

Reeveus Maleficarium

(The Reeve Hammer)

A Field Book for Reeves Who Have to Know Everything But Don't

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Progression of Levels

If you wish to fight or participate in a battlegame you must conform to one class for each game. The following are the basic rules of all the fighting classes. Note that each class has a semiannually selected guildmaster who is responsible for the discipline and maintenance of the class. All classes gain new levels and abilities at the following rate:

- 1st Level 0-12 weeks experience in that class
- 2nd Level 13-24 weeks experience in that class
- 3rd Level 25-36 weeks experience in that class
- 4th level 37-48 weeks experience in that class
- 5th Level 49-60 weeks experience in that class
- 6th level 61 weeks experience in that class

Class abilities gained per level are additive unless otherwise stated.

DAMAGE AND WOUNDS TO YOU

No Armor:

- Head- Out of bounds. Will not count as a hit and is discouraged. Blows to are illegal and also will not be counted.
- Arm- A hit to the arm will result in the loss of use of that limb. A struck arm should be kept behind your back. A second hit to the arm will result in death. (We are going on the theory that a first hit disables and the second hit removes the arm.) Hand shots will count as a hit to the arm unless you are holding a weapon in that hand (most weapons normally had hand protectors on them). Note: polearms, rocks, throwing daggers, and bows are not assumed to have hand protectors on them.
- Leg- A hit to a leg results in the loss of use of that leg. Drop to one knee. Any following hits to that leg will have no effect (the exceptions are magic and white weapons). Crawling, dragging one's self, being carried, etc. are the only ways to move about with a wounded leg. You may make a short spring at an opponent with your good leg.

- Torso- (Includes a person's shoulders) instant death.
- Feet- Do not count as a hit, unless used to block blows that would have struck elsewhere (such as jumps, leaps, or kicks)

Notes:

Any 2 limb shots (except 2 shots to the same leg) result in death.

Shots that only strike garb, equipment, or a person's foot do not count as a hit unless said items blocked a blow that would have struck a combatant (i.e. - garb, equipment, sheathed weapons, etc. are not shields and do not count as armor).

Blows that nick or lightly glance off of a target do not count as hits.

Any shot that stops or any shot that hits then deflects at an angle is considered a hit.

Projectile weapons that strike 'light' still count as hits.

The chain portion of flails are not legal striking edges and do not count as hits. The same applies to all weapons hafts and hilts.

Non-hinged weapons that bend (or whip) around a parry do not count as hits.

Magic and white weapons still affect wounded limbs.

Deflections that then strike true on a target are hits.

With Armor:

Armor is rated on its ability to stop or deflect blows. The rating ranges from 1 to 6 points of value. The same damage rules apply to armor. Each hit will remove 1 point of value and the damage only applies to the area that was hit (either arm, either leg, the torso). Armor only protects the area that it covers.

WEAPON TYPES

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Besides a few magical weapons, Amtgard only allows weapons that might have been in existence before 1650 A.D. (no explosive or chemical ones however). All our weapons are safe, foam padded replicas of the real thing.

Color codings for each weapon tell how it should be used. The codes are:

blue- Smashing and hacking; includes swords, flails, axes, maces, etc.

green- Thrusting or stabbing; includes daggers, spears, arrows. etc.

red- Used one or two handed; when used with two hands to slash (not thrust) does the following:

- a. destroys a shield with 3 solid blows
- b. double damage (2 points) to armor

4) yellow- magic or enchanted weapons

black- throwing weapons; include knives, throwing axes, shurikens, etc.

white- weapons that kill with one hit; includes siege weapons and poison.

orange- single edged weapon with only one legal striking edge.

Note:

Yellow, red, orange, and white weapons must be marked with the appropriate color (tape on the hilt or haft will suffice). As with all cases of Amtgard markings, this is to simplify play by making unusual cases obvious to reeves and participants. Other weapons will only be marked to clear up cases of confusion.

NOTES ON WEAPON TYPES:

Projectile weapons are divided into the following categories. Note the differences carefully when choosing the class that you will play:

- a. Throwing weapons- throwing knives and axes, shurikens, darts, etc. (limited to assassins. monks above 1st level, and barbarians).

- b. Rocks- must be at least 1 ft. in diameter. (limited to barbarians).
- c. Bows- short bows, crossbows, long bow (archers and 6th level scouts may use any of these; other scouts, druids. and barbarians may only use short bows).
- d. Javelins- includes throwing spears (limited to anti-paladins, paladins, scouts, barbarians, 4th level assassins, and 3rd level warriors). May be used to melee.

Short weapons are any non-hinged melee weapon under 3 ft. in total length. Long weapons are under 4 ft. in length.

Red or "berserker" weapons (not to be confused with the barbarian ability) are non-hinged weapons that must be over 4 ft. in length. Padded striking edges must over 1 ft. in length and the weapon must weigh at least one pound for every one foot of length.

Daggers are under 1 1/2 ft. in total length.

Flails or hinged type weapons are useable only by the following classes- anti-paladins, healers, barbarians, paladins, and warriors (exception- assassins and monks may use nunchuku). As noted before, the chain of a hinged type weapon is not a legal striking edge. Chains on these weapons must be wrapped in foam with less than half an inch of the rope exposed at any point. The combined rope and striking edge of a flail may not exceed 11/2 ft. in length except in special cases approved by the monarch. The key word is safety, and potentially dangerous equipment will not be allowed on the field.

The term shield is self explanatory; warboards are shields, madus are considered to be a polearm joined to a shield. 8) Spears are stabbing only weapons and should not be confused with javelins.

Polearms include spears but may also have slashing edges (minimum 1 ft. in length for a striking edge).

Poison will kill the victim from any hit that occurs and actually wounds the target. The poisoned victim will die in a 100 count. Poison is stopped by armor. Only assassins and 5th level anti-paladins may use poison. A person may only poison one of his own edged weapons (sword, arrow, dagger, etc.).

A siege weapon is a weapon that will kill a person regardless of armor or a shield (exception- the Shield of Reflection is the only shield that can defend against a siege weapon). Ten hits from a blue or red weapon will destroy a siege weapon. Siege weapons may destroy one another with 1 hit. They require 3 people to operate. The exception is that some monsters wield siege weapons as if normal weapons.

WEAPON CONSTRUCTION

Weapon tips (points, guards, pommels, etc.) must be larger than a person's eye socket. All stabbing weapons must be capped by folding foam over the ends of the weapon's base. Magic components used in combat, magical balls, etc.) must also be padded and be bigger around than a person's eye socket.

ARMOR CONSTRUCTION

Type	Material	Value
padded	4 layers of cloth	1
quilt	2 layers of cloth with padding	1
soft leather	1/16 inch thickness	1
hard leather	1/8 inch thickness	2
cuirbouilli	Boiled leather	+1
studs/rings	Metal	+1
scales	Metal	+2
chainmail		*3
barmail		*3
combined		*3
augmented		*4
double mail		*4
brigantine		*5
lamellar		*5
ribbed plate		*6*

- Standard criteria is 16 gauge metals. Note that metal armor must be safe with no projecting edges that could injure someone.

Note:

Only cuirbouilli, studs/rings, and scales may be added to other armor types to increase value. and they may never be added to metal armor. Armor values may never exceed 6, and this includes the use of magical enchantments. Exception - some monsters possess armor values greater than 6. Some armor will be rated with reductions in their values. Examples of reductions in armor point value include (these are cumulative): non-authentic materials -1, poor workmanship -1, shoddy or artificial appearance -1, stacked armor: highest type. Barbarian berserk armor may be healed, stonesskin/barkskin may be mended.

SHIELDS:

Shield backings should be made from tight, firm materials, and should be well padded. Hard edges may not be exposed. Good materials to use include substances with some give such as plywood and high impact plastics. An interesting alternative is to use a plastic garbage can lid, which will produce a light shield that requires less padding. However, the durability and life span of this kind of shield can be somewhat limited. Arm straps are best made by bolting on thick strips of leather. Bolts should be attached with the head affixed to the exterior of the shield, and this heavily padded with foam. Shields must be at least as safe as the weapons we use. Small shields shall not exceed three square feet in total exterior surface area. Medium shields shall not exceed five square feet, and large shields shall not exceed eight square feet.

ARCHERY:

The maximum limit for a bows pull is 35 pounds with a maximum 28 inch draw length. No compound bows. Broken or mended arrows are not to be used. All wooden arrows must be taped on the entire shaft. Arrows may never be used as a hand or melee weapon. The tops of all arrows must have a diameter larger than a person's eye socket. An arrow scores hits like any other weapon. Bows may only be half drawn at close range. Short bows (i.e. the arrows shot from them) do 2 points of damage to armor. Crossbows and long bow (any bow that is 5 ft. or more in height when strung) do 4 points of damage to armor.

These values are for standard arrows and can be modified by special arrow types and class abilities. Only monks may block arrows with their weapons. A weapon used by anyone else that is hit by an arrow is destroyed. If a bow is hit by another weapon the bow is destroyed.

OTHER PROJECTILES:

A blow by any part of a throwing weapon or rock counts as a hit, so all parts of these weapons need to be padded. Javelins must strike point first to count as a hit. All these weapons do only 1 point of damage to armor, and all may be blocked by others' weapons without penalty.

DESTROYED ITEMS:

Weapons or shields that have been destroyed can be repaired by a mend spell, returning to life after having died (does not include being resurrected, reincarnated, etc.), or going to nirvana or your base and counting to 100 (simulates retrieving a new weapon).

Armor that has been destroyed or damaged can only be fixed by a mend spell per one point of repaired armor or by returning to life after having died. Exception- upper level warriors have a limited repair ability.

Non armor type enchantments may not be repaired

Spell books and like items destroyed by pyrotechnics or shatter may be repaired as per weapons and shields.

SUBDUALS AND PRISONERS:

Prisoners may be taken by surrendering or by being rendered "unconscious". Prisoners may be knocked out by a killing blow (torso or second limb shot) preceded by the word "subdue". The person will then be unconscious for 60 seconds and may not fight. The prisoner may be subdued up to 5 times. Any more hits will result in his death. Armor negates a subdual blow. Stabbing only weapons or stabbing with a slashing weapon may never be used to subdue (however- see stun arrows and the wizard "stun weapon"). A subdual blow to a limb will render that limb useless for a 300 count. A prisoner's equipment must be kept within 10 ft. of him and cannot be destroyed.

A prisoner who refuses to be tied is honor bound to keep whatever conditions he reaches with his captors. Rescued prisoners must still count the required time before they are considered recovered. Subdual blows cannot be healed.

DEATHS AND LIVES:

Immediately remove yourself from impeding play on the battlefield once you have died. If you want to get into the spirit of things then fall down and scream. Make it dramatic. Reeves will give you a bonus for a good death. Then report to nirvana. The reeve in charge there will take your name and record your time. Deaths are for 5 minutes though a bonus will subtract 2 minutes and a penalty will add 2 minutes. Normally you are allowed 4 lives. You are out of a battle once you have expended your last life.

