Armor : None Initially

Shield : None Initially

=====

Psychics above 2nd level are affected by the following spells in the following ways.

Honor Duel - Immune
 Hold Person - 50 Count

All bards treat Psychics as they treat Monks.

=====

Weapon cost

Type	Length	Cost
Sword	1½ - 3	3
Weapon	0 - 1½	0

Spell Points

Psychic Level Title	Spell Points					
	1	2	3	4	5	6
1 Intellect	10	-	-	-	-	-
2 Thought Bringer	10	10	-	-	-	-
3 Mind Probe	10	10	10	-	-	-
4 Mind Melder	7	8	7	8	-	-
5 Mind Master	6	6	6	6	6	-
6 Psychic Master	5	5	5	5	5	5

Psychic Ability Name	Type	Uses	Cost	Max
1st Level : Intellect				
Change Weapon	N	1/Life	1	2
Heal	S	1/Life	1	3
Cure Poison	S	1/Life	1	2
Mend	S	1/Life	1	2
Protection From Flame	N	1/Battle	2	2
2nd Level : Thought Bringer				
Alter Cloth	N	1/Life	3	1
Sleep	S	1/Life	1	3
Cure disease	S	1/Life	1	2
Levitation	E	1/Life	2	2
Mind Blast	S	1/Bolt/U	1	2
3rd Level : Mind Probe				
Mind Block	N	1/Battle	2	-
Brain Bash	S	4/Life	3	2
Yield	S	1/Life	2	1
Extension	N	3/Life	1	2
Mind Force	S	1/Bolt/U	1	2
Touch of Death	N	1/Life	1	2
Teleport	S	1/Battle	1	2
4th Level : Mind Melder				
Truth	S	1/Life	1	4
Change Weapon II	N	1/Life	2	2
Mind Fortress	N	1/Life	3	-
Phase Door	E	1/Battle	1	5
Barrier	E	1/Life	1	5
Alter Armor	N	1/Life	2	3
Mind Blast 2	S	1/Bolt/U	1	3
5th Level : Mind Master				
Mind Cut	S	2/Life	2	2
Move	E	1/Life	2	2
WarSkill	N	1/Battle	1	1
BrainBoost	N	1/Battle	3	1
Decay	N	1/Life	3	1
6th Level : Psychic Master				
Power Containment	E	1/Battle	2	1
Explosion	S	1/Life	1	4
Mind Invulnerability	N	1/Life	1	1
Planar Travel	E	1/Battle	2	1
Extension II	N	3/Life	1	3
Mind Blast 3	S	1/Bolt/U	1	4

1st Level

Change Weapon

T: Neutral

M: Green Cloth

I: Touch weapon and say 20 x "I change this weapon"

E: A 1 point weapon becomes 2 points, a 2 point weapon becomes 4 points and the weapon is indestructible to all but sphere of annihilation.

Heal

T: Spell

M: Wounded Person

I: Touch person and say:

"By the power of my mind I soothe thy pain
By the power of my mind I clot thy blood
By the power of my mind I mend thy tissues
By the power of my mind I close thy wounds
By the power of my mind I strengthen thy blood
By the power of my mind I mend thy flesh
By the power of my mind I rejuvenate thy body
By the power of my mind I give thy body strength
By the power of my mind I give thee clear thoughts
By the power of my mind thou art healed."

Cure Poison

T: Spell

M: Poisoned person

I: Touch person and say

"By the power of my mind I slow this poison
By the power of my mind I stop this poison
By the power of my mind I neutralize this poison
By the power of my mind thou art cured"

N: Must be used after victim is poisoned.

Mend

T: Spell

M: Broken Item

I: Say

"By the power of my mind I retrieve these broken pieces
By the power of my mind I gather them together
By the power of my mind I meld them together
By the power of my mind I strengthen this (Item)
By the power of my mind this (Item) is mended"

Protection from Flame

T: Neutral

M: 1 Silver and 1 Green strip

I: Tie silver strip around wrist and say 10 x "Protection From flame, then tie green strip on and say 10 x "Permanency"

E: Protects against all forms of flame, Sword of flame counts as 1 point.

N: if permanency is not cast then only one flame shot is protected against.

