

ATHCART

the Book of magic



THE BOOK OF MAGIC: CONTENTS

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MAGIC

The Magic User class in Amtgard is one of the most distinct differences from all other medieval and fantasy societies. Being a magic user requires the participant to use a great deal of strategic thinking and in no sense is it easy to play.

There are 3 levels in the magic user guild; Apprentice, Magician, Master. Each is obtainable through attendance for 12 weeks at the lower level and good play. At each level the magic user gains ten usable spell points. These points will be spent to use spells and weapon skills. The maximum Usable Spells Points that can be obtained is 30, this includes weapon skills.

The rules of using Magic are:

- 1) Spells must be said loud enough to be heard within 50 ft.
- 2) Only one spell may be active at a time (Excluding enchantments).
- 3) A person may only carry one enchantment at a time.
- 4) When a person dies, the enchantment he/she carries is lost.
- 5) An enchantment will only cover one object (e.g. A person, a weapon, armour, etc...).
- 6) If a magic user is using an enchantment it is dispelled when another spell is begun.
- 7) Enchantments must be very visible, either worn around the benefactor's neck or prominently displayed on the protected object.
- 8) The magic user must stand still when a spell is cast else the spell is disrupted (except for Hold Person and Wounding).
- 9) A disrupted spell or an incomplete spell has no effect and does not count as if it were used.
- 10) A magic user must keep a Magic book with him/her at all times in which his/her spells are written down. Without the book he/she cannot cast spells (except for Hold Person and Wounding).

The magic user class is one of the most powerful when played properly and it is a great deal of fun to play. People who become a magic user are urged to look and act the part. There is a great deal of trust and honor involved for this system, to work right, so please watch yourself closely. People who abuse the class will be dealt with. Enjoy and happy spell casting to you.

Weapons and Cost:

A magic user may use weapons provided they deduct an appropriate number of their usable spell points in order to learn that weapon skill. The point cost must be deducted from each magic user level (e.g. If a Master Magician used a short sword, it would cost him 6 points of usable spell points leaving him with 24 usable points).

These are the costs:

<u>WEAPON:</u>	<u>MAX SIZE:</u>	<u>COST:</u>
Short:	3 ft	2
Long:	4 ft	4
Spear:	none	3
Staff:	none	2
Daggers:	1 1/2 ft	0

Note: limits on iceballs, lightning bolts, and fireballs are on the maximum number that can be charged at any time. It costs one point per spell type to carry a maximum of up to 10 charges. (i.e.- a person could carry up to 10 iceballs for a cost of one point.)

The following tables list the spells available to magic users at their respective levels. The tables list the spell name, number of uses for each spell bought, the cost for one level of a spell, and the maximum number of spell levels that can be bought for an individual spell.

