

## BARD 6.53

**Garb:** Light blue sash, plus must carry a musical instrument

**Armor:** None

**Shield:** Buckler, Small or Medium Shield (will subtract from magic points)

**Weapons:** See the Magic section for a listing of weapons used. Weapons subtract from the Bard's magic points.

**Immunities:** None

**Lives:** 4

Weapons	Dagger	0
Cost	Short	3
Per 10	long	4
Points of magic	Staff	2
	Shield	3

Hinged, bow no

### 1<sup>st</sup> Level Bard.

**Cancel(S)**

E: Negates own magic only.

**Charm**

E: Enemy player is given a task as set by the caster such as sing or dance about, etc which he must perform. The caster should describe what he wants the **Charmed** player to do as soon as possible after casting the spell. The caster is protected from attack from the victim during this time. If the caster dies before the instructions for the **Charm** are given, the player is freed of the **Charm**. If the caster has not given his instructions within a 50 count the **Charmed** player is freed. Spell ends when the task is completed or a 300 count has elapsed, whichever comes first.

L: You may not **Charm** somebody to effect his or her own person, equipment, or a member of his or her own team. The victim may defend himself if attacked, but otherwise may not interact with other players unless it is required to complete the **Charm**. The **Charmed** player may move immediately to a safe, out of the way, location if performing the **Charm** at their current location would place them at a battlefield disadvantage. If moving to a safe location, the count for the **Charm** begins when they arrive at that location. Impossible **Charms** such as "Bring me the moon in a teacup" result in the **Charm** being wasted.

N: The charmed player's count starts the moment they are **Charmed**, except as noted above.

**Hold Person**

E: Victim's feet are frozen to ground for 100 count. May yell, fight or cast any magic that does not involve moving feet. May be cast while moving. Wizards do not require a spell book

**Presence**

E: Due to respect and awe for the position, all barbarians who are not berserk will not attack the caster during a life in which **Presence** is used. Also, due to professional respect, druids and monks of lower level than the caster will not attack the caster.

L: If the caster attacks a barbarian, monk, or druid who is affected by **Presence**, that person may ignore the affects of the casters **Presence** for the rest of the game. While in effect, those affected by **Presence** are immune to all other magic from the caster.

N: Berserk barbarians are not affected by **Presence**.

**Protection from Control**

E: Target is immune to control magic and abilities.

**Visit**

I: "Visit" followed by a 150 count during which the caster may take no hostile actions or the magic must be restarted. The caster may defend himself if directly threatened, but must disengage as soon as possible. The count is not a casting action, but time required for the **Visit** to take effect and must be counted so it can be heard 50 ft away. The caster must remain at his base during this count or the magic is cancelled.

E: The caster may enter and sit within/at the enemy base and/or position, and perform and talk with them. During this time neither the

caster nor the enemy may attack one another or cast hostile magic at each other. To end the "Visit" the caster must declare that he is leaving and tag his base before returning to the game.

L: Monsters may choose to ignore **Visit** and attack the caster.

### 2<sup>nd</sup> Level Bard

**Legend**

E: The caster and victim move to an out of the way place within 50 ft of the casting of the spell, where the caster will perform for him. Neither the caster nor target can be attacked by anyone within a 20 ft radius. The caster may defend himself, but at the cost of canceling the spell. The victim may not do anything. Once the performance has begun, anyone susceptible to control magic may be ensnared, at the caster's option, if they come within 20 ft of the bard while he is performing. He may attempt to ensnare a maximum number of people equal to his level. Unsuccessful attempts to ensnare a victim still count towards this limit.

To start his performance he states "I will now give a performance" x5 so that it can be heard at least 50ft away.

L: The "out of the way place" cannot be within 50 ft of a base. Performance has a maximum length of a 300 count (started the moment the spell is finished being cast). If ended without the death of the target(s), the targets must tag their base before returning to the game.

Players not affected by **Legend** may not attack, cast magic, or use class abilities on the bard or his victims if within 20 ft of the caster's performance but may enter and leave the area at will.

N: The caster may attack victims of this spell, though the caster attacking anyone in a **Legend** frees all other victims and the **Legend** spell is broken. The caster and victim are considered removed from the game during their transit to the performance location. This is considered an ongoing spell effect and as such may be removed via **Dispel Magic** targeted on the caster.

**Liplock**

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

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

N: Disappears when the person comes back to life. May be cast on an unwilling target.

**Protection from Subdual**

E: Target is immune to subdual magic and abilities. Target also gains immunity to being subdued or held in place by any means except for the **Stun** spell.

