

CONVERTING FROM HERO WARS TO HEROQUEST

General Conversion Notes for All Books

All references to chapters in *Hero Wars* or *Narrator's Book* should, of course, reference the same or equivalent chapter in *HeroQuest*. References to the Advanced Magic chapter should be to the Basic Magic chapter of *HeroQuest*, although note that several Advanced Magic options from *Hero Wars* are not described in *HeroQuest*.

Abilities

- All references to an ability level starting at or not dropping below 12 should be changed to "starting at or not dropping below 13".
- Since there is no distinction between Physical and Mental abilities, such references should generally be ignored (although in specific instances, such as the Lhankor Mhy cult, they may need to be retained).



- There is no longer a *Close Combat*, *Ranged Combat*, or *Mass Combat* skill. Individual styles listed under those skills should be treated as individual skills. Thus, in the Herder keyword in *Thunder Rebels*, the ability *Ranged Combat (Sling or Archery)* is listed. This would be replaced with separate *Sling* or *Archery* skills. (As an option, the narrator may allow a player to retain *Close Combat*, *Ranged Combat*, and *Mass Combat* as **broadly defined abilities**, with the listed specialties; see *HeroQuest*, page 19, or *Hero's Book*, page 10, for details.) Any references to general *Close Combat* or similar abilities should be taken as "any close combat ability".
- Ability Tests no longer exist in *HeroQuest*. Final actions use a simple contest (see *HeroQuest*, page 74, or *Hero's Book*, page 19). Any other ability test should be converted to a simple contest against the default resistance of 14.
- Edges and handicaps should be converted to bonuses and penalties (i.e. if a weapon's edge is $\blacktriangle 4$, it receives a +4 bonus instead) unless otherwise noted. The only exceptions to this are the first two books in the *Sartar Rising* series (*Barbarian Adventures* and *Orlanth is Dead!*). In those books, equipment edges should be converted as above, but edges given for magic should be halved. For instance, on page 20 of *Barbarian Adventures*, Iskallus Breathes Free's *Crushing Noise* feat shows an automatic edge of $+\blacktriangle 10$ from his *Thunderbolt* secret. This converts to a +5 bonus.

Magic Difficulty and Resistance

- All references next to magic listing penalties for inherently difficult magic should be ignored if different values are found in the relevant section of *HeroQuest* (page 101).
- All references next to magic specifying the resistance for a given magical ability should be ignored and the information in *HeroQuest* on pages 98-99 should be used instead. In general, any magical ability used properly faces a default resistance of 14, unless it faces active or supernatural resistance. This does not apply when magic is used as an augmentation or to resist an action, only when magic is used as an active ability. Difficult Magic modifiers given for specific magical abilities (as a *[D+X]* note after the feat or whatever) do still apply, as per *HeroQuest* page 101.

Secrets

- Secrets stated to act as 'integrated passion spirits' give the $+\frac{1}{4}$ bonus as an automatic augmentation (instead of the normal $\frac{1}{10}$), and may also be used as an active ability.
- Secrets stated to act as a **mystic strike** instead use a normal contest (simple or extended). Any level of victory has the stated result.

Animism

- Heroes and creatures with animist abilities will need some adjustment. Anyone with a *[Tradition] Knowledge* ability automatically has at least one *Member of [Practice]* ability as well. A hero can decide whether to retain the rating and have *Member of [Practice]* 13, or to transfer the rating to his *Member of [Practice]* ability and then have *[Tradition] Knowledge* 13.

- In *Hero Wars*, "talent" referred to an innate ability gained when an animist integrated a spirit. In *HeroQuest*, it refers to a common magic ability. Integrated spirits should be converted into charms as part of the Common Magic keyword. As with all common magic charms, these abilities can be improved by spending hero points. An animist who concentrates his magic can retain these common magic charms and continue to improve them using hero points.

Alternately, with the narrator's permission such abilities can be retained as "Natural Magical", as defined in the *HeroQuest* online [errata](#) and [Frequently Asked Questions](#).