Apprentice Spells

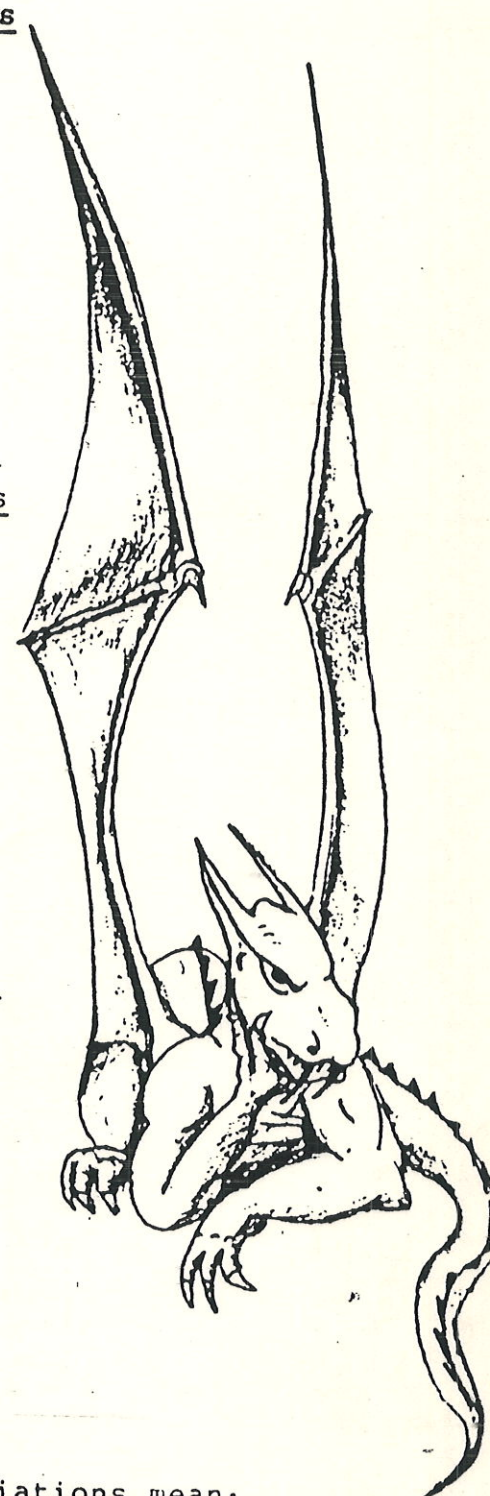
	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Blade Sharp	1/battle	1	4
Bludgeon	1/battle	1	4
Heat Weapon	1/life	1	4
Honor Duel	Unlimited	0	None
Iceball	1 bolt/U	1	4
Light	Unlimited	0	None
Lightning Bolt	1 bolt/U	1	
Magic Dust	Unlimited	0	None
Stun Arrow	Unlimited	1	None
Talk to the Dead	1/battle	1	None
Wounding	1/life	2	2

Magician Spells

	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Circle of Protection	Unlimited	2	None
Enchant Shield	1/battle	1	4
Fireball	1 bolt/U	1	4
Force Wall	1/battle	1	4
Hold Person	1/life	1	4
Mend	1/life	1	4
Messenger	1/battle	1	None
Mutual Destruction	1/battle	2	None
Protection from Flame	1/battle	1	4
Touch of Death	1/battle	1	4
Yield	1/battle	1	4

Wizard Spells

	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Amnidexterity	Unlimited	2	None
Antimagic	1/battle	1	2
Curse by Name	1/battle	1	4
Dispel Magic	1/battle	1	None
Doomsday	1/battle	1	1
Enchant Weapon	1/battle	1	4
Extension	1/battle	2	4
Projectile Protection	1/battle	1	4
Protection	1/battle	1	4
Protection from Magic	1/battle	1	4
Pyrotechniques	1/battle	1	4
Teleport	1/battle	1	4
Zombie	1/battle	2	4



NOTE: In the following spell descriptions the abbreviations mean:
M: Materials needed to cast spell
A: How to activate the spell, what conditions are necessary
R: The range of the spell
E: The effect the spell will have when completed properly
L: Limits to the spell if any

Blade Sharp:

- M: Yellow cloth inscribed with "Blade Sharp"
Bladed weapon
- A: Hold weapon in left hand
Repeat 10 times "Sharpen this blade"
Tie cloth onto the weapon
- E: If the weapon is normally a blue weapon then it is treated as a red. If the weapon is a red then it does double its normal damage (4 points off armour and 2 hits destroys a shield and arm).
- L: The weapon must be blue or red to begin with

Bludgeon:

- M: Yellow cloth inscribed with "Bludgeon"
Blunt weapon
- A: Hold weapon in left hand
Repeat 10 times "Harden this weapon"
Tie cloth onto the weapon
- E: Same as a Bladesharp spell.

Heat Weapon:

- A: Repeat 2 times "By the fires of the Phoenix I heat that weapon"
- R: Weapon to be affected must be within 20 ft
- E: The weapon is considered useless for 5 minutes or a count of 300
- L: The weapon must be made of "metal"

Honor Duel:

- M: 2 or more yellow bands inscribed with "Honor Duel"
2 or more contestants
- A: Hold the ties in left hand
Repeat 3 times "Remain this duel pure"
Tie one ribbon on each person
- E: Each contestant is protected from all outside forces. The victor is allowed safe passage to a safe territory, ignoring wounds until arrival

Iceball:

- M: Padded white "Iceball"
 - A: Hold ball in left hand
Repeat 5 times "Iceball"
 - E: A direct hit to a person will freeze them in place for a count of 300. They may not fight but cannot be hurt by any weapon.
- Note: A fireball will dispel this, 2 fireballs will kill

Light:

- M: Flashlight
- A: Hold flashlight in left hand
Repeat 5 times "Let there be light"
Turn on light

Lightning Bolt:

- M: Padded yellow "lightning bolt"
- A: Hold bolt in left hand
Repeat 5 times "Lightning Bolt"
- E: A direct hit to a person will kill them. A hit to an object, sword, catapult, shield, etc... will destroy it.