N: If struck by a subdual blow or similar effect, the bearer takes damage as though it were a normal strike.

**Talk to Dead**

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

**Truth**

E: The target must answer the question truthfully. If the answer is unknown the target may state so, thus ending the spell.

### 3<sup>rd</sup> Level Bard

**Confidence**

E: While enchanted player is considered one level higher. If a life was gained from the increase of level and the player died while enchanted the loss is removed from "extra" life and is otherwise not subtracted from his total. The player gains all abilities of the higher level.

L: Each player can have this cast on them only once each game. May not be cast on magic-users.

**Extension**

E: Doubles range of the magic for 1 use. If magic has no range, grants range of 20 ft.

N: Is used up when EXTENTION is said

**Imbue**

E: Allows the caster to purchase two magic points of first or second level bard magic.

**Sleep**

E: Victim must lie down and "Sleep" for a 100

count.

L: **Sleeping** people cannot be killed. The target and their possessions may not be harmed. The target may not be moved except via the **Shove** and **Wind** spells. The target's possessions may not be removed from his person. This spell may not be **Cancelled**.

### 4<sup>th</sup> Level Bard

**Awe/Fear**

E: Target may not attack or cast magic at the caster and must remain at least 20 ft away from the caster at all times for a 300 count.

L: If the caster attacks or casts another magic at the target, this spell's effect is negated.

N: Victims may still cast area-effect magic (like **Doomsday**) that would affect the caster but do not specifically target him.

**Berserk**

E: Player gains all the abilities and restrictions listed for the barbarian berserk ability for the duration of the life enchanted. May not return to "normal" until the enchantment is removed by magic or death.

L: Player does not gain fight after death unless they may normally do so while berserk (3<sup>rd</sup> level or higher barbarians). May not be used on players who are already berserk.

N: This is the only enchantment that can be cast on barbarians. If dispelled, any hits to target armor prior to the dispelling are lost with the armor (i.e. they do not become wound or killing shots). Each player can have this cast on them only once each game.

**Honor Duel**

R: 20ft (Both contestants must be within 20 ft of the caster when the incantation is finished for the spell to work.)

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. At the end of the spell the winner must return to his base and tag in to return to the game. If alive, the loser must do so as well. 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 their home base.

L: May not be members of the same team without the Reeve's permission. Barbarians cannot be involved in this spell. Spell is negated if no side achieves victory in a 300 count.

N: Combat is limited to a reasonable area. Should the duel become a stalemate (e.g., a participant is *Petrified* or otherwise incapacitated) the spell will be cancelled if no combat takes place within a reasonable (30 count) amount of time. Honor Duel may not be dispelled or cancelled. May not be cast on people acting as game items.

**Lore**

E: The caster and target are removed from the game. The caster then may ask the victim a "yes" or "no" question, which must be answered truthfully. The caster may continue asking questions until he gets a "no" answer in which case the spell ends. If the target does not know the answer of the question, he may state so, but it does not end the spell. The reeves might give the bard additional information to further define the **Lore** spell. (Very useful in quests and special scenarios).

L: The questioning has a maximum time count of 100. The caster and target may not attack each other during the duration of the spell and for a 100 count after its completion.

N: Neither the caster nor the targeted may move about while the questions are being asked.

**Warskill**

E: May reduce the cost of a single weapon (not weapon type) or shield by half, rounding the cost up.

L: Not usable twice on the same weapon or shield.

N: Reduce the cost of the weapon or shield and then add it to all your other weapons purchased

to determine how many magic points are lost. Then subtract the cost of **Warskill** from your fourth level magic.

### 5<sup>th</sup> Level Bard

**Confusion**

E: Target must attack the nearest creature(s) for a 100 count (with magic if the target wishes).

The target must look around for the nearest player before attacking, but can then attack that person until he or it is dead, or choose to change to another target that becomes closer. If the "closest" person is killed, the target must look around for a new target and continue until the 100 count is up.

L: Monsters are immune.

N: The affected player is encouraged to "roleplay" the confusion. Reeves are encouraged to penalize players who make only half-hearted attempts at this effect and to shorten the next death count of players who play it well.

**Mimic**

M: Wear a sash of the class you are mimicking in addition to your bard sash. The new sash must be worn on the opposite hip and shoulder from the caster sash.

E: During life used caster gains all the non-magical 1st level abilities and restrictions of a single standard class that is mimicked, including all weapons, armor and shields permitted that class at 1st level. The caster may also still use his normal class abilities.

L: May not be used to mimic the anti-paladin or paladin classes unless caster is a knight.

N: If Berserk, caster may not cast magic.