When returning to life you must return to your base or headquarters before reentering the battle. Dead persons entering or leaving nirvana should hold their weapons over their heads. If the battlegame does not call for a nirvana reeve, one may sit down in a predesignated spot and slowly count to 300 before returning to life at his base. One should always loudly declare upon returning that he is alive. Note that no battlefield effect will work on a dead person once he has left of his own choice from where he died i.e., a person can not be resurrected, etc. if he moves from where he died (exception- "summon dead" will negate this rule for purposes or resurrection, etc.).

Dead people, provided they are not affecting or impeding play, may stay on the field as long as they want.

HOLDS:

Holds are used in the games to give reeves time to figure out and solve situations in the battles. When a hold is called all living participants must stay where they are and be quiet. No tactical maneuvering is allowed and weapons may only be collected if a reeve gives permission. If you really do get hurt then yell "hold". Remove yourself from the battle and reenter behind your own lines once you have recovered. Deliberate faking of a game death or real injury is not allowed. Battlefield participants should only call a hold for injuries or when a potentially dangerous situation arises (a 7 year old strays onto the battlefield, etc.). If you are involved in a dispute then go find a reeve or remove yourselves from the field until the issue is resolved.

Switching classes during a battlegame is not allowed unless specified by the scenario or by a reeve.

Weapons may not be used or stolen by anyone unless the owner has given permission to do so. Never handle anyone's personal property without first getting their permission.

Switching sides is not allowed unless it's within the scenario.

There should be only 1 bow to every 5 people on a side.

There should only be 1 each: wizard, healer, druid, bard to every 10 people on a side.

Players who break the rules may be removed from the game by a reeve.

Players who frequently break of rules or abuse game etiquette may be removed from play for longer periods of time by the agreement of the Monarch, Prime Minister, and Guildmaster of Reeves. if at a foreign event, removal may be made by the host Monarch or by their own Monarch.

BATTLEGAME RESTRICTIONS

The following activities are strictly forbidden:

Grappling with an opponent, shield bashing, rough or dangerous physical (body to body) contact.

Head shots, neck shots, striking with intent to actually injure.

Maneuvering or engaging during a hold.

Striking at reeves and non-combatants.

Calling a hold to retrieve spent items or derive other advantages.

Trying to influence a game while you are dead.

Utilizing unsafe, illegal, or outlawed equipment.

GAME ETIQUETTE

While not absolutes, the following conditions have stood the test of time and should be observed:

Do not use a hold to gather or retain spent equipment or valuable game items. Exception- a reeve or the other team may grant a person the opportunity to pick up his spent equipment.

Do not use a hold to avoid a death or get out of a bad situation.

Do not come to life behind another team.

While it is honorable to return the other team's spent equipment (magic, weapons, expended arrows, etc.), it is not mandatory. Don't delay or stop play to return equipment. Similarly, don't attack someone who is being kind enough to return your own team's items.

As stated before, players should remove themselves from the field when discussing disputed blows or rules. This is not always practical in the immediate heat of the moment. If you see a dispute, do not engage or strike at those involved. By the same token, don't use the excuses of returning equipment, a head shot, or resolving a dispute to save yourself when the enemy has you dead in his sights (i.e. if you are accidentally struck in the face, and simultaneously cleaved in two from- behind by another opponent, then you are still dead).

Do not use rules loopholes or gray areas to derive an advantage on the battlefield.

GARB

Each class has its own particular garb parameters. In addition, there are certain other garb elements reserved for special cases:

White belts, unadorned chains, and spurs are reserved for Knights.

A Knight may also choose to trim his white belt with a color particular to that order of Knighthood: gold- crown, silver- sword, red- flame, green- serpent.

Red belts (not to be confused with sashes or baldrics) are for squires. The Phoenix is the symbol of Amtgard. It is generally only worn by paladins and anti-paladins.

A diagonal slash of a guilds distinct color, worn on a belt, baldric, or tunic is the mark of a class master.

Guildmasters are entitled to wear favors marked with the symbol of their guild (ask the Guildmaster of Heraldry).

The use of crowns and coronets is reserved for the royalty and nobility, although their retainers may wear the symbol of a crown on their garb.

Most companies and many individuals choose to register their personal symbols and colors. While not specifically disallowed, it is considered bad form to use another's coat of arms without his agreement. Personal symbols and colors should be registered with the Guildmaster of Heraldry and the Prime Minister.

Single color belt favors are indicative of a fighter's relative standing within the fraternity of Order of the Warrior. Only the Monarch may award these.

The garb of a page is a yellow belt (not to be confused with wizard or reeve sashes).

Important: The use and application of good garb is important in creating the correct mood of the Amtgard battles and events. All members are expected to be garbed in a "period" fashion. Newcomers should have their own garb (and weapons) within a month of having first attended Amtgard. It is easy and inexpensive to fashion a T-tunic or tabard, and plenty of people are willing to help. If you have questions about garb or any area of the rules, then all you have to do is ask.

SWORD CONSTRUCTION

Use a length of bamboo, PVC, or Fiberglass tube for the core. Metal rods or wooden dowels are not acceptable.

Tape a piece of foam over the ends of the core.

- a. To make a flat blade, sandwich the core between several layers of ensolite (camp-pad) foam.
- b. To make a round blade, tape the edge of a thin (1/16" to 1/8") piece of packing foam to the core, then roll foam around core. A spray adhesive may be used to secure the foam to itself.

If you want a thrusting tip tape a piece of open cell foam over the tip. Be careful not to compact the foam.

For the cover, choose a light, durable fabric of a neutral color. Cut it to length.

Fold the fabric across and sew the sides and top.

Roll the cover like a stocking, and then roll it down the sword.

Secure the cover to the hilt with tape.

SHIELD CONSTRUCTION

All shields must be covered with a layer of foam that is at least 2" thick. Round shields cannot have a diameter over 3 feet. Other shields may come up to your shoulders but cannot be wider than 2'. All shields must either have foam folded over the edges or have the shield edges recessed into the foam.

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 which use magic, must be played within the spirit and 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 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 help from your guildmaster or a reeve. Happy magic casting!

THE RULES OF MAGIC

Magic must be said loudly and clearly enough to be heard within 50 ft.
or by the recipient, whichever is closer

Only one spell may be active at a time. Enchantments and neutrals may be used in any number.

A person may carry only one enchantment at a time. Exceptions-wizard stack and 6th level scouts. Note that wizard reanimate and lich are enchantments.

When a person dies, the enchantment they carry is lost. Forcewall, anti-magic, circle of protection, flamewall, thornwall, silence and firetrap disappear when their caster dies. Liplock disappears when a dead person comes back to life. Resurrected people still have the enchantments (or remnants thereof) they were carrying (exception-protection from magic). Reincarnated and reanimated people do not keep the enchantment they were wearing unless they can wear two enchantments at once. Enchantments that die with their caster do not return under any condition. Honor duel never returns.

An enchantment will only cover one object (for example a person, a weapon, armor, etc.). Thus, while you may be protected from flame, your armor and weapons are not. The same applies to class abilities. Enchantments cast on one's equipment do count against the number of enchantments allowed to be carried.

If an enchantment has been cast on oneself or on one's own equipment, it is dispelled when the caster begins to cast other magic. Note for purpose of this rule that enchantments such as forcewall, anti-magic, etc. (see rule 4) are considered to be on the area of ground they occupy (fixed enchantments), and do not prohibit the casting of other magics (however, see rule 16). Note that the wizard defend enchantment is an exception to this rule. Enchantments may not be healed.

Enchantments must be visible (a strip of cloth 1" by 12"), and announced if asked. Most enchantments will appear as a length of yellow or white cloth worn on the person or item protected. Enchantments may be dispelled.

A person must stand still when casting magic, unless otherwise stated or specified in the magic's description. The same applies to noncombatant class abilities and skills.

Incomplete or interrupted magic has no effect, and does not count as if it were used. Extension is not used up unless the accompanying magic is fully cast.

Wizards, healers, and druids must carry a magic book or scroll with them at all times in order to cast magic. Exceptions: wizards- hold person, wounding; healers- healing. Bards require a musical instrument rather than a book or scroll. Note: all magic using classes must have a list of which magics they have bought for that game.

Magic points must be evenly distributed between levels. Exception- any number of magic points may be deducted from a higher level to be spent on a lower one. Weapon costs are deducted from every 10 points of available magic points.

Relics such as the sword of flame are objects of great power. Any question of magical superiority will generally be won by a relic.

Enchantments cast with an extension must be placed on the affected individual as soon as is reasonably possible.

Invulnerability is a magical armor particular to some monsters and to a limited number of enchantments. Each level of Invulnerability will negate one physical or verbal hit (defined as something that would damage or inhibit the target so that it would take damage, i.e. yield, sleep, stun, etc.) of any kind. Magic casters must specify which area (torso, arm, or leg) of invulnerability that they destroyed with their verbal magic. Wizard protection is a limited form of invulnerability. While most invulnerability takes damage like armor, note that healer's protect only works against one shot overall.

All magic will be listed as either a spell, an enchantment (some of these referred to as fixed enchantments), or a neutral. This distinction can have a great impact on play so note it carefully. Fixed enchantments follow all general rules for enchantments.

A person may only have one of the following in existence at the same time: killing grounds, force wall, anti-magic, circle of protection, defend, flamewall, firetrap, Thornwall, silence. Note that flamewall, firetrap, and healer circle of protection, in addition to the listed wizard examples, are fixed enchantments.

Enchantments nullified by death or other means must be removed. Fixed enchantments, with the exception of killing grounds, may never be replaced before utilization (i.e. - no cloth in sight).

Unless they buy ambidexterity, wizards and druids must cast magic with their left hand. Magical balls (lightning balls, iceballs, etc.) may then be transferred to the right hand and thrown. Healers and bards may cast magic with either hand.

Spells completely cast and enchantments discharged are considered used, even if they were ineffective against their targets. The same is true of all classabilities.

Magical balls, once cast, are charged for 2 minutes. If unused, they must be recast before utilized. The cost for these lightning bolts, entangle balls, etc., is for the number that can be cast and thrown at the same time: cost of 2 to throw 2 magic balls at the same time, etc.

The only magics which may be cast more than once at the same time on the same person or item are magical projectile, protection, protect, barkskin, and stonewall (as listed under their descriptions) Exception: wizard stack.

When hit with a magic ball of any type, all hits count except head or throatshots. This includes foot shots, tail hits, and grazes. A hit to the hand holding a weapon destroys or affects the weapon (which in some cases, as in iceball, affects the holder also).

In the event of a conflict between magics which is not directly covered by the rules, the higher level magic is considered more powerful. If the magics are of the same level then the defensive magic is more powerful.

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

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

Transformed, reincarnated, and diseased players no longer play by their class rules, but by the rules of the monster type that they became.

The rulebook takes precedence over all supplements, manuals, and other rules editions or playtesting experiments.

MAGIC CLARIFICATIONS

Under the notes sections of many magics it lists those classes which are immune to that magic. As the classes and their immunities evolve, immunities in the magic section will correspondingly be added or deleted,

Neutral magic may never be dispelled. This includes ambidexterity, lend, extension, war skill, advancement, enhancement, presence, visit, imbue, mimic, voice, and extra magic points (all are neutral). Visit, messenger, and other classes' magic-like abilities are also not allowed to be dispelled. Druidic magics bought via bardic voice, may be dispelled.

