



PLAYING HEROQUEST

HeroQuest is a Game of Discovery. Starting is quick and easy, because learning the rules is part of the story. All the information you need is in this book. The rules encourage you to play the game and in doing so discover the world of Glorantha, where gods are real and heroes leave their mark. Sentences beginning with “**∞** Want to Discover More?” lead you to places where you can learn about that subject.

HeroQuest is a Game of Adventure. The game is set during the Hero Wars, a time when cosmic forces stir, demons escape their bonds, and empires hang in the balance. While playing *HeroQuest*, your hero will face wily foes, defend kingdoms, slay monsters, and overcome obstacles presented by the narrator as the story unfolds. The game encourages you to adventure into the myths and conflicts of this ancient and magical world and make it your home.

HeroQuest is a Game of Heroes. You oversee the actions and decisions of a hero, and creating this character is itself part of the adventure. You choose your hero’s abilities and magic, so you can make him the way you want him to be, and can begin adventuring right away. Although your hero’s short-term goals might differ from other heroes in your band, the desire is the same: to quest to become an immortal hero of legend!

Roleplaying in Glorantha

Roleplaying is a form of entertainment in which the players tell a collective story. It has formal roots in fantasy wargaming, but it is much older. Since the earliest humans we have told stories through playacting and listened in the dark to tales. Whether playing “knights” or “cops and robbers” with sticks as weapons, or telling stories of ghosts or culture heroes, imagination and acting are the true roots of roleplaying.

To play a roleplaying game you gather with a group of other players, in person or perhaps through an Internet chat facility. By talking, and every now and then rolling some dice, you and your friends together create an unpredictable adventure story featuring the heroes you have created, all set in the world of Glorantha.

HeroQuest is a story-telling game, with emphasis on plot, personality, and consequences instead of numbers, charts, and detailed spell lists. Play focuses on the *story* as the center of action, not the rules. Players only use dice—the Great Randomizer—in moments of crisis or drama.

One person takes the role of the narrator who plays a wide array of **narrator characters**—everyone except the player heroes.

The narrator also plays the world—tells what the weather is, how steep a mountain is, how suspicious a person seems, and so on. The narrator’s job is to place limits on the heroes, confronting them with entertaining challenges as they try to accomplish their goals. Some game groups have one narrator who runs all the games; others may rotate the narrator position, allowing everyone a chance to play and to narrate.

Everyone else plays an imaginary character, one of the heroes whose actions together shape the story. Your hero is your persona in the Gloranthan setting. You determine what your hero is like, how he interacts with other heroes, and what he or she does when confronting the dangers and mysteries of the Hero Wars.

Heroes are not usually lone wolves, for their survival and development calls for them to form **relationships**. In *HeroQuest* one of the most important features of heroes is their ability to recruit followers or join with other heroes, often in a **hero band**. They will fight together, support each other in debates, and guard each other’s backs while they explore the world and encounter strange things. Heroes come from a community—you choose if this is a village or an entire nation—which can give them the support and followers they will need to succeed.

Individual *HeroQuest* stories are referred to as adventures or scenarios. A series of adventures sharing heroes and other plot elements is called a campaign.

To play, talk and describe what your hero is doing; say what your hero says. *HeroQuest* is a talking game, not a numbers game. Most of the time players just say what their hero does (or tries to do). In cases where failure is possible, the narrator decides how difficult the act is, she and the player each roll a die to determine relative success or failure, and the narrator describes the results with the player’s help. Then the game and story go on.

Your Hero

Heroes are extraordinary individuals, capable of becoming great movers and shakers in the world, and destined for fame. Your character is a hero, and he will do great deeds. **∞**

Hero is a broad definition, covering a huge span of possible powers. At one end are ambitious beginners, like your character. At the other end are mega-beings with super-heroic abilities, such as Harrek the Berserk and JarEel the Razoress, who wield the power of demigods. Great heroes come to represent greater principles, forces, and hopes.

