

Wizard 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	Imbue Shield	E	T	1/Game	Protection	Enchantment cloth, Shield	Shield in hand, repeat x10 "Imbue this shield,, tie cloth to shield so it is visible.
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/-	Honor Duel	S	20'	Unlimited	Sorcery		State "(the names of both contestants)" loudly and repeat x5 "Remain this duel pure."
1/2	Iceball	B	-	1bolt/U	Subdual	Padded white "Iceball" with streamers.	Hold ball in free hand and repeat x5 "Iceball."
1/4	Magic Bolt	B	-	1bolt/U	Sorcery	Padded blue "Magic Bolt" with streamers	Hold ball in free hand and repeat x5 "Magic Bolt."
1/4	Shove	S	20'	1/Life	Sorcery		Repeat x5 "I shove thee."
0/-	Stun Weapon	E	T	Unlimited	Subdual	Enchantment cloth	State "May this weapon stun its victim," tie cloth to weapon.
1/-	Talk to Dead	S	T	1/Game	Spirit	Dead Person	Repeat x10 "Speak to me."
2nd Level							
2/-	Circle of Protection	FE	T	Unlimited	Sorcery	10 ft cloth	Lay cloth in circle, repeat x5 "Circle of protection," place person(s) and/or item(s) you wish to protect inside.
1/4	Forcewall	FE	T	1/Game	Sorcery	10 ft. Cloth	Lay cloth out in straight line, repeat x10 "Forcewall."
1/4	Harden	E	T	1/Game	Protection	Enchantment cloth	Tie cloth on object, repeat x5 "Harden this (name of item)."
1/4	Hold Person	S	20'	1/Life	Subdual		Repeat x3 "I command thee to stop".
1/4	Lightning Bolt	B	-	1bolt/U	Flame	Padded yellow "Lightning Bolt" with streamers	Hold bolt in free hand and repeat x5 "Lightning Bolt."
2/-	Liplock	E	T	Unlimited	Sorcery	Enchantment cloth	Repeat x5 "Remain the truth still."
1/4	Mend	S	T	1/Life	Sorcery		Repeat x10 "Make this item whole again."
1/-	Messenger	E	T	1/Game	Sorcery	Enchantment cloth	Cloth in free hand, repeat x10 "Safe passage unto thee," tie cloth on player.
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.
2/2	Wounding	S	20'	1/Life	Death		Repeat x2 "From my heart I strike off your (right or left/arm or leg)."
3rd Level							
2/-	Ambidexterity	N	-	Unlimited	Neutral		
1/2	Anti-Magic	FE	T	1/Game	Sorcery	50 ft. Measure, yellow markers	Mark an area with a 50 ft. Radius, repeat x20 "May all forms of magic forsake this place."
1/4	Dispel Magic	S	20'	1/Game	Sorcery		Repeat x5 "I dispel that magic."
1/2	Extension	N	-	1/Life	Neutral		State "Extension" loudly before a spell.
1/4	Mutual Destruction	S	50'	1/Game	Death		Repeat x5 "I call for our deaths."
1/4	Protection from Projectiles	E	T	1/Game	Protection	Enchantment cloth	Repeat x10 "Protection from projectiles," tie cloth on person or object.
1/2	Protect	E	T	1/Game	Protection	Enchantment cloth	Repeat x10 "May this magic Protect thee." tie cloth on person.
1/4	Touch of Death	E	T	1/Game	Sorcery/Death	Enchantment cloth	Repeat x20 "Touch of death," tie strip on person.