- Determination of fetch and shamanic ability ratings has changed in *HeroQuest*. A shaman should take the average of his *Shamanic Escape* and *Spirit World Travel* ability ratings and make this average the rating of his fetch; the original ratings should be ignored. His *Spirit Sight* rating remains unchanged, and does not contribute to his *Fetch* rating. If the shamanic practice in which he gained his fetch has an additional shamanic ability, he may add it to his character sheet as well. All of his shamanic abilities use his *Fetch* rating.
- Spirits no longer have a *Might* rating, but act in accordance with the rules in *HeroQuest* (p. 132). Generally, a listed *Might* should be taken as the spirit's typical ability rating, and references to *Might* should be read as an appropriate ability.
- Spirit combat is treated no differently than any other contest in *HeroQuest*.

Wizardry

- Most references to "sorcerers" should be taken as "wizards".
- In cases where a *Read [Grimoire]* entry appears, it should instead read *Use [Grimoire]*. The wizardry user possesses a talisman for each individual spell that he has "connected to;" these talismans have base ratings of 13. For each point the *Use [Grimoire]* rating is over 13, the magician gains 2 hero points that he must immediately spend to increase one or more talisman ratings. No talisman rating can be increased to a rating greater than the original *Read [Grimoire]* rating. Any points not used during conversion are lost.

Miscellaneous Magic

- Mystic magic exists, but will be presented at a later date in very different form than it appeared in *Hero Wars*.
- Magical Home Defenses in *HeroQuest* are provided by or through a guardian (page 92, or *Hero's Book* page 29).
- Extending Magic does not favor sorcerers and wizards in *HeroQuest* as it did in *Hero Wars*. Instead, their widespread use of community support and the energy of essence sources and reliquaries (*HeroQuest*, pages 173-174) for almost all magic use explains their apparent advantage compared to the other magic systems.
- The Elemental Progression still exists, but was cut from *HeroQuest* due to space constraints. It should appear later this year in *Masters of Luck and Death*.

Heroquesting

- The "Heroic Consequences chart" has been eliminated. All contests use a single resolution chart, provided on page 74 of *HeroQuest* and on page 22 of *Hero's Book*, as well as in the [game aids](#).
- Otherworld Safety has been streamlined. The "dangerous" and "favored" categories have been removed, leaving all Otherworld realms either "safe" (no penalty) or "alien" (-20 to all abilities).



Converting Heroes from *Hero Wars* to *HeroQuest*

This is a relatively painless process and should not significantly affect game play. No hero points should be paid unless otherwise noted.

Note: all changes listed here are guidelines. If a narrator wishes to retain use of edges and handicaps as described in *Hero Wars*, she is free to do so in her game. If a player has specific ideas about converting his hero, the narrator should listen to them, but she always has the final say in how to do it.

Step 1: Add the appropriate Religion Keyword with a rating of 17.

Step 2: Increase the homeland keyword to 17 and adjust any abilities accordingly (i.e. add 4 to all abilities listed in the *Hero Wars* homeland keyword).

Step 3: Check all keywords for different abilities. If the player has already increased an ability that was deleted from a keyword, he may keep it at the current rating. He has the option of taking any additional abilities in the *HeroQuest* keyword, but he is not required to take any new abilities if he does not wish to.

For magic keywords, check the ability listings for the appropriate religious level (such as the Initiate Abilities on page 118) for new abilities (such as *Soul Vision*).

All animists must be members of at least one core practice, with appropriate abilities. A shaman should determine his *Fetch* rating as described in the **General Conversion Notes for All Books**.

A sorcerer should convert his *Read [Grimoire]* abilities and talismans as described in the **General Conversion Notes for All Books**.

Step 4: Each player has the option of taking the Common Magic keyword if not otherwise restricted (i.e. devotees, shamans). Any player opting for Common Magic takes the keyword at 17 and may choose up to 5 common magic abilities. Note that taking common magic may change the *future* hero point costs for magical abilities, but it does not affect hero points spent before conversion.

Step 5: *Close Combat*, *Ranged Combat*, and *Mass Combat* should be split into individual abilities, with up to three skills (reflecting existing specialties) receiving the original ability rating. If more than 3 skills are listed under one of these abilities, the player chooses which retain the ability rating and which have a rating of 13. If the player does not have any specialty listed, he should select one at this time to replace the broad ability.

The narrator may require a similar process for other broadly-defined abilities the hero may possess, or may require that the hero simply rename the ability as described in *HeroQuest* (page 19).

