



Minstrels

Spirits & Songs





Minstrels

Minstrels are musicians who play magic songs which allow them to communicate to the souls within all living things. They are able to establish connections, and even curry favor with these spirits.

Minstrels can use any instrument to play their songs. These songs are quick to play, often only a few notes which can be strummed as an action.

Minstrel can be taken as a Skill, Feat, or Trait. Minstrels know how to play all minstrel songs, and are proficient in playing all instruments.

Songs

Song of Memories: By playing this song, you awaken the memories of past lives within yourself or a spirit nearby. This awakening does not last long, but may allow a spirit to utilize forgotten skills or languages.

Song of Oaths: By playing this song, you command a spirit to aid you. This only works if you have already courted the favor of the spirits.

Song of Defiance: By playing this song, you call forth the guardian of the domain.

Song of Perdition: By playing this song, you allow the lingering spirits of the dead a second chance to enter into Shadow Realm. Wounding a Spirit while this song plays will force them into the Shadow Realm instead of destroying them.



The Spirits in All Things

When people die they are sent to the Shadow Realm, where they are either risen to heaven or reincarnated through the Cael'Iter vortex. When reincarnated, souls are not always returned to a humanoid form, and can instead be instilled into a beast, a forest, a river, a mountain, a breeze, or almost anything.

The presence of a spirit in nature can easily be found in how animated or active the piece of nature is. A rumbling mountain, a fierce breeze, an expanding forest, an enterprising rabbit, or a rampaging bear may all be caused by a restless or unruly spirit.

Most spirits tend to stay in one place, regardless of their ability to move. Beasts may roam, wind will blow, and rivers do run, but most will settle and find a single place to call home, becoming a permanent fixture within the environment. The area in which a spirit resides is known as its Domain. Many spirits can reside in the same domain, often interacting with one another without recognizing the other as a living spirit.

The spirits and the piece of nature they inhabit form a single being, sharing in both boons and banes of the other. A forest spirit in love may bloom with flowers, and an over-mined mountain may cripple the spirit. Slaying a River Spirit may cause the river to dry up, and damming a river may cause the spirit to return to the Shadow Realm.

Unlike Elementals, these spirits are not avatars of an element, but instead a soul that lies within an element. They do not have the agency or independence that elementals have, nor the language capability or the fighting capacity.

Courting a Spirit

Spirits are often happy in their non-humanoid forms, which is not to say that they are without desire. Many spirits will want company, the comforts they enjoyed during their mortality, or to be rid of obstacles in their path. By helping a spirit, they are likely to aid you in return, and may even be called to serve you through the Song of Oaths. A river spirit may aid you by washing away your foes or flooding to put out a fire, while

a wind spirit may follow you with a gale of wind to increase your speed.

Most spirits can only aid you while in their domain, however wind, storm, and beast spirits are able to roam. If you are able to successfully court them, you may be able to use them as a cohort regardless of where you go.