2/2	Wind	S	LOS	1/Game	Sorcery		Repeat x2: "Sleeping force of Wind I hail, send you forth a mighty gale. Gentle sigh which once beguiled, make your breeze tornado wild Sirocco into cyclone gain, breeze become a hurricane. Make my enemy your foe; strike for me a telling blow. Scream down from the mountains high; sweep those fighters towards the sky. Coward, hero, fool the same, trapped within this deadly game. Strike at foes, leave friends behind, bite them with your teeth unkind. Buffet, whip them to the bone, toss them in a pile at home. Then whisper a gentle song, and return where you belong. Nestled ,gainst the azure sky, song in forest, willows. sigh."
1/2	Yield	S	50'	1/Game	Control		Repeat x3 "Yield thy arms and resist no longer, come unto me and be my captive."
4th Level							
2/1	Doomsday	S	LOS	1/Game	Death		Count "Doomsday 1, Doomsday 2..." through "Doomsday 350."
1/4	Imbue Weapon	E	T	1/Game	Sorcery	Enchantment cloth	Weapon in free hand, repeat x10 "Imbue this weapon," tie cloth on weapon.
2/2	Finger of Death	S	50'	1/Game	Death		Point at victim, repeat x5 "I call for your death."
2/2	Fireball	B	-	1bolt/U	Flame	Padded red "Fireball" with streamers	Hold ball in free hand and repeat x5 "Fireball."
1/4	Protection from Magic	E	T	1/Game	Protection	Enchantment cloth	Repeat x10 "Protection from all forms of magic," tie cloth on person or object.
1/4	Pyrotechnics	S	50'	1/Game	Flame		Repeat x5 "I call upon the element of fire to destroy that (object)."
2/4	Sever Spirit	S	T	1/Life	Spirit	Already dead victim	Repeat x2 "On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk."
1/4	Teleport	S	T	1/Game	Sorcery		Repeat loudly x5 "Teleport;" upon arrival loudly x5 "Arriving."
5th Level							
1/1	Advancement	N	-	1/Game	Neutral		
2/4	Flight	E	Self	1/Game	Sorcery	Enchantment cloth	Tie cloth on self and state "Wouldn't it be nice to fly way up in the cloudy sky, looking through the falcon's eye, at the world that's drifting by?"
1/4	Lend	N	-	1/Game	Neutral		
1/2	Lich	E	Self	1/Game	Spirit	10 ft. Strip of yellow cloth. Monster handout (Lich)	
2/2	Reanimate	E	T	1/Life	Spirit	Enchantment cloth	Repeat x10 "Rise and fight again," tie cloth on player
2/1	Vivify	N	-	1/Game	Neutral		
6th Level							
2/1	Defend	E	Self	1/Game	Protection	Enchantment cloth	Repeat x5 "Power defend me." Tie cloth on self.
2/1	Expertise	N	-	1/Game	Neutral		
2/1	Killing Grounds	FE	T	1/Game	Death	Up to a 20 ft radius circle surrounded by a strip of cloth, tape, or rope	To set trap, lay out cloth in a circle, repeat x3 "Poison seep, venom creep, flesh in mossy graves yet deep Rise from thy undreaming sleep, bide and soon make mortals weep." To trigger, enter the circle and repeat: "Rise up now, receive thy nav, the promised time has come, now slav."
2/1	Sphere of Annihilation	B	-	1bolt/U	Sorcery	Black padded "sphere" ball with streamers	Hold ball in hand and repeat x5 "Sphere of annihilation."
1/4	Stack	N	-	1/Game	Neutral	Enchantment cloth	Tie cloth on arm of person receiving extra enchantment
2/1	Transform	E	-	1/Game	Sorcery	Appropriate monster garb and monster handout	As player dresses in monster garb, cstra constantly repeats "I transform thee into a (Monster being transformed into)."