Step 6: A hero who wishes may concentrate his magic if he meets all the requirements specified in *HeroQuest* (see page 108). He must spend 1 hero point to do this. If the hero is already a devotee or shaman he is assumed to have already concentrated his magic, but he must immediately eliminate common magic

and other inappropriate abilities to ensure he meets the requirements of concentration, or he loses his religious status during conversion.

Step 7: The player must choose which followers become **sidekicks** and which become **retainers**. If the hero has a single follower, the player can decide if it is a retainer or a sidekick. If he has multiple followers, he may select one to convert to a sidekick for free; the others become retainers unless he immediately pays 2 hero points for each one he wishes to convert into a sidekick. In *HeroQuest*, retainers have a single keyword, while sidekicks have a single keyword and three additional abilities.

Retainers: If one of the retainer's old abilities was a keyword, it becomes his keyword at a rating of 17. Otherwise, the player should select a keyword that encompasses the old abilities. The individual abilities themselves are lost. If the player wants an individual relationship to a retainer, the highest rating of the player's old relationship and the follower's two old abilities becomes the new relationship. Otherwise, the highest of the individual relationship ratings the hero had to his old followers becomes his new *Relationship to Retainers*; the other ratings are removed.

Sidekicks: If one of the sidekick's old abilities was a keyword, it becomes his keyword at a rating of 17. Otherwise, the player may choose a keyword. The remaining ability or abilities should be listed, with the player adding one or two abilities to bring the total to three. Any existing abilities retain their original rating, with the additional ratings assigned as per *HeroQuest* (spending up to 5 points per new ability added). The hero retains his old relationship with the sidekick.

Step 8: Change all edges to bonuses (i.e. if a weapon's edge is $\Delta 4$, it receives a +4 bonus instead).



Anaxial's Roster

When detailed in both places, the entry for a creature in *HeroQuest* should be used in conjunction with the entry in *Anaxial's Roster*. In cases of discrepancies or contradictions, data in the *HeroQuest* entry (such as ability ratings or weapon bonuses) should take precedence. However, where *Anaxial's Roster* has additional information (such as the new powers possessed by nymphs), such were left out of *HeroQuest* for simplicity's sake, and the information in *Anaxial's Roster* is still valid.

General Notes

- *Anaxial's Roster* shows many examples of rounding not in line with *HeroQuest* rules (p. 79). *HeroQuest* rounding should be used instead.
- All references to a **dangerous world modifier** (−10) should be replaced with an **alien world modifier** (−20) instead. Thus, a demon in an “alien” part of the Underworld takes a −20 modifier to all abilities, just as if it was in the Inner World or a foreign Otherworld.

Tapping

- Some creatures have abilities similar to *Tapping*, which is not in *HeroQuest*. Such creatures can use their tapping ability to drain points from entries on the character sheet that match the description of the tap ability. Generally, the highest ability is targeted. If the tapping creature wins the contest, the target permanently loses an amount from its ability based on the level of defeat. The tapping creature adds these points to its abilities as defined in the creature's description, distributing them as evenly as possible. For example, if a memovore attacks Hogar's *Know Local Area* ability and drives him to −14 AP in the extended contest, Hogar suffers a minor defeat and loses 10% of his *Know Local Area 10W* ability, and so loses 3 points. The memovore adds 1 each to its *Aura of Confusion*, *Detect Intruder*, and *Induce Amnesia* abilities. This loss is permanent, but Hogar can spend hero points to increase his rating. If the tapping creature loses the contest, losses from the Consequences Table are applied to its Tap ability. Thus, if the memovore is driven to −14 AP, it suffers a minor defeat and loses 10% from its *Tap Memories*. If this brings the Tap ability of a memovore, hellion, or konkon below zero, the creature ceases to exist. Others suffer the consequences of the Results Table.

Poison

For poison, three entries are listed in *Anaxial's Roster*:

- The first entry (debilitating, instant, lingering) describes how long the poison takes to finish its effect. For *HeroQuest*, debilitating and instant should be considered the same. *HeroQuest* states that poison can be either a simple or extended contest and this entry can be used as a guideline for the narrator in making that decision.
- The second entry (lethal, painful, paralyzing) describes the effect. If a lethal poison wins the contest, the victim suffers based on the level of defeat (if done as an extended contest, lethal poisons will generally attempt a parting shot [*HeroQuest*, page 69 or *Hero's Book* page 19]).
- The third entry, potency, is the ability rating of the poison. Poison is mindless, and will generally bid $\frac{1}{4}$ of its starting AP in an extended contest, although it always up to the narrator, so that an especially virulent poison might make an

“all-out attack” when first injected, reflecting its speed of action and potency and (perhaps) the innate immunity of some people to its effects.