Liches and wraiths are undead and magical creatures. Zombies, mummies, and vampires are undead and diseased. Lycanthropes are diseased.

Enchanted weapons (other than enchantments that are defensive such as harden) may be affected by heat weapon, warp wood, curse weapon, and magical balls. Note that relics do not possess any qualities that are not listed under their descriptions.

Interrupted magics and class abilities/skills must be restarted to be used.

Paladins and anti-paladins are immune to most wizard spells, but not their enchantments. Barbarians may never carry enchantments.

Cure disease will turn an undead creature or lycanthrope back to human.

Resurrect will not. Protection from disease will protect a person from conversion to these creatures for one life.

Stone to flesh or a heal will negate petrify. A heal spell will alter the effects of druidic flesh to stone to those of an iceball (or entangle).

Lightning in any form is considered to be a type of flame. Protection from flame is proof against a flame wall. Protection from magic is not.

Both are proof against a firetrap.

Mend will not negate the effects of heat weapon or curse weapon.

Red weapons, enchanted weapons of any type, relics, arrows, and touch of death will destroy a bless, barkskin, or protection without killing the wearer of these enchantments. The dagger of infinite penetration will kill them.

Projectile protection is not proof against magic bolts (or for that matter, any other kind of magical balls). The magic bolt spell may be blocked and parried just like any normal throwing weapon.

Dispel magic will cancel protection from magic. It does not block class abilities or skills, nor does it affect the following: neutral magic of any type, any spell or enchantment already discharged (healing, etc.), commune, messenger, teleport, or passplant in action of being completed, lost, duel, or an honor duel victory passage. Dispel magic can cancel anti-magic only if cast outside of, but within 20 ft. of the periphery of the antimagic circle. Dispel magic will cancel all enchantments on the target.

Defend or protection from magic will not save a wizard from his own killing grounds or mutual destruction.

Druidic passplant is the same as teleport for all game purposes.

Game effects that allow questions of dead people (talk to dead scout tracking, etc.) must be asked in a "yes or no" format.

- Weapons or equipment carrying an enchantment are often referred to as enchanted weapons. This should not be confused with the wizard enchantments enchant shield and enchant weapon.
- Failure to have a list of one's magics renders one incapable of casting magic (exception- some monsters). Failure to wear appropriate class garb also negates the ability to use magic.
- Magical monsters created by spells or enchantments may not be resurrected.
- Magic may not be cast via a hand holding a weapon or shield.
- A magic user may have as many magical balls simultaneously functioning (fireballs burning, number of people simultaneously entangled, lightning bolts charged to throw, etc.) as total uses that he bought for that spell. Thus, 2 points spent on iceball will allow a wizard to have any two victims frozen at any one time. There is no limit to the number of magical balls that may be carried. Magical balls may not be used to parry or be used by those who did not cast them.
- Non magical armor will not stop lightning bolt, fireball, sphere of annihilation, etc. The target is fully affected and killed by these attacks. Note again that enchantments on a person and class immunities do not extend to carried or worn equipment. Noninvulnerable magical armors such as barkskin are affected by class abilities such as penetration arrows.
- Immunities, unless specified, do not exist (i.e. - paladins are not immune to dragon breath).
- Class abilities may not be magically stacked. Enchantments without a wizard stack may not be simulcast unless specified in the enchantment's description.
- Important game items (flags, etc.) may never be frozen, entangled, teleported, put in circles of protection, etc. (i.e.- magic may never remove game items from play). However, game items may also never confer such immunities on the people who bear them.
- Verbal magic can only be cast on items (or portions thereof) that the caster can see.
- The words "count" and "seconds" are synonymous in these rules. 26) Reeves, if requested, may place magic users' magic components.

A break in the casting of a magic is defined as either improper or nonmagical wording and/or as a gap of two or more seconds between words.

MAGICAL 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 intergroup battlegames. Relics include:

Dagger of infinite penetration- When thrown will pass through all armor values except invulnerability and damage the target. 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.

Odin's hammer- A one handed 'red' weapon only useable by barbarians, and in fact, the only relic allowed to barbarians.

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 crass abilities.

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

Sword of flame- It is considered flame and will kill a victim if it strikes any legal unprotected area (as per the enchantment "enchant weapon"). Confers upon itself and its owner protection from flame. It is itself impervious to an iceball and entangle. May only be used by the owner for one life per game.

Note: other relics may be added at a later date.

MAGICAL DEFINITIONS

Magic- refers to any game activity which is magical in nature.

Spell- a magic which has a direct and immediate effect.

Enchantment- a magic which has a lasting effect on the bearer.

Fixed enchantment- a magic which has a lasting effect and is cast on an area of ground. Fixed enchantments must constantly draw power from the person who cast them, so they may only have one active at a time, and it permanently disappears when its caster dies. Does not prohibit the caster from carrying a normal enchantment.

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Neutral- a magic which alters the nature of that on which it is cast. Neutrals cannot be dispelled, and a person may have more than one of these operating at the same time.

Magical ball- anything charged and thrown by a magic using class. An unlimited number may be carried (exception- only one sphere of annihilation may be carried).

MAGIC CLASSES

The magic using classes of wizard, healer, druid, and bard may use weapons, provided they deduct an appropriate number of their magic points from every 10 magic points available in order to learn that skill. This represents time lost from the study of magic to learn the use of weapons. For example, Frost of Silverlake Is a third level wizard who wishes to use a longsword. Frost must deduct 4 points from each 10 points, leaving the Wizard 6 initiate pts., 6 apprentice pts., and 6 journeyman pts. After third level there is no additional cost for weapons, though costs must still be evenly divided between all levels of available magic points. Thus, an archmage with a shortsword would have 3 magic points useable for each of his 6 levels of magic. Magic bought with magic points may only be redistributed between games. The magic classes are collectively referred to as magic users. Actual weapons allowed to each magic class is listed under each class description, cross referenced with the following chart. Magic classes may never buy more weapons than they have magic points (i.e. - a maximum of 10 points of weapons).

Magics Listing Key

type- enchantment/E, fixed enchantment/FE, spell/S, 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.

WEAPON COSTS FOR MAGIC USERS (from available spell points)

Cost per 10 points of magic:	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	-	8	-	-

MAGIC POINTS

level	1st	2nd	3rd	4th	5th	6th
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

ANTI-PALADIN

Experience: Must have been a Knight for at least 12 weeks.

Garb: Must have a black phoenix device openly displayed on their clothing or armor.

Weapons: Any melee weapon and javelins.

Armor: Up to 4 points.

Shield: Any.

Immunities: Immune to all wizard spells except the following- *iceball*, *magic bolt*, *lightning bolt*, *sphere of annihilation*. Note that they are affected by enchantments.

Levels:

1st- Steal life from any dead person still on the field.

2nd- 1 touch of death (same as the assassin nonmagical ability) per game.

3rd- 1 additional touch of death per game (total of 2).

4th- 1 additional touch of death per game (total of 3).

5th- 1 poisoned edged melee weapon once per game.

6th- 1 *reanimate* (as per the wizard class) per game.

Notes:

1) Steal Life- Anti-paladins can steal 1 life per game from a dead person and add it to their own by stating "I take your life" and placing their hand over the dead person's heart.

ARCHER

Garb: Any tunic, and a bow is required.

Weapons: Any bow, no hinged weapons, any other weapon under 4 ft. in length used exclusively for melee.

Armor: Up to 3 points.

Shield: None initially.

Levels:

1st- Repair bow once per life.

2nd- 1 stun arrow (reusable). 1 flame arrow (reusable).

3rd- +1 damage with all arrows (3 damage with short bow, etc.).

4th- +1 life (total of 5). 1 armor piercing arrow (reusable).

5th- May use a small shield.

6th- 1 penetration arrow (reusable).

Notes:

1) Repair bow- requires 100 count, and may only be done on one's own bow.

2) Arrow types (ribbons tied to arrow shafts).

- a) Flame (red ribbon)- it will destroy a shield if the shield is hit and then not tapped upon the ground five times within 5 seconds of the hit. It will destroy a siege weapon with 2 hits. Only 1 flame arrow may be lit at once, and the arrow will stay lit for 2 minutes before it must be relit. Must say "flame arrow" x 5 to ignite.
- b) Stun (grey ribbon)- treat as a subdual blow.
- c) Armor Piercing (blue ribbon)- this arrow will pierce any armor and hit the target.
- d) Penetration (white ribbon)- as an armor piercing arrow but also destroys shields.

ASSASSIN

Garb: Mask that covers the mouth and nose, headbands of the appropriate color are required after 1st level.

Weapons: Any throwing weapons, no hinged weapons except nunchuku, any other melee weapon under 4 ft. in total length.

Armor: None initially.

Shield: None Initially.

Levels:

1st- no headband- As listed.

2nd- blue headband- 1 poison edged weapon (reusable), or the ability to make traps, or a short bow.

3rd- green headband- 1 touch of death per life, or the antidote to poison.

4th- brown headband- 2 point armor, or a 5 ft. javelin.

5th- black headband- Small shield.

6th- red headband- a) Choose 1 additional ability from above. b) 1 teleport per game (only usable on self).

Notes:

1) Touch of death- This is not magic and is non-magical in nature. It is charged by saying "Touch of death" x 20. It will stay charged for 5 minutes. Otherwise treat as per the wizard enchantment of the same name.

2) Traps- A circle of cloth or noose placed upon the ground. Activated by a victim stepping into it. The victim must cut at each leg 10 times before he is free. Maximum trap diameter is 3 ft. May only affect one person at a time.

3) Antidote to poison- Works exactly like the healers' *cure poison*. Allows one dose per life, and the assassin must carry, a small vial or container. This is non-magic.

4) Teleport- This is non-magical. Say "teleport" x 10. See the wizard *teleport* enchantment for a more detailed description

BARBARIAN

Garb: Blue or brown cloth (earth tones), leather, fur, grasses, flowers, leaves, reeds, wood, native and aboriginal jewelry, and decorations, etc.

Weapons: Any melee weapon, rocks, throwing axe, javelin, short bow. Armor: Up to 2 points.

Shield: Any.

Immunities:

- 1) Cannot be held or subdued, magically or otherwise (exception- healers *stun* spell).
- 2) Can not be made 'lost.'
- 3) May not carry enchantments.
- 4) May not carry relics other than Odin's Hammer.

Levels:

1st- tribesman- a) One less life than other classes (total of 3). b) May go berserk on last life. c) Heal self once per life.

2nd- barbarian- 4 total lives.

3rd- clan leader- Fight after death when berserk.

4th- chieftain- 5 total lives.

5th- high chieftain- 6 total lives.

6th- ring giver or overlord- May go berserk on last 2 lives.

Notes:

1) *Berserk*- Gives the following effects: a) 2 point overall body armor (a healing spell will repair 1 point of armor on any specific area of the barbarian's body). b) Melee weapons are considered bladesharpened or bludgeoned. c) Berserkers may not retreat unless outnumbered by 5 to 1 or more or when facing magic. d) Must wear a red arm or head band. e) Berserkers may not use projectiles, armor, or shields.