Wizard Magic

Garb: Yellow Sash
Weapons: Dagger, Short, Long, Spear, Staff
Armor: None
Shield: None
Immunities: None
Lives: 4
Magic: Must be cast with left hand.
 Enchantment strips are Yellow 2"x18" or larger

Weapon Cost	
Dagger	0
Short	2
Long	4
Spear	3
Staff	2

Subtract weapon cost for each weapon used from points available for caster level 1 - 3. (See Amtgard Rulebook Pg.31 for levels 4-5)

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

First Level

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 magical ball already thrown. Magic that is completed when cast such as Heal and Resurrect cannot be cancelled.

Imbue Shield
 E: Shield may not be destroyed by any means except Sphere of Annihilation. The shield is not affected by other magic. Engulfing magic balls that strike the shield do not affect the holder of the shield. A Fireball that bounces off the shield will still affect legal targets that it strikes.
 L: A hit from an Instant-Kill siege weapon will affect the bearer of the shield as per normal, though the shield itself is undamaged.

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 does 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.

Honor Duel
 E: Each contestant becomes completely immune to outsideeffects. They must duel eachother until one is dead or amutually agreed term of winning is accomplished. Participants in an Honor duel may only affect one another and are considered out of play until the spell is finished. The victor may choose safe passage to their home base, ignoring alloudund until arrival. If alive, the loser must return to his baseand call Alive to re-enter the game.
 L: Maynot be members of the same team without the Reeve's permission. Barbarians cannot be involved in this spell. Spell is negated if no side achieves victory in a 300 count
 N: Combat is limited to a reasonable area. Should the duel become a stalemate the spell will be considered a draw if no combat takes place within a 30 count and both players mustthen return to base. Honor duel may not be dispelled or cancelled. May not be cast on people acting as game items.

Iceball
 E: Effects, Limitations, and Notes as per *Entangle*.
Magic Bolt
 E: A direct hit on a person will kill or wound them as if it were a throwing weapon. May be blocked by shields and weapons. Destroys one point of armor.
 N: It is not stopped by Protection from Projectiles. (Greater) Missile Block is ineffective against this.

Showe
 E: Forces victim to back up 20 feet.
 L: Cannot force a person into a mundanely physically dangerous position.
 N: Will work against persons under effects of Iceball, Entangle, Petrify, and Sleep magic.

Stun Weapon
 E: Allows a thrusting weapon such as a spear or arrow to be used to subdue.
 L: Does not allow the weapon to affect monsters that are only affected by magic weapons.

Talk to Dead
 E: Dead person must answer one "yes or no" question truthfully with "yes," "no," or "I don't know."

Second Level

Circle of Protection
 E: Person(s)/item(s) inside can't harm or be harmed by anyone outside the circle, nor can they cast magic that affects anyone or anything outside the circle. Forces outside the Circle of Protection may not affect them.
 L: Can't block or restrict access to an area. Cannot be used as a cage. No one can enter without recasting the magic. Neither game items, nor persons acting as game items may be put inside. Protection starts when you step inside the cast circle.
 N: Magic in the process of being cast inside the circle is broken when the circle is broken (e.g., no Doomsday circles). Players outside the circle can detect its presence (it is linked to this plane). May be removed by Dispel Magician having an Anti-Magic fixed enchantment cast with their circle inside its area of effect.

Forcewall
 E: Creates an impenetrable 10-foot wall.
 N: Nothing may cross this wall. Nothing. Seriously. Not magic, not projectiles, not anything. Zero, zip, zilch, nada.

Harden
 E: Makes object indestructible, except versus Sphere of Annihilation.
 L: Cannot be placed on players, garb, armor or anything else that covers a player directly. May be cast on shields.

Hold Person
 E: Victim may not move feet for 100 count. May yell, fight, or cast magic that does not involve moving feet.
 N: May be cast while moving.

Lightning Bolt
 E: Players struck die; items struck are destroyed.
Liplock
 E: Bearer cannot speak or otherwise respond to questions asked under *Talk to Dead* or similar magic. Does not affect the *Tracking* ability.
 L: May only be cast on each player once per battlegame.
 N: Disappears when the person comes back to life. May be cast on unwilling target.

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.

Messenger
 E: Recipient must go straight to destination, deliver message, then return where spell was cast. Cannot harm others nor be harmed, and may not be followed.
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.

Wounding
 E: Victim's limb is wounded.
 L: The victim must be unwounded prior to spell casting.
 N: May be cast while moving. Wizards do not require a spellbook or scroll to cast. Has no effect on an injured player. Will outright kill monsters that die on wounds.

Third Level

Ambidexterity
 E: User may cast magic with either hand.
Anti-Magic
 E: No magic of any kind will work within the circle, though enchantments will reappear when removed from the affected area.
 N: Dispel Magic, if cast from outside the sphere of influence, will remove Anti-Magic.

