

TROUBADOUR SPECIAL RULES

The Alehouse

If the Troubadour visits the Alehouse, he rolls 2D6 for events. Although he is not a tough, burly fellow, he is still wise in the ways of the world, and has various skills to make up for what he lacks in brawn, so he can still make a favorable impression on a rough crowd.

Instruments

The Troubadour requires a free hand to hold his instrument. He therefore cannot use any special abilities involving playing his music if he is using a two-handed weapon or a shield in combat.

Even though he can't play with a sword in one hand, he still has to have the instrument handy to be able to pick it up in the middle of a fight. If he enters a fight with a shield or two-handed weapon, he cannot at some point decide to drop the item and switch to his instrument, until he can spend a complete turn in a dungeon room unoccupied by enemies.

The Troubadour's instrument is an actual item, but is not listed as a piece of Equipment for unmoderated games, as it has no special powers. If you are playing Warhammer Quest as a board game without a GM, there is no chance for the Troubadour to lose his instrument, or for it to be damaged. However, if you are playing this as a role-playing game with a GM as moderator, it might be a good idea to list the instrument and to decide just what the Troubadour is playing. If it should for whatever reason need to be replaced, the Troubadour is quite resourceful, and in any Settlement he may buy a new one (or obtain materials to build one himself) without having to roll for availability, for 50 gold.

Equipment

For determining what weapons or armor the Troubadour may use, he may use items which the Elf would normally be able to use (with the exception of special items from the Elven Quarter that would be restricted to Elves). For magical items, the rule of thumb is that he can use items that wouldn't require him to be a spellcaster (even if he picks up Dabble), a particular race or a muscle-bound type.

More specifically, he can use any items usable by all four basic Warrior types, and any item that is usable by any combination of Warriors that includes the Elf ... so long as it is not *exclusive* to the Elf (such as the Bow of Loren, etc.). Some common sense will be necessary here. He would also be able to use items that are exclusive to the Barbarian and Wizard (such as the Sword of Vengeance).

Attributes

If you are using the house rules for Intelligence, the Troubadour gets +1 to his Intelligence roll.

The Troubadour starts with 1 point of Luck, even at Battle-Level 1. This means that once per adventure he may re-roll the result of any die, though he must keep the second result whether better or worse. (If you're using my house rules, it just means he gets to substitute whatever result he wants for a single die roll during the adventure.)

TROUBADOURS OF OTHER RACES

As an optional rule, the GM could allow players to select a Troubadour Warrior who is not necessarily human. Other than humans, there might be Elf, Dwarf or Halfling Troubadours, with much the same abilities, except as described below.

When the following directions say to subtract one from Strength, add one to Initiative, or whatever, this means that the basic statistics will be altered, but that this modifier will also apply to subsequent Battle-Levels.

Wood Elf Troubadour

The Wood Elf Troubadour's equipment and magic item selection is exactly the same as for the Elf, and he may visit the Elven Quarter. Subtract one from his Strength, and one from his BS. (He's physically weaker, but a better shot with the bow.)

Dwarf Troubadour

The rare Dwarf Troubadour's equipment and magic item selection is exactly the same as for the Dwarf, and he may visit the Dwarven Guildmasters. If he gets the Dabble skill, re-roll until you get another result. Subtract 3 from his Initiative, and 1 from his Luck. If you are using the Intelligence house rules, he does not gain a +1 to his Intelligence roll (but neither does he gain the -1 penalty normally ascribed to the Barbarian and Dwarf).

Halfling Troubadour

The Halfling Troubadour's BS is lowered by one. (Remember, unlike other statistics, a lower BS is a *better* BS. Halflings are excellent archers.) He may use the same equipment and magic item selection as a regular Troubadour with a few exceptions. He is not human, so he cannot use items restricted to humans (namely, those items only usable by the Barbarian or Wizard, such as the Sword of Vengeance). He is of a shorter stature, so he cannot wear any human-sized armor or clothing found. Halflings do not wear footwear, so magical boots and such are useless to him.