2) Heal self- The barbarian must carry a pouch with herbs (paprika, cloves, etc.). The barbarian eats the herb for a 100 count to be healed.

3) Fight after death- Berserkers may continue to fight for 10 seconds after they have died. Leg and arm shots against these berserkers still incapacitate the affected limb. Note that physical and/or dangerous contact is still not allowed. May not fight after death if killed by: siege weapons (or monsters' equivalent white weapons), flamewall, firetrap, fireball, call lightning, and sphere of annihilation.

BARD

Garb: Bardic blue worn on or with a bright tunic (white, yellow, orange, etc.).
 Bards must carry, a musical instrument.

Weapons: Any single handed sword, dagger, staff. Note that the use of weapons will deduct from the Bard's available magic points.

Armor: None.

Shield: Small round. Note that it will deduct from the available magic points.

Magic: May cast spells and enchantments.

BARD MAGIC

Magic name	type	uses	cost	max
1st level				
Cancel	S	unlimited	0	-
Charm	S	1/life	2	2
Presence	N	1/game	1	4
Visit	N	1/game	1	8
2nd level				
Legend	S	1/game	1	4
Liplock	E	unlimited	2	-
Truth	S	1/life	2	2
3rd level				
Extension	N	1/game	2	-
Imbue	N	1/game	1	2
Sleep	S	1/life	2	4
4th level				
Emotion control	E	1/game	1	4
Honor duel	E	unlimited	1	-
Lore	S	1/life	2	2
5th level				
Mimic	N	1/game	2	1
Mute	S	1/life	2	4
Yield	S	1/life	2	4
6th level				
Voice	N	1/game	2	1

1st Level (Rhymer)

Cancel

T: spell

I: repeat 2x "I cancel my magic."

R: 50 ft.

E: negates magic.

L: may only be used on own magics.

Charm

T: spell

I: a short poem (20 + words) must be spoken.

R: 20 ft.

E: the bard may make a single reasonable request (go touch a green book in the library, etc.) of the victim. The bard may not force his victim into danger, and the victim may defend himself. Having completed the task, the victim is free to carry on as he will.

N: may not force the victim to attack or magic his own teammates.

Presence

T: neutral

E: due to respect and awe for the position, all barbarians except berserkers will not harm a bard. Also, due to professional respect, all druids and monks of a lower level than the bard will not attack him. The drawback here is that no bardic magic except visit will work on monks above 2nd level or barbarians. The exception here is voice.

Visit

T: neutral

I: bard must perform (music, ballads, jokes, etc.) once "visit" is declared loudly and has counted to 200.

E: bard may enter and sit within an enemy's fort for as long as he likes, talking with and entertaining the enemy. Neither the bard nor the enemy may make any hostile moves toward one another during this time. The bard must declare when he is leaving (and must then return to his base before doing anything else. Visit ends when he reaches his base.

L: bard may be attacked before the count is completed. Note that most monsters will not respect bardic visit.

2nd Level (Charmer)**Legend**

T: spell 1: a short poem must be spoken (20 + words).

R: 20ft.

E: the bard and victim then move to an out of the way place within 100 yds. of the bard's choosing, where the bard will perform for him. The bard and the victim cannot be attacked by anyone in a 20 ft. radius. The bard may defend himself but at the cost of canceling the spell. Additional people that approach within 20 ft. may also be ensnared (up to a total number of victims equal to the bard's level).

L: not useable within 20 ft. of a base.

N: victims may be slain, but only at the cost of the bard losing his visit neutral for the rest of that game.

Liplock

T: enchantment

M: strip of yellow cloth

I: hold wand in left hand, repeat "remain the truth still" x 5, tie on cloth.

E: bearer cannot be forced to speak nor otherwise respond to questions asked under talk to dead and similar magics. Does not affect tracking.

L: may only be cast on each player once per battlegame.

N: can't be cast on barbarians. Disappears when the person comes back to life.

Truth

T: spell

I: a short poem must be said (20 + words).

R: 20 ft.

E: the bard may ask the victim a single "yes or no" question which he must answer truthfully.

N: the victim cannot be harmed while answering the question.

3rd Level (Harper)

Extension

T: neutral

I: say "Extension" loudly prior to starting spell

E: doubles range of spell for one use, If spell has no range it gives spell a 20 ft. range.

N: Is not used up unless the accompanying magic is fully cast.

Imbue

T: neutral

E: allows the bard to purchase 2 magic points (i.e. - not 2 magics) of 1st or 2nd level magic.

Sleep

T: spell

I: repeat 2x "listen and let the fighting cease, close your eyes and sleep in peace."

E: victim must lie down and sleep for a 300 count.

R: 20ft.

L: sleeping people cannot be killed; may not be used on one's teammates.

N: barbarians and monks of third level and above are immune to this spell.

4th Level (Spellsinger)

Emotion control

T: enchantment

M: white cloth

I: the bard states 5x "emotion control", and ties on this enchantment to the person (not useable on self). The bard immediately specifies which one of the following applies to the enchanted person: a)berserk- as per the barbarian ability. b)immunity to charm- as per the monk ability. c)immunity to subdual- as per the barbarian ability. d)immunity to fear, confusion, feeblemind and other emotional attacks. e)confidence- the person may utilize his own class abilities as if he were one level higher than he actually is for a period of time not to exceed 30 minutes.

Honor Duel

T: enchantment

M: two or more yellow cloths

I: hold cloths in left hand, repeat 5x “remain this duel pure”. Tie cloth on each contestant.

E: each contestant is protected from outside forces. The victor is allowed safe passage to safe territory, preferably their home base, ignoring all wounds till arrival.

L: may not be members of the same team without a Reeve’s permission.

Enchantment lasts until one dies or It is dispelled or canceled.

N: Combat is limited to a reasonable area.

Lore

T: spell

I: a short poem must be said (20 + words).

R: 20 ft.

E: the bard may ask the victim a yes or no question which he must answer truthfully, and may continue to ask yes or no questions until the bard receives a “no” answer. Reeves may also choose to grant the bard one small piece of useful information per game to further define “lore” (very useful in quests and special scenarios).

5th Level (Songweaver)

Mimic

T: neutral

E: the bard may utilize any non-magical abilities of any one other class at 1st level (one class only, must be announced), for one life.

Mute

T: spell

I: repeat 5x “(person’s name), I silence thee.”

E: the victim cannot speak or cast magic for a count of 100.

R: 20 ft.

Yield

T: spell

I: repeat 3x “yield thy arms and resist no longer, come unto me and be my captive.”

E: victim must lower weapons and surrender immediately, moving straight to healer, then may begin 500 count. If they are not killed, when they have counted they may return to their base.

L: may not be kept from the healer by subdual or force.

N: other magics can still physically affect the victim.

6th Level (Great Bard)

Voice

T: neutral

E: allows the bard to purchase 5 magic points (i.e. - not 5 magics) of druid magic from any level.

DRUID

Garb: Brown robe, sash, or belt. Magical symbols and devices are encouraged.

Weapons: Any non-hinged melee weapon except “red class” weapons types and/or slashing type polearms, shortbow. Note that the use of weapons will deduct from the Druids available magic points.

Armor: None.

Shield: Small. Note that it will deduct from the available magic points.

Magic: May cast spells and enchantments.

DRUID MAGIC

Additional abilities, notes, etc.:

1st- 3 total lives

2nd- 1 additional life (total 4)

3rd- Pass without trace

4th- Immune to Poison

5th- Immune to Woodland and bardic Charm

6th- Immune to Sleep

Notes:

1)Pass without trace- say thrice “Pass without trace”. Druid disappears, and is granted unhindered travel back to home base. Usable twice per game. This and other Druidic level abilities are non magical in nature.

Magic name	type	uses	cost	max
1st level				
Cancel	S	unlimited	0	-
Cure poison	E/S	1/life	1	4
Entangle	S	1 bolt/u	1	4
Heal	S	1/life	1	6
Heat Weapon	S	1/life	1	4
Shillelagh	E	1/game	1	4
Warp wood	S	1/life	1	4
2nd level				
Barkskin	E	1/game	1	4
Cure Disease	S	1/life	1	4
Magical projectile	E	1/game	1	4
Mend	S	1/life	1	4
Paralyzation	E	1/game	1	4
Thornwall	FE	1/game	1	4
3rd level				
Ambidexterity	N	unlimited	2	-
Confusion	S	1/game	1	2
Extension	N	1/game	2	4
Plant Door	S	1/life	1	4
Protection disease	E	1/game	2	4
Protection flame	E	1/game	1	4
4th level				
Call lightning	S	1/game	1	4
Commune	S	unlimited	2	-
Flamewall	FE	1/game	1	4
Silence	FE	1/game	1	4
Shatter	S	1/game	1	4
Stoneskin	E	1/game	2	4

5th level

Flameblade	E	1/game	2	2
Flesh to Stone	S	1 bolt/u	1	4
Passplant	E	1/game	1	4
Stone to flesh	S	1/game	2	4

6th level

Finger of death	S	1/game	1	4
Feeblemind	S	1/game	2	2
Fire trap	FE	1/game	1	4
Reincarnation	E	1/game	2	2

1st Level (Druid)

Cancel

T:spell

I:repeat 2x "I cancel my magic."

R:50 ft.

E: negates magic.

L: may only be used on own magics.

Cure poison

T: Enchantment/Spell

M:yellow cloth

I:touch person. repeat 10x "Cure Poison". tie cloth on person.

E:makes person immune to the first poison attack used against him/her, or can be used to cure pioson on a person within a 100 count of being poisoned.

Entangle

T: spell

M: padded brown "entangle" ball

I: hold ball in left hand, repeat 5x "Entangle."

E: a direct hit to a person or their equipment will entangle them in place for a count of 300. or until they are freed by a fireball or dispel magic. They may neither fight nor be harmed. Two fireballs will kill them.

N: barbarians are immune to this spell.

Heal

T:spell

M:wounded person

I:touch person and say once

“Sword cut, spear stab, mace smash, arrow jab, let the white light of healing descend on thou.

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 thou.”

E:person’s wound is healed.

N:may be used on self. Will alter the effects of druid flesh to stone to those of an Iceball. Will repair one point of berserk barbarian body armor on any one specific body area. May not heal enchantments.

Heat weapon

T:spell

I:repeat 2x “By the power and might of the sun I heat that (weapon)”

R:20 ft.

E:the weapon is considered useless for a 300 count (or 5 minutes).

L:works only against weapons, not armor or shields

N: mend spells will not restore the weapon, however a new one may be obtained from Nirvana or the base.

Shillelagh

T:enchantment

M:wooden weapon, yellow cloth

I:repeat 10x “Harden this weapon”, tie cloth to weapon.

E:if the weapon is normally a blue weapon, it is treated as a red weapon; if it is normally a red weapon, it takes four points off armor and in two hits destroys a shield and an arm.

L:only works on non-edged weapons

Warp wood

T:spell

I:repeat 2x “By the power of nature I warp that (object).”

R:20 ft.

