

Troubadour Incants

Most troubadour incants are performed by singing to the accompaniment of a musical instrument. The nomad may perform both, or may sing while another plays. In either case, a successful skill check against **both** the singing skill and the instrumental music skill of a number of dice equal to the rank of the incant must be made for the incant to take effect. The singer's allies are those within earshot whom he is traveling with and he trusts. Multiple songs have no cumulative affect; only the first song's effects occur.

Animal Dance

Type: Song
Base Cost: 100
Skills: Dancing
Special Ingredients: none

When the nomad begins to play or sing, all small, non-hostile animals within hearing must seek out the singer, and then form a line behind him and dance as he does. The creatures may make an RC vs. WIL of 1d6 for each rank of the incant. Any hostile actions in the area will immediately dispel this incant.

Secondary Effect (Skill Dancing): For each die of dancing made, onlookers of this dance must make an RC vs. WIL equal to the number of dice made in dancing with a maximum of the incant rank or must also join the dancing. While dancing, individuals can perform actions as long as they remain in the line and continue dancing.

Baton of Dancing

Type: Focal Object
Base Cost: 1000
Skills: Various
Special Ingredients: wooden baton

A nomad uses this incant to change any shaft of wood into a baton. With the baton in hand, the nomad brandishes it before his target(s) and begins to dance. If the target(s) sees the baton and fails an RC vs. WIL equal to the incant rank, he must dance as the nomad does, until the nomad tires and stops. The nomad and his target(s) can neither speak nor take any other actions while dancing. Any hostile actions in the area will immediately dispel this incant.

Secondary Effect: Instead of dancing, the user can perform some other non-combat skill that others could do, such as Juggling, Farming, or Sneaking. All of the people affected by the incant can do that action as the nomad does. The nomad must make the skill equal to the rank of the incant.

Calling on the One

Type: Song
Base Cost: 250
Skills: none
Special Ingredients: none

The nomad begins his song, naming one person he knows reasonably well (GM discretion). If during the course of the song the named person hears the music from whatever distance (including through magical or technological means), and fails an RC vs. WIL of a number of dice equal to the rank of the incant, that person must make his way to the singer and stand before him. At that point, the song's effects end, and the person is free to do as he will. He will realize that he has been called.

Coordination Jig

Type: Song
Base Cost: 500
Skills: Dancing
Special Ingredients: none

While the nomad sings or plays this song, all his allies within earshot temporarily gain +2 per rank to their AGI for the purpose of making AGI checks.

Secondary Effect (Skill Dancing): The nomad may also dance while playing and singing. For each die in dancing they make, up to the rank of the incant, his allies add an additional +1 to their AGI.

Dance of Distraction

Type: Song
Base Cost: 500
Skills: Dancing
Special Ingredients: none

While this song is heard, those not warned beforehand lose 2 points of PER for each rank of the incant for the purpose of make PER checks. The nomad will often use this to distract opponents from noticing what his allies are up to.

Secondary Effect (Skill Dancing): If the affected people can also see the nomad dancing, they lose additional points of PER equal to the number of dice made in dancing, up to the rank of the incant.

Dance of the Lights

Type: Song
Base Cost: 100
Skills: Dancing
Special Ingredients: none

The nomad uses this song to attract the attention of fire spirits. Shortly after he starts singing, they swarm about him, casting a flickering light into even the darkest places. They cannot, however, overcome magical darkness. At rank one they are equivalent to a single torch. By rank six, they shed the brightness of full daylight.

Secondary Effect (Skill Dancing): On a successful dancing check, all observers must make a RC against their PER equal to the number of dice made in dancing (up to the rank of the incant). If they fail this check, they are temporarily blinded for as long as the incant lasts plus one round.

Erasure Song

Type: Song
Base Cost: 500
Skills: Acting
Special Ingredients: none

The nomad starts this song, singing in its lyrics about some event or piece of knowledge. Everyone within hearing whom is not his ally must make a RC of the incant rank vs. his WIL or forget about the subject of the song for 12 hours times the rank of the incant.

Secondary Effect (Skill Acting): Instead of erasing a memory, the nomad can make a check vs. Acting equal to the rank of the incant while singing about an event or other piece of knowledge they wish to project. All listeners must attempt the same RC, but instead believe they remember the subject of the song.

