

Wizard Magic

cost/mag	spell	type	school	range	uses	materials	incantation
Level 1							
1 / 4	Bladesharp / Bludgeon	E	Sorcery	T	Per Game	Enchantment strip	Hold weapon in free hand and repeat x10 "Improve this weapon," tie strip on weapon.
0 / --	Cancel	S	Sorcery	50'	Unlimited		Repeat x2 "I cancel my magic."
1 / 4	Heat Weapon	S	Flame	20'	Per Life		Repeat x2 "By the power and might of the sun, I heat that (weapon)."
1 / 4	Honor Duel	S	Sorcery	20'	Per Life		State "(the names of both contestants)" loudly and repeat x5 "Remain this duel pure."
1 / 2	Iceball	B	Subdual	--	1 Ball / U	White spell ball	Hold ball in free hand and repeat x5 "Iceball."
1 / 4	Imbue Shield	E	Protection	T	Per Game	Enchantment strip, Shield	Shield in hand, repeat x10 "Imbue this shield," tie strip to shield so it is visible.
1 / 4	Magic Bolt	B	Sorcery	--	1 Ball / U	Blue spell ball	Hold ball in free hand and repeat x5 "Magic Bolt."
1 / 4	Shove	S	Sorcery	20'	Per Life		Repeat x5 "I shove thee."
0 / --	Stun Weapon	E	Subdual	T	Unlimited	Enchantment strip	State "May this weapon stun its victim," tie cloth to weapon.
1 / --	Talk to Dead	S	Spirit	T	Per Game	Dead Person	Repeat x10 "Speak to me."
Level 2							
2 / --	Circle of Protection	FE	Sorcery	T	Unlimited	10 ft cloth	Lay cloth in circle, repeat x5 "Circle of protection," place person(s) and/or item(s) you wish to protect inside.
1 / 4	Forcewall	FE	Sorcery	T	Per Game	10 ft. cloth	Lay cloth out in straight line, repeat x10 "Forcewall."
1 / 4	Harden	E	Protection	T	Per Game	Enchantment strip	Tie strip on object, repeat x5 "Harden this (name of item)."
1 / 4	Hold Person	S	Subdual	20'	Per Life		Repeat x3 "I command thee to stop."
1 / 4	Lightning Bolt	B	Flame	--	1 Ball / U	Yellow spell ball	Hold bolt in free hand and repeat x5 "Lightning Bolt."
2 / --	Liplock	E	Sorcery	T	Unlimited	Enchantment strip	Repeat x5 "Remain the truth still," tie on strip.
1 / 4	Mend	S	Sorcery	T	Per Life		Repeat x10 "Make this item whole again."
1 / --	Messenger	E	Sorcery	T	Per Game	Enchantment strip	Strip in free hand, repeat x10 "Safe passage unto thee," tie strip on player.
1 / 4	Protection from Flame	E	Protection	T	Per Game	Enchantment strip	Repeat x10 "Protection from the element of fire," tie strip on person or object.
2 / 2	Wounding	S	Death	20'	Per Life		Repeat x2 "From my heart I strike off your (right or left/arm or leg)."
Level 3							
2 / --	Ambidexterity	N	Neutral	--	Unlimited		
1 / 2	Anti-Magic	FE	Sorcery	T	Per Game	50 ft. measure, yellow markers	Mark an area with a 50 ft. radius, repeat x20 "May all forms of magic forsake this place."
1 / 4	Dispel Magic	S	Sorcery	20'	Per Game		Repeat x5 "I dispel that magic."
1 / 2	Extension	N	Neutral	--	Per Life		State "Extension" loudly before a spell.
1 / 4	Mutual Destruction	S	Death	50'	Per Game		Repeat x5 "I call for our deaths."
1 / 2	Protect	E	Protection	T	Per Game	Enchantment strip	Repeat x10 "May this magic Protect thee," tie strip on person
1 / 4	Protection from Projectiles	E	Protection	T	Per Game	Enchantment strip	Repeat x10 "Protection from projectiles," tie strip on person or object.
1 / 4	Touch of Death	E	Sorcery / Death	T	Per Game	Enchantment strip	Repeat x20 "Touch of death," tie strip on person.
2 / 2	Wind	S	Sorcery	LOS	Per Game		Repeat x2: "Sleeping force of Wind I hail, send you forth a mighty gale. Gentle sigh which once beguiled, make your breeze tomado wild Sirocco into cyclone gain, breeze become a hurricane. Make my enemy your foe; strike for me a telling blow. Scream down from the mountains high; sweep those fighters towards the sky. Coward, hero, fool the same, trapped within this deadly game. Strike at foes, leave friends behind, bite them with your teeth unkind. Buffet, whip them to the bone, toss them in a pile at home. Then whisper a gentle song, and return where you belong— Nestled 'gainst the azure sky, song in forest, willows' sigh."
1 / 2	Yield	S	Control	50'	Per Game		Repeat x3 "Yield thy arms and resist no longer, come unto me and be my captive."
Level 4							
2 / 1	Doomsday	S	Death	LOS	Per Game		Count "Doomsday 1, Doomsday 2..." through "Doomsday 350."
2 / 2	Finger of Death	S	Death	50'	Per Game		Point at victim, repeat x5 "I call for your death."
2 / 2	Fireball	B	Flame	--	1 Ball / U	Red spell ball	Hold ball in free hand and repeat x5 "Fireball."
1 / 4	Imbue Weapon	E	Sorcery	T	Per Game	Enchantment strip	Weapon in free hand, repeat x10 "Imbue this weapon," tie strip on weapon.
1 / 4	Protection from Magic	E	Protection	T	Per Game	Enchantment strip	Repeat x10 "Protection from all forms of magic," tie strip on person or object.
1 / 4	Pyrotechnics	S	Flame	50'	Per Game		Repeat x5 "I call upon the element of fire to destroy that (object)."
2 / 4	Sever Spirit	S	Spirit	T	Per Life	Already dead victim	Repeat x2 "On life thou has no hold, thy corpse is growing cold, discard this empty husk, thy spirit resides at dusk."
1 / 4	Teleport	S	Sorcery	T	Per Game		Repeat loudly x5 "Teleport;" upon arrival loudly x5 "Arriving."
Level 5							
1 / 1	Advancement	N	Neutral	--	Per Game		
2 / 4	Flight	E	Sorcery	Self	Per Game	Enchantment strip	Tie strip on self and state "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?"
1 / 4	Lend	N	Neutral	--	Per Game		
2 / 2	Reanimate	E	Spirit	T	Per Life	Enchantment strip	Repeat x10 "Rise and fight again," tie strip on player
2 / 1	Vivify	N	Neutral	--	Per Game		
Level 6							
2 / 1	Defend	E	Protection	Self	Per Game	Enchantment strip	Repeat x5 "Power defend me." Tie strip on self.
2 / 1	Expertise	N	Neutral	--	Per Game		
2 / 1	Killing Grounds	FE	Death	T	Per Game	Up to a 20 ft radius circle surrounded by a strip of cloth, tape, or	To set trap, lay out cloth in a circle, repeat x "Poison seep, venom creep, flesh in mossy graves yet deep Rise from thy undreaming sleep, bide and soon make mortals weep" To trigger, enter the circle and repeat: "Rise up now, receive thy pay, the promised time has come, now slay."
2 / 1	Sphere of Annihilation	B	Sorcery	--	1 Ball / U	Black spell ball	Hold ball in hand and repeat x5 "Sphere of annihilation."
1 / 4	Stack	N	Neutral	--	Per Game	Enchantment strip	Tie strip on arm of person receiving extra enchantment.