E: Item is considered useless until mended, dispelled, or taken back to base and replaced.

L:only works on objects made of wood (arrows, bows, spears, etc.).

2nd level (Druid of the Outer Circle)

Barkskin

T: enchantment

M: person, yellow cloth, piece of bark

I: touch person with bark and repeat 5x “May nature protect you”, attach cloth.

E: will give person 1 point armor on all parts of the body.

L: It is possible to gain 4 points of armor by this spell. The protection is only from physical attacks and cannot be used with other armor. Shields may be used. It is not invulnerability.

Cure disease

T: spell

M: affected person

I: touch person, repeat 5x “I cure thy illness”

E: person is cured of any disease.

Notes: includes turning diseased creatures back to human.

Magical projectile

T: enchantment

M: projectile (arrow, javelin, rock, etc.), yellow cloth

I: hold projectile in left hand, repeat 5x “May this projectile strike true”, tie cloth to projectile weapon.

E: for each level of this enchantment, it will do one more point of damage than normally done by the projectile type. Will destroy a shield with 3 hits if a 5 pt. projectile, will act as a bladesharp red weapon if a 6 pt. projectile, etc.

L: monks may still block projectiles with no penalties.

N: destroyed magical projectiles may be mended.

Mend

T: spell

I: touch broken item with left hand, repeat 10x “Make this item whole again.”

E: Item is no longer damaged or destroyed. May repair one point of armor in one location.

N: if an enchanted item is mended, its enchantment is intact.

Paralyzation

T: enchantment

M: yellow cloth

I: hold yellow cloth in left hand, repeat 10x “Paralyzation”

E: If bearer of enchantment touches someone they are paralyzed for a 150 count if touched on the body, 400 if on a limb. Effects are similar to a subdual.

L: Will not work through armor, shields and weapons, or through magics that stop magic. Barbarians are immune.

Thornwall

T: fixed enchantment

M: brown cloth 10 ft. long, leaves

I: lay cloth in straight line, raise hand in air, repeat 10x “Thorns come forth”, crush and sprinkle leaves.

E: creates 10 ft by 10 ft impassable wall of sharp thorns.

L: this wall can be destroyed by dispel magic, 10 hits with a red or blue weapon, or a fireball. If hit by a fireball or flameblade the wall is treated as a flame wall for a count of 100.

N: disappears when the caster dies.

3rd Level (Druid of the Inner Circle)

Ambidexterity

T: neutral

E: may cast magic with either hand.

Confusion

T: spell

I: repeat 5x "By the power of my mind I will you to be confused."

R: 50 ft.

E: 1) barbarians will automatically go berserk and attack the druid for a 100 count. 2) warriors and fighter types will attack nearest creature(s) for a 100 count. 3) magic casters may not cast magic for a 100 count.

L: monsters are immune. Barbarian berserk does not count towards their normal berserk.

Extension

T: neutral

I: say "Extension" loudly prior to starting magic

E: doubles range of magic for one use. If magic has no range it gives spell a 20 ft. range.

N: is not used up unless the accompanying magic is fully cast.

Plant door

T: spell

M: tree

I: touch tree with both hands, repeat 5x "Open up and receive a loyal protector of the forest"

E: druid is assumed to be inside tree. He is considered protected and hidden by the tree. May cast magic, but must touch tree or spell ends.

L: If the tree is hit 10 times by a red or blue weapon, or if hit by a fireball it is destroyed, and the druid is no longer protected. Druid may not fight with weapons when spell is in effect, and may be affected by verbal magic while he is casting magic.

Protection from disease

T: enchantment

M: yellow cloth

I: touch person, repeat 5x "I protect thee from disease", tie cloth onto person.

E: person is immune to any form of disease.

L: is not effective versus poison.

Protection from flame

T: enchantment

M: yellow cloth

I: hold cloth in left hand, repeat 10x "Protection from the element of fire", tie cloth on person.

E: protects against all forms of flame, including lightning, treat Sword of Flame and flameblade as normal hit.

N: negates a fireball's negation of iceball and healer/druid entangle.

4th Level (Druid of the Center)

Call lightning

T: spell

I: raise both hands, repeat 3x "(person) I call lightning to strike thou."

R: 20 ft.

E: person is fried, dead, crispy critter.

L: is negated by protection from flame.

Commune

T: spell

M: tree

I: touch tree with left hand, repeat 5x "Commune", sit down with back touching tree.

E: druid may not be harmed, or harm others within a 20 ft. radius

L: must be humming or chanting "commune" and cannot be holding a weapon or the magic is broken. Cannot be closer than 20 ft. to a base or flag.

Flamewall

T: fixed enchantment

M: red cloth 10 ft. long, sand or glitter to represent sulfur

I: lay cloth in straight line, raise hands, repeat 5x "By the might of nature, I call forth a flaming wall. Sprinkle sulfur.

E: creates a 10 ft. by 10 ft. impassable wall of flame. Anyone not protected who touches or crosses it will be incinerated.

L: can be dispelled by a dispel magic. Wall will not stop projectile weapons or spells. Wall disappears when caster dies.

N: protection from magic will not protect from this.

Silence

T: fixed enchantment

M: 25 ft. measure, markers for 25' radius

I: set up markers, stand in middle with both hands above head and repeat 5x "May no form of sound, speech or noise be heard in this place."

E: No speech(talking), no magic casting is allowed in the enchantment's radius.

L: may be dispelled. Disappears when the caster dies.

Shatter

T: spell

I: repeat 3x "By the power of nature, I destroy that (object)"

R: 20 ft.

E: object is completely destroyed.

L: may only be repaired by a dispel magic or mend. Does not affect bases, relics, game items, hardened items, enchanted shields, or enchantments.

Stoneskin

T: enchantment

M: person, yellow cloth, small polished stone

I: touch person with stone, repeat 5x "May nature protect you from all forms of attack"

E: for each level of this enchantment (simulcast up to 4 times) it will give 1 point of invulnerable armor to all areas of the body.

L: cannot be used with other armor. Shields may be used. The area of stonesskin destroyed by an opponent's verbal magic must be specified by the attacker.

5th Level (Arch Druid)**Flameblade**

T: enchantment

M: red and yellow cloth, edged weapon, sand or glitter to represent sulfur.

I: tie cloth to weapon, repeat 10x "Flameblade", sprinkle sulfur over weapon.

E: equal too bladesharpe spell, with fire abilities. Negates iceball and druid/healer entangle effects by touch, and the weapon itself is impervious to fireball and heat weapon magics.

Flesh to stone

T: spell

M: grey padded “petrify” ball

I: hold ball in left hand, repeat 5x “Petrify”

E: person is turned to stone.

L: spell stays in effect until a dispel magic or the reverse of this spell is cast.

If the ball hits the Shield of Reflection the druid is turned to stone. Barbarians are immune. Heal spell alters the effects to those of healer/druid entangle.

Passplant

T: enchantment

M: departure tree, arriving tree

I: repeat loudly 5x “Passplant”, repeat loudly 5x “arriving”

E: person is transported from one tree to one other tree within game boundaries. They may not be harmed during transfer.

L: must have location in mind and must tell reeve if asked. Must go straight to destination unless being watched or followed, then may take round-about path. Equivalent to teleport.

Stone to Flesh

T: spell

I: hold left hand in air, repeat 10x “Stone to flesh,” touch victim.

E: person is no longer stone. Will negate wizard petrify.

6th level (Great Druid)**Feeblemind**

T: spell

I: point at victim, repeat 3x “By the power of my mind I confuse and erase yours.”

R: 50 ft.

E: victim may not cast magic or use any abilities of their class except fighting (primeval instinct).

L: death or dispel magic removes effect

Finger of Death

T: spell

I: point at victim, repeat 5x "I call for your death."

R: 50 ft.

E: person dies

L: 5th level monks are immune.

Fire Trap

T: fixed enchantment

M: 10 ft. diameter red cloth, sand or glitter to represent sulfur

I: lay cloth, repeat 5x "May the power of nature and the fire of the earth protect this area from intrusion," sprinkle sulfur.

E: anyone who is not protected who enters area is killed.

L: may be dispelled. Disappears when caster dies.

Reincarnation

T: enchantment

M: dead person, monster handout, appropriate garb

I: repeat 3x "I call thy spirit back from the realm of death, inherit this new form and serve me until your destruction."

E: person sacrifices 4 lives to play as a monster for 1 life.

L: only certain monsters are used. These are: lizard man, dryad, unicorn, giant, siren, troll, centaur, brownie. N: may be dispelled.

HEALER

Garb: Red sash or baldric. Magical symbols and devices are encouraged

Weapons: Any single handed melee weapon under 4 ft. in length (this includes flails and other hinged weapons), staff, dagger; Note that the use of weapons will deduct from the Healer's available magic points.

Armor: None.

Shield: Small or medium; will deduct from the available magic points.

Magic: May cast spells and enchantments.

HEALER MAGIC

Magic name	type	uses	cost	max
1st level				
Cure poison	E/S	1/life	1	4
Heal	S	unlimited	0	-
Lost	S	1/game	1	4
Mend	S	1/life	1	-
Mute	S	1/life	2	4
Talk to dead	S	1/game	1	-
2nd level				
Banish	S	1/life	1	4
Bless	E	1/life	2	4
Cure disease	S	1/life	2	4
Curse weapon	S	1/game	1	4
Entangle	S	1 bolt/u	1	4
Heal extend	S	1/life	1	-
Sleep	S	1/life	2	4
3rd level				
Mass sleep	S	1/game	1	1
Protect	E	1/game	1	4
Resurrect	S	1/game	1	8
Stun	S	1/life	1	2
Wounding	S	1/life	1	2
Yield	S	1/game	2	4
4th level				
Enhancement	N	1/game	1	1
Harden	E	1/game	1	4
Sever spirit	S	1/life	2	4
Touch of death	E	1/game	1	4
5th level				
Extension	N	1/game	2	-
Protection from death	E	1/game	1	4
Summon dead	S	1/life	1	-
6th level				
Circle of protection	FE	unlimited	2	-
Dispel magic	S	1/game	1	4
Teleport	E	1/game	1	4

1st Level(Chiurgist)

Cure Poison

T: enchantment/spell depending on use

M: white cloth

I: repeat 10x “cure poison”; tie cloth onto person.

E: makes person immune to the first poisoned hit against him, or may be used within 100 count to cure poison on a person just poisoned.

N: Is not a heal spell, wounds to arms or legs remain after this enchantment is cast.

Heal

T: spell

M: wounded person

I: touch person and say once

“Sword cut, spear stab, mace smash, arrow jab,
let the white light of healing descend on thou.

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 thou.”

E: person’s wound is healed.

N: may be used on self. Will alter the effects of druidic flesh to stone to those of an Iceball. Will repair one point of berserk barbarian body armor on any one specific body area. May not heal enchantments.

L

T: spell

I: repeat 5x “I make thee lost”

E: person must go back to their base or nirvana (whichever is farthest away) before they can do anything else. The person may not affect anything nor be affected until he reaches his destination and returns to -his team or base (just as if he was coming back to life).

R: 20 ft.

L: does not affect scouts or barbarians, and may not be used on teammates.

