

Cost/Max	Spell Name	Type	School	Uses	Range	Materials	Incantation
1st Level							
1/4	Bladesharp/Bludgeon	E	Sorcery	1/game	T	Enchantment Strip	Hold weapon, 10x "Improve this weapon," tie strip on weapon.
0/-	Cancel	S	Sorcery	U	50'		2x "I cancel my magic."
1/4	Heat Weapon	S	Flame	1/life	20'		2x "By the power and might of the sun, I heat that (weapon)." Be specific, if possible.
1/4	Honor Duel	S	Subdual	1/life	20'		State "(the names of both contestants)" loudly, 5x "Remain this duel pure."
1/2	Iceball	B	Protection	1 bolt/U	--	Padded White "Iceball" Ball	5x "Iceball" while holding ball.
1/4	Imbue Shield	E	Sorcery	1/game	T	Enchantment Strip	Shield in hand, 10x "Imbue this shield," tie strip to shield.
1/4	Magic Bolt	B	Sorcery	1 bolt/U	--	Padded Blue "Magic Bolt" Ball	5x "Magic Bolt" while holding ball.
1/4	Shove	S	Sorcery	1/life	20'		5x "I shove thee."
0/-	Stun Weapon	E	Subdual	U	T	Enchantment Strip	"May this weapon stun its victim," tie strip to weapon.
1/-	Talk to Dead	S	Spirit	1/game	T		10x "Speak to me."
2nd Level							
2/-	Circle of Protection	FE	Sorcery	U	T	10' Cloth	Lay cloth in circle, 5x "Circle of Protection," place person(s) and/or item(s) you wish to protect inside.
1/4	Forcewall	FE	Sorcery	1/game	T	10' Cloth	Lay cloth in straight line, 10x "Forcewall."
1/4	Harden	E	Protection	1/game	T	Enchantment Strip	Tie strip to object, 5x "Harden this (name of item)."
1/4	Hold Person	S	Subdual	1/life	20'		3x "I command thee to stop."
1/4	Lightning Bolt	B	Flame	1 bolt/U	--	Padded Yellow "Lightning Bolt"	5x "Lightning bolt" while holding ball.
2/-	Liplock	E	Sorcery	U	T	Enchantment Strip	5x "Remain the truth still," tie on strip.
1/4	Mend	S	Sorcery	1/life	T		10x "Make this item whole again."
1/-	Messenger	E	Sorcery	1/game	T	Enchantment Strip	10x "Safe passage unto thee," tie strip on player.
1/4	Protection from Flame	E	Flame	1/game	T	Enchantment Strip	10x "Protection from the element of fire," tie strip to person or object.
2/2	Wounding	S	Death	1/life	20'		2x "From my heart I strike off your (right/left) (arm/leg)."
3rd Level							
2/-	Ambidexterity	N	Neutral	U	--		
1/2	Anti-Magic	FE	Sorcery	1/game	T	50' Measure, Yellow Markers	Mark area with 50' radius, 20x "May all forms of magic forsake this place."
1/4	Dispel Magic	S	Sorcery	1/game	20'		5x "I dispel that magic."
1/2	Extension	N	Neutral	1/life	--		State "Extension" loudly before spell.
1/4	Mutual Destruction	S	Death	1/game	50'		5x "I call for our deaths."
1/2	Protect	E	Protection	1/game	T	Enchantment Strip	10x "May this magic Protect thee," tie strip on person.
1/4	Protection from Projectiles	E	Protection	1/game	T	Enchantment Strip	10x "Protection from projectiles," tie strip on person or object.
1/4	Touch of Death	E	Sorc/Death	1/game	T	Enchantment Strip	20x "Touch of death," tie strip on person.
2/2	Wind	S	Sorcery	1/game	LOS		2x "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	Control	1/game	50'		3x "Yield thy arms and resist no longer, come unto me and be my captive."
4th Level							
2/1	Doomsday	S	Death	1/game	LOS		350x "Doomsday (current count)."
2/2	Finger of Death	S	Death	1/game	50'		Point at victim, 5x "I call for your death."
2/2	Fireball	B	Flame	1 bolt/U	--	Padded red "Fireball"	5x "Fireball" while holding ball.
1/4	Imbue Weapon	E	Sorcery	1/game	T	Enchantment Strip	Hold weapon, 10x "Imbue this weapon," tie strip on weapon.
1/4	Protection from Magic	E	Protection	1/game	T	Enchantment Strip	10x "Protection from all forms of magic," tie strip on person or object.
1/4	Pyrotechnics	S	Flame	1/game	50'		5x "I call upon the element of fire to destroy that (object)."
2/4	Sever Spirit	S	Spirit	1/life	T		2x "On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk."
1/4	Teleport	S	Sorcery	1/game	T		5x "Teleport" Upon Arrival: 5x "Arriving."
5th Level							
1/1	Advancement	N	Neutral	1/game	--		
2/4	Flight	E	Sorcery	1/game	Self		Tie strip on self, "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	Neutral	1/game	--		
2/2	Reanimate	E	Spirit	1/life	T		10x "Rise and fight again," tie strip on player.
2/1	Vivify	N	Neutral	1/game	--		
6th Level							
2/1	Defend	E	Protection	1/game	Self		5x "Power defend me," tie strip on self.
2/1	Expertise	N	Neutral	1/game	--		
2/1	Killing Grounds	FE	Death	1/game	T	Up to 20' circle surrounded by strip of cloth, tape, or rope.	To set trap, lay out cloth in circle, 3x "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 pay, the promised time has come, now slay."
2/1	Sphere of Annihilation	B	Sorcery	1 bolt/U	--	Black Padded "Sphere" Ball	5x "Sphere of Annihilation" while holding ball.
1/4	Stack	N	Neutral	1/game	--	Enchantment Strip	Tie strip on arm of person receiving extra enchantment.

