

• TROUBADOUR'S SKILLS •

The Troubadour has the following skills available to him as he goes up his Battle-levels. To determine which specific skill he learns when given the opportunity roll 2D6.

2 SING FOR SUPPER

What you lack in gold, you make up for in talent, and the citizens of this fair Settlement reward you with a meal and a room for the night.

While in a Settlement (or even waiting outside one), the Troubadour need not pay daily Living expenses. Furthermore, on a roll of 6 on 1D6 for each Warrior in the party, he may be able to cover their expenses for the day as well.

3 LEGENDS AND LORE

You have heard of this before, in one of those many ballads. Drawing upon your memory, you recall the legend in song for your fellow Warriors.

Once per adventure, your Warrior may identify a single item, unless the rules for that item state otherwise.

4 EVADE

Nimble stepping aside, you dodge the incoming axe.

This skill allows your Warrior to dodge incoming blows by stepping to one side. If a Monster successfully hits your Warrior, roll 1D6. On a roll of 4 or less, he hits your Warrior as normal. On a 5 or more, your Warrior can evade the blow by stepping into any empty adjacent square. If there are no squares free he must take the blow as normal.

5 BARD'S FORTUNE

Just as it appeared that the angry mob was about to lynch you, suddenly you are yanked by unseen hands through a door. It seems that your talent has earned you friends.

Once per journey, and once per visit to a Settlement, your Warrior may escape any one event without suffering the consequences that would normally accompany that event.

6 TAUNT

You hurl insults at the horrible monster standing over the fallen form of your comrade. It pauses, and instead of finishing off your friend, comes running for you. (Gulp!) At least you've saved your friend. . . .

Your Warrior may attempt to taunt a Monster once per turn. If the Monster fails an Initiative test, it must try to attack your Warrior in preference of all other targets, and may avoid Pinning rules while attempting to engage your Warrior in hand-to-hand combat. Furthermore, it is so enraged that it is at -1 on all rolls to hit your Warrior, having lost its concentration.

7 TRAVELLER

You know this part of the country well -- So well, in fact, that you know a short-cut to the next Settlement.

This skill allows your Warrior to find little-known short cuts in the trek between dungeons. When travelling to a Settlement, this skill allows your Warrior to reduce the journey time by up to two weeks.

8-9 DABBLE

Although you have no formal training, you've managed to pick up a little about magic along the way.

Your Warrior learns a single Wizard spell, which he may cast in much the same way as a Wizard, except that he cannot make any attacks and cast a spell in the same turn, he may cast no more than one spell per turn, and that the spell will automatically fail on a roll of 1 on 1D6. To determine which spell the Troubadour picks up, see p. 51 on learning New Spells -- The Troubadour rolls a single die to determine what level of spell he may learn.

When gaining new skills, if this result comes up again, it may be re-rolled for another skill instead, or else this means that the Troubadour has learned an additional spell.

10 ENCOURAGE

Sensing your comrades' fear, you sing a stirring ballad of bravery and heroism.

Giving up any other actions for that turn, your Warrior may play a melody which allows one Warrior present to re-roll any failed Fear or Terror tests once. This ability may only be used once per turn.

11 LULLABY

Your comrade needs rest, so you sing him a soothing melody as he drops into slumber.

With this skill, a single Warrior may be allowed to enter a restful sleep, regaining 1D6 Wounds at the end of the turn, during which neither he nor the Troubadour may do anything else. This skill may not be used if there are any other Monsters on the same board, and may not be used on the Troubadour himself. Furthermore, each Warrior may benefit from this ability only once per adventure.

12 CHARM ANIMALS

You sway back and forth, mesmerizing the vipers.

With this skill, your Warrior may attempt to charm animals (Giant Rats, Bats, and other vermin). This ability may only be used once per turn, and in lieu of any other attacks the Warrior might have otherwise made. Roll 1D6. If the result is a 1, your Warrior is having no effect on these creatures, and may not use this ability again for the remainder of the adventure. Otherwise, this many animals flee. Your Warrior gains normal treasure for "defeating" these creatures.