Monsters may never be mimicked.

**Mute**

E: The person cannot speak or cast magic for a count of 100.

N: Speaking requirements used in class abilities to allow others to know what the player is doing (sanctuary chant, etc) are not affected and may still be used.

**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, after they have counted they may return to their base. 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.

N: Other magic may still affect the victim during the duration of **Yield**.

### 6<sup>th</sup> Level Bard

**Dance**

E: State "dance" followed by the magic it is to be used with and ending with "The dance is now complete."

E: Caster may cast the magic following this magic while moving within a 100 count.

L: May only be used with magic from your own spell list, and not with magic taken with **Voice**.

N: This magic may be cast while moving, the spell enhanced by **Dance** is not cast or used up until the ending phrase is also completed.

**Release**

E: Dispel the effects of one subdual or control magic such as **Yield**, **Entangle**, or **Petrify**, upon the target. Target is immediately freed.

N: If cast on someone in a **Legend**, they may not be retargeted by that **Legend** spell for its duration.

**Voice**

E: Allows the caster to purchase 5 magic points worth of druid magic from any level. Magic bought is considered to be druid magic, regardless of the class of the caster.

# Bard 6.53 Magic

Cost/ Magic Name (type) Range Use Materials School Incantation/effect

Max **1st Level**

Always	Take	(free)								
			0/-	Cancel (S)	50ft	Unlimited	N/A		Sorcery	"I cancel my magic"(x2)
			2/2	Charm (S)	20ft	1/Life			Control	"Charm, (20 word poem) Charmed"
			2/2	Hold Person (S)	20ft	1/Life			Subdual	"I command you to stop"(x3)
			1/4	Presence (N)		1/Game	Lt Blue Ribbon			Calm Barb, Druid Monk of lower level don't attack unless provoked.
			1/4	Pro-Control (E)		1/Game	Lt Blue Ribbon		Protect	"Thou art fearless and brave"(x5)
			1/4	Visit (N)		1/Game			Neutral	"Visit" Followed by 150 count

## 2nd Level

			1/4	Legend (S)	20ft	1/Game			Control	"Legend, (20 word poem) Legended"
			2/-	Liplock (E)		Unlimited	Lt Blue Ribbon		Sorcery	"Remain the truth still"(x5)
			1/4	Pro-Subdual (E)		1/Game	Lt Blue Ribbon		Protect	"Thou shall be free of motion"(x5)
			1/-	Talk to Dead (S)	Touch	1/Life	Dead Person		Spirit	"Speak to Me"(x10)
			2/2	Truth (S)	20ft	1/Life			Control	"Truth (Yes/No Question)"(x1)

## 3rd Level

			1/2	Extension (N)		1/Life				"Extension (Spell)" Doubles range;touch becomes 20ft
			1/2	Imbue (N)		1/Game			Purchase	two pts of 1st-2nd level Bard Magic
			1/2	Confidence (E)		1/Game	Lt Blue Ribbon		Sorcery	"You are great and powerful"(x5)
			2/4	Sleep (S)	20ft	1/Life			Subdual	"Listen and let the fighting cease, close your eyes, and sleep in peace"(x2)

## 4th Level

			1/4	Awe/Fear (S)	20ft	1/Game			Control	"I make thee in awe/afraid"(x3)
			1/2	Berserk (E)		1/Game	Lt Blue Ribbon Red headband		Sorcery	"The anger builds within your veins, No longer shall thou keep it caged, Thine enemies shall feel the pain, Thy Crimsoned visaged berserk rage!"(x2)
			1/-	Honor Duel (S)	20ft	Unlimited			Sorcery	"(Both names)", "Remain this duel pure"(x5)
			2/2	Lore (S)	20ft	1/Life			Control	"Lore", (20 word poem)(x1), "Lore"
			1/2	Warskill(N)		1/Game			Neutral	

## 5th Level

			1/2	Confusion (S)	50ft	1/Game			Control	"By the power of my mind, I will you to be confused"(x5)
			2/1	Mimic (N)		1/Game	Sash of class		Neutral	See page two.
			2/4	Mute (S)	20ft	1/Life			Control	"(Person's name), I silence thee"(x5)
			2/4	Yield (S)	50ft	1/Game			Control	"Yield thy arms and resist no longer, come unto me and be my captive"(x3)

## 6th Level

			2/2	Dance (N)		1/Game			Neutral	See page two.
			1/4	Release (S)	20ft	1/Life			Sorcery	" From thy binds thou art released"(X3)
			2/1	Voice (N)		1/Game			Neutral	See page two.