

As a Bard progresses upwards he collects followers to follow him on his journeys, these wayfarers often become his loyal servants. Therefore a Bard of the degree of Fochlucan usually has two first level followers, a Bard of Mac-Fuirmidh has one second level and two first level followers, and two second levels, a Canaith Bard has three first, two second and one third level followers, a Bard of Cli has three first, three second and two third level followers, a Bard of the Anstruth degree is attended by three first level, three second level, three third level and three fourth level followers, a Bard of the Doss degree is accompanied by two first level followers, and a Bard of the esteemed Ollamh degree is attended by four servants of each level from first level to sixth level. These servants do not have to be paid, however when one dies he is never replaced, A Bard uses the following table to determine his followers:

01-30 Bard	31-55 Druid	56-75 Fighter	76-90 Thief	91-99 Magic User
00 Roll twice ignoring 00.				

These characters have +3 loyalty and their characteristics should be determined. Note that if a Bard occurs, he himself will not have any followers. It is unnecessary to keep track of experience points for these servants since first level servants become second etc. as a Bard progresses through the colleges of Bard's

To become a Bard a character must have at least an average strength and intelligence. Below average dexterity reduces the Bard's thieving abilities by ½. A Bard must also have an above average charisma, for every point above 14 a Bard adds 5% to his charming abilities.

Mighty Magic Miscellany

Barding Harps by D. Schwegman

Barding harps are rare magical items which aid a bard on his long and dangerous adventures. There are five types of Barding harps, one on each of the miscellaneous magic tables.

TABLE 1 Fochlucan Harp: This harp adds 10% to a bard's chance of charming a creature. In addition to this it has three songs. The first of these and most powerful is its song of protection from evil which is equivalent to the third level spell. The second song is one of defense which casts a shield around the bard and is like the first level spell 'shield'. The last song casts a circle of light around what ever the bard desires (the party, an object, etc.) and is equivalent to the second level magic user's spell 'continual light'. This harp can only be played by a bard of the fochlucan college or higher, a first level bard who attempts to play the harp will take from 1-10 points of damage. The songs of this harp are playable only once per day by the bards of the Fochlucan college, for each additional college above this a bard is able to play the songs one more time per day.

TABLE 2 Mac-Fuirmidh Harp: This harp adds 20% to a bard's chances of charming a creature and also possesses the three songs of the Fochlucan Harp. In addition to this the harp has two more songs. The first of these turns the bard invisible and keeps him so until he stops playing. In this state he may still be located by the sound of his harp though the sound appears to come from nowhere; this makes the bard very hard to hit and baffles stupid creatures. The second song enables a bard to strengthen fighters and is like the second level strength spell except that it lasts as long as the bard has strength to keep playing, the spell is broken when the bard stops or is stopped by interruption. The Mac-Fuirmidh Harp is playable only by bards of the Mac-Fuirmidh college or higher, its songs, like the other barding harps, are playable but once per day unless a bard is of a higher college whereupon he may play the songs of this harp once more per day for every higher college he has attained. Note that a Mac-Fuirmidh bard would be able to play the harps first three songs (shield, protection/evil, and light) twice per day. A bard who is lower than the MacFuirmidh college who tries to play the harp will suffer 2-20 points of damage.

TABLE 3 Doss Lyre: This Lyre adds 30% to a bard's chance of charming creatures and has all the abilities of the Mac-Fuirmidh Harp as well. In addition to this the lyre has two special songs. The first song enables the bard to fly up to the limitations of the third level spell 'fly' with the exception that it lasts as long as the bard is able to play. The faster or the higher a bard tries to fly the quicker he becomes tired. Generally, a bard is only able to keep up maximum speed or very high altitudes for as many turns as his level; after this a roll of a 1-4 on a six-sided die indicates the bard has collapsed, unconscious from his efforts. The second song of the lyre is equivalent to the third level dispell magic spell in which the bard ratios his level over the level of the caster to determine his chance of success. These two songs are playable but once per day unless the bard is of a higher college than Doss. A bard of the college of Doss with this harp could use each of the first three songs three times per day, the next two songs (invisibility and strength) twice each per day. A bard of a lower college than Doss who attempts to play this lyre will suffer from 6-36 points of damage.

TABLE 4 Canaith Lyre: This lyre adds 40% to a bard's chance of charming creatures and has all the abilities of a Doss Lyre. In addition it has two special

songs. The first song is like the fourth level 'confusion' spell. The second is like the fourth level 'fear' spell. In addition to this the lyre has a healing song which when played can heal the listeners from 2-12 points of damage, this song is playable once per day only regardless of a bard's higher levels. A bard of a college lower than Canaith who attempts to play the Lyre will suffer between 6-48 points of damage.

TABLE 5 Cli Mandolin: This Mandolin adds 50% to a bard's chance of charming creatures and has all the abilities of a Canaith Lyre. In addition to this it has the power of telekinesis, contains one elemental, and can heal better than the Canaith Lyre, being able to heal from 3-18 points of damage. (Note that this is the only healing it can do; the abilities of the Canaith Lyre are not accumulative in this Mandolin; that is, it does *not* heal 2-12 and 3-18 from those who listen to its song. This Mandolin also has a song of fire which is like the fourth level spell and can remove curses like the fourth level spell. For each college above Cli a bard can use these two spells once more per day. A Bard of a lower college than Cli who attempts to play this Mandolin will suffer from 6-60 points of damage.

It is important to note that a bard cannot tell two barding harps apart for all of the above instruments have powerful enchantments laid upon them so that they all appear as harps and until a bard attempts to play them he does not know what type of instrument it might be, nor what college it is from, for only a wish could reveal this information.

BOOT HILL Experimental Rule

by Brian Blume

A man can be an excellent shot with a gun when it comes to target practice, but when he faces another man who is also armed, his bravery shows. If he is not composed of iron nerves, his aim is liable to waver. This is reflected in TSR's BOOT HILL rules for western miniatures and campaigns, by modifications to the TO HIT CHART.

In a similar manner, a gunfighter may be greased lightning on the draw in practice, but when he faces an armed opponent, he may flinch on the draw if he is not steely-nerved. To reflect this in BOOT HILL, try the following experimental rule:

To the FIRST SHOT CHART, add a new column for Bravery. It should look as follows:

Bravery	
Coward	-3
Cowardly	-1
Average	0
Above Average	+1
Brave	+2
Very Brave	+3
Fearless	+4
Foolhardy	+5

This is still only an experimental rule, and your comments are welcome. If the rule is approved by you, the gamers, it will probably be added to the book in the next printing.

May your aim be true and may your spurs never rust!

