

# Bard Magic

Cost/Max	Magic Name	Type	Range	Uses	School	Materials	Incantation
<b>1st Level</b>							
0/-	Cancel	S	50'	Unlimited	Sorcery		Repeat x2 "I cancel my magic".
2/2	Charm	S	20'	1/Life	Control		State "Charm", followed by a 20 syllable or more poem, followed by "Charmed".
2/2	Hold Person	S	20'	1/Life	Subdual		Repeat x3 "I command thee to stop".
1/4	Presence	N	-	1/Game	Neutral	Enchantment cloth	
1/4	Protection from Control	E	T	1/Game	Protection	Enchantment cloth	Repeat x5 "Thou art Fearless and Brave".
1/4	Visit	N	-	1/Game	Neutral		State "Visit" followed by a 150 count

<b>2nd Level</b>							
1/4	Legend	S	20'	1/Game	Control		State "Legend," followed by a short poem of 20+ words, and end with "Legended"
2/-	Liplock	E	T	Unlimited	Sorcery	Enchantment cloth	Repeat x5 "Remain the truth still."
1/4	Protection from Subdual	E	T	1/Game	Protection	Enchantment cloth	Repeat x5 "Thou shall have freedom of movement."
1/-	Talk to Dead	S	T	1/Life	Spirit	Dead Person	Repeat x10 "Speak to me."
2/2	Truth	S	20'	1/Life	Control		State "Truth" followed by a single yes or no question.

<b>3rd Level</b>							
1/2	Extension	N	-	1/Game	Neutral		State "Extension" loudly before a spell.
1/2	Imbue	N	-	Unlimited	Neutral		
1/2	Confidence	E	T	1/Game	Sorcery	Enchantment cloth	Touch player, repeat x5 "You are great and powerful".
2/4	Sleep	S	20'	1/Life	Subdual		Repeat x2 "Listen and let the fighting cease, close thy eyes and sleep in peace."

<b>4th Level</b>							
1/4	Awe / Fear	S	20'	1/Game	Control		For Awe repeat x3 "I make thee in awe" or for Fear repeat x3 "I make thee afraid."
1/2	Berserk	E	T	1/Game	Sorcery	Enchantment cloth Red Headband	Touch target, repeat x2 "The anger builds within thy veins No longer shall thou keep it caged Thine enemies shall feel the pain Thy Crimson visaged berserk rage!"
1/-	Honor Duel	S	20'	Unlimited	Sorcery		State "(the names of both contestants)" loudly and repeat x5 "Remain this duel pure."
2/2	Lore	S	20'	1/Life	Control		State "Lore," followed by a short poem (20 words or more), and ending with "Lore."
2/1	Warskill	N	-	1/Game	Neutral		

<b>5th Level</b>							
1/2	Confusion	S	50'	1/Game	Control		Repeat x5 "By the power of my mind, I will thee to be confused."
2/1	Mimic	N	-	1/Game	Neutral	Sash of the class being mimicked worn opposite direction from Bard sash	
2/4	Mute	S	20'	1/Life	Control		Repeat x5 "I silence thee."
2/4	Yield	S	50'	1/Game	Control		Repeat x3 "Yield thy arms and resist no longer, come unto me and be my captive."

<b>6th Level</b>							
2/2	Dance	N	-	1/Game	Neutral		State "Dance," followed by the incantation of the spell it is to be used with, and ending with "The dance is now complete."
1/4	Release	S	20'	1/Life	Sorcery		Repeat x3 "From thy bindings thou art released."
2/1	Voice	N	-	1/Game	Neutral		

## Druid Magic

<b>1st Level</b>							
1/4	Cure Poison	E/S	T	1/L	Spirit		
1/2	Entangle	B	-	1bolt/U	Subdual		
1/4	Heal	S	T	1/L	Spirit		
1/4	Heat Weapon	S	20'	1/L	Flame		
1/4	Bladesharp / Bludgeon	E	T	1/G	Sorcery		
1/4	Warp Wood	S	20'	1/L	Sorcery		