Your hero is not just numbers on a piece of paper. He is a living being, with a past and a future. He will change and grow during play. Be ready to let him change his mind and learn new things. Heroes need to develop spiritually.



Sedenya, the Moon Goddess worshipped in the Lunar Empire, has three primary aspects. In front is Taraltara, the Mystic Moon. Standing behind her is Natha, the black and white goddess of the Vengeful Moon. Beyond both is Ruzelza, the material Red Moon that is visible in the sky to all.

Sometimes a dramatic event calls for a closeup on the action. Such a critical challenge is generally the climax of an adventure. It uses the **extended contest**, but the process is much the same. The players tell the narrator what their hero is doing, the narrator tells what the world is doing, the dice are thrown to determine results, and the results are applied to those pitted in the struggle.

Glorantha is a magical world and the game focuses on exploring its magic. *HeroQuest* lavishes detail on magic and magical conflict in one basic and three specialized magic chapters. Your hero will learn his preferred way of magic, and then explore the strange and wonderful oddities, exceptions, and mysteries of Glorantha—the greatest of which is the heroquest, when the heroes cross over to the world of myth.

Text Conventions

Important game terms are printed in **boldface** the first time they are used or defined, or for emphasis.

Runes and Game Symbols

Throughout the book, you will see text marked with special symbols called **runes**. (The Gloranthan runes are discussed in the Runes appendix, page 264.) A few runes mark text with a special purpose:

- ⚡ *Note to Players:* Hints to help players make the most of the game.
- ✱ *Note to Narrators:* Hints to help narrators run a better, more exciting game.
- △ *Example:* Examples of the game in play.
- ⚡ *Masteries:* Indicates one or more masteries in an ability; see page 19 for details.



The First Rule: Play the Story, Not the Rules

The focus of *HeroQuest* is the story, not the rules. Nothing destroys the pacing and emotional intensity of a story quicker than a pause to look up rules or special cases. Let your hero and his goals direct the story, and turn to the rules only when his actions or desires conflict with someone or something else.

So, if the emphasis is not on the rules, what else does this book contain?

First are sample homeland, occupation, and magic keywords so that you can choose who you want to be and what you want your hero to do. These are but a small selection of the thousands of Gloranthan cultures and religions, but they are enough to get started.

Second is advice on how to play *HeroQuest*. These include suggestions like those presented in the boxed text scattered through this chapter. However, more important are the examples of play that run through the book. These examples do not just illustrate the rules, they *show* you how to play the game and what tactics will help you succeed.

What You Need

To play *HeroQuest*, you need these things:

- This book.
- A group of players. (You can find them via the internet if you can't find a group near you. Go to www.HeroQuest-rpg.com/support for help.)
- One twenty-sided die (d20) for each person. These are available at most specialty game stores.
- Paper, pens, and pencils.
- Optional: a book from the *HeroQuest* or *Hero Wars* Player's Book series. These are helpful, but are not required—this book contains everything you need to play the game. See the Bibliography on page 266 for a list of available titles.
- Optional: miniature figures. Some players like to use these to represent their heroes. They can show relative position in combat or location on a map. These are available at most specialty game stores.

⚡ *Epic Adventure:* Ways to use the visual or descriptive elements of fantasy novels, epic stories (such as the *Iliad* and the saga of Gilgamesh), and adventure movies in your game.

A Note on Pronouns

To help make the rules easier to follow, we use female pronouns for narrators and male pronouns for players.

What was *Hero Wars*?

Hero Wars was the first roleplaying game produced by Issaries, Inc. It is now out of print. *Hero Wars* was a different game than *HeroQuest*, but it used the same core rules system, so books published for *Hero Wars* are useable with this game—see the Bibliography on page 266 for titles. Go to www.HeroQuest-rpg.com/hw/HQConversion.html for notes on converting each product.

