

Amtgard Magic

Amtgard's magic using classes are one of its most unique differences from other medieval and fantasy societies. Playing one of these classes requires the participant to think and is a constant challenge. Note that a delicate balance exists between all the classes. Each class, especially those with magic, must be played within the spirit of the rules defining it. There is a great deal of trust and honor involved, and game balance can easily be disturbed by someone abusing the rules of any class. Wizards, healers, druids and bards (collectively referred to as magic users) are urged to dress and act as recognizable members of their classes, which are not only powerful, but spectacular. If you have difficulty understanding the magic system, don't hesitate to ask your Guildmaster or a Reeve. Happy Magic casting!

The Rules of Magic:

- 1) Magic must be said loudly and clearly enough to be heard within 50 ft. or by the recipient, whichever is closer.
- 2) A target for a verbal magic must be in range at the time the spell is completed in order for it to count.
- 3) A magic-user may have only one type of magical ball charged at a time. "Remain Active" Fireballs do not count for this purpose. Starting casting another magic discharges all currently charged spell balls and interrupts the incantation of any unfinished magic.
- 4) A magic-user may physically carry no more than 12 magic balls, total. Other players and pages may not carry extra magic balls for magic-users.
- 5) When an item is struck by multiple simulcast spellball, only the first spellball from that group affects that item, i.e. a shield hit by two simul-cast Lightning Bolts is simply destroyed, but the wielder is unharmed.
- 6) A person may carry only one enchantment at a time unless explicitly noted otherwise in a spell or class, such as the Stack magic or the Attuned ability. Note that Reanimate and Lich are enchantments.
- 7) When a person dies, the enchantment they carry is lost if the player leaves the field. Fixed enchantments disappear when their caster dies or travels farther than 100 feet from them. Resurrected people retain enchantments unless specifically prohibited or they left the field. Summon Dead will not allow a player who has left the field to recover his enchantment.
- 8) An enchantment will only cover one object (for example a person, a weapon, armor, etc). Thus while you may be protected from flame, your non-natural armor and equipment is not. The same applies to class abilities.
- 9) Enchantments cast on equipment do count against the number of enchantments that may be carried.
- 10) If you cast an enchantment on yourself it is removed when you begin casting other magic unless otherwise noted. Note that fixed enchantments are considered to be on the area of ground and do not dissipate when other magic is cast.
- 11) Enchantments must be visible (a strip of cloth 1" by 12"), and announced if asked. Most enchantments will appear as a length of colored cloth worn on the person, (ie. - yellow, light blue, green, white) or on the item enchanted. Enchantments may be dispelled. If an enchantment is cast on someone already bearing one, all enchantments are dispelled on that person.
- 12) Enchantments may not be cast on unwilling participants, though this does not prevent them from being the target of enchantment effects such as Touch Of Death.
- 13) A person must stand still when casting magic, unless otherwise stated or specified in the magic's description. The same applies to all class abilities and skills that require activation. If a caster moves his feet while casting magic it is interrupted and not cast. The caster must reset begin casting again.
- 14) Incomplete or interrupted magic has no effect, and does not count as if it were used.
- 15) Wizards, Healers and Druids must carry a magic book or scroll with them at all times in order to cast magic, unless otherwise noted in the magic's description. Bards require a musical instrument along with a book or

scroll. All magic classes must have a list of which magic they have bought for that game on them at all times.

Failure to have this list renders you incapable of casting magic. Please note that these are two different requirements, even if the same item is used as both. Failure to wear appropriate class garb also negates the ability to use magic.

16) Magic points must be evenly distributed between levels, however, any number of higher level magic points may be deducted from a higher level to be spent on a lower level once the initial distribution is done. Certain neutrals allow purchasing multiple points worth of lower level magic. In all such cases these lower level points must be purchased prior to the start of the battlegame and indicated on the list of magic bought.

15) Relics such as the Sword of Flame are objects of great power. A relic will generally win any question of magical superiority unless the magic specifically states otherwise. For example, the Shield of Reflection is not destroyed by Sphere of Annihilation.

