

# Minstrel Casting

Glamours are Minstrel abilities, which contain a minor mystical component to their use. A Minstrel focuses upon the desired Glamour which should cause its effect to take hold.

On the Glamours column a number is shown, this dictates:

- i) How many Glamours the Minstrel has in his repertoire and also,
- ii) How many Glamours he can cast over the course of a day.

Glamours renew after an appropriate rest period.

## Minstrel Glamours

Bedazzle	Diagnosis
Interrogation	Intuition
Perception	Puzzle solving 1
Puzzle solving 2	Wit and Charm
Wit and Guile	

## Level 1 Glamours

Each of the following requires one Glamour to acquire and one each time they are used.

### **Bedazzle**

*Duration:* Special

*Mind Influencing:* No

This ability allows a Minstrel to engage anyone, who does not consider the Minstrel an enemy, in an enthralling conversation that their attention is solely focused on. Their peripheral vision and hearing are off. The Minstrel should be telling a gripping tale (this is the Physical representation).

A perfect example of the potential use is, the Minstrel dressed as an old peddler approaches a guard (the Glamour only affects one person) while the guard shoos him away he begins a tale. In little less than a minute the rest of the party are able to walk past the guard in clear view, talking loudly. Afterwards, the Minstrel finishes his tale and goes back the way he's come.

### **Diagnosis**

*Duration:* Instantaneous

*Mind Influencing:* No

Functions as a one off Discern Nature of Wounds, Discern Curse, Discern Disease, Discern Poison on all people around the Minstrel at the time.

### **Interrogation**

*Duration:* Special

*Mind Influencing:* No

By focusing carefully during normal conversation (about 2 minutes depending on the level of information) a Minstrel can trick someone into divulging a single piece of Information (i.e. if they are in disguise).

This does not mean their true race or name or profession. This information should be vague and it's at the Referees' discretion as to whether the Minstrel should be able to aim for a specific piece of knowledge). Once the Glamour has worked the victim is slightly aware of their faux pas and will break off the conversation forthwith. They will not attempt to attack and kill the Minstrel (they hope he's not noticed). The physical representation should be a 2 minutes interrogative style conversation.

**Intuition**

*Duration:* Instantaneous

*Mind Influencing:* No

This Glamour focuses the mind and allows the Minstrel to make an intuitive guess.

Examples of which are:

Guessing which way a person being chased had fled moments before,

Sensing that an unidentified potion may be dangerous,

Feeling that a group of encountered people do not trust each other.

The Minstrel asks the Referee to give an intuitive answer when faced with a simple dilemma.

**Perception**

*Duration:* Instantaneous

*Mind Influencing:* No

Focusing on the body language and speech of one individual a Minstrel (over a few short seconds) can establish their general emotional state and something of their intent towards the Minstrel, their fellows or a third party. This ability is at the Referees discretion and the Perceived should be humanoid (no-one knows 'well enough' how Demons, Elementals, high level Undead etc., behave).

**Puzzle Solving I**

*Duration:* Instantaneous or Special

*Mind Influencing:* No

When faced with a puzzle this Glamour gives a one-word clue or can be used to indicate hot or cold with answers. The medium of interpretive dance is not allowed. This ability is at the Referees' discretion.

**Puzzle Solving II**

*Duration:* Instantaneous or Special

*Mind Influencing:* No

Puzzle solving 2 has the prerequisite of Puzzle Solving 1. As above save the clue may be either given in the form of a full sentence or two yes/no style answers, at the Referees' discretion.

## Level 2 Glamours

Each of the following requires two Glamours to acquire and two each time they are used.

### **Wit and Charm**

*Duration:* Special

*Mind Influencing:* Yes - Greater

This powerful Glamour will act in a similar way to a 'Beguilement', so long as the target does not regard the Minstrel as an enemy. They will happily tell the Minstrel anything they want to know, safe in the confidence that the Minstrel is their best friend. The effects last as long as the Minstrel remains in conversation. The victim will even follow the Minstrel on request. They will hand over money and other possessions, tell secret, and even defend the Minstrel. They will not however betray friends, tolerate being attacked by the Minstrel or their companions, allow any spells (except perhaps healing) to be cast on them. If the Minstrel blatantly lies or is offensive this will also break the charm.

### **Wit and Guile**

*Duration:* Special

*Mind Influencing:* No

The Glamour is designed to change the opinion of a target. During the open sentences that begin this Glamour a Minstrel, keeping up a constant conversation, starts to say such things as...

"I've heard Ugluk want to kill you on the next ritual night". "He's boasted about it to everyone.... Has no-one told you?". "You never can tell who your friends are?" OR

"The others know where your secret maps and treasure are and plan to steal them from you...", "I could always look after them... I'd take good care."

OR

"Your Master has betrayed you all (although it will only affect one target others may listen) and intend to sell you out before the deals done..."