The Hero Wars

The Hero Wars mark the end of Glorantha—or at least The End of the World as We Know It. Monstrous dangers have risen, great causes have been born, and the gods have woken. Many different struggles are occurring all at once, and the conflicts between these various groups threaten to end all of existence. Cataclysms like this have occurred before. Everyone knows it. The question is, “What will you do about it?”

The Hero Wars Begin in Dragon Pass

Dragon Pass is the fuse of Glorantha; from it have burst many of the cataclysms that have ripped apart the world before. It is burning again.

500 years ago—Dragons exterminate all human life in Dragon Pass.

300 years ago—Humans move back in and crowd out the elder races, who retreat to strongholds where they have grown angry after centuries of abuse.

20 years ago—The Lunar Empire invades and conquers the natives of Dragon Pass.

Now—The Empire has put on the squeeze, but it may have bitten off more than it can chew...

⚔ Want to Discover More? See the Introduction to Glorantha chapter on page 222.

Make Your Own Part

All heroes are extraordinary and destined for *some* fame in the world of Glorantha. This is guaranteed, since they are individually guided by a higher power: you, the player.

Your heroes will have the chance to be involved in the great events of the Hero Wars, such as the Bejeweled Invasion of the East Isles, the War Against War, and raising the Jarn Dragon. Such events are not just for the super-powerful; they require the participation of your hero at whatever level of power he has achieved. Your hero is not *expected* to become a god, but he could. This is up to you and your narrator.

*The Old World is Ending...
What will you be doing?*
Your hero is in a story.
You are going to talk his way through the epic.
And the old world is ending...

Magical Landscapes

The Mortal World is the world of time and mundane things, where people live, strive, and die. It contains continents, oceans, and islands; mountains, rivers, forests, and their inhabitants; and hundreds of peoples and religions.

These many religions interact with the Other Side, the worlds of magic and the supernatural. Three distinct Otherworlds give magic to mortal beings: the God World, Spirit World, and Essence Planes. Some magic originates in the Mortal World, and so each of Glorantha's four worlds is the source of a different magic system. The Otherworlds are separated from each other. Only the Mortal World, the world of people, indirectly connects them.

Beings native to the Mortal World are usually born with a mixed spiritual nature. Through worship and magic use, this untrained spiritual nature will refine until it is a pure soul, spirit, or essence. Some few beings are born with their spiritual nature already partially or fully formed.

⚔ Want to Discover More? See the Theism chapter (page 114), Animism chapter (page 131), Wizardry chapter (page 153), and Introduction to Glorantha chapter (page 222).

Otherworld Entities

Each Otherworld is home to entities that are born, created, or otherwise come into existence with a pure soul, spirit, or essence. Some Otherworld denizens appear strange or monstrous to humans, others seem almost identical to mundane beings, animals, and plants. An entity from the God World is called a **daimon**, **soul**, deity, god, or goddess; an entity from the Spirit World is a **spirit**; and an entity from the Essence World is an **essence**, psyche, or saint. An entity from the Underworld (which is sometimes distinguished from the three Otherworlds, sometimes not) is often called a **demon**. Other-

world entities with natural homes within the Mortal World are usually referred to as beings rather than entities.

Petty daimones, simple spirits, weak essences, and little demons live in their Otherworld and rarely interact with the Mortal World unless brought there by magic. Mortals worship more powerful entities, who give magic to their worshippers. Worshipped entities usually have subservient denizens that support them and provide servants or additional magic. Thus, many deities have subservient cults, majestic spirits control lesser spirits, and the great churches of the West are filled with orders and schools founded in the distant past by saints.

The World is Made of Everything

The world of mortals is called the Mortal, Inner, Natural, or Mundane World. Its innate magic is called **talents**, but it is also permeated with much more powerful magic from the Otherworlds. The Mortal World is a mixture of the Otherworlds. Thus, most trees, animals, and people are a mixture of the various magic types and are affected by all of them. Most places are mixed—most rocks are just rocks, and one part of a forest is usually much like another. However, some rocks embody souls, some spirits, and some pure essences. Similarly, in that forest can be found places of power, like a sacred valley or rock outcrop that inspires a moment of awe or beauty, or extraordinary trees inhabited by spirits or daimones. Enchanted elf forests, for example, often combine god and spirit powers.

