

Cost/Max	Spell Name	Type	School	Uses	Range	Materials	Incantation
1st Level							
0/-	Cancel	S	Sorcery	U	50'		2x "I cancel my magic."
2/2	Charm	S	Control	1/life	20'		State "Charm" – followed by a 20 syllable or more poem – followed by "Charmed."
2/2	Hold Person	S	Subdual	1/life	20'		3x "I command thee to stop."
1/4	Presence	N	Neutral	1/game	--	Enchantment Strip	Tie strip on arm when used.
1/4	Protection from Control	E	Control	1/game	T	Enchantment Strip	5x "Thou art fearless and brave," tie strip to target.
1/4	Visit	N	Neutral	1/game	--		State "Visit" followed by a 150 count, during which the caster may make no hostile actions or the magic must be restarted.
2nd Level							
1/4	Legend	S	Control	1/game	20'		State "Legend," followed by a short poem of 20+ words, and end with "Legended."
2/-	Liplock	E	Sorcery	U	T	Enchantment Strip	5x "Remain the truth still," tie on strip.
1/4	Protection from Subdual	E	Subdual	1/game	T	Enchantment Strip	5x "Thou shall have freedom of movement," tie strip on target.
1/-	Talk to Dead	S	Spirit	1/life	T		10x "Speak to me."
2/2	Truth	S	Control	1/life	20'		State "Truth" followed by a single yes or no question.
3rd Level							
1/2	Confidence	E	Sorcery	1/game	T	Enchantment Strip	5x "You are great and powerful," tie strip on target.
1/2	Extension	N	Neutral	1/life	--		State "Extension" loudly before a spell.
1/2	Imbue	N	Neutral	1/game	--		
2/4	Sleep	S	Subdual	1/life	20'		2x "Listen and let the fighting cease, close thy eyes and sleep in peace."
4th Level							
1/4	Awe/Fear	S	Control	1/game	20'		Awe: 3x "I make thee in awe." Fear: 3x "I make thee afraid."
1/2	Berserk	E	Sorcery	1/game	T	Enchantment Strip, red strip worn around head or arm.	2x "The anger builds within thy veins No longer shall thou keep it caged Thine enemies shall feel the pain Thy Crimson visaged berserk rage!"
1/4	Honor Duel	S	Sorcery	1/life	20'		State "(the names of both contestants)" loudly, 5x "Remain this duel pure."
2/2	Lore	S	Control	1/life	20'		State "Lore," followed by a short poem (20 words or more), and ending with "Lore."
2/1	Warskill	N	Neutral	1/game	--		
5th Level							
1/2	Confusion	S	Control	1/game	50'		5x "By the power of my mind, I will thee to be confused."
2/1	Mimic	N	Neutral	1/game	--	Wear sash of mimicked class in opposite direction of bard sash.	
2/4	Mute	S	Control	1/life	20'		5x "I silence thee."
2/4	Yield	S	Control	1/game	50'		3x "Yield thy arms and resist no longer, come unto me and be my captive."
6th Level							
1/2	Dance	N	Neutral	1/game	--		State "Dance," followed by the incantation of the spell it is to be used with, and ending with "the dance is now complete."
1/4	Release	S	Sorcery	1/life	20'		3x "From they bindings thou art released."
2/1	Voice	N	Neutral	1/game	--		
Druid Magic to be Bought with Voice							
Druid Magic - 1st Level							
1/4	Bladesharp/Bludgeon	E	Sorcery	1/game	T	Enchantment Strip	10x "Improve this weapon," tie strip to weapon.
1/4	Cure Ailments	S	Spirit	1/life	T		5x "I sooth thy ailments."
1/2	Entangle	B	Subdual	1 bolt/U	--	Padded Brown "Entangle" Ball	5x "Entangle" while holding ball.
1/4	Heal	S	Spirit	T	T		As Per Heal Incant (See Rulebook)
1/4	Heat Weapon	S	Flame	1/life	20'		2x "By the power and might of the sun, I heat that (weapon)."
1/4	Warp Wood	S	Sorcery	1/life	20'		2x "By the power of nature I warp that (object)."
Druid Magic - 2nd Level							
1/4	Barkskin	E	Protection	1/game	T	Enchantment Strip	5x "May nature protect thee," tie strip to person.
1/4	Magical Projectile	E	Sorcery	1/game	T	Projectile, Enchantment Strip	Hold Projectile, 5x "May this projectile strike true," tie strip to projectile.
1/8	Mend	S	Sorcery	1/life	T		10x "Make this item whole again."
1/4	Thornwall	FE	Sorcery	1/game	T	10' Brown & Green Cloth	Lay cloth in straight line, raise hands in air, 10x "Thorns come forth."
1/4	Touch of Paralyzation	E	Sorc/Sub	1;game	T	Enchantment Strip	10x "Paralyzation," tie strip to person.
Druid Magic - 3rd Level							
1/2	Acid Bolt	B	Sorcery	1 bolt/U	--	Padded Green "Acid" Ball	5x "Acid Bolt" while holding ball.
1/4	Plant Door	S	Sorcery	1/game	T	A tree taller than the caster.	Touch tree with both hands, "Open up and receive a loyal protector of the forest."
1/4	Protection from Ailments	E	Protection	1/game	T	Enchantment Strip	10x "I protect thee from infirmity," tie strip to person.
1/4	Protection from Flame	E	Protection	1/game	T	Enchantment Strip	10x "Protection from the element of fire," tie strip to person or object.
Druid Magic - 4th Level							
1/4	Call Lightning	S	Flame	1/game	20'		Raise empty hands above head, 3x "I call lightning to strike thee."
2/-	Commune	S	Sorcery	U	Self	Tree	Touch tree with free hand, 5x "Commune," sit down with back touching tree.
1/4	Flamewall	FE	Flame	1/game	T	10' Cloth	Lay cloth in straight line, 5x "By the might of nature, I call forth a flaming wall."
1/4	Pyrotechnics	S	Flame	1/game	50'		5x "I call upon the element of fire to destroy that (object)."
1/4	Silence	FE	Sorcery	1/game	T	20' Measure, Markers for 20' Radius	Set up markers, stand in middle with both hands above head, 5x "May no form of sound, speech or noise be heard in this place."
1/2	Stoneskin	E	Protection	1/game	T	Enchantment Strip	Touch player, 5x "May nature protect thee from all forms of attack," tie strip to players arm.