2nd Level

Mind Block

- T: Spell Ball
M: Green "Spell Ball"
I: Hold ball and repeat 5x "Mind Blast I"
E: A direct hit to a person will kill or wound them as if it were a throwing weapon.
N: Affects all Classes:

Alter Cloth

- T: Neutral
M: Blue Cloth
I: Touch item & say
"By the power of my mind I assense this cloth
By the power of my mind I strengthen this cloth
By the power of my mind I alter the molecular structure of this cloth
By the power of my mind I strengthen this material
By the power of my mind this cloth is altered"

Sleep

- T: Spell
R: Repeat 2x "Now you'll find your will is weak
close your eyes and fall to sleep"
E: Victim must lie down and sleep for a 100 count
L: May not be used on one's teammates
N: Barbarians and Monks above 3rd level are immune

Cure Disease

- T: Spell
M: Corpse of infected creature
I: Touch creature and say
"Track down this foul and vile form
so that this body will withstand the harm
that which infects and corrupts thy being
This I do by the power of my thinking"
E: Converts diseased or undead creatures back to human
N: Is not a resurrect spell, person is still dead

Levitation

- T: Enchantment
I: say 1 time for number of people (3 Max)
"Now Rise up into the sky
Above the ground stealing high
Where no mans sword or flail may reach
And only free flying weapons may reach"
E: Person(s) are levitated 21 ft, above the ground
only missile weapons will hit them.
L: 3 max person 300 count for 1 person, 200 count if 2, 100 count
if 3. All persons must touch caster must stay in spot where
spell was cast.

3rd LEVEL

Brain Bash

- T: Spell
R: 20 ft
I: Repeat 3X, 5 if moving, "I bash thy brain"
E: Person is stunned for a 20 count and cannot run for a 40 count thereafter
L: Does not affect barbarians or monks above 3rd level

Yield

- T: Spell
R: 50 ft
I: Say 3X, "Yield thy arms, resist no longer
Come to me and be my captive"
E: Victim must lower weapons and surrender immediately moving straight to Psychic, then may begin 500 count. If they are not killed, when they return to 500, they must return to their base. May only be kept from Psychic by yield spell or death.
N: Barbarians, Paladins and anti-Paladins are immune as well as Monks above 2nd level.

Psychic Extension

- T: Neutral
E: Doubles ranges on 1st and 2nd level spells
I: Say "Extension" before cast as 1st or 2nd level spell
N: This is a natural ability in experienced psychics. His ability once purchased is unlimited.

Mind Force

- T: Spell
Purple "Spell Ball"
I: Hold ball in hand and repeat 5X, "Mind force"
L: Kills anyone it touches, even on a roll or a foot shot (garb, weapon and shield shot included)
N: Emits a wave of mental power that no one is immune etc.

Touch of Death

- T: Neutral
I: Say 30X, "Touch of Death"
E: Bearer of touch is killed
L: Will work through clothing but not armor or shield
N: Monks are immune to this attack

Teleport

- T: Enchantment
- R: Game boundaries
- I: Repeat 3X, "Teleport", repeat 3X, "Arriving"
- E: May go to any 1 location. Can't harm or be hurt.
- L: Must go straight there, must quietly tell reeve destination, if as lead. May not be followed.
- N: Barbarian is immune.

Mind Block

- T: Neutral
- E: Psychic is immune to psychic sleep and mind blast (1)
- N: This is neutral and cannot be given to someone else

4th LEVEL

Truth

- R: 20 ft
- T: Spell
- I: Say "Speak to me without twisted tongue
Speak to me the truth for it shall be done."
- E: Psychic may ask 1 yea or no question which must be answered truthfully
- N: Victim may not be harmed while answering question

(Improved Blade Sharp) Change Weapon II (Enchanted Weapon)

- T: Neutral
- M: Blue and silver cloth
- I: Touch weapon and say 30X, "Change weapon II" tied on the weapon
- E: Causes wounds to kill, limb shots are death

Phase Door

- T: Enchantment
- M: 3ft blue cord
- I: Lay blue cord on ground and say X #
"Open this gate, make it anew; hold it up that # may pass through, starting here and ending yon.
Open this gate that we may be gone, this gate is to lead from here to there, that # may pass through without a care."
Loudly say, "Arriving."
- E: Opens a portal (teleport doorway) that the number of persons named may walk through to destination.
- N: Must lay blue cord at arrival spot before exiting. Barbarians can be affected by this spell.
- L: 5 people