Specific Notes

- p. 11 **Combat Abilities:** As with the creatures in *HeroQuest*, creatures described in *Anaxial's Roster* receive automatic augmentations from appropriate abilities.
- p. 12 **Other Abilities, Variations:** Starting ability for added abilities is 13, not 12.
- p. 29 **Nar sylla:** Integrated spirits should be treated as common magic charms. If a nar sylla concentrates his common magic, he can manifest these abilities as nymphs do (see page 219).
The *Ally with Kolati* talent should be replaced with a **spirit ally**, per the normal rules in *HeroQuest* (pages 137-138).
- p. 52 **Goldeneye:** Ignore references to integrating spirits. Any integrated spirits a goldeneye possesses can be treated as common magic talents in *HeroQuest*.
- p. 62 **Zerapralor:** Consider his talents as common magic talents and assume that Zerapralor has concentrated his magic. He may embody these talents as nymphs do (see page 219).
- p. 70 **Mralotings:** Consider the talents as common magic talents and assume that the Mraloting has concentrated its magic.
- p. 76 **Satyr:** Any talents should be treated as charms, part of the Common Magic keyword and assume that the satyr has concentrated his animist magic.
- p. 77-78 **Unicorn:** Treat a unicorn's *Unicorn Law* ability exactly as if it were a *Use [Grimoire]* ability, with its horn functioning as the grimoire. Unicorns cannot create talismans for the effects that they know.
- p. 80 **Gorthak:** Consider the talents as common magic talents and assume that Gorthak has concentrated his magic. He may embody these talents as described on page 219.
- p. 88 **Manticore:** Narrators should decide which abilities of a devoured foe are “mental abilities.”
- p. 98 **Hrognar:** Consider the talents as common magic talents and assume that Hrognar has concentrated his magic. He may embody these talents as nymphs do (see page 219).
- p. 122 **Typical Male Zabdamar Shaman:** “Typical Talents” should read “Typical Fetishes”.
- p. 125 **Elves:** As described on page 212 of *HeroQuest*, an elf bow should be treated as a retainer rather than a spirit.
- p. 127 **Typical Elf Forest Guardian:** Replace “Elf Bow $\Delta 4$ (acts as a follower, lending 15 AP to Ranged Combat)” with “Elf Bow 17 (+4 weapon bonus)”.

- p. 130 **Occupations:** Ignore the reference to *Close Combat*. Dwarf “occupational abilities” are treated as broadly defined abilities.
- p. 136 **Typical Baboon Hunter:** “Typical Talents” should read “Typical Fetishes”.
- p. 173 **Basilisk:** Note that the *Death Gaze* is not “pompous magic” (*HeroQuest*, page 99), but a very deadly Chaos feature that works exactly as described.
- p. 178-179 **Huan To:** Rather than assigning a D+40 difficulty to healing the effects of Huan To venom, treat it as a magical attack that has no effect unless it attains a complete victory. If it does, only (appropriate) major magical healing, used before the transformation is complete, will heal the victim and prevent him from becoming a ghoul. Once the victim transforms into a ghoul, he is a standard undead creature, and can be killed/destroyed normally.
- p. 196 **Kilin:** Treat the *Curse Foreigner or Wicked Person* as a wizardry curse but with doubled effect because of special magic, thus causing a -10 automatic penalty to appropriate ability ratings (rather than -5) if the kilin is victorious in its contest.
- p. 205 **Kivis:** Treat a fire bear’s *Kivis Law* ability exactly as if it were a *Use [Grimoire]* ability, with the bear’s flames functioning as the grimoire. Fire bears cannot create talismans for the effects that they know.
- p. 207 **Luathan:** Most luathans use their weapons and armor as talismans.
- p. 207-208 **Memovore:** See the general notes about *Tapping*.
- p. 211 **Redcap:** The special rules for redcaps may be used as written, or the edges treated as bonuses (see General Notes above) at the narrator’s option. Either way, the redcap loses 1 point for each Hurt, 2 points for an Impairment, 4 points for an Injury, and 8 points if it would otherwise be Dying.
- p. 212-217 **Nature Spirits:** For now, all references to integrating spirits should be taken as binding them into fetishes or charms. If a nature spirit has multiple abilities, usually only one will have a rating equal to the *Hero Wars Might*; the others will generally have lower ratings.
- p. 219-223 **Nymphs:** Although embodied talents seem similar to spirit allies (*HeroQuest*, page 137) in some ways, they are not separate entities, and their description in *Anaxial’s Roster* can be used exactly as written.
 The *Might* given in *Anaxial’s Roster* was for a relatively weak nymph, and determined ratings of both her *Perceive Events in [Home]* ability and her talents (and, for dryads, her *Elfsense*). An older or more powerful nymph will have a higher rating in *Perceive Events in [Home]* and her talents.
- p. 224-230 **Disease Spirits:** All disease spirits replace their *Might* with a specific disease ability. Thus, a Boggle Trot Spirit with *Might 15* now has *Boggle Trot 15*, and a Creeping Chills Spirit with *Might 15* has *Creeping Chills 15*.
- p.225 **Infection:** The default is for a disease to cause an illness penalty of $-\frac{1}{10}$ the disease’s potency, as if it