Garb: Yellow Sash
Weapons: Dagger, Short, Long, Spear, Staff
Armor: None **Shield:** None
Immunities: None
Lives: 4
Magic: Must cast with left hand without ambidexterity.
 Enchantment Strips: Yellow, 2"x18"+

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. 35 for level 4-6.)

Caster 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

First Level	
Bladeshard/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.	
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.	
Honor Duel	
E: Each contestant becomes completely immune to outside effects. They must duel each other until one is dead or a mutually agreed term of winning is accomplished. Participants in an Honor Duel may only affect one another and are considered to be out of play until the spell is finished. The victor may choose safe passage to their home base, ignoring all wounds until arrival. If alive, the loser must return to his base and call 'Alive' to reenter the game. L: May not 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 (e.g., a participant is Petrified or otherwise incapacitated) the spell will be considered a draw if no combat takes place within a 30 count and both players must then return to base. Honor Duel may not be dispelled or cancelled. May not be cast on people acting as game items.	
Iceball	
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.	
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.	
Magic Bolt	
E: A direct hit on a person will kill or wound them just 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.	
Shove	
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.	
Sun 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. The enchantment is ended when anybody exits the 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 (if it is linked to this plane). May be removed by Dispel Magic or having an Anti-Magic fixed enchantment cast with the circle inside its area of effect.	
Forewall	
E: Creates an impenetrable 10-foot wall N: Nothing may cross this wall.	
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 any 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 an 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 effects 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: Target is immune to Flame magic and abilities. N: Negates a Fireball's and Flameblade'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. 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, except neutral 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 a fixed 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 from removing the enchantment.	
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.	
Mutual Destruction	
E: Both the caster and the victim die. N: Nothing will protect the caster from his own Mutual Destruction.	
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.	
Protection from Projectiles	
E: Protects from all non-magic thrown or shot projectiles (such as arrows, javelins, throwing daggers, etc.) L: Ineffective against magic balls, the Dagger of Infinite Penetration, and weapons bearing Magical Projectile. N: Will stop Siege Weapons that are projectiles.	
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 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 any reason. 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 sight at the end of the spell die. N: Many large battlegame scenarios will prohibit the use of mass-effect spells like Doomsday.	
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.	

Imbue Weapon	
E: Wounds inflicted by the weapon kill. N: Imbue Weapon is often referred to as "wounds kill" by players carrying the enchantment.	
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 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. 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.	
Fifth Level	
Advancement	
E: May purchase up to three points worth of first level magic from their own class' spell list. Flight	
E: Caster must occasionally flap their arms and emit piercing screeches for the duration of the spell (this requirement does not interfere with the casting of magic). Immune to melee attacks by non-flyers. Immune to projectile and magic ball attacks from within twenty feet. Caster may use verbal magics 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. Caster cannot voluntarily end this spell, but may remove it with Cancel or Dispel 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.	
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 (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., 6th 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 of the following: a Protect, Protection from Magic, Protection from Flame, or Protection from Projectiles. Casting magic does not cause this enchantment to dissipate. E: May purchase up to four points worth of up to second level magic from their own class' spell list.	
Expertise	
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 will save the caster from his own Killing Grounds. This is the only fixed enchantment that may be preplaced.	
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 magic 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. May not be used with enchantments cast by other players. Attuned and this magic do not stack. N: The cost must still be paid for the two enchantments to be used.	