Barrier

- T: Enchantment
- M: 10 ft blue cord
- I: Lay cord out in a straight line and say 15X, "Barrier"
- E: Creates an impenetrable 10 X 10 wall
- L: Starts when it's done

Alter Armor

- T: Neutral
- I: Touch armor and say,
"By the power of my mind, I assess this armor,
By the power of my mind, I strengthen/weaken this armor,
By the power of my mind, I alter the molecular structure of
this armor
By the power of my mind, I strengthen/weaken this material
By the power of my mind this armor is altered"
- L: Armor is increased/decreased 1 pt (1 pt leather becomes 2 pt)
The armor if increased once it is normal arms.
Ex: 5 pt arms changed to 6 and their hit becomes 5 pt once
again
-
- The armor if decreased is 1 pt less cannot be marked, but can
be replaced at base for 300 count
- N: May be used on self

Mind Blast (2)

- T: Spell ball
- M: Green spell ball with blue tassels
- I: Hold ball and repeat 5X, "Mind blast 2"
- E: Same as mind blast 1, except mind blast 2 will destroy normal
(non-hardened) weapons, not shields
- N: Affects all classes

Mind Fortress

- T: Neutral
- E: Psychic is immune to psychic sleep, mind ball (1) brain
bash/mind force, psychic yield, psychic touch of death
- N: Same as mind block

5th Level

Mind Cut

- T: Spell
- I: Repeat 3x, 5x if moving "I cut thy Mind"
- E: Person is stunned for a 50 count and can not run for a 100 count thereafter
- L: Does not effect Barbarians above 2nd level or Monks above 4th

Move

- T: Enchantment
- I: Repeat 5x "Power of Movement"
- E: Allows the Psychic, having levitated to walk, and doubles the time allowed.
- L: Only 3 people may be affected

Warskill

- T: Neutral
- E: May reduce the cost of a single weapon by half.
- L: Not usable twice on the same weapon.

Brainboost

- T: Neutral
- E: Gives the Psychic one extra life

Decay

- T: Neutral
- I: Repeat 20x "Decay Armor", touch armor
- E: Destroys Armor
- N: If leather it rots if metal it rusts, shield crumbles
- L: Will note effect harden objects, or enchanted shields.

6th Level

Power Containment

T: Enchantment

I: Repeat 5x

"By the power of my mind may power be dispersed the
damaging effect nullified, reversed."

E: Immune to all spells for a 100 count.

N: Can not be canceled by a sphere of annihilation

Explosion

T: Spell

R: 50ft.

I: Repeat 5x "I cause thee to explode"

E: Person explodes causing death

N: No one is immune

Mind Invulnerability

T: Neutral

E: Immune to

Mute becomes 50 count

Hold person

Lost

Sleep

Stun becomes 50 count

Yield is a count 400 count

Paralyzation

Feeble mind is a 1000 count

Mind Blast (1&2), Brain Bash, Mind Cut, Mind Force,

Psychic yield, Psychic touch of Death.

Planar Travel

T: Enchantment

I: Repeat 10x "Planar Travel"

E: Allows Psychic to go to the Astral Plan or Undead Planes for
a 300 count

N: They can move freely about the plane of Choice Vampires are
immune to this spell.

Extension II

T: Neutral

E: Doubles Ranges at 1-4 level spells

N: This does not double 1st-2nd Psychic Extension has already
been used.

Quest for The King

Well folks as you now know, your King has been kidnapped. Crimson Sun claims all responsibility for this action. If you do not recapture the King by sunup we shall behead the most unfortunate wretch. So here is a packet of information of Monster you may encounter this evening.

Death Master

Psychic

Anti-Druid

Dracolich

Titan

&

any monster

in the current

Monster Manual

Death Master

The first Death Master was taught this dark art by the great 7 Liches that were the masters of their craft, after several months of time spent learning the craft the Death Master enslaved the liches and went out into the world to spread this horrible craft

Vulnerability is the fact that when a Death Master dies he spends a 1000 count in Nirvana due to his enjoyment of all this death.

