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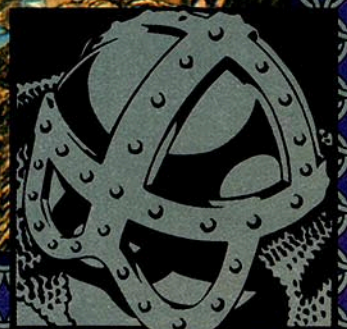
DANGEROUS JOURNEYSTM

Multigenre Roleplaying Game System



MYTHUS PRIME

By Gary Gygax & Dave Newton



Mythus™ Presentation Set

GARY GYGAX'S

**Multigenre Roleplaying
Game System**

The **Mythus™ Presentation Set** is a compilation of most every **Mythus** release available, collected and packaged in a handsome slipcase. Included in the set:

- Mythus**, the core rules set for the **Mythus** game;
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- Necropolis™**, the first adventure for the **Mythus** game;
- and **Mythus Bestiary: Aërth Animalia**, a comprehensive guide to the animal life of Exterior, Interior, and Subterranean Aërth.

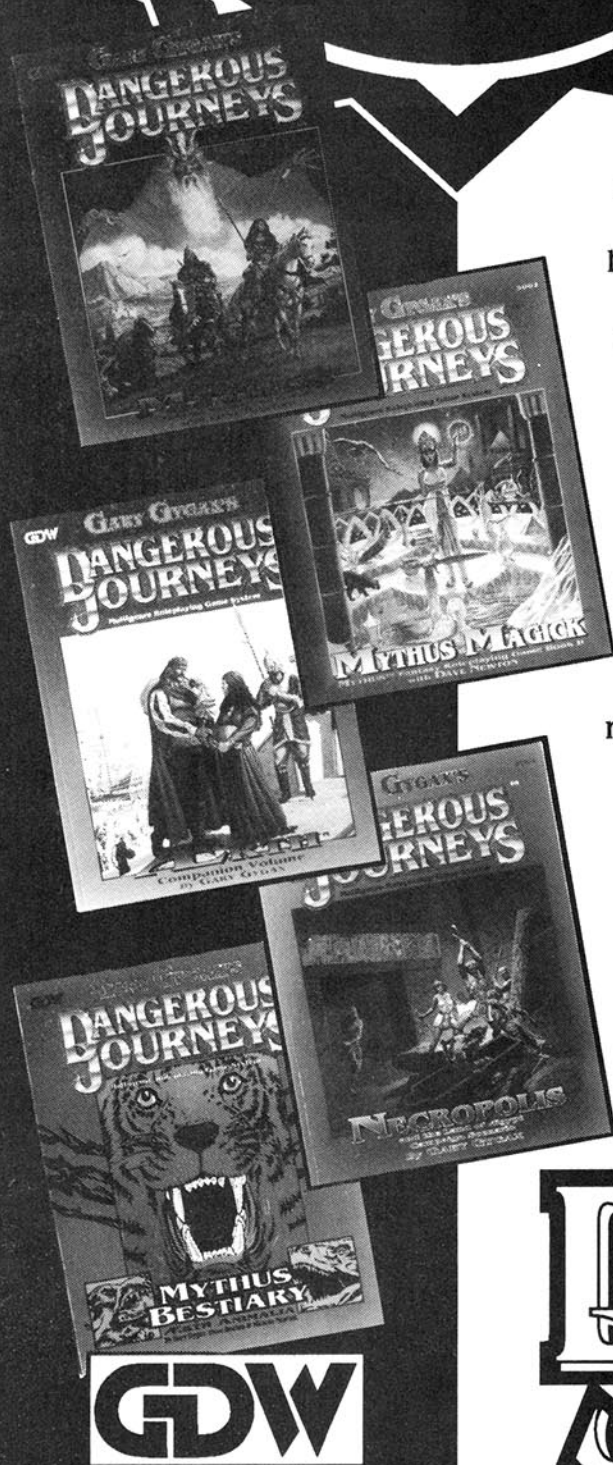
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Multigenre Roleplaying Game System



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Multigenre Roleplaying Game System



MYTHUSTM PRIME

By Gary Gygax & Dave Newton

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Dangerous Journeys™

Multigenre Roleplaying Game System

by Gary Gygax

presents

Mythus™ Prime

Fantasy Roleplaying Game

by Gary Gygax

with

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The **Mythus™ Prime** Fantasy Roleplaying Game

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Gateway to a Parallel Universe

Welcome to the **Mythus™ Prime** fantasy roleplaying game. There are magickal worlds awaiting within—worlds of palace intrigue, subterranean adventure, places forgotten by time. Swordplay, witchcraft, alchemists, conjurations, mystic labyrinths, and the temples of demon-servers—all these things and more are just the turn of a page away.

While most people of our world don't know it, there is another world connected to ours by minor dimensional irregularities, weaknesses in the fabric of the multiverse. Sometimes strange things happen to pass through these portals, and thus we have tales of sea monsters, "little people," and the like. More frequently, though, people from here step into the beyond, disappearing from Earth forever, lost without a trace.

Ærth is a parallel world of our own, and is in fact the most magickal of all the parallel worlds. It is not Earth as it is, but rather Earth as it might have been, as it in fact was in a parallel reality.

Imagine that reality is not a single flowing river, but rather a multitude of streams that meander, branch off into different channels, and search their own route to the sea. Each time that an important, history-changing event takes place, history branches, with each branch showing the course of events given different results of that pivotal decision. Ærth is such a parallel world, as valid as our own, with common roots, but separated from us by a pivotal event lost deep in antiquity. That event was the emergence of Heka, the source of all magickal energy, on Ærth and its near-absence on our own world.

Although the two worlds developed along different lines, their common roots bound them together, and so there is much information about Ærth available here on Earth for those wise enough to recognize it. Much of what we know as mythology, myth, legend, and superstition here on Earth is fact on Ærth. Although genuine contact between the two worlds today is virtually unheard of, we have the record of the past to rely on for our researches. Of course, there are differences between what writings we possess about this subject and what exists on Ærth, but that's hardly surprising given the gaps and inaccuracies in the historical record of our own ancient world. Nonetheless, much of what we have as myth and legend is the reality of Ærth.

It seems likely that direct physical contact between Earth and Ærth was quite common before our recorded history began. In the Ancient World of Earth's earliest civilizations, much of this contact was recorded. But contact between the two places began fading rapidly soon thereafter—probably due to the growing prevalence of scientific law here, and the contrary codification of magick on Ærth. This divergence grew as the two ruling principles became stronger, so that

today the contact between Earth and Ærth is nearly nonexistent.

Come with us now to visit that most magickal of the other worlds connected to our own, Ærth. It is a place of exciting adventure and wild things, but when you have concluded your sojourn there, your home dimension remains at hand, awaiting your return. First, though, you must learn how to conduct yourself in realms of swords & sorcery!

Magick

Why do we spell the name of the mystic arts with a K? In many cases this game uses terminology unique to the world of Ærth, as this strengthens the feeling that players really are journeying through an exotic alternate world, complete with its own idiomatic terminology. In this case, however, the spelling "magick" is a perfectly Earth-correct one, and differentiates the true supernatural arcane arts from slight of hand and stage illusions—which is spelled "magic."

Understanding The Mythus Prime Roleplaying Game

The **Mythus Prime** roleplaying game is based on fantasy, myth, and legend. If you've ever enjoyed reading Robert E. Howard, J.R.R. Tolkien, or myths and fairy-tales, then you have an inkling of what's in store for you within. Likewise, if you've found excitement in films such as *Dragonslayer*, *The Three Musketeers*, *Excalibur*, *Conan The Barbarian*, *Robin Hood*, or *Thief Of Baghdad*, then you'll love this game. If you have never played a roleplaying game before, you'll find it to be very different from any game you've ever played (we promise!). You can be certain that you will be most pleasantly surprised. On the other hand, if you've already experienced the enjoyment of fantasy roleplaying games, the **Mythus Prime** game will bring you new and innovative approaches to your cherished form of entertainment. There are complexities herein which will prove realistic, sophisticated, and satisfying to the most demanding expert. Yet the game is presented and explained clearly enough to be easily learned by complete newcomers.

This game is merely one of many from the **Dangerous Journeys** series of products. Perhaps you have played another of these modular systems already, but no matter if you haven't. Each game system module from the line focuses on a different genre—supernatural horror, science fiction, etc. But all of these different settings have a core system of rules that remains the same from genre to genre. This consistent "engine" works to carry you throughout the multiverse, allowing you to be a wizard facing down the dreaded Host of the Slaughter and their pack of Yeth Hounds in one adventure, then running to oppose the Accursed, evil



foes of humanity, right here and now on Earth in the next.

The **Mythus Prime** game itself deals with heroic fantasy adventure in a universe dominated by magick. In addition to this product, the game system consists of several other, much larger, books: the **Mythus**™ rules book (including the *Advanced Mythus* rules), **Mythus Magick**™ (the expanded rules covering Magick and the extended listing of over 1000 magickal castings), **Epic of Ærth**™ (the world book and the gazetteer), and **Mythus**™ **Bestiary: Ærth Animalia** to name the most important volumes. Parts of each of these considerable works are included in this book you currently hold.

But while you may find your enjoyment enhanced by these other products, it is important to remember that the book you have right now is all you absolutely need to have to play the **Mythus** game or enjoy adventures in the magickal world of Ærth. All of the other material is optional. Even if you purchase those other volumes, they should still be considered optional.

The **Mythus** rules book, for example, is over 400 pages long. Does that mean that you have to read, understand, and memorize all 400 pages in order to play *Advanced Mythus*? Absolutely not.

All of the **Mythus** game books are extensive in order to give you as many game ideas and supporting material as possible, but they should be treated as volumes of an encyclopedia, not detailed user manuals. They are there at your disposal as reference works, and we believe that they address almost any question that you may have about play of the game. But they are not meant to restrict you, intimidate you, or in any way limit the scope of your game.

Instead, think of yourself as a skilled craftsman building a structure. The structure is the game campaign, and to build it you will need tools. The most important tools you will use will be your own imagination and that of the other players in the game. Next in importance are these **Mythus Prime** rules, the core of the game system. Last in importance are the many optional ideas and suggestions contained in the supporting volumes. As you build your structure, use the tools which work the best for each job, but always remember that you, the craftsman, are the master and the tools are your servants. Never allow yourself to be intimidated by them.

Game Conventions and Common Vocabulary

As with any other hobby, roleplaying gaming has its own jargon, abbreviations, and technical terms. It is a rich milieu, and one that you will learn through experiencing its breadth and depth. Following are a few notes regarding the way such things will be arranged throughout this work.

Personas: The Heroic Persona (or HP for short) is an imaginary person who exists in the game world but is controlled by a real person in the actual world, the player. An

Other Persona (or OP for short) is any persona besides an HP. Most—if not all—OPs are controlled by the gamemaster (GM for short). One class of Other Personas consists of those which are inimical to good and right, and these personas are usually referred to as Evil Personas (or EPs for short). There are many other types of OPs as well—see Chapter 15 of the *Advanced Mythus* rules for details.

Heroic Persona Profile Sheet: References will be made throughout the text to the HP Profile Sheet. This is found on page 140 and is to be photocopied so that all the players have one. On it, you fill in all the information about the character you will be playing in the **Mythus Prime** game—your Heroic Persona. The methods by which you determine what you will list here will be explained in the chapters to come.

Dice: In the **Mythus Prime** game, the general course of events in an adventure is determined by player decisions and their interaction with the goals of OPs. But details such as the results of a bargaining session, or the flow of a combat, often have a bit of randomness added in through the use of dice. The two types of dice used in this game are those of the six-sided and 10-sided variety. Most everyone is familiar with six-sided dice, and you probably have a few lying about the house. If not, you can get them at the same places you will find 10-sided dice, such as hobby shops, comic book shops, specialty bookstores, and the like. Ask a sales clerk about "10-siders" if you don't know what they look like. Note that the faces on a 10-sided die are numbered from 0 to 9. Just treat the 0 as a 10 when you roll it.

This brings up dice notation, which is perhaps the most important type of abbreviation to be found in any RPG. Basically, dice notation consists of an upper-case letter "D" with a number on one or both sides. The number to the right refers to the type of die to roll by listing its number of sides, and the number to the left refers to the number of dice to roll. Thus the term "1D6," for example, means roll one six-sided die, and "1D10" means roll one 10-sided die. The term "2D6" means to roll two six-sided dice and add the results together, while the term "2D10+5" means to roll two 10-sided dice, add the results together, and then add 5 to that—if you rolled a 5 on one die and a 9 on the other, you would have a total of $(5+9+5)=19$.

There are also three special kinds of rolls which are frequently employed in the **Mythus** game. These rolls are basically variations on the above, and come in three types—the D%, D3, and D5. The D% roll, also known as "percentile dice," is the most frequently made roll in the game. The way it works is you take two 10-siders, preferably of different colors, and designate one as the "tens" digit and the other as the "ones" digit. Then when you roll, you read them in such a way that the dice yield a result from 1 to 100. For example, if the tens die came up a 6 and the ones die came up a 5, you would have rolled a 65. If the tens die came up a 1 and the



ones die came up a 1, then the result would be an 11. A roll of 0 on the ones die means that the result will be a multiple of 10 (only the tens die counts). A roll of 2 and 0, for example, would thus count as a 20. A roll of 0 on the tens die means the result will be a one-digit number—a roll of 0 and 1 would thus count as a 1—except in the special case when both dice come up 0, in which case you have rolled a 100.

The second type of die roll is the D3, which is much simpler. To make this roll, you need only roll a D6, divide by 2, and round up fractions. (Note that this is nearly the only instance in the entire game where you do round fractions up!) The following table summarizes the results:

D6 Roll	D3 Result
1 or 2	1
3 or 4	2
5 or 6	3

The third sort of roll is the D5 roll. It is simply a halved D10 roll, just as D3 is a halved D6. Its results are summarized on the following table:

D10 Roll	D5 Result
1 or 2	1
3 or 4	2
5 or 6	3
7 or 8	4
9 or 10	5

Note that it is possible to make rolls which are multiples of these, or to combine them with other sorts or rolls. For example:

2D% (added to get results of 2 to 200)

3D3 (a 3 to 9 result)

4D5 (for a range of 4 to 20)

1D3 + 1D5 + 1D10 (a 3 to 18 spread averaging 10)

1D% + 2D10 (to get from 3 to 120)

Gamemasters should note that it is easy to gain other results using the two types of dice used in the **Mythus Prime** game. If you want to get a 1 to 12 range, first roll 1D6. Then roll another die to determine whether or not to add 6 to the result—a low result on this second die (1-3 on 1D6, or 1-5 on 1D10) means "yes," and a high result (4-6 on 1D6 or 6-10 on 1D10) means "no." For instance, a 1D6 roll of 5, followed by a 3 on the second D6 would become 11—but if followed by a 4 instead would remain a 5. You can get a range of 1 to 20 using 1D10 and 1D6 the same way, with the second die determining if the 1D10 roll is to be read as is or with a +10. To get a 1 to 30 result, roll 1D10, then roll 1D6 divided into three determining steps: 1 and 2 indicate nothing is added to the 1D10 roll, 3 and 4 mean add +10, and 5 and 6 mean add 20. A 1 to 50 result can be found by rolling 1D10, then



rolling a second 1D10 divided into five steps. In short, you can get just about any random numbers you might want with a simple D6 and D10.

STARTING THE GAME

Your **Mythus Prime** campaign is assumed to take place on the alternate world of *Ærth* in a time line absolutely parallel to our own—but where magickal power, Heka, works, and science is rather a useless thing. The date is exactly 1000 years before our own time, so years are easy to keep track of—i.e., 1994 is 994 on *Ærth*. The world is very much like our own, but its culture and society are a mix of Medieval and Renaissance, with utter barbarism in its out-of-the-way places. *Ærth* is more than merely one world, too. It is filled with adventures, intrigues, and the incredible-but-true.

Probability dictates that whenever there is some radical change in the course of events, the continuum of time and space diverges. That is, there is a branching, and where once there was one world and one cosmos, there are suddenly two, each separated from the other, invisible to each other, but existing in the same space. Each alternate reality is operating on a different vibratory pattern. In an infinite multiverse, all things are possible, for there is an infinity of probability.

Such a split in probabilities occurred when humanity began to examine magickal forces in prehistoric times, for instance. Here on Earth, the force of Heka is weak, so magick is uncertain and difficult at best. It's another story entirely on *Ærth*.

Where there's smoke, there's fire. Simply put, the legends and myths, the body of tales and stories regarding strange races and creatures and magick which are occasionally related even today, and the rare news reports of seemingly fantastic happenings are the smoke. The stuff gets through to us from those weak places in the vibratory patterns of the two worlds we told you about earlier, so what is our myth and legend is often *Ærth's* plain fact. Because our two worlds continue to diverge, as Earth's science grows ever more complex, and *Ærth's* use of Heka becomes ever more practiced, the vibratory patterns of the two cosmos grow farther apart. Once they were more nearly attuned, so there were many portals between the two worlds. Now these gates and doorways are rare. A few still exist, of course. Perhaps you will choose to play a persona from Earth who has passed through one such coterminous place to discover the realms of fantasy which lie but a step beyond. Or, on the other hand, you might choose to experience the multiverse of magick from the perspective of a native of *Ærth*. In either case, you will see that the so-called fables and fancies of our own world, Earth, are quite literally based on the facts and realities of the alternate world, *Ærth*, a place so much like this one and yet so different.

Heka—the energy that powers magickal castings and all manner of things fabulous to Earth—is as dear to *Ærth* as electricity and other forms of “scientifically” developed energy are here. *Ærth's* technologies revolve around Heka, so its forces are used to construct major building works, cure humanity's ills, fight its wars, and explore the unknown. Our televisions, radios, airplanes, automobiles, telephones, gunpowder weapons, and all manner of other “modern conveniences” would be considered fabulous there. However, we on Earth don't have the forces of Heka to serve us, either—no countering of natural diseases through the offices of priest or healer, no accurate foreseeing of events, no wonders of conjuror and hedge magician to entertain us, and no granting of “wishes” here, to point out only a few. But they are a certainty on *Ærth*, if you can only obtain them.

The fantasy milieu is wondrous in many ways. It provides sophisticated interpersonal actions in Renaissance-like kingdoms, castles of all sorts throughout lands such as *Francia* and *Atlantl*, and the exotic Oriental palaces of *Sindraj*, *Siam*, and *Ch'in*. Then there is the maze of places which honeycomb the underground world known as *Subterranean Ærth*. And, of course, there is the expanse of *Ærth's* hollow interior to explore, too, but those are but the beginnings of the marvels to be found in this milieu! Consider *Ærth's* alter-reality of wild Heka force, the counter-world of *Phæree*, where elves, goblins, dragons, leprechauns, and thousands of other strange creatures inhabit realms which parallel those of humanity.

The players' Heroic Personas are gathered together and charged with helping humanity and those benign “others” of the world of *Phæree* and elsewhere in their continuing struggle against the forces of Darkness and their malign servants—on *Ærth*, *Phæree*, or wherever they may be. There are whole states permeated by the power of Evil; there are malign beings hidden amongst the aristocrats of the most enlightened nations; and there are demon-servers and witches amongst freemen and peasants, of course. The fight is on all levels, in all lands and places.

You see, there is a guiding force behind the machinations of the *Netherrealms*, and this manifestation of benighted influence is called the *Accursed*. Perhaps you are already familiar with these vile ones, but if not you will be soon. (See “Appendix 3: The *Accursed* in the Fantasy Milieu” for a brief overview.)

In such a multifaceted setting, your Heroic Personas will venture forth to right wrongs, gain all sorts of new knowledge, destroy evil, acquire impressive skills, and possibly become famous champions, great sages, court officials, archpriests, high mages, nobles, or even lords of their own realms. You've already taken your first steps toward the awaiting portal. Advance!

Introduction to Ærth

Ærth is in many respects the equivalent of Earth in the late Renaissance. In game terms, the two worlds are inextricably linked to each other through magickal portals—Gates and Doors. Though science and technology on Earth are replaced by magick and Heka on Ærth, the two alternate worlds are joined by probability and similar historical events. Thus, a fair knowledge of Earth's history on the part of gamemaster and players can make the major events of Ærth's history more plausible, and make the overall flow of the milieu more realistic. Consequently, politics, warfare, intrigue, exploration, and a host of surprises come to life on Ærth.

Even more possibilities for adventure exist in the underground caves, grottoes, and endless passages which lie in abundance beneath the surface of Ærth. If a group of players finds ancient, huge reptiles and prehistoric settings appealing, Heroic Personas may also journey to Interior Ærth, the hollow core of the planet where endless daylight shines upon the primordial environment. Perhaps, too, the ruins of lost, pre-human civilizations are hidden therein.

Also linked to Ærth is the mirror world of Phæree, a world of strange creatures and wild magick. Phæree, like Ærth, has not only an exterior world, but an underground and interior portion as well. Unlike Ærth's, however, are the races of humans, humanoids, and monsters which make up the population of the three areas. All of those legendary creatures which are the stuff of mythology on Earth are from Phæree. Unicorns, dragons, pegasi, goblins, and more are all commonplace on the world of wild magick. Each of the three geographical sections is distinct in general ethos and behavior of the creatures to be found there. The Seelie Court consists of mostly benign and beneficent creatures such as Elves, Fairies and the like. The dwellers on the exterior, interior, and in the underground, known as Borderers, are hobgoblins (basically neutral, but sometimes siding with the fair folk, and other times casting their lot with the evil creatures of the interior, the goblins).

As dissimilar as it may seem, Ærth is actually a "universal" world. Ærth is similar enough to Earth that existing knowledge of this world can often be translated to the game milieu. Ærth's history, while different from that of Earth, has definite parallels. Geography is nearly the same, with such interesting exceptions as Hy Braseal, Avillonia, Atlantl, and Lemurla, new seas, and more. Politics are similar in many respects (and unfortunately, cunning politicians are the same no matter which world you're on) to those of late Renaissance Earth. Economics, trade, and money are also universal factors—but as mentioned in the beginning of this book, they are much more important to personas here than in other gaming systems.

The existence of Gates and Doors to other worlds also allows Heroic Personas to travel to alternate worlds and other

planes. Gamemasters who are interested in running multi-genre campaigns may therefore do so with relative ease.

The concept of a "multiverse" furthers this approach, in which all things imaginable are indeed possible. Using the core rules from the **Dangerous Journeys** game system, HPs could begin on Ærth and travel through a Gate or Door to any of the other "modules" in the system without losing their basic skills or abilities. Of course, Conan might not have the skill to pilot a deep-space frigate, but there would definitely be some interesting gaming in such a situation....

GEOGRAPHY OF ÆRTH

The eight pages of maps and the gazetteer essays in this chapter are not intended to give a complete picture of the world of Ærth. Rather, they are intended to familiarize gamemasters and players with the basic geography of the world, to give them a framework to which details can be added later.

Just as the peoples and history of Ærth and Earth are very similar, so too do the geography, geology, and demography of the two worlds bear a strong resemblance. In general, landforms and water features of one world have a corresponding feature on the other. Rivers such as the Earthly Nile have their counterpart in the Ærthly Nylle, seas such as the Mediterranean Sea on Earth correspond to the Mare Librum on Ærth, and so on. There are exceptions to this general rule—the continent of Atlantl appears on no Earthly map, for example, and searching a globe of Ærth for the island of Madagascar will be a fruitless task.

Although gamemasters may begin a campaign anywhere they wish, the approach that we have taken here assumes that the campaign has begun in one of the nations of Æropa or Afrik. We have included a selection of gazetteer entries describing eight nations from these two continents. Norge and Albion give two different views of northern Æropa. Francia and Aragon do the same for central and southern Æropa and Carthage and Tripolis present two views of the mercantile Phoenician societies. Atlantis reveals a more exotic society from the legendary (to inhabitants of Earth) island continent. In all, these nations make up a slice from the continents of Æropa and Afrik, and should give enough information for gamemasters to get a campaign started.

Following the gazetteer entries for the eight nations mentioned above, we present a series of five maps. Three of these are two-page world maps showing Exterior Ærth, Interior Ærth, and Phæree. The remaining two are one page continental close-ups of Æropa and Afrik. These maps are taken from **The Epic of Ærth™**, and gamemasters are referred to that volume for additional material on the world of Ærth and its inhabitants.



ÆRTH GAZETTEER

Ægypt

Government: Kingdom (Imperial)	Location: Afrik
Pantheon: Ægyptian	Language: Ægyptian
Ruler: Tuthmosis IX, Pharaoh	Population: 20,000,000 +
Capital: Thebes	Flag/Emblem:
<i>Population:</i> 500,000	<i>Flag:</i> Golden winged solar disc on blue field.
Other Cities (and population):	<i>Nubian Oversight:</i> White horned lunar disc on black field.
<i>Elephantine (Upper Capital):</i> 150,000	<i>Emblems:</i>
<i>Memphis (Lower Capital):</i> 2,000,000	<i>Ægypt:</i> Ankh
<i>Napata (Nubian Oversight Capital):</i> 75,000	<i>Lower Ægypt:</i> Uræus
<i>Rosetta:</i> 150,000	<i>Middle Ægypt:</i> Scorpion
<i>Tanis:</i> 100,000	<i>Upper Ægypt:</i> Vulture

Important Persons: Prince Khepraphis of Nubia (the Nubian Oversight), Viziers of the "Three Kingdoms" (Lower, Middle, and Upper Ægypt), Archpriest, the Marshal of Ægypt, bureau ministers (particularly agriculture, commerce, waterways, internal affairs, foreign affairs, commerce & trade), Governor of the Tanis Sepat (in Grecian *nome*), princes, other *nome* governors, Governor General of Phillistia, other nobles, Chiefs of Pharaoh (tribal leaders).

Alliances: Ætheope, Hasur (trade), Hellenic League (trade), Keshu, Venice (trade).

Hostilities: Lybbos, Shamash-Yarbay, Meroe.

Open Warfare/Skirmishing: Border incidents on all sides. Nomadic raiding on western desert areas proving costly.

Intrigues: Numerous in palace, amongst nobles and governors, but the nature of each is uncertain.

Magickal Devices: Large numbers of offensive and defensive devices of very powerful sort, many more of intermediate sort, and lesser ones are widely held by military, ecclesiastical, and governmental agencies as well as private individuals. Ægypt has retained her sovereignty and leading position because of her Heka power and magickal devices. The efficacy of the four pyramids as Heka collectors is unquestionable. Known objects of superlative sort are: *Nine Neteru Axes*, *Ur-Hakau of Imhotep*, *Aten Ankh*, *Mace of Narmer*, *Orimole of Pharaoh Nectanebus*, *Golden Crook and Ebon Flail* and the *Sphinx Legions Talisman*.

Thumbnail Sketches: The four great pyramids and twin sphinxes of Ægypt are certainly one of the Twelve Wonders of Ærth. Luxor is the seat of the Ægyptian Pantheon, and the mighty temples and extensive tombs in and around the Luxor-Karnak area are also of great interest. Because desert surrounds the land east and west, the greatest part of inhabited Ægypt can be seen by travelling along the Nylle River. From the the delta region upstream, to the great metropolis of Memphis, capital of Lower Ægypt, past the many cataracts of the river to distant Napata, the traveller will be amazed to see how great and diverse is the nation. From

the civilized and intensely cultivated Nylle Delta area, to the wilds of the Nubian Oversight, it is a realm of many contrasts and wonders, while to either hand stretch the sands and rocky uplands of the deserts which bestride the fertile strip of the river valley.

The annual flooding (the Inundation), along with irrigation and the use of petty magicks to maintain marginally cultivatable land areas, helps to assure the continued prosperity of the nation.

The flora of Ægypt varies widely from desert plants to aquatic plants and jungle growth. The thorn, palm, reeds, and lotus typify the former two. In the jungles, however, all manner of great hardwoods and other vegetation are found. Castor trees and the *bah* grow in the wild and are also cultivated for their oil.

Some 65 percent of the population is of pure Red race, and another 10 percent is mostly so. There are about 15 percent Nubians and others predominantly of the Black race, most of whom are found in the southern (upper) portions of the state. The remaining 10 percent of the population is mostly of White racial origination—Grecian, Phillistine, and Sherdan—with less than 2 percent of the balance (10 percent) of Brown or Yellow stock. In addition to the Ægyptian language, Grecian and Phoenecian are commonly spoken in the northern portion of the empire, Nubian in the southern. Pantheons of non-Ægyptian sort have little interest in the land. Two percent of the population adhere to the Greco-Roman (G), and all others comprise less than 1 percent of the population. Slavery is accepted in Ægypt, and approximately 5 percent of the total population are of this class, most being either convicted criminals or foreigners bought as slaves. There are fewer serfs and more villeins in Ægypt than in most lands, however, and the freeman class is numerous, for the chief industry of the country is agriculture, and there is a substantial bureaucracy established to administer government and law, too. There are also large numbers of priests and friar-soldiers bolstering the military, the knightly class not being strong in the realm, and many bandits and brigand nomads plaguing the frontiers.

Ægypt maintains a sizable standing army to guard its borders with Yarbay-Shamash, Lybbos, and—to a lesser extent—the states elsewhere. Her navy is also fairly strong, with squadrons in the Mare Librum and Mare Rubine. The ancient Nubian establishment of the "Nine Tribes," the *Teptu*, is a still-renowned force of bowmen employing long (medium) bows. They supply nine independent battallions of archers to the military establishment of the kingdom.

The schools and universities of the land are of great repute. Although many deal with religious subjects almost exclusively, there are a considerable number which offer courses in all manner of subjects, ranging from architecture, through dweomercraft and writing, to zoology. The temple schools and universities, independent educational facilities, and



Mines produce emerald (beryllium), peridot, turquoise, amethyst, chalcedony, garnet, sunstones (syenites) of the finest golden-red hue, lapis lazuli, marble, and other building stones (alabaster, diorite-gneiss, granite, limestone, marble, porphyry, sandstone), plus salt and various metals (adamantine, Hekalite, copper, gold, electrum, and silver principally). Salt is mined and also collected from the sea.

Export materials include cotton and linen cloth, grain, other foodstuffs, dyes (bastard, henna, indigo, maddar, saffron, woad), myrrh, sugar, hemp, tobacco, rare woods, ivory, pearls, coral, and unguents.

Ægypt's five colleges of dweomercraft attract thousands of scholars, many of whom are from as far away as Western Æropa and Azir.

The folk are notable for their love of good food and drink, and even the lowest class eats relatively well on a diet of figs, dates, bread, vegetables, occasional fish or meat, and beer. Goose, duck, ox, and wild game are the favorites of higher classes, who also enjoy the many fruits of the land as well as its wines when they are at table. Many herbs and spices are imported for those able to pay for such luxury items.

The popular games of backgammon and senat are played by all classes, some forms of chess by the middle and upper classes. Lately, the intelligentsia of Ægypt have been fascinated with a strange game form evidentially drawn from Phillistia, which employs figurines similar to *ushabtu* in recreating battles on land and sea. Although this writer has not actually seen such games in play, one is immediately reminded of chess. Of course, both greyhound and horse racing are standard sports pastimes in this land.