Heart of Courage

Type: Song
Base Cost: 500
Skills: Musical Comp.
Special Ingredients: none

While singing, all of the nomad's allies can make WIL checks as if their WIL has 2 points higher per incant rank.

Secondary Effect (Skill Musical Composition): For each dice in Musical Composition up to the rank of the incant made, the nomad's allies get an additional +1 to their WIL. Alternately, the nomad can make a Musical Composition check up to the rank of the incant and all within the radius can attempt a WIL check equal to the skill check made. If they fail, they have all fear based effects removed from them whether magical or not and cannot be effected by fear effects while the song is playing.

Lute Lamp

Type: Focal Object
Base Cost: 100
Skills: Channeling
Special Ingredients: none

A lute enchanted with this spiritual magic creates an area of 10' per rank of the incant in faint shimmering and sparkling light about the player when it is player in the dark, or in moonlight. This light is only equal to one half the light of a torch, but its shimmering and sparkling nature is very catching to the eye.

Secondary Effect (Skill Channeling): If the nomad makes a 4d6 Channeling check while making or recharging this incant, it can be used to lull non-intelligent creatures to sleep. As long as combat is not occurring, non-intelligent living creatures must make a WIL check equal to half to rank of the incant or fall asleep.

Message Song

Type: Song
Base Cost: 250
Skills: Hypnosis?
Special Ingredients: none

This song is targeted to one person per rank of the incant. Each of the targeted people must be within earshot and be well known to the nomad. Accompanied on some instrument, the nomad begins to sing. Using his knowledge of his targets, and using the spiritual magic to draw their attention to his verse, the nomad conveys a message of his choosing to his targets. Listeners other than his target hear the lyrics, but not the message. The song may last for as long as one minute per rank of the incant, and may contain up to half that time in spoken message.

Secondary Effect (Skill Hypnosis): If the nomad makes a hypnosis check equal to the rank of the incant, they may instead implant another song based incant into the message. Unlike the standard use, the nomad doesn't have to know the targeted people. The embedded incant will then only apply to the targeted people and they will get any resistance check of the embedded incant.

Mood Ring

Type: Focal Object
Base Cost: 500
Skills: none
Special Ingredients: none

A nomad creates this item by procuring a silver ring and assembling himself and any musician friends in a quiet place, where they will not be disturbed. He and they begin to play as he begins to concentrate on the ring. Any instrumentation will work, but any singing must be without words. The incant records the sounds of their music within the ring, for a time of up to one hour times the rank of the incant. Thereafter, whenever the ring is worn, it will sense the prevailing mood of those around it, and select a portion of the music it knows and project it as if it were being played off in the distance. If there is no appropriate selection or portion, it will remain silent. The higher the rank of the incant, the larger amount of music held within, and the greater chance that there is appropriate music at any one time (GM's discretion). This ring will substitute for the instrumental music skill for the use in incants up to the rank of the mood ring.

Pacifier Pipe

Type: Focal Object
Base Cost: 1000
Skills: Musical Comp.
Special Ingredients: none

A pipe or recorder endowed with this incant is very soothing to hear. Those within hearing must make a RC vs. WIL of 1d6 for each rank of the incant each round they attempt to be violent, and if they fail, they do nothing for the round. This incant will affect all within range, including the nomad's companions.

Secondary Effect (Skill Musical Composition): If the nomad makes a musical composition check equal to the incant rank, he may specify a different action, instead of violence, to be pacified. Anyone attempting the action must make the RC or perform no action on the round.

Robes of Style

Type: Focal Object
Base Cost: 500
Skills: Camouflage
Special Ingredients: none

Taking a newly spun and sewn robe, the nomad endows it with the ability to change shape, size, and color to match his tastes and desires. This robe can change appearance once per day for each rank of the incant.

Secondary Effect (Skill Camouflage): If the wearer of the robe makes a camouflage check while using the robes, which can be up to the rank of the incant, they can blend in with the environment as if the equivalent camouflage check were made at two dice higher. For example, a 3 die camouflage check in Robes of Style would be the same as making a 5 die camouflage check without them. Using the robes in this manner counts as one use of the robes in the given day.