N: may not be dispelled.

Mend

T: spell

I: touch item and repeat 10x “may this be whole again”

E: damaged item is repaired (or one point of armor), with any previous enchantments still intact.

L: cannot be used on heated or cursed weapons; items but not locations can be mended in this manner.

Mute

T: spell 1: repeat 5x “(person’s name), I silence thee.”

E: the victim cannot speak or cast magic for a count of 100.

R: 20 ft.

Talk to dead

T: spell

I: touch a dead person and repeat 10x “speak to me”.

E: person must answer one “yes or no” question truthfully.

2nd Level (Acolyte)

Banish

T: spell

M: undead creature (ghost, zombie, vampires, etc.)

I: repeat 5x “I banish thee monster.”

E: monster is destroyed for a 500 count, it will come back to life at the spot where it was destroyed. Does not count as a life lost.

N: may not be dispelled. Only useable on undead creatures.

Bless

T: enchantment

M: white cloth, item of garb

I: touch item of garb and repeat 5x "I bless thee", tie cloth to garb.

E: person is immune to first hit of any type received (excluding magic).

L: immunity only applies to areas covered by the item of garb. May not be stacked or simulcast.

N: is not armor, and may not be mended or healed.

Cure disease

T: spell

M: corpse of an undead, diseased, or like type creature (mummy, zombie, vampire, werewolf, etc.)

I: touch creature and repeat 5x "I cure thy illness."

E: converts diseased or undead creatures back to human.

N: is not a resurrect spell, person is still dead and must come back to life.

Curse weapon

T: spell

M: an opponent's weapon

I: repeat 5x "I curse that weapon."

E: weapon is useless for a 300 count.

R: 20 ft.

L: weapon cannot be mended.

Entangle

T: spell

M: padded brown entangle ball

I: hold ball and repeat 5x "entangle."

E: a direct hit to a person or their equipment will entangle them in place for a count of 300, or until they are freed by a fireball or dispel magic. They may neither fight nor be harmed. Two fireballs will kill them.

N: barbarians are immune to this spell.

Heal extend

T: spell

I: say "extension" + the heal spell.

R: gives heal spell a range of 20 ft.

Sleep

T: spell

I: repeat 2x "listen and let the fighting cease, close your eyes and sleep in peace."

E: victim must lie down and sleep for a 300 count.

R: 20 ft.

L: sleeping people cannot be killed; may not be used on one's teammates.

N: barbarians and monks of third level and above are immune to this spell.

3rd Level (Cleric)

Mass sleep

T: spell

I: repeat 400x "mass sleep (present count)."

E: all people in sight (both teams) upon completion of spell are asleep for a 300 count.

R: sight

L: sleeping people cannot be killed.

N: barbarians and monks of third level and above are immune to this spell.

Protect

T: enchantment

M: white cloth

I: repeat 5x "I protect", tie cloth onto person.

E: person enchanted is immune to the first hit of any kind or the first magic cast against him (invulnerable).

N: may be simulcast up to 4 times on the same person. May not be mended.

Resurrect

T: spell

M: dead person

I: touch person and say once

“Sword cut, spear stab, mace smash, arrow jab,

let the white light of healing descend on thou.

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 resurrected thou.”

E: the dead person is alive again, negating the last death.

L: a dead person cannot move on his own or speak in order to be resurrected.

A person that reaches nirvana cannot be resurrected (exception- summon dead). Will not turn monsters back to human. Monsters created by spells or enchantments may not be resurrected.

N: a dead person may remain on the field as long as he wishes, but may not affect or impede play.

Stun

T: spell repeat 5x “I stun thee”

E: Affects all classes as a 100 count subdual blow. Victim may be killed, though that is unhonorable.

R: 20 ft.

Wounding

T: spell

M: unwounded victim

I: repeat 2x “from my heart I strike of your (right or left/arm or leg).”

E: victim’s limb is destroyed.

R: 20 ft.

N: monks are immune. The healer may move while casting.

Yield

T: spell

I: repeat 3x “yield thy arms and resist no longer, come unto me and be my captive.”

E: victim must lower weapons and surrender immediately, moving straight to healer, then may begin 500 count. If they are not killed, when they have counted they may return to their base.

L: may not be kept from the healer by subdual or force.

N: other magics can still physically affect the victim.

4th Level (Adept)

Enhancement

T: neutral

E: may purchase 3 points worth (not 3 magics) of 1st, 2nd, or 3rd level magic.

Harden

T: enchantment

M: white strip of cloth

I: tie cloth on object, repeat “harden this (name of item)” x 5.

E: makes object indestructible, except versus sphere of annihilation & relics.

L: cannot be placed on player, garb, armor, etc.

Touch of Death

T: enchantment

M: white cloth

I: cloth in left hand, say 20x “Touch of Death”, tie.

E: bearer of enchantment’s touch kills.

L: will work through clothing, not through armor.

N: allows one touch before discharged. Monks are immune to this.

Sever spirit

T: spell

M: already dead victim

I: touch victim and repeat "On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk."

E: causes corpse to be impossible to resurrect, reanimate, 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.

N: will permanently kill undead creatures that are on their last life and will kill a lich outright.

5th Level (Canon)

Extension

T: neutral

I: say "extension" loudly before spell.

E: doubles range of spell for one use; gives a spell with no range 20 ft.

Protection from death

T: enchantment

M: white cloth

I: repeat 5x "I protect you from death."

E: makes the enchanted person immune to touch of death, curse, killing grounds, mutual destruction, finger of death, doomsday, vibrating palm, and class abilities that steal lives.

Summon dead

T: spell

I: repeat 5x "I summon thy corpse."

E: dead person may return to the healer, but is not again alive.

R: 50ft.

N: may be used on people in nirvana; does not interrupt the count on a person's death.

6th Level (Avatar)

Circle of protection

T: fixed enchantment

M: 10 ft. long white cloth

I: lay white cloth in circle and repeat 5x “circle of protection”, place persons and/or items you wish to protect inside.

E: persons inside can’t harm or be harmed by anyone, nor can they cast magic

L: can’t block or restrict access to an area; can’t be used as a cage except on a yielded person. Broken by anyone leaving. Must be recast to allow new people in. Game items cannot be put in a circle of protection. Protection starts when caster actually steps into the circle.

N: as per the wizard fixed enchantment. Disappears when the caster dies.

Dispel magic

T: spell

I: repeat 5x “I dispel that magic”

E: spell or enchantment is dispelled.

R: 20 ft.

N: will dispel all enchantments on the target, and protection from magic. Does not affect neutral magic, magic already completed, and class abilities.

L: see magic clarifications #13

Teleport

T: enchantment

I: repeat loudly 5x “teleport”, repeat loudly 5x “arriving” at destination.

E: may go to any one location; can’t harm or be harmed.

R: game boundaries

L: must go straight to destination, and must tell a reeve or a teammate the destination. May not be followed.

MONK

Garb: Gray belt or sash at 1st level, and a black belt or sash at higher levels

Weapons: Quarterstaff, nunchuku, polearms, dagger, short swords, or a single long sword (3 to 4 ft. in length), throwing weapons after 1st level.

Armor: None.

Shield: None.

Levels:

1st- a) May block projectiles with their weapons without penalty. b) Heal self once per life. c) Immune to touch of death, vibrating palm, and spell of wounding.

2nd- a) May use throwing weapons. b) Immune to poison. c) May transfer one life to a teammate (excluding monsters) once per game.

3rd- a) Immune to all magic that charms or control. b) Vibrating palm once per life.

4th- a) May turn undead twice per life. b) May block projectiles with their hands without penalty.

5th- a) May use the sanctuary chant once per life. b) Protection from death.

6th- a) Immunity to traps. b) 1 additional heal self per life (total of 2).

Notes:

1) Heal self- Same as the healer spell heal. Is considered to be a form of body control and is non-magical in nature. Must recite full incantation to be healed.

2) Vibrating palm- Same as the assassins' touch of death but instead charge it by saying 'Vibrating palm' x 20.

3) Protection from death- Exactly like the healer enchantment of the same name. However this is an inherent immunity, not a form of magic.

4) Immunity to charm or control- May still be trapped, entangled, subdued, frozen, or petrified. Are still affected by Bardic visit and Bardic voice (non-charm magic only).

5) Sanctuary- By chanting "sanctuary" once every 5 seconds the monk may wander

unhindered where he will and no one within 20 feet may strike at or attack him. Sanctuary, is negated in the following instances:

- a. The monk stops his chant.
- b. The monk approaches within 20 feet of a home base or flag.
- c. The monk has a weapon in hand.

Note that this is not a protection from various battlefield effects, but only from deliberate attacks (the monk is unnoticeable).

6) Turn undead- By stating this out loud, the Monk may prohibit an undead creature (zombie, ghost, etc.) from attacking him for a count of 1,000. this may be done twice per life but never more than once on the same particular undead individual.

MONSTERS

Special quests and scenarios may involve the use of monsters. Many have magic or magic-like abilities. Monster types that have been played on the battlefield range from dragons to dryads, from ghosts to trolls to vampires and werewolves, and so on. As they are not a regular class, the specific rules on monsters are included in a separate monster handbook. Restrictions on the class include the following:

- May only be played in special games or with the permission of the Monarch, Prime Minister, and Guildmaster of Monsters.
- Monsters may not unbalance a battlegame and must show a willingness to play in character. Neutral monsters must stay neutral.
- Garb must be distinctive and typify the monster played.
- No more than one monster per 10 people.
- No one may play a monster more than twice per month.
- Monsters may not be combined with other classes (i.e. - no giants playing 6th level scouts, etc.). Monsters are a class, not a persona race.

- Monsters may not be played in intergroup games except by agreement of all monarchs involved.
- The rulebook supersedes all monster supplements and handbooks in cases of disputes.
- Monsters with innate armor may not add other forms of armor unless specified for that monster type.

PALADIN

Experience: Must have been a knight for at least 12 weeks.

Garb: Must have a white phoenix device openly displayed on their clothing or armor.

Weapons: Any melee weapon and javelins.

Armor: Up to 4 point.

Shield: Any.

Immunities: Immune to all wizard spells except the following- *iceball*, *magic bolt*, *lightning bolt*, *sphere of annihilation*. Note that they are affected by enchantments.

Levels:

1st- May extend their immunities to one person whom is in physical contact.

2nd- 1 resurrect per game (see the healer spell of the same name).

3rd- 1 additional resurrect (total of 2).

4th- 1 additional resurrect (total of 3).

5th- 1 heal (see the healer spell) per game.

6th- Immunities extend to a 10 ft. radius one life per game.

SCOUT

Garb: Green tunic or visible green sash.

Weapons: May use either a short bow or a long sword (no longer than 4 ft.).

May use any non-hinged short weapon, any melee axe, and javelins.

Armor: Up to 3 points.

Shield: Small round.

Levels:

1st- scout- a) 1 First Aid bandage. b) Cannot become lost due to an innate sense of direction.

2nd- pathfinder- a) 1 additional First Aid bandage (total of 2). b) Stun arrow or flame arrow (1/life, reusable).

3rd- guide- a) Obtain information from subdued person. b) Cure poison of self (1/life).