The list goes on and on and its only real value is the quality of role-play which should be convincing (and potentially a lot of fun), monsters should play along (if the Glamour works on them - Referee will whisper if not). A Referee is entitled to give a well role played monster a small XP award (or subtract it from the characters of anyone not seen to be playing the game!)

### **A Final Word on Glamours**

All Minstrel Glamours are about role-play and are predominantly designed for use on monsters as opposed to PCs (it's hard, however good they are, to get a player to play against themselves). This is not to say that the Glamours don't work on PCs, but it is worth noting a lot of the rules could easily be taken as being arbitrary and a Referee is more likely to rule a monster doesn't perceive you as an enemy, whereas a PC is a whole different ball game and up to the player.

## Minstrel Songs

All songs are based on a mix of charisma, spiritual power and a small hint of true Bardic song power. Minstrel songs are at Mantic 2, except for Fire Charming, which is at Mantic 3.

The Minstrel designs his own song and it should have two formats,

- i) Battle Song – during an encounter the song may consist of two rhyming lines.
- ii) Full form – when not in immediate danger the Song should consist of at least one four line verse.
- iii) Extended, Triple Length, Tom special version.

Extra XP should be awarded for longer, well written stanza.

Songs should be sung or chanted not just rhymed.

### Minstrel Songs

Song of Bravery  
Song of Command  
Song of Forgetfulness  
Song of Sleep

Song of Calm  
Song of Fire Charming  
Song of Rest  
Song of Stamina

#### **Song of Bravery**

*Duration:* 5 minutes or Special

*Mind Influencing:* No

This song has two versions. The first will simply remove a fear spell from anybody hearing it or can be used to counter an Aura of Fear or Terror. In this later variation Bravery will affect all listeners for the duration of the song.

The second format is one that bolsters the Minstrel or listeners' skills. This has two formats, either:

A short song can boost Dexterity (1pt) or Strength (3pts) or Power (1Pt) or Endurance (6pts) for 5mins, or,

The Minstrel can keep all the above effects working on themselves, or their target, for as long as they can sing (a reasonable song). They may choose to double the effects of one of the above for this indeterminate span.

#### **Song of Calm**

*Duration:* Special

*Mind Influencing:* Yes – Greater

This song is quickly delivered and has one quick effect, it will drop a raging animal or humanoid out of their rage.

Should this happen a Berserker will have to wind up again. If this is done twice on them, they will not be able to rage for the rest of the day. This affects abilities such as Berserk, Cold Rage, Fanaticism, & Blood Rage.

#### **Song of Command**

*Duration:* 30 seconds

*Mind Influencing:* Yes – Greater

This two line chant allows the Minstrel to duplicate a Voice of Power. The victim must comply with the command. This can be either a single action i.e. 'Hit him', 'Throw me that', or a durational activity for 30 seconds i.e. 'I command you kneel/sleep/run'. You cannot command anything which is obviously self-destructive.

#### **Song of Fire Charming**

*Duration:* 5 minutes or Special

*Mind Influencing:* No

The Minstrel can immunise themselves, or an ally who must be able to hear, to Fire and heat based effects for 5 minutes, with a short verse. Alternatively, they can keep up the immunity as long as they keep singing. The effect and resistance of this spell are considered to be just below Bardic, at Mantic 3.

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### **Song of Forgetfulness**

*Duration:* Special

*Mind Influencing:* Yes – Greater

This quick two line song can make all hearers forget a name or short sentence (three words or less), as well as the casting of the Song by the Minstrel. These words must be incorporated into the chant. The victim is fully aware of the fact they have forgotten something as soon as they attempt to remember that fact or word. If they are told the forgotten fact, they may recall it again, unless this is the Minstrel's name.

### **Song of Rest**

*Duration:* Instantaneous

*Mind Influencing:* No

This song takes the form of a short song or verse this must have a minimum duration of 30seconds after which the songs take effect. It will Dismiss all Undead up to the level of the singer in a 60ft radius (or greater if it can be heard).

Alternatively, it will Dismiss 1/3 of the singer's level in numbers of undead up to twice the level of the singer.

It can also be used as a 'Last rites', but the spirit so rested can never again return to the circles of this world.

This latter version can take the form of a quick 2 line chant.

### **Song of Sleep**

*Duration:* 5 minutes or Special

*Mind Influencing:* No

This will either put one creature (capable of physical sleep) into a deep sleep for 5 minutes, or until attacked. Alternatively, it can be used to accelerate meditation and healing at a rate of 10 times normal so long as the Minstrel keeps singing or chanting.

### **Song of Stamina**

*Duration:* Special

*Mind Influencing:* No

The first gives an unconscious or disabled ally the willpower to stand and hobble despite their injuries. This effect lasts until one minute after the Minstrel stops his song, when the person reverts to their previous state of injury or incapacity.

A Minstrel cannot perform this song upon himself.

The second allows its recipient the ability to continue fighting after 0 points to a location have been passed, effectively like a berserk without the rage. This lasts as long as the Minstrel keeps singing or chanting, or the recipient loses a location entirely, at which point the song stops working instantly.