Garb: Light Blue Sash
Weapons: Dagger, Short, Long, Staff, Shield
Armor: None
Shield: Medium, (Subtracts from Spell Points)
Immunities: None
Lives: 4
Magic: Enchantment Strips: Light Blue 2"x18"+
Some monsters may be immune to the control school, but not bardic charm. Bardic charm is any control magic that is cast by a Bard (even those bought with Voice)
Bardic Charm:

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

Subtract weapon cost for each weapon used from points available for caster level 1-3. (See Amtgard Rulebook Pg. 35 for level 4-6.)

		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	
	6	5	5	5	5	5	5

Second Level	
Legend	
E:	The caster and victim move to an out of the way place within 50 ft of the casting of the spell, where the caster will perform for him. To start his performance he states "I will now give a performance" x5 so that it can be heard at least 50ft away. During the performance, Neither the caster nor target can be attacked by anyone within a 20 ft radius. The caster may defend himself, but at the cost of canceling the spell. Once the performance has begun, the caster may attempt to ensnare people by targeting the player and stating, "Legended!" Anyone susceptible to control magic, within 20 feet of the caster may be ensnared. The caster may attempt to ensnare a maximum number of people equal to his level. Unsuccessful attempts to ensnare a victim still count towards this limit. Ensnared players must immediately go to the caster's side, after which they can do nothing.
L:	The out of the way place cannot be within 50 ft of a base, within 20 feet of where direct combat is happening, or within 20ft of another Legend. The caster must remain within a 5 foot radius of where the performance began for the duration of the Legend. If the caster moves outside the 5 foot radius, it ends the Legend effect. Performance has a maximum length of a 300 count (started the moment the spell is finished being cast). If ended without the death of the victim(s), the victims must tag their base before returning to the game. Players not ensnared by Legend may not attack, cast magic, or use class abilities on the caster or his victims if within 20 ft of the caster performance but may enter and leave the area at will.
N:	The caster may attack victims of this spell, though the caster attacking anyone in a Legend frees all other victims and the Legend spell is broken. The caster attacking anyone not affected by the Legend or casting any other magic, ends the Legend and frees all victims (who must still tag base before returning to the game). The caster and victim are considered removed from the game during their transit to the performance location. This is considered an ongoing spell effect and as such may be removed via Dispel Magic (but not Release) targeted on the caster.

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 return to base. Honor Duel may not be dispelled or cancelled. May not be cast on people acting as game items.