4th- tracker- a) Tracking (1/life).

5th- strider- a) Entangle trap (nonmagical skill 2/game). b) Cure poison of other (1/game).

6th- ranger- a) Carry two enchantments (1/game). b) Use of longbow or crossbow in place of short bow or long sword.

Notes:

1) First Aid bandages- Scouts are granted reusable bandages (strips of white cloth) which are tied around a wounded limb and will provide limited healing after a 100 count. Note that it is a skill, not magic. The count is made to pass the appropriate amount of time needed to actually bandage a real wound. The wounded limb may then be used with the following restrictions: If used in combat, the wound will return after a 100 count, or if a bandaged leg is used for running then the wound will return after a 100 count. Any limb may be used for anything else (carrying something, walking, etc.) but will be under the restrictions above until healed by magic. If the scout's bandages are in use then he may do no more first aid until they are returned.

2) Special arrows: Flame (red ribbon)- it will destroy a shield if the shield is hit and then not tapped upon the ground five times within 5 seconds of the hit. It will destroy a siege weapon with 2 hits. Only 1 flame arrow may be lit at once, and the arrow will stay lit for 2 minutes before it must be relit. Must say "flame arrow" x 5 to ignite. Stun (grey ribbon)- treat as a subdual blow. Must say "stun arrow" x 5.

3) Obtain information- a subdued person may be asked one Yes/No question which he must answer truthfully.

4) Cure Poison- say "cure poison" x 10 to cure a person already poisoned. This is a skill

5) Tracking- May ask one “yes or no” question about a specific game effect (who passed the area, where an object is hidden, etc.). Reeves, dead people, neutral monsters, and players may be asked, and must answer to the best of their abilities. This is nonmagical. It also grants scouts total immunity to traps whether tracking is being used or not. May follow “teleporting” assassins.

Yields no immunity to scout entangle trap.

6) Entangle trap- Scout must say “May mother nature bind thee” x 2, range is 20 ft. The victim must cut at each leg 10 times before he is free. This Is not a magical effect. The scout is assumed to have maneuvered the victim Into an area of uncertain footing. Monks and barbarians are not immune.

WARRIOR

Garb: A tunic or armor must be worn. Battlefield participants in Amtgard more than a month and without garb can only play a first level warrior (the “peasant rule”).

Weapons: Any melee weapon, and javelins at higher levels.

Armor: Up to 4 point, increases at higher levels,

Shield: Any.

Levels:

1st- 1 additional life (5 total).

2nd- May wear up to 6 points armor. Improve weapon once per battle.

3rd- 1 additional life (6 total). May use javelins.

4th- Improve shield once per battle. Improve weapon becomes once per life.

5th- Repair once per life.

6th- +1 point to any armor worn.

Notes:

1) Improve weapon- a nonmagical *bladessharp* (or *bludgeon*) only effective against armor. Requires a blue strip of cloth.

2) Improve shield- makes a shield impervious to all at attacks except magic and siege weapons. Requires a strip of blue cloth. Will stop armor piercing and penetration arrows.

3) Repair- may fix a weapon, a shield. or one point of armor. Requires a 100 count and may only be done on ones own equipment.

4)+1 to armor- simulates higher quality equipment (much like the sharpen and harden abilities). The person must actually be wearing armor to receive the bonus. Note: Armor may never exceed 6 pts. in value.

WIZARD

Garb: Yellow belt or sash. Long robes, hoods, and magical devices are encouraged.

Weapons: Any one handed, non-hinged weapon under 4 ft. in length, staff, spear, dagger. Note that the use of weapons will deduct from the Wizard's available magic points.

Armor: None.

Shield: None.

Magic: May cast spells and enchantments.

WIZARD MAGIC

Magic name	type	uses	cost	max
1st level				
Bladesharp	E	1/game	1	4
Bludgeon	E	1/game	1	4
Cancel	S	unlimited	0	-
Enchant shield	E	1/game	1	4
Heat weapon	S	1/life	1	4
Honor duel	E	unlimited	1	-
Iceball	S	1 bolt/u	1	4
Magic Bolt	S	1 bolt/u	1	4
Shove	S	1/life	1	4
Stun weapon	E	unlimited	0	-
Talk to dead	S	1/game	1	-
2nd level				
Circle of protection	FE	unlimited	2	-
Forcewall	FE	1/game	1	4
Harden	E	1/game	1	4
Hold person	S	1/life	1	4
Lightning Bolt	S	1 bolt/u	1	4
Liplock	E	unlimited	2	-
Mend	S	1/life	1	-
Messenger	E	1/game	1	-
Protection from flame	E	1/game	1	4
Wounding	S	1/life	2	2

3rd level

Ambidexterity	N	unlimited	2	-
Anti-magic	FE	1/game	1	2
Dispel	S	1/game	1	4
Extension	N	1/game	2	-
Fireball	S	1 bolt/u	1	4
Mutual destruction	S	1/game	1	4
Projectile protection	E	1/game	1	4
Protection	E	1/game	1	4
Touch of death	E	1/game	1	4
Wind	S	1/game	2	2
Yield	S	1/game	1	4

4th level

Curse	S	1/game	1	4
Doomsday	S	1/game	2	1
Enchant weapon	E	1/game	1	4
Petrify	S	1 bolt/u	1	4
Protection magic	E	1/game	1	4
Pyrotechnics	S	1/game	1	4
Reanimate	E	1/game	2	4
Sever spirit	S	1/life	2	4
Teleport	E	1/game	1	4

5th level

Advancement	N	1/game	1	1
Flight	E	1/game	2	4
Lend	N	1/game	1	4
Sphere Annihilation	S	1 bolt/u	2	1
Vivify	N	1/game	2	1
Warskill	N	1/game	1	2

6th level

Defend	E	1/game	1	1
Expertise	N	1/game	2	1
Killing grounds	FE	1/game	2	1
Lich	E	1/game	1	4
Stack	N	1/game	1	4
Transform	E	1/game	2	1

1st Level (initiate)

Bladesharp

T: enchantment

M: yellow cloth

I: hold weapon in left hand and repeat 10x “Sharpen this blade”, tie cloth on weapon.

E: if the weapon is normally a blue weapon, it is treated as a red weapon; if it is normally a red weapon, it takes four points off armor and in two hits destroys a shield and an arm.

L: only usable on bladed weapons, can’t be applied to thrusting or blunt ones.

Bludgeon

T: enchantment

M: yellow cloth

I: hold weapon in left hand, repeat 10x “Harden this weapon”, tie cloth on weapon.

E: same as bladesharp.

L: only usable on blunt weapons.

Cancel

T: spell

M: none

I: repeat 2x “I cancel my magic.”

R: 50ft

E: negates own magic only.

Enchant Shield

T: enchantment

M: yellow cloth

I: shield in left hand, say 10x “Enchant this shield.”

E: shield can only be destroyed by a sphere of annihilation and is unaffected by other magics.

Heat Weapon

T: spell

M: none

I: repeat 2x “By the fires of the Phoenix. I heat that weapon” (be specific if possible).

R: 20 ft

E: the weapon is considered useless for a count of 300 or 5 minutes.

L: works against any weapon, but not against armor or shields.

N: a mend spell will not restore the weapon, however a “new” one may be obtained from Nirvana or the base.

Honor Duel

T: enchantment

M: two or more yellow cloths

I: hold cloths in left hand, repeat 5x “remain this duel pure”. Tie cloth on each contestant.

R: 20 ft

E: each contestant is protected from outside forces. The victor is allowed safe passage to safe territory, preferably their home base, ignoring all wounds till arrival.

L: may not be members of the same team without a Reeve’s permission.

Enchantment lasts until one dies or it is dispelled or canceled.

N: Combat is limited to a reasonable area.

Iceball

T: spell

M: padded white “iceball” with streamers

I: hold Iceball in left hand and repeat 5x “Iceball”.

E: a direct hit to a person or equipment on them will freeze them in place for a count of 300, or until they are freed by a fireball or by dispel magic. They may neither fight nor be harmed.

Two fireballs will kill them.

N: barbarians are immune to this spell. Paladins and anti-paladins can’t be freed by a fireball, nor can anyone bearing protection from flame, nor the Sword of Flame.

Magic bolt

T: spell

M: padded blue “magic bolt” with streamers

I: hold ball in left hand and repeat “Magic bolt” x5.

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: affects all classes. Bounces do not count. Is not stopped by protection from projectiles.

Shove

T: spell

I: repeat “I shove thee” x 5.

R: 20 ft.

E: forces victim to back up 20 ft. by telekinetically shoving them.

L: cannot force a person into a physically dangerous position.

N: will work against frozen, sleeping, wounded, etc. persons. Will not work against barbarians, paladins, and anti-paladins.

Stun Weapon

T: enchantment

M: yellow cloth

I: hold cloth in left hand and say “May this weapon stun its victim”, tie cloth to weapon.

E: allows a thrusting weapon such as spear or arrow to be used to subdue.

N: barbarians can’t be stunned or subdued, and will take normal damage from a weapon bearing this enchantment.

Talk to Dead

T: spell

I: touch dead person with left hand and repeat 10x “Speak to me”.

E: person must answer one “yes or no” question truthfully.

N: paladins and anti-paladins are immune to this spell.

2nd Level (Apprentice)

Circle of Protection

T: fixed enchantment

M: 10 ft yellow cloth, magic wand

I: lay yellow cloth in circle, wand in left hand say 5x "Circle of Protection", place persons and/or items you wish to protect inside.

E: persons/items inside have ceased to exist, can't harm or be harmed by anyone, nor can they cast magic. They are desolid. (exception, see notes below).

L: can't block or restrict access to an area, it doesn't exist on this plane. Can't be used as a cage, except to hold yielded enemies in. Enchantment is broken by anyone exiting the Circle. No one can enter without recasting the spell.

No game item, nor person acting as game item, may be put inside. Protection starts when you step inside the spellcast Circle.

N: magic casters in these may cast verbal magic at others that are in circle of protection. Disappears when the caster dies.

Force Wall

T: fixed enchantment

M: 10 ft yellow cloth, magic wand

I: lay cloth out in straight line, wand in left hand say 10x "Force wall", touch cloth with wand.

E: creates an impenetrable 10 x 10 wall: like circle of protection, starts only when all of "Incantation" is completed. Caster must stay within 100 ft.

N: force wall blocks verbal magic. Disappears when the caster dies.

Harden

T: enchantment

M: yellow strip of cloth, magic wand

I: tie cloth on object, repeat "harden this (name of item)" x 5.

E: makes object indestructible, except versus sphere of annihilation & relics.

L: cannot be placed on player, garb, armor, etc.

Hold Person

T: spell

I: say 3x "I command you to stop."

R: 20ft

E: victim's feet are frozen to ground for 100 count. May yell, fight or cast any magic except movement.

N: barbarians, paladins, anti-paladins, and monks above 2nd level are immune to this spell. May be cast while moving.

Lightning Bolt

T: spell

M: padded yellow "lightning bolt" with streamers

I: hold bolt in left hand and repeat 5x "lightning bolt".

