

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 to weapon.
0/-	Cancel	S	Sorcery	U	50'		2x "I cancel my magic."
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	1/life	T		As Per Heal Incant (Page 2)
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	Warp Wood	S	Sorcery	1/life	20'		2x "By the power of nature I warp that (object)."

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.

3rd Level							
1/2	Acid Bolt	B	Sorcery	1 bolt/U	--	Padded Green "Acid" Ball	5x "Acid Bolt" while holding ball.
2/-	Ambidexterity	N	Neutral	U	--		
1/2	Confusion	S	Control	1/game	50'		5x "By the power of my mind, I will thee to be confused."
1/2	Extension	N	Neutral	1/life	--		State "Extension" loudly before spell.
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.

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.

5th Level							
2/2	Feeblemind	S	Control	1/game	50'		Point at victim, 3x "By the power of my mind, I confuse and erase yours."
1/2	Flameblade	E	Flame	1/game	T	Enchantment Strip, Edged Weapon	10x "Flameblade," tie strip to weapon.
1/2	Petrify	B	Subdual	1 bolt/U	--	Padded Grey "Petrify" Ball	5x "Petrify" while holding ball.
1/2	Regeneration	E	Spirit	1/life	T	Enchantment Strip, Player	5x "Endless health unto thee," tie strip to person.
1/4	Release	S	Sorcery	1/life	20'		3x "From thy bindings thou art released."
1/4	Teleport	S	Sorcery	1/game	T		5x "Teleport" Upon Arrival: 5x "Arriving."

6th Level							
2/2	Finger of Death	S	Death	1/game	50'		Point at victim, 5x "I call for your death."
1/4	Immolation	FE	Flame	1/game	T	Cloth used to denote 10' radius area	Lay cloth, touch cloth, 5x "May the power of nature and the fire of the earth protect this area from intrusion."
2/1	Vivify	N	Neutral	1/game	--		

Garb: Brown Sash

Weapons: Dagger, Short, Long, Spear, Staff, Bow, Short

Armor: None

Shield: Small, Subtracts from Spell Points

Immunities: None

Lives: 4

Magic: Must cast with left hand without ambidexterity.
Enchantment Strips: Green, 2"x18"+

Levels: 1st No additional abilities.

2nd No additional abilities.

3rd Pass Without Trace (ex) 2/game

4th Immunity: Poison

5th Immunity: Non-Spirit Fey Magic

6th Immunity: Control

Weapon Cost

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

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

Heal Incantation

Sword cut, spear stab, mace smash, arrow jab,
Let the white light of healing **descend on thee**.

Sword cut, spear stab, mace smash, arrow jab,
Let the white light of healing **stop thy spilling blood**.

Sword cut, spear stab, mace smash, arrow jab,
Let the white light of healing **mend thy bones**.

Sword cut, spear stab, mace smash, arrow jab,
Let the white light of healing **close thy wounds**.

Sword cut, spear stab, mace smash, arrow jab,
Let the white light of healing **restore thy vigor**.

Sword cut, spear stab, mace smash, arrow jab,
The white light of healing **hath healed thee**.

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 magic ball already thrown. Magic that is completed when cast such as Heal and Resurrect cannot be Cancelled.
Cure Ailments	
E:	Removes all disease or poison effects on the target.
N:	This is not a Resurrect spell. If dead, the target must still come back to life normally.
Heal	
E:	Person's wound is healed.
N:	May be used on self. May repair one point of natural armor on any one hit location instead of healing a wound.
Heat Weapon	
E:	The weapon is considered useless for a 300 count.
L:	Works against any weapon, but not armor or shields. Someone protected against flame effects may continue to wield the weapon (but it deals no additional damage and does not become a flame weapon).
N:	Mend will not restore the weapon; however, a "new" one may be obtained as per destroyed items. Heat Weapon does affect Hardened weapons.
Warp Wood	
E:	Item is considered useless until Mended or dispelled.
L:	Only works on objects made of wood such as: arrows, bows, shields, spears, polearms, maces, staves, and any other game item declared to be wooden. Does not work on armor, unless it is wooden armor.
N:	Warp Wood will not affect Hardened items or Imbued Shields.

Second Level	
Barkskin	
E:	Recipient gains one point of armor to all hit locations.
L:	The protection is only from physical attacks. Cannot be used with other armor.
N:	May be simul-cast up to two times for a total of two points of armor. Behaves just like normal armor. May be cast on players that cannot normally wear armor. Is not a form of invulnerability.
Magical Projectile	
E:	Projectile will deal one more point of damage than normally done by the projectile type. If this increases the damage to five points or more, the projectile damages shields as a red weapon that can be counted as strikes on shields even when used as piercing weapons.
L:	Monks may still block these projectiles without penalty.
N:	This enchantment may be simul-cast up to four times, providing four additional points of damage to the projectile.
Mend	
E:	Will repair a destroyed item or restore one point of armor in one location.
L:	Cannot be used to negate the effects of heat weapon.
N:	If an enchanted item is mended, its enchantment stays intact.
Thornwall	
E:	Creates a 10 ft long impassable wall of sharp thorns.
L:	This wall can be destroyed by 10 hits with a melee weapon, or a hit from a flame effect (Fireball, Flameblade, Flame Arrow, etc). If struck by a flame effect, the wall is treated as a Flamewall for a 100 count before being consumed and disappearing.
Touch of Paralyzation	
E:	If bearer of this enchantment touches a player, that player is paralyzed and may not move for a 100 count. Bearer must state "Paralyzation" to the victim as he delivers the touch. The effects are similar to a subdual blow.
L:	Will work through clothing, but not armor of any sort.
N:	Does not have to be discharged on the next person touched after the enchantment is cast, but can be saved until it is needed; must be announced when discharged. The magic itself is Sorcery, but its effect when released is Subdual magic. Targets may not be touched in an illegal, dangerous, or offensive manner. Counts as one hit against invulnerability and invulnerable armor. One use only.