Cotton, sugar, rice, wheat, barley, millet, flax, maize, dates, vegetables, and fruits are the chief agricultural produce of the land. The horses of Ægypt are world famous, providing garrons, genets, and coursers for many lands. Quaggas and zebromegas (the zebra-like animal introduced in ancient times by the Atlantians) are still employed as steeds in some regions of the land. Sheep, goats, cattle (oxen and buffalo), asses, camels, mules, and all manner of poultry are kept by the peoples. There is also considerable fishing, mostly in the Nylle, but also of saltwater sort.

Albion (Brython)

Government: Kingdom

Pantheon: Keltic

Ruler: Richard IV

Capital: London

Population: 750,000

Other Cities (and population):

Birmingham: 30,000

Bristol: 25,000

Cambridge: 15,000

Leeds: 25,000

Liverpool: 75,000

Manchester: 35,000

Oxford: 20,000

Location: Æropa (Avillonia)

Language: Brythokeltic

Population: 7,500,000

Flag: Three golden firedrakes passant on a red field

Emblem: Yew tree.

Important Persons: Prince of Cornwall, Dukes of Buckingham, Clarence, Gloucester, York, Archdruid of Albion, Earl Marshal, priests, officials, etc.

Alliances: Five Crowns.

Hostilities: Danmark, Francia.

Open Warfare/Skirmishing: None.

Intrigues: Uncertain, but likely.

Magickal Devices: The sword *Excaliber*, the lance *Rhngomyant*, the *Book of Shadows*, and *The Pavilion of Portals* are amongst the greatest of the devices held by the throne of Albion. Considerable quantities of intermediate and minor sorts of magickal devices are also possessed.

Thumbnail Sketches: The great monument and astrological/astronomical observatory at Stonehenge on Salisbury Plain in Albion is one of Ærth's Twelve Wonders. London is one of the leading cities of Æropa, of course, and the



universities of Cambridge and Oxford are second to none anywhere. The great coastal and border castles of Albion are remarkable. The seat of the Albish Keltic Pantheon is at Canterbury where the Archdruid sits, and there are numerous and notable temples there. The great universities at Cambridge and Oxford are world renowned. Little need be said about the cosmopolitan city of London, although a word of caution pertaining to its Thieves Quarter and "Limehouse"—its foreign, warehouse, and trade district—is always in order. The theatrical dramas staged in London's many playhouses are possibly the finest performed anywhere on Ærth. The country is one of some considerable natural beauty, especially the pastoral regions and woodlands, and the ancient forest of Sherwood contains some of the oldest and mightiest trees alive. Other places of note such as Bath and the Vale of Belvoir are not to be missed by the traveller.

The folk Albion are of (thoroughly) mixed race, being Keltic Bretons, with admixture of Germanic (Saxon and other sorts), Skandian, and Gallic (Francian) blood. Many of the common people speak Keltic as well as Brythokeltic. The upper tiers often use Latin, for there is interest in the Greco-Roman (R) Pantheon amongst the nobility. While slavery *per se* is frowned upon, the law requires bondage for criminal penalty, and it is also acceptable for repayment of private debt. The division of classes in this nation is about average, with a slight bulge in the freeman class. The Albish knights are justly famed, and the nobility have somewhat limited the power of the crown, just as the free folk have managed to wrest some of the aristocracy's power to themselves. Fair folk of near-human type are accepted in Albion, and even other sorts are not despised. There are some few bandits, highwaymen, wreckers, and pirates in Albion, but by and large the land is lawful and well ordered.

There is no standing army, although there are regular companies of royal guards and a small unit which employs Phæree griffons. We have already remarked above on the puissance of the knighthood of this nation. Its free cavalrymen, bowmen, and infantry, including peasant levies, are redoubtable, and in time of need they provide a military force which need fear none other. The Albish navy today is possibly one of the strongest in Æropa.

Plays and music are popular entertainment forms in Albion. Of sports, tennis and horse racing are quite in vogue, and the Caledonian game of golf is becoming a bit more popular of late. Cards are played, usually for stakes.

Agriculture, fishing, trade, mining, and industry too are pursued by the Albish. Cattle, sheep, horses, and swine are the principal livestock. Wheat, barley, oats, hay, rye, flax, and various vegetables (many kinds of which are brussel sprouts) comprise the major crops. Timber is carefully grown and harvested, including oak, pine, and yew wood for bows. Fishing provides a major source of foodstuffs and salable export goods too. Mines produce tin, iron, lead, coal, salt,

chalk, copper, and adamantine (limited production) and various sorts of stone. Topaz, hematite, and jet are mined, but far and away the most valuable mineral of this sort coming from Albion are the rock crystals which have a strong inclusion of Hekalite within them. Linen and woolen cloth and goods, pottery, metals (tin and iron), manufactured goods (including arms and armor), coal, fish, and beer, ale, and malt beverages, together with horses and dairy products, comprise the major exports of Albion. As the nation produces only a minute trickle of gold and silver from small, very deep mines, the value of exports is most welcome.

Aragon

Government: Kingdom

Pantheon: Atlantian

Ruler: Carlos V

Capital: Saragossa

Population: 35,000

Other Cities (and population):

Barcelona: 150,000

Valencia: 75,000

Location: Æropa (Iberia)

Language: Iberian

Population: 3,000,000

Flag: A field of eight gold and red bars.

Important Persons: Prince Alejandro of Catalonia; Count Umberto of Barcelona; Gerardo (VI), Count of Rousillon, etc.

Alliances: Iberian-Atlantian Concord.

Hostilities: Navarre, Count of Toulouse.

Open Warfare/Skirmishing: None at present, but trouble brewing in Rousillon.

Intrigues: Alliance with Arles to promote war with Francia and expand into Toulouse. Marriage with House of Sardinia to acquire its throne.

Magickal Devices: Aragon is known to possess the sword *Tilgrendo*, the *Chalice of the Æther*, the *Medallion of Heroes*, and the *Turtle Automaton*, amongst many other things of less power.

Thumbnail Sketches: Barcelona is a very charming city, although it has its dangerous thieves' quarter. Valencia and the surrounding country is very lovely, and its orchards fill the air with sweet perfume when the citrus trees (mostly oranges) are in bloom. The whole of the land is not especially rich, but the climate is good.

The people of the nation are mostly of what is now defined as Iberian race—a mixture of an ancient indigenous race of Iberia with Kells, Atlantians, Italics, Phoenecians, Franks, Germanics, and Berbers. Slavery is permitted but rare. The classes are sharply divided, however—the middle one being smaller in percentage than is typical in Francia, for example, and the comparatively large population of aristocrats being aloof and demanding. There is some considerable outlawry in the kingdom, perhaps because of this. Phæree folk are reported in the highlands and mountains occasionally, and the Aragonese are not unfavorably disposed to such outsiders.



Noble contingents and knights make up the bulk of any military force fielded by Aragon. Noble warriors are horsed on excellent medium steeds (chargers), while the supporting cavalry relies upon the genet. These "gentours" are moderately armored, use crossbows and javelins, and are skirmishing rather than shock troops. A small squadron of regular sort is kept in the Mare Librum, the bulk of these ships being galleys—the sole place that one is sure to encounter slaves of this state.

Agriculture is commonly practiced in this land, crops being wheat, oats, barley, rye, rice (in the lowlands of Valencia) etc., and such things as oranges, olives, lemons, grapes, cereals, other fruits, and vegetables. Livestock includes the excellent horses of Aragon, sheep, goats, swine, asses, cattle, and mules. Some fair amount of fishing is done. Mines produce some silver, lead, copper, mercury, gold, salt, and building stone.

Aragon is active in sea trade and overland commerce too with Francia

Atlantis

Government: Tirñly (Kingdom)

Pantheon: Atlantian

Ruler: Josacal II

Capital: Atlantis

Population: 400,000

Other Cities (and population):

Kra-Mocha: 20,000

Nantlan: 45,000

Olovina: 140,000

Quetzla: 50,000

Location: Atlantl

Language: Atlantian

Population: 2,750,000

Flag/Emblem:

Flag: Black kraken displayed on a gold field with a black border.

Emblem: Kraken atop world.

Important Persons: Itirñl (Crown Prince) Rinaldo, Vranx of Ghedantl, priests, officials, various other nobles.

Alliances: Iberian-Atlantian Concord.

Hostilities: None at present.

Open Warfare/Skirmishing: None.

Intrigues: Claimant supposed to be of House of Eavanor hiding somewhere in southern mountains of the kingdom has a small faction at court.

Magickal Devices: The arsenal of the royal sovereign contains the *Great Crown of Brokseigan*, the *Kraken Portal Ring*, the *Pandemonic Machine*, and *Jakulgz's Nighted Seahorse*, along with various and sundry less important magickal devices.

Thumbnail Sketches: If all the island of Atlantl is a mixture of gardens, fair fields, and idyllic woodlands in which rest the oldest of cities and quaintest of hamlets, then the Kingdom of Atlantis is the very heart of such beauty. Its cities are ancient, yet clean, bright, and busy; with hundreds of architecturally perfect palaces, temples, museums, government buildings, baths, arenas, villas, and plazas. Its towns and villages are old and picturesque, some virtually un-

changed for a thousand or more years. Good roads wind through countryside divided into fields of tall grain, pastures with fat kine, the herds of *xaquagl** belonging to noblemen, ponds filled with waterfowl, and orchards and gardens full of fruit and flowers. The mountains are breathtaking, tree-clad slopes with hardwoods and conifers as old as the land itself, the streams pure and cold, game abounding, and the weather generally fine save in the worst winter months, when some clouds and damp chills the landscape and wind-driven rains make the vegetation even more verdant and lush. Carnivores such as the maneless lion, leopard, and panther are still found in Atlantis' mountains and forests. So too such game animals as bears, wolves, deer, aurochs, antelope, pygmy elephants, and some few buffalo are found. Large numbers of smaller animals abound as well, including many whose fur is valuable.

The Lake of Artax is some 100 miles long and 75 miles wide at its broadest portion, and its waters cover almost 900 square miles in the central border between what is now the separate territories of the kings of Atlantl and Colzuvan. The great capital of Atlantis is built on the southwestern shore of Artax Lake. The city was originally set on an island about 100 yards off-shore, but over the centuries it has grown to encompass a large portion of the shore as well, so that now a bridge and two broad causeways connect isle and mainland to form Atlantis City. The sight of the white and colored sails of pleasure yachts and fishing craft sailing on the bright waters of the lake seen from the Three Turrets of Alcazar is one of great beauty.

Although the Iberians were the masters of the kingdom for some time, the folk of Atlantis are almost totally of the pure Red race, far more so than the Egyptians, for example, who have to some extent intermixed with White, Yellow, and Black peoples. This is not to say that these folk necessarily disdain other races (which they generally do), but that the Iberians are too few in number to have had any impact save upon the aristocracy of the Atlantics, and many of this class now prides themselves in tracing their blood relationship to one or another of the Iberian royal houses—themselves, of course, all interrelated. Despite the fall and sundering of the empire, slavery is still favored in Atlantis, the slave and serf tiers of the peasant class being the most numerous. Slaves are mostly of Eropan or Afrikkan origin, and only about 20 percent of the total population of bound people is of Red race. Freeman are less numerous than before, but the aristocracy has grown, and its demands are growing ever more burdensome.

Atlantis maintains a large navy and a moderately large standing military force for employment at sea and on land. Many of these sailors, marines, and soldiers are hired from Iberia, Berber states, Avillonia, and even distant Skandia.

Agriculture is very productive in Atlantis, despite enslaved workers. Crops of grain, maize, vegetables, and fruit provide



for all the people and leave excess for export. Livestock includes cattle, horses of all sorts, sheep, swine, goats, and many sorts of poultry. Fishing is also practiced and develops large catches for market and export. Atlantis is the world's major supplier of oricalcum, for its northern mines in Ghedanti are particularly rich. Mines also produce copper, gold, platinum, iron, and small quantities of exceptionally large and fine diamonds.

*Readers unfamiliar with Atlanti are reminded that the *xaquagl* is a large, horse-like beast which is native to the island and has long been used for riding and war. The Afrikkan quagga is a relative of this striped quadruped, as is the zebra. Export of these animals is strictly forbidden, and to date only the Iberians have acquired herds. *Xaquagl* stallions are said to be superior to most warhorses.

Carthage

Government: Kingdom	Location: Afrik
Pantheon: Phoenecian	Language: Phoenecian
Ruler: Sargihan II	Population: 3,500,000
Capital: Carthage	Flag/Emblem: Purple Afrikkan elephant on a golden field.
Population: 905,000	
Other Cities (and population):	
<i>Hadras:</i> 20,000	
<i>Sfax:</i> 30,000	
<i>Tunis:</i> 15,000	
<i>Uthina:</i> 45,000	

Important Persons: Heads of the "Nine Families," priests, merchants, officials, etc.

Alliances: Phoenecian Coalition.

Hostilities: Tripolis, Lybbos, Hasur, Berberia, Numidia, Western Sea Alliance.

Open Warfare/Skirmishing: General raiding at sea. Some frontier brushes with Numidia recently.

Intrigues: Draw Mauretania into alliance to divide Numidia between it and Carthage. Marriage to ruling family of Tripolis so as to gain that throne, then work on separate city-states to build empire.

Magickal Devices: This powerful kingdom has a great arsenal of objects such as the *Basin of the Sea*, the *Dioramic Altar*, the *Seven Illusion Mirror*, the *Gnostic Decompulser*, and the *Asp Javelins*, plus whatever else money can purchase, held by the plutocratic families which are the aristocracy of Carthage.

Thumbnail Sketches: Occupying some 35,000 or more square miles of territory at the end of the Mauretanian Peninsula, the Kingdom of Carthage is situated as to benefit from climate, land, and sea. Although the kingdom is hot in summer and cold in winter, the moderating effects of the seas (Mare Phoenecium to the east and south, Mare Librum to the north) reduce the severity of these conditions so that

the climate is generally favorable all year. Interior portions are somewhat barren and wild, but much of the land is very fertile and productive. The state's position in Afrik also gives it both a commanding and trading location par excellence. Once a plutocratic (aristocratic) republic built around a city-state, the nation was formed on monarchical lines after the Roman Wars, when the Atlanti Recession was apparent to its wily people.

In the unpopulated areas of the south and west there is much wild game, and the lion, leopard, and cheetah are commonly seen there.

The City of Carthage is, naturally, the most famous locale in the kingdom, a place both famous and infamous, conquered by many attackers and always re-conquered by the Phoenecians. Sited to the south of the mighty citadel of Castle Byrsa, surrounded by suburbs of both peasant villages and villas and estates of the rich, its high-walled, metropolitan heart covers about 12 square miles, from the Lake of Tunis to the south, to the aforementioned fortress of Byrsa, having absorbed the little port town of Cartegenna centuries ago. One is reminded of both Rome and Aziria when first seeing the city, for it is a mixture of East and West. The Seven Temples (Eshmun, Tanit, Moloch, Tammuz, Iolaus, Patechus, Melkarth) are claimed as a wonder by Carthaginians, but in truth they fall short of that status. The massive Edifice of Balcaranensis is a worthwhile sight, however. So are the baths built around hot springs, and the system of aqueducts. The slums of the city are quite ineffable. The tombs to the north are of interest.

The city proper is comprised of 75 percent Phoenecians, with the balance of all manner of peoples (Iberians, Grecians, Italics, Berbers, etc.), but in the countryside, including other cities and towns, only about half of the populace is Phoenecian. This is because of the native Berber population and the long-practiced hiring of mercenaries, with frequent settlement of them onto Carthage's territory.

Class is still determined almost exclusively by economic success, and while this makes the people of the nation most venal and mercenary, it also allows a considerable mobility for the clever (and unscrupulous). Slavery is very much a part of life in this land, and some 15 percent or more of the population is thus bound. Another 60 percent or so is of what amounts to villeinage status, being agricultural, mine, or other workers strictly fixed in their occupation but able to purchase free status. Freeman class population is only about 15 percent, and a heavy tier of aristocrats and nobles completes the picture of social structure. Pantheons also recognized in the kingdom include the Greco-Roman, Atlanti, and Babylonian. As expected, the separation between strata is sharp, the upper harsh and dominant over the lower. Some few of the freeman and aristocrat classes serve in the military, but most of the naval (warship) and military forces of the Carthaginian state come from mercenary employment.



Rich harvests of wheat, barley, oats, olives, dates, grapes, almonds, oranges, lemons, and cotton are reaped from the fertile soil. Herds of cattle, sheep, and horses graze in the good pastures. The seas yield great catches of fish (anchovies, sardines, tunny, etc.). Caravans from the south bring slaves, precious metal, gems, ivory, and animals to the city. Carthage also has rich mines of copper, lead, zinc, coal, and marble. Some quantity of precious coral is exported from Carthage.

Trade is the life-blood of this nation, of course, and her ships and galleys are seen all over the Middle Seas. The woven cloth of Carthage is of the finest quality, and the state's pottery, leatherwork, and jewelry vie with grain, olive oil, and other products for space aboard the vessels bound for all parts of Ærth.

Francia

Government: Kingdom	Location: Æropa (Gaul)
Pantheon: Greco-Roman (R)	Language: French
Ruler: François	Population: 10,000,000
Capital: Paris	Flag/Emblem: Golden lilies (fleur-de-lys) sprinkled on a blue field.
Population: 500,000	
Other Cities (and population):	
Bordeaux: 80,000	
Calais: 50,000	
Narbonne: 35,000	
Orleans: 30,000	
Rouen: 25,000	
Toulouse: 65,000	

Important Persons: Andre, Duke of Aquitainia; Raymond (IV), Count of Toulouse; various other nobles, priests, officials, etc.

Alliances: Gallic Treaty, Genoa, Lyonesse.

Hostilities: Aragon, Arles, Burgundy, Neustria.

Open Warfare/Skirmishing: Minor skirmishing on Neustrian border as an annoyance while Brettony and Neustria fight. Small siege actions in the Rousillon.

Intrigues: Count of Toulouse is in high royal favor for his military actions against the Aragonese in the Rousillon area (so plots regarding him are bound to be rife). Manifold and obvious with regard to territorial ambitions. Also numerous with regard to political alliances, but these are less obvious. Many other plans, plots, and intrigues regarding territories, marriages, and lesser concerns.

Magickal Devices: This kingdom has a large number of intermediate power devices, but its outstanding possessions are the sword *Durlindana*, the *Sun Crown*, *Marfroid's Ironbound Grimoire*, and the *Horn of Roland*. There are, of course, also numerous moderate and minor objects in the possession of the king and the nobles of the land.

Thumbnail Sketches: Francia reaches from the Mare Librum's Gulf of Lyons to the Avillonian Channel in the north,

covering some 150,000 or more square miles of land. The territory is comprised of some old mountains, hills, plateaus, and much plain and river valley land of excellent fertility. Almost 20 percent of the country is covered in forest—much of which is in royal and noble preserve, with another 10 percent in bush (scrub) or marsh. Most of the remainder is under cultivation or pasturage. There are still unmaned lions in the far south, and bears, wolves, stags, boars, deer, chamois, and all kinds of smaller game are found in the wild lands. The most notable geographical feature of Francia is its excellent water route system, with navigable rivers and canals running north-south and west. This virtual highway starts at the Mare Librum, employing the Rhone-Saône River system. In the central region of the country, traffic moves northwards along the Seine River, or westwards via the Garonne.

Paris is not the largest city in Æropa, but it is perhaps the brightest and most attractive. It is so well known a place as to not need comment, although we must remark on the great steel tower there built by Eiffel, which is considered the Twelfth Wonder of Ærth. Originally conceived to be 984 feet in height, it was redesigned so as to surpass the 1,000-foot mark and is certainly the tallest human-made structure, surpassing all monuments and cathedrals. Paris' university is one of the finest in the world, and its rival in Narbonne is scarcely inferior.

The Gallic tribes in this land were intermixed in ancient times with Keltic invaders, then Italic colonists, Teutonic invaders (Franks and others), then Skands. The invaders were absorbed to create a distinct nationality, and one must assume that the Gallic has somehow managed to predominate over the centuries. Francia is a strongly feudal state, with a typical social structure of peasant, freeman, and aristocratic classes. The chivalry of the nation is the epitome of the concept. When at war, the knights and nobles of Francia furnish the King's army with some of the finest heavy cavalry in the world, and only a few nations can be said to compare, person-for-person.

Sport in this land, besides hunting, jousting, etc., includes the Albish game of tennis, shuttlecock and battledore, polo, and horse racing. Plaques were invented in Francia, and cards too are played with enthusiasm, the folk loving to gamble, and the affluent classes being quite fond of wagering very high stakes at the casinos found in various places in Francia. Music and theatrical performances are much favored in Paris, that city also being the fashion center of Western Æropa.

There is a marvelous agricultural output from Francia. Grains such as wheat, oats, barley, rye, maize, rice, sugar beets, and buckwheat are grown. Cotton, flax, jute, hemp, tobacco, and oil-seed crops are cultivated. In the south (Languedoc) fruit and vegetable crops are of sub-tropical sort (bananas, oranges, citrons, lemons, pineapples, figs, etc.) to



warm temperate sort (olives, peaches, apricots, almonds), but northwards grapes, apples, pears, cherries, plums, walnuts, chestnuts, etc., predominate. Truck gardens produce a great variety of excellent vegetables for city and town markets, with asparagus, artichokes, peas, carrots, lettuces, etc., of most exceptional quality raised. Small gardens of vegetables, berries, potatoes, and flowers are common and important to Francia. The truffles of Francia must not be forgotten, for they are a rare and costly delicacy indeed. Superior horses of most sorts are raised, as are cattle, sheep, swine, turkeys, chickens and other poultry, and waterfowl such as geese and ducks, along with asses and mules for draft purposes. Fishing is actively pursued, and catches are consumed internally and exported. Some game is added.

Timber is harvested in small quantities. Francia also has considerable mineral wealth, including coal, iron, zinc, manganese, copper, bauxite, antimony, nickel, asphalt, salt, and (minor) silver. Some small quantities of good quality amethyst, zircon, jasper, jet, and garnet come from Francia's mines. Precious coral is also found off the coast of the Biscay region. Quarries yield all sorts of marble, slate, building and paving stone, plus plaster, lime, and brick clay.

Industry has plentiful water power. The state produces the finest wines of Ærth, spirits, cloth and cloth goods of all sorts, including silk, leather and leather goods, bricks, pottery,

glass, paper and books, iron, steel, arms, armor, sugar, oil, candles, soap, chemicals, and other agricultural and mine output for export.

Norge

Government: Kingdom

Pantheon: Norse (S)

Ruler: Harald IV

Capital: Oslo

Population: 55,000

Other Cities (and populations):

Bergen: 20,000

Tonsberg: 10,000

Trondheim: 15,000

Important Persons: Various jarls, priests, officials, etc.

Alliances: Niffen (trade).

Hostilities: Danmark, Svergie.

Open Warfare/Skirmishing: Raiding as usual, but nothing serious.

Intrigues: Uncertain at this time.

Magickal Devices: Norge's principal magickal device is the *Gray Cape of Niffleheim*. It is certain that the Crown and others in power in the state have various moderately strong items and minor sorts, too.

Thumbnail Sketches: The country covers some 120,000





square miles of territory along the western portion of the Skandian Peninsula. Its mountains, glaciers, and fjords are justly famous for their beauty. Much of the land, over 60 percent, is icy and relatively barren, but vast tracts of pine and fir forest grow in Norge. There are bears, wolves, the great lynx, elk, reindeer, and deer found there, as well as other sorts of small game. About 25 percent of the area is of grazing or cultivated land.

The sport of skiing, now spreading into many parts of Æropa, originated in this country.

The Vikings of Norge are known in all parts of Ærth, and they actually travelled and raided over almost a quarter of its surface—as some few still do as pirates today. Such warrior folk settled Niffien, Grossniffien, and Jarleshein in Vargaard, as well as having footholds in many other places for some time (the Avillonian Isles, Neustria, Mauretania, and Naples). They represent the epitome of the northern branch of the White race, being virtually unmixed with any other people within their homeland. Slavery and bondage are lawful but very rare in the state. Children of slaves are born as free. The peasant class in Norge is free and not only may, but is expected to, bear arms. Most concerned with agriculture own their own land. Thin lines separate the classes, although that between the simple laborer and the noble is clear. In the lower class, light armor, shield, medium (self) bow, and spear (or polearm) are typical armament. In the middle class, the armor is better, and the crossbow and axe replace bow and spear. The highest class warriors are suited in chain and plate, and many are mounted, albeit on modest steeds of charger sort. They ply the arms typical of Æropan chivalry.

In southern valleys and lowlands, crops of rye, barley, oats, and wheat are grown. Potatoes and turnips are the chief root crops. Some other vegetables, berries, and hardy fruits are grown. Livestock includes draft oxen, cattle, sheep, poultry, and horses in small number. Fishing is a major activity of the Norgians, as is the hunting of walruses, seals, and whales.

Numbers of mines have recently been opened in the state, and the wealth of the minerals taken is considerable. Silver, copper, nickle, iron, lead, zinc, lodestone, petroleum, and coal are produced. Small quantities of moderate to large gem-quality peridots are found in Norge. Yields of good to excellent sunstones (syenites), including some of transparent sort, are reported. Quarrying produces good granite, marble, and other building stone.

Timber, fish, fur, and metals and metal work are the principal exports of Norge.

Tripolis

Government: Kingdom	Location: Afrik (Island)
Pantheon: Phoenecian	Language: Phoenecian
Ruler: Yezmael IV	Population: 2,500,000
Capital: Oea	Flag: Three red cities set one above two, on a white field.
<i>Population:</i> 230,000	

Other Cities (and populations):

Leptis: 145,000

Nezabæ: 180,000

Sabrota: 35,000

Important Persons: Royal family, royal officials, nobles, merchants, priests.

Alliances: Phoenecian Coalition.

Hostilities: Western Seas Alliance, Carthage, Hasur.

Open Warfare/Skirmishing: Considerable raiding and counter-raiding with Kingdom of Naples and allied shipping.

Intrigues: Hasur court faction seeking to bribe Tripolis into hostilities with Carthage. Plot to separate kingdom into independent principalities (city-states) again with Shake of Nazabæ becoming fourth prince.

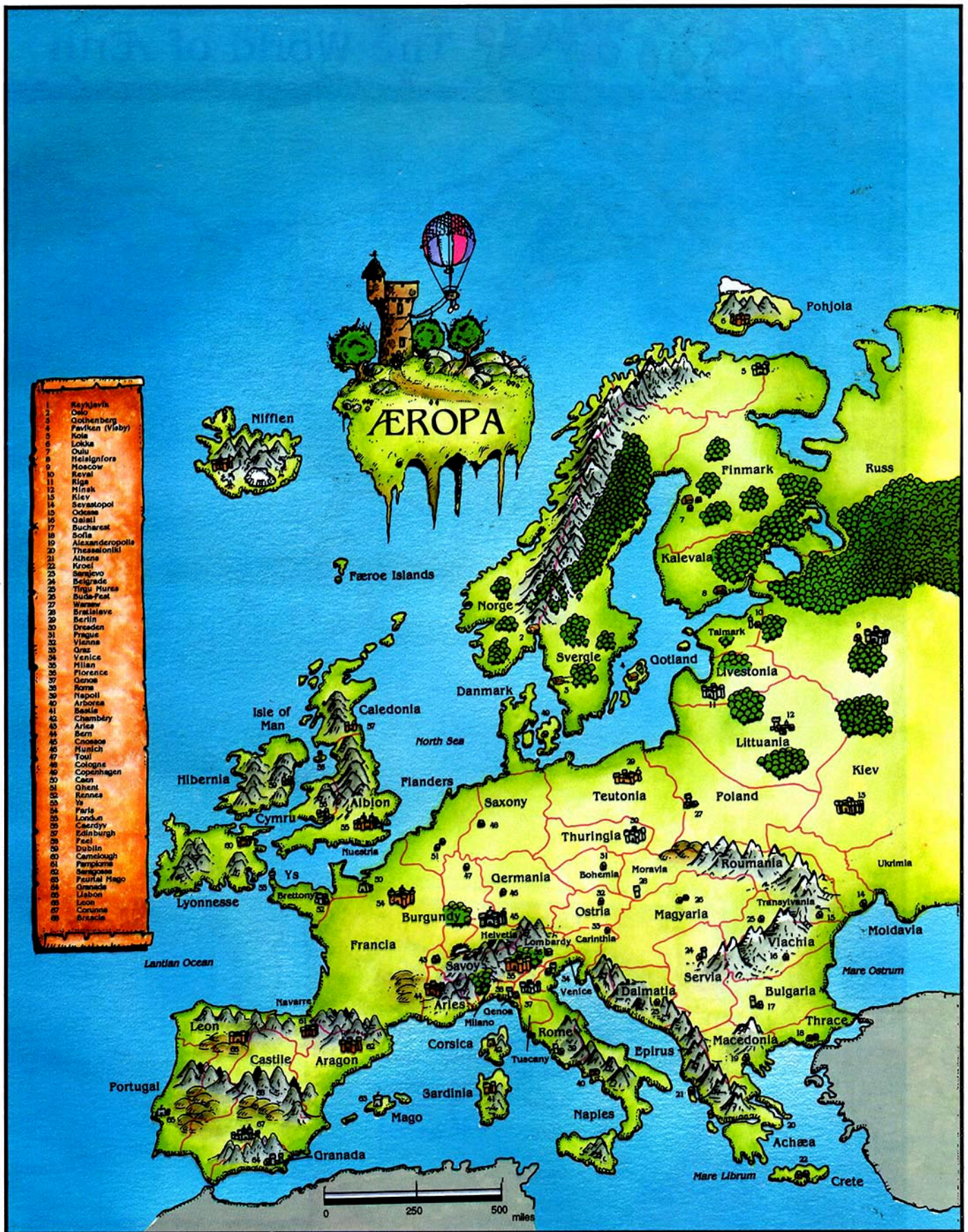
Magickal Devices: This powerful Phoenecian state holds the *Anything Wheel*, the *Elghth Object of Entropy*, *Hughard's Cosmic Clock*, and the *Adamantine Ram*. There are also lesser objects in the state arsenal and in various other hands.

Thumbnail Sketches: The great island of Tripolis is of some 85,000 square miles extent. Although the middle portion is mountainous and has an arid desert and barrens, much of the land is well-watered, fertile, and wooded. About 20% of the land is in hardwood forests. It has scenery of considerable beauty, waterfalls, and much game of both unusual and normal sort, too. Its ancient walled cities are filled with splendid monuments, architectural splendor, and great temples, as well as sinks of debauchery and slums. Despite many invasions, wars, periods of occupation, and the like, the Tripolitarians have always managed to re-emerge as stronger and more prosperous than previously. Main rivalries with kindred Phoenecian states are the major concerns of this kingdom, for Tripolis would be the greatest of them all.

The people of Tripolis are predominantly of Phoenecian stock, intermixed with Berber, Atlantian, Grecian, and Italic peoples. The aristocracy is more strongly Phoenecian and Atlantian in heritage than the remainder of the populace. Tripolitanian society is the model of the Phoenecian, with the slave, serf, laborer, villein, and the like constituting a very large peasant class. Artisans, soldiers, officials, etc., form the smallish freeman class. The government maintains a core of guards and marines recruited from the state, but its garrison forces and typical sea units are a mixture of levies and mercenaries. The large navy consists of galleys manned by condemned criminals and slaves.