Rolling Hills

Type: Song
Base Cost: 200
Skills: Channeling
Special Ingredients: none

The sound of this song lulls earth spirits into making the singer's and his allies' passage easier. Adventurers may run on solid ground for two hours without tiring for each rank of this incant. Those affected by this incant cannot be affected again until after a full night's rest. Also, for each rank of the incant, the group's average speed will increase by 20 percent.

Secondary Effect (Skill Channeling): If the nomad makes a 4 die Channeling check, the nomad can use this incant in combat. In addition to its normal effects, it will grant the singer's allies an additional attack per round. This additional effect will only function for a number of rounds equal to the rank of the incant and only while the nomad is performing it. This additional attack does not stack with other methods of getting additional attacks.

Shadow Cream

Type: Mixture
Base Cost: 250
Skills: Herbology
Special Ingredients: none

The nomad spreads this cream over the target's face to change the target's appearance to what the caster desires. Others must make a PER check of (1+1 per incant rank)d6 to see through this disguise. The effect lasts until the target sleeps, washes, gets wet, or otherwise disturbs the cream. The cream will last at most 1 day per incant rank.

Secondary Effect (Skill Herbology): If the nomad makes a 2 die check against Herbology, the incant is waterproof. If the nomad makes a 4 dice check, the cream is very thick and withstands being disturbed, but not sleep.

Sleep Awaits

Type: Song
Base Cost: 500
Skills: Musical Comp.
Special Ingredients: none

The singer's opponents and willing allies hearing this song must, sometime during its duration, make an RC against WIL of a number of dice equal to this incant's rank. If they fail, they fall into a deep, but natural, sleep. The music is soft, subliminal, and unobtrusive. If the nomad is playing this to place opponents asleep, the opponent will only notice the attempt if the resistance check is made by four or more below what was needed.

Secondary Effect (Skill Musical Composition): If the nomad makes a Musical Composition skill equal to the rank of the incant, he can use this incant in a combat situation. Anyone failing the check, gets very tired and loses one-quarter their movement speed and one attack per round (or can only attack every other round if they get one attack). When combat is over, the affected individuals will fall asleep if the song is still playing.

Spirit Dirge

Type: Song
Base Cost: 100
Skills: none
Special Ingredients: none

The singer sings this song for a dying companion. The song assures the spirit's path to the Kurago is clear, and makes the Kurago ready to receive the spirit. Pain and agony are partially alleviated, and the passing becomes as peaceful as possible.

Still Waters

Type: Song
Base Cost: 250
Skills: Channeling
Special Ingredients: none

The singer lulls water spirits into calming the waters about his boat for a radius of about 100 feet. Each rank of this spell calms the water's surface by one step in this sequence: smooth water, gentle waves (less than 1'), choppy water (1-2'), heavy waves (3-6'), storm (7-12'), monsoon (13-24'), hurricane (24'-48') and tidal wave (>48').

Secondary Effect (Skill Channeling): If the nomad makes a successful Channeling check, he can additionally get the water spirits to increase the speed of the boat. For each dice made in Channeling, the speed of the boat increases by 25%. The nomad can make a number of dice against this skill equal to the rank of the incant.

Stone Song

Type: Song
Base Cost: 500
Skills: Musical Comp.
Special Ingredients: none

The singer weaves the name of one person into this song. The target may add 2 points to his STR per incant rank for the purpose of making checks against it.

Secondary Effect (Skill Musical Composition): For every dice against Musical Composition skill the nomad makes up to the rank of the incant, they can affect an additional person with this incant.

Synchro Dance

Type: Song
Base Cost: 100
Skills: Hypnosis
Special Ingredients: none

The nomad calls out a four count, and then all willing people within earshot dance as he does, move for move, for up to one song of up to 10 minutes. Each rank above the first doubles the perfection of the dance, and adds 1d6 to any reaction check to their performance.

Secondary Effect (Skill Hypnosis): If the nomad make a Hypnosis check equal to the rank on the incant, the nomad is able to makes his dance very hypnotic. Anyone viewing the dance must make a RC vs. WIL equal to the incant rank are be enthralled by the dance and must watch it until they finish. There must be at least a number of people dancing equal to the incant rank.