The distribution of magic in the world is unequal. Some places are a concentrated center of magical power, closely connected to one of the Otherworlds. For instance, Kero Fin Mountain is a concentration of theist power, and people commonly talk of that mountain as a goddess. Its plants, animals, and terrain features mostly possess theistic souls. Likewise, spirit places

exist, such as Chalk Man Hill and The Creek. Finally, places like The Stream, extents of Trackgrass, and the linings of some dwarf tunnels are concentrations of essence. The world has many such sacred mountains, spirit valleys, and holy rivers. Together these form the magical landscape of Glorantha.

Otherworld Interactions

Three basic forms of interaction between the Mortal World and the Otherworlds exist: worship, magic, and heroquesting.

Worship goes from the Mortal World to one of the Otherworlds. On holy days, mortals open a way to the Otherworld with their rites and interact with the mythological realm. Their holy world and the Mortal World overlap.

Want to Discover More? See the Basic Magic chapter, page 97.

Magic transfers power from an Otherworld into the Mortal World. To learn specialized magic, a hero must journey into or through the appropriate Otherworld and, usually, experience the first time that magic was used. The hero thereby learns the proper words, gestures, actions, and philosophies to bring the power he experiences in the Otherworld and duplicate it in the Mortal World. Although just about everyone uses magic, many people use common magic, a mix of all four magic systems.

Want to Discover More? See Common Magic, pages 29 and 104.

Heroquesting is less common than worship or magic; only a few powerful or adventurous mortals practice it. Heroes open a way to the Other Side and face great dangers to gain magic for their communities or themselves. Most heroquests follow set paths recorded in the myths of the religion.

Want to Discover More? See the Heroquesting chapter, page 191.

Holy Places

Holy places are concentrations of power, doorways between the Mortal World and one of the Other Sides: the earthly presence of a deity, a gateway to a spirit demesne, or a portal that connects to a saint's node. They are also found where worshipped beings exist in the Mortal World, and where mortals can start a heroquest. They can take almost any form: a grove of trees, a cave, a mountaintop, a building, or a spirit stick stuck into the ground. Holy places are known by many names, including shrine, temple, spirit place, axis mundi, church, and sanctuary.

Permanent holy places are found where some supernatural deed was done. Many are holy to a particular Otherworld

△ Our Story Begins

If you were to eavesdrop on a group beginning a HeroQuest session, you might hear something like this:

Kathy (the narrator): Your league chief, Valdamare Squint-eye, summons you to her hall. I assume everyone shows up?

The players all nod their heads in agreement.

Kathy: You know that something must be up because all your dependent farmers are there, too. Valdamare announces that a catastrophe has befallen the community—the Screaming Spear, a precious magical treasure, is missing! She needs you to find it and bring it back.

Rick (speaking in character as his hero, Hengal, a hotheaded warrior): “I’ll punish whoever shamed us in this way!”

Kathy: The assembled villagers grunt their agreement with Hengal. “Whoever has done this must pay!”

John (playing Ingomar Horsefriend, speaks out of character): My guy says we should kill them all for what they have done!

Frederick (playing Mr. Puma, a shapechanger who wants to be human): You guys will fight anything, won’t you? Let’s at least find out what is going on.

Kathy: Valdamare says she trusts your band, which has saved the village so many times in the past, to do what is right when the time comes. She urges you to get started at once!

Rick (calmer now): “What help can we expect from you, my good leader?”

Kathy: “The usual. Go to the priest for a blessing.”

Rick: Oh wait, wait. “Chief, I’m not done here!”

Kathy: “Yes, what else?”