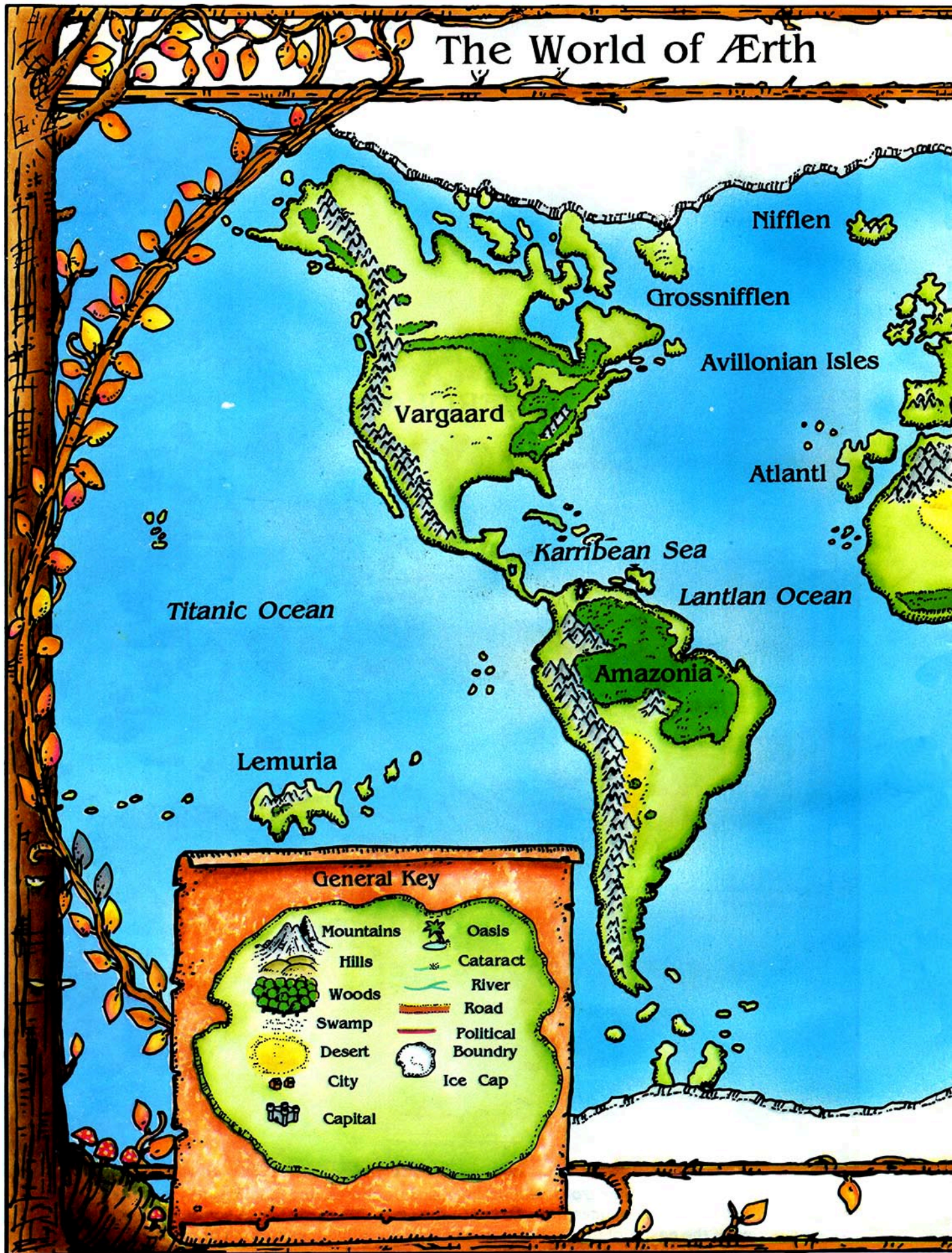
Agriculture produces large yields of the cereal grains, vegetables, berries, and many sorts of fruits and nuts. Olives, vines, tobacco, and cotton are cultivated. Fair horses and camels, oxen, cattle, sheep, goats, mules, asses, and poultry constitute the major livestock of the island. Fishing produces catches for native use and for export, including sponges. Some timber is harvested for export.

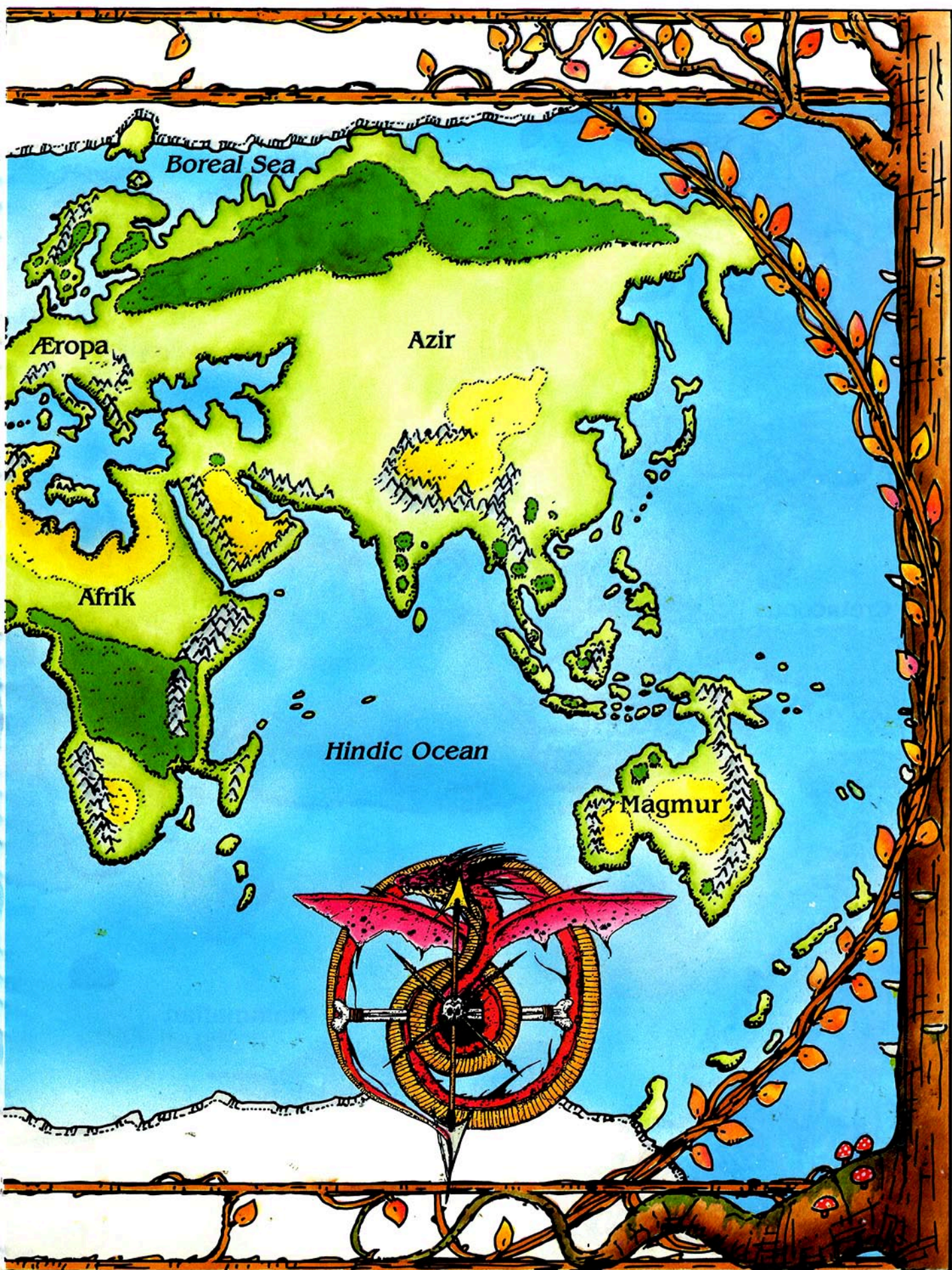
Mines and quarries—generally worked by slave labor—yield silver, iron, lead, and building stone. The coral reefs of Tripolis are the source of some of the better quality precious coral.

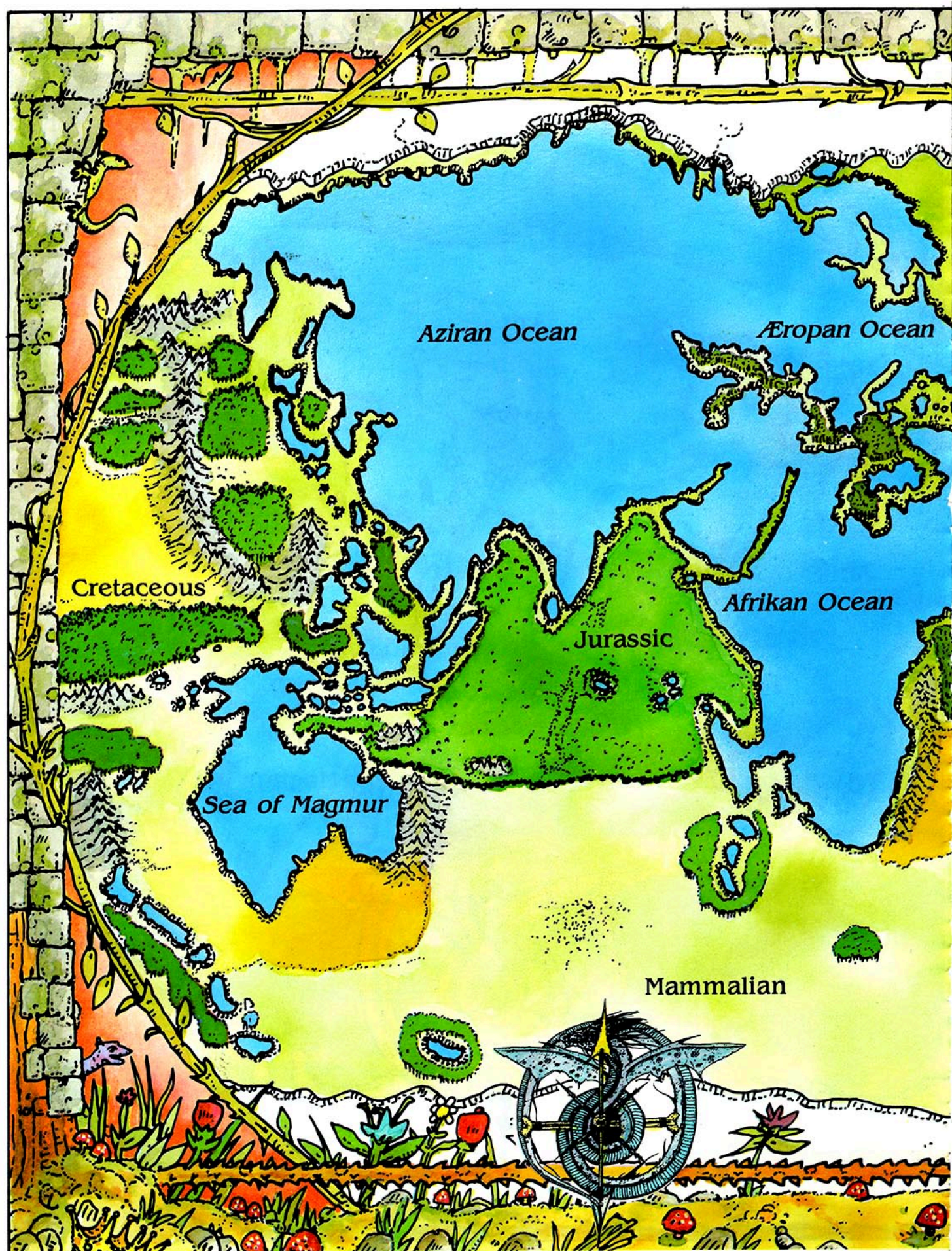


Æropea is a hegemony of numerous nations, languages, cultures, and religions. It is the most diverse area of Ærth, with heavy influences from Atlantl to the west, Phoenicia to the south, and many of the Azirian cultures of the east, not to mention some of the new influences coming from the other side of the Lantlan Ocean: the civilizations of Vargaard and Amazonia.

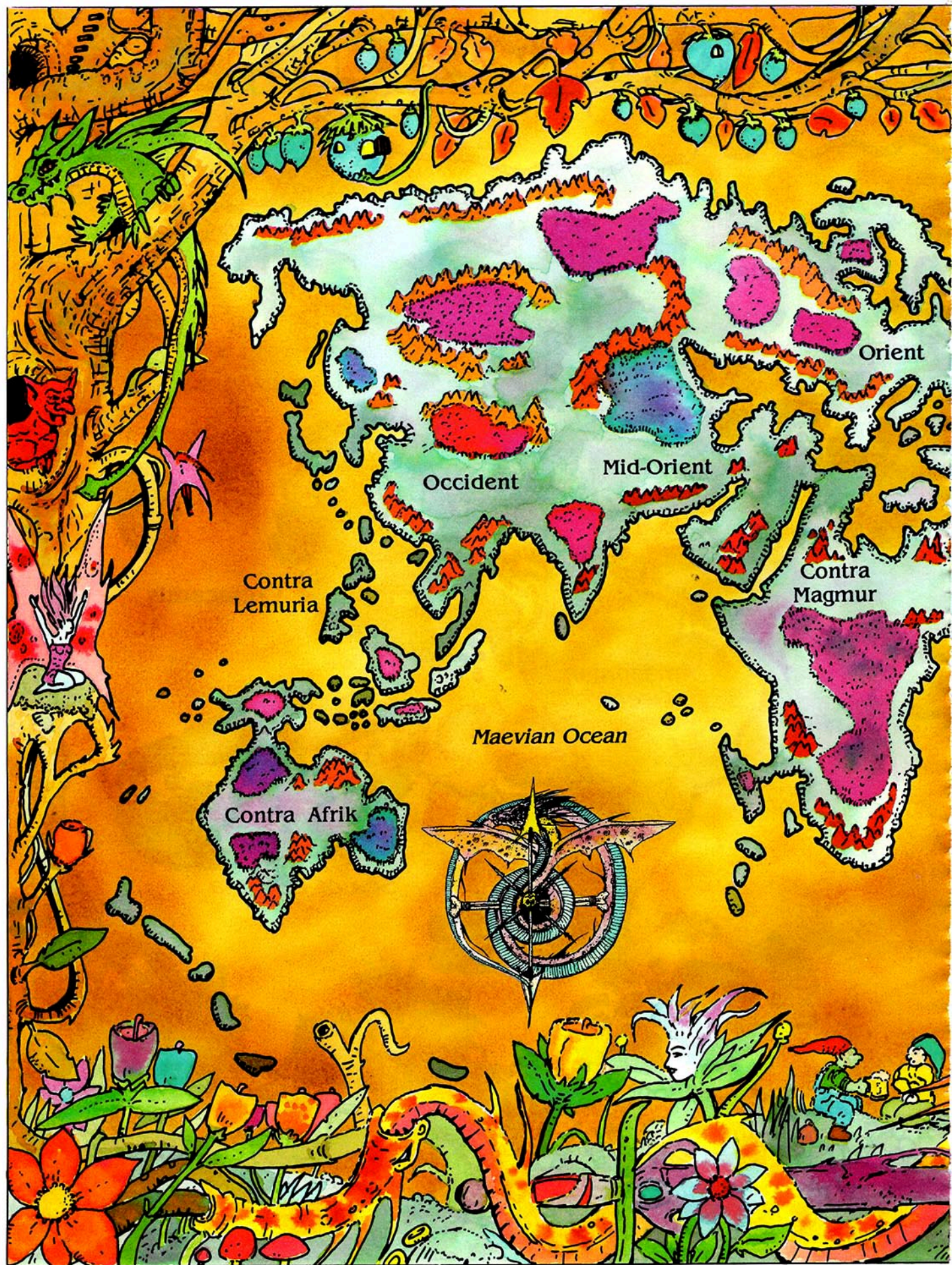
The World of Ærth











PHÆREE

Nota Bene: The landforms of Phæree, like everything else connected with it, are variable in the extreme — this map, therefore, should be taken only as a rough guide.





Creating Your Heroic Persona

What is a Heroic Persona? Well, a Heroic Persona is someone very much like you and us, but there are a few very important things which differentiate an HP from other personas.

First, Heroic Personas have above-average potential in all TRAITS of the **Mythus Prime** game—the mind, the body, and the spirit (“heart,” will, inner self, or however you would describe it).

Second, Heroic Personas showed a willingness to excel in their earlier years, so that they have built up a store of abilities which place them above the norm in overall knowledge and skills.

Finally, Heroic Personas have a readiness to continue to “grow” and improve in all directions, have an open mind, and have that certain something which distinguishes them from the crowd and places them in the forefront. That something is the quality of heroism, the determination to pursue a course they see as just and right, even in the face of possible loss of life.

To create your Heroic Persona, you must follow these steps:

Heroic Persona Creation Summary

1. Determine Socio-Economic Class (SEC)
2. Generate TRAIT Scores
3. Choose a Vocation
4. Select K/S Areas and STEEP Points
5. Establish Finances and Possessions
6. Finish Any Miscellaneous Information

1. DETERMINE SOCIO-ECONOMIC CLASS (SEC)

Socio-Economic Class is a part of real life, and it is important in all the milieus of the **Dangerous Journeys** game system. But it is particularly crucial in the **Mythus Prime** fantasy roleplaying game. Why is it so important? Well, SEC in this game does more than provide you with financial information. Money is important in the game, but of far greater importance is *social status*. Thus (unlike other games

in this system), *before* beginning to create a new Heroic Persona, the player must determine that individual’s Socio-Economic Class.

Doing so is a pretty easy matter. The player simply rolls a D6 and adds 1 (1D6+1). The Socio-Economic Class Table is then consulted.

2. GENERATE TRAIT SCORES

All personas in the **Mythus Prime** game have three TRAITS, with a corresponding number for each, representing talent in each. The higher the number you have for a TRAIT, the better you will be with it. The three TRAITS and what they stand for are described below.

Mental

This represents how intelligent, thoughtful, logical, and bright your Heroic Persona is—how well the HP memorizes and recalls things. Those with high Mental scores will be able to think, reason, and learn faster and better than those who are not quite as smart. This TRAIT is often abbreviated as “M.”

Physical

This TRAIT measures how strong, enduring, agile, and dextrous your persona is. HPs with a high Physical TRAIT can lift and carry heavier weights, take more physical punishment, run long distances without getting tired, dodge out of the way of flying boulders, and perhaps even draw well. This is often abbreviated as “P.”

How much physical punishment your HP can take before becoming dazed or dying is directly related to the Physical TRAIT. The measure of the first (dazing) is known as the HP’s *Wound Level* (WL), and is equal to 75% (drop fractions) of the P rating. This number (which goes in the appropriately labeled box on the HP sheet) is used in combat and will be discussed later in the “Combat” chapter (page 42). Recovery from wounds and dying are also covered in the “Combat” chapter.

Spiritual

Contrary to what you might think at first, this TRAIT is just as important as the other two. An HP’s creativity, faith, willpower, self-discipline, determination, and even quality of personality are all related to the value of the Spiritual TRAIT score. This TRAIT is abbreviated as “S.”

TRAIT Levels

You determine your Heroic Persona’s TRAIT scores by assigning a certain number of points to each. *You have a total of 120 points to divide up among them however you like, though no single TRAIT may have a score lower than 21 or higher than 60.* A rating of 21 is equivalent to someone with

Socio-Economic Class Table

Die Roll	Socio-Economic Class	Level
2	Peasant, non-free	2
3	Peasant, free	3
4	Freeman, petty landowner	4
5	Freeman, landowner	5
6	Freeman, gentleman	6
7	Aristocrat, non-noble	7



TRAIT Levels Table

TRAIT	Score	Description
21 to 25		Duller, weaker, or much more unstable than most people.
26 to 35		Average ability—where most people are.
36 to 45		Above-average ability. Slightly smarter, stronger, or more spiritually apt than most.
46 to 55		Exceptional prowess! Well above average.
56 to 60		Incredible! You are as smart as a rocket scientist, as strong as a champion weightlifter, or as full of faith as a saint.

very low-average talent, and a score of 60 would be appropriate for someone who is close to the normal maximum levels of human ability. The TRAIT levels table below lists what a number in any particular range would probably mean.

As can be seen from this, your Heroic Persona will generally be superior to most people when it comes to scores in TRAITS. With 120 points to divide, you could give 40 to each and make the HP just above average in everything, for instance, or you could give 56 to one (and be terrific in it!) and just 32 (an average score) to the others. How you divide your points will have something to do with which *Knowledge/Skill* (K/S) Areas (q.v.) you will want for your HP.

All K/S Areas are related to one TRAIT or another, so having a high score with a certain TRAIT will help your HP to be good at the K/S Areas related to it. Having a high Spiritual TRAIT (or S), for example, will make it easier for the HP to become good at writing novels, short-stories, and poems (or even roleplaying games!). You may wish to read ahead and decide which K/S Areas you like the best before filling out your HP's TRAITS.

Sample Heroic Persona: Cristof

As a running example, let's create a sample HP by the name of Cristof. Rolling 1D6 for SEC, we get a 4. Adding 1 to the score, we find that he is a freeman (probably the second son of a landowner). We decide that we would like him to be a tough, swordsman type, but we also want him to be fairly intelligent, disciplined, and creative as well. Therefore, we assign 40 points to his M (his Mental TRAIT), 50 points to his P (Physical TRAIT), and the remaining 30 to his S (Spiritual TRAIT). Furthermore, as his P is 50, he will have a WL (Wound Level) of $(50 \times 0.75) = 37$.

Keep in mind that the numbers listed on the TRAIT Levels table are only approximate ranges. Just because scores of 36 and 45 are both defined as being "above average" doesn't mean that they represent the same level of talent! When you begin to figure out your "STEPP" ratings (q.v.) and actually set out to play, you will quickly discover that having a 45, or even just a 36, is indeed different (and obviously better) than having a 35!

Optional TRAIT Variables

If you and your players wish to have more variation among HPs, simply allow each player to have a base of 120 points, and add the total of 2D6, or 2-12 points, to this base. This will give players more of a sense of individuality—not to mention a few more points—and of directing their HP's creation, rather than merely dividing up a given number of points between the three TRAITS.

3. CHOOSE A VOCATION

Let's consider the basic concept behind Vocations. It is a very simple one. You are assuming the persona of what will be your game "self" at a point which, while relatively early in that individual's "life span," subsumes a good deal that has happened to the character prior to the onset of adventuring. Your Heroic Persona was once a baby, then a toddler, a child, a young person, and now we arrive at the place where you, brave player, appear on the scene. So, prior to that, your HP grew up, learned and was taught, experienced many things, and did many things.

If you observe infants, you will note that they are intently watching, observing, *studying* all that goes on around them. Parents begin to *train* infants, of course, and *experience* teaches them, too. Along with this comes *education* as they grow, and we all *practice* what we have learned. An infant forms a personality, and then develops according to those early parameters. What we know now is the result of all such input from infancy on. Nobody springs into the world fully grown, with a brain like a blank page ready to receive knowledge.

In generating a character, you are selecting what is the end result of years of growing up and learning. In the **Mythus Prime** game, this is represented by a "bundle" of knowledge and skills (K/S, remember) that are typical of an above-average person brought up to follow a certain course in life. That is realistic, and that is how you begin participation in this game...realistically. But, you might say, isn't this a sort of "me"? Yes and no. You are you, and the HP is a make-believe



persona. To enhance the sense of reality, however, we have created a device which simulates actuality, and we point out that the "you" of today is absolutely different in most ways from the "you" of infancy, childhood, pre-teen years, etc.

As real people change, so too did and will do the Heroic Persona. Of course, to reflect the "you" in the HP we have made a special provision. While each *Vocational* bundle of K/S is pretty much the same, the TRAIT scores you chose will make your persona a little better than average, and probably a bit different from another HP with the same *Vocation*. There is still more. We have also left room for inclusion of many added K/S Areas which are uniquely those of your own Heroic Persona. When coupled with other variables—SEC and all the rest—and what occurs in the course of play, the individual becomes clearly defined, and the definition is your own. Still, you must start with a standardized group of things you have learned. So let's get to that now.

There are seven Vocations for Heroic Personas to choose from. (Many more Vocations and K/S areas are available in *Advanced Mythus* (see the *Mythus* book) and you are always free to make up special vocations of your own.) Socio-Economic Class will have a part in the decision of a player, for the SEC of an HP will limit Vocational choice to some extent. The seven Vocations are listed in the HP Vocations table, along with their primary associated TRAIT and minimum SEC. Each Vocation is described separately below.

Alchemist

This Vocation, which depends primarily on the Mental TRAIT, is one of philosophical and metaphysical understanding. Alchemists have the ability to use magickal Castings. The SEC range indicates that personas of this sort will be gentlefolk, perhaps aristocrats. Alchemists are knowledgeable in the *Dweomercraeft* K/S Area, and are even capable of creating enchanted items through study and laboratory experimentation. These "Alchemical Operations" are expensive, though, and sometimes require significant Heka amounts to perform (just what Heka is will be covered shortly). The power of an Alchemist makes the HP a potent factor in any group undertaking, for the ability to use Castings is definitely useful in many situations.

Astrologer

This Spiritually oriented Vocation is geared toward the study of the stars, planets, and other heavenly bodies. It is of use in predicting the course of general events in the world, as well as in individual divination. Forecast and the use of Heka in other ways allows the Astrologer considerable latitude of activity. The typical SEC range for those of this Vocation is about the same as for Alchemist, and the two Vocations are similar in that both are capable of working with Heka and are able to use magickal Castings. The primary difference will be found in the type of Castings available to either Vocation, for the Astrologer is more of a mystic.

HP Vocations

Vocation	Primary TRAIT	Minimum SEC
Alchemist	Mental	5
Astrologer	Spiritual	4
Cavalier	Physical	6
Mercenary/Soldier	Physical	1
Mountebank	Mental	1
Thief	Mental or Physical	1
Wisewoman/ Wiseman	Spiritual	1

Cavalier

The social status of this Physically oriented Vocation is of knightly sort, and the player who chooses it for a Heroic Persona is off to a good start. Cavaliers' basic abilities are very strong in weapons, defense, and combat, but they will hardly employ these skills without cause, for Cavaliers have a great sense of honor. They are loyal to whatever lord or cause they may serve, and will never avoid a chance for demonstration of valor or protection of the weak.

Mercenary/Soldier

Players selecting this Physical Vocation must determine first if the Heroic Persona will be a Mercenary or a Soldier. The Mercenary is not tied to the state in which the campaign will initially take place, but the Soldier will be. There is no difference between the two in terms of Vocational K/S Areas, but the social class of the Mercenary is lower, for they most often travel far and wide in search of new and interesting adventures, instead of staying too long in one place. Thus, if you decide to be a Mercenary, you must lower your Heroic Persona's SEC Level by one (-1). The Soldier is obviously more driven by loyalty and the desire for the steady pay. It is not necessary for either type of character to have a particularly good SEC Level, and this Vocation provides a good background for a player to build a *different* sort of HP by adding other K/S Areas to the basic combat skills for Mercenary/Soldier.

Mountebank

This Vocation is one of scheming, trickery, and deception. If you are thinking of having an HP with this Vocation, you have an eye for the flim-flam approach. This Mental TRAIT Vocation is an excellent example of a con artist, but there is no rule that says an HP of this type must be evil or malign. Even so, you must lower your HP's SEC by one (-1). Furthermore, the Vocation of Mountebank is quite adaptable and possesses a range of useful skills. But then again, it's not a good idea to let the local law find out the true nature of such a persona...



Sample Heroic Persona: Cristof

With Cristof, our sample character, we find that we are limited by SEC to the last four Vocations. Since he is to be a warrior of sorts, we choose to make him a Mercenary, rather than a Thief (both of which use Physical as their primary TRAIT). His SEC Level is not 5 as originally rolled, however—because he is a Mercenary we must note that it now is SEC 4.

Thief

This Vocation is unique in that it allows a choice of either Physical or Mental TRAIT K/S Area direction. Though the status of a Thief persona may certainly rise during play, and some Heroic Personas may begin with a reasonable SEC, most Thieves start with less than savory backgrounds (that's usually why a person turns to a life of crime to begin with!). The Thief Vocation also takes a -1 SEC modifier. As with the Mountebank, the Thief Vocation does not necessarily connote an Evil persona; it can even prove to be a very efficient tool in the fight against Evil—a perfect example of fighting fire with fire!

Wisewoman/Wiseman

This Spiritual TRAIT Vocation is similar in nature to a priestess or priest of minor ability. Those who choose this Vocation are less focused in their training, but have nonetheless taken a Vow and are bent on service. In this case, however, the persona is dedicated to helping all, and in particular those most in need—the least ranked of the peasant class. The Wisewoman/Wiseman is capable of using Castings from the *Apotropaism*, *Herballism*, and *Priestcraft* K/S Areas. This Vocation also has a -1 SEC modifier.

4. SELECT K/S AREAS AND STEEP POINTS

In real life, everyone has differing abilities and areas of knowledge, and some people are better at some of these things than others. Many of us can drive, type, fish, write stories, cook fine meals, or work complex math problems, but not all of us are equally skilled in these areas. Personas in the **Mythus Prime** game are likewise varied in what they can do and how good they are at it. While it is assumed that all personas can do very mundane things like tie simple knots, dress themselves, use simple tools, and at least communicate orally, it is important to define whether or not a persona is likely to succeed when a given task is more complex, such as following or eluding an enemy while riding a horse, hitting someone with a weapon, drawing an accurate map, or knowing where to hire mercenaries in a foreign city. This is what K/S Areas and STEEP ratings are for.

K/S: As mentioned earlier, K/S is an abbreviation for the term "Knowledge/Skill." Each K/S Area represents a single ability area such as riding, fighting with a sword, using a lock-

pick, or painting a picture.

STEPP: The word STEEP is short for *Study, Training, Education, Experience, and Practice*. It represents how expert an HP is in a particular K/S Area (how "steeped in knowledge," just as tea becomes steeped—or saturated—with water during brewing). As with the numbers for TRAITS, the number of STEEP points your HP has represents how good that character is with a certain K/S. Once again, the higher the number, the better the HP's skill will be!

Someone with 40 STEEP points in their Riding K/S, for example, might be able to ride a high-spirited warhorse into a pitched battle, whereas someone with a STEEP of only 20 in Riding would probably still have trouble maneuvering comfortably at a normal gallop, and would be relegated to riding palfreys or mules. Furthermore, those with high Riding STEEPs would be familiar with a wider range of mounts, such as camels or even Hippogryphs. Note that the numbers in STEEP ratings mean much the same thing as they do in TRAIT ratings—a 20 is far below average, and a 60 is impressive.