Magic Dust:

- M: Dust
- A: Repeat 5 times "Magic dust"
- E: For use with some spells

Stun Weapon:

- M: Yellow cloth inscribed with "Stun Arrow"
A weapon
- A: Hold weapon in left hand
Repeat 5 times "May this weapon stun its victim"
Tie cloth onto arrow shaft
- E: If the weapon hits a person, the person is stunned for a count of 300. He/she may not fight or do any other action.

Talk to the Dead:

- M: A dead person
- A: Touch the dead person's forehead with left hand
Repeat 10 times "Speak to me"
- E: Person must answer one question truthfully

Wounding:

- M: Unwounded target
- A: Repeat twice "From my heart I strike off your (Right or left, leg or arm)"
- R: Must be within 20 feet
- E: Victim's limb is destroyed or wounded

MAGICIAN SPELLS

Circle of Protection:

- M: Yellow cloth at least 10 feet long
- A: Repeat 5 times "Circle of Protection"
- E: Nothing will affect the magician while he/she remains within the circle and make no other actions
- L: You may not hold valuable game items in it.

Enchant Shield:

- M: Shield
Yellow cloth inscribed with "Enchant shield"
Magic Dust
- A: Touch the shield with left hand
Repeat 10 times "Enchant this shield"
Tie cloth onto shield
Sprinkle dust
- E: The shield cannot be destroyed

Fireball:

- M: Red padded "Fireballs"
- A: Hold ball in left hand
Repeat 5 times "Fireball"
- E: A hit destroys anything on contact including people. Bounces do count and the balls continue to burn after thrown. The fireballs will remain active for 2 minutes.
- L: If a group of fireballs is enchanted they must all be thrown together, not individually.

Force Wall:

- M: 10 foot yellow cloth
- Wand
- Magic Dust
- A: Hold wand in left hand
- Repeat 20 times "Force Wall"
- Lay cloth in a straight line
- Sprinkle dust
- E: Creates an impassable wall 10 ft x 10 ft
- L: The magic user must be within 100 ft of the wall at all times to maintain it.

Hold Person:

- M: A person
- A: Repeat 3 times "I command you to stop"
- R: Victim must be within 50 ft
- E: Person must stop and remain in place for a count of 100. He/she may fight or do any other actions besides moving from place.

Mend:

- M: Magic Dust
- Destroyed item
- A: Touch object with left hand
- Repeat 10 times "May this be whole again"
- Sprinkle dust
- E: Item is considered usable again

Messenger:

- M: Yellow cloth inscribed with "Messenger"
- A person to be the messenger
- A: Touch the messenger with left hand
- Repeat 10 times "Safe passage unto you"
- Tie cloth onto person
- E: The person may take any message to anyone in the game. He/she cannot be harmed or stopped. Likewise he/she cannot harm anyone else. He/she must return to the place the person had the spell cast upon him/her before the spell is lifted.

Mutual Destruction:

- R: Victim must be within 50 ft
- A: Repeat twice "(Person's name), I call for our deaths"
- E: Victim and magic user die instantly

Protection from Flame:

- M: Yellow cloth inscribed "Protection from Flame"
- Item or person to be protected
- A: Touch item with left hand
- Repeat 10 times "Protection from the element of Fire"
- Tie cloth onto object
- E: Gives protection from all forms of flame including lightning

Touch of Death:

- M: Victim
- A: Stand with arms outstretched
- Repeat 20 times "Touch of Death"
- Touch victim
- E: Victim dies
- L: The spell will remain active for 10 minutes before it must be recharged. The spell will not penetrate armour or a shield.