<b>2nd Level</b>							
1/4	Barkskin	E	T	1/G	Protection		
1/4	Cure Disease	S	T	1/L	Spirit		
1/4	Magical Projectile	E	T	1/G	Sorcery		
1/8	Mend	S	T	1/L	Sorcery		
1/4	Touch of Paralyzation	E	T	1/G	Sor / Sub		
1/4	Thornwall	FE	T	1/G	Sorcery		

## 3rd Level

1/2	Acid Bolt	B	-	1bolt/U	Sorcery		
1/4	Plant Door	S	T	1/G	Sorcery		
1/4	Protection from Disease	E	T	1/G	Protection		
1/4	Protection from Flame	E	T	1/G	Protection		

## Druid Magic

<b>4th Level</b>							
2/4	Call Lightning	S	20'	1/G	Flame		
2/-	Commune	S	Self	U	Sorcery		
1/4	Flamewall	FE	T	1/G	Flame		
1/4	Silence	FE	T	1/G	Sorcery		
1/4	Pyrotechnics	S	50'	1/G	Flame		
2/2	Stoneskin	E	T	1/G	Protection		

## 5th Level

1/2	Flameblade	E	T	1/G	Flame		
1/4	Teleport	S	T	1/G	Sorcery		
2/2	Petrify	B	-	1bolt/U	Subdual		
1/2	Regeneration	E	T	1/G	Spirit		

## 6th Level

2/2	Finger of Death	S	50'	1/G	Death		
2/2	Feeblemind	S	50'	1/G	Control		
1/4	Immolation	FE	T	1/G	Flame		
2/2	Reincarnate	E	T	1/G	Spirit		

# Bard Magic

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

**Weapons:** Dagger, Short, Long, Staff

**Armor:** None

**Shield:** Medium (will subtract from magic points)

**Immunities:** None

**Lives:** 4

**Magic:** May use either hand to cast magic  
Enchantment cloths are **Light blue** 2"x18" or larger

Weapon Cost	
Dagger	0
Short	3
Long	4
Staff	2
Shield	3

Subtract weapon cost for each weapon used from points available for caster level 1 - 3. (See Amtgard Rulebook Pg.31 for levels 4-5)

*Magic point usable to buy magic at that level*

		Spell Level					
		1	2	3	4	5	6
Caster Level	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

## First Level

**Cancel**

E: A spell, enchantment, or fixed enchantment you cast is negated and expended.

L: May not be used on a magical ball already thrown. Magic that is completed when cast such as *Heal* and *Resurrect* cannot be cancelled.

**Charm**

E: Enemy player is given a task by the caster, such as sing or dance about, which he must perform. The task should be given within a 50 count. Otherwise the *Charmed* player is freed. If the caster dies before the task is given, the *Charmed* player is freed. Spell ends when the task is completed or a 150 count has elapsed, whichever comes first.

L: May not *charm* somebody to affect his own person, equipment, or teammates. Victim may defend himself if attacked. Victim may move to a safe, out of the way location if the current location would place him at a disadvantage. Count will then begin when the location is reached. Impossible tasks 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 may not move feet for 100 count. May yell, fight, or cast magic that does not involve moving feet.

N: May be cast while moving.

**Presence**

E: Druids and Monks of lower level than the caster and all Barbarians will not attack the caster.

L: If the caster attacks or casts magic at a Druid, Monk or Barbarian, that person may ignore the caster's *Presence* for the rest of the game.

N: Players that are *Berserk* ignore *Presence*.

**Protection from Control**

E: Target is immune to Control magic and abilities.

**Visit**

E: The caster may enter and sit within/at the enemy base and/or position, and perform and talk with them. Neither the caster nor the enemy may attack 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.