Garb: Yellow Sash
Shield: None
Weapons: Dagger, Short, Long, Spear, Staff
Lives: 4
Enchantment Strips: Yellow

Weapon Cost:	
Dagger	0
Short	2
Long	4
Spear	3
Staff	2

Wizard Magic

Caster Level	Spell Level					
	1	2	3	4	5	6
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

Spell points available to buy magic at that level.

Level 1

Bladesharp/Bludgeon

E: Weapon deals one additional point of damage when slashing. May be simul-cast up to four times on one weapon allowing it to deal up to four extra points of damage. This does not make it a red weapon.

Cancel

E: A spell, enchantment, or fixed enchantment you cast is negated and expended

Heat Weapon

E: The weapon is considered useless for a 300 count.

Honor Duel

E: Each contestant becomes completely immune to outside effects. They must duel each other until one is dead or a mutually agreed term of winning is accomplished. Participants in an Honor Duel may only affect one another and are considered to be out of play until the spell is finished. The victor may choose safe passage to their home base, ignoring all wounds until arrival. If alive, the loser must return to his base and call 'Alive' to reenter the game.

Iceball

E: Effects, Limitations, and Notes as per Entangle.

Imbue Shield

E: Shield may not be destroyed by any means except Sphere of Annihilation. The shield is not affected by other magic. Engulfing magic balls that strike the shield do not affect the holder of the shield. A Fireball that bounces off the shield will still affect legal targets that it strikes.

Magic Bolt

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.

Shove

E: Forces victim to back up 20 feet.

Stun Weapon

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

Talk to Dead

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

Level 2

Circle of Protection

E: Person(s)/item(s) inside can't harm or be harmed by anyone outside the circle, nor can they cast magic that affects anyone or anything outside the circle. Forces outside the Circle of Protection may not affect them.

Forcewall

E: Creates an impenetrable 10-foot wall

Harden

E: Makes object indestructible, except versus Sphere of Annihilation.