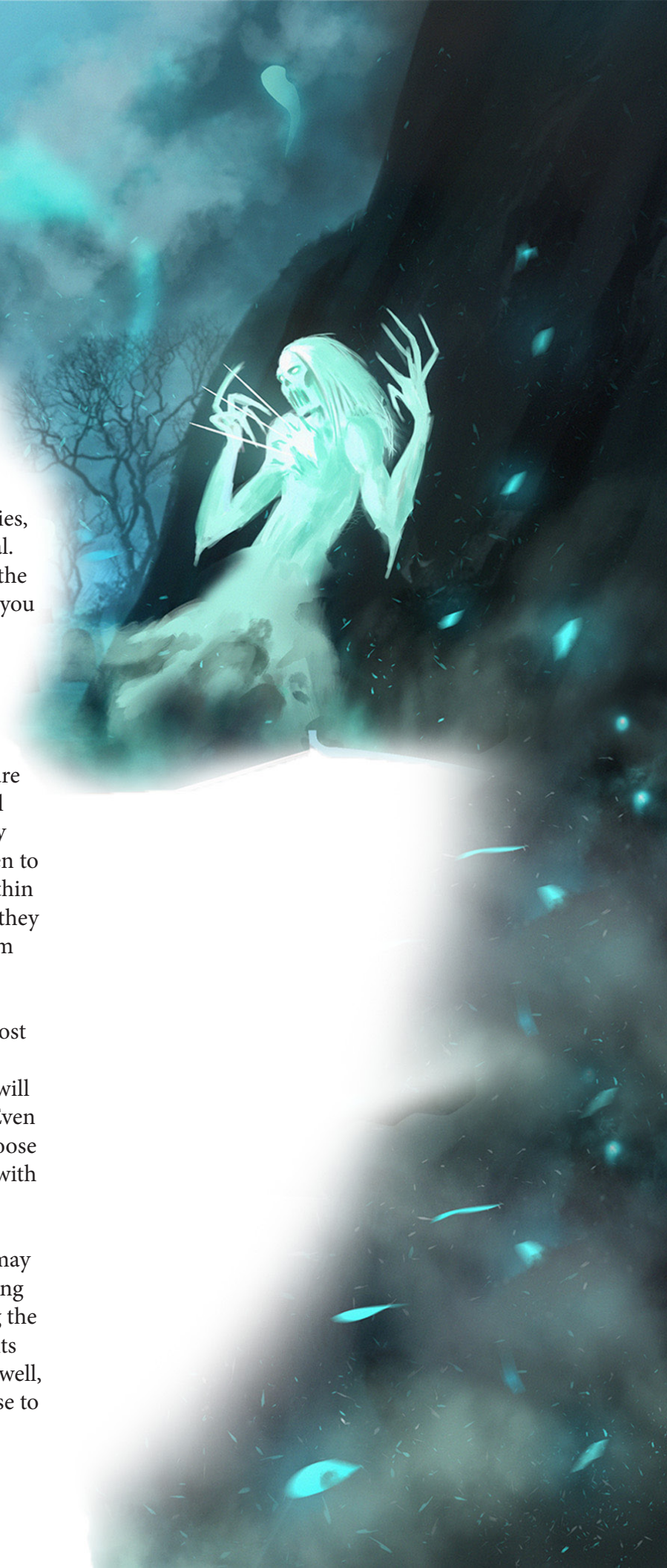
Spirits cannot understand languages, however, they understand music and tone of voice. They can enjoy the presence of a person, and even one-way conversations. Using the Song of Memories, you can remind a Spirit that they were once mortal. They will instantly relearn their old languages for the duration of the song, and may communicate with you in a more straightforward manner.

Guardians of Domains

A guardian is sometimes assigned to defend nature from destabilization caused by internal or external forces. This is generally a beast, humanoid, or fairy that lives within the spirit's domain, and has proven to have the domain's interests at heart. The spirits within that realm will assist the guardian in all ways that they can, often making a mundane beast or person seem magical due to their aid.

Although spirits can sense one another, they almost never communicate, generally due to their lack of language. When assigning a guardian, each spirit will seek out a strong creature to defend the domain. Even without coordination the spirits almost always choose the same creature, as most are extremely familiar with their realm and the creatures that reside there.

By courting many spirits within a domain, they may choose to make you their guardian. By simply acting within a domain you will gain a reputation among the spirits that dwell there. If the spirits see other spirits paying attention to you they may pay attention as well, and if the spirits see you as a boon they may choose to make you their guardian.



The Lost Spirits

When a creature with a soul dies, they are instantly transported to the Shadow Realm, with a spiritual copy of everything they carried, as well as everything within reaching distance. From there, the soul traverses the shifting dreamscape of the Shadow Realm until it reaches the bridge to heaven, or is dragged to the Cael'Itir vortex where it is reincarnated. This is the natural order of death.

The order of death is often perverted. When a soul is transported to the Shadow Realm, a thread connects them to Cael and provides an opportunity to return home. This thread is easy to miss amongst the confusion of death, but those who feel its familiar warmth will mistake it for nothing else but the path leading home.

Those who wait and bathe themselves in the necrotic energy of the Shadow Realm before following the string will be able to transfer that energy to their deceased body, effectively reviving it. Those who despairingly follow the string too quickly and too eagerly will return to their cold dead body, and discover that it can no longer become the vessel for their soul. With both ends of the string on the same side of the Shadow Realm's gates, the soul has no way to return to the Shadow Realm, and is now trapped in Cael as a lost spirit.

Lost spirits will attach themselves to familiar places or objects, finding them a comfort in their tumultuous situation. They make these things their domain, and over time gain a semblance of control over them. Similar to natural spirits, they can be courted, but their restless state makes them far less agreeable and more prone to violent outbursts.



Courting Favor

Each spirit has different desires that can be met. Some wish to have a home built for them, while others simply want the company of people. Beast spirits often demand you defeat them in combat or a game of skill before they think of you favorably.

