



THE TROUBADOUR



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TROUBADOUR MUSIC

Since the establishment of Pugmire, there have been inns and taverns dedicated to providing rest, relaxation, and entertainment to its citizens. Talented entertainers took the stage, singing songs, reciting poetry, and acting out plays, all to the delight of their audiences.

Some of those entertainers became stars, their natural talents enhanced by magic. Their words captivated audiences, their music even able to block the magic of other Artisans. One of those famous performers, Carmen Papillon, established a college to teach other dogs these arts. In later years, Carmina Carmena—or “Songs from Carmen” on the ancient tongue), as it came to be known—taught many of Pugmire’s finest artistes their trade. These artistes came to be known as Troubadours, and Troubadour Music is a growing field of magical practice.

Using This Option in Your Game

Some dogs find magic through diligent study of arcane tomes. Others find it through contemplation and prayer to Man. Yet others find it in themselves, and give it expression through their artistic performances. This new trick represents how those magical expressions occur in play. Troubadour adds to the Artisan Calling Tricks list, as well as the First Tricks an Artisan can choose from: Encouragement, Focus Magic, or Troubadour Music.

If you’re a Guide, consider how adventurous performers may wish to experience a saga from within rather than hearing stories after pioneers return from the wilderness. Perhaps they wish to channel magic through their music or oratory.

Perhaps they wish to manipulate other dogs as a path to self-enrichment and fame.

If you're a player who wants to use these options, work with your Guide to develop the story of how you discover them—and how you experienced consequences from them. Perhaps you noted a rapt audience during a performance and felt the tingle of magic. Or maybe you noticed your honeyed words sway a tavern owner's mind in your favor. Or you might find a flawless instrument which amplifies and focuses your talents.

As always, the lore and tricks presented in this document are meant to inspire, not constrain. If you feel something should be changed to better suit your game, change it! While the descriptions of the following abilities discuss singing or playing instruments, they can all be activated in any number of ways—reciting poetry, chanting lyrics, singing melodies, playing an instrument, playing an instrument in combination with some other spoken performance, or even whistling a merry tune.

Troubadour Music - A New Calling Trick for Artisans

As an action you can use your music or poetry to produce magical effects. These effects require effort to sustain, which means you must use your action each turn if you want to maintain the effect. You can use this ability once before resting or sleeping. To set the saving-throw difficulty for creatures to resist your musical magic, make a Charisma (Performance) check.

You use your music to counter magical effects that depend on sound or talking. Any creature within 30 feet of you (including yourself) that is affected by a charm or thunder magical attack may decide to use your Charisma (Performance) check result in place of its saving throw.

If a creature within range of your music is already under the effect of a thunder or charm effect, it gains another saving throw against the effect each round it hears your music, but it must use your Charisma (Performance) check result instead of its own saving throw.

Your music has no effect against effects that don't allow saving throws. You can maintain your counter music up to 1 minute.

Refinements

- You have an advantage on rolls to set your Counter music Charisma check.
 - If this refinement is taken a second time, you can break enchantments. If a character that is Charmed, Scared, or Possessed enters the area of your Counter music, the character is no longer Charmed, Scared, or Possessed.
- You use your music to cause one or more creatures to become fascinated with you. The creature must be within 90 feet of you and able to see, hear, and understand you. The creature must make Wisdom saving throw to resist your fascinate ability. If the creature's saving throw succeeds, you can't attempt to fascinate that creature again for 24 hours. Creatures that can't be charmed are immune. On a failure, the creature is Incapacitated as long as you sustain your song. You can maintain your fascination up to 1 minute.
 - If this refinement is taken a second time, you can make Suggestion to a creature you have fascinated. The suggestion must be no more than a sentence or two, and be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself into a river, immolate itself, or do some other obviously harmful act allows it to repeat its Wisdom saving throw. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the effect expires, the activity isn't performed.

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The Troubadour was written by R P Davis. Compatible With Pugmire.

Thanks to Chris Walz for sanity-checking this document, and to Travis Legge for Pugmire Community Content Program support.

Special Thanks to Eddy Webb for Pugmire!