16) All magic is listed as a spell, enchantment, fixed enchantment, magical ball or neutral. This distinction can have a great impact on play so note it carefully.

Unless noted otherwise, fixed enchantments follow all general rules for enchantments. Unless noted otherwise, magical balls follow all general rules for spells.

17) Enchantments nullified must be removed.

Enchantments on a dead player should remain while on the battlefield as they may affect attempts to Resurrect, Talk to Dead, etc.

18) Unless they buy Ambidexterity Wizards and Druids must cast magic with their left hand, and may not cast if their left arm is wounded. Healers and Bards may cast with either hand. Any hand being used to cast magic must be empty with the exception of magical components or the target of a touch spell such as Heal. Magic balls charged in the left hand may be transferred to the right hand before throwing.

19) Spells completely cast and enchantments discharged are considered used, even if they were ineffective against their targets. The same is true of all class abilities. Example, a Warrior bearing the Touch of Death enchantment attempts to use it on a 6th level monk. The Monk is immune to the effect and the enchantment is discharged.

20) In the event of a conflict between magic that is not directly covered by the rules, the higher level magic is considered more powerful. If the magic is of the same level, the defensive magic is more powerful.

21) In the case of confusion or contradictions, then the specific magic description should be the final source. Use your common sense when ironing out problems.

22) The Reeve's word is final. If what looks like 30 ft. to you is determined to be 60 ft. by a reeve, then it is 60 ft. If you feel the reeves are not good judges of distance, bring out a reliable measure with you.

23) The rulebook takes precedence over all supplements, manuals and other rules editions or play testing supplements. From time to time, however, there may be official manuals, supplements, or expansions that enhance or compliment the core rule set. While these items may expand game play options they are still restrained by the core rules written herein and may not contradict them.

24) Protections cast on a target have no effect on effects already active i.e. casting Protection From Magic on a person who is Yielded does not free them from the Yield though it would prevent them from being killed by a Fireball. When a Lightning Bolt, Fireball, or similar destructive magic ball strikes a player in a location covered by armor, the armor is destroyed in that hit location and the magic affects the player as normal unless otherwise noted. Magic balls that deal damage (such as Magic Bolt) affect armor as normal per projectiles unless otherwise noted.

25) Enchantments that are cast upon objects cover the entire object i.e. a robe with Protection From Flame on it would prevent Fireballs from affecting the wearer if they struck the robe. If they struck a part of the player not covered by the robe then the player would be affected as

normal. Verbal magic would, of course, still affect the target.

26) A single object is considered to be any item whose parts are not easily useable independently. This requires a substantial connection to be made between all parts of an object i.e. a cord connecting a breastplate to a greave does not constitute a single object but a full suit of plate would. This applies to magic that refers to targeting a single object and does not override any other rules governing how a specific magic or type of magic interacts with other specific objects i.e. Mend only repairing a single point of armor in a single hit location.

27) A magic-user may only have a single Fixed Enchantment active at a time. Casting a Fixed Enchantment while another Fixed Enchantment from the same caster is already active causes both enchantments to be removed.

28) Enchantments cast on equipment only functions when used by the player who was in possession of the item when it was enchanted. Example: If you give a Bladesharp sword to another player, the enchantment does not function.

Dispel Magic will remove all enchantments from the target, including enchantments on equipment not currently in possession of the target. Example: Throwing down an Imbued Weapon sword will not prevent Dispel Magic from removing the enchantment.

Magic Clarifications:

1) Immunities to magic are based on the school of magic they belong to. exceptions to this are noted under the limitations of the spell. Note that immunities gained from enchantments on a person and class immunities do not extend to carried or worn equipment.

2) Additional immunities, unless specified, do not exist.

3) Liches and Wraiths are undead and magical creatures. Zombies, Mummies and Vampires are undead and diseased. Lycanthropes are diseased.