1st Level

may use any 1 sword any length
5 spell points

Dispel undead	1/Life	1	unlimited
Create Skeleton	1/life	1/5	unlimited
Talk to dead	1/life	1	unlimited

2nd Level

sword becomes under 3ft.
10 spell points

Create Zombie	1/life	1/5	unlimited
Sever Spirit	1/life	1	4

3rd Level

15 spell points
Protection from Death as per Healer spell (this is natural)

Create Ghoul	1/life	1/5	unlimited
Touch of Death	1/battle	1	5

4th Level

only can use Dagger
20 spell points

Curse	1/battle	2	unlimited
Vampire	1/battle	2	unlimited

5th Level

25 spell points

Death Ball	1/battle/u	3	1
------------	------------	---	---

6th Level

30 spell points
Can order ANY undead (Only Vampire King & Lord) within 50ft.
No Undead (Again Vampire King & Lord) can attack Death Master
Quest Creature * 1/battle 5 1

GuildMaster

gains 5 free curses

Spells

1st Level

Dispel Undead

T: Spell

I: repeat 5x "I dispel you Undead"

E: Creature is destroyed only Vampire Lords, Kings and Quest
Undead are unaffected

R: 30 ft.

Create Skeleton

T: Spell

I: repeat 10x "Rise as bones from death, become an undead
warrior"

E: Person is now a Skeleton as per the monster manual

R: Touch

Talk to Dead

Same as Healer

2nd Level

Create Zombie

T: Spell

I: repeat 10x "Putrid flesh which you are now, go and kill"

E: Person is Zombie as per monster manual

R: Touch

Sever Spirit

Same as wizard

3rd Level

Create Ghoul

T: Spell

I: Repeat 15x "From your grave or demise fight for me from the
grave rise."

E: Person is Ghoul as per the monster manual

R: Touch

Touch Of Death

As per Wizard

4th Level

Curse

as per wizard spell

Vampire

T: Spell

I: Repeat 50x "Drink of Blood and soul, and Rise"

E: Person is a Vampire as per the monster manual

R: Touch

5th Level

Death Ball

T: Spell

I: Repeat 5x "Death Ball"

E: Kills on a hit to anything

N: Monks of 4th and higher are immune

6th Level

Quest Creatures

The Death Master must recite a poem and then state what the person is. Poem must be at least 50 lines long.

Mind Blast III

- T: Spell Ball
- M: Green spell ball with Silver Tassels
- I: Hold & Repeat 5x "Mind Blast III"
- E: Same as Mindblast II but will destroy shields
- N: Effects all classes

Anti-Druids figured that to upkeep things was pointless, since the order of the known universe seemed to be heading to absolute decay and destruction. Anti-Druids then, going with the flow of the world around them that they believed was going to pot, decided not to fight it, but rather join it. ~~To matter the fact, speed things along and get it over with.~~ And so, someday you may see a man ^{someone} sitting amongst a green forest with ~~birds all around, and trees teeming with life, and animals scurrying about.~~ The man may have a deathly pale look to him, with grey tattered robes and as he sits there, ~~his gloom face will almost crack as he manages a delightful smile as he meditates.~~ Suddenly, the grass around him grows brown ^{THAT PERSON} and dies. The birds in the air have strokes and fall dead around the ^{PERSON} man. The trees wither and die, and fall over. Finally the cute animals scurrying about ~~just~~ stop dead in their tracks...literally! Your mystery is over as you realize he is a ^{THAT PERSON} Anti-Druid, Communing With Entropy.....

Creators: Clu da Bard The Plaid Barbarian

Special Thanks to Pukah Hero Of Serinda for DMing this werid adventure

First Level Magic (0 to 12 wks)	Uses	Cost	Limits
Cancel	unlimited	0	none
Engulf	1 bolt/U	2	4
Freeze Weapon	once/life	1	4
Invisibility to Dead Animals	once/life	1	4
Leech Poison	once/life	1	4
Pain!	once/life	1	6
Pillelagh	once/battle	1	4
Rot Wood	once/life	1	4

Second Level Magic (13-24 wks)	Uses	Cost	Limits
Anti-Magic Arrow	once/battle	1	4
Corpse Skin	once/battle	1	4
Morph	once/life	1	4
Pass Disease	once/life	1	4
Talk to Dead Animals	once/life	1	4
Tree Fall	once/battle	1	4

Third Level Magic (25-36 wks)	Uses	Cost	Limits
Ambidextrous	unlimited	2	none
Depression	once/battle	1	2
Extension	once/battle	2	4
Plant Death	once/life	1	4
Protection from Cure	once/battle	2	4
Protection from Ice	once/battle	1	4

