

# Bard Magic

Cost/						Magic name (type)	Range	Uses	Materials	Incantation <i>and/or neutral's effect</i>
MAX						<b>1st Level</b>				
					0/-	Cancel (S)	50ft	unlimited		I cancel my magic (x2)
					2/2	Charm (S)	20ft	1/life		A short poem (20+words)
					1/4	Presence (N)		1/game		
					1/8	Visit (N)		1/game		Yell "Visit", 200 count, perform at enemy base
<b>2nd Level</b>										
					1/4	Legend (S)	20ft	1/game		A short poem (20+words)
					2/-	Liplock (E)		unlimited	Yellow Cloth, Wand	Remain the truth still (x5)
					2/2	Truth (S)	20ft	1/life		A short poem (20+words)
<b>3rd Level</b>										
					2/-	Extension (N)		1/game		"Extension" prior to casting magic.
					1/2	Imbue (N)		1/game		<i>May purchase 2 points (not 2 magics) of 1<sup>st</sup> or 2<sup>nd</sup> level magic.</i>
					2/4	Sleep (S)		1/life		
<b>4th Level</b>										
					1/4	Emotion control (E)		1/game	White Cloth	Emotion control (x5); Tie
					1/-	Honor Duel (N)		unlimited	2+ Yellow Cloths	Remain this duel pure (x5)
					2/2	Lore (S)	20ft	1/life		A short poem (20+words)
<b>5th Level</b>										
					2/1	Mimic (N)		1/game		
					2/4	Mute (S)	20ft	1/life		(person's name), I silence thee (x5)
					2/4	Yield (S)	50ft(?)	1/life		Yield thy arms and resist no longer, come unto me and be my captive (x3)
<b>6th Level</b>										
					2/1	Voice (N)		1/game		<i>May purchase 5 points (not 5 magics) of any level Druid magic.</i>

Druid Magic						
					1/4	Barkskin (E)
					1/4	Call lightning (S)
					2/-	Commune (S)
					1/2	Confusion (S)
					1/4	Cure Disease (S)
					1/4	Cure poison (E/S)
					1/4	Entangle (S)
					2/4	Extension (N)
					2/2	Feeblemind (S)
					1/4	Finger of Death (S)
					1/4	Fire Trap (FE)
					2/2	Flameblade (E)
					1/4	Flamewall (FE)
					1/4	Flesh to Stone (S)
					1/6	Heal (S)
					1/4	Heat Weapon (S)

Druid Magic						
					1/4	Magical Projectile (E)
					1/4	Mend (S)
					1/4	Paralyzation (E)
					1/4	Pass Plant (E)
					1/4	Plant Door (S)
					2/4	Protection from Disease (E)
					1/4	Protection from Flame (E)
					2/2	Reincarnation (E)
					1/4	Shatter (S)
					1/4	Shillelagh (E)
					1/4	Silence (FE)
					2/4	Stone to flesh (S)
					2/4	Stoneskin (E)
					1/4	Thornwall (FE)
					1/4	Warpwood (S)

# Bard Magic

- Garb: Bardic blue on or with a brightly tunic. Must carry a musical instrument.
- Weapons: Any single handed sword, dagger, staff. Use deducts from available magic points.
- Armor: None
- Shield: Small round; Use deducts from available magic points.
- Magic: May cast spells and enchantments. Does not have to use left hand to cast Magic.

Weapon costs	dagger	0
are deducted	short (3 ft.)	3
from every	long (4 ft.)	4
10 points	staff	2
of available	shield	3
magic points.	spear/bow	-
	hinged	-

Magic points useable to buy magic at that level.

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

## 1st Level Bard Magic

Cancel (S)

E: Negates magic.

N: May only be used on own magic.

Charm (S)

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 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 (N)

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 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 (N)

E: Bard may enter and sit within an enemy's 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.

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

## 2nd Level Bard Magic

Legend (S)

E: The bard and victim then move to an out of the way place within 100 yards 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.)

N: Not useable within 20 ft. of a base.

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

Liplock (E)

I: Hold wand in left hand; recite, Tie.

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

N: May only be cast on each player once per battlegame. Can't be cast on barbarians. Disappears when the person comes back to life.

Truth (S)

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 Bard Magic

Extension (N)

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

## 4th Level Bard Magic

Emotion Control (E)

E: The bard immediately specifies which one of the following applies to the enchanted person (not useable on self):

- Berserk--as per the barbarian ability.
- Immunity to charm--as per the monk ability.
- Immunity to subdual--as per the barbarian ability.
- Immunity to fear, confusion, feeblemind and other emotional attacks.
- 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.

Fixed enchantments disappear when the caster dies.

## Honor Duel (E)

I: Hold cloths in left hand; Recite; 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.

N: May not be members of the same team without a Reeve's permission. Enchantment lasts until one dies or it is dispelled or canceled. "Safe Passage" may not be dispelled. Combat is limited to a reasonable area.

Lore (S)

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 Bard Magic

Mimic (N)

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 (S)

E: The victim cannot speak or cast magic for 100 count.

Yield (S)

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.

N: May not be kept from the healer by subdual for force. Other magic can still physically affect the victim.

All Magical Balls must be padded.

Druids of 5th level and above are Immune to Woodland & Bardic Charm.

Bards of 3rd level and above are immune to all Magic that Charms or Controls.