Rick: “Good chief, we are going on a dangerous mission against someone that is surely powerful. Have not they stolen from the best people in the world? And of course we are strong and powerful, so they must have had some great magic to help them. Can’t we get some?”

Kathy: Squint-eye’s not happy about this. She’s frowning. “God’s Ear, man, what do you want?”

Frederick: I see that Hengal’s smiling now. The chief’s swearing! Hey buddy, go for it!

Rick: “Surely for something as dangerous as this we can count on more than the usual blessing?” What’s the crowd think, Kathy?

Kathy: Some agree with you. But I think most of them are with Valdamare, who disagrees. “I’m chief here,” she says. “You are out of place to make demands, even if you are famous.”

John: Ingomar isn’t afraid. He’ll say something about Valdamare the Sissy or something.

Kathy: Hold on, now. That’s an insult, John. Ingomar is from around here. He knows that such a taunt is bad business. Something to fight about. This chief is a pretty macho gal, but she doesn’t have to do her own fighting, she can have some of those tough-looking warriors who surround the dais beat you up.

Frederick: I’m going to get out of here now.

Rick: Me too. I’m not getting beat up for you again.

John: OK, I won’t insult her. I don’t want to make trouble. I just want to make her give us something or tell us why not.

Kathy: Oh, OK. Maybe incite the crowd or something.

John: OK, I’ll do that.

Frederick: Me too.

Rick: Doesn’t our league law do something here?

Kathy: Yes, I am sure. But here’s what’s important. The chief is unhappy, but she knows what has to be done. She gets everyone quiet, and then speaks. “We will debate, Mr. Hengal and I, and decide.”

Now the game changes. We have a chance for failure here, and Kathy has decided that it is to be determined by dice. Now they must call on the rules to find out whether the hero succeeds or not. The players discuss their tactics.

Kathy: She is going to use her *Relationship to Clan* to sway them, but she’s going to get an automatic augment from her *Chief* magic. She’s pretty tough here, you know.

Rick: Hmm, I’ve only got 17 in my clan relationship myself. What’s her stat for that?

Kathy: Oh, mmm, about 5^{LU} [5-mastery] plus the umm, +7 for her various personal augments. That’s 12^{LU}.

entity. Magicians often have the rites and artifacts necessary to create a temporary holy place when no permanent site is near.

What is Myth?

Glorantha is a mythical world, full of stories that are true, and not just for their worshippers. But what is a myth?

To some of us, “myth” means something that does not exist. We say things like, “It’s a myth that men are smarter than women.” *HeroQuest* does not use myth in that way.

Myths are usually stories about the deities, spirits, saints, sages, and heroes who fought in the struggles that made the world the way it is. Myths like this include stories of the gods, like Zeus, Odin, or Indra and their pantheons. It includes minor deities like Triton, demigods like Gilgamesh, and great human heroes like King Arthur. These are stories such as we know today from extinct mythologies. They have plots and characters, sometimes a moral to show. *HeroQuest* has a lot of this kind of mythology.

Myths also explain the world, a person’s place in it, and the meaning of life. The myths of a homeland often overlap those of its neighbors, and by looking across the entire world a roughly unified mythology is discernable between all the religions. Thus, every culture and religion has its own myths that explain how the world was created, how it was changed in the

Gods War, how it plunged into a terrible Darkness, and how it was made whole once more. These myths provide examples of how to act, of how the universe works, of how to address your cousin, and so forth. They tell what to do, especially in a sacred way or during ceremonies. They explain what and why things are; they define a culture and explain its customs, values, and laws. They allow people to live actively and consciously with the invisible powers of society and nature. *HeroQuest* has a lot of these myths as well.

Myths join humans with the Otherworlds. They provide instructions on how to bring the power of the Other Side into the realm of men. Myths allow the interface of the underlying laws of the world with individual people, which allows them to do magic. This is why the learning of powerful magic always involves a journey to the Other Side, for every act of magic has at its heart a myth. This kind of myth is integral to *HeroQuest*.