Fourth Level Magic (37-48 wks)	Uses	Cost	Limits
Call Combustion	once/battle	1	4
Commune with Entropy	unlimited	2	none
Icewall	once/battle	1	4
Nuke	once/battle	1	4
Shut Up	once/battle	1	4
Twin Skin	once/battle	2	4

Fifth Level Magic (49-60 wks)	Uses	Cost	Limits
Flesh to Sludge	once/battle	1	4
Pass Stump	once/battle	1	4
Rustblade	once/battle	2	4
Sludge to Stone	once/battle	1	4

Sixth Level Magic (61+ wks)	Uses	Cost	Limits
Brain Dead	once/battle	2	2
Deathly Speed	once/life	3	4
Degenerate	once/battle	1	2
Finger of Death	once/battle	1	4
Ice Trap	once/battle	1	4

MAGIC DESCRIPTIONS

First Level

CANCEL

- T: Spell
- I: Repeat 2x "I cancel my spell".
- R: 50 ft.
- E: Negates spell.
- L: May only be used on own spells.

ENGULF

- T: Spell
- M: Padded bright green "engulfment" ball.
- I: Hold ball in left hand, repeat 5x "engulf" E: Person hit is engulfed by Venus Fly for 300 count.
- N: Barbarians are immune to this spell. As healer Entangle.

FREEZE WEAPON

- T: Spell
- I: Repeat 2x "By the power of the lifeless void I freeze that weapon".
- R: 20 ft.
- E: The weapon is considered useless for a count of 300 or 5 minutes.
- L: Works only against weapons not armor or shields.
- N: A mend spell will not restore the weapon, however a "new one" may be obtained from Nirvana or the flag.

INVISIBILITY TO DEAD ANIMALS

- T: Enchantment
- M: Strip of grey cloth.
- I: Repeat 3x "Nah Nah, you can't see me", Tie cloth on person.
- E: Makes person invisible to dead or decomposing animals. Does not work against undead. Does work against other Anti-Druids however, since they are nearly dead already. Lasts remainder of subject's life.
- L: So simple, even a Barbarian could carry it.

LEECH POISON

- T: Enchantment/Spell.
- M: Grey cloth.
- I: Touch person with rock (as if a leech) and repeat 10x "(sucking sound) poison", tie cloth on person.
- E: Makes person immune to the first poison attack due to lack of blood, and can be used to suck poison on a person within a 100 count of being poisoned.
- L: Subject becomes weaker. Weapons take half effect, round up.

PAIN!

T: Spell.

I: Hold wounded area, repeat once. "May the power of entropy
Heal thee with great pain. May the power of entropy
Force out your spilling blood. May the power of entropy
Crush together broken bones. May the power of entropy
Jar thy painful wounds. May the power of entropy Make you pray
for death. By the power of entropy Thou hath been
healed.(Darn!)

E: Person is healed.

L: Person being healed must scream or act as if in agony.

PILLELAGH

T: Enchantment

M: Wooden weapon, grey cloth.

I: Repeat 10x "This weapon to stone", tie cloth to weapon.

E: Wood rapidly dies, rots, and petrifies. Equal to bludgen spell.

L: Only works on non-metal weapons.

ROT WOOD

T: Spell

I: Repeat 2x "By the power of entropy may that (object) rot".

R: 20 ft.

E: Item is considered useless until mended, dispelled, or taken
back to base.

L: Only works on objects made of wood (arrows, bows, spears,
axes, etc....)

Second Level

ANTI-MAGIC ARROW

T: Enchantment

M: Arrow, grey cloth.

I: Hold arrow in left hand, repeat 5x "May this arrow drain power", tie ribbon to arrow.

E: If arrow hits objects object or player, any enchantment carried is drained but no hit point is lost. (Sorry, does not effect relics.)

CORPSE SKIN

T: Enchantment

M: Person, grey cloth, clod of dirt.

I: Touch person with clod of dirt, repeat 5x "May rigor mortis protect you", attach cloth.

E: Will give person 1 point armor on all parts of body.

L: 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.

MORPH

T: Spell.

I: Touch broken item with left hand, repeat 10x "Make this item morphed together".

E: Item is thrown together in demented fashion, no longer damaged or destroyed.

PASS DISEASE

T: Spell.

M: Inflicted Person.

I: Touch person, repeat 5x "Pass on thy illness".

E: Person then touches someone else and is cursed of disease. The other touched person recieves disease instead.

TALK TO DEAD ANIMALS

T: Spell

M: Weapon, animal (stuffed, no real animals please), plant.