- were a wizardry curse. However, the narrator is free to apply different penalties, as described in “Illness Penalties” on page 226.
- p. 227 **Fetishes and Integration:** For now, ignore references to living beings integrating disease spirits (last paragraph).
- p. 231-232 **Healing Spirit:** A healing spirit bound into a charm or fetish acts as like any other charm or fetish described in *HeroQuest*, rather than having a limited number of uses.
- p. 232-235 **Passion Ghosts:** These are called specters in *HeroQuest*. Ignore any reference to a separate *Might*; the passion ghost uses its *Aura of [Trait]* as its primary ability.
 Ignore any special description of fetishes and charms; a fetish or charm containing a passion ghost works exactly as described in *HeroQuest*.
- p.235 **Violence Spirit:** See the General Notes for *Storm Tribe* for information on berserker magic.
- p. 238 **Hellion:** See the general notes about *Tapping*.
- p. 240 **Kon-kon:** See the general notes about *Tapping*.
- p. 243 **Boggle:** See the general notes about *Tapping*.



Thunder Rebels

Specific Notes

- p. 65 The ability to seek divine aid through the medium of a god-talker is special magic available to Heortlings, and works as described on page 66, with the god-talker matching an appropriate ability (with ritual modifiers) against a resistance determined by the narrator. (If the god-talker does not have an exact *Pray to [God]* ability, he takes an improvisational modifier for using his *Worship Storm Pantheon* ability.)
- p. 68 **Subcults and Magic:** A devotee must increase his subcult affinity and both of his aspect affinities to a rating of 1 $\frac{1}{2}$ each to learn the subcult secret.
- p. 69 In the example, only *feats* improvised from *Fight Elements* and *Storm* suffer an improvisational modifier. Using the affinities for a bonus (augmentation) does not take this modifier, in accordance with *HeroQuest*.
- p. 85 **Protection:** While the **alien world modifier** has changed, the -10 may still apply to foreign priests as an improvisational modifier to an appropriate ability, at the narrator's option.
- p. 101 Although wyters use the rules for guardians in *HeroQuest* (page 92), they use their functions as if they were affinities, rather than as individual abilities. Because most clans are old and well-established, they should determine their *Awareness*, *Blessing*, and *Defense* ratings as described in *Thunder Rebels*.
- p. 153 Add the Storm Pantheon and Common Magic keywords to both the Male Heortling and Female Heortling list (near the bottom of the page).
- p. 155 Players of existing Heortling heroes may add all the abilities from the Storm Pantheon keyword at a rating of 17 (unless the hero already has one of the abilities at a higher rating). We recommend that new Heortling heroes start with the Heortling Homeland keyword from *HeroQuest* (p. 48), but narrators may allow the hero to add the additional abilities listed here (*Housework* for women; *Fyrd Mass Combat*, *Javelin Throwing*, and *Running for Men*), at her option.
- p. 160-168 New Heortling players should use the Entertainer, Farmer, Healer, Hunter, Merchant, and Warrior occupation keywords from *HeroQuest* (pages 31-35) rather than the versions in this book, although narrators may allow them to use these keywords instead as more "Heortling-specific" versions. The unique occupations provided in *Thunder Rebels* (Beggar, Craftperson, Fisher, Gardener, God-talker, Herder, Steadwife, Stickpicker) are available to new Heortling players as well, as are advanced occupations to appropriate heroes.
- p. 191 The narrator may allow players to use either the Skovara keyword in this book or the one in *HeroQuest* (page 126), at her option.
- p. 193 Add the feat *Heal Impairment* to Ernalda the Healer's *Heal People* affinity.