Myths, finally, hint at deep philosophies about death, truth, and cosmological consciousness. The myths are maps—some better than others—towards the experience of deep truths. These are the ultimate answers. The treasure, in the end, is always some form of awareness that is gained. The experiences transcend normal consciousness altogether. Discovering and using these myths is a goal of many heroes.

Rick: I want to tell everyone how brave we’ve been.

Kathy: OK, you can do that here. This is a bunch of guys boasting and arguing about how to use clan resources. Sure, Brave works. Any other augmentations?

Rick: My Brave is 17, so I get a +2. How about a combat ability? Can I use that?

Kathy: No, not a chance. That’s like you’re going to threaten to fight your own chief!

John: Can I help him out? Can I get the crowd going too?

Kathy: Sure. You’re gonna get the crowd going then, like shouting and saying, “Yeah, he’s brave!”

John: Yeah, that’s it. “Hey, he’s brave!”

Kathy: OK, you can use your best skills to help him. What do you have that might be really good to incite the crowd?

John: I have Brave too. It’s 17.

Kathy: OK, that’s +4 so far. How about Mr. Puma, Frederick?

Frederick: Can I do some magic here? This says I have a “passion spirit.” Can I make them more passionate?

Kathy: Umm, maybe. But here’s the problem, Frederick: you are a stranger here with your weird shamanic magic. You know that. These guys aren’t quite used to you yet. If they see you using spirit magic, the thing might backfire and make people vote against Hengal. What does it say there, about the passion spirit?

Frederick: Huh, nothing.

Kathy: OK, you could use it to try incite the crowd then, but you’ll have to roll for it. It will afterwards be an *Excite Crowd* spirit. Do you want to do it?

John and Rick are making frantic signs to discourage Frederick from doing this. Frederick decides it would be foolish and shakes his head. Rick breathes a sigh of relief.

Rick: Good thing, Frederick. Everyone is basically pretty paranoid about strangers.

Frederick: I noticed... Can’t they see that I am human too?

Kathy: OK, let’s go for it then. What’s Hengal’s Brave, and John, your guy’s? OK, so it’s your relationship of 17 plus the Bravery augment of +2, then another +2 from Ingomar’s courageous vocal support. 21, I mean 11.

John: Yeah, he’s brave! He’s brave!

Rick: Can’t I use my magic too? To augment myself?

Kathy: Like what?

Rick: Anything. It’s all warrior magic. She’s using her chief magic, and I’m trying to be a warrior.

Kathy: Oh, OK that seems fair. So you are looking glorious and deadly now as a result of your magic. You can augment with one *Warrior* affinity, then.

John: Me too then? I can use mine to help him?

Kathy: Oh, OK. You look brave too and can augment your magic onto the total. OK, it’s another +3 for you and a +2 from Ingomar then. Let’s see, everything is added up here, OK: 11+3+2 is 61.

Rick: Less than her!

Kathy: Yes, but she has some more help, too. The big priest steps up, and he makes it clear he’s on the chief’s side. He’s going to augment the chief, and he’s giving a +5.

Rick: Plus five! Yikes, he’s gotta have—hum—

Frederick: 5112, at least. In magic? Glad he’s just augmenting!

Kathy: Yes, in his magic. He’s the community priest, remember. He could be more powerful than that.

Frederick (rolling his eyes): I’m never crossing him, then!

Kathy: Good thinking. Ready to roll, Rick?

Frederick: Use your lucky dice.

Rick: OK, my 611 against her final 1711, right? Here goes. I roll a 3. Success.