Yield:

- M: Doll or figurine
Magic Dust
- A: Hold doll in left hand
Repeat 3 times "(Person's name), yield thy arms and resist no longer, come unto my arms and be mine captive"
- R: Victim must be within 50 ft
- E: Person must surrender to the magic user and may not fight until rescued

WIZARD SPELLS

Amnidexterity:

- A: Automatic
- E: Wizard may use either hand in casting spells

Antimagic:

- M: Staff with 50 ft string
Magic Dust
- A: Hold staff in left hand
Repeat 30 times "May the magic leave this place"
- E: No magic or enchanted items will work within 50 ft

Curse by Name:

- M: Doll
- A: Hold doll in left hand
Repeat 20 times "(Person's name), I curse thee"
- R: Within 50 ft
- E: Victim dies

Dispel Magic:

- M: Wand
- A: Hold wand in left hand
Repeat 10 times "Dispel this magic"
- E: Will dispel enchantments on people or objects. Also included are Force Wall, Light, and Iceball

Doomsday:

- A: Repeat 400 times "Doomsday (Present count)"
- E: All enemies within sight are dead

Enchant Weapon:

- M: Weapon
Magic Dust
Yellow cloth inscribed "Enchanted Weapon"
- A: Hold weapon in left hand
Repeat 5 times "Enchant this weapon"
Tie cloth onto weapon
Sprinkle dust
- E: A hit to a person will kill him/her as poison would

Extension:

- A: Say "Extension"
- E: The range of one spell may be doubled. Usable on different spells.



Projectile Protection:

- M: Yellow cloth inscribed with "Projectile Protection"
Thing to be protected
- A: Hold cloth in left hand
Repeat 5 times "May this charm protect from all manner of flying weapons"
- E: Thing is protected from all arrows and weapons that are thrown

Protection:

- M: Yellow cloth inscribed "Protection from (Spell level) hits"
Person to be protected
- A: Touch person with left hand
Repeat 5 times "May the magic protect you"
Tie ribbon to person
- E: Depending on the power of the spell it would protect the person from the first one to four hits from any non-magical weapons.

Protection from Magic:

- M: Yellow cloth inscribed "Protection from Magic"
Object to be protected
- A: Touch object with left hand
Repeat 30 times "Protection from all forms of Magic"
Tie cloth onto object
- E: Protects from all forms of Magic

Pyrotechniques:

- M: Wand
- A: Hold wand in left hand
Repeat 20 times "I call upon the element of fire to burn the (object)"
- E: Object will be destroyed unless magically protected
- L: Must be an object but cannot be armour

Teleport:

- M: A person to be teleported
Yellow cloth inscribed "Teleport"
- A: Touch the person with left hand
Repeat 5 times "Teleport"
Tie cloth onto person
- E: The person may go to any one location. They cannot be harmed by anyone and cannot harm or engage with anyone until they announce (loudly) that they have arrived.
- L: The spell will only teleport the person and his/her equipment.

Zombie:

- M: One dead person
Yellow cloth inscribed "Zombie"
- A: Touch dead person with left hand
Repeat 10 times "Rise and fight again"
Tie cloth to person
- E: Person is considered alive again
- L: This spell will not affect people who are Holy or Magical in nature (Healers, Paladins, Monks, etc). Warning, a Dispel Magic spell will kill a zombie

HEALER SPELLS

Healers are a supportive force in battlegames. They help strengthen and maintain the fighting forces. The rules of using Healer Spells are the same as those for Magic.

The following tables list the spells available to the healers at their respective levels. The tables list the spell name, number of uses for each spell bought and the cost for one level of a spell.

<u>Weeks played</u>	<u>Level</u>	<u>Usable Spell Points</u>
1-12 weeks	Apprentice	10 points total
13-24 weeks	Master	20 points total
25-36 weeks	Chirurgeon	30 points total

<u>Apprentice Spells</u>	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Cure Poison	1/life	1	4
Heal	Unlimited	0	None
Lost	1/battle	2	4
Mend	1/life	1	None
Mute	1/life	2	4
Talk to the Dead	1/battle	1	None

<u>Master Healer Spells</u>	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Banish	1/life	1	4
Bless	1/battle	2	4
Curse Weapon	1/battle	1	4
Entangle	1/bolt/U	2	4
Protect From Disease	1/life	2	4
Sleep	1/life	2	4
Heal Extend	1/life	1	4
			None