E: a direct hit to a person or object will destroy them. Not stopped by armor.

Liplock

T: enchantment

M: strip of yellow cloth

I: hold wand in left hand, repeat "remain the truth still" x 5, tie on cloth.

E: bearer cannot be forced to speak nor otherwise respond to questions asked under talk to dead and similar magics. Does not affect tracking.

L: may only be cast on each player once per battlegame

N: can't be cast on barbarians. Disappears when the person comes back to life.

Mend

T: spell

I: left hand on item, 10x "Make this item whole again."

E: damaged item is repaired (or 1 point of armor in 1 location).

L: can't be used on a heated weapon or cursed weapon, it's not broken.

N: if an enchanted item is mended, its enchantment is intact.

Messenger

T: enchantment

M: yellow cloth

I: cloth in left hand, 10x “Safe passage unto you.”

E: person must go straight to destination, deliver message, return to where spell was cast. Can’t harm or be harmed, simulates telepathy.

N: cannot be dispelled.

Protection from Flame

T: enchantment

M: yellow cloth

I: cloth in left hand, say 10x “Protection from the element of fire”, tie cloth onto person.

E: protects against all forms of flame, including lightning, treat Sword of Flame and flameblade as normal hit.

N: negates a fireball’s negation of iceball and healer/druid entangle.

Wounding

T: spell

I: repeat 2x “From my heart I strike off your (right or left arm or leg)”.

R: 20ft

E: victim’s limb is destroyed.

L: the victim must be unwounded prior to spellcasting.

N: may be spoken while moving. Monks, paladins, and anti-paladins are immune.

3rd Level (Journeyman)

Ambidexterity

T: neutral

E: wizard doesn’t need left hand to cast magics.

Antimagic

T: fixed enchantment

M: 50ft measure, markers, wand

I: mark an area with a 50ft radius, wand in left hand, 20x “May all forms of magic forsake this place.”

E: no magic of any kind will work within the circle, though enchantments will reappear when removed from the affected area.

N: classes using skills which simulate magic may Dispel magic. If cast from outside the sphere of influence will dispel it. Disappears when the caster dies.

Dispel Magic

T: spell

M: wand

R: 20ft

I: wand in left hand, say 5x “I dispel that magic.”

E: spell or enchantment is dispelled, reanimated fighters die, not usable against Relics.

L: does not affect- neutral magic, magic already completed, class abilities (see magic clarifications #13).

N: will dispel all enchantments on the target. Is useable against most higher level magics. Will dispel protection from magic.

Extension

T: neutral

I: say “Extension” loudly before magic.

E: Doubles range of the magic for 1 use. Gives no range 20ft.

N: Is not used up unless the accompanying magic is completely cast.

Fireball

T: spell

M: padded red “fireball” with streamers

I: hold ball in left hand and repeat 5x “Fireball.”

E: destroys anything it touches, even on a roll or foot shot. The wizard may state before throwing that the fireballs will ‘remain active’, they will continue to burn for 2 minutes. Not stopped by armor.

N: paladins and anti-paladins are immune to this spell.

Mutual Destruction

T: spell

I: say 5x “I call for our deaths.”

R: 50ft

E: both the wizard and their victim die.

N: paladins, anti-paladins and monks above 4th level are immune. Defend or protection from magic will not save a wizard from his own mutual destruction.

Projectile Protection

T: enchantment

M: yellow cloth

I: cloth in left hand, 10x “Protection from Projectiles.”

E: protects from all nonmagic thrown and shot objects.

L: Ineffective against magic bolts.

N: stops siege weapons and the dagger of infinite penetration.

Protection

T: enchantment

M: yellow cloth

I: cloth in left hand, 10x “May this magic protect you.”

E: negates the first hit magic or not. May be simulcast to stack up to 4 on one person, to protect against up to 4 hits. Not good versus verbal attacks. Is not armor but a limited invulnerability.

Touch of Death

T: enchantment

M: yellow cloth

I: cloth in left hand, say 20x “Touch of Death”, tie.

E: Bearer of enchantment’s touch kills (via either hand).

L: will work through clothing, not through armor.

N: allows one touch before discharged. Monks are immune to this.

Wind

T: spell

M: wand

R: line of sight

I: hold wand in left hand and repeat 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 toward the sky. Cowards, heroes, fools 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.”

E: all enemies in sight blown back to their base.

N: paladins and anti-paladins are immune to this spell.

Yield

T: spell

M: magic wand

I: wand in left hand, say 3x “Yield thy arms and resist no longer, come unto
me and be my captive.”

R: 50ft

E: victim must lower weapons and surrender immediately moving straight to
wizard, then may begin a 500 count. If they are not killed, when they have
counted they may return to their fort. May only be kept from wizard by death
or another yield spell, not subdual or force.

N: barbarians, monks above 2nd level, paladins and anti-paladins are immune.
Freed captive must go to fort, considered teleport. Other magics still affect the
victim.

4th Level (Scholar)

Curse

T: spell

M: wand

R: 50ft

I: wand in left hand say 10x "I curse thee."

E: victim dies.

N: paladins, anti-paladins and monks above 4th level are immune to spell.

Doomsday

T: spell

M: wand

R: line of sight

I: wand in left hand count "Doomsday 1, Doomsday 2... through Doomsday 350."

E: all enemies in sight at end of spell die.

N: paladins and anti-paladins, and monks above 4th level are immune to this spell.

Enchant Weapon

T: enchantment

M: yellow cloth

I: weapon in left hand, 10x "Enchant this Weapon." Tie on.

E: causes wounds to kill, all limb hits are death.

Petrify

T: spell

M: padded grey "petrify ball" with streamers

I: hold ball in left hand, repeat "petrify" x 5."

E: a direct hit will cause the victim to freeze in place, a stone statue. Like iceball, even a hit to equipment will affect the victim. Healing and stone to flesh negates this spell or the victim may choose to take a death.

N: will not work against barbarian, paladins, and anti-paladins.

Protection from Magic

T: enchantment

M: yellow cloth

I: cloth in left hand, 10x “Protection from all forms of magic” tie on person or object.

E: blocks all forms of magic, even heal and resurrect.

L: Does not block class abilities. Does not stop a flamewall.

N: treat weapons with enchantments as normal weapons.

Pyrotechnics

T: spell

M: wand

R: 50ft

I: wand in left hand, say 5x “I call upon the element of fire to destroy that (object).”

E: object destroyed.

L: can’t destroy bases, armor, relics, game items.

Reanimate

T: enchantment

M: yellow cloth

I: left hand on body, say 10x “Rise and fight again.”

E: person lives again as if they had never died.

L: dispel will kill, must wear yellow cloth.

N: person does not retain enchantments carried before death (exceptions: 6th level scout, wizard stack).

Sever spirit

T: spell

M: already dead victim

I: touch victim and repeat “On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk.”

E: causes corpse to be impossible to resurrect, reincarnate, 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.

N: will permanently kill undead creatures that are on their last life and will kill a lich outright.

Teleport

T: enchantment

R: game boundaries

I: repeat loudly 5x “Teleport”, repeat loudly 5x “Arriving.”

E: may go to any 1 location. Can’t harm or be hurt.

L: must go straight there. Should quietly tell Reeve or team mate destination. May not be followed.

N: barbarians are immune to this enchantment.

5th Level (Sage)

Advancement

T: neutral

E: may purchase 3 points worth (not 3 magics) of initiate/1st level magic.

Flight

T: enchantment

M: strip of yellow cloth, wand, feather

I: hold wand and feather in left hand, tie cloth onto person and repeat:

“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.”

E: bearer is able to fly, as long as they flap their arms and emit occasional piercing screeches. Bearer may only be attacked by ranged attacks, and may only use verbal magics. Range for spells is considered to be the same as the actual physical range.

L: may only be cast on self, unless used with lend spell. If lended, the borrower casts on self.

Lend

T: neutral

E: may lend a magic to another wizard. That person may then use the magic as if he had purchased it with his own points.

N: to lend a magic, the wizard must pay for both the lend and the magic he is lending.

Sphere of annihilation

T: spell

M: black padded "sphere" ball with streamers

I: hold ball in left hand and repeat "sphere of annihilation" x 5.

E: will destroy anything and everything; even enchanted, hardened, or protected items, and targets with any type of defenses with the exception of invulnerability. Counts as one hit against invulnerability. Works exactly like a lightning bolt for purposes of determining hits.

N: is not a form of flame. Works against all classes. Bounces do not count. Healer protect and Druid stoneskin work against this spell. Protection from magic stops this.

Vivify

T: neutral

E: gives the wizard one additional life.

Warskill

T: neutral

E: may reduce the cost of a single weapon by half, rounding the cost up.

L: not useable twice on the same weapon.

6th Level (Archmage)

Defend

T: enchantment

M: yellow strip of cloth, wand

I: wand in left hand, repeat "power defend me" x 5.

E: confers 1 level of protection and protection from (magic, projectiles, or flame; choose one), while allowing the wizard to still cast magics.

L: may only be cast on self unless used with a lend.

Expertise

T: neutral

E: may purchase 4 apprentice/2nd level points (not magics) worth of magic.

Killing grounds

T: fixed enchantment

M: 30 ft. black strip of cloth, wand

I: to set trap, lay out cloth in a circle, wand in left hand, repeat 3 x "poison seep, venom creep, flesh in mossy graves yet deep; rise from your undreaming sleep, bide and soon make mortals weep" to trigger, enter circle and repeat: "rise up now, receive thy pay; the promised time has come, now slay."

E: all within circle die.

L: may not be used with extension or within 50 ft. of a base or fort. No other fixed enchantment will exist within its radius.

N: wizard also dies. If wizard is killed before triggering the trap, then the magic is not expended. Affects all classes except 5th level monks. No form of magic (protection from magic, defend, protect, etc.) will save the wizard from death once this spell is expended. Is the only fixed enchantment that may be preplaced.

Lich

T: enchantment

M: 10 ft. strip of yellow or black cloth

E: after having died his last natural death, the wizard returns as a lich. A lich is bound to the place where he died, trapped within a small circle of earth.

They are neutral, but like any monster, can be bribed or convinced for help or enchantments. A lich may cast the circle of protection by saying its incantation only 3 times.

L: may not be within 100 ft. of a base. May never move nor be moved except when dead, and then never within 100 ft. of a base or more than 100 ft. from its original location.

N: a lich has all the wizards per life spells, as well as any other magic the wizard had left. A sever spirit or dispel will kill a lich. A lich is still considered to be a wizard and may still die from normal means.

Stack

T: neutral

E: may place two enchantments on a single player

L: may not be used on self, nor may it be stacked on itself. May not be combined with other classes' enchantments.

N: the cost must still be paid for the two enchantments to be used.

Transform

T: enchantment

M: yellow strip of cloth, wand, monster garb

I: player dresses in monster garb while wand in hand, wizard constantly repeats: "I transform thee into a monster."

E: player sacrifices 4 lives to be transformed into a monster with one life.

L: may only be cast on someone who has not yet died. Restricted to mummy, dryad, giant, unicorn, siren.

N: the garb for the monster must meet required standards. Once the monster dies, it is out of the game. May be dispelled.