4) Important game items (flags, etc.) may never be removed from play in any way, including being frozen, Entangled, Teleported, placed in a Circle of Protection, etc. These items never bestow their immunities to their bearers. For example, a Warrior carrying a game item flag has the flag hit by an Iceball. The warrior is frozen, but the other team may pry the flag out of his frozen hands and recover it. In the case of a Teleport, the item is left behind.

5) The words "count" and "seconds" are synonymous for all game purposes.

6) Reeves may assist in placing a magic user's components, such as markers for a fixed enchantment.

7) A break in the casting of magic is defined as either improper or non-magical wording and/or a gap of two or more seconds between words. This prevents, for example long spells from being cast while under the influence of a magic that requires an ongoing verbal component such as the chanting of "commune" for the Druid Commune spell.

8) Effects and magic with ongoing chants require the chant to be repeated with no more than a 5 second gap between iterations. These chants must be audible to 50 feet.

9) Magic balls of the Subdual school have no effect on equipment that is not being carried. Example: You may not Iceball a players shield if it is not being wielded or carried by them.

10) All Fixed Enchantments are considered to extend upwards to the sky for game purposes. Even flying creatures may not cross them.

Magic Relics:

Certain items of power are used in the battlegames and are passed on to new owners every six months via a quest. Each Amtgard group may use its own relics, though these are not to be used in regional or national battlegames

The effects and abilities of Relics are considered to be non-magical in nature. Relics include:

Dagger of Infinite Penetration- When thrown will pass through all armor values except Invulnerability and I

Invulnerable Armor. If it hits a shield the shield is destroyed.

Homestone- Allows the holder to mend broken weapons and shields ("I mend this item" x 10). It also allows the person's dead teammates to come back alive at his location rather than having to return to their base.

Heimdall's Horn- A one handed 'red' weapon only useable by barbarians, and in fact, the only relic allowed to barbarians. Berserk barbarians do 4 damage total with Heimdall's Horn.

Ring of Power- Negates the first hit from each separate opponent per battlegame. Counts against weapons and any enchantments only, it is ineffective against spells. Does work against class abilities.

Shield of Reflection- This relic is indestructible and the effect is permanent. Will negate any effect that strikes it, even white weaponsand magic.

Sword of Flame- It is considered flame (as per the enchantment Flameblade) and will kill a victim if it strikes any legal unprotected area (as per the enchantment Imbue Weapon).

Confers upon itself and its owner Protection From Flame. May only be used by one person, for one life, per game.

Magic Listing Key:

Type – enchantment (E), fixed enchantment (FE), spell (S), magical ball (B), neutral (N)

Uses – number of times you may cast that magic when you pay for one use. ("u" means unlimited)

Cost – the number of magic points it costs to buy one use of that magic.

Max – the maximum number of uses of that magic that you may purchase.

School – The school of magic the magic belongs to.

Magic Format Key:

C: Classes who can use the magic, and the level needed to cast them.

T: Type of Magic

S: School of Magic

I: Incantation and gestures

R: Range (if any)

E: Effect

L: Limitations or Restrictions

N: Notes

Weapon Costs for Magic Users:
(from available magic points):

Cost per 10 points of magic (multiple weapons must be paid for, even if of the sametype):

Weapon	Bard	Druid	Healer	Wizard
Dagger	0	0	0	0
Short (3 ft)	3	2	3	2
Long (4 ft)	4	4	5	4
Spear	-	4	-	3
Staff	2	2	3	2
Hinged	-	-	3	-
Shield	3	4	3	-
Bow, Short	-	5	-	-

Weapon to Magic Point Cost Per Level:
(from available magic points)

This table lists how many points you have left after deducting a weapon's cost from your magic points. In the case of multiple weapons add their costs together and use the chart for their combined cost. For magic-user's level's 1- 3, simply deduct the total weapon cost from each level of magic. For example a two point weapon would give a player 8 points of first, 8 points of second, and 8 points of 3rd level magic. Note: You may carry any number of 'backup' weapons, but may only use the number you have paid for. Example: A player who bought a short sword may carry more than a single short sword, but he may not fight Florentine unless he paid the points for another short sword.