Setting K/S Areas

First list your Vocational K/S Areas. The next thing for you to do is to decide which universal and bonus K/S Areas your HP possesses and how many STEEP points the character has in each one. Calculate your STEEP for the HP's standard K/S Areas, then calculate it for the personal ones. Each Vocational K/S Area is listed with a corresponding number, and you add this number to $\frac{1}{2}$ of your HP's TRAIT score (dropping fractions, if any) to figure out how many STEEP points the character possesses. For example, the Riding K/S is a Physical Area with a base number of 30. In the case of Cristof, our sample character, we would add 25 ($\frac{1}{2}$ Cristof's P of 50) to the base number and thus come up with a total STEEP of 55.

Universal K/S Areas: For starters, there are three "universal" K/S Areas that every persona possesses, as summarized in the table below:

Universal K/S Areas

K/S Area	TRAIT	Base STEEP
Native Tongue	M	SECx5
Perception (Mental)	M	30
Riding	P	SECx5

Vocational K/S Areas: Once you've calculated your Heroic Persona's common K/S levels, locate the list corresponding to your HP's Vocation from those which follow, and write down *all* the K/S Areas which are given therein. Then calculate STEEP for each by adding half the value of the listed TRAIT to the Base STEEP beside each Knowledge/Skill Area.

Bonus K/S Areas: Having calculated Vocational K/S levels, all you need to do next is pick out your HP's bonus K/S Areas. You receive from 1 to 3 bonus K/S levels for each TRAIT, depending on which ones are higher than others. For



Sample Heroic Persona: Cristof

Here's an example of Cristof generating his Knowledge/Skill Areas and STEEP levels: As previously mentioned, we found his *Riding* STEEP to be 55. We next have to find the score for Perception, and do so by adding $\frac{1}{2}$ his M—or 20—to the base number of 30 and coming up with a total STEEP of 50 for that K/S. We then proceed to locate the list of standard K/S Areas for a Mercenary/Soldier. Going down the list, we fill in each K/S in turn—*Combat*, *Hand Weapons*; *Criminal Activities*, *Physical*; *Escape*; *Gambling*; etc. After finishing that, we need to choose his bonus K/S Areas. Because his P is the highest TRAIT, he will receive three additional Physical Areas there, and we decide upon *Swimming/Diving*, *Mountaineering*, and *First Aid*. Furthermore, since his M is the next highest, he will receive two bonus Mental Areas which we decide to make *Appraisal* and *Influence*. Finally, he will receive one bonus Spiritual Area slot for which we choose the *Leadership* K/S. Note that had we done something like assign a 40 to all of his TRAITS, then it would have been up to us to decide which TRAIT received three, which got two, and which would have one bonus K/S Area.

Basic K/S Lists

<i>Mental K/S Areas</i>	<i>Physical K/S Areas</i>	<i>Spiritual K/S Areas</i>
Agriculture	Acrobatics/Gymnastics	Alchemy*
Apotropaism*	Arms & Armor	Animal Handling
Appraisal	Boating	Astrology*
Astronomy	Combat, Hand Weapons	Charismaticism
Biography/Genealogy	Combat, Hand Weapons, Missile	Herbalism*
Botany	Combat, Hand-to-Hand, Lethal	Impersonation
Chemistry	Combat, Hand-to-Hand, Non-Lethal	Jury-Rigging
Criminal Activities, Mental	Criminal Activities, Physical	Leadership
Deception	Disguise	Metaphysics*
Dweomercraft*	Drawing	Multiversal Planes & Spheres
Engineering	Escape	Mysticism*
Foreign Language†	First Aid	Nature Attunement
Gambling	Handicrafts/Handiwork	Painting (Artistic)
Games, Mental	Mountaineering	Phæree Folk & Culture
Geomology	Perception (Physical)	Priestcraft*
Geology/Mineralogy	Riding	Religion*
History	Smithing/Welding	Street-Wise
Influence	Survival	Thespianism
Magick*	Swimming/Diving	
Mathematics	Tolerance	
Military Science		
Native Tongue		
Perception (Mental)		
Political Science		
Rarities		
Subterranean Ærth		

* Heka-generating K/S Area
† Player's choice.

K/S Descriptions:

The names of the various K/S areas are ample description of their functions for most game purposes. Detailed descriptions of these K/S Areas are available in Appendix 1 of this book, beginning on page 104.



your highest TRAIT, you receive 3; your next highest, 2; and your lowest, 1. If two or three of the TRAITS are equal, however, then you decide which receives what.

The Base STEEP for all bonus Areas is 10.

You may select bonus K/S Areas from the Basic K/S Lists on page 29, which name all the K/S Areas used in the **Mythus Prime** game. Be certain that all of your bonus Areas come from the proper TRAIT (don't pick a Mental K/S when choosing a Physical bonus, for example), and if you take the Foreign Language K/S, pick a specific language for it.

Alchemist Vocation (Mental TRAIT)

K/S Area	Associated TRAIT	Base STEEP
Alchemy*	S	30
Botany	M	25
Chemistry	M	25
Geology/Mineralogy	M	20
Dweomercraft*	M	20
Magick*	M	20
Mathematics	M	20
Drawing	P	15
Foreign Language: Grecian	M	15
Handicrafts/Handiwork	P	10

Astrologer Vocation (Spiritual TRAIT)

K/S Area	Associated TRAIT	Base STEEP
Astrology*	S	30
Mysticism*	S	25
Astronomy*	M	25
Biography/Genealogy	M	20
Foreign Language: (choice)	M	20
Mathematics	M	20
Multiversal Planes & Spheres	S	20
Metaphysics*	S	15
History	M	15
Combat, Hand Weapons	P	10

Cavalier Vocation (Physical TRAIT)

K/S Area	Associated TRAIT	Base STEEP
Combat, Hand Weapons	P	30
Arms & Armor	P	25
Biography/Genealogy	M	25
Combat, HTH, Lethal	P	20
Combat, Hand Weapons, Missile	P	20
Gambling	M	20
Leadership	S	20
Military Science	M	15
Political Science	m	15
Survival	P	10

Mercenary/Soldier Vocation (Physical TRAIT)

K/S Area	Associated TRAIT	Base STEEP
Combat, Hand Weapons	P	30
Criminal Activities, Physical	P	25

Escape	P	25
Gambling	M	20
Street-Wise	S	20
Survival	P	20
Combat, HTH, Lethal	P	20
Combat, HTH, Non-Lethal	P	15
Combat, Hand Weapons, Missile	P	15
Criminal Activities, Mental	M	10

Mountebank Vocation (Mental TRAIT)

K/S Area	Associated TRAIT	Base STEEP
Criminal Activities, Mental	M	30
Combat, Hand Weapons	P	25
Gambling	M	25
Appraisal	M	20
Criminal Activities, Physical	P	20
Impersonation	S	20
Street-Wise	S	20
Survival	P	15
Deception	M	15
Alchemy*	S	10

Thief Vocation (Mental or Physical TRAIT)

K/S AREA	Associated TRAIT	Base STEEP
Criminal Activities, Mental	M	30/20†
Criminal Activities, Physical	P	30/20†
Combat, Hand Weapons	P	25
Deception	M	25/20†
Combat, HTH, Lethal	P	25/20†
Street-Wise	S	20
Acrobatics/Gymnastics	P	20
Appraisal	M	15
Escape	P	15
Disguise	P	10

† Depending on whether the persona is Physically or Mentally oriented. If Physically oriented, use the lower STEEP number in Mental K/S Areas, the higher in Physical ones. Simply reverse that if the character is Mentally oriented.

Wisewoman (or Wiseman) Vocation (Spiritual TRAIT)

K/S AREA	Associated TRAIT	Base STEEP
Apotropism*	M	30
Handicrafts/Handiwork	P	25
Herbalism*	S	25
Priestcraft*	S	20
Religion*	S	20
Agriculture	M	20
Nature Attunement	S	20
Phæree Folk & Culture	S	15
Subterranean Ærth	M	15
Animal Handling	S	10

*Heka-generating K/S Area



5. ESTABLISH FINANCES AND POSSESSIONS

The "Base Unit Coin" sidebar explains the concept of the BUC system. Once you have familiarized yourself with that concept, you must determine how much money and what sorts of possessions your HP starts adventuring with.

Initial Finances

Finances in **Mythus Prime** are divided into four different categories: Net Worth, Bank Accounts, Cash on Hand, and Disposable Monthly Income. The first three are fairly self-explanatory; Disposable Monthly Income (DMI for short) stands for how much money you have to spend each month on extra things after all debts are paid.

To determine your Heroic Persona's finances, locate the character's SEC on the table on the following page and roll the appropriate dice.

Note that once you've determined your HP's initial DMI, it will not change unless that character moves to a different SEC level, comes into money, or falls on hard times for some reason. Exactly how your HP earns an income is something for you and the GM to get together and decide.

Basic Possessions

As far as possessions go, all Heroic Personas can be assumed to possess the following:

Dwelling Places: All HPs are assumed to have one or more dwelling places. HPs of the peasant class (SEC 2 or 3) would probably not actually possess their own dwelling places, but would live in a hut or compound belonging to their lord and master. Gentlefolk (SEC 6) and aristocrats

The Base Unit Coin (BUC)

The monetary system used in the **Mythus Prime** fantasy roleplaying game is based on what is called the *Base Unit Coin*, so we call it the "BUC System." For simplicity's sake, the standard coin of exchange is simply called a *BUC*. A BUC will purchase just about what one US dollar (\$) will, so throughout the world a "buck" is a BUC, and the problems of gamemaster and player are much alleviated by that!

Information on the relative value of different metals is covered in further detail for the gamemaster on page 54, and gamemasters are free to create coins of various denominations for individual locales, simply for purposes of flavor (**Epic of Earth** provides a table of many such denominations). But for game purposes, all you need to remember when buying things is that each BUC your persona has is roughly equal to a "buck" in real life.

(SEC 7) would most likely own at least one house and perhaps some form of business such as a farm, tavern or merchant establishment (thus providing a constant source of income).

Clothes and Furnishings: Along with a dwelling place comes a collection of clothes, furniture, jewelry, creature comforts, etc., as befits the HP's SEC. As with the other possessions mentioned above, common sense will dictate the Heroic Persona's personal effects. Obviously, peasants

Sample Heroic Persona: Cristof

Continuing the example with Cristof, the next thing we do is make the rolls for his money. First we roll 5D10 for Net Worth. We get a total of 36, and multiplying the result by 200, we determine his Net Worth to be 7,200 BUCs. Since his SEC is 4, he doesn't have a bank account, so next we roll 5D6, come up with a 16, and multiply that by 20 to obtain a total of 320 BUCs for Cristof's Cash on Hand. Finally, we see from the table that he won't have a DMI, and we decide that we'd like him to be a wandering mercenary whose sword is for hire.

Next we sit down with the GM and discuss what Cristof's possessions would be like. Noting the high roll for Cristof's Net Worth and the general fact that Cristof—as a mercenary—would need to own some tools of the trade, the GM agrees that he would at least have some decent weapons and armor. After some negotiating (because a good GM never gives in without at least a little haggling) we determine that Cristof has the following possessions:

1. A well-trained courser (a fast warhorse) with basic riding gear and a set of saddle bags in good condition.
2. Three sets of clothes, consisting of breeches & tunics, two cloaks, two pairs of boots, etc., all in fair to good condition.
3. A light crossbow with bolts, a longsword, and two throwing daggers, all of which are of very good workmanship.
4. One suit of studded leather armor and a small shield, both in very good condition.
5. Miscellaneous gear, such as flint & tinder, a small hand axe, and other items which might seem useful to a wandering mercenary.



Initial HP Finances

SEC Level	Net Worth	Bank Accounts	Cash on Hand	DMI
2	5D5+3x20	Nil	3D5x20	Nil*
3	3D3+5x50	Nil	5D3x50	Nil*
4	5D10x200	Nil	5D6x20	Nil**
5	5D5+5x500†	Nil	5D6x50	3D3x10
6	10D10+10x1,000††	3D3x2,000	5D10x100	3D6x50
7	1D20x10,000††	1D20x1,000	1D20x500	1D20x100

*This not only means no spending money, but insufficient BUCs to survive from day to day without gainful employment after Cash on Hand is gone!

**If the GM wishes, this sort of individual can be assumed to have a sufficient monthly stipend to live most frugally without employment—in an unheated loft on stale bread and boiled vegetables at best! Some form of employment is recommended for this lowest of the freeman class.

†Plus a horse (or other common steed) of 4D3x1,000 BUCs value. The Physical TRAIT of such a steed is equal to 120 plus 1 point for every 1,000 BUCs value of the animal.

††Plus a horse (or other common steed) of 6D5x1,000 BUCs value. As above, the steed's Physical TRAIT is equal to 120 plus 1 point for every 1,000 BUCs value.

and most freemen will not own jewelry or luxury items (unless they are of the Thief Vocation, perhaps...).

Miscellaneous Gear: It is assumed that each HP owns a collection of miscellaneous equipment, including such items as explorer's gear (such things as a backpack, rope, torches, and assorted adventuring equipment), and additionally a weapon such as a dagger, sword, longbow, etc. Your GM will probably want to carefully regulate what weapons your HP owns, so be sure and check what sort of stuff he or she wants you to have. As with horses, many weapons (swords, maces, etc.) would only be possessed or carried by freemen, and even then the personas may be questioned on their right to such items if that HP is of SEC 5 or less.

GM's Option: HPs may begin the game with anything else the GM feels is appropriate.

The above, of course, are just very general guidelines. It is up to you and the gamemaster to reach an agreement about the specific quality and quantity of what your HP owns. Questions such as what kind of horse (if any) the persona owns, what shape they are in, etc., are up to the two of you to answer. This information, of course, should fit in with your overall idea for your HP as well as your SEC rating. Not everyone, or even most everyone, will start out with any large amount of cash or possessions—that's pretty much a multiversal truth. Go with an eye toward realism and fairness.

It is perfectly reasonable, for example, for the GM to decide that an HP who rolled a higher DMI would own more and better things than another HP of the *same* SEC who didn't roll quite as well.

Beginning Purchases

Another thing to keep in mind is that you can buy things using your Cash on Hand and Bank Accounts after the game begins. Prices and availability are up to the GM to determine, but should be very similar to what they are now. If you decide you want to buy a finely crafted, jewel-encrusted longsword, for example, you could probably get one for 5,000 to 15,000 BUCs, or more depending on its maker, type, and size of the gems in it, and its condition. Actually, availability wouldn't be too bad for such a sword, but for a magical weapon, such as one which enhances the wielder's attack probability, availability would be an entirely different story!

General Note

Don't worry about figuring out every last item your HP has right now; all you need to have immediately is a very general idea of what the character owns. Assigning lump sums categorically is probably a good idea, i.e., 1,000 BUCs weapons; 10,000 BUCs armor, etc. Values of items in each category are then usually half actual cost.



6. FINISH ANY MISCELLANEOUS INFORMATION

All you need to do now is fill in details like your HP's height, weight, physical appearance, age (anywhere from 18 to 30 will be a good starting point), etc. There is no set formula for doing this; just write down whatever you like, including as much or as little as you see fit! Try to make appearance fit your HP's TRAITS, however. A Heroic Persona with a high P TRAIT, for example, would have a well-developed, muscular body. You may also wish to jot down a few notes concerning the HP's background and personality—use your imagination! The more detailed your HP, the better you'll be able to roleplay.

If you like, you can roll for an Attractiveness rating for you HP. To do so, simply roll 2D6+8 and look up the results on the following table.

HP Attractiveness

Roll	General Description
1	Nasty
2-3	Ugly
4-7	Homely
8-9	Plain
10-12	Average
13-15	Attractive/Cute
16-17	Handsome/Pretty
18	Striking
19	Beautiful
20	Stunning

Playing Your HP

The purpose of roleplaying is to have fun, and the **Mythus** rules are all designed to make that as easy and exciting as possible. But the true secret of roleplaying is in the actions and attitudes of the players themselves. The following is advice for roleplaying your best!

If you have an interest in the fantasy genre, enjoy roleplaying, and like games, then the **Mythus Prime** fantasy roleplaying game should be the perfect vehicle for you. It will provide you with endless hours of excitement, fun, and entertainment. Don't think that this applies just to play sessions. There is, for example, planning with the other players, and discussing adventures after they occur. The more you invest in this game activity, the more you will get out of it in the way of entertainment. Let's begin by considering the Heroic Persona.

You aren't the HP, but the HP is yours. Without you, the HP wouldn't exist in the game milieu that the gamemaster builds for you. The campaign would be abridged without your input as a player—that is, your interaction in adventures via the HP. As you actively roleplay, contribute to the group's problem-solving ability, utilize the knowledge and skills of your HP, and otherwise take part in the activity, each and every participant benefits. To do this properly, however, you need to "know" your Heroic Persona.

Sample Heroic Persona: Cristof

For example, say we wanted to randomly determine Cristof's Attractiveness. Rolling two six-sided dice and adding 8 to the result, we get a total of 16, for an Attractiveness rating of "Handsome."

Now that we have all the other important information generated for Cristof, we go to the "Miscellaneous" blank on the **Mythus Prime** HP Profile Sheet (page 140) and, after some consideration and discussion with the gamemaster, write in the following:

"Height 6'1, Weight 185 pounds. Shoulder-length brown hair, green eyes, broad shoulders, and a trim, healthy body. Prefers doeskin tunic and tough leather riding breeches, but keeps his armor in good condition for wear while travelling. Right-handed. Has a necklace with a moonstone, which he wears for good luck in battle.

"Cristof is introverted and seldom speaks, unless he is with other soldiers. He is serious about his profession, but is friendly and courteous to strangers. He is a 29-year-old wanderer who lives off of the land when he is not in the employ of some merchant or minor lord. Cristof is slow to anger and hard to provoke, but does not fear a confrontation, if one is inevitable."

That's not a bad description for starters. You don't have to go into quite so much detail, but try and see what you can come up with!

The most important aspect of roleplaying is, well, roleplaying. The more that players can perfect their ability to project their Heroic Personas' personality, the better. Roleplaying skills improve the quality of the game and increases enjoyment. After all, the purpose of the game is not to be Matt, Cameron, Dave, and Michele fighting mythic beasts and journeying on epic quests. The purpose is to assume the character, inclinations, qualities, and faults of Balthazard, Bryn, Trevyn, and Miranda, the Heroic Personas, as they struggle to survive and conquer awesome monsters, discover ancient secrets, and so on.

Not only do you need to understand the rules—the "laws" of the campaign universe—but also your HP and as much about that persona as is possible. That is the reason this game goes into so much detail regarding what makes up



personas: what they know, what skills they possess, their social and economic backgrounds, and so forth. Whenever there is free time and you're in the mood, spend a bit of it on further development of your HP. Just get out the HP Profile Sheet and add to it! All manner of additional details can be created, such as background information like a real person would have (be sure to get GM approval, though!). While doing so, some actual research on geography, knowledge, skills, and legends and mythology will add to your enjoyment of the game. Then, each time you come to the game sessions, you will also add to the enjoyment of the group as a whole. By knowing your Heroic Persona, you will relate to and get into playing the persona, and your knowledge of the genre and of relevant general information will bring enhanced realism as well to the adventure. In short, you will excel in your play. This will encourage your fellow players to emulate you, and your gamemaster will likewise be spurred on to greater heights of creativity in the scenarios he or she designs for adventuring.

Knowing your HP, knowing the game, and knowing as much as possible about the real world and fantasy add up to playing your HP well. Here are those points again:

- (1) Develop and know your HP.
- (2) Know the game and the campaign.
- (3) Know real facts, especially those which relate to your Heroic Persona.
- (4) Know about the genre of fantasy.

That is all well and good, but you need to do more to be a truly expert player. There are other factors involved, so it is necessary to consider them as well. The gamemaster works hard to provide entertainment and enjoyment for you and your fellow players. If you know and understand what the GM is doing—not private notes on the milieu, of course, but what the person is doing as a GM—you'll be helpful and a good player, too. That makes the whole campaign better. There are also the other players to consider as well. If you know them personally, understand them, and assist each of them to play better, the overall experience improves. You need to know their HPs too, so that your own can operate in proper relationship to them and the full group potential will be realized during each adventure.

Quarreling with the gamemaster or other players only disrupts the game and spoils the fun. Sometimes it is necessary to raise a point or to devote a certain judgment or situation, but that must be kept to a minimum (it's only a *game* after all) and, if possible, it should be reserved until after the adventure is concluded. Don't be a disruptive or uncooperative player. When another is so doing, be sure to assist in settling the matter so the game can go on.

If another player seems to know more and play better than you, don't hesitate to follow the example and learn from the

individual. Conversely, try to help those who don't do as well to become better players. Not all GMs are expert, either—in fact, they can learn a lot from their players. If you can assist in that process, then please do, but manage it with a friendly attitude and a lot of tact. Some GMs might be too generous, and that's as bad as those who are too hard on HPs and don't give sufficient rewards (Accomplishment Points, etc.) for good play. Some GMs loathe to ever have an HP lost, others eliminate them with the slightest excuse—or for no reason at all! Again, very bad gamemastering! You and the others should talk to the GM about problems such as that, for you all want a fun, exciting, and long-lived campaign. Don't hesitate to point out things that you think might be interesting to encounter, adventure scenarios which would be fun, and ideas regarding the game, systems, and rules that you don't think are right. All that is done before or after play sessions, and not when the GM is in the middle of an adventure, for you don't want to disrupt the game. Here are those points again:

- (1) Learn from your fellow players.
- (2) Help your fellow players to be better.
- (3) Assist the gamemaster to be the best.
- (4) Be considerate of all the others in the group.

If the foregoing seems obvious to you, congratulations! You're probably a very good player. Be sure to use that ability to make the game as much fun as possible. That brings us to play of the **Mythus Prime** fantasy roleplaying game specifically. Here are some tips on how to be an expert and have a Heroic Persona who is going to become a legendary force against the dark evils which lurk in waiting for unsuspecting humanity.

Because you "think" for your HP, it is important that you develop a mindset for game play that is in tune with the make-believe persona and the milieu. You are an actor, in effect, and the drama you're playing a part in is one of fantastic places and creatures, imagination, magick, and heroic struggles. Imagine that it is a motion picture. Each discovery builds the story. The challenges, intrigues, and eldritch mysteries grow, but your resolve to defeat the evil, to uncover the unknown, keeps you firm in purpose. From the viewpoint of an alchemist, astrologer, cavalier, soldier, mountebank, thief, or wisewoman, you gradually learn and alter your perspective. From an individual, you grow to be a team member as well.

There are strengths and weaknesses in each Heroic Persona. As a team, these strengths can be used to advantage, and the weak made strong. The believing face the vampire: the unbelieving face that which seeks to insinuate fear into the mind or drain the will to resist. By getting into the role, knowing the subject and the game, and being one with the other players, you will certainly excel.



Now that you have your HPs ready, it's time to start playing! But to do so, you'll need to know something of *how* to play—how, exactly, your personas go about *doing* things.

Heroic Persona Actions

Basically, in order for your HP to attempt an action, you must first *tell* the gamemaster what action the persona is about to do. Some actions will automatically succeed (e.g., "I clap my hands at the balladeer's performance"—assuming your hands aren't tied behind your back at the time!).

But many types of action have some chance of failure (e.g., "I want to leap across the gap from this ledge to the next" or "I want to translate the inscription above the door to the tomb"). In many cases the referee may choose to decide whether the action succeeds or fails, depending on the K/S Areas of the player's HP, the environment, or even the needs of the adventure storyline. In cases where a referee requires a more impartial decision, a die roll is made instead.

The typical procedure goes something like this:

(1) The gamemaster tells the players about the Heroic Personas' current environment—where they are, what they see, any important (or seemingly important) things that are happening, etc. The GM will always also allow the players to ask certain questions about their HP's surroundings, and answer correctly these queries if they are relevant and would be something the HP could know normally.

(2) Based on various factors—such as each persona's relative position, equipment, and speed—the players decide upon what things their HPs want to do. This could be general actions, or very precise directions, depending on the situation. Then the players inform the GM of their individual decisions; to keep the game organized, it's best for the players to speak one at a time, instead of all at once. (A key event could be completely altered if the gamemaster couldn't hear the actions stated by a player for a particular persona through the din of random conversation.)

(3) The GM decides which actions will require a die roll. Typically, the players will make these rolls for their HPs, but sometimes the GM may decide to make secret rolls for the personas instead. Note that while some actions (like keeping a lookout for intruders) may or may not require a roll, others may require several rolls, if they are complicated or done repeatedly over a period of time.

Using Knowledge/Skill Areas and TRAITS

Often during the course of the game you will have to roll D% against one of your persona's TRAITS or a K/S Area.

Rolls against K/S Areas are used when a task relates to something an Area specifically covers. For example, if your HP was trying to determine the type of stone in the walls of an underground cavern, you would roll against the persona's Geology/Mineralogy K/S (if any!). Likewise, a roll to find a trap door hidden in a wall would be made against Perception, and an attempt to strike a bargain with a merchant would require a roll

to be made against your persona's Influence K/S (or Deception, if you were attempting to mislead or cheat the person!).

At other times you will need to make a roll against one of your HP's three TRAITS. Such rolls are most often used for things which none of the other K/S Areas cover. For example, if an HP has to guard a captive all night, the GM might require you to make a Spiritual roll (to test the persona's will power) in order to avoid falling asleep. Likewise, an attempt to jump across a 10-foot crevice or to decipher an intricate code might require rolls against the persona's Physical and Mental TRAITS respectively.

Special Success: This is an action which is so successfully accomplished as to merit additional degree of performance or some other consideration. It is indicated by scoring 10% or less of the total needed to succeed, as shown by the roll of percentile dice (D%). Thus, if 30 or less was the needed score, a roll of 03 or less would indicate Special Success. References to the exact repercussions of a Special Success for a given action are discussed in the entries for individual castings and in the K/S Area descriptions (where relevant...sometimes a Special Success is not very special). Also, see the Special Hit discussion (page 42).

Special Failure: An attempt to perform something which fails so badly as to merit some consideration for backlash, ill effects to the attempting individual, and so forth. In *Mythus Prime*, this is indicated by a percentile die score of 99 or 00 (100). References to the exact repercussions of a Special Failure for a given action are discussed in the entries for individual Castings and in the K/S Area descriptions (again, where relevant).

Making the Rolls

For TRAIT rolls, you must roll your score or less on D%, and for K/S rolls, you must roll your number of STEEP points or less on D%.

Example: Let's say that Cristof is chasing some villains on his courser and the GM decides that he must make a Riding roll to keep up with them. As he has 55 STEEP points for his Riding K/S, he must roll a 55 or less on D% to do so successfully. If he rolls a 56 or higher, however, then he has failed and loses them.

Two special cases occur when an HP either is forced to make a roll using a K/S not possessed or must make a roll facing extremely difficult circumstances.

When an HP is forced to make a test of a K/S that persona does not possess, the player must roll against the TRAIT which corresponds to the missing K/S, but must add 20 points to the result of the roll!

Example: Cristof is trying to calm a frightened horse that is about to trample him. Doing so would normally require a roll against one's Animal Handling K/S, but, as Cristof doesn't possess that skill, he must try to succeed by rolling against his Spiritual TRAIT at +20 (because Animal Handling is a Spiritual K/S Area). Sweating, we proceed to roll a 28, which is just below his score 30—however since we must add 20 points to the roll, we have a final total of 48 which fails miserably!



Likewise, a gamemaster may force you to add 5, 10, 15, or 20 to any roll for accomplishing something the GM views as being unusually difficult to do. Exactly what constitutes "difficult circumstances," and how much of a penalty should be assessed, is up the GM to decide in each situation, but the following examples should give you a pretty good idea.

Examples: If Cristof were attempting to urge his mount through a gap in a burning wall, he might have to make a Riding roll at +10 to do so. If later he were on a sway-backed nag trying to keep up with a bunch of villains riding coursers, he would probably have to make a Riding roll at +20. Likewise, trying to follow the villains on his courser at night, through broken terrain, might merit a penalty of +20.

Note that, for purposes of the basic rules, it is impossible to succeed in difficult circumstances with a K/S that you don't have. Likewise, though, there will be times when circumstances would make the attempt so easy that it shouldn't even be necessary to roll. (An experienced healer working in a clean, well-equipped environment can be assumed to automatically succeed in any First Aid rolls that might be made, for instance.)

Going Beyond the Rules

No matter how complete a game system's rules are, there will always be times when something comes up that isn't covered. (Interestingly enough, it usually occurs when the players are being exceptionally creative with their Heroic Personas' actions.) While most actions fall under Knowledge/Skill Areas, or can be extrapolated to the related TRAITS, there is always the possibility of exceptions. This is where common sense comes in. When a given situation needs to be resolved and TRAITS or K/S Areas don't really seem apply, the gamemaster may decide to assign an arbitrary percentage chance of success for the HPs.

On the other hand, there may be times when, unrelated to anything the HPs might do, the GM has determined that something may or may not occur—avoiding the eruption of a volcano, for instance. In such cases, GMs might opt to disallow rolls completely, in effect telling the players that occurrence is unavoidable.

MOVING & MEASURING TIME

One of the most important things to keep track of during the course of a roleplaying game is how much *game time* has passed. As those of you familiar with roleplaying games will know, it is *game time* as opposed to *real time* that is important. During a five- or six-hour (real time) game session, anywhere from five to six hours, days, weeks, or more might pass in game time. Similarly, a combat which really only lasted for 30 seconds or so in game time might take half an hour of real time to resolve! Just as are money and connections, time is a precious and important resource as well. Often your HPs will be racing against the clock to stop the bad guys before they reach their goal, and thus it is necessary to keep as careful track of one's time as it is of one's money.

Another important factor in the game is movement. Whether by foot, mounted, or waterborne (or other exotic methods such as flying steeds or magick), it is important to know how fast a persona can get from point A to point B.

Since there are no cars or planes in fantasy games, the movement of Heroic Personas is often much slower when large distances are involved. For simplicity's sake, such long-distance modes of transportation as by horseback or ship are not covered in detail in **Mythus Prime**.

As for individual Heroic Persona movement afoot, the distance each persona can cover is a function of the unit of time being used, as explained in the following sections.

Specific Time

For short periods, time is broken down into three successively smaller units—*Action Turns*, *Battle Turns*, and *Critical Turns*—each being one-tenth the size of the preceding unit, and all arranged in A, B, C order as a memory aid.

The Action Turn (AT): Abbreviated AT, an Action Turn lasts for a period of five minutes (300 seconds), and is generally used to keep track of unhurried movement, exploring, and searching situations that are not dangerous yet but might soon become so. An average character walking at an even pace with a typical load of equipment can cover about two miles per hour over varied terrain. For game purposes, an HP can travel roughly 1,000 feet (333 yards) in an AT. Triple that distance for running (3,000 feet, or 1,000 yards), but unless the persona has a fairly high Physical TRAIT, don't plan on keeping that pace up for long.

The Battle Turn (BT): Abbreviated BT, a Battle Turn lasts for a period of 30 seconds (or one-tenth of an AT), and is used when confronting (though not conducting combat with) an enemy or otherwise dealing with important and/or life-threatening situations where there is a great deal going on in a short period of time. In one BT, a persona can travel about 100 feet walking or 100 yards running. Running the 100-yard dash in 30 seconds may not seem very fast, but consider the weapons, armor and gear an average adventurer is loaded down with!