Hold Person

E: Victim may not move feet for 100 count.

Lightning Bolt

E: Players struck die; Items struck are destroyed.

Liplock

E: Bearer cannot speak or otherwise respond to questions asked under Talk to Dead or similar magic. Does not affect the Tracking ability.

Mend

E: Will repair a destroyed item or restore one point of armor in one location.

Messenger

E: Recipient must go straight to destination, deliver message, then return where spell was cast. Cannot harm others nor be harmed, and may not be followed.

Protection from Flame

E: Target is immune to Flame magic and abilities.

Wounding

E: Victim's limb is wounded.

Level 3

Ambidexterity

E: User may cast magic with either hand.

Anti-Magic

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

Dispel Magic

E: If cast on a player, all spells and enchantments on a player are dispelled, including any enchantments on their equipment; Reanimated players die. If cast on an object, all enchantments on it are dispelled. May target a fixed enchantment to remove it.

Extension

E: Doubles range of the spell for one use. If the spell has a range of 'Touch', grants range of 20 ft and the caster must point at the target in lieu of touching.

Mutual Destruction

E: Both the caster and the victim die.

Protect

E: Person enchanted is immune to the first hit or magic cast against him. This is one level of invulnerability.

Protection from Projectiles

E: Protects from all non-magic thrown or shot projectiles (such as arrows, javelins, throwing daggers, etc.)

Level 3

Touch of Death

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

Wind

E: All enemies in sight are blown back to their base and considered out of game until they arrive.

Yield

E: Victim lowers weapons and surrenders to the caster, moving in a straight line at a brisk walk – until at the caster's side – where they then begin a 300 count. During this spell they stay by the caster's side and cannot fight, cast magic, or use abilities. The caster may free the victim at any time for any reason. If they are not killed before the spell ends, they must return to their base, and are then able to act freely. May not be physically restrained to prevent the player from returning to base or going to the caster. If the caster dies the player remains near the body until their count expires.

Level 4

Doomsday

E: All enemies in line of sight at the end of the spell die.

Finger of Death

E: Person dies.

Fireball

E: Destroys (or kills) anything it touches while moving, even on a roll or foot shot (it affects all targets it touches not just the first thing struck). When throwing the caster may declare that the Fireball is "remain active." If this is done, the Fireball will continue to burn for up to two minutes after it comes to a stop, destroying the very next thing it touches and ending the effect. Bounces count.

Imbue Weapon

E: Wounds inflicted by the weapon kill.

Protection from Magic

E: Blocks all forms of magic, even beneficial magic such as Heal and Resurrect.

Pyrotechnics

E: Object is destroyed.

Sever Spirit

E: Causes corpse to be impossible to Resurrect or raise from the dead in any manner.

Teleport

E: Target goes to any one location of the caster's choice. Cannot harm others nor be harmed during transit. Treat as Out of game until at location, and may not be affected until the final "Arriving" has been stated. Example: A player casts Teleport and chooses as his destination the base of his enemy. The enemy cannot notice his transit to the area, but does notice when he starts repeating "arriving" and may not affect him in any way until he finishes the final "arriving."

Level 5

Advancement

E: May purchase up to three points worth of first level magic from their own class' spell list.

Flight

E: Caster must occasionally flap their arms and emit piercing screeches for the duration of the spell (this requirement does not interfere with the casting of magic). Immune to melee attacks by non-flyers. Immune to projectile, javelin, and magic ball attacks from within twenty feet. Caster may use verbal magics without losing the enchantment.

Lend

E: May lend magic to another magic-user of the same class. That person may then use the magic as if he had purchased it with his own points. The caster Lending the magic may no longer use it.

Reanimate

E: Player temporarily comes back from the dead to loyally serve the caster. This enchantment lasts for a 200 count or until the player's death count is finished. When the time has elapsed the player is once again dead and may return to life when his normal death count has expired, or immediately at his base if his death count expiring ended the Reanimate. Any player having Reanimate cast on them is affected as per Sever Spirit.

Vivify

E: Gives the caster one additional life.

Level 6

Defend

E: Caster is granted one of the following: a Protect, Protection from Magic, Protection from Flame, or Protection from Projectiles. Casting magic does not cause this enchantment to dissipate.

Expertise

E: May purchase up to four points worth of up to second level magic from their own class' spell list.

Killing Grounds

E: All within circle die.

Sphere of Annihilation

E: Will destroy anything it touches; even Imbued or Hardened items. Counts as one hit against invulnerability. Is not stopped by any non-invulnerable armor. Weapons and shields are considered separate from the person holding them. Objects destroyed by Sphere may not be Mended. Will stop Fight After Death. Players killed by Sphere may still be Resurrected.

Stack

E: You may place one extra enchantment on a single player or his equipment.

Only spell effects are listed.
For spell limitations and notes, consult the Amtgard Rulebook 7.5