

| Cost/Max | Spell Name | Type | School | Uses | Range | Materials | Incantation |
|------------------|---------------|------|---------|--------|-------|-------------|-----------------------------------|
| 1st Level | | | | | | | |
| 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." |
| 0/- | Heal | S | Spirit | U | T | | As Per Heal Incant (Page 2) |
| 1/4 | Lost | S | Subdual | 1/game | 20' | | 5x "I make thee lost." |
| 1/8 | Mend | S | Sorcery | 1/life | T | | 10x "Make this item whole again." |
| 2/4 | Mute | S | Control | 1/life | 20' | | 5x "I silence thee." |
| 1/- | Talk to Dead | S | Spirit | 1/game | T | Dead Person | 10x "Speak to me." |

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| 2nd Level | | | | | | | |
| 1/4 | Banish | S | Sorcery | 1/life | 20' | Undead/Extra Planar Entity | 5x "I banish thee monster." |
| 2/4 | Bless | E | Protection | 1/life | T | Enchantment Strip | 5x "I bless thee.", tie strip to item. |
| 1/2 | Entangle | B | Subdual | bolt/U | -- | Padded Brown "Entangle" Ball | 5x "Entangle" while holding ball. |
| 1/- | Heal Extend | S | Spirit | 1/life | 20' | | "Heal Extend" followed by heal incant. |
| 2/4 | Sleep | S | Subdual | 1/life | 20' | | 2x "Listen and let the fighting cease, close thy eyes and sleep in peace." |
| 1/2 | Swords to Plowshares | S | Spirit | 1/life | 20' | | 2x "Cast down your weapons and return to the earth." |

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| 3rd Level | | | | | | | |
| 1/1 | Mass Sleep | S | Subdual | 1/game | LOS | | 300x "Mass Sleep (Current Count)" |
| 1/4 | Protect | E | Protection | 1/game | T | Enchantment Strip | 10x "May this magic protect thee.", tie strip to target. |
| 1/4 | Protection from Ailments | E | Protection | 1/game | T | Enchantment Strip | 10x "I protect thee from infirmity.", tie strip to target. |
| 1/8 | Resurrect | S | Spirit | 1/game | T | | As Per Heal Incant (Resurrect Variant) |
| 2/2 | Stun | S | Sorcery | 1/life | 20' | | 2x "By the radiant power of pure white light I stun thee." |
| 1/2 | Wounding | S | Death | 1/life | 20' | | 2x "By my heart I strike off your (right/left) (arm/leg)." |
| 2/4 | Yield | S | Control | 1/game | 50' | | 3x "Yield thy arms and resist no longer, come unto me and be my captive." |

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| 4th Level | | | | | | | |
| 1/1 | Enhancement | N | Neutral | 1/game | -- | | |
| 1/4 | Harden | E | Protection | 1/game | T | Enchantment Strip | 5x "Harden this (name of item)." |
| 1/4 | Release | S | Sorcery | 1/life | 20' | | 3x "From thy bindings thou art released." |
| 2/4 | Sever Spirit | S | Spirit | 1/life | T | Dead Target | 2x "On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk." |
| 1/4 | Touch of Death | E | Sorc/Death | 1/game | T | Enchantment Strip | 20x "Touch of death." |

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| 5th 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 | Extension | N | Neutral | 1/life | -- | | State "Extension" loudly before spell. |
| 1/4 | Protection from Death | E | Protection | 1/game | T | Enchantment Strip | 5x "I protect thee from death." |
| 1/4 | Protection from Magic | E | Protection | 1/game | T | Enchantment Strip | 10x "Protection from all forms of magic." |
| 1/- | Summon Dead | S | Spirit | 1/life | 50' | | 5x "I summon thy corpse." |

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| 6th Level | | | | | | | |
| 2/- | Circle of Protection | FE | Sorcery | U | T | 10 ft Cloth | Lay cloth in circle, 5x "Circle of Protection," place person(s) and/or item(s) you wish to protect inside. |
| 1/4 | Dispel Magic | S | Sorcery | 1/game | 20' | | 5x "I dispel that magic." |
| 1/2 | Hallowed Ground | FE | Spirit | 1/game | T | 10 ft Cloth | Lay cloth in circle, 2x "No weapons can be raised herein, soothe your injuries, allay your fears. For all who enter, peace is had, none may fight on Hallowed Ground." |
| 1/4 | Teleport | S | Sorcery | 1/game | T | | 5x "Teleport" Upon Arrival: 5x "Arriving." |

Garb: Red Sash

Weapons: Dagger, Short, Long, Staff, Hinged

Armor: None

Shield: Medium, Subtracts from Spell Points

Immunities: None

Lives: 4

Magic: May cast magic with either hand.

Enchantment Strips: White, 2"x18"+

Weapon Cost

Table with Weapon and Cost: Dagger 0, Short 3, Long 5, Staff 3, Hinged 3, 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 grid with Caster Level (1-6) and Spell Level (1-6)

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.

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.

Lost

- E: Person must go back to their base or Nirvana (whichever is farthest away) before they can do anything else. The person is out of game until he reaches his destination.
L: May not be used on teammates.
N: May not be dispelled.

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.

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.

Talk to Dead

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

Second Level

Banish

- E: Monster is removed from play for a 300 count. It will come back at the same spot where it was Banished - does not count as a life lost for the creature. Three successful Banishments on the same life of a creature will kill the creature.
N: May not be dispelled. Only usable on undead and extra-planar creatures.

Bless

- E: Person is immune to the first physical hit of any kind, excluding magic balls.

Heal Extend

- E: Except for range, identical to the Heal spell.

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.

Swords to Plowshares

- E: Target person is Healed of all wounds. One melee weapon carried or wielded by target is destroyed (caster's choice).
N: May only be used on a wounded person carrying or wielding weapons. All effects of this spell must function for ANY part of the spell to function; i.e. If the weapon is not destroyed, the target is not healed and vice-versa.

Third Level

Mass Sleep

- E: As per Sleep, except effects everybody (both teams) in line of sight.

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.

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,

(Heal): The white light of healing hath healed thee. (Res): The white light of healing hath resurrected thee.

Protection from Death

- E: Target is immune to Death magic and abilities.

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.

Summon Dead

- E: Dead person may return to the caster but is not again alive.
N: May be used on people in nirvana (if in range); this does not interrupt the count on a person's death. The player is not compelled to return to the caster, but only has the option to do so. The spell is expended either way.

Sixth 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 (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.

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.

Hallowed Ground

- E: Persons within the circle may take no hostile action towards anyone else, and may not take any action at all towards members of other teams. Persons within the circle are immune to attacks by anybody within 20ft of the circle. While in the circle each player must count "Heal 1, Heal 2..." through "Heal 20" out loud cyclically. Each time "Heal 20" has been counted, the player heals a single wound. Any player from any team may enter a Hallowed Ground.
N: Has no effect on items or natural armor. Will only heal a wound on a player; has no effect on monsters.

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.