The Howling

Type: Song
Base Cost: 500
Skills: Singing
Special Ingredients: none

Drawing in a large breath and concentrating on a single word or scream, the nomad uses energy from the Kurago to multiply the effect of his shout. The word or animal scream he utters can be heard for a distance of up to 1 met times the rank of the incant. The nomad does not have to make a Singing or Music check to use this incant.

Secondary Effect (Skill Singing): The distance is multiplied by the number of dice the nomad makes in Singing.

The Mocking

Type: Song
Base Cost: 250
Skills: Acting
Special Ingredients: none

The singer sings about a particular person, place, or object. The COM of target is decreased by 2 for all the listeners' per rank of this incant. The GM will establish an appropriate COM for places or objects.

Secondary Effect (Skill Acting): In addition to the original effect, a successful Acting skill will enable the nomad to weave a negative story about the person, place, or object into the song. The check made can be as high as the incant rank. Listeners must make a RC vs. WIL or believe the story told for as long as the song is played plus 1 hour per incant rank.

The Praising

Type: Song
Base Cost: 250
Skills: Acting
Special Ingredients: none

The singer sings about a particular person, place, or object. The COM of target is increased by 2 for all the listeners' per rank of this incant. The GM will establish an appropriate COM for places or objects.

Secondary Effect (Skill Acting): In addition to the original effect, a successful Acting skill will enable the nomad to weave a positive story about the person, place, or object into the song. The check made can be as high as the incant rank. Listeners must make a RC vs. WIL or believe the story told for as long as the song is played plus 1 hour per incant rank.

The Telling

Type: Song
Base Cost: 1200
Skills: none
Special Ingredients: none

This incant is very precious to the Troubadour. Incanted about any stringed instrument, this incant allows the nomad to allow his willing audience to experience that of which he sings. Once he succeeds playing the instrument, he crafts his story with his voice and the strings. At rank one, can allow willing listeners to hear any noise, however strange, and make it seem to come from any direction. At rank two, smells, winds and dampness in the air are added to the effects of his song. At rank three, objects, people and places are visible within his music. At rank four, the listener can feel the pain joy or physical sensations of those the nomad sings. At rank five, the listener will actually think they are experiencing the sensations themselves and are at the location described in the music (They must make a 5d6 CSE check to realize they haven't actually been transported there). At rank six, the surroundings are so realistic that a nomad can use this incant to actually share a memlocked location with listeners (the listeners must still spend 10 minutes to memorize the location).

Wary of the Night

Type: Song
Base Cost: 200
Skills: Astrology
Special Ingredients: none

When the singer's allies are camped in the dark (at night, below ground, etc.), this song increases their ability to perceive things in the dark about them. There PER is increase by 2 per rank of the incant for the purpose of making checks.

Secondary Effect (Skill Astrology): In place of the standard use, the nomad can read the stars by making a 2 die check against their Astrology skill. He will then know if anything significant will happen in a number of hours equal to twice the incant rank and around the hour that it will occur. Obviously, the night sky must be visible to use this effect.

Yes Song

Type: Song
Base Cost: 1000
Skills: Hypnosis
Special Ingredients: none

The nomad starts this song, singing in its lyrics about some non-life threatening action he wishes the audience to perform. Everyone within hearing whom is not his ally must make a RC of the incant rank vs. WIL or perform the requested action. The target will not realize this coercion has occurred for at least 24 hours.

Secondary Effect (Skill Hypnosis): Generally, when the song stops, the audience will stop performing the requested action. If the nomad makes a Hypnosis check, which can be as high as the incant rank, the audience will continue performing the action for 10 minutes times the number of dice made and the time it will take them to realize they were coerced is multiplied by the number of dice.

Zephyr Polka

Type: Song
Base Cost: 200
Skills: Channeling
Special Ingredients: none

While this polka is being sung and played, air spirits lulled by its tune cause a breeze to blow that can increase a sailing ship's speed by five mets per hour per incant rank.

Secondary Effect (Skill Channeling): In place of the standard effect, the nomad can make a Channeling roll, which can be as higher as the incant rank. If successful, he can direct the air spirits to pick him up and carry him through the air. The air spirits will move 20' per round times the rank on the incant and will carry the nomad for as long as the music is playing.