

Find a Herald's sword. Roll on the following chart to see what align the Herald is:

%Roll: Align:

01-50: Dark.

51-00: Light. Roll on the following chart to see what gender the Herald is:

%Roll: Gender:

01-50: Female.

51-00: Male. Roll on the following chart for present circumstances:

%Roll: Circumstances:

01-10: Herald has been slain and is close at hand.

11-20: Herald is not present.

21-30: Herald is nearby and is wounded severely.

31-40: Herald is nearby and is waiting to see what company will do with the sword.

41-50: Herald has been imprisoned not far from the sword (the sword will tell the one who picks it up).

51-60: Herald has been punished and banished from all responsibilities, forbidden to retain the blade. The former Herald is watching. Consider him or her as a level #6 Warrior. The remainder of these circumstances is strictly up to the G.M.

61-70: One who touches sword first will be caught up in an adventure. Discretion of the Game Master.

71-80: Sword is a trap for those who are not of the same align as the Herald. The Herald will not attack, but will send those not of his or her align on a journey of wisdom (Discretion of the Game Master).

81-90: If character is of the same align as the Herald, he or she will be given the chance to learn of the ways of holiness or diabolic evil, depending on the Herald's align (he or she will become an apprentice to holiness or evil).

91-00: If character is of the same align as the Herald, he or she will be given the chance to undo one mistake in life. If the character who grabs this sword is of opposite alignment, treat this as a 71-80.