

Bard

Magic

Cost/ Magic Name (type) Range Use Materials School Incantation/effect
Max 1st Level

Always Taken (free)	Cost	Magic Name (type)	Range	Use	Materials	School	Incantation/effect
	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)"
	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)
	1/8	Visit (N)		1/Game		Neutral	"Visit" Followed by 300 count

2nd Level

	1/4	Legend (S)	20ft	1/Game		Control	"Legend, (20 word poem)"
	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

	2/-	Extension (N)		1/Game			"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"(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 fell the pain, Thy Crimsoned visaged berserk rage!"(x1)
	1/-	Honor Duel (S)	20ft	Unlimited		Sorcery	"(Both names)", "Remain this duel pure"(x5)
	2/2	Lore (S)		1/Life		Control	"Lore, (20 word poem)"(x1)

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, you are released"(x3)
	2/1	Voice (N)		1/Game		Neutral	See page two.

Garb:

Light Blue Sash, Musical Instrument tunic, robe, etc.

Armor:

None (Exception: Mimic)

Shield:

Buckler, Small, or Medium (Subtracts from available points.)

Abilities:

Bardic Charm: Some monsters may be immune to control magics but not Bardic Charm. Bardic Charm is any control magic cast by a bard, (even those purchased with Voice.)

Mimic

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

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

N: If Berserk, bards may not cast magics. This magic does allow the bard to cast magics while wearing armor. Monsters may never be mimicked.

Dance

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

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

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.

Voice

E: Allows the bard to purchase five magic points (not five magics) worth of *druid* magics from any level. Magics taken are not considered bardic magic for monster immunity purposes.

Dagger (thrust only)-	0
Short (-3ft)-	3
Long (-4ft)-	4
Staff	2
Shield	3

Weapon costs are subtracted from each ten pts of magic, with remaining pts spread evenly across the levels.

	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

Druidic Magic

			1/2	Barkskin (E)					1/4	Magical Projectile (E)
			1/4	Bludgeon (E)					1/2	Mend (S)
			2/4	Call Lightning (S)					1/4	Paralyzation (E)
			2/-	Commune (S)					2/2	Petrify (B)
			1/2	Confusion (S)					1/4	Plant Door (S)
			1/4	Cure Disease (S)					2/4	Protection from Disease (E)
			1/4	Cure Poison (S/E)					1/4	Protection from Flame (E)
			1/2	Entangle (B)					1/4	Pyrotechnics (S)
			2/4	Extension (N)					2/2	Reincarnation (E)
			2/2	Feeblemind (S)					1/4	Silence (S)
			2/4	Finger of Death (S)					2/2	Stoneskin (E)
			2/2	Flameblade (E)					2/2	Stone to Flesh (S)
			1/4	Flamewall (FE)					1/4	Teleport (S)
			1/4	Heal (S)					1/4	Thornwall (FE)
			1/4	Heat Weapon (S)					1/4	Warp Wood (S)
			1/4	Immolation (FE)						