- p. 194 Bevara's *Heal Self Fully* feat is **not major magical healing** (see *HeroQuest*, page 81), but it may act as one at the narrator's option since it only affects the caster, and so is already hindered in ways that a secret most likely would not be. For example, it is not much use during an extended contest since a hero cannot transfer AP to himself. Also, once the contest is resolved, the hero may still suffer an appropriate penalty to the ability if she fails, so an injured hero *will* have her rating in the feat halved. Alternately, this feat can be considered "pompous magic" (see *HeroQuest*, page 99) and so might not necessarily heal the hero fully without a complete victory (i.e., a marginal victory might only stabilize the hero, while a minor or major victory might only reduce the wound "level" by one or two respectively). The narrator should decide based on the needs of her game.
- p. 195 The medicine Jera creates has a rating equivalent to the rating of the *Heal People* affinity or the actual feat used, whichever is higher.
- p. 199 Kadone the Grounder's *Dismiss Air Elemental* feat should actually be *Dismiss Air Essence*.
- p. 203 A Grain Goddess or Animal Mother follower using her affinities does not take an improvisational penalty when using it as an automatic augment, even if not used on her subcult plant or animal.
- p. 229 A follower of Varanorlanth who knows the *Survive Anywhere* secret suffers no **alien world penalty** anywhere in the God World, and only half the normal penalty (i.e., -10) in the other Otherworlds.
- p. 235 When a devotee of Orlanthcarl who knows the cult secret plows a field, he has two choices. He can use a mundane ability to initiate the contest, augmented by the secret's rating. The narrator then sets the resistance based on the terrain. Alternately, the devotee can use the *Plow Any Field* secret itself. In this case, he faces only a resistance of 14 (the default resistance for magic) unless there is an active and/or supernatural resistance (as described in *HeroQuest*, page 99 or *Hero's Book* page 25).
- p. 239 The *Conquer Elements* secret provides a bonus rather than an edge.
- p. 247 Ignore the portion of a manmolaning's description referring to a passion spirit. The rest of the description is accurate in that a victim overcome by a manmolaning suffers a penalty of $-\frac{1}{10}$ of its *Steal Breath* rating.



Storm Tribe

General Notes

Berserk magic gives an automatic augment of $+\frac{1}{4}$ the ability's rating (as compared to the normal automatic augment of $+\frac{1}{10}$). However, the berserker is in a blind rage, and in an extended contest must bid at least $\frac{1}{2}$ his remaining advantage points each round. Any attempts to calm the berserker will take a penalty of $\frac{1}{4}$ the berserk rating.

Specific Notes

p. 15 The +5 bonus Wind Lords receive in ritual situations is above and beyond any bonus they provide if filling a ritual role (*HeroQuest*, page 102).

p. 26 A divine companion should be treated as a sidekick if deemed a follower rather than an ally.

p. 28 These unusual occupations remain available to Heortling heroes.

p. 39 Chalana Arroy's *Heal Wounds* affinity no longer provides the feats of *Regenerate Damage Fully* or *Regrow Severed Limb*. It does, however, include *Heal Impairment*, which should be added.

p. 99 All blessings that are said to increase rank provide an equivalent bonus instead.

p. 132-133 *HeroQuest* does not differentiate between physical and mental abilities. The narrator and player should work together to determine if a specific mundane ability qualifies as a "mental ability" for purposes of membership or advancement in Lhankor Mhy's cult.

Because of changes in *HeroQuest* character creation, it is possible for a hero to begin play with two abilities at 7W each, and so start as a senior apprentice. However, it is *not* possible to start as a devotee, since that would use all 20 points the player has to spend, without the additional 3 points necessary to start as a devotee. As such, the narrator may wish to allow a player to spend more than 10 points on a single "mental ability" during character creation, thus allowing him to start with one ability at 10W and still have at least 3 points left to start as a devotee as well.

p. 135-136 The cost to gain one of the scrolls as a grimoire is now 3 hero points.