Dispel Magic
 E: If cast on a player, all spells and enchantments on a player are dispelled, including any enchantments on their equipment; Reanimated players die. If cast on an object, all enchantments on it are dispelled. May target enchantment to remove it.
 L: Not usable against relics. It does not affect Extraordinary class abilities or skills, nor does it affect the following: neutral magic of any type, any spell or enchantment already discharged (such as Heal), Commune, Messenger, Teleport in the act of being completed, Lost, or Banish. Dispel Magic can cancel Anti-Magic only if cast from the outside.
 N: Will cancel Protection from Magic. Will remove all enchantments from the target's equipment even if not currently in the possession of the target. Example: Throwing down an Imbued Weapon sword will not prevent Dispel Magic a fixed from removing the enchantment.

Extension
 E: Doubles the range of the spell for one use. Touch becomes 20' and the caster must point at the target in lieu of touch.
 L: May not be used more than once on the same casting.
 N: *Extension* is expended when "Extention" is stated, even if the accompanying spell is not completed.

Mutual Destruction
 E: Both the caster and the victim die.
 N: Nothing will protect the caster from his own Mutual Destruction.

Protection from Projectiles
 E: Protects from all non-magic projectiles.
 L: Ineffective against magic balls, the Dagger of Infinite Penetration, and weapons bearing Magical Projectile.
 N: Will stop Siege Weapons that are projectiles.

Protect
 E: Person enchanted is immune to the first hit of any kind or the first magic cast against him. This is one level of invulnerability.
 N: May be simul-cast up to two times on the same person, protecting against the next two hits. May not be *Mended*.

Touch of Death
 E: Bearer of enchantment's touch kills (via either hand).
 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 Death 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.

Wind
 E: All enemies in sight are blown back to their base and considered out of game until they arrive.

Yield
 E: Victim lowers weapons and surrenders to the caster, moving in a straight line at a brisk walk, until at the caster's side, where they then begin a 300 count. During this spell they stay by the caster's side and cannot fight, cast magic, or use abilities. The caster may free the victim at any time for anyreason. If they are not killed before the spell ends, they must return to their base, and are then able to act freely. May not be physically restrained to prevent the player from returning to base or going to the caster. If the caster dies the player remains near the body until their count expires.
 N: Other magic may still affect the victim during the duration of Yield.

Fourth Level

Doomsday
 E: All enemies in line of sight at the end of the spell die.
 N: Many large battlegame scenarios will prohibit the use of mass-effect spells like Doomsday.

Imbue Weapon
 E: Wounds inflicted by the weapon kill.
 N: Imbue Weapon is often referred to as "wounds kill" by players carrying the enchantment.

Finger of Death
 E: Person dies.

Fireball
 E: Destroys (or kills) anything it touches while moving, even on a roll or foot shot (it affects all targets it touches not just the first thing struck). When throwing the caster may declare that the Fireball is "remain active." If this is done, the Fireball will continue to burn for up to two minutes after it comes to a stop, destroying the very next thing it touches and ending the effect. Bounces count.
Protection from Magic
 E: Blocks all forms of magic, even beneficial magic such as Heal and Resurrect
 N: Treat weapons with Imbue Weapon cast on them as normal weapons.

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.
Sever Spirit
 E: Causes corpse to be impossible to Resurrect, Reincarnate, Transform, or raise from the dead in any manner.
 L: May only be used on dead bodies (undead creatures must be killed and then Cured before this spell will work on them, though see below).
 N: Will permanently kill undead creatures that are on their last life and will kill a Lich outright. May be used on any player that has not yet reached Nirvana, even if they have moved from where they died.

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.

Fifth Level

Advancement
 E: May purchase up to three points worth of first level magic.
Flight
 E: Caster is able to fly as long as they flap their arms and emit occasional piercing screeches. Immune to melee attacks by non-flyers. Immune to projectile and magic ball attacks from within twenty feet. Caster may use verbal spells without losing the enchantment.
 L: May only be cast on self. May not engage in melee combat with non-flyers.
 N: Range for all game effects is considered to be the same as actual physical range. Loss of an arm will dissipate this magic.