Magic Points:

Magic points useable to buy magic at that level

Level: 1st 2nd 3rd 4th 5th 6th

1	10				
2	10	10			

Level: 1st 2nd 3rd 4th 5th 6th

3	10	10	10		
4	7	8	7	8	
5	6	6	6	6	6
6	5	5	5	5	5

Quick Reference of Deductions for Weapons based on cost.

Magic

Weapon	User's	Cost	Level	1st	2nd	3rd	4th	5th	6th
1	4	6	7	7	7				
	5	5	5	6	5	6			
	6	4	5	4	5	4	5		
2	4	6	6	6	6				
	5	4	5	5	5	5			
	6	4	4	4	4	4	4		
3	4	5	5	5	6				
	5	4	4	4	4	5			
	6	3	4	3	4	3	4		
4	4	4	5	4	5				
	5	4	3	4	3	4			
	6	3	3	3	3	3	3		
5	4	3	4	4	4				
	5	3	3	3	3	3			
	6	2	3	2	3	2	3		
6	4	3	3	3	3				
	5	2	2	3	2	3			
	6	2	2	2	2	2	2		
7	4	2	2	2	3				
	5	1	2	2	2	2			
	6	1	2	1	2	1	2		
8	4	1	2	1	2				
	5	1	1	1	1	2			
	6	1	1	1	1	1	1		
9	4	0	1	1	1				
	5	1	0	1	0	1			
	6	0	1	0	1	0	1		

The Schools of Magic:

There are 8 schools of magic. Each represents a different type of effect.

Please note that immunities are based on what school of magic a spell is in. Therefore, as Hold Person is a magic of the subdual school, a Barbarian, immune to subdual effects, is not affected. Stun, on the other hand, is of the sorcery school, and Barbarians would be affected by it.

Control : controls the mind, will, or senses of the target.

Death : magic whose consequence is death or the withering of a body part.

Flame : produces heat, fire, or lightning.

Neutral : magic that is neutral in terms of its school. They cannot be dispelled.

Protection : causes the target to be protected in some way.

Sorcery : an effect which is purely magical in nature or somehow affects magic itself.

Spirit : magic which has to do with the forces of life. Includes healing.

Subdual : causes the target to be subdued in some manner.

Magic by Schools:

Control Magic (immune Anti-Paladin Druid6 Monk3)

Awe/Fear Charm Confusion Feeblemind Legend Lore Mute Truth Yield

Death Magic (immune Monk5 Paladin6)

Acid Bolt Doomsday Finger of Death Killing Grounds Mutual Destruction Touch of Death Wounding

Neutral Magic

Advancement Ambidexterity Dance Enhancement Expertise Extension Imbue Lend Mimic Presence Stack Visit Vivify Voice Warskill

Subdual Magic (immune Barbarian Paladin)

Entangle Hold Person Iceball Lost Mass Sleep Petrify Sleep Stun Weapon Touch of Paralyzatio

Protection Magic

Barkskin Bless Defend Imbue Shield Harden Protect

Protection from Control Protection from Death Protection from Disease Protection from Flame Protection from Magic Protection from Projectiles Protection from Subdual Stoneskin

Sorcery Magic

Anti-Magic Berserk Bladesharp Bludgeon Cancel Circle of Protection Commune Confidence Dispel Magic Imbue Weapon Flight Forcewall Honor Duel Liplock Magic Bolt Magical Projectile Mend Messenger Plant Door Release Shove Silence Sphere of Annihilation Stun Teleport Thornwall Touch of Death Touch of Paralyzation Transform Warp Wood Wind

Spirit Magic

Banish Cure Disease Cure Poison Heal Heal Extend Lich Reanimate Regeneration Reincarnation Resurrect Sever Spirit Summon Dead Swords To Plowshares Talk to Dead

Flame Magic

 (immune Anti-Paladin 6)

Call Lightning Fireball Flameblade Flamewall Immolation Heat Weapon Lightning Bolt Pyrotechnics

Heal Spell

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."

Resurrection change

The white light of healing hath resurrected thee

Flight Spell

"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?"

Wind Spell

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."