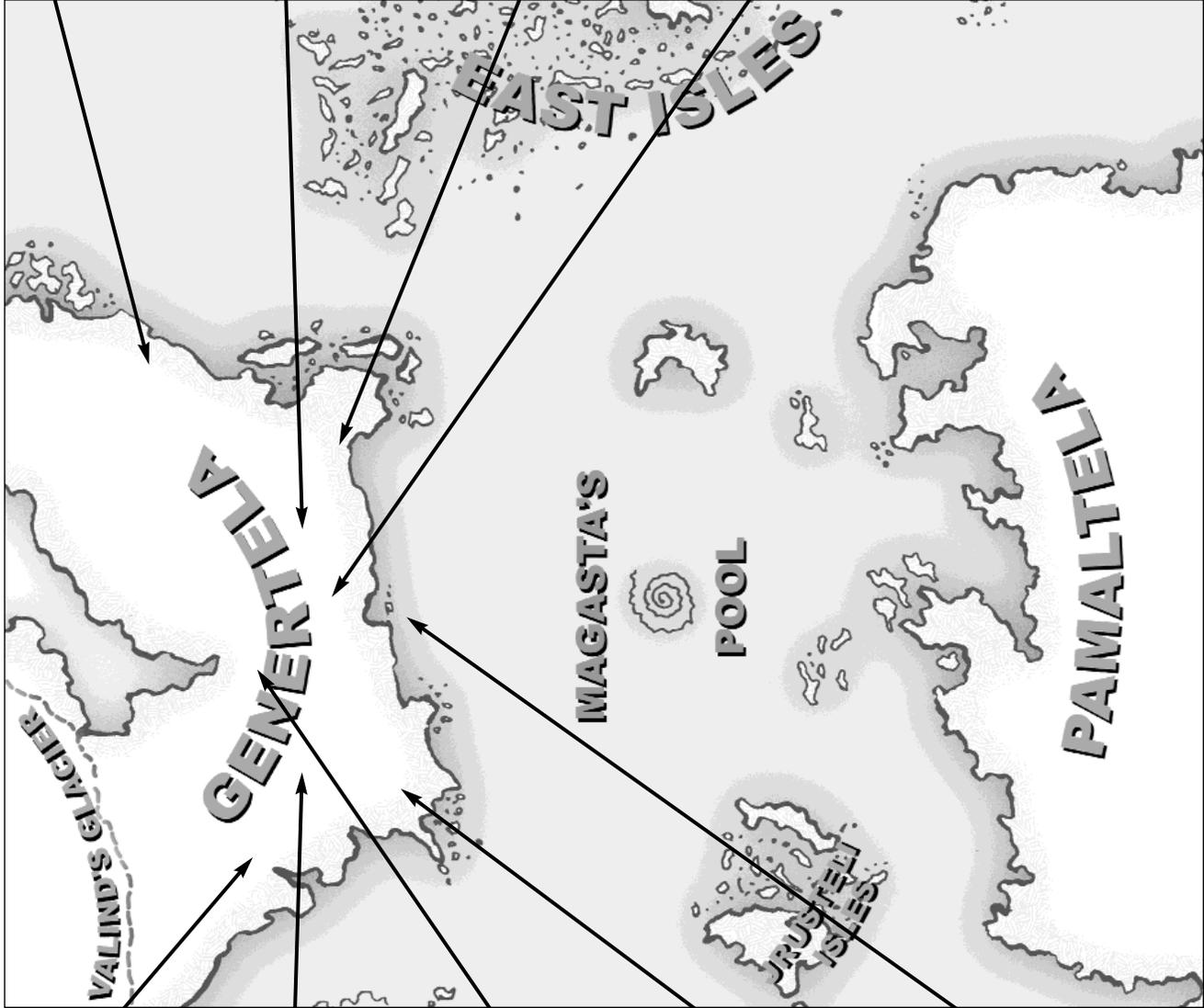
Kathy: I roll a 19. I failed. You win. Minor victory. You convinced her to give you some more help.

John: He’s brave! He’s brave! What do we get?

Kathy: Wait a minute. The chief and priest are conferring. Let’s see.

