

THE HERALD

A wing-heeled character class for MAZES & MINOTAURS

Specially developed for Griffin magazine from an original concept by Guy Hoyle



Make room for the twelve o'clock Herald express !

Heralds are special messengers, sacred to the god Hermes. Their person is sacrosanct while they are performing their duties; anyone who knowingly harms a herald risks the wrath of the gods. Herald's are known for their eloquence, superior memory and fleet-footedness. A Herald player-character must always be in the service of a Noble player-character, who acts as his lord and master.

Prime Requisite : Wits

Gender restrictions : None, but most Herald's are male.

Basic Hits : 8

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Fleet-footed : A Herald moves 25% faster than other humans when running (ie 150' instead of 120' per round).

Eloquence : A Herald may add his Wits bonus to the Reputation Bonus of his Noble lord.

Divine Protection : Herald's add their level to their EDC, even if taken by surprise. Furthermore, anyone who knowingly harms a Herald must make a Mystic Fortitude roll against a target number of (14 + Herald's level) or suffer Divine Anger (see *Myth & Magic* p4).

Level advancement : Every level after the first, a Herald gains the following benefits : Hits +2, Danger Evasion +2 and Mystic Fortitude +2. Herald's do not advance as other characters do and simply gain levels at the same rate as their Noble lord.

Equipment : None (aside from a good pair of sandals).

Starting wealth : 3d6 x 5 silver pieces.



Unfortunately, even high-level Herald's do not have the Fashion Sense special ability