

## BARD GUILD FAQ & CLARIFICATIONS FOR THE KINGDOM OF THE EMERALD HILLS

The following clarifications/answers have been issued by Logan (GM of Bards) with the blessing of Rath (GM of Reeves). Given the unique nature of the bard class write-up in the rulebook, self-policing is the fairest and most expedient way to fix this class. Logan can be reached for comment at [bgarbers@airmail.net](mailto:bgarbers@airmail.net). Rath can be reached at [Rath@MidnightSun.org](mailto:Rath@MidnightSun.org).

### Generic Bard Incantation Guidelines

First and foremost, you are a BARD. Sound like one. Aspire to be an excellent Bard, not merely an effective spellcaster. Charm incantations must be CHARM related. Similarly, Truth, Legend, and Lore incantations must be related to their respective effects.

Secondly, Incantations cannot take advantage of game mechanics to gain an unfair advantage on the field. That is, they cannot use wording that might be construed as misleading. This also excludes the recognizable use of other spell's incantations or portions thereof.

#### Sample Bad Incantations:

Hey you I'm pointing and chanting I'm pointing and chanting  
I'm pointing and chanting I'm pointing and chanting you're charmed  
You gonna take that shot, yea I saw you sluff it.  
Are you gonna take that shot, yea you're charmed  
I Call for your death I call for your death  
I call for your death I call for your charmed.

#### Sample Good Charm Incantations:

I'm the bard and you know you just won't last,  
but it's too late now, cuz I charmed your ass. *(GM LOGAN'S PERSONAL CHARM SPELL).*  
You feel the Darkest of bards now in your gaze.  
To charm your sight and turn your mind to haze.  
For you will feel me now with my bardic ways.  
As I charm you to your soul and you wistfully stay.  
So charming am I as I draw you near.  
How you feel my power now as I bend your ear.  
You there. Come a little closer, I mean you no harm.  
Look into my eyes, you have just been charmed.

#### Sample Good Truth Incantation:

You will speak to me without twisted tongue.  
You will speak to me the truth for it shall be done

#### Sample Good Legend Incantation:

You will come sit next to me and my blade.  
You will listen to me my orders obeyed... I'm a legend!

## Specific Spells

<b>Charm</b>	<p>As written, the Charm spell does not have a discrete time limit; however, a reasonable request can always be completed within a 300 count. Charm will therefore expire when the request is completed or after 5 minutes, whichever comes first.</p> <p>A reasonable request must have an achievable goal and can not knowingly put the person in game danger. Putting a time limit on a request does not suddenly make the request achievable. In the event an unreasonable request is made, the spell is expended without effect.</p> <p>Bad Charms:</p> <ol style="list-style-type: none"> <li>1. Act like a rock.</li> <li>2. Pretend you're dead.</li> <li>3. Run around your base 50 times.</li> <li>4. Do a push up.</li> <li>5. While facing away from me, touch your toes.</li> <li>6. Bring me the shield of my team captain.</li> </ol> <p>Good Charms:</p> <ol style="list-style-type: none"> <li>1. Take a leaf from the big oak tree over there to your base.</li> <li>2. Exchange your weapon with a hammer to fight with.</li> <li>3. Bring me 5 sticks the length of your forearm and the thickness of your thumb.</li> <li>4. Resurrect this corpse.</li> <li>5. Enchant this weapon.</li> </ol> <p>Q. Assuming I have been successfully charmed. Do I have to wait around to be told what to do or can I kill him while he tells me? What if he dies before he finishes?</p> <p>A. No special protections or restrictions are levied against either player while a command is being made. If the caster is killed he still gets to finish giving his command.</p>
<b>Emotion Control</b>	<p>A. Berserk: Berserk Spellcasters may not cast magic. Barbarian berserk armor granted through this ability may be healed.</p> <p>C. Immunity to Subdual: Also gives the recipient immunity to Iceball, Entangle, Petrify, and similar effects, as these effects are all parts of the related barbarian immunity. (Immunity to Lost is not.)</p> <p>E. Confidence: Affected Spellcasters do not gain any additional spell points nor may they change their spell lists.</p>
<b>Honor Duel</b>	<p>Contestants cannot attack, spell, or assist those outside the Honor Duel.</p>
<b>Imbue</b>	<p>R. Can I use this to buy druid magic?</p> <p>A. No. Voice doesn't give you the ability to spend your points on druid magic; it gives you specific points to spend on druid magic. If you could use imbue to buy druid magic, why couldn't you just spend your normal bard points on druid magic also?</p>

<b>Legend</b>	<p>Q. How does Legend work?</p> <p>A. Play it as follows.</p> <ol style="list-style-type: none"> <li>1. Cast on ONE target. If it is not successful (protections or immunities on the victim), you're done (it's wasted). If successful, the "20 foot" rule immediately kicks in for the bard and victim.</li> <li>2. Then move off to one side to an out of the way place (between <u>20</u> and 300 feet away) and entertain (perform).</li> <li>3. Next, the bard may attempt to ensnare others of his choice who approach within 20 feet, until he has attempted to affect as many victims as he has levels (including the original victim). That is, failed attempts count against the total count.</li> <li>4. While performing, if the bard has unused visit (to lose) he may attack one victim until that victim is dead; at which time the remaining victim(s) realize that he is not "playing/performing" anymore and the legend goes away. If he doesn't have a visit to lose, then he can't get a "free kill." Also, the bard can't attack or adversely affect more than ONE player with this free kill. (He can't remove everyone's armor and right arm before killing someone.)</li> </ol> <p>Players who are not affected by the legend are still enjoined from attacking (or touching) the bard and his victims unless done from 20 feet away.</p>
<b>Liplock</b>	<p>Q. What happens if I cast liplock on living player?</p> <p>A. He cannot be FORCED to talk, if he dies the enchantment remains and he still can't talk. Unlike most enchantments, it doesn't go away when he dies, but rather when he comes back to life. (Note: I don't see any reason to cast this on a living target. It's normally much easier to cast this no range enchantment on a dead player.)</p>
<b>Mimic</b>	<p>Q. If I mimic a wiz...</p> <p>A. NO! If someone lend you a spell, you cannot UTILIZE it (read the spell description). It's magic! You can't spend lent spell points, cast lent spells, magic, or enchantments or otherwise work around this limitation.</p> <p>Q. While mimicking, can I still cast my bardic magic?</p> <p>A. Yes. (Assuming you are not berserk of course.)</p>
<b>Presence</b>	<p>A single presence may last the entire game if never broken.</p> <p>If the bard attacks a player who is currently affected by Presence so that they cannot attack the bard, the entire presence is broken/negated. (Everyone no longer respects the bard). Afterward, the bard may "cast" another Presence to reinstate his "position." (Talks his way back into everyone's good graces). This is the reason Bards can buy up to 4.</p>
<b>Sleep</b>	<p>Victims and their equipment cannot be harmed, moved, or otherwise affected except through Dispel Magic.</p>
<b>Voice</b>	<p>Like all other magic points, these must be allocated at the beginning of the game.</p>
<b>Yield</b>	<p>If you have an older copy of the rulebook, it has already been corrected to "come to bard" (not "healer").</p> <p>Note: Yield states that the victim is to "move straight to bard, then begin a 500 count." It doesn't say anything about following the caster after you've reached him.</p>