Kathy is clearly unprepared for this outcome. Luckily for her, the doorbell rings.

Kathy: Uh, someone answer the door will you? Aha, yes, that’s it: they’re going to lend these other guys for your task. (Three more players—Bill, Steve, and Christine—enter the room.) Hi guys, got heroes yet?



The War Against War †
 Alien forces strive to crush the valiant, virtuous Kingdom of Loskalm and unleash monstrous energies.

Five Arkats Return ↗
 The greatest hero of history returns in five forms, fighting himself and everyone else!

Moon Revolutions Ⓛ
 Artists, teachers, and philosophers unleash mighty forces against cruel overlords.

The Icon War ⓐ
 The One Church and the One King destroy everything that will keep them from ruling the One Kingdom.

The Wolf Pirates ⚔
 Naval hordes ravage ancient strongholds and release monsters, fiends, and demons of old.

The Blood Sun War ☄
 Sleeping Dragons rise against prehistoric monstrosities and blood falls from the sky.

Chaos Regurgitation 🍷
 The ancient foe vomits forth in unearthly power against the last defenders of the Genert Wastes.

The New Law War Ⓞ
 Ancient deities transform themselves to overcome grim foes that rise from Deep Mysteries.

The Sartar Rebellion Ⓡ
 Rebels resist Imperial advance with drastic, desperate magic that will change the world.

Elder Races Resurgence ⚡
 Dwarves, elves, trolls, and mermen release centuries of pent-up power, each in their own fanatic project.

The World of Glorantha
 The Mortal World, including the major continents and island groups.
 Note that Pamaltela and the islands seem placid right now, unaffected by the Hero Wars. That will change.



Personal Information
See page 17.

Hero Points
See page 58.

Runes
See page 29.

Keywords
See page 17.

Name: HENGAL
 Player: RICK
 Description: ARMOR; BIG, TRADITIONAL CLOTHING
 Goals: MEET THE INHUMAN KING OF DRAGON PASS AND SURVIVE

Hero Points: 3

Keywords
 Homeland: DARA HAPPA 18
 Occupation: FOOT SOLDIER 20
 Specialty: SNOCK
 Magic: GERENDETHO 18
 Common Magic: 18

Skills

DAGGER FIGHTING	20
SPEAR & SHIELD FIGHTING	5w
(SPEAR +3/ARMOR & SHIELD +4)	
SNOCK TROOP COMBAT	20
JAVELIN	3w
SCOUTING	19
CLIMBING	2w
SING AND DANCE	18
STRONG	19

Skills
See page 28.

Relationships

LOVE FAMILY	18
RESPECT ANCESTORS	15
LOYAL TO WARBAND	20
LOYAL TO LEAGUE	18
WORSHIP SOLAR PANTHEON	18

Hero Band

Member of:
 Awareness:
 Blessing:
 Defense:

Relationships
See page 28.

Magical Abilities
See page 29.

Magical Abilities

COMMON-
 ATTACK ENEMY SPIRIT FEAT 2w
 HIDE BETTER TALENT 19
 TALK TO ANCESTOR TALENT
 STAY WARM TALENT
 WOLF CHARM

INITIATE OF GERENDETHO 18
 EXPLORATION AFFINITY 19
 FIGHTING AFFINITY 19
 GOAT AFFINITY 18

Hero Band
See page 92.

Personality

BRAVE	20
HOT-HEADED	13
AMBITIOUS	15
DISCIPLINED	20
HARD WORKING	15
LOYAL	20

Personality
See page 28.

Followers

Followers
See page 28.

Possessions & Wealth

Standard of Living: COMMON
 Wealth: 13
MEDIUM ARMOR & SHIELD
SPEAR, JAVELIN, DAGGER

MAGIC ITEMS:
CROAKING DANGER ROCK 15
MYSTERIOUS LITTLE SKULL 15

Special and Magical Items
See page 30.

Possessions and Wealth
See page 30.