## Second Level

**Legend**

E: Caster and victim move to an out of the way place within 50' of the casting of the spell. Neither the caster nor target can be attacked by anyone within a 20' radius. The caster may defend himself at the cost of cancelling the spell. The victim may do nothing. Once the performance has begun, the caster may attempt to ensnare anyone within 20' of the caster while he is performing. The caster may attempt to ensnare a maximum number of people equal to his level. Unsuccessful attempts count toward this limit.

L: The "out of the way place" cannot be within 50' of a base. Performance has a maximum length of 300 count. Targets must tag his base before returning to the game if not killed. Players not affected by legend may not attack, cast magic or use class abilities on the bard or his victims within 20' of the performance.

N: Caster may attack victims, though this will break the spell and free all other victims. Caster and victims are considered removed from the game while in transit to the performance location. This spell can 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 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.

**Talk to Dead**

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

**Truth**

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

## Third Level

**Extension**

E: Doubles the range of the spell for one use. Touch becomes 20' and the caster must point at the target in lieu of touch.

L: May not be used more than once on the same casting.

N: *Extension* is expended when "Extension" is stated, even if the accompanying spell is not completed.

**Imbue**

E: Allows the caster to purchase two magic points of up to second level Bard magic.

**Confidence**

E: While enchanted, player is considered on level higher and gains all abilities of the higher level. If a life was gained by the increase and the player dies while enchanted, the life comes off from the "extra" life and is not subtract from players total lives.

L: May only be cast on each player once per game. May not be cast on magic-users or monsters.

**Sleep**

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

L: *Sleeping* people may not be harmed or killed. Their possessions may not be harmed or removed from their person. Target may not be moved except via *Shove* or *Wind* spells. This spell may not be *Cancelled*.

## Fourth Level

**Awe / Fear**

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

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

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

**Berserk**

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

L: Play does not gain *Fight after Death* unless they may normally do so while berserk. May not be cast on Players who are already berserk.

N: This is the only enchantment that can be cast on Barbarians. May only be cast on each player once per game.

**Honor Duel**

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. Participants in an *Honor duel* may only affect one another and are considered 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 his base and call "Alive" to re-enter the game

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 the spell will be considered a draw if no combat takes place within a 30 count and both players must then return to base. *Honor duel* may not be dispelled or cancelled. May not be cast on people acting as game items.

## Lore

E: Caster and target are removed from the game. The caster may then ask the victim a "yes" or "no" question, which must be answered truthfully. The caster may continue asking questions until a "no" answer is received.

L: Questioning has a maximum time count of 100. Caster and target may not attack each other during the spell and for a 100 count after.

N: Neither caster nor victim may move about during questioning.

**Warskill**

E: Caster may use a single weapon (not weapon type) at no cost to spell points.

## Fifth Level

**Confusion**

E: Target must attack the nearest creature(s) for a 100 count. 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.

**Mimic**

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

L: May not be used to *Mimic* Anti-Palidins or Palidins unless caster is a knight.

N: If Berserk, caster may not cast magic. Monsters may never be mimicked.

**Mute**

E: Victim cannot speak or cast magic for a 100 count.

N: Speaking requirements used in class abilities to allow others to know what the player is doing 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 before the spell ends, they must return to their base, and are then able to act freely. 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.

## Sixth Level

**Dance**

E: You may cast the altered spell while moving, but it must be cast within a 50 count.

L: May only be used with spells from the caster.s class.s spell list.

N: May be cast while moving. The spell enhanced by Dance is not cast until the ending phrase is also completed. Dance is cast as soon as .Dance. is said, even if the accompanying magic is not 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 five magic points worth of druid magic from any level. Magic bought is considered to be druid magic, regardless of the class of the caster.

N: May not be used to purchase neutral magic. Voice does not allow the caster to exceed the maximum number of uses of the magic that may be purchased i.e. You may only purchase up to two Fingers of Deaths. You may not purchase any druid magic that is also on your native spell list.