I: Hit animal over head and repeat 2x "Now with your head bashed in, answer my questions my now late friend."

E: Anti-Druid, not being able to talk to live creatures as a Druid now has ability to communicate and question dead animals. Once again, will not work on undead.

TREE FALL

T: Spell.

M: Grey cloth 10' long, Leafves and/or branches.

I: Lay cloth in straight line, raise hands in air, repeat
10x "Trees tumble down", crush and sprinkle leaves or
branches.

E: Creates 10' x 10' impassible wall of dead fallen trees.

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

Third Level

AMBIDEXTRIOUS

T: Neutral.

I: Automatic.

E: May cast spells with either hand.

DEPRESSION

T: Spell.

I: Repeat 5x "By the boredom of my mind I make you depressed"

E: 1) Barbarians, suddenly wanting to end it all will automatically go beserk and attack Anti-Druid for a 100 count. 2) Warriors and fighter types, suddenly hating the world and everyonewill attack nearest creature(s) for a 100 count. 3) Spell casters (non-fighters) will stand depressed for 50 count, then wander and think about the value of life for 50 count.

L: Monks are immune. Barbarian beserk does not count towards their normally allow beserk.

R: 20 foot half circle

EXTENSION

T: Neutral.

I: Say "Extension" loudly prior to starting spell.

E: Doubles range of spell for one use. If spell has no range; gives spell a 20-ft range.

PLANT DEATH

T: Spell.

M: Tree or plant/Rope

I: repeat 5x "Open up to receive your fate as this your final breath to take"

R: 20 ft.

E: The tree or plant dies, ejects any Druid inside without killing him/her. After finishing spell, Anti-Druid ties a rope around tree to signify the tree being dead. Druids can Commune with dead tree and cut rope to revive it.

PROTECTION FROM CURE

T: Enchantment.

M: Grey cloth.

I: Touch person, repeat 5x "I protect thee from cure", tie cloth onto person.

E: Person/Monster is immune to any form of cure.

PROTECTION FROM ICE

T: Enchantment.

M: Grey cloth.

I: Hold cloth in left hand, repeat 10x "Proctection from the element of ice" tie cloth on person.

E: Protects against all forms of ice including iceball and other forms of Anti-Druid magic.

Fourth Level

CALL COMBUSTION

T: Spell

I: Raise both hands, and repeat 3x "(person), I call for your combustion."

R: 20 Ft.

E: Person explodes on the spot. Ashes are found later. Nice effect!

COMMUNE WITH ENTROPY

T: Spell.

M: Rope (on some occasions).

I: Sit in cross legged position. Say loudly five times "Commune with entropy (number)". After that, with a smile on your face (only time you can smile beyond third level), simply repeat "Commune with entropy."

E: Communing with entropy brings about a higher rate of age and decay, affecting all nature and creatures alike (including teammates.) Within the first 30'Ft radius from Anti-Druid, a creature is wounded or protects lost. Armor does count here as it does not protect against entropy. If a creature approaches in the 20'Ft radius to Anti-Druid, death occurs. Make sure to tie ropes around any trees or plants in inner 20'Ft radius, to show they decayed and died from entropy.

L: Must be humming or chanting (Commune with entropy), and cannot be holding weapon or spell is broken. Cannot be closer than 50 Ft to base or flag. Magic will not work against Anti-Druid do to the effects of entropy. However, an Assassin, Archer, etc, could use a projectile weapon that would survive bombardment of entropy (dagger, metal arrow, etc) and attack from outside the entropy 30'Ft. Radius.

ICEWALL

T: Enchantment

M: White cloth 10' long, small white pebbles or rocks, white glitter.

I: Lay cloth in straight line, raise hands, repeat 5x "By the power of entropy, I call forth an ice wall". Sprinkle white glitter.

E: Creates a 10' x 10' impassible wall of ice. Anyone not protected who touches or crosses it will freeze and then shatter. (like liquid nitrogen)

L: Can be dispelled by a dispel magic. Wall will not stop missile weapons or spells.

NUKE

T: Spell.

I: Repeat 3x "By the power of entropy, I nuke that (object)".

R: 20 Ft.

E: Object's atoms instantly split, causing a small nuclear explosion, not to mention a small mushroom cloud. (Wielder of object may throw self back due to blast, but this is optional.)