The Critical Turn (CT): Abbreviated CT, a Critical Turn lasts only for a period of three seconds! CTs are generally used to resolve combat or handle other super-fast situations. Typical movement during a CT is about 10 feet walking or 10 yards running.

General Time

The **Mythus Prime** game uses standard units of time for periods of an hour or larger. These general time units may be used when calculating actions that take days, weeks, or even years in game time. To keep the game moving smoothly during such periods of relative inactivity, the gamemaster will inform players of time taken for study, for travelling to another location, for healing or resting, etc.

Though Action Turns, Battle Turns, and Critical Turns are the most useful measures of time for periods shorter than an hour, *minutes* can also prove helpful for the less-complicated parts of the adventure, or in situations where you'd simply like something shorter than an AT but longer than a BT.

Random occurrences are most easily handled with 1D10 when using ATs or BTs, as each has 10 divisions. For random occurrences in Critical Turns, use 1D3.

Heka—Mystical Force of Magickal Castings

Just as technology requires power to function on Earth, the magick common to Ærth (and Phæree) needs power to work. This magickal power is known as *Heka* (pronounced HEE-kah). It is as plentiful on Ærth as electricity is on Earth, providing magick for any person able to tap its sources. In many fantasy roleplaying games, magick is handled almost as a separate concept, to be wielded only by elite and unique spellcasters. In the **Mythus Prime** roleplaying game, however, Heka and magick are everywhere, and are used to some varying extent by peasant and noble alike. (Of course, nobles can more readily afford to store large quantities in private pools or “reservoirs,” but we will cover that later.)

Not only is Heka used for casting spells—hereafter referred to as *Castings*—it is used for many mundane purposes as well. Consider your own home for a moment. When you want light to read by, you turn on a lamp. If you want something cold to drink, you go to the refrigerator. To get your clothes clean, you use a washing machine. These wonderful things all use electricity to do very mundane things. The same applies to Heka on a magickally oriented world such as Ærth. Globes of light, powered by Heka, light the homes of the wealthy, and some businesses. Food is frequently preserved with it. Buildings are built and protected with its assistance. And just as with technology on Earth, it is used in commerce, government, and war.

Demographics of Heka Generation & Capacity

About one individual in 100 is able to control Heka sufficiently to utilize it in Castings. Of a given sample of 100 such Heka-able individuals, 50 are restrained to Spiritually generated Heka, 25 to Mentally generated, 15 to Physically generated, and 10 are able to generate and employ all forms of personal Heka. On average, one in 100 Heka-able individuals is fully capable of channeling the sort of Heka he or she is able to employ—i.e., Full Practitioner potential individuals. Of course, not all such individuals are given the proper training for development of this ability. Finally, of the 100 Heka-able individuals, only one in 10 has a large intrinsic store of personal Heka—that gathered or created by the individual through mind, body, or soul. One in 10 of those creates Heka from two TRAITS. And only one in 10 of those manages to generate personal Heka equal to all three TRAITS.

Nearly all manner of living things can employ Heka. It is the fifth element and basic, all-pervading energy of the multiverse, although in some places it is impeded and lessened in its power, just as electricity is when its amperage is reduced. Such “impure” Heka is known by many different names: Mana, Orgone, Baraka, and so forth. Regardless of the name used, the important thing to make clear is that virtually any sapient creature might be able to store and make a little use of Heka in a milieu where it is not impeded. Even semi-intelligent and a few unintelligent creatures do so (albeit sometimes unknowingly) in the multiverse of Ærth.

Heka Sources

As you are aware, electricity is generated by different sources, such as wind, sun, water, etc. Heka is the same in this regard—its actual power comes from a myriad of different sources. Each unique source provides a greater or lesser amount of Heka. There are three main types of Heka sources: *Preternatural*, *Supernatural*, and *Entital*.

Preternatural: Preternatural sources are the most common. They consist of mundane animal, vegetable, and mineral items. A good example of a preternatural source of Heka is the mineral quartz. Common quartz crystals are useful as a fairly cheap source of Heka, although they are only capable of storing small amounts for later use (see “Heka Reservoirs,” page 40).

Another source of preternatural Heka is that of Knowledge/Skill-activated Heka. This is simply Heka gathered by a spellcaster through the use of knowledge of Castings and the Laws of Magick.

Supernatural: Supernatural sources of Heka are typically materials with origins on other planes in the multiverse. These Heka sources are rare, but they provide larger amounts of Heka, about 10 times the Heka generated by preternatural sources. These sources will be very hard for an HP to come by.

Entital: Entital sources are by far the rarest forms of Heka-generating items. They are also the most powerful, for they are the same sources used by entital beings such as deities and other dwellers of the Outer Planes. If a spellcaster were able to summon entital Heka sources (an *extremely* rare event indeed!), the power of said sources would be 100 times as great as preternatural.

Heka Values

The more Heka available to a magickal operation, the more effective it will be. This applies to range, damage, effect, etc. In the **Mythus Prime** game, there are only three primarily Heka-using Vocations available to Heroic Personas—Alchemist, Astrologer, and Wisewoman (or Wiseman)—though a few other Vocations allow Heka use to some degree.



Vocational Heka Values Table

Vocation	Heka Points
Alchemist	Alchemy STEEPx2, plus Dweomercraft STEEPx2, plus Magick STEEPx2, plus any other Heka-generating K/S STEEP
Astrologer	Astrology STEEPx2, plus Mysticism STEEPx2, plus Astronomy STEEPx2, plus Metaphysics STEEP, plus any other Heka-generating K/S STEEP
Mountebank	Alchemy STEEPx2, plus any other Heka-generating K/S STEEP
Wisewoman/ Wiseman	Apotropaism STEEPx2, plus Herbalsm STEEPx2, plus Priestcraft STEEPx2, plus Religion STEEP, plus any other Heka-generating K/S STEEP
Other Vocations	Sum of Heka-generating K/S STEEP

The base amount of preternatural Heka available to individual HPs is determined by the STEEP levels of their various K/S Areas.

To find their individual Heka amount, personas must calculate the point value based on the Heka-generating K/S Areas in their particular Vocation, as shown in the Vocational Heka Values table above.

Example: To illustrate, let's imagine that we have an Astrologer named Alyona with a Spiritual TRAIT of 50 and a Mental TRAIT of 40. To calculate her personal Heka, we multiply her Astrology, Mysticism and Astronomy STEEP scores by 2 and get 110, 100, and 90 points. We then add her Metaphysics STEEP of 40 to those, to arrive at an overall total of 340 points. These points can be used toward either Astrology or Mysticism K/S Area Castings as she sees fit.

Note: New Heka-generating K/S Areas (those gained after a persona is created) contribute Heka on a one-to-one basis (i.e., 1 point of Heka for every point of STEEP possessed in the K/S Area in question).

Castings Available

For purposes of the **Mythus Prime** game, HPs may not use or create Specific Castings (as described in the **Mythus Magick** book); they are limited to the Castings found in Appendix 2 of this book (pages 121-139), unless the gamemaster chooses to allow others from **Mythus Magick**.

Selecting A Casting

Once players know the current amount of available Heka points and the Castings which are available to their individual HPs by Vocation, they may select any Casting from the Vocation's list and attempt to cast it by making a roll against their HP's STEEP value for the applicable K/S Area. The procedure is as follows:

- (1) The player selects a Casting from those available to the HP's Vocation, noting the *Time*, *Effect*, and *Duration* for that Casting, as well as the Casting's Grade.
- (2) The caster expends the Base Amount of Heka listed to activate the Casting, and spends any additional Heka (for enhanced damage or Effect), as desired.
- (3) The player uses the Casting Difficulty Table to determine the STEEP modifier for the Casting, based on the Casting Grade.
- (4) Percentile dice are rolled versus the persona's STEEP to determine success or failure—a roll of the HP's STEEP or less indicating success.

Note that if the Grade of the Casting is greater than the persona's maximum usable Grade, the roll is made with a modifier of one-tenth the HP's STEEP.

Also, no matter how high the persona's effective chance, a chance will always fail on a roll of 99-00.

(5) If the attempt is successful, the player calculates the resulting damage or Effect via the appropriate dice.

(6) If any force which would counter or reduce the Effect is present (such as opposing magick), the amount from step 5 is adjusted accordingly.

(7) The player subtracts the total Heka used for the Casting from the HP's personal Heka amount.

Note that under no circumstances may a persona attempt a Casting that requires more Heka than the Heroic Persona's current amount.

Keeping Track of Heka Points Used

Once a Casting is performed, the Heka used for that Casting is subtracted from the Heroic Persona's current total. Note that the amount is subtracted *whether the Casting was successful or not!* As you might imagine, this limits the Castings available to Heka-using personas, based on their current level of Heka. It likewise limits the number of Castings they may employ in any given game day. Heroic Personas who have used all their personal Heka cannot cast any more magick until they have recovered at least the minimum amount required for the particular Casting desired.



Heka Recovery

Heka point recovery is accomplished by resting, sleeping, or otherwise being still; it cannot be recovered while walking, fighting, exploring, etc. The rate at which Heka is recovered is given on the Heka Recovery Table.

Heka Recovery Table

Caster's Activity Level	Heka Recovered
Full night's sleep (no disturbances)	Full Heka
Partial night's sleep (or disturbed during the night)	$\frac{1}{2}$ Heka
Resting/meditating/studying	10 points/hour

Castings Difficulty Table

Casting Grade	Modifier
I	$\times 3$
II	$\times 2$
III	$\times 1$
IV	$\times \frac{1}{2}$ (0.5)
V	$\times \frac{1}{4}$ (0.25)
VI and up	$\times \frac{1}{10}$ (0.1)

Casting Times and Effects

Castings require varying times to activate. The time any Casting takes from start to completion is a function of its type, which is indicated by the Casting's name. There are five different Casting types and times, as detailed in separate descriptions below. As a glance at those descriptions will quickly reveal, practitioners of casting (a practitioner or a caster for short) will probably be limited to the first two types of Castings when in a combat situation (unless they are very confident and have a few fighters shielding them while they perform a Spell!).

When a Casting is completed successfully, the force or effect is enabled, and any areas, objects, or creatures are

affected per the description given for that Casting. Note, however, that effects of successful magickal Castings directed at an unwilling subject (in combat situations or otherwise) are not automatic. For more information about this, consult the "Heka in Combat" section, page 45.

Charm (1 CT): In general, a Charm is a Casting which can be activated so as to operate either at the moment of casting or upon the occurrence of a specific event. That is, it might be cast to immediately take effect, or to operate in response to something later affecting the Charm's recipient. Only minor preparation is necessary for the casting of a Charm—that and the required Heka energy.





Examples of Heka Use

Using the information given in this chapter, it is fairly simple to perform magickal Castings, as shown in the following examples:

Example 1: Let's say Trevyn and his friends have reached a fork in an underground passage. Trevyn wants to determine whether or not the party's decision to explore the left branch will lead them into danger. Trevyn is an astrologer, and he has the Astrology and Mysticism K/S Areas with a STEEP of 60 and 55, respectively. Looking at the Castings available, his player sees that the *Clairvoyance* Formula would give the desired result, and the Base Heka cost for the casting is 20 points—which means that he would have to have at least that many points to cast it. Since we assume he does, the player notifies the gamemaster of his intention and subtracts 20 from Trevyn's current Heka total. Since the Casting Grade for *Clairvoyance* is 1, the modifier is $\times 3$, giving Trevyn a 165% ($55\% \times 3$) chance for success. Rolling the percentile dice, the player gets a 64 and succeeds! As the GM knows that there is a group of goblins down the left path, he tells Trevyn what he sees. Had the player rolled a 99 or 00, the Formula would have failed to detect the danger despite the 165% chance of success.

Example 2: Imagine that a wiseman with an Herbalism STEEP of 50 wants to cast the *Resist Poison* Formula to charge an infusion which will enable the drinker to resist the effects of a specific poison (hemlock in this case). The Casting Grade is 3, which means the modifier is $\times 1$ and the chance of success remains at 50% ($50\% \times 1$). After spending the Base Heka cost of 50 points (and having previously spent 30 BUCs on Materia held in reserve against this moment) the Wiseman rolls D%, with a result of 50 or less indicating success.

Example 3: As a final example, let us say that Hansenfranz the Alchemist is going to cast *Fludd's Fire Spell* on an Evil Persona (having previously spent the requisite 400 BUCs on Materia held in reserve against this moment). The Casting grade is 4, which yields a modifier of $\times 1/2$. After notifying the gamemaster, his player subtracts the Base Heka cost of 75 points and rolls a D%. If the result is less than half of Hansenfranz's Alchemy STEEP, then the Spell was successful, and the Evil Persona will be hit by a sticky, burning magickal blob of incendiary stuff (provided the target is within range, 1 foot per point of Hansenfranz's Alchemy STEEP). Otherwise, Hansenfranz's Casting has failed.

Cantrip (5 CTs): A Cantrip is a relatively brief Casting that takes a bit less to activate than—and is usually of less power than—more complicated Castings such as the Spell, Formula, or Ritual. That is, the preparations for a Cantrip are less elaborate, and paraphernalia is not needed. A bit of *Materia* (material things used in the Casting), a gesture or two, and possibly a brief utterance are all that is needed to activate the Cantrip.

Spell (1 BT): In terms of complexity, this is a double Cantrip, and a Spell requires at least twice as much in terms of preparation of special things and *Materia*. In addition, most Spells will require some special instrument (a wand, dagger, rod, sword, etc.) to activate. Some Spells are meant to be employed only under conditions of quiet and undisturbed concentration.

Formula (5 BTs): A Formula is a complex and complicated form of Spell Casting which requires some considerable period of time to activate. One always requires the utilization of an instrument of some sort, vocalization or gestures, and *Materia*. Before activation, however, the Formula also requires its would-be caster to spend a very considerable amount of time on ritual preparation. Many Formulas are meant for use only under conditions which are quiet and undisturbed so as

to be conducive to the Casting.

Ritual (1 AT+): These are long and highly complex and complicated forms of Castings meant to develop very great ends at a reduced Heka cost because of the large amounts of *Materia*, instruments, and so forth which Rituals demand. Few are such that they can be activated in conditions other than those offered by a specially prepared place and totally undisturbed surroundings.

HEKA RESERVOIRS

A Heka Reservoir is simply something which stores Heka for use at the caster's convenience, as a battery stores electrical potential. This reservoir may be something as simple as a common crystal, or as complex as a Pyramid or a Pentacle. (For more information on Pentacles, see the *Mythus Magick* book, Chapter 4.) The major difference among reservoir types is in the amount of Heka each can hold.

Heka Reservoirs must be prepared and charged prior to use (for HPS, usually before the beginning of an adventure scenario). Different items will hold varying amounts of Heka. The amount an object will hold is determined by its base value in BUCs. The formula is 1 point of Heka per 10 BUCs of value. To magickally charge the item, the caster must



expend the amount of Heka being invested in the object, plus additional Heka equal to 10 times that amount. Some examples are given in the table at the bottom of the page.

Using Reservoirs

Once any Heka in an item is used to power a Casting, the item disintegrates (and is destroyed), and any Heka not used by the Casting is lost. Pentacles and Pyramids are exceptions to this rule; neither disintegrate upon use, and any Heka unused by the Casting remains in them for later use. In addition, Pyramids will even recharge on their own, given sufficient time (see Chapter 4 of the **Mythus Magick** book).

Overcharging Reservoirs

Optionally, the caster charging the object may attempt to increase the amount of Heka stored within a crystal or stone, at the slightly reduced effectiveness of 10 additional Heka points spent per extra point of Heka stored. This overcharging will result in a chance that the overcharged object will shatter, with all Heka lost. The charging HP may also be subject to damage up to the amount of potential Heka that was lost. (That's what one gets for taking chances!)

The percent chance of failure, and subsequently of taking damage, is equal to the percentage of overcharging. Thus, a gem or mineral can contain a greater charge up to (but not including) double its base amount. Note that Pyramids and Pentacles cannot be overcharged at all.

Example: Suppose that a caster named Trevyn wants to charge an ornamental stone worth 100 BUCs. If he were to charge it normally, it would hold 10 points of Heka for later use and cost him 110 Heka points to charge. If, however, Trevyn were to spend 165 Heka points, he could attempt to charge the stone with 15 points of Heka, but there would be a 50% chance (the additional 5 being 50% of the normal 10) of the gem exploding and all 165 points being lost. Trevyn will also have



a 50% chance (the same as the chance of the stone exploding) of taking 15 points of damage from the explosion.

In another example, Trevyn has a precious stone (1,000 BUCs) to charge. By spending 1,200 Heka points, he would be able to store an additional 10 Heka points in the stone, but since the extra 10 points is 10% of 100 (the normal potential), there would be a 10% chance of failure, and of taking damage.

Heka Reservoir Charging Costs

Item	Heka Stored	Heka to Charge	Total Heka Expended
Common quartz crystal (50 BUCs)	5 points	50 points	55 points
Ornamental stone (100 BUCs)	10 points	100 points	110 points
Pentacle (500 BUCs)†	50 points	500 points	550 points
Precious stone (1,000 BUCs)	100 points	1,000 points	1,100 points
Pyramid (5,000 BUCs)††	500 points	5,000 points	5,500 points
Gemstone (10,000 BUCs)	1,000 points	10,000 points	11,000 points

† Pentacles are not destroyed when their Heka is used; they simply require recharging.

†† Pyramids are not destroyed when used; they will recharge themselves as long as at least 10% of their storage capacity remains.



Combat is such an important part of RPGs that few game sessions are complete without at least one good knock-down, drag-out fight. While it is usually the mark of a skillful player when an HP can avoid conflict, the sword of even the most cautious persona will likely leave its sheath quite frequently.

COMBAT PROCEDURE

As in most every RPG, combat in the **Mythus Prime** game is handled in terms of turns, or—in this case—Critical Turns (CT, remember). A CT is a period of time in which all those participating in the fight have had a chance to perform one action. Each CT is assumed to last three seconds of game time, and during that time most personas can run about 10 yards, or nock, draw, aim, and release an arrow from a bow, or draw a weapon, or get down behind (or rise up from) cover, or reload an empty crossbow, and so forth. At the beginning of each CT, rolls will be made to determine who goes when, and after everyone's actions have been performed, a new CT begins. This goes on for as long as the fight continues.

With those basics in mind, you're ready to learn the system. Like the rest of the **Mythus Prime** rules, this combat method is quick and easy to use. The following steps describe what you need to do:

(1) First of all, a roll for *Surprise* is made if the GM deems it necessary. (If no *Surprise* roll is needed, then jump ahead to the next step.) When the HPs meet an enemy, it will often be possible that one group will have noticed the other first and thus will be able to sneak up on it. Both the leader of the HP party and the GM (acting for the Evil Personas) roll D%, with the HPs winning if their roll is equal to or less than the GM's (and the EPs winning otherwise...). All members of the side winning *Surprise* get to attack before the losing side in the first CT of combat.

(2) Beginning with the second CT of combat, each player must roll 1D10 for *Initiative*. The actions in that CT will then proceed in order from the lowest roll to the highest, with equal rolls going simultaneously (see below). When your *Initiative* value comes up in the CT, you may then have your Heroic Persona attack, move, dive for cover, or perform any other single, similar action—though in all cases besides attacking the results are basically up to the GM to decide. Keep in mind that on the first CT, even the slowest members of the party that wins *Surprise* will go before the fastest members of the party that loses it!

(3) To attack, players each roll their persona's appropriate weapon STEEP or less on D%. If you were wielding a sword, for example, then you would use the Combat, Hand Weapons K/S. If using a bow or sling, the the Combat, Hand Weapons, Missile K/S would be the appropriate one. A successful roll indicates that the attack has hit. Furthermore, if your roll was 10% or less of your HP's STEEP (dropping fractions), then you

have scored a *Special Hit*, resulting in maximum damage for your weapon! (For example, Cristof has a STEEP of 55 in the Combat, Hand Weapons K/S Area. To hit using a sword, mace, dagger, or such, he would need to roll a 55 or less on D%, and if the roll was a 5 or less, then a maximum damage hit will have been scored!) Make one roll for every attack that you have in a CT.

Note that in the **Mythus Prime** game it is up to the GM to decide who is close enough to attack whom in combat. Details of weapon range, attacker's reach, changing positions, etc. are left in the gamemaster's capable hands. To aid the GM, however, a few guidelines are given under the section labeled, "Weapons in Mythus Prime," on page 44.

(4) If an attack hits, then roll the dice specified for Physical damage for your weapon, as listed in the tables of the "Weapons in Mythus Prime" section, below. Don't forget that you score the maximum possible if you were lucky enough to get a *Special Hit*. If the target is wearing armor, or is otherwise protected because of natural toughness or by magick, subtract the armor points from the damage, based on the Averaged Armor table, page 43. The number remaining is the amount of actual damage done to the target. The victim of your HP's attack will then have that amount recorded, and you will do the same should your Heroic Persona be hit. See "Armor in Mythus Prime" for more details.

If at any time the total Physical damage an HP suffers should equal or exceed the persona's *Wound Level* (or WL), then your HP has been *Dazed*. When *Dazed*, an HP has all STEEP ratings reduced to half and must add 2 to *Initiative* rolls for the rest of the fight! Worse yet, note that *once the cumulative amount of damage an HP suffers equals or exceeds the Physical TRAIT, the HP has been killed*. That's right! No whining or complaining—once that happens, your Heroic Persona is dead. Time to create a new HP!

Also, note that the ill effects of taking damage must be applied immediately to a persona. So if you caused an opponent to become *Dazed* on your *Initiative* turn, then the opponent would have only half the normal chance to hit you on a subsequent *Initiative* turn. And if you had killed the opponent, then you wouldn't have to worry about being attacked in return at all! The exception to this is for simultaneous attacks, when your foe will get to strike back before the effects of damage are applied, as both your attack and your foe's are assumed to have taken place at the same time.

(5) Once the combatants have each completed their actions in a CT, a new CT will begin with new *Initiative* rolls from both sides. (Don't forget to mark off any ammunition spent in the last CT, such as arrows, crossbow bolts, or sling bullets!) Repeat the above steps until all of one side are either dead, have surrendered, or have escaped.



ARMOR IN MYTHUS PRIME

The **Mythus Prime** game uses a simple method to determine the level of physical protection possessed by the personas (and others) with respect to the armor they wear. Rather than force the GM and players to total armor values for each component of an HP's armor, *Averaged Armor* simplifies the task of calculating an individual's protection versus physical attacks.

There are six types of Averaged Armor, as shown below:

- (A) Leather or Padded Armor
- (B) Studded or Reinforced Leather
- (C) Metal and Leather
- (D) Chain Mail
- (E) Plate and Chain
- (F) Plate Armor

Each type is then subclassified as either *Full* or *Half* protection, depending on what is worn. For example, while a persona with a chain mail shirt and gauntlets is considered to have Half armor protection, a subject wearing the same armor *plus* helm and bearing a shield (and even perhaps roundels and garde-bras) would have Full chain mail protection.

The table below provides the amount of Physical damage points absorbed by each of the six types of Averaged Armor, in both subclasses of protection—Full and Half.

Averaged Armor Table

Armor Type	Full Protection	Half Protection
(A) Leather/Padded Armor	6	3
(B) Studded/Reinforced Leather	8	4
(C) Metal & Leather	10	5
(D) Chain Mail	12	6
(E) Plate & Chain	14	7
(F) Plate Armor	16	8

Typical Armor Components

The following notes indicate the kinds of armor components that constitute Full or Half protection for each type of armor.

Leather/Padded Armor: Padded or boiled leather (cuir bouille) armor is intended to absorb the force of physical blows.

Half: A padded byrnie, hauberk, or leather jerkin (vest).

Full: As above, plus a leather buckler, bracers, or small wooden shield, perhaps.

Studded/Reinforced Leather Armor: This is simply some form of hard and thick or boiled leather (cuir bouille) that

includes metal rings or studs affixed on the outside or sewn between layers to enhance its level of protection. Some underpadding is assumed in this sort of protection.

Half: Studded leather jerkin or byrnie (or a full suit of (plain) leather or heavy (canvas and quilting) padded armor.

Full: As above, plus leather chausses (pants), gloves/gauntlets, and a leather buckler or small wooden shield.

Metal & Leather: This type of armor includes protection such as ring mail or scale armor.

Half: A cuir bouille jerkin and light metal breastplate, or a shirt or coat of ring/scale mail.

Full: As above, plus a skullcap or helm of some sort, brassarts, or a small shield.

Chain Mail: Chain mail consists of a multilayered mesh of many interwoven links of metal wire that form a protective armor covering the persona's vital areas. Underpadding is absolutely mandatory, for blows would otherwise drive the metal into the wearer's flesh!

Half: Chain mail shirt and a small metal cap or helmet. Treat a persona wearing a full suit of ring or scale armor as having Half chain mail protection.

Full: As above, plus greaves, cmail, gloves/gauntlets, and a shield.

Plate & Chain: Plate and Chain armor is basically chain mail with metal plates or strips added for extra protection. Such things as banded and splint mail fall into this category.

Half: Chain mail shirt with metal breastplate or cuirass.

Full: As above, plus jambarts or tuelles (legs), and possibly a shield.

Plate Armor: Plate mail is made up of small and large plates of metal which overlap or are joined together to provide maximum coverage and protection. This armor is always worn in conjunction with underpadding and a padded hauberk, and is filled out with some light chain mail as well.

Half: A chain mail shirt, breastplate (or cuirass) or hauberk, and metal chausses. Banded chain mail shirt overpadding, or splinted (lamellar) jerkin (a "coat of plates" in which vertical armor is affixed with rivets between two layers of material), and metal chausses is also considered Half protection.

Full: As above, plus gloves/gauntlets, chausses, a good helmet (such as a salade), and one or more extra pieces such as a gorget, courdiere, epauliers, brassarts, or shield.

Electricity and Armor

Because electrical damage is typically *amplified* when the subject is wearing ferrous metal (iron alloy such as steel) or bronze armor, there is an additional *penalty* for damage to those wearing such armor. The exception to this is when the armor of the target is made exclusively (or nearly so) of leather, padded, or other nonconductive material (including electrically resistant and/or enchanted metals). When dealing with electrical attacks (lightning or magick), use the following table to determine the applicable amount of protection or penalty.



Electrical Damage Adjustment

Material (Armor Types)	Damage Adjustment
Nonmetal (A & B)	0
Combination metal & other (C & D)	+10
Primarily metal (E & F)	+20

Armor Costs

As a final note, we provide the typical cost for the various armor types in the following table. All costs assume Full armor, which includes a shield. If Half armor is purchased instead (at half the listed cost), the persona may opt to buy a shield in addition at the costs given. A small shield adds +1 to armor protection, a large shield +2.

Armor Costs Table

Armor Type	Cost (BUCs)	
	Full	Half
(A) Leather	750	400
(B) Reinforced Leather	1,000	600
(C) Ring Mail	2,500	1,400
(D) Chain Mail	10,000	6,000
(E) Plate & Chain	15,000	8,000
(F) Plate Armor	30,000	17,500
Shield, Small	250	250
Shield, Large	500	500

WEAPONS IN MYTHUS PRIME

Once again, we're going for easy play here. All you really need to know is how many attacks can be made by a weapon each CT, how much damage it does, and how much ammunition you have immediately at hand when using missile weapons. You don't have to count how many sling bullets you

may have in your saddlebags, but rather you will need to know when you'll have to spend a Critical Turn fumbling to find ammunition or performing some similar activity.

This section should provide a good general idea of what individual weapons can do.

Body Weaponry

Otherwise unarmed Heroic Personas may utilize their Combat, Hand-to-Hand, Non-Lethal K/S Area for attacks. Such attacks result in non-lethal damage in **Mythus Prime**. Any attacks utilizing the Combat, Hand-to-Hand, Lethal K/S Area result in lethal damage.

The typical damage done by body weaponry is listed in the Body Weaponry Attacks Table page 45. Typical range for a body weapon attack is two yards or less.

It is necessary to keep separate totals of lethal damage and non-lethal damage. If at any time the total of both lethal and non-lethal damage an HP suffers should equal or exceed the persona's Wound Level, then that HP has been Dazed, and suffers the same effects as noted above.

When the cumulative *non-lethal* damage an HP suffers equals or exceeds the HP's Physical TRAIT, the HP is rendered unconscious. Lethal damage does not count toward unconsciousness.

Body Weaponry Attacks Table

Attack	Damage	Attacks/CT
Punch	1D3 each	2
Kick	1D6	1
Roundhouse	1D6	1*
Head-butt	1D6	1 per BT**

*This type of punch does more damage, but the swing is





telegraphed and opponents may be able to avoid it, if they successfully roll a result equal to or less than their Physical TRAIT on D%.

**There is also a 50% chance of Dazing the opponent for 1D3 Critical Turns. Attackers, however, can use this form of attack no more than two or three times per day without Dazing themselves.

Hand Weapons

Hand weapons, such as swords, maces, axes, etc., can be used to inflict physical damage on nearby opponents, with the intent of killing or maiming them. To determine success or failure of an attack, attacking personas roll percentile dice versus their Combat, Hand Weapons K/S Area, with scores equal to or less than their STEEP indicating a successful attack. When an attack succeeds, the player then rolls the dice indicated in the Hand Weapon Damage table to find the amount of damage done by the weapon. This table lists typical weapons used in **Mythus Prime**. Additional or alternative weapons may be allowed by the gamemaster, but in no event should personas be allowed to begin with weapons not germane to the campaign's geographical region.

Hand Weapon Damage Table

Weapon	Damage
Bludgeon	2D6
Axe, Battle	4D6
Axe, Hand	3D6
Dagger	2D6
Mace	3D6
Morning Star	4D6
Spear	3D6
Sword, Bastard	5D6
Sword, Broad	4D6
Sword, Long	4D6
Sword, Short	3D6
Sword, Great	6D6
Whip	1D3

Rate of Attacks: When it comes to the rate of attacks with hand-held weapons, you can normally just assume that personas each have *one attack per CT* unless they are wielding an extremely light and fast (and probably magickal) weapon (gamemaster's decision).

Reach of Attacks: Again, the details of who can reach whom with an attack are left to the gamemaster to decide, based upon the exact situation in which the combatants find themselves. However, as a rule of thumb, reach for hand weapons is roughly two yards plus the length of the weapon. Bludgeons, hand axes, daggers, and other such short weapons have roughly a reach of two yards; swords and maces have a rough reach of three yards; and spears and whips can reach to roughly four yards.

Parrying: For simplicity, parrying and blocks are not covered separately in **Mythus Prime**, but are subsumed into the combat die rolls. The *Advanced Mythus* rules in the **Mythus** rulebook provide a complete discussion of parrying as a separate action in combat.

Missile Weapons

Use of missile weapons works the same as hand weapons, except the persona uses the Combat, Hand Weapons, *Missile* K/S Area for determination of attack success. Missile weapons such as arrows, sling bullets (or stones), and hurled spears inflict damage from a distance and preclude a physical counterattack (unless of course the creature or persona attacked also has a missile weapon!). Note that a target must be within range, as listed by weapon type. Range and damage information for typical missile weapons are given in the Missile Weapon Attacks Table, below.