Shrines

Statues: Some spirits wish for companionship, or for a new body. These spirits will often ask for a statue that they can enter or that they can speak to endlessly. Some will request statues of dogs, while others will wish for beautiful women.

Homes: Some spirits miss the comforts of home, and will demand a house to occupy. Although they may be unable to occupy this house physically, the spirit will make good use of it.

Structure: Some spirits have a specific need that can be solved by a structure, such as a sign, a light post, or a bell.

Respect

Honor: Some spirits, not unlike kings, demand to be respected and honored. These spirits can be appeased by constant and dutiful acknowledgement of their presence, as if you were in the presence of a great general or king.

Combat: Some spirits will help only those they respect in combat. They may demand that you slay a specific beast, or that you must defeat them in combat. The spirit decides the rules of combat, and may require you to fight without tools.

Skill: Some spirits will only help those with great skill. They may demand that you defeat them in a race, or prove that you can climb a great mountain, or withstand a torrent of waves.

Trinkets

Talismans: Some spirits will ask for talismans, marked stones that signify a name or something meaningful. The spirits typically collect these stones and guard them viciously.

Charms: Some spirits will ask for charms, such as four leaf clovers, rabbits feet, or holy symbols. These spirits are typically either religious or superstitious.

Connection

Presence: Some spirits only ask to be near people. They enjoy their company, and will often follow them around as long as they are within their domain. Leaving them often makes them angry, unless a deal can be made to stay for an allotted time.

Communication: Some spirits wish to be communicated with, either verbally or non-verbally. These spirits will often enjoy hearing the voice of others, or to hear their thoughts and prayers.

Exorcism

Beast: Sometimes there is an animal that is disrupting the balance of nature, or are pestering the spirit. These spirits typically ask that you remove the beast.

Humanoid: Sometimes human interference will cause the spirit harm. They will ask that you get rid of this interference.

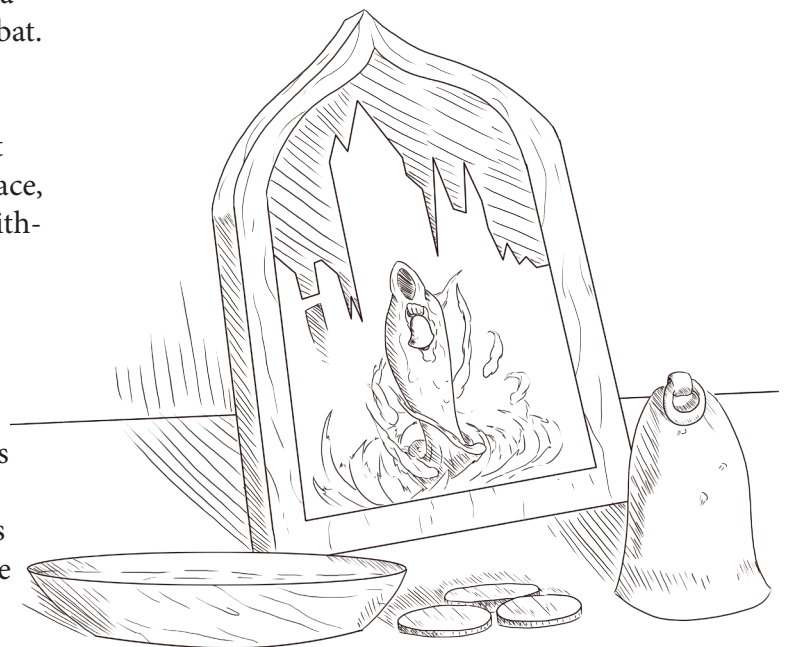
Demon: Sometimes something dangerous comes forth and must be stopped. If it is a dangerous demon or monster, the spirit will generally ask that you eliminate or banish it.

Offerings

Food: Sweets, Meat, Alcohol, Grains, Spices.

Treasure: Steel, Copper, Silver, Gold, Gems

Luxuries: Cigarettes, Mirrors, Masks, Potions, Contraptions, Perfume, Clothes, Instruments, jewelry, balms & Incense, weapons, armor, fur, art, or light.



Spirits

There are a variety of spirits that range in form, ability, and personality. Below is a list of some of the possible forms, abilities, and personalities that each spirit may have. Spirits only have control over themselves, and therefore a river cannot affect anyone who is not directly inside them, nor a mountain cause a landslide on a separate mountain.

Stone:

Form: Hill, Mountain, Tunnels, Chasms

Abilities:

Rumble: This spirit can shake the earth.

Earthquakes: This spirit can cause landslides or earthquakes.