L: May only be repaired by dispel magic. Does not effect bases, relics, game items, or enchanted shields.

SHUT UP

T: Enchantment.

M: 25' measure, markers for 25' radius.

I: Set up markers, stand in middle with both hands above head and repeat 5x "I don't want to hear any sound, speech, or noise in this place".

E: NO speech(talking), or spell casting is allowed in the spell's radius.

L: May be dispelled.

TWIN SKIN

T: Enchantment.

M: Person, black cloth, mirror.

I: Touch person with mirror, repeat 5x "By the power of entropy, your skin their skin. your pain their pain."

E: Corsician twin theory, only both are hurt in same area at same time. If user of twin skin is hit in armored area, attacker is not hurt. However, if wearer or twin skin is hit by armored attacked, the same area will still be effected on attacker. Armor does not add in for the attacker. (perfect for newbies against the experienced bully)

L: Can be used with other armor, shield may be used. In the case of the attacker, a hit on wearer of twin skin is not mutual when attacker has a magical form of protection. However, protection will be exhausted as if it were a physical attack with each attack on twin skin user.

Fifth Level

FLESH TO SLUDGE

- T: Spell.
- M: Orange padded "Sludge" ball.
- I: Hold ball in left hand, repeat 5x "Sludgify".
- E: Person is turned to sludge.
- L: Spell stays in effect until a dispel magic, Sludge to Stone is cast, or a Heal spell is performed twice on victum. If the ball hits the Shield of Reflection, the Anti-Druid is turned into a Druid, just kidding, actually sludge. Barbarians are immune.

PASS STUMP

- T: Enchantment.
- M: Dead tree, or one symbolically dead with rope around it from the Communie with Entropy or Plant Death actions. Arriving tree (dead or symbolically dead tree are once again needed.)
- I: Repeat 5x "Pass stump", Repeat 5x "Arriving"
- E: Anti-Druid is transported from one dead tree to another dead tree within game boundaries. Anti-Druid may not be harmed during transfer.
- L: Must have location in mind, must tell reeve is asked. Must go straight to destination unless being watched ot follwed, then may take roundabout path.

RUSTBLADE

- T: Enchantment.
- M: Red (or rust colored) cloth. Edged weapon (blue or red). Sand or glitter
- I: Tie cloth to weapon, repeat 10x "Rustblade", sprinkle sand or glitter over weapon.
- E: Sword or weapon when coming in contact with a weapon or shield with magical powers will negate and powers of that magical weapon or shield till recharged. The former magical weapon or shield becomes drained of magic contained, and becomes a normal weapon or shield.
- L: Due to the fact that it is a weak rusty blade, the rustblade will shatter after the third hit. Rustblade with not work against relics or game items

SLUDGE TO STONE

- T: Spell.
- I: Hold left hand in air, repeat 10x "Sludge to Stone", touch victum.
- E: Person is no longer sludge, but now stone.

Sixth Level

BRAIN DEAD

T: Spell.

I: Repeat 3x "By the power of my mind, your mind is null and void."

R: 50 Ft.

E: Victum may not cast spells or use any abilities of their class, except fighting (priveval instinct).

L: Death or Dispel magic removes effect.

DEATHLY SPEED

T: Enchantment.

M: Any cloth with stripes on it. Color doesn't matter.

I: Tie cloth on self, repeat 5x "I tie of the word entropy, please let me say death"

E: After months of having to say the word "Entropy" in spells and enchantments, the Anti-Druid is given grace to use the word death in entropy's place. (No more tongue twisters.)

DEGENERATE

T: Enchantment.

M: Dead person, orange cloth.

I: Anti-Druid ties the orange cloth on finger and charges Degeneration by repeating 3x "I call thy spirit back from the realm of death, to magnify your time death. Now return to the land of silence." Touch already dead player with finger.

E: Victum's time in Nirvana is now increased to 1000 count.

FINGER OF DEATH

T: Spell.

I: Point at victum, repeat 5x "I call for your death".

R: 50Ft.

E: Person dies.

L: Monks are immune.

ICE TRAP

T: Enchantment.

M: 10' diameter white cloth, white pebbles or white glitter.

I: Lay cloth, repeat 5x "by the power of entropy and the cold of the death I protect this area from intrusion". Spinkle glitter/pebbles.

E: Anyone not protected who enters will be frozen and then shattered.

L: May be dispelled, does not affect Paladins or Anti-Paladins.