Missile Weapon Attacks Table

Weapon	Damage	Attacks/CT	Range
Axe, Hand	3D6	1	P TRAIT in feet
Crossbow	4D6	1/2*	150 yards
Dagger	2D6	2**	P TRAIT in feet
Longbow	3D6	1	200 yards
Sling	3D6	1	100 yards
Spear	3D6	1	P TRAIT in feet

*One attack every other round. The intervening round is spent (re)loading the weapon.

**Assuming the persona has two daggers to throw!

HEKA IN COMBAT

Magickal Castings may be used by the Heroic Personas or their opponents for various purposes during combat. Such Heka use can often prove to be a significant factor in deciding the overall outcome in a fight. For those who would wantonly destroy anything in their path with such Castings, we recommend caution, however. Just as there is a certain amount of honor involved in single (non-battlefield) physical combat, most Heka users are ethical in their use of Castings when attacking their foes. Irresponsible use of magick in combat is frowned upon, and local officials will not take it too lightly if the local pub is destroyed just so the personas can defeat a petty criminal!

One thing in particular that HP casters must be aware of in combat is the time required to activate certain Castings. Enemies won't normally sit by and wait for a dweomercrafter to unleash a potentially devastating magickal attack, but will often focus their hand weapon attacks and missile fire upon an obviously occupied persona in order to disrupt the Casting. As you might imagine, if a spellcaster is hit with a successful attack while busy with a Casting, not only does the persona take damage from the attack, the effort is ruined and the Heka is wasted.



Defensive Heka

Defensive Heka use is that which is performed prior to or during combat to basically protect casters and/or their group. Through its Effect, a caster seeks to minimize the risk of a successful attack by an opponent, whether the attack is physical or otherwise. Defensive Heka use can also reduce or negate any damage taken from an otherwise effective attack. (Certain attack forms—such as those affecting an area—may seek to void specific defensive Castings by focusing on areas instead of targets.) After expending the base amount of Heka for the Casting, plus any additional Heka desired, a score is determined from the Casting Difficulty Table on page 39. A roll of equal or less than the adjusted value indicates success.

Various Castings can be used defensively in combat. Consult the Castings appendix on page 121.

Offensive Heka

Effective combat does not necessarily have to come in the form of a physical assault. A Heka user may use various forms of magick to overcome one or more foes. Offensive Castings may be utilized by any Heroic Persona who possesses both a K/S Area which yields offensive Castings and the required amount of Heka to perform them.

Typical offensive Castings seek to enhance the chances for casters and/or their associates to defeat an enemy. Offensive Castings may directly damage an opponent Physically, Mentally, or Spiritually. They may also affect adversaries by causing them to flee, surrender, etc. Note that as with any other Casting, the success of the operation is determined by a modified STEEP roll as determined from the Casting Difficulty Table on page 39.

The range of Castings that may be used for offensive purposes is broader in scope than what you might guess after reviewing the list of available Castings. By using a little creativity, Castings which are normally not thought of as "attack-type" spells may be used to affect adversaries. Consult the Castings appendix on page 121, and use your imagination.

HEALING WOUNDS

There are several ways that Physical damage, once suffered, can be repaired. A day of rest will remove 1 point of damage—2 if the HP is in a healer's home, a hospital, or a similar place devoted specifically to healing. At the game-master's option, this could very well cost the personas for such care!

The First Aid K/S is likewise useful to a greater extent—a successful roll will heal 1D6+1 points of damage, and any particular persona may receive one application of First Aid per fight. A successful roll versus the Herbalism K/S will also heal 2D6 (2 to 12) points of damage through application of ointments, salves, or medicinal brews—though this

will require one or more days of rest in addition to the treatment.

Heka Castings may be used to speed recovery, or even grant instantaneous restoration of a wounded HP's TRAIT scores. The amount of healing, as well as the TRAIT or TRAITS affected, is determined by the Casting selected.

For example, Marta the Wisewoman is tending to a wounded persona and decides to cast a *Wound Healing, Minor Spell* to heal the HP. The base Heka cost of this Grade 3 Casting is 50 points, and Marta wants to heal 3D6 points. She adds 30 more personal Heka points for a total cost of 80 Heka points. After telling the gamemaster (and subtracting the points from Marta's total), the player rolls percentile dice and compares the percentile result of 37 with Marta's Priestcraft K/S STEEP of 45 times the modifier of 1. The rolled amount is less than Marta's modified STEEP score, indicating success. The player then rolls 3D6 to find how many points of healing will be applied to restore the wounded persona's Physical TRAIT.

As noted previously, HPs who have taken damage which equals or exceeds their Wound Level are considered Dazed. The state of being Dazed, however, ends when enough damage has been removed through healing that an HP is no longer over the WL.

Mental and Spiritual damage are healed in a manner similar to Physical damage; i.e., primarily by rest (although Heka may be of some help).

DAMAGE FROM OTHER PHYSICAL INJURY

While simple combat is one of the most common ways to get hurt, there are also other nasty things which can contribute to your HP's demise, for combating the forces of Evil is dangerous!

Disease

As do poisons, diseases have a number of highly variable characteristics. Basically, every disease has four main components:

1. A Contagiousness Rating (CON-R)
2. An Incubation Period
3. A STR and a Short Term Effects list
4. Long Term Effects

Contagiousness Rating is a number which is matched against the persona's Physical TRAIT in a K/S-versus-K/S-style contest when the persona is exposed to disease. If the disease wins, then the persona has contracted it. (See Appendix 1, page 104, for a description of how K/S vs. K/S contests operate.) A result of a tie indicates that the persona has become a carrier—such people can spread the disease but do not themselves become sick. If the persona wins, however, he or she resists contracting it. The GM should implement D% roll modifiers according to just how badly the



persona was exposed, the persona's current state of health, and so on. One thing to keep in mind, however, is that it is only necessary to conduct such contests when a persona is exposed to a very major and dangerous ailment. The "strep throat" or the "flu," for example, do not warrant rolls (gamemasters will simply announce their assault)! However,

diseases such as typhus, malaria, hepatitis, anthrax, meningitis, and the Black Plague do. GMs can (and should) make up a list of diseases of their own creation as well as rating existing diseases.

Since diseases vary so greatly, it's hard to say what an average CON-R would be, though anywhere from 50 to 60 or

Example Of Combat

To help illustrate all this, here is an example of a combat taking place. Cristof and his astrologer friend Jakob are exploring a maze of what they thought were long-abandoned catacombs, when suddenly a pair of skeleton warriors armed with great swords, accompanied by a small, imp-like creature (the gamemaster's own invention), leap up and attack! The first thing to do is roll for surprise. I, as the player controlling Cristof, decide to roll D% for the HPs, and I throw a lucky 27. The gamemaster rolls an 88, which represents a clear victory for the Heroic Personas!

The first CT begins, and—since they have surprise—both Cristof and Jakob will get to attack before the monsters can attack them. Cristof is carrying his crossbow (already loaded with a bolt—he was expecting trouble!), and Jakob has a Casting ready to go. Since I got to roll for Surprise, we decide to let Jakob's player attack first (not that it really matters). Jakob will cast Heka Darts, and decides to fire one at each skeleton, and one at the imp, spending an additional 30 points of Heka. Jakob's player multiplies his HP's Dweomercraft STEEP score of 55 times 1—because it is Casting Grade 3—for a resulting 55% chance. The D% roll is 46 and he succeeds. Since the magical darts automatically hit, he applies 1D6+2 points of damage to each skeleton warrior, and 1D6+2 points to the imp. The GM looks at the sheet with the monsters' information and records the damage. After finishing his attack, Jakob's player marks off the Heka that was used.

Now it is Cristof's turn to attack. He has 40 STEEP points with his Combat, Hand Weapons, Missile K/S Area. His crossbow can be fired once every other CT for 4D6 points of damage each time it hits. "I don't like the looks of that little demon!" he says, deciding to concentrate on it. He rolls a 03 for the shot—which not only hits, but since the roll was lower than 10% of what he needed (less than 4), it is a Special Hit that does maximum damage! 4D6 maximum damage for the bolt is 24! So far a total of 24+1D6+2 (average of 29.5) points have been inflicted on the imp, which only had a Physical TRAIT rating of 30! The poor beastie (hah!) has been either dazed or immediately destroyed by the Heroic Personas' attacks (unless it happened to be wearing armor or had some magical protection or an immunity to some forms of weapons...which he usually would!)

But now it is the skeletons' turn. The GM rules that they were too far away to hit the HPs with their swords, and so they spend this CT moving into melee range, as Cristof and Jakob draw their own swords.

Now it is time for the second CT to begin, and all the personas involved must make Initiative rolls. Both Jakob's player and I proceed to roll a D10, as does the gamemaster for each of the two skeletons. I roll poorly and come up with a 7, Jakob gets a 3, and the skeletons get a 1 and a 5 respectively. Thus the skeleton with the 1 proceeds to go first. It gets 1 attack per CT with its sword for 6D6 points of damage per hit, and it has 35 STEEP points in its Combat, Hand Weapons K/S Area. The GM rolls a 30 and it hits! He then proceeds to subtract my 10 points of armor protection from his damage roll of 22 (the total of the 6D6), and tells me that Cristof takes a net 12 points of damage (ouch!), but as Cristof has a Physical TRAIT of 50 I'm not too worried—yet.

Now it's Jakob's turn. Jakob has a Combat, Hand Weapons K/S STEEP of 35, and he is armed with a short sword, which does 3D6 damage per hit. He rolls a 59, and misses!

The next skeleton attacks Cristof again (they appear to be concentrating on the one who killed their ugly little friend!) and scores a Special Hit for a whopping 26 points of damage (36 maximum minus 10 for armor)! (Ouch!!!) Cristof has now taken a total of 38 which exceeds his WL by 1, thus causing him to become Dazed. He now has only half his normal chance to hit, and he suffers a +2 penalty on all further Initiative rolls. Greatly annoyed by this development, I curse loudly as I proceed to make his attack. Though normally I have a 55% chance of hitting using the Combat, Hand Weapons K/S, I now only have a 27% chance of hitting with each attack, so I decide to aim my attack at the skeleton that scored the Special Hit on me! Remarkably, I roll very low and hit with my attack, destroying the skeleton warrior.

It is now the beginning of CT #3, and the rolls are made: Jakob wins with a 2, the remaining skeleton gets a 5, and I roll a 4 but—as my Heroic Persona is facing a +2 penalty—must settle for a net result of 6. I'm last again, it seems! But not to worry! Jakob hits the skeleton warrior with his swing, inflicts a total of 16 points of damage, for a total of 22 points, the fiend misses Jakob and my blow smashes the construct.



so is a good guess for a serious affliction which is spread through casual contact. Some diseases have certain restrictions on when they can be spread, but when the criteria is met, the CON-R tends to be very high indeed—80 or so. (A good example of this is AIDS, which cannot be spread through casual contact.)

Once a victim has caught the disease, its *Incubation Period* goes into effect. This is the amount of time (listed as being a certain number of days) it takes the disease to cause symptoms in the victim. When the victim is merely a carrier, the disease will “hang around” in that persona for 10 times the length of the Incubation Period before becoming dormant. A carrier can spread the disease as easily as anything else, perhaps even more so because it is not readily apparent that the carrier is, in fact, a carrier. A successful Herbalism roll, however, can identify one without too much difficulty. Note that victims of the disease who are not carriers but are in the incubation stage can spread the disease as well. Incubation periods can be hours, days, or weeks in length.

Once the Incubation Period has finished, the victim will then suffer the *Short Term Effects*. These are determined by the disease’s Strength Rating (STR). An average STR rating for a dangerous disease is around 30, and the number of “points” worth of short-term effects the disease has will be equal to its STR. Some diseases may have one single, huge effect that represents all of its STR points, whereas others may have a lot of small ones. While it is up to the GM to determine exactly what effects a certain amount of STR points is sufficient to cause, some guidelines and examples are given in the Disease Effects Table.

Here’s an Example: A STR 30 disease causes its victims to spend 10 hours per week in a hallucinogenic delirium (10 points), inflicts 5 points of Mental damage per week (10 points), cuts their movement in half (5 points) and adds +20 to all K/S rolls.

When a healer or herbalist treats a disease, he or she can make one Herbalism roll per week. Success reduces the STR rating by an amount equal to 10% of the physician’s STEEP (or double that for a Special Success). When the STR rating is lowered, some of the Short Term Effects may be reduced or eliminated because there are not enough STR points to support them.

Continuing the above example, assume that a healer with STEEP 50 makes a successful roll. The disease would then be reduced from STR 30 to STR 25, and thus loses 5 points of Short Term Effect. In this case, the GM decides that the victim is only affected by 25 STR points of disease effects from the table, instead of 30. Note that all of an effect’s points must be removed to eliminate it, even in the case of one that can’t be reduced. If a disease rendered its victim blind, for example, the victim would remain blind until all 30 points of the blindness were removed.

Left to its own devices, a disease will tend to eventually

pass as the victim’s body fights it off. Victims may take the rate at which they recover lost Physical damage points (see “Healing Wounds,” page 46) and apply it against the STR of the disease instead. This is another area where the healer can help, as a successful Herbalism roll will allow such victims to recover at the full rate listed for the duration of the sickness. The only complication that occurs is when the disease itself inflicts Physical damage on a victim, for in that case the recovery points will first be applied to repair the damage instead of to fight the disease.

In any event, the attack of the disease is over once its STR has been reduced to 0. But *Long Term Effects*, however, may continue to plague the sufferer. The Long Term Effects are usually derived from the problems caused by the short-term ones. Two common examples are the victim taking permanent Mental damage and/or permanent Physical damage.

Continuing the above example, the 5 points of Mental damage the victim was usually fighting when ill caused Mental TRAIT to be reduced permanently by 5. As a general rule of thumb, the longer the victim was sick, the worse the effects will be. GMs are invited to use their imagination when determining long-term effects. Be sure to note any long-term effects suffered on the HP Profile Sheet.

Disease Effects Table	
Disease STR	Effect
1	Causes the victim to spend 1 hour/week in a hallucinogenic delirium or other such state.
2	Inflicts 1 point of Physical, Mental, or Spiritual damage on the victim per week.*
5	Causes victim to suffer one of the effects of Being Dazed.
10	Victim temporarily loses 50% Mental TRAIT.
20	Victim temporarily loses 80% Mental TRAIT.
30	Causes the victim to suffer the temporary loss of the use of hands, sight, hearing, legs, etc.
50	The victim is rendered comatose and will have trouble with starvation and dehydration unless specially cared for.
60	As above, except victim is a continual state of horrible pain, and will suffer 5D6 points of Mental and Spiritual damage per week as long as the symptoms continue.

* Mental and Spiritual damage is possible due to the effects a disease can have on the mind.

Sample Diseases: Here are a couple of sample diseases for the amusement of the GM (though probably not of the players!):



The Black Plague

CON-R: 50 (Easily spread through almost any sort of contact)

INCUBATION: 3D6 days.

STR: 40

SHORT TERM:

(1) Inflicts 15 points of Physical damage per week (30 points max).

(2) Victim spends 10 hours/week doing the "Dance of Death," i.e., writhing uncontrollably.

LONG TERM:

With such a high damage rate, the victim is likely to die in a few weeks or so.

Typhus

CON-R: 60 (Spread through lice, fleas, etc.)

INCUBATION: 2D3 days.

STR: 30

SHORT TERM:

Fever, headache, and muscular pains. A flat, spotty rash appears on the trunk on the fifth or sixth day of the fever and then spreads to the extremities, face, palms, and soles.

LONG TERM:

Death, if not treated. Typhus can be cured, but it requires Herbalism or other treatment to repair.

Electricity and Lightning

Another threat is that of electrical shock, especially to personas wearing metal armor or holding a metal weapon. When you come into contact with a strong electrical source (in **Mythus Prime** this will almost certainly be Heka-related), you will suffer damage until you are no longer in contact with it. Unlike fire, if you grabbed a continuous (direct current) electrified source, you would be unable to release it until the current has been cut off! This is due to the electrical current freezing your muscles in place. (The brain controls the muscles via electric signals, and being electrocuted interferes with that!) Likewise, if someone was holding on to you

when you grabbed the electrical conductor, then they would also be stuck! If, however, you merely brushed up against it—or the source is momentary, such as a static charge—then you would be able to get away from it. The damage varies with the strength of the electrical source, and is listed on the Electrical Damage Table.

If a continuous source of current is exposed to water, then all in contact with the water within D% yards of the source will be shocked and "frozen" by the current as well. Lightning, however, will simply cause damage and then cease. HPs will usually be able to figure out some way to shut off or disrupt the flow of current with a successful roll versus their M TRAIT for other sources of electricity.

On the table below, grounded means that an electrical connection exists between the soil and the target. A bare-foot HP whose feet touch the soil is grounded. An HP wearing insulating boots (leather or rubber) or standing on a wooden floor is not grounded. An HP wearing insulating boots and leaning on a metal sword that touches the soil is grounded.

Electrical Damage Table

Source (Base Damage/CT)	Grounded	Grounding is Water/Metal
Minor (1D6)	x2	x4
Metal Conductor (2D6)	x3	x5
Major or continuous (2D6)	x4	x6
Lightning Bolt* (6D6 to 36D6)	—	—

*A lightning bolt will normally last only 1 CT.

Fire and Flame

Fire can also pose a very serious threat. For every CT that an HP is exposed to flame, he or she will take a certain amount of damage which varies with the size and nature of the flame. There is also a chance (to be rolled for each CT) that the HP's clothes, or any equipment carried may ignite and catch on fire. See the Fire and Flame Damage Table for details.

If an HP's clothing catches on fire, that HP will continue to be exposed (even after pulling away from the source) until they put it out. Putting out a fire can be accomplished by a P TRAIT roll, modifying the D% roll by +5 for a magickal fire. This represents the HP smothering the fire with a cloak, by rolling on the ground, by dumping a canteen of water on it, or by other means (the details of which are irrelevant).

Fire and Flame Damage Table

Fire Type	Damage	Ignite
Candle-size	1	10%
Torch-size	1D6	40%
Bonfire or larger	2D6+2	80%
Hot magickal fire	add 1D6+1	+20%

Mental and Spiritual Damage

Certain poisons, diseases, and Castings may inflict Mental and Spiritual damage (MD and SD respectively). When HPs have lost more than 80% of their Spiritual TRAIT, that HP goes catatonic, and is unable to exercise voluntary control over any motor functions. HPs who have lost more than 80% of their Mental TRAIT are Dazed (see above).



Motion Damage

Fortunately, this is a much simpler matter than poison or disease. Every time you suffer a rough impact with some large object, be it a runaway wagon, a falling boulder, or the bottom of a pit trap, you suffer motion damage. Generally speaking, you take 1D6 points for every 10 feet you fall or every 5 miles per hour the object was traveling, increased or decreased at the GM's discretion depending upon the situation. For falling objects, use 1D6 per 10 feet fallen. If that sounds too simple, you can vary the base damage slightly according to size of the object. A light object, such as a thrown mug of ale or a small flower pot falling from a second-story window, for example, might do 1D3 per 10 feet. A heavy object, such as a wagon or a giant's boulder might do a base of 2D6 per 10 feet—more if the GM feels really sadistic. You can likewise vary falling damage according to whether or not you land on hard ground, grass, water (which isn't really much better than hard ground if you belly flop from a distance), etc. Note that armor usually provides no protection whatsoever against this type of damage, falling objects sometimes excepted. See the Swimming/Diving K/S Area entry (page 111) for more discussion of diving into water from various heights.

Poisons and Antidotes

All poisons have five main characteristics:

Strength rating (STR)

Longevity rating (LONG)

Effect Rate (ER)

Physical Form

Purpose

Strength Rating: This measures how strong the poison is. A weak poison would have a STR of around 1-20, a moderate one around 21-50, a strong one of about 51-60, and a very powerful one anything higher than 60. Stronger poisons inflict more damage and are harder to remove from someone's system. For an antidote to work, it must have a STR equal to or higher than that of the poison it is administered to cure.

Longevity: This tells how long a poison will remain potent after it has been created. A very short-lived one may last no more than a few minutes, whereas a very long one could last for up to a year after it had been smeared on an arrowhead. Magical poisons could last forever.... Note that the poison will no longer be considered to be on a weapon after a successful blow has been struck. The poisons in animals and monsters regenerate regularly to replace that which has gone bad.

Effect Rate: This measures how quickly a poison will take effect once it has entered its target's system. The fastest of poisons could take effect near-instantaneously, though most will be a bit slower—cobra venom requires about 10 minutes or so to take full effect. Some extremely slow ones could take

hours or days before they start their work. While not too great for combat, the slow ones have interesting possibilities for use by assassins.

Physical Form: Various poisons will have various forms, many of which are described in the Poison Form Table (page 51).

Purpose: A poison will have one of two main purposes—either to injure or to incapacitate. The way each one works is described below:

Injure: This type of poison inflicts a total of 2.5 times its Strength rating in Physical damage over the course of three different stages. The first stage—in which an amount of damage equal to its STR is inflicted—occurs after the poison has entered the target's bloodstream and an amount of time equal to its Effect Rate has passed. The second stage inflicts a similar amount of damage and occurs after the Effect Rate has passed again. The third and final stage occurs after the Effect Rate has passed for a third time, when the final amount of damage—equal to 50% of the poison's Strength—is inflicted. According to the type of poison, victims might feel nothing while under its effect, or they may fall unconscious, suffer incapacitating pain and/or paralysis, or hallucinate in a sweaty delirium during the time period from when the first stage damage has been inflicted to the final stage damage.

Note that the damage for an Instantaneous poison, all 2.5 times its STR, is inflicted at once. A very delayed poison, such as one that works in days, would also inflict the entire amount of its damage once its Effect Rate has passed the first time.

Here's an Example: Someone is shot in the back with a poisoned dart from a blowgun. The poison has a STR of 40 and a two BT Effect Rate. Two Battle Turns after being shot, the persona will suffer 40 points of Physical damage and whatever side effects (unconsciousness, paralysis) go with the poison. Two BTs after that, the persona will suffer another 40 points of damage, and two BTs following that he or she will take the final 20 points of damage which that poison inflicts (Ouch!). In another example, an important noble drinks a glass of wine spiked with a poison that has a STR of 40 and an Effect Rate of five days. Five days after drinking the wine, he suddenly takes 100 points of damage and falls dead!

Incapacitate: This stuff either causes the victim to fall asleep or to become paralyzed. The effect sets in at the end of the poison's Effect Rate and lasts for one hour per STR point. Continuing an above example, if the blowgun dart had been covered with a sleep poison, then the victim would, two BTs after being shot, have suddenly collapsed and remained comatose for 40 hours.

In order for a poison coating a weapon to reach a victim's bloodstream, it must, of course, penetrate the skin. If you shoot someone with an arrow that doesn't get past any armor then you haven't poisoned that person. It is up to the GM to



determine how much contact with the poison is enough, though it usually doesn't take much. Poison doesn't cause scars, however, nor does the loss of Attractiveness points apply...except in the case of slow poisons causing lingering death.

Antidotes have characteristics very similar to those of poison, except that for game purposes their Effect Rate should always be considered "Instantaneous." Their purpose is always to neutralize poison of either the injury or incapacitating variety. As mentioned above, an antidote is capable of neutralizing any poison with a STR rating that is equal to or lesser than its own. A successful First Aid roll (q.v.) is usually capable of lessening the effects of poison by reducing the STR by an amount equal to the user's STEEP. Just figure the remaining damage according to the new STR total for an injury poison that was treated via First Aid. Optionally, the GM may allow this only if the type of poison is known (or guessed) by the administrator of the first aid or associates of that persona (a more realistic approach).

Example: Let's say the poor fellow above who was shot with the blowgun dart collapses into a delirium after sustaining the first stage damage and a friend rushes to help. The friend tries First Aid for poison damage, but, as it takes one AT to treat poison damage and the poison has an Effect Time of but two BTs, there's not enough time and the unfortunate will die anyway. However, if the Effect Time had been two ATs, then the friend would have been able to make a roll. If he had a First Aid STEEP of 30, then a success would reduce the STR to 10 and the victim would take but another 10 and 5 points of damage on the second and third stages, respectively.

Both poisons and antidotes may be mixed (or known) via the use of alchemy, herbalism, botany, and chemistry. Some very complex poisons come in multiple parts and are harmless until they have been "assembled" in someone's system. For example, an assassin may join a victim in eating from a plate of food that has been liberally sprinkled with the first part of a poison, but then not be present when the victim drinks wine from a bottle which contains the second part.

Here are two sample poisons:

Belladonna

STR: 21-30

LONG: Medium (1D10 days)

ER: Slow (1D10 ATs)

PURPOSE: Injury

FORM: Either berries or a liquid derived from the same, both of which are ingested.

NOTES: Side effects include hot flashes, extreme thirst, delirium, etc.

Hemlock

STR: 30

LONG: Long (1D10 weeks)

ER: Fast (2D6 CTs)

PURPOSE: Injury

FORM: Either herbal or a liquid brew, ingested.

NOTES: As a fast-acting numbness followed by death.

Poison Form Table

Form	Method of Exposure
Gas	Inhaled or skin-contact.
Paste	Introduced via a sharp (cutting or piercing) weapon; some work on a contact basis as well.
Oil	Mainly a contact poison, and it's hard to see until it's too late!
Liquid	This can be either ingested or injected such as by a needle trap or the fangs of an animal.
Solid/Powder	This stuff is mainly ingested. If ground into a powder, it may be mixed with liquids or other solids (food and drink).
Pill	Any of the five forms of poison, even gas, can be neatly stored in the form of a pill or capsule as well by an alchemist.

Heka-Engendered Poisons

The gamemaster is to use the following guidelines when dealing with Heka-engendered poisons of any kind:

Poison Strength: Material or Preternatural poison ranges from STR 1 to 99. Supernatural poison runs from STR 100 to 199.

Longevity: The longevity of Heka-engendered poison is subject to the amount of Heka paid for in the Casting. See the **Mythus Magick** book for details on length and cost.

Effective Rate: There is a special Heka cost for determination of the Effective Rate of a Heka-engendered poison, and this is shown on the Heka-Engendered Poisons Table.

Purpose: The purpose is the same as it is for normal poisons, i.e., to injure or incapacitate.

Heka-Engendered Poisons

Effective Rate	Heka Cost
1-6 CTs	30
1-6 BTs	15
1-6 ATs	8
1-6 hours	8
1-6 days	15
1-6 weeks	30

Running the Mythus Prime Rules

There is more to being a gamemaster than merely knowing the rules this far, of course. While players each take on the role of a single character, the gamemaster has to play the parts of an entire world of personas, and more! But it is an incredibly rewarding task that you set yourself to do. In this chapter, you'll find information and advice that will get you started on your way to success as a true gamemaster.

Using The Epic Of Ærth

There can be no doubt regarding the campaign setting. A poorly thought-out setting will doom any campaign to an early demise, while a good one is the gamemaster's best friend. The **Epic of Ærth** companion volume has been prepared as a campaign companion work of the **Mythus** game for good reason. In it, we have created a work which is guaranteed to provide gamemasters with a setting that not only meshes perfectly with the **Mythus** rules, but also one that offers them and their player groups every avenue for adventure, intrigue, roleplaying, exploration, and action in a world filled with the strange yet familiar, the magickal yet "mundane," integrating fantastic elements into a working and believable world. We have included a selection of material from the **Epic of Ærth** companion volume in **Mythus Prime**...all you need to provide is some of your creativity to get the ball rolling.

Targeting a Campaign Location

Think of the campaign you are about to begin as a target. You are taking aim now, and it is the bull's-eye you're going to hit, never fear. First, however, you need to study the whole thing. The "outer ring" is the entire setting—in this case that means the cosmos, planes, spheres, the counter-world of Phæree, and Ærth, *inside, in between, and outside*. That's a very large outer ring, and one which is going to be appreciated later. Right now, however, it's time to move inward one band.

The second step in taking aim at the structuring of your campaign is the overall place where most of your action will occur. Because this is so crucial to the success to a campaign, we are directing you to the outer surface of Ærth. That's the best place for all concerned, and it meets all of the qualifications we mentioned at the opening of this section. While the "skin" of Ærth is a lot smaller than the multiverse, it's still far too large a place for us to zero in on. Tens of millions of square miles of land on a planet whose circumference is about 25,000 miles must be considered as another of those concentric circles, another step toward your hitting the bull's-eye. You need to examine this second ring closely, though, for it is time you began to actively participate in the process of target development. Turn to the map section of the "Introduction to Ærth" chapter (pages 17-24) and take a look at the map of Ærth.

Select a continental area for a base of play for your campaign. Somewhere on or near that land mass is where things will start. Now we're getting close to the center, the ultimate place you are aiming to strike. Consider carefully before you choose. Amazonia and Magmur aren't good selections unless you are a particularly skilled gamemaster with a lot of ideas and plenty of time to develop them for your campaign. The same holds true for a lot of other places. Why? Well, think of it this way: The more populous and politically developed places on Ærth offer a wealth of immediate detail for GM use. Magmur is literally a howling wilderness, as is most of Amazonia (with only one developed state, the Incan Empire, further limiting choice in regards to variety), most of Vargaard beyond its East Coast, southern Afrik, and many of the big islands too lack detail. This isn't to say that these places are not exciting and interesting. We are merely pointing you toward a place to *begin* and *base* a campaign, so the more civilized and varied locations loom large in this regard.

Choosing a Continent: Depending on your knowledge and preferences, and assuming that the reader is of European/American background, the most likely places are:

Atlantl or Lemuria: You'll have to do a fair amount of creative work, but either of these places offers a maximum amount of GM input for a unique and different setting.

Afrik or Azir: From east to west, this is sort of a compromise between the more fanciful places and the quasi-known states of Æropa. The degree of familiarity to participants will depend upon your next selection, but if you know a fair bit of history and a lot about culture, one or the other of these places will serve quite well.

Vargaard: The "colonial" petty states along the East Coast and the Karribean Islands (*Hispanola et al.*) provide a good compromise between the more "classic" European culture and the "exotic" societies of Afrik and Azir.

Æropa: This is the typical choice for the beginning campaign, for most readers will have a fair idea of what its lands, cities, and peoples look like and how they interact and behave. By mixing in your imagination, such films as *Robin Hood*, *The Black Shield of Falworth*, *Joan of Arc*, *Marco Polo*, and *The Three Musketeers*, a general picture of what Ærth could be like begins to emerge. It is just such sort of background "familiarity" which makes us recommend using the continent of Æropa as a starting point for your campaign.

Selecting a State: Whatever place you decide upon, though, it is now time to move inwards to the next band. We are getting close to target center now, and pretty quickly you'll be speeding your shaft toward that bull's-eye, so bear with this process just a bit longer. Now that you have a large general area in sight, go a step further and select a state



within that area. For example, if you think the Isles of Avillonia look good for your campaign's base, then select one of the five kingdoms which are on those islands. If you've sighted in on the "Near East," pick a place—Egypt, Byzantium, Hasur, etc.—as the one where your campaign will be set. Keep the following factors in mind, however: The *Pantheon* of the state will be important. So will be the *culture* and the *society/social system*. Remember also that from the base state, players will have their Heroic Personas venturing all over the place, and especially into adjacent nations.