Torvald's worship is misapplied worship as defined by *HeroQuest*. As such, worshippers do not take a penalty when using their affinities or calling for divine aid. Instead, even if they concentrate their magic, they pay the full hero point cost to learn or increase their Lhankor Mhy affinities or any of Torvald's scrolls. Once the hero has learned Torvald's secret, he does gain the advantage of concentrating when learning or improving any of Torvald's special magic (i.e., he pays half the normal hero point cost to learn or improve the scrolls or the subcult secret), but still pays the full hero point cost to improve the two base affinities.

There is no longer a dangerous modifier; the full alien world penalty applies to both initiates and devotees in the Spirit World or Essence Planes.

p. 138 Once a jolsedaring has possessed a victim, it will attack the victim's highest knowledge ability weekly. If he has no knowledge abilities, his highest "mental ability" is targeted. If the jolsedaring is victorious, that ability's rating is permanently reduced as indicated by the jolsedaring's victory level (i.e., a result of "hurt" reduces the ability by 1, a result of "impaired" reduces the ability by $\frac{1}{10}$ its rating, etc.). Once a number of abilities equal to $\frac{1}{4}$ of the victim's *Initiate of Lhankor Mhy* or *Devotee of Lhankor Mhy* rating are reduced to 0, the victim dies and his soul becomes a new jolsedaring.

p. 150 Beast Charms act as fetishes per the animist rules, generally granting a single magical ability and personality trait as listed in the examples. While the hero point cost is "doubled" as stated (i.e., in *HeroQuest* it is the normal cost, unaffected by concentrating magic), using the Beast Charms does *not* affect the Odaylan's ability to concentrate his theist magic and gain the full benefits of doing so (*HeroQuest*, page 108 or *Hero's Book* page 27).

p. 163 Uroxi who attend the *wapentake* bind spirits into fetishes rather than integrating them or gaining common magic charms. They are considered practitioners of the Storm Bull Practice (but not members of the Praxian Tradition), and gain full access to practitioner magic. As long as they only interact with Storm Bull Practice spirits, they can concentrate their Urox/Storm Bull magic, paying half hero point cost for both the Urox affinities and the Storm Bull fetishes. To gain this benefit, they must give up all other feats and spirits.

p. 177 A devotee of Vinga the Avenger who has created a Blade of Vengeance adds the secret's rating to any appropriate *Sword Fighting* ability.

p. 204 When a devotee of Barntar who knows the cult secret plows a field, he has two choices. He can use a mundane ability to initiate the contest, augmented by the secret's rating. The narrator sets the resistance based on the terrain. Alternately, the devotee can use the *Plow Any Field* secret itself. In this case, he faces only a resistance of 14 (the default resistance for magic) regardless of terrain or circumstances, unless there is an active or supernatural resistance (as described in *HeroQuest*, page 99 or *Hero's Book* page 25).

p. 208 A Brastalos devotee's *Eye of the Storm* secret is automatically the resistance for any storm or weather power used near her (unless the resistance would otherwise be higher, in which case the secret provides an automatic augment to that resistance).

p. 210-213 Donandar is now a common religion. Any player who possesses one of his affinities should instead receive all of that affinity's listed feats as common magic. (Affinities gained from subcults like Skovara or Molamin, are not converted in this way.) Each hero point previously spent to increase one of the affinity ratings can be used to improve one of the feats by +1. For more info, see *HeroQuest*, page 111.

Barbarian Adventures

Specific Notes

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| <p>p. 12 Under <i>Contest Synopsis</i>, automatic augments should be calculated per normal <i>HeroQuest</i> rules (page 79 or <i>Hero's Book</i> page 25).</p> <p>p. 27 For the Thunder Delta Slingers, treat their talents as innate magical abilities (i.e., talents). If analyzed, they appear as animist abilities but otherwise act like talents.</p> | <p>p. 28 Under the Silverflames, it states that the <i>Silverflame Scimitar</i> blessing provides both a bonus and an edge. This is incorrect; the guardian acts like any other, with the blessing providing an automatic augment of 1/10 the function's rating.</p> <p>p. 45 For Chaos Bee poison, see the note on poison in the <i>Anaxial's Roster</i> conversion notes.</p> |
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Orlanth is Dead!

No special notes needed, but replace the map on page 51 with the more detailed one provided below.