Lend
 E: May Lend magic to another magic-user of the same class. That person may then use the magic as if he had purchased it with his own points. The caster lending the magic may no longer use it.
 N: To Lend a magic, the caster must pay for both the Lend and the magic he is Lending. Lend must be decided, bought and paid for before the game begins.
Lich
 E: After having died his last natural death, the caster returns as a Lich. A Lich is bound to the place where he died, trapped within the small circle of earth indicated by the 10 ft. Cloth. They are neutral (not on any team), but like any monster can be bribed or convinced for help or enchantments.
 L: May not be within 100 feet of a base. May never move nor be moved except when dead. While the caster is dead, he maybe moved but not more than 100 feet from his original location, and still not within 100 feet of a base.
 N: A Lich has all the casters per life spells as though it is an additional life plus all other magic the caster had not yet expended before becoming a Lich. A Sever Spirit or Dispel will kill a Lich. A Lich is considered to be a caster and undead and may still die from normal means.

Reanimate
 E: Player temporarily comes back from the dead to loyally serve the caster. This enchantment lasts for a 200 count or until the player's death count is finished. When the time has elapsed the player is once again dead and may return to life when his normal death count has expired, or immediately at his base if his death count expiring ended the Reanimate. Any player having Reanimate cast on them is affected as per Sever Spirit.

L: Dispel will kill. Wounds (other than the one which killed) and damage to armor remain, but may be Healed or Mended as normal. Reanimated players may not use magic or per life/game abilities though any that were already in effect already (i.e. a warrior who had already Improved their shield would retain his Improved Shield).
 N: As Reanimate is an enchantment, person does not retain enchantments carried before death unless they are able to bear two enchantments (e.g., 8th level scouts and wizard Stack). Even if this is the case, if they were bearing two enchantments only one may be retained.

Vivify
 E: Gives the caster one additional life.

Sixth Level

Defend
 E: Caster is granted one Protect and one of the following: Protection from Magic, Protection from Flame, or Protection from Projectiles. Casting magic does not cause this enchantment to dissipate.

Expertise
 E: May purchase four points worth of up to second level magic.

Killing Grounds
 E: All within circle die.
 L: May not be used within 50' of a base. No other fixed enchantment may exist within its radius, regardless of who cast it, and it cannot be cast if one is already in place, again regardless of who cast it.
 N: Caster dies when magic is triggered. If caster is killed before triggering the trap, the magic is not expended. Nothing willsave the caster from his own Killing Grounds. This is the only fixed enchantment that may be pre-placed.

Sphere of Annihilation
 E: Will destroy anything it touches; even Imbued or Hardened items. Counts as one hit against invulnerability. Is not stopped by any non-invulnerable armor. Weapons and shields are considered separate from the person holding them. Objects destroyed by Sphere may not be Mended. Will stop Fight After Death. Players killed by Sphere may still be Resurrected.
 L: Bounces do not count. Invulnerability does work against this magic, and Protection from Magic stops this.
 N: A player may only have one magical ball for this magic.

Stack
 E: You may place one extra enchantment on a single player or his equipment.
 L: May not be used on self, nor may it be Stacked on itself.
 N: May not be used with enchantments cast by other players.

Transform
 E: Player sacrifices lives as listed in the monster section to play a monster for one life.
 L: When a player is playing a summoned monster, their player persona is considered out of the game, and is not used. If the monster has levels, the player may play the monster at his class level or monster level, whichever is lower. For example a player is a second level wizard who is being transformed into a Pegasus. The player playing the wizard is also a fourth level monster. When summoned, he plays his Pegasus as a second level Pegasus. If he were a fourth level or higher wizard, he could have played the Pegasus as at fourth level (his monster level). Restricted to the following monsters: Mummy, Dryad, Unicorn, Siren, Goblin, Pegasus, and Skeleton. 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 by Dispel Magic, thus killing the monster. Player does not recover the sacrificed lives back if this is done. Transformed players no longer play by their class rules, but by the rules of the monster class they have become.