Picking a Final Locale: Once you have decided upon a "home" nation, it is time to choose the long-awaited "bull's-eye" area, that small portion of the state which will be the central starting point of action in the campaign and your ongoing base. A *big city* is always a good choice, for it offers so many possibilities. It also requires you to either go out and pick up a prepared (commercial) metropolitan complex accessory work of the appropriate sort or else spend a lot of time and creative effort doing your own. A smaller one, a *town*, has most of the advantages and drawbacks of the city base. Beginning in a *village* is easy, but the potential for continued utilization of that place as a base is strictly limited, *unless* the little community happens to be near a city or town. In fact, here's our recommendation: Locate your campaign's base in a large village, and place that thriving hamlet on a major artery (road and/or waterway) near an important urban area—town or city makes no difference as long as it is a key place such as a port, trading or university center, etc. Because of its proximity to an urban center and its arterial location, there will certainly be the stronghold of a lord (or official) nearby and possibly some estates and villas of aristocrats from the nearby urban center. The village will also have inns and taverns for travellers; there will be some shops catering to the wealthy and travellers; and the residents will be relatively cosmopolitan in outlook. You can set all of this up with a minimum of effort, and the introductory scenario, "High Time at the Winged Pig" (see page 93), assumes just such a place.

You now have a lot of possibilities for play scenarios. There are local encounters in the village, intrigue possibilities in regards to the nearby lord and other aristocrats (and their dungeons), outside action along the artery and in the open lands around, city adventures, and somewhere nearby will be an entrance into the mysterious labyrinths of Subterranean Ærth.

Beginning Your Campaign

Here's how your campaign might now develop, assuming that you take advantage of the starting scenario provided herein.

After their harrowing time at the local tavern, the hardy HP crew decides to take local residence and find out more about this area. Undoubtedly, the Heroic Personas will be needing

and wanting any number of things, so you'll direct their path into the urban center nearby. Getting there might be a bit of adventure in itself, and once in town the group will experience much of the "local culture," so to speak. Then, returning to their own digs, you might have them encounter a coach with aristocratic occupants—perhaps interrupting bandits robbing them, or maybe in some other fashion. From there it is but a step to an audience with the local lord, who will undoubtedly have a service or two he needs performed by such a likely crew. After that—which means some number of experiences questing through countryside in other nearby communities on the noble's missions—it might be time for the group to do a bit of exploring in the underground mazes. In short order, the HPs will be a veteran lot, and then you can begin to really expand their horizons.

Following the Ripples Outward Back to your Campaign Development...

We have already become familiar with the target and bull's-eye analogy for the setting up of the milieu which you will develop for your player group. Now it's time to think of another, similar analogy. We again deal with a central mark and rings, but now the action will move from the inner spot outward in progressive circles. To help you with this concept, imagine your starting of the campaign is a stone just dropped into a body of still water. In truth, that's almost what has occurred when you pick a place, established your campaign, and had the players interact with your creation through their Heroic Personas. Nothing was occurring, and then...**SPLASH!** The stillness was broken by the HPs' activity, and now those actions, and the HPs, will move progressively outwards—downwards and upwards also as might the stone and the droplets of water arising from the impact of the former—into the world around.

Because you have pretty well detailed everything in the central place where your campaign began, you will find that from this point on, you will be devising and developing the places around the starting point. Details and data will move progressively outwards, much as do the rings from the impact of a stone on the still waters of a pond. The sinking of the stone, the droplets of water above, are analogous to your development of material pertaining to Subterranean Ærth, the Inner Ærth, and what is beyond (as light shimmers on the ripples and flying drops). You will find much information of general nature in the "Introduction to Ærth" chapter of this book and in *Epic of Ærth*, but it is in need of the personalization which only the gamemaster is able to provide. The details you develop won't be as intense as those of the campaign's starting point—unless you change the seat of action.

If that occurs, then you've actually dropped a second stone, so to speak, and the process will begin all over again, only this time the body of water, your campaign, isn't as still



as it was initially. Information you develop for a second locale of main action will "meet" the circles of material already developed by your first work.

These two analogies, then, should assist you in visualizing and developing the work which each and every gamemaster must accomplish in setting up and running a fantasy roleplaying game campaign. You can hit a smaller mark with greater accuracy, drop a larger stone, by taking advantage of the wealth of information and colorful details provided for the **Mythus Prime** game in its companion campaign volume. That work doesn't take away from the creativity of the GM, but it allows a commonality of interests between groups, and by using it you keep to a manageable level the amount of effort you need to make a campaign interesting and successful.

Setting the Value of the Base Unit Coin

As mentioned earlier, the monetary system used in **Mythus Prime** is based on a concept called the *Base Unit Coin*, otherwise known as the BUC system. The standard coin of exchange is simply called a BUC. On *Ærth* the basic coin metal is *bronze*, so the BUC is a bronze (B) coin of about one ounce weight (about 28 grams). The value of all other coins, regardless of their metal content or weight, is then expressed in BUCs, Base Unit Coins. A BUC will purchase just about what one dollar US (\$) will, so throughout the world a "buck" is a BUC. The cost of just about anything is thus known, can be found in a catalog or price sheet, or extrapolated. Here's the way the system works:

The local BUC might buy more or less than it will in an HP's home region, but it will still be a BUC or something which can be translated into BUCs. Regardless of inflation or deflation, the exchange of metal for metal is fixed, so standard metal value ratios apply, as summarized in the Metal Values table. The ratios are based on one ounce of each listed material to one ounce of bronze (1 BUC).

The following descriptions will help to identify some of the more unusual metals listed on the table.

Adamantine: Adamantine is a non-ferrous metal which is much harder than steel, but it must be alloyed with the latter to make arms or armor. It is worth its weight in electrum, and must be alloyed at a ratio of from 1 to 8 parts in 16 to be effective. Working it is more difficult, so this adds 10% per part added to the cost of an item being forged of it. Finding the metal and a smith/armorer able to work it will be a problem! However, adamantite adds to the strength and quality of the item as is detailed in the "Combat" chapter of the *Advanced Mythus* rules, in the **Mythus** book.

Hekalite: Hekalite is also a non-ferrous metal used for making "enchanted"/"magickal" objects. It is alone worth twice its weight in oricalcum when refined into pure metallic form. Hekalite's uses are discussed under "Magickal Devices," in the **Mythus Magick** book.

Metal Values

Metal Type	BUC Value
Hekalite	6.000
Oricalcum (O)	3.000
Platinum (P)	1.500
Gold (G)	1.000
Adamantine	200
Electrum* (E)	200
Silver (S)	25
Copper (C)	5
Bronze (B)	1
Nickel (N)	0.5
Brass (BR)	0.25
Zinc (Z)	0.1
Tin (T)	0.05
Iron (I)	0.01

*Based on the standard alloy of 1.85 parts gold to 6 parts silver and 1.15 parts copper for hardness and unique color.

Oricalcum: Oricalcum is a rare and precious metal, about as weighty as platinum, but only slightly harder than gold. It has a lustrous color resembling the hue of molten copper. Oricalcum is prized for jewelry and ornamental uses, of course, and some states mint it into coins. On *Ærth* it is most abundant on the island of Atlantl. Smaller deposits are found on the continents, however, and on the islands of both Hy Braseal and Lyonesse.

Coin Availability

Generally speaking, coins of silver value and lower are used in ordinary affairs (although not all nations will have coins in all metals). Better establishments will easily handle electrum, and top-quality ones will manage gold, platinum, and even oricalcum. Banks and the like deal in all metals, of course. The matter of exchange rates for coinage and metals is discussed in detail in the **Epic of Ærth** book. Simply put, though, an ounce of bronze in coin form buys the equivalent amount in goods or services that \$1 buys here and now.

Some Cost Examples

Now let's see how easily and well the BUC system works. An HP goes out and stops to get a flagon of ale at the local tavern. The cost? Well, from 1 to 3 BUCs, depending on the quality of the place and size of the flagon and quality of ale,



of course. A meal? From 5 to a 100 BUCs, again depending on the factors noted. Clothing prices, many goods costs, services hired, and so much more can come from the actual knowledge of players. Even arms and armor prices can be found if you have the right catalogs, although the *best* of items in such listings are for *average* quality items as far as the game is concerned. Double and redouble for *superior* and *excellent* quality, respectively. You can base your figures on shotguns, for example, when setting the cost of a sword. Cheap ones are a few hundred BUCs, but masterpieces of the craftsman's hand begin at around 3,000 BUCs and go up to at least twice that cost. That doesn't consider adamantite or Hekalite or Heka forging or any form of Heka either.

What about the cost of a riding animal? Use an automobile as a base to find the value of a typical animal. In *Ærope*, for instance, a donkey is about the same cost as a "beater," i.e. 250 BUCs or so. A mule is double that and up, depending on quality, age, and condition, so figure from 500 BUCs to 2,500 BUCs. That's the bottom line for any horse worth owning too. An average horse in prime condition and age goes for from 7,000 to 25,000 BUCs. Think of sports cars when you consider steeds trained for warfare and combat. A fair quality light warhorse is around 30,000 BUCs and up, one of medium sort will go for about 60,000 BUCs and up and the big, heavy destriers fit to carry a large man in plate armor will start at 90,000 BUCs as a general rule.

A listing of the prices for common items is provided in the appendix beginning on page 141.

Machinery of war? Simple constructions of wood, rope, leather, etc. cost about 2,000 BUCs for the smallest common sort—a heavy crossbow-like *scorpion* for example, a device shooting a spear-sized missile. With spring-steel arms the cost is doubled. A well-made *trebuchet* is about 10 times larger than the basic *scorpion*, so it will cost 20,000 BUCs—with no need for adding anything in the way of price, for there's not much need for additional materials to improve or even for flash on one of those darlin's! A military engineer and crew can build you all sorts of this sort of equipment on the spot, as it were, given the raw materials. The cost of lumber and materials is about half of the price of this sort of thing, the rest being labor and mark-up for profit.

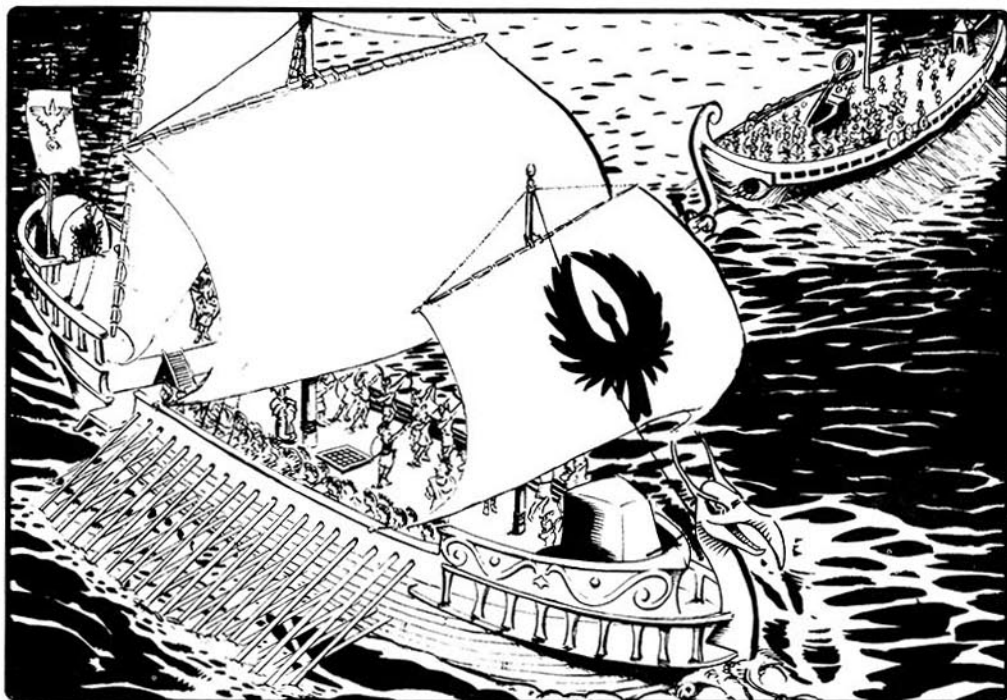
This brings us to the cost of hire. Minimum wage is about 3 BUCs per hour for common la-

bor; journeymen earn about 12 BUCs per hour; and masters begin at 25 BUCs per hour. An attorney will fetch from 50 to 500 or more BUCs per hour, but no need to discuss such things as that in a nice book such as this is.... Mercenaries will work based on a low wage plus their license to loot and the spoils potential. Base rate, with fair prospects for the latter, is 200 BUCs per week, plus food and drink for a regular infantryman, 300 for crossbowmen, 400 for skilled archers, 500 for light cavalymen, and feed for the horse (say 10 BUCs per week) is extra. Now a medium trooper commands 600 and a heavy (mounted serjeant) gets 750. Corporals work at the next higher grade, NCOs get a 10% addition to corporal pay rates. Under officers get double corporal rate, junior officers double the NCO rate, and top officers get double junior officer pay. The overall commander then gets a bonus of from 10% to quintuple pay, plus a bonus for victories based on a pre-agreed rate. (You bet it's costly to field an army of paid soldiers! That's why a quasi-feudal system is still used in most states in the milieu.)

That should give you a solid idea of how to manage things. Base everything on what the reality is or was historically, converting the latter to dollars and dollars to BUCs. Game-masters are quite free to make up whatever they like. The single requirement for any of this is *consistency*. When something is decided upon with regard to cost, the GM must make a record entry accordingly.

Converting Costs From Other Games

It should be a fairly easy matter to convert wealth from another game system to the BUC system, using the standard item cost comparison—a beer, a meal, a dagger or knife, a





horse. Gold being common means that it will convert between 5 and 25 BUCs per ounce. Jewelry is a simple matter, and you can use standard prices here, remembering that markup over disposal value is somewhere between two to seven times (all this means is that a jeweler or gemsmith will usually sell something for two to seven times what they would pay an adventurer trying to cash in booty of dubious origin).

Note, however, that larger stones have proportionately more worth than is expressed by the basic, small-stone costs. If a 1 carat "flawless" diamond of D quality is worth \$10,000 (thus 10,000 BUCs), one of 10 carats and D quality is at its carat value plus 10% due to rarity. Just add another 1% per carat to find an additional value for gems up to 25 carats, 2% per carat for gems from 26 to 50 carats. Then add for color rarity by adding 1% per carat weight of the stone. For sizes over 50 carats count each carat as three to get the value, adding for any special features on a 10% to 50% scale as seems reasonable to you.

IMPROVING SKILLS & ABILITIES

During the course of an adventure, it is assumed that Heroic Personas will have the chance to both learn new things and to improve the skills and abilities that they had already—after all, challenge and trial make those who survive them stronger! This is where *Accomplishment Points*, or APs, come in. After your HP group completes a scenario (solves the mystery, vanquishes the monster(s), etc.) the gamemaster will award the Heroic Personas each a number of APs to reward them for their participation, as well as for any especially clever play and careful thinking. The precise method the GM uses to determine the amounts given out is the GM's own business, but a typical award will be around 5 APs or so, perhaps 10 if you did particularly well.

APs have two main uses—to increase an HP's TRAIT scores and amount of Study/Training/Education/Experience/Practice points. Once you have received your award, you may spend it to do either or both of the things mentioned above. STEEP points may be increased on a 1 for 1 basis. That is, for every Accomplishment Point you spend in a Knowledge/Skill Area, your HP's corresponding STEEP rating will go up by 1. You may, however, boost any single K/S by no more than 5 per game month. TRAIT scores, however, may be increased on a 1 for 3 basis. For every 3 APs you spend in a TRAIT, your HP's score will increase by 1. Furthermore, more K/S Areas may be added by spending Accomplishment Points. The cost is 5 APs, and the amount of the starting STEEP is always 5. If Cristof wished to acquire the *Animal Handling* K/S, for example, he would have to spend a total of 5 APs, and his initial STEEP for the K/S would be 05.

Note that you may spend part of your award on a TRAIT, part on a K/S Area, another part on a second K/S Area, some more on a second TRAIT, etc., in any combination until you run out

of APs. You may even, if you wish, save APs and combine them with an award from a later scenario to make a large purchase.

Finally, note that raising a TRAIT score does *not* result in any corresponding increase to the Heroic Persona's K/S Areas. The TRAIT bonus to STEEP was solely a part of HP creation, reflecting long periods of study on the part of your HP prior to the persona's being introduced to play. For example, just because I raised his S by 2 doesn't mean that Cristof's *Leadership* K/S would have also gone up by 2!

Awarding Accomplishment Points

Accomplishment points are awarded after the completion of a scenario. How much you, the gamemaster, award should be based upon three main things:

- (1) The success of the HPs in the scenario.
- (2) The length and difficulty of the scenario.
- (3) The skill with which each HP was roleplayed.

The usual award for a short scenario will be 4-6 (5 average) APs, but you may vary that by adding or subtracting APs to take each of the above considerations into account. Starting from a base of 5 APs and working through three modification steps is a good way to handle the situation. The first two steps use criteria which are the same for all HPs involved in the scenario, but the third will have to be personalized for each Heroic Persona. The three different modification factors are discussed in greater detail below.

Example of AP Expenditure

Let us imagine that Cristof has successfully found the den of a group of thieves who had been robbing merchants in a nearby region, and having completed that scenario, is now ready for his AP award. Taking his clever play into account, the GM grants him 8 APs and now we must decide how we wish to spend them to improve Cristof.

First we decide that his *Spiritual* TRAIT could use some boosting, so we spend 6 APs to raise it from 30 to 32. We now have 2 APs left to spend, and we see that his *Appraisal* and *Influence* K/S Areas—which only have STEEP ratings of 30—would be good candidates for improvement. Spending 1 point on each, we come up with a new STEEP rating of 31 for each. Note that we could not have spent all 8 APs on *Influence* and raised it to 38, as the maximum by which any K/S Area can be raised per game is 5.



Example AP Awards

Cristof and his associates have just completed "High Time at the Winged Pig" (page 93), and now Cristof's player awaits his AP award from the gamemaster. First of all, the HPs managed to survive the ordeal and suffered no loss of material or casualties—other than a wound or two. Therefore, the GM rules that the HP effort was a complete success and deserves a +1 modification. However, as the scenario was very short and rather simple—a modification of -2 is applied. But the GM felt that, as a roleplayer, Cristof's player projected the persona in an exemplary manner, and so gives a +2 modification for that. Thus there is a final modifier of +1, which, when added to the basic recommended award of 5, comes out to be a total award of 6 Accomplishment Points for Cristof.

Success (-1 to +2 AP): How well did the HPs do? A complete success, in which they thoroughly beat the Evil Personas and suffered no loss of life or equipment, would possibly merit a +2. A success with some casualties and losses might receive no modification, and any failure of a mission might cause the overall reward to be reduced by 1.

Length and Difficulty (-2 to +5 APs): Completing a very long, complex, and/or difficult scenario merits a higher award than does finishing an shorter/easier one. It is up to the GM to determine just what counts as what, but the sample scenario given in this book might both count as -1 for example.

Roleplaying (-1 to +2 APs): This should be determined individually for each HP that participated. Things to take into account are: how many sessions a player showed up for, whether or not the player tried to project the HP's personality, and how much the player contributed to play when present. Did the player actively participate or just sit and daydream? Did the player listen to the GM or spend more time socializing? How much thought did the player put into solving the scenario? Someone who did well on all counts should receive a +2, while good performance on most counts (someone who didn't show up for all the sessions but contributed greatly while there, for example), might merit a +1. A zero would be for average performance, and lower scores would reflect a need to improve.

Someone who only made one session out of four and did little while present might only deserve to receive 1 AP (or none) for the whole adventure! Remember, make your players work for their APs!

ADVANCED MYTHUS APS

Note that this AP system should be used with **Mythus Prime** rules only. When you upgrade to the more detailed *Advanced Mythus* rules, be sure to change your method of awarding APs to one which reflects the changed value of APs in the advanced game (see the **Mythus** book, page 134).

USING MYTHUS PRIME RULES IN ADVANCED MYTHUS SCENARIOS

While Chapter 9 contains a scenario based on the **Mythus Prime** rules, likely most other scenarios will be designed mainly for use with the *Advanced Mythus* rules. Thus, it will be incumbent on gamemasters of the **Mythus Prime** game system to either design their own adventures or to translate the more complex scenarios into basic terms. The latter job is not as difficult as it might appear at first, and a few guidelines for doing so will allow you to easily go right through an advanced scenario and arrange things for use in the basic game.

Translating from advanced to basic rules mainly involves *ignoring things*. Generally speaking, anything you see printed which is not a part of the **Mythus Prime** rules you can ignore. Thus Difficulty Ratings (but see below under Dice Rolls), weapon ranges, terrain classifications, Sub-Areas, Insanity Checks, and the like are all things which you may throw aside with impunity. You might find it helpful to take a highlighting pen and go through a scenario, marking the things which you won't need to worry about during play. Some things, however, like Magical objects, odd or specialized weapons, and OP information cannot be so easily set aside and you will have to do some work to put them in simpler form. These are covered in the following sections.

Dice Rolls

In an advanced scenario, you will see numerous references to DRs (Difficulty Ratings), CATEGORIES, K/S Areas which aren't utilized in the basic rules, and contests between personas. For the most part, you can just ignore the DRs, although sometimes you can use them to help indicate whether or not a roll should be extra difficult (made at +5, +10, or +20). Whenever a DR of "Difficult," "Very Difficult," or "Extreme" pops up, you may assume that the roll is being made under very tough circumstances and that the persona rolling should have a penalty.

Also, there will be frequent demands that rolls be made against certain CATEGORIES, such as "the MR CATEGORY," "the SM CATEGORY," etc. In **Mythus Prime**, these can be resolved by rolling against the CATEGORY'S corresponding TRAIT instead. If an HP had to make a roll against the "MR CATEGORY," for example, it would simply be rolled against the Mental TRAIT, or M. You can always tell which TRAIT the CATEGORY is associated with by the first letter of its abbreviation. The PM and PN CATEGORIES, for example, are associated with the Physical TRAIT; MR and MM with Mental;



SM and SP with Spiritual. Likewise, rolls against strange K/S Areas can also be resolved by rolling against the corresponding TRAIT. For example, if a persona were required to make a roll against the "Economics/Finance/Investing" K/S Area (which we don't use in **Mythus Prime**), the roll would be made against the Mental TRAIT instead.

Finally, when a scenario calls for a contest between an HP and some other persona (or says something like, "HPs must each successfully match their Influence STEEP vs. that of the EP"), just have the HP roll normally, and assume that if the roll succeeds the HP wins.

Heka, Castings, Magickal Devices, etc.

Since this is a fantasy RPG, the magickal system plays a big part in the overall structure of the game. Converting magick from *Advanced Mythus* scenarios will most likely be the trickiest work for you, especially if some of the specialized K/S Areas are used, such as Heka Forging, or Spellsongs.

Although Heka cost is the same for Castings in both systems, the amount of personal Heka any persona has is determined differently. Personal Heka amounts in *Advanced Mythus* come from a wide variety of K/S Areas. Amounts in the advanced game are usually at least twice what they are in **Mythus Prime**.

When converting personal Heka amounts for Other Personas, the rule of thumb is to reduce the amount to one-half of that listed. However, when you are dealing with powerful leaders or Monstrous Personages, bear in mind why the Heka values are set high to begin with. If reducing Heka for any OP would eliminate the ability to use any Castings or powers mentioned in the scenario, leave the numbers as they stand. However, remember that Personas in the basic rules will be limited as to the Grades of Castings available to them, because of their lower Heka amounts. Caution must be exercised when pitting Heroic Personas against EPs that typically use the more powerful Castings.

The more common magickal Castings and devices are slightly easier to convert and simplify. As with dice rolls, magickal effects which work against CATEGORIES (a subdivision of TRAITS used in *Advanced Mythus*) can be translated to the corresponding TRAIT score. Objects which require a certain K/S Area to use may either be converted to a similar K/S or—at the gamemaster's option—be given a base percentile chance for use by a similar K/S Area.

Data For Other Personas

One thing which will take a bit of work is converting the advanced rules information for OPs to that of the basic rules. Once again, there is a lot of ignoring to be done here too! Let's take a step-by-step look at the standard form for such information:

(1) **Statistical Data/Base Schemes:** Get rid of everything under this heading except the numbers after the abbrevia-

tions "M," "P," and "S" on the top row. These numbers are the *Advanced Mythus* TRAITS, which you need only reduce to half to convert into **Mythus Prime** TRAITS.

(2) **Weapons:** All you need to keep is the BAC, RATE and DMG (Damage) numbers. Reduce BAC by 25% to come up with the OP's Weapons STEEP rating. RATE equals the number of attacks per CT the OP can make. Damage remains as listed.

(3) **Quirks:** Some of these quirks are convertible into Special Powers. Read the description of these quirks on page 309 of **Mythus**. Examine the description of the OP, and see what you think!

(4) **Prime K/S:** Just leave these as they are, but ignore any that aren't used in the basic rules.

(5) **Everything Else:** Joss, armor details, Base Move, etc. can all be ignored!

Moving On

While you may wish to stick with the **Mythus Prime** rules for awhile and do some translating for them, eventually you and your players will probably wish to move on to the *Advanced Mythus* rules. Information for gradual introduction of the advanced rules into your campaign is given in the **Mythus** book, pages 34-35. That advice is the best to follow.

PLAYING THE GAME

The purpose of this section is to give you a feel for how play actually works and what adventuring is like. This sample session includes three players and one gamemaster. The three HPs in this example are Cristof, his old friend Jakob, and a thief named Elathana. The captions below show what the GM as well as the players of the HPs' say and do as the game progresses:

GM: "All right, so you've agreed to go to the bandit's stronghold to rescue the merchant's daughter. You learned at the local tavern where the stronghold is and have a good idea of how many bandits are there. What now?"

Cristof: "Well, we need to gather our gear and get ready before we go."

Jakob: "That sounds good, let's do it."

Elathana: "We'll probably need to scale the wall, so I'll go get some rope and a grappling hook."

GM: "Just make sure that you each have written down all the equipment you're taking. If it isn't in writing, you don't have it!"

Cristof (checking his equipment list): "Right. I think I have everything I can manage to carry and might need. You guys ready?"

Jakob: "Got it."

Elathana: "Done."

GM: "Okay. You ride to the stronghold, which is about 30 miles away. That takes up the rest of the first day. Next



morning, you approach the place. The trail leading to it winds through the forest, and then opens into a clearing, and the stronghold is built into the side of a large cliff."

Cristof: "We'll stay in the woods nearby until it's good and dark, then leave our horses tied to some trees just inside the edge of the woods when we go in. Meanwhile, we'll watch the wall for guards from the edge of the forest."

GM: "You can see one guard walking the wall. Nothing else appears to be happening inside."

Elathana: "Great. Once it's dark and we decide to move in, I'll sneak closer along the edge of the cliff and climb up using the grapple when the guard's at the other end of the wall. When it's all clear, I'll signal the others to come up."

GM: "Okay, I'll roll to see if you make your *Criminal Activities*, *Physical* check to sneak up to the wall, then you'll make a Climbing roll to get up the wall." (The GM makes a D% roll concealed from the players.) "The guard doesn't turn to look in your direction."

Elathana (rolling the dice): "Okay. I made my roll. Now what's happening?"

GM (grinning): "The guard's coming back..."

Elathana: "Rats! All right, I quietly draw my dagger and hide in the darkest shadows I can find. When he gets close, I'll try to surprise him and take him out as quietly as I can."

Jakob (anxiously): "Can we see what's going on up there?"

GM: "Not really; remember, it's dark. Besides, you couldn't do anything anyway. Elathana, when the guard gets about five feet from you he stops and peers out toward where the others are."

Elathana: "I guess this is it! I'll spring at him and try to knock him out with the pommel of my dagger. Roll for surprise now?"

GM: "No need to—you surprised him. Give it your best shot."

Elathana: "Here we go...Oh, yeah! I got a 2! That's a Special Hit! 2D6 maximum is 12 total!"

GM: "Good job! Since you got a Special Hit on your roll, I'll say you took care of him."

Elathana: "Whew! That was close. Okay, I'll look around first, then signal the others to come on. When they start up, I'll make sure the guard is bound and gagged."

GM: "You two both need to make a *Mountaineering* (or *P TRAIT*) roll to get up the wall."

Cristof and Jakob (rolling dice): "We both made it. What do we see and hear?"

GM: "Elathana is busy tying up the guard. Looking around, you see the empty courtyard below. The outer wall that you are on connects to part of the building on the far end, and it has stairs leading down to the courtyard on this end."

Cristof: "Let's try going in from upstairs. There might be more bandits inside the main entrance. Jakob, you get a Casting ready, while Elathana and I go in with swords drawn."

Jakob: "Okay. I'll walk in the back, though."

Elathana: "Right. I draw my short sword. Let me go up front, since I have a better chance of sneaking up on someone: I'm used to stealthy work, you know..."

GM: "At the end of the wall is a closed door leading into the building. Who's going to open it?"

Elathana: "I will, but first I'll put my ear to the door and listen for sounds from inside."

GM: "Make a *Perception* roll (the GM has the option of rolling secretly for the players instead) to see if you can hear anything."

Elathana (rolling D%): "Nope. Didn't make it. Hmmm...I'll look at the others to make sure they're ready, then open the door. What's beyond?"

GM: "A hallway and a lit torch in a wall sconce. Down the hall about 20 feet is a closed door."

Cristof: "I'll take the torch, so we can all see."

Elathana: "I'll listen at each door as we pass, until I hear something. How many times should I roll?"

GM (grinning): "Don't worry about it. I'll tell you when you hear something. As you follow the hallway, you hear voices behind the third door. It sounds like there are a group of men in there gambling. What do you want to do?"

Jakob: "Let's keep going. I don't think she would be in there."

Cristof: "I agree. Let's go."

GM: "All right, two down from there, Elathana hears somebody snoring."

Elathana: "Aha! I think I know how we can find out where the girl is. I open the door a crack: Is it dark inside?"

GM: "Yes."

Elathana: "I'll step inside real quietly and move toward the sound. You guys count to three, then come inside and shut the door behind you. I want to get to the sleeping bandit before the light wakes him up. When they come in, I'll put my sword to his throat and wake him up for a little questioning."

Cristof and Jakob (nodding): "Sounds good. Do it."

GM: "All right, but I want you to make a *Physical* roll at +5 (it could be higher, like +10, +15 etc.) to keep from tripping over something in the dark."

Elathana (rolls): "Just made it! Okay, what now?"

GM: "When the other two come in with the light, you can see that the guy who was sleeping is wounded—probably from a raid. He doesn't look happy when he figures out what's going on, but he isn't in a very good position to argue!"

Cristof: "Good! I'll move over by Elathana, and get ready, just in case."

Jakob: "And I'll search the room, looking for anything else that might be useful. Anything here?"

GM: "Ummm...Well, there's a new ransom note on the table."

Elathana: "Where's the merchant's daughter?"

GM (for bandit): "Why should I tell you?"



Elathana: "Because I'll kill you if you don't." (Grinning at the GM) "I'll press a little harder with the edge of my sword..."

GM: "You can tell he doesn't want to say, but you've got him nervous. He gulps and says, 'She's downstairs, in a storage room by the stables.'"