Third Level	
Acid Bolt	
E:	This ball of acid is considered to be a Red throwing weapon. Will wound/kill as normal on limb/torso shots. Deals two points of damage to armor and will destroy a normal shield in three blows, but may be parried by a weapon without penalty.
N:	It is not stopped by Protection from Projectiles. (Greater) Missile Block is ineffective against this.
Ambidexterity	
E:	User may cast magic with either hand.
Confusion	
E:	Target must attack the nearest creature(s) for a 100 count (with magic if the target wishes). The target must look around for the nearest player before attacking, but can then attack that person until it is dead, or choose to change to another target that becomes closer. If the "closest" person is killed, the target must look around for a new target and continue until the 100 count is up.
L:	Monsters are immune.
N:	The affected player is encouraged to "role-play" the Confusion. Reeves are encouraged to penalize players who make only half-hearted attempts at this effect and to shorten the next death count of targets that play it well.
Extension	
E:	Doubles range of the spell for one use. If the spell has a range of 'Touch', grants range of 20 ft and the caster must point at the target in lieu of touching.
L:	May not be used more than once on the same casting (e.g., no doubling range twice).
N:	The Extension is expended when "Extension" is stated, even if the accompanying spell is not completed.
Plant Door	
E:	Caster is assumed to be inside the tree, and may not be attacked. May cast verbal magic, but must touch the tree or spell ends.
L:	If the tree is hit 10 times by a slashing weapon, or if a flame effect strikes it, it is destroyed and the caster is no longer protected. The caster may not fight with weapons while the spell is in effect. The caster may be affected by verbal magic while he is casting magic.
Protection from Ailments	
E:	Person is immune to all forms of disease and poison.
N:	This will protect a person from being converted to an undead or lycanthrope.

Fourth Level	
Call Lightning	
E:	Target is dead.
Commune	
E:	Caster may not harm others. Others within 20 feet may not harm or take hostile actions towards the caster.
L:	Must be chanting "Commune," keep back touching tree, and cannot be holding a weapon or game item or the magic is broken. Cannot be closer than 20 feet to a base or flag when Commune is started. May not interact with game items while in Commune.
Flamewall	
E:	Creates a wall of flame. Anyone not protected who touches or crosses it will be killed. Melee cannot take place across wall.
N:	Protection from Magic will not protect a player from this - though Protection from Flame will.
Pyrotechnics	
E:	Object is destroyed.
L:	May be repaired by a Mend. Does not affect bases, relics, game items, items bearing the Harden enchantment, Imbued Shields or any enchantment. Is stopped by Protection from Magic and Protection from Flame.
Silence	
E:	No speech (talking), including magic casting, is allowed in the enchantment's radius. Magic may be cast into or through Silence, however.
N:	Speaking requirements used in class abilities to allow others to know what the player is doing (Sanctuary chant, etc.) are not affected and may still be used.
Stoneskin	
E:	Player gains one point of invulnerable armor.
L:	Cannot be used with any other armor. May not be Mended or repaired in any way.
N:	This enchantment can be simul-cast up to two times, giving the target two points of invulnerable armor. May be cast on players that cannot normally wear armor.

Fifth Level	
Feeblemind	
E:	Victim may not cast magic or use any abilities of their class. Victims may still fight with melee weapons.
L:	Death or Dispel Magic will remove this effect.
N:	Class abilities already in use when Feeblemind is cast continue to function. Example: A Warrior may continue to use his Improved Weapon if already on a weapon, but would be unable to use his Repair Item ability.
Flameblade	
E:	Weapon becomes Red. This weapon now negates Iceball and Entangle hits to the wielder and frees other players from an Iceball or Entangle with a touch. The weapon itself is immune to further Flame magic.
L:	This is not equal to, and should not be confused with, the relic Sword of Flame.
Petrify	
E:	Victim is stuck in place, a stone statue. The victim may not move or communicate in any fashion until the game is finished. He and his equipment cannot be harmed. Engulfing.
L:	A ball may not be reused if the spell is in effect (on a victim), but may be reused once the victim is free.
N:	Release or Dispel Magic will instantly free the victim, while Heal will free the player in a 150 count starting from when the Heal is completed. Shove, Teleport, and Wind may be used normally on an affected victim, but he may not otherwise be moved. No other magic will affect them. A player who takes a death while under the effect of Petrify may not in any way return from the dead, with the obvious exception of his normal death count, until a Summon Dead has been cast on the corpse.
Regeneration	
E:	Players bearing this enchantment will Heal any wound, one at a time, in a 50 count and are immune to poison. The player must chant this duration out loud in order to Heal a wound. You may not chant to Heal a wound unless you are already wounded. Ceasing the chant will cause the chant count to restart at zero.
N:	You must be alive to gain the benefits of this enchantment. Will not work on armor of any sort.
Release	
E:	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.
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.

Sixth Level	
Finger of Death	
E:	Person dies.
Immolation	
E:	Everyone within the area who is not immune to Flame is killed.
N:	Protection from Magic will not save you from this enchantment. Any person entering this area with invulnerability loses one point and is ejected from the point at which he entered. Against invulnerable armor this counts as one hit on every location and has a full effect on the target if any areas have no points of invulnerable armor.
Vivify	
E:	Gives the caster one additional life.