First Level	
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.
Charm	
E:	Enemy player is given a task by the caster, such as sing or dance about, which he must perform. The caster should describe what he wants the Charmed player to do within a 10 count after casting the spell. The caster and the victim may not attack each other during this time. If the caster dies before the instructions for the Charm are given, the player is freed of the Charm. If the caster has not given his instructions within a 10 count the Charmed player is freed. Spell ends when the task is completed or a 150 count has elapsed, whichever comes first.
L:	You may not Charm somebody to affect his own person, equipment, or teammates. The victim may defend himself if attacked, but otherwise may not interact with other players unless it is required to complete the Charm. The victim may move immediately to a safe, out of the way location, if performing the Charm at their current location would place him at a battlefield disadvantage. If moving to a safe location, the count for the Charm begins when the victim arrives at that location. Impossible tasks such as, "Bring me the moon in a teacup" result in the Charm being wasted.
N:	The Charmed player's count starts the moment they are Charmed, except as noted above.
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.
Presence	
E:	Due to respect and awe for the position, all Barbarians will not attack the caster during a life in which Presence is used. Also, due to professional respect, Druids and Monks of lower level than the caster will not attack the caster.
L:	If the caster attacks or casts magic at a Barbarian, Monk, or Druid who is affected by Presence, that person may ignore the effects of the caster's Presence for the rest of the game.
N:	Players that are Berserk ignore Presence.
Protection from Control	
E:	Target is immune to Control magic and abilities.
Visit	
E:	The caster may defend himself if directly threatened, but must disengage as soon as possible. The count is not a casting action, but time required for the Visit to take effect and must be counted so it can be heard 50 ft away. The caster must remain at his base during this count or the magic must be restarted. Is not used up until count is successful. The caster may enter and sit within/at a single enemy base and/or position, and perform and talk with them. During this time neither the caster nor the enemy may attack one another or cast hostile magic at each other. To end the "Visit" the caster must declare that he is leaving and tag his base before returning to the game.
L:	Monsters may choose to ignore Visit and attack the caster.

Lore	
E:	The caster and target are removed from the game. The caster then may ask the victim a 'yes' or 'no' question, which must be answered truthfully. The caster may continue asking questions until he receives a 'no' answer - in which case, the spell ends. If the target does not know the answer of the question, he may state so, but it does not end the spell. The reeves might give the caster additional information to further define the Lore spell. (Very useful in Quests and special scenarios).
L:	The questioning has a maximum time count of 100. The caster and target may not attack each other during the duration of the spell and for a 100 count after its completion.
N:	Neither the caster nor the victim may move about while the questions are being asked.
Warskill	
E:	Caster may use a single weapon (not weapon type) at no cost to magic points.

Third Level	
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.
Protection from Subdual	
E:	Target is immune to Subdual magic and abilities.
Talk to Dead	
E:	Dead person must answer one "yes or no" question truthfully with "yes," "no," or "I don't know."
Truth	
E:	The target must answer the question truthfully. If the answer is unknown the target may state so, thus ending the spell.
Confidence	
E:	While enchanted, player is considered one level higher. If a life was gained from the increase of level and the player died while enchanted, the loss is removed from the "extra" life and is otherwise not subtracted from his total. The player gains all abilities of the higher level.
L:	Each player can have this cast on them only once each game. May not be cast on magic-users or monsters.
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.
Imbue	
E:	May purchase up to two points worth of up to second level magic from their own class' spell list
Sleep	
E:	Victim must lie down and "sleep" for a 100 count.
L:	Sleeping people cannot be killed. The target and their possessions may not be harmed. The target may not be moved except via the Shove and Wind spells. The target's possessions may not be removed from his person. This spell may not be Cancelled.

Fifth Level	
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 un.
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.
Mimic	
E:	During life used caster gains all the non-magical 1st level abilities and restrictions of a single standard class that is mimicked, including all weapons, armor and shields permitted that class at 1st level. The caster may also still use his normal class abilities.
L:	May not be used to Mimic the Anti-Paladin or Paladin classes unless caster is a knight.
N:	If Berserk, caster may not cast magic. Monsters may never be mimicked.
Mute	
E:	Victim cannot speak or cast magic for a 100 count.
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.
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	
Awe/Fear	
E:	Target may not attack or cast magic at the caster and must remain at least 20 ft away from the caster at all times for a 300 count.
L:	If the caster attacks or casts another magic at the target, this spell's effect is negated.
N:	Victims may still cast area-effect magic (like Doomsday) that would affect the caster but do not specifically target him.
Berserk	
E:	Player gains all the abilities and restrictions listed for the Berserk ability for the duration of the life enchanted.
L:	May not return to "normal" until the enchantment is removed by magic or death.
N:	Player does not gain Fight After Death unless they may normally do so while berserk (3rd level or higher Barbarians). May not be used on players who are already berserk. This is the only enchantment that can be cast on Barbarians. Each player can have this cast on them only once each game.

Sixth Level	
Dance	
E:	You may cast the altered spell while moving, but it must be cast within a 50 count.
L:	May only be used with spells from the caster's class's spell list.
N:	May be cast while moving. The spell enhanced by Dance is not cast until the ending phrase is also completed. Dance is cast as soon as "Dance" is said, even if the accompanying magic is not completed.
Release	
E:	Dispels 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.
Voice	
E:	Allows the caster to purchase five magic points worth of magic from the druid list. Magic bought cannot exceed level 4. Magic bought is considered to be Druid magic, regardless of the class of the caster.
L:	May not be used to purchase neutral magic. Voice does not allow the caster to exceed the maximum number of uses of the magic that may be purchased i.e. you may only purchase up to two Stoneskins. You may not purchase any Druid magic that is also on your native spell list.