Uncertain footing: This spirit can make the land hard to traverse, transforming it into difficult terrain.

Personality: Stoic, Patient, Lethargic

Breeze:

Form: Winds, Tornado,

Abilities:

Push: This spirit can push creatures or objects around.

Drive: This spirit can increase or decrease the speed of creatures.

Freedom: This spirit is not bound to any domain, and can easily travel.

Personality: Casual, Oblivious

Storm:

Form: Rain, Monsoon,

Abilities:

Flood: This spirit can create a flood, drenching the area in water.

Lightning: This spirit can create lightning bolts to attack.

Freedom: This spirit is not bound to any domain, and can easily travel.

Personality: Brooding, Short Tempered, Melancholy

Fog:

Form: Steam, Cloud, Smoke

Abilities:

Obscure: This spirit can hide creatures or objects.

Freedom: This spirit is not bound to any domain, and can easily travel.

Personality: Illusive, Shy,

River:

Form: Streams, Waterfalls

Abilities:

Flood: This spirit can create a flood, drenching the area in water.

Push: This spirit can push creatures or objects around.

Bounty: This spirit can provide food.

Uncertain footing: This spirit can make the land hard to traverse, transforming it into difficult terrain.

Personality: Bubbly,

Tide:

Form: Currents, Waves, Tsunamis

Abilities:

Flood: This spirit can create a flood, drenching the area in water.

Push: This spirit can push creatures or objects around.

Bounty: This spirit can provide food.

Uncertain footing: This spirit can make the land hard to traverse, transforming it into difficult terrain.

Freedom: This spirit is not bound to any domain, and can easily travel.

Personality: Romantic,

Forest:

Form: Woodlands, Groves, jungles,

Abilities:

Entangle Roots: This spirit can grab and hold creatures.

Obscure: This spirit can hide creatures or objects.

Uncertain footing: This spirit can make the land hard to traverse, transforming it into difficult terrain.

Bounty: This spirit can provide food.

Personality: Passive,

Field:

Form: Gardens, Meadows, Farms,

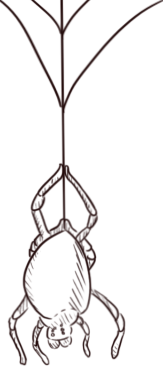
Abilities:

Obscure: This spirit can hide creatures or objects.

Uncertain footing: This spirit can make the land hard to traverse, transforming it into difficult terrain.

Bounty: This spirit can provide food.

Personality: Cheerful,



Examples

The Father of Thousands

In the Akmin woods lives a large and well aged rabbit, who, for centuries, has never been caught by man or wolf. It has since grown to the size of a halfling, and its children, although not nearly as skilled, will grow to be similarly tall. These large rabbits are well sought after by Triflings who wish to use them as mounts, however, getting them to cooperate is almost impossible.

This rabbit spirit is a flirtatious, boisterous, and sociable. It appears to speak quickly, and always seems as though it has something to do very soon.

This rabbit enjoys the company of parents and children, reminding him of the thousands he has spawned over the years. If approached by a parent and child, the rabbit may allow one or both to ride him, and may make some of his children friendly to them as well.

The River named Kel

Splitting a fjord in the Lopenine Vale, there is a raging river over a stony bed that always seems to increase in speed miraculously when entered into by man or beast. The water is violent enough to carry anyone down into its depths, and will drag them far away from their initial crossing. The rock bed surrounding the river is filled with uniform white stones that have been made perfectly rounded.

The spirit within the river appears normal, but will always refer to itself as Kel, a traditional Dwarvish name meaning "Thrasher." Like a dwarf, it is abrupt, impatient, and doesn't forgive easily. However, in the centuries that the river has stood, never once has a female dwarf been swept away by the river, signifying that it may have a sweet spot.

The spirit will allow few to cross. If a creature were to carve the name "Kel" into a stone and throw it in, the spirit has been known to be suitably appeased and allow them to pass. Those who swim through have noted to seeing thousands of carved stones at the bottom of the river.

Spring:

Form: Fountain, Geyser, Hot Spring

Abilities:

Floods: This spirit can create a flood, drenching the area in water.

Warmth: This spirit can create warmth & prevent freezing.

Healing: This spirit can heal injured creatures.

Water jet: This spirit can create jets of water to attack.

Personality: Relaxed, Excitable,

Fire:

Form: Volcanoes, Magma, Forest Fires

Abilities:

Warmth: This spirit can create warmth & prevent freezing.

