

# Questing Nature

When you dedicate yourself to completing a mission on behalf of the Spirits, state what you set out to do:

- Defend \_\_\_\_\_ from the danger that threatens them.
- Discover the truth of \_\_\_\_\_ and present it to the Spirits.
- Slay \_\_\_\_\_, an enemy of the Faction.

Then choose up to two boons:

- Directions from the spirits to an important location.
- A freedom from sleep.
- The Spirits protect you from one cause of harm (acid, blades, or fire, for example).
- A mark of your allegiance to the Spirits.
- Senses that can tell Alter from the mundane.
- The Sprits may reach in otherwise protected areas.

Humility is always required of you when you undertake a quest—you are forbidden from boasting of your exploits. The Grandfather will then tell you what additional restriction is required of you to maintain these boons:

- Abstinence (forbidden: the vices of the living).
- Austerity (forbidden: temporal wealth in any form).
- Hospitality (required: comfort to those in need, no matter who they

are).

- Judgment (forbidden: suffering an evil creature to live).
- Respect (required: daily rituals of respect for the dead).

[moves](#), [chosen](#), [basic](#)

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