<u>Chirurgeon Spells</u>	<u>Uses</u>	<u>Cost</u>	<u>Limits</u>
Mass Sleep	1/game	2	1
Protect	1/game	1	4
Ressurrect	1/game	1	6
Stun Weapon	1/life	1	None
Wounding	1/life	1	2
Yield	1/game	2	4

WEAPONS & COSTS:

The cost must be deducted from each healer level (Same as Magic-users)

<u>Weapon</u>	<u>Max Length</u>	<u>Cost</u>
Short, edged weapon	3 ft	4
Short, non-edged weapon	3 ft	3
Long, edged weapon	4 ft	5
Long, non-edged weapon	4 ft	4
Staff	None	3
Shield	Small	3

APPRENTICE SPELLS

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Cure Poison:

M: Strip of cloth

A: Touch person

Repeat 10 times "Cure Poison"

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

Healing:

M: A wounded person

A: Repeat 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.

Lost:

A: Say 5 times "I make thee lost"

E: Person must go back to their base or Nirvana before they can do anymore actions. They may defend themselves if attacked.

R: 20 ft

L: Does not affect Scouts or Barbarians

Mend:

M: Broken or destroyed item

A: Touch item

Repeat 10 times "May this be whole again"

E: Item is considered usable again

Mute:

A: Say "(Person's name), I silence thee", repeat 5 times

E: The victim cannot cast spells for a count of 100

R: 20 ft

Talk to the Dead:

M: Dead person

A: Touch the dead person

Repeat 10 times "Speak to me"

E: Person must answer one question truthfully.

MASTER SPELLS

Banish:

M: Ghost or Zombie

A: Repeat 5 times "I banish thee monster"

R: 20 ft

E: Monster is destroyed for 500 count



Bless:

M: Cloak or other item of apparel

A: Touch cloak

Repeat 5 times "I bless thee"

E: Affected person is immune to first hit received (excluding Magic).

L: The person must be wearing the enchanted item.

Curse Weapon:

M: Weapon

A: Repeat 5 times "I curse that weapon"

R: 20 ft

E: The next hit to another person from that weapon will have no effect. It negates the first hit scored.

Entangle:

M: Padded "Entangle" ball

A: Hold ball

Repeat 5 times "Entangle"

E: Person is entangled until freed by 4 hits from another person. If the entangled person touches another with body or weapon no hit is scored but the other is also entangled.

L: Entangled people may not attack each other.

Protection from Disease:

A: Repeat 3 times "I protect thee from disease"

Touch person

E: Person can still be killed but cannot be turned into a Zombie or be adversely affected by any other monster disease (Mummies, Lycanthrope, etc.).

Sleep:

A: Repeat 2 times "Listen and let the fighting cease, close your eyes and sleep in peace"

R: 20 ft

E: Person must lay down and sleep for 300 count

Heal Extend:

A: Say "Extension"+"Heal" spell

E: Gives a "Heal" spell a range of 10 ft

CHIRURGEON SPELLS

Mass Sleep:

A: Repeat 400 times "Mass Sleep (Present count)"

R: All people within sight

E: All people on both teams are asleep for a count of 300.

Protect:

A: Repeat 5 times "I protect"

Touch person to be Protected

E: Person enchanted is immune to the first hit of any kind or the spell cast against him/her.

Ressurect;

M: Dead person

A: Say "Sword cut, spear stab, mace smash, arrow jab,
severed soul, hear the living call out to thee.
Sword cut, spear stab, mace smash, arrow jab,
beg the Dark Gods to set their newest prize free.
Sword cut, spear stab, mace smash, arrow jab,
now follow the white light of life to its source.
Sword cut, spear stab, mace smash, arrow jab,
now feel thy heartbeat, in thy veins the blood course.
Sword cut, spear stab, mace smash, arrow jab,
return now to thy friends who have summoned thee.
Sword cut, spear stab, mace smash, arrow jab,
the white light of healing has set thy soul free."
E: The dead person is alive again negating the last death.

Stun Weapon:

M: Weapon

Strip of cloth

A: Touch weapon

Repeat 10 times "Stun Weapon"

E: Weapon (any type) acts as a "stun only" weapon (as per the Subdual
Rules) until the user ends the spell.

Wounding:

M: Unwounded victim

A: Repeat twice "From my heart I strike off your (right or left, arm
or leg)"

R: 20 ft

Yield:

A: Repeat 3 times "(Person's name" yield thy arms and resist no
longer, come unto my arms and be mine captive."

R: 20 ft

E: Victim must surrender and may not fight until rescued.



BARD CLASS:

Garb: Brightly colored tunic (white, yellow or orange preferred). A musical instrument must be carried at all times.
 Weapons: Any single handed weapon and a pike.
 Armour: No armour, but a shield may be used.

BARDIC SPELLS:

The following tables list what abilities are available to the bard at the respective levels:

<u>Apprentice</u>	<u># Victims</u>	<u># Uses</u>	<u>Time Limits</u>
Visit		Unlimited	
Legend	1 victim	1/Life	none
Charm	1	1/Battle	
Truth	1	1/Life	
<u>Journeyman</u>	<u># Victims</u>	<u># Uses</u>	<u>Time Limits</u>
Legend	4	2/Battle	30 minutes
Charm	1	2/Battle	
<u>Master</u>	<u># Victims</u>	<u># Uses</u>	<u>Time Limits</u>
Legend	7	2/Battle	15 minutes
Charm	1	1/Life	

ABILITY EXPLANATIONS

Visit: A 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 harmful move toward one another at this time, and the bard may leave when they wish to. He must declare he is coming for a visit.

Legend: Range is 20 ft. A short poem must be spoken (15 to 20 words long). The bard and victim then move to a place of the bard's choosing (within 200 yds), where the bard will perform for them. The bard and the victim may only be killed from a 20 ft. radius, as anyone directly approaching them will be caught as well. The victim may not defend themselves, but the bard may do so at the cost of losing the victim's attention. Legend may not be used while visiting.

Charm: Range is 20 ft. A short poem must be said and the bard may make a single reasonable request 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 go.

Truth: Range is 20 ft. A short poem must be said and the bard may ask the victim a single question which he must answer truthfully. The victim cannot be harmed while answering the question.

NOTES

1. Bardic abilities are not magical in nature.
2. Barbarians are immune to all bardic abilities except Visit.
3. Bards must always carry a musical instrument for the spells to work.
4. Bardic legend may not be used within 20 ft. of a valuable game item or location.

MAGIC RELICS AND ENCHANTMENTS

There are many types of magic relics and enchantments used in the games. Most relics or enchantments that apply only to the user will be worn around their neck on a yellow band. This yellow band signifies that a spell is effect for that person. If you see someone wearing a band ask what the spell is before you attack. Anyone using an enchantment must tell you what kind of spell it is if you ask.

Some relics are permanent in nature and are passed on from the current user to a new person every few months. The current user will sponsor a quest for the relic so that a new owner may be found.

MAGIC RELIC DESCRIPTIONS

Ring of Power: The first hit from every opponent's (normal and enchanted weapons) is negated, this does not include magic or bardic spells. It may be kept by a single person for up to 6 months before it must be put into another quest. The person who has the Ring must give it up for at least six months before they can win it back.

Sword of Flame: The sword is treated as a weapon with an "Enchant Weapon" spell cast upon it. The sword also confers the a "Protection from Flame" spell upon the owner. The sword may be used for one life in a game. The sword may be kept by one carrier for six months.

Shield of Reflection: Shield is treated as a shield with an "Enchant Shield" spell cast upon it. The shield is indestructable and the effect is permanent. The shield may be carried by one person for six months.

Orb of Healing: No information.

Odin's Hammer: N.I.

Guantlets of the Orge: Will stop any hit as a shield would. They cannot be destroyed by red weapons, only magic spells.

Tome of the Ancient Mage: Book of spells for various classes.

Horn of Ressurrection: When the Horn is blown, all dead teammates within 30ft are alive again. May only be used once by each team.

Dagger of Infinite Penetration: When the Dagger is thrown any hit to a person is counted (armour values are ignored). Destroys shields on contact.

THE
SPELL