Burn: This spirit can create fire and attack.

Personality: Passionate, Inconsiderate

Predator:

Form: Wolves, Sharks, Spiders

Abilities:

Hunt: This spirit is able to hunt and track down creatures.

Freedom: This spirit is not bound to any domain, and can easily travel.

Personality: Callous, Sadistic, Smooth

Carnal:

Form: Rabbits, Lions, Dolphins,

Abilities:

Bounty: This spirit can provide food.

Freedom: This spirit is not bound to any domain, and can easily travel.

Personality: Vulgar, Romantic, Playful

Filth:

Form: Vultures, Roaches, Hyena

Abilities:

Devour: This spirit is quick to dispose of corpses.

Freedom: This spirit is not bound to any domain, and can easily travel.

Personality: Crude, Genuine, Snickering

The Wandering Red

Deep in the Bawdwell Overgrowth is a massive red-wood known as “The Wandering Red.” The red wood tree will appear without a sound, not even making an imprint in the soil or snow. It is unknown how it moves, since it will only move when it is not being observed. It will remain in one place indefinitely while it is being watched, but when all eyes turn it will disappear into the surrounding red woods.

The spirit within this tree adores alcohol. The tree is most often found when alcohol is spilt on the forrest floor, as the Wandering Red will quickly make its way to take root over the spill and suck up it up.

When conjured, the spirit of the Wandering Red has the demeanor of a spy or a ninja. He rarely speaks, but is decisive when he does. This spirit is aloof, often leaving without saying goodbye, with both the spirit and tree disappearing.

The Storm that Scares Itself

Within the rocky farmland of the Berrin Peninsula is a place that rains almost every night. Although it may be clear skies, the wind can pick up quickly, transforming a cool day into a rainstorm, and a rainstorm into a monsoon. If, during the day, the clouds make the ground dark, the rainstorm may continue on throughout the day, often causing a rainstorm that lasts days or weeks.

This spirit appears as a child, speaking slowly with a small vocabulary. It is curious and playful, but easily frightened. During the night, the spirit becomes so afraid that it begins to cry, creating a rain storm above it. As the clouds grow darker, so does the fear of the spirit, causing it to cry more and more.

A large lantern has been placed at the center of the the farmland where the storm spirit resides. At night the lantern is lit to keep the spirit from being afraid. A tradition started long ago that during the first day of spring, a carnival will begin where the farmers and their families would wear frightening masks and tell scary stories. This causes the spirit to rain for weeks, filling the fields with water for the seasons to come.

The Forest Guardian

On the far edge of the west side of the Trantipador clearing, a forest lives untouched by man or elf. The lush, green wood is filled with trees, herbs, and beasts, with no sign of outside interference. Legends drum in the heart of taverns of a guardian of the forest, which can conjure the wind, evoke the rivers, and even call the trees to wrap around and root it's foes. These tales are confirmed by the bounties on the walls of guard stations. “Reward for head of Forest Guardian.”

The Forest Guardian is a large centaur, who protects the forest with blade and bow. When under attack by woodcutters or bounty hunters, the guardian can call the spirits within the realm to assist him by blowing his cornet. The forest floor flattens under its feet and roots withdraw as it tramples its way through the forest. Fog rolls in to hide his presence and cause unease in the trespassers, while a great storm stirs above to deafen them with thunder.

This centaur is wary of interlopers, but does not attack those who wander through or simply get lost. He will even protect those innocents from beasts within the woods, commanding the wolves and bears to retreat to their dens.



Thank You

We hope you enjoyed this free PDF on behalf of The Island of Bees. This module has been adapted from Westbound. Westbound is the Tabletop Roleplaying Game of revolvers and rituals set in the fantasy wild west. Elf Cowboys and Ogre Spell-Slingers wander a vast western world while utilizing an intuitive D52 system for exploration and combat.

www.WestboundGame.com

If you're interested in more from us, you can visit us at our website. Feel free to email us if you have any questions about the material. You can sign up to our email list to get alerts when we make something new, including our upcoming book: Krillo's Guide to Survival.

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Krillo's Guide to Survival is an in-universe hand guide for Player Characters written from the perspective of a goblin named Krillo. The book contains information for players on how to craft weapons, potions, magic runes, and more! It is heavily illustrated by our rambunctious Krillo, which makes it perfect for your mantle and as a conversation starter. It also contains the story of Krillo, written as a journal from his perspective as he travels the world in search of his destiny.

WestboundGame.com/krillos-guide-to-survival

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John Heffernan