Cristof: "Well, you're gonna show us where that is. Get up—but don't try anything funny, or we'll skewer you! I'll tie his hands behind his back, just in case."

GM: "Your captive leads you downstairs to a room and says, 'This is it.' What are you going to do now?"

Elathana: "I'll listen at the door."

GM: "You hear sobbing, and the sound of a man laughing inside."

Elathana (gritting her teeth): "I'll tell the others what I hear."

Cristof: "Okay, I'm going in! I'll teach the thug to pick on a defenseless girl!"

Jakob: "Wait a minute—there may be more than one of them..."

GM: "Too late. Cristof opens the door and sees a big guy with a whip, standing over a girl with manacles on her wrists. All of you tell me what you're going to do, then roll for Surprise." (The GM rolls and gets a 73.)

Cristof: "I'm going to rush him, and attack with my sword."

Elathana: "Here we go...I'll follow him in and attack, too. We need to take care of this guy quick."

Jakob: "While they fight, I'll go pull the girl aside and make sure she's all right, being careful not to get caught in the combat."

Cristof: "Aha! I got a 20 on the surprise roll!"

GM (smiling to himself): "Okay, Cristof and Elathana, roll D% against your *Combat, Hand Weapons* K/S STEEP. Jakob, you'll have to roll against your Physical TRAIT at +20 to pick her up and move her without getting in the way—she's in leg irons, too."

Elathana: "I missed."

Cristof: "I hit. Damage is...18 points."

Jakob: "I made it with a 15."

GM: "Now let's all roll a D10 for Initiative. I got a 4."

Cristof: "I got a 10! Damn!"

Jakob: "Hal I got a 1!"

Elathana: "I got a 3—I'm gonna swing again!"

GM: "Wait a minute! Jakob's first."

Jakob: "I'm going to ask her if she can walk if I take off the chains. If so, I'll try to pick them open."

GM: "She says she thinks so. Roll your *Criminal Activities, Physical* STEEP."

Jakob (rolling): "24—I made it."

Elathana: "Now I'm gonna hit him." (Rolling.) "This time I hit him for...Yeah! 16 points!"

GM: "That's enough to Daze him—but he's still swinging at you, Cristof. Whoa, 93, he really missed."

Cristof: "All right, I'll swing again.... Rats, I missed!"

GM: "Well, then it's time for Initiative again. I got a 4. That makes it 6 for me, since the bandit's Dazed."

Elathana: "A 10!! Looks like I got Cristof's roll this CT."

Cristof: "I got a 2 this time."

Jakob: "I got a 5."

Cristof: "I'll swing again. It's a 47—hit—for 18 more points. What kind of armor is this guy wearing anyway?"

GM: "None, just regular clothes. It doesn't matter, anyway. He's dead."

Jakob: "Let's get outta here!"

GM: "The hall is clear, which way?"

Elathana: "Hey, wait! Where did OUR captive go?"

GM (laughing evilly): "You didn't expect him to hang around and wait, did you? He probably went for help. As a matter of fact, you hear the noise of others approaching. Let me roll a D10 to figure out how long it will take them to get there."

Cristof: "How long?"

GM: "You going to wait to find out?"

Jakob: "No way! Let's get going!"

There are some important lessons to be learned from the above example, particularly for young, budding GMs. The first thing, of course, is to use the rules imaginatively. Never, when you are playing, worry too much about what it says in the book, but rather do what seems the best at the time. This GM's decision to forego the Surprise roll is a good example, as is his arbitrarily rolling 1D10 to see how many CTs it took for the reinforcements to arrive. Note also that when Jakob wanted to grab the girl and move her to safety without getting in the way, the GM simply said, "Do it with a Physical roll at +5."

No two groups of people are going to play the game in exactly the same way, and there is no one "right" way to conduct an RPG or to resolve any particular situation that comes up during a scenario. The collection of rules in this book are often at best a collection of suggestions on how things can be run, and you should never cling to them when doing so seems particularly unfair, unrealistic and/or too much trouble.

The rules in the **Mythus Prime** game are intentionally simple and often deliberately vague. We want you to be able to unleash your imagination with a bare minimum of technical details to worry over. Of course, if and when greater complexity and more realism is desired, the *Advanced Mythus* rules in the **Mythus** book is an option, and, in fact, we recommend that all players of the **Mythus Prime** game eventually progress to the advanced rules. (See **Mythus** pages 34-35 for details on switching your campaign from the **Mythus Prime** rules to those in the *Advanced Mythus* game.)

Another thing which may be apparent from reading the above is that a good gamemaster is also adept at improvising in an unexpected situation. No written scenario is going to give the gamemaster answers to everything that the players could possibly ask, so the gamemaster must be prepared to



make up something that sounds plausible on short notice. It's really pretty easy to do once you've had some practice! What is slightly harder is to remember what you've made up. For the sake of consistency, be sure to write down all important things that you've improvised!

On the whole, you should now have a feel for how things work. It's simply a matter of the GM describing the situation and the players reacting. One thing that might prove helpful for inexperienced gamers is to find some people who have been playing for awhile and watch or play with them. Most large cities and college campuses have organized groups of roleplaying gamers—do some snooping around to find out where they meet. Hobby shops that sell gaming materials (you may have bought this book at one) and fantasy/science-fiction conventions often draw legions of gamers through their doors!

MAGICKAL ITEMS

This section contains some sample magickal items that can be encountered in the **Mythus Prime** game. Note, however, that this listing here gives only the barest taste of what is possible. For more such items (including Heka-infused substances and items particular to specific Vocations), see the **Mythus Magick** book, which contains more than 10 times as much information concerning magickal items!

Detection and/or Location Objects

It is often necessary for HPs to detect the presence of some Effect or object, or to locate people or things while adventuring. Magickal detection or location devices can come in literally any form—a ring, a wand, a sword, or even something as obscure as a feather quill which points toward any magickal writings within range.

Arrow of Direction: Such a device has a symbol of a compass engraved upon the shaft near the head, with the north compass point following the direction of the arrow. When the arrow is placed on a flat, relatively smooth surface, it will orient itself so that the head points north.

Gem of Truth: This small, unpolished gray stone is slightly flat and smooth, but otherwise unremarkable. When picked up by a persona, it is slightly warm to the touch. If the one holding the stone asks another person a question, the Gem of Truth will respond to the answer in one of three ways. If the answer is true, the gem will give off a faint blue glow. However, if the respondent answers with a lie, the stone will turn dark. If the lie is a real whopper, the gem will become black, and turn slightly cold. Finally, if the answer is not easily classified as a truth or falsehood, the stone simply remains unchanged. This last condition is often the case with complex answers, or those with a bit of both truth and lie. The easiest answers to judge, of course, are those which can only be answered "yes" or "no."

Wand of Heka Detection: This wand is able to sense and orient upon any source of Heka within 10 feet. If multiple sources are present, the wand will always indicate the strongest in the group.

Oracular and Prognostication Objects

Another useful type of device, the oracular item allows a persona to have some general information on events which *might* take place.

Font of Wisdom: This polished silver basin is enchanted so as to affect any liquid placed within it. Personae who wash their face in water from the font will gain a temporary bonus of 20 points to their Spiritual TRAIT. If the water from the font is drunk, it will confer 10 points to Spiritual TRAIT. Either of these powers has a duration of one hour. Each is usable once per day.

Gem of Twenty Questions: A most useful item, the Gem of Twenty Questions stores 20 answers to questions phrased in such a way that the answers are either "yes" or "no." If the possessor of the gem holds it in a hand and concentrates on the power while asking the question, the gem will pulse once for "yes," twice for an answer of "no." It will answer its 20 questions but once a month.

Rune Stones: Rune Stones are a collection of smooth semi-flat stones, each bearing a runic symbol. A persona can use these stones to determine influences affecting another persona, and what the future holds for that person. This knowledge may suggest possible courses of action to remedy unwanted influences or avoid situations.

Scrying Devices

This is a fairly large, general class of magickal devices which enables their users to see the events occurring in a remote location, a person, or an item—usually located on the same plane as the users. While normally useful in observing such, they do not otherwise indicate exactly *where*. Also note that scrying devices may be unable to view certain personae, objects, or locations, if precautions have been taken to shield such from scrying attempts. Such can be accomplished through the use of Castings, or when large quantities of certain substances (such as lead) exist in the target area.

Basins With Fluid: The most common form of scrying device is a magickal basin. When filled with fluid, the practitioner is able to concentrate on the object of the scrying attempt and bring forth its image. The drawback to scrying basins is that they are also the least powerful, for their range is limited to the practitioner's plane and sphere, and they generally have a finite distance limitation in miles, typically 1D%.

While the normal application for basins is scrying, they can also be used to aid divination-based Castings. This is true for any scrying device, for that matter. This application reduces the D% modifier, by the caster focusing concentration upon the device.



Optionally, the GM may allow the persona to use any of the four elements—Ærth, Air, Fire, Water—as Materia for scrying, depending on the type of container. Thus, it is possible to have a brazier of scrying, which would use flame instead of water.

Mirrors: Enchanted mirrors can be used for many purposes in addition to scrying, but when used for viewing other locations they are far superior to the other devices of this type. Not only do they provide a larger image, they are far more accurate and provide a greater degree of clarity. The power of such devices is harder to thwart, but they are also easier to detect by the subject of the scrying.

Mirrors are often capable of enabling communication with another persona. Such communication might be verbal or telepathic (if either the possessor or the subject of the scrying possesses that ability).

The most powerful magick mirrors not only provide the capability of scrying and communication between other planes and spheres, they may also (rarely) serve as a teleportational bridge—a Door—between these places (provided the possessor knows how to activate this power). These latter sort are very rare, and only a few are rumored to exist on Ærth.

Martial Accouterments

Magickal weapons and armor are one of the more useful and utilitarian types of magickal devices. Although expensive, these types of items can be acquired and used by most personas.

Weapons

The subject of magickal weapons is so broad as to fill a large reference work by itself. But a few examples are provided here for your use.

All-Purpose Axe: This wooden-handled axe contains extra-dimensional “pockets” along its haft. These contain rope, spikes, grapples, caltrops, flasks of oil and water, tinder, etc. The blade is interchangeable with others (also contained in the haft) that serve as pick, shovel, cutters, saw, pry bar, etc...

Darts of Darkness: These darts are silver with black feathers and are approximately seven inches long. The sharp points are slightly discolored on the very tip as if they have been held in a fire. In addition to the normal Physical damage caused by a dart, when a subject is hit with one of these, it experiences a magickal blinding effect. Blindness caused by these darts is permanent until removed by a Heka-user who can counteract the dweomer.

Ghost Bolt: This slender, nearly transparent shaft is made from an unknown, incredibly hard substance, but otherwise appears as a normal light crossbow bolt. It functions as a normal bolt, but has a special Power which becomes evident in the presence of Partial and Non-Physical Manifestations.



When such spirits are within range of the bolt, the item begins to glow brightly, and increases its light emissions when pointed in the direction of the spirit. If fired from a crossbow, it will seek unerringly the spirit, and inflict Spiritual damage as if the target were a Full Physical Manifestation.

Body Armor

Magickal armor, in all its myriad forms, is one of the most important types of magickal devices, for such is the stuff which enables a persona to do battle with the powerful foes and dreaded creatures typically found in a fantasy game system—and survive!

Armlet of Surrphkhat: This magical circlet is adjustable, and when placed on the wearer's bicep cannot be removed by any except the wearer as long as that person lives. The protection conferred by this armlet is effective versus all damage types, providing a flat 20 points in all cases.

Boots of Agility: The wearer of these boots will be able to tread lightly and easily over the most difficult terrain conditions. This includes everything from wet, slippery, or icy stone to muddy, clinging marshland. The boots also enable the wearer to jump nimbly from one spot to another, hurdling small obstacles and landing precisely, with cat-like grace.

Featherweight Chain Mail: This is magically enchanted armor that is virtually weightless. It is otherwise the same as normal armor, both with respect to the amount of damage protection it can provide, and the effects of attacks (such as electrical or magnetic) versus metal armor.

Gauntlets of Dextrous Attack: The material of these long gauntlets is as soft and supple as doeskin, yet incredibly strong. The wearer of these enchanted gloves will notice that there is very little loss of tactile sense while they are on. Weapons held with gauntleted hands feel almost like they are a natural extension of the persona, and STEEP with any weapon will be subject to a 25-point bonus.

Interposing Buckler: This small device is dweomered such that any hurled or projectile missile will draw it, if possible, into position between the missile and the persona.

Wristband of Chameleon Power: This small metal armlet is encrusted with many small gems of every imaginable hue. If the proper command is spoken, the wearer's skin, garments, and possessions will take on the appearance and coloration of the surroundings. This makes such wearers nearly invisible while motionless, and even when moving the persona will be hard to see clearly.

Other Magickal Devices

Items which are not combat-related run the gamut of Heka-engendered Powers, from attack and damage, protection, and warding, to practically any conceivably useful function. And of course, where there is useful, beneficent magick, there are also curses...

Antidote Cup: This cup is Heka-forged with the power of an assortment of magickal anti-toxins. It is imbued with the power to absorb a wide variety of dangerous poisons. In fact, it will always negate the toxic effects of natural or herbal poisons, though some of the more potent poisons of magickal sort will still have a chance to work (at the gamemaster's discretion).

Belt of Flying: An otherwise normal-looking belt, this item allows its wearer to fly per the Herballism *Flying Potion* Formula for a period of up to 1D6+4 ATs. The power is usable once per day and requires one CT to activate via command word.

Chalice of Faith: This large, bejewelled golden cup is obviously worth a great deal of money. In addition, any persona drinking from this chalice will be granted an increase in faith and willpower—Spiritual TRAIT will be increased by 5 points for a period of 1D6+4 hours.

Clasp of Gasping: Appearing as a highly valuable cloak clasp of gold and jewels, this item is actually possessed of a most deadly curse. When placed into position upon a cloak or cape, the clasp immediately extends several strong tendrils of steel around the neck of the wearer. The tendrils then proceed to constrict, literally choking the life out of the persona, working exactly like a garotte. Only the immediate application of a Casting or Power able to disrupt magick will save the persona from certain death.

Cloak of Manyform: This cloak is able to temporarily transform its wearer into another physical form. The wearer and all possessions will assume the alternate form in but one Critical Turn. Any Physical abilities germane to the new form will be available to the persona, but any unusual Mental and Spiritual powers of attack and defense—as well as Heka-engendered Castings and Powers—will not be, unless they were possessed in the persona's natural state.

Hands of Healing: These soft leather gloves are permanently charged with a dweomer that enables the wearer to heal 1D6 points of Physical damage. This power is usable three times per day upon command.

Hat of Disguise: This magickal headwear contains a Heka-engendered Power that disguises the wearer's face, allowing the persona to create a mental picture of the desired visage others will see. The face, hair color, and eye color of the illusionary disguise may be completely different from that of the wearer, even resembling that of another race.

Ring of Danger Prediction: This engraved ring holds a single sunstone. Its power allows it to warn the wearer of impending danger. When a potentially perilous creature or situation is at hand, the gem will darken perceptibly. The relative amount of danger will be indicated by the shade of the stone. Thus, if the danger is minor or far away, the gem will only darken slightly. But if the danger is near or life-threatening, it will turn black.

Creatures, Monsters, and Other Personas

This section deals with the myriad inhabitants of *Ærth* (intelligent and otherwise) that the HPs will interact with.

CREATING AND USING OTHER PERSONAS

Other Personas (OPs) are any personas which are controlled by the GM and not the players. Included in their ranks are the *Evil Personas* who oppose the HPs, the *Monstrous Personages* (MPGs)—vampires and the like—who frequently appear to menace the party, the *Heroic Personages* (HPGs) who occasionally serve as patrons and mentors to the HPs, the *Friendly Personas* (FPs) who help the HPs during their adventures, and the *Mundane Personas* (MPs) which includes just about anyone that doesn't fit into any of the other categories above.

Chapter 15 of *Mythus* deals extensively with the creation and use of Other Personas, and you will find a great deal of the information there to be helpful. This section, however, is mainly concerned with what shape OPs will take in *Mythus Prime*.

What Is Needed

There will be many different OPs for the Heroic Personas to meet during the course of an adventure. Most will be of the MP sort—a wizened sage, a local miller, a watchman walking his beat, an angry peasant, a jolly innkeeper, an ostler in a rowdy tavern, or a young street urchin that saw something the HPs will want to know. These are people for the HPs to talk to rather than fight, and as gamemaster, you will mainly need to know two things for them: (1) What useful information, if any, they have; and (2) their general personality and how their information can be obtained by the party.

For MPs with important clues, this information should be determined beforehand. For example, you might decide that the young street urchin saw a man the HPs are looking for being dragged off into a sewer by a hairy, sub-human figure (the information). The boy distrusts adults (general personality) and was very frightened by the experience; he will refuse to talk about what happened unless an HP can succeed in an Influence roll at +20 (the method of obtaining the information). Of course there might be other ways (ethical or not!) of getting the boy to talk as well, but the above would be the *simplest* method.

Many of the OPs encountered, though, will be persons about whom there was no advance information prepared (few scenarios detail every passerby on the street!), and for these you will have to improvise. Doing so is not difficult. First of all, you can assume that most people will not have any information which will directly help the HPs in completing the scenario, but they might have some which will be useful to the HPs in the short term. A patron at a nearby table might be overheard to remark about a strange occurrence in the area, giving the group a clue as to where an adventure may be found. To add some extra flavor to the scenario, you should give such "sudden-encounter" MPs personality as well. The patron, for example, might be in a bad mood and snap at the HPs when they ask for more information.

Generating Data for OPs

For the most part, however, you will not need more detailed

information. The exception to this is for FPs and MPs—and all other personas—whom you plan to have aid or attack the HP party. Perhaps a group of thieves or an obnoxious guardsman will make trouble for the party. In that case, you will need combat information (the Physical TRAIT rating, Wound Level, weapons STEEP, and weapons) for these OPs. Furthermore, there are some Other Personas for whom you will need all the TRAIT ratings and a few K/S Areas as well; in the case of some very important ones, you will need as much information as you would for a Heroic Persona. This greater amount of detail allows you to conduct actions, reactions, interactions, and combat by, of, and between the OPs and the HPs (and Friendly Personas), and for the OPs to make K/S rolls as well—which some will have to do. Examples of OPs which must make K/S rolls are associated personas working with the HP party and opponents which are in the process of pulling off some scheme.

The first thing to decide when creating any such persona for whom you plan a more active role is just how powerful you want that OP to be. Do you want the OP to be merely a minor help or an annoyance, or perhaps a scare, a challenge, or a terrible danger to the HPs or their foes? Generally speaking, a Heroic Persona is an above-average example of the species and is superior to most people in most things, so the majority of the OPs will be a bit less powerful. A few of them, however—particularly the Heroic Personages which guide the HPs, the leaders of the Evil Personas, and many of the terrible Monstrous Personages—will be mightier than any HP! Friends and foes of this nature are powerful, and enemy ones will require the combined effort of the entire HP party to defeat.

Usually there will only be one or two such OPs in a scenario, and they will frequently lead a larger group of more average EPs and MPs who confront the party earlier on in the scenario. A battle between the party and a super-powerful Other Persona is something which often happens at the climax of the story!

As a running example, we will create a leader for a group of highwaymen. Since he will be the main directing force behind the bandits which the HPs will encounter throughout the scenario, we decide to make him especially tough.

Generating TRAITS

All you need to do for powerful or special OPs is pick the TRAIT score which you feel best describes the persona. For more detailed personas, however, you may go ahead and set all three. The table of TRAIT scores is given here for your convenience:

TRAIT Score	Description
1 to 20	A handicapped human, greatly retarded in the TRAIT, or an animal/creature
21 to 25	Duller and weaker than most people
26 to 35	Average ability—where most people are at
36 to 45	Above average ability
46 to 55	Superior prowess
56 to 60	Exceptional prowess
61 to 75	Incredible prowess!
76 or more	Super-human ability with the TRAIT



P ratings of 76 or higher are suitable mainly for some MPGs and other personas whom you intend to be extremely powerful. The same can be said for M and S ratings. We decide that the leader of the bandits, for example, is incredibly strong and a good tactician, but is not a very charismatic leader (perhaps he rules his followers out of fear). Thus, we choose to assign him an M of 42, a P of 70, and an S of 23.

There is no limit on what TRAIT scores you, as the gamemaster, can assign to OPs, but the ratings that you assign should make sense for the OP in question. While a 65 might be a good P for a super-strong fighter, for example, it would hardly make sense for the street urchin mentioned earlier.

While you're at it, don't forget to figure out the WL for any persona you intend to have engage in combat. The WL is equal to 75% (drop fractions) of the OP's Physical TRAIT rating; our bandits' leader, for example, would have a WL of 51.

Determining K/S Areas, Money, and Possessions

For personas such as HPs, FPs, and some EPs, you will need to know something about non-combat skills and resources too. It is usually not necessary to go through and figure out all of the K/S Areas that any particular persona will have—rather just go through and choose one or two that you think will most likely be used during the game. For instance, our example bandit leader will do a lot of sneaking around, so we decide to pick out the Criminal Activities, Physical K/S for him. The main list of **Mythus Prime** K/S Areas in (page 29) is a good source of things to pick from.

As far as STEEP points go, you can easily assign those in the same manner as you did for weapon STEEP totals—just whatever seems appropriate. Many STEEP totals will probably be fairly close to the total of the TRAIT with which the K/S is associated. As a rule, then, during the game you can resolve any K/S rolls for you did not pick out beforehand by just rolling against the corresponding TRAIT. If our bandit leader needed to make a Mountaineering roll, for example, we could just roll it against his Physical TRAIT and assume that he *had* the Mountaineering K/S at a STEEP rating equal to his P.

Of course, there will be times when an OP will obviously *not* have a certain K/S Area, and you will have to take that into account as well. It is a good bet, for instance, that our bandit leader does not possess the Alchemy K/S Area; and so if we found ourselves needing to make an Alchemy roll for him during the course of the game, we would have to do so against his Mental TRAIT at +20, if we were going to allow the roll at all.

For important personas that the players' HPs will encounter, the gamemaster should also determine any money or possessions which would play a part in the scenario. Using common sense and the general guidelines for SEC determination, it should be fairly simple to come up with some basic ideas about how much the OP would have. The GM should use caution when determining money and possessions for Evil Personas—if such personas are defeated or killed, the HPs will probably wind up with their stuff. Do not assign anything to an opponent if you aren't willing to take a chance that the HPs may gain it.

Weapons & Armor For The OP

After assigning TRAITS and K/S Areas, you'll need to decide what sorts of weapons and armor you want your OP to wield and how accurate you want the persona to be. Once again, you may choose anything that you feel makes sense, but it's a good idea to give the above-average weapon STEEP ratings (36+) to only a very few OPs. Some rather tough EPs might have STEEP ratings of 45-50, and a few of the most powerful Evil Persona leaders could have 60 or more. This all refers back to just how powerful you want the OP to be. Similarly, don't give the OP too much armor protection. Not only will it tend to make the persona too strong, the armor might eventually become a part of the HP team's booty!

Returning to the example of our bandit leader, we want him to hit fairly often and do a great deal of damage, so we assign him a STEEP of 50 in the Combat, Hand Weapons K/S Area, and give him a hand axe and broadsword (3D6 and 4D6 damage, respectively). In a similar manner, we could assign weapons to the group of outlaws he commands (say a STEEP of 35, 1 attack each CT, and 4D6 damage each). Their armor is similarly handled, giving the leader better protection than the remainder of the other outlaws have. Naturally, you'll jot down the Averaged Armor Protection each bandit has. This information, plus the Physical TRAIT and WL, is all you really need to know before sending a persona into battle.

Heka Castings, Devices and Powers

Many personas will have the ability to use Castings which are the same or similar to the HPs' abilities. In addition (or alternatively, as described below), some Other Personas may have magical devices or natural powers of various sorts.

Castings: As far as Castings go, you can use the same lists that the HPs use as a basis for most of your typical Heka-using OPs. If you are dealing with a very powerful Other Persona, you may decide to increase the damage or effect of these spells. In rare cases when the listed Castings don't include an ability or effect that you want your Other Persona to have, you may be tempted to use one of the Castings from the K/S Areas found in the **Mythus** book. But be careful when doing this, because it could overbalance the scenario in favor of the OP. Also, the players with Heka-using personas will probably want to learn what the spell was and how their personas can learn to cast it. If you find the need to use advanced Castings, it may be time to move on to the advanced game.

Devices: One alternative to using Castings not covered in **Mythus Prime** is to provide OPs with magical devices (see the Sample Magical Devices section on page 66 for some possible examples). As with other OP possessions, be careful when assigning such devices, for they might be taken by the HPs should the OP be defeated. If such is the case, you can control the use of such an item by giving it special requirements for its use. Among possible special requirements is the use of a magical command word which must be spoken to activate the device. Another is a periodic "recharging," for the object has a limited number of Heka "charges" which, once used up, render it useless.

Powers: Many personas—especially MPGs—will have innate special Powers of various sorts. These special Powers are not available to the Heroic Personas; they reflect the supernatural



nature of *some of the most powerful enemies of humanity*. Once again, you are free to use your own discretion when assigning special Powers, but keep in mind that even a few such Powers will greatly increase the deadliness of your OP. Some suggestions for these Innate abilities are given in the Special Powers section below.

Note that these Powers will *not* be identical from creature to creature, and might even vary greatly in the way they work from the info given above—though in such cases the Power's operation will be explained in the creature's description. Feel free to add to the list if you so desire, but it should give you some good ideas to get started with.

Example: As for our bandit leader, we decide he isn't able to use Castings and doesn't have any special powers, but he does have a magickal broadsword that grants him a bonus of +5 towards his Combat, Hand Weapons STEEP when he uses it, so we note that he has an effective STEEP of 55 in this case.

Sample Magickal Devices

Some examples of magickal devices are given here. Feel free to add to or alter these items as seems appropriate (taking care, though, not to make any too powerful by giving it too many abilities or charges).

Stealth Boots

The wearer of these soft boots is able to move silently across the noisiest of surfaces—such as a creaky floor, or ground covered with dry leaves—without making a sound. When rolling against the wearer's Criminal Activities, Physical K/S, only a Special Failure will indicate that noise has been made.

Strength Armbands

The persona who wears these armbands will gain an additional 20 points of Physical TRAIT (P). This bonus will be applied to any dice rolls based on the persona's P.TRAIT. The wearer will also inflict an additional 1D6 points of Physical damage when striking barehanded or with a melee weapon in combat.

Heka Bolt Wand

This magickal device is useable by any persona possessing the Dweomercraft K/S Area. It produces at the rate of one Heka Bolt per CT. Each bolt will do 1D6+2 points of damage to the selected target (see Heka Bolt, page 131).

Defense Cloak

This apparently normal cloak is actually magickal in nature. It is able to function as armor, reducing the amount of damage taken by the wearer by an arbitrary amount (typically 1D6 to 4D6 points), as set by the gamemaster.

Speed Sword

Such a sword is enchanted to be extra light and allows its wielder to strike twice as many blows per CT as would normally be allowed. It does normal damage for a sword of its type, of course.

OP Special Powers

Some particularly deadly OPs may have one or more of the following Innate special Powers.

Resistant to Weapons

Normal weapons inflict either half or no damage against such a creature. The HPs will have to use fire, acid, special weapons of some kind (such as silver or iron), or a ritual of some sort (such as driving a stake through the heart of a vampire) to harm the monster.

Never Misses

One or more of the OP's weapons always hit when the creature attacks.

Poison

When one of the OP's attacks inflicts damage, the victim must also make a P roll or become comatose for 1D6 days. The poison takes effect in 1D3 CTs after the hit was scored.

Worse, some poisons might even immediately kill those who fall the roll!

Natural Armor

The OP ignores the first 1D10 points of damage inflicted on it by any attack.

Teleport

The creature may disappear and immediately reappear someplace else up to 1D10 miles away. It will not pop up in a space already occupied by a solid object, and may teleport only once every Action Turn (five minutes).

Fear Aura

Anyone who approaches within 10 yards of the creature must make a Spiritual roll or flee in terror for 3D6 minutes.

Insanity Aura

Anyone who sees the creature must make a Mental roll or become a gibbering idiot for the next 1D3 days.

Levitate/Fly

The OP can move through the air at a speed of anywhere from 1 to 100 miles per hour. It may or may not be able to attack while so flying (at the GM's option).

Disease

Upon being hit by this creature, the target must make a P roll or catch a terrible disease. The disease will drain 1 point from each TRAIT per day, and will continue doing so until someone can either use a casting (such as the Herbalist's *Healing Poultryce* Spell or make a successful Herbalism roll at +20 to cure the victim or discern what will effect a cure. Any particular persona may try an Herbalism roll for the disease no more than once per week.



Regeneration

The creature's wounds heal almost as fast as they are inflicted. Up to 1D6 points are removed from the total of its sustained damage each BT or CT (GM's option).

Psychic Agony

The creature radiates an energy which causes all beings within 10 yards of it to suffer hallucinations and terrible pain. All Heroic Personas with Spiritual TRAIT scores of less than 35 take an automatic 1D3 points of damage each CT that they fight the creature. Furthermore, all HPs with S ratings of less than 40 will become Dazed (see page 42) while they remain within 10 yards. This is a very powerful ability, and it may or may not cease when the creature has been killed!

Very Fast

The creature deducts 5 from its Initiative roll each CT.

Energy Bolt

The creature can fire a bolt of fire, frost, acid, or lightning in a line anywhere from 10 feet to 100 yards long and from 1 to 10 feet in diameter. The bolt will do from 1D3 to 9D6 points of damage to anyone in its area of effect with no attack roll being necessary! It might only be able to use the bolt a certain number of times each day (the more powerful the damage, the less frequently it should be usable), and no more than once per CT in any case. The GM chooses how wide the bolt, how severe the damage roll, and how often the effect.

Shapechange

This creature can change from its normal form into something else such as a wolf, a bat, a cloud of smoke, a spider, a giant, or something similar. Some have many forms they can turn into and others only have one. A ghost, for example, might be able to become solid, or a man might be able to become ghostly. Shapechanging OPs can usually fight in their different forms, and so the GM may need to have different combat information for each one. This power might or might not be restricted as to how many times per day it can be used.

Summoning

Certain few OPs can call monsters to their aid—usually to help them fight the Heroic Personas! As GM, you will have to determine the type and power of the creatures they are able to summon, as well as how many will appear and how often the summoning can attract them. Furthermore, some summoned creatures will magically appear on the spot as soon as they're called, while others might take days to arrive.

Special Connections, Information, etc.

The last thing you need to determine for your special OPs is whether or not they possess any special items, information, or connections. A special item is something which may be significant during the course of the adventure (or perhaps later in the campaign). It could be the key to a magick lock, a map to an important

location, a stolen object to be returned to its original owner, or whatever. Whole scenarios—and even campaigns—can revolve around an item, such as the ring of Sauron in *The Lord of the Rings*, or Stormbringer, the soul-stealing sword in the *Elric* saga. Insert such devices sparingly, to avoid overuse.

Special Connections are usually knowledgeable and/or powerful personas who are acquaintances or associates of the Other Persona. They are there to help the OP when called upon to do so. They typically aid the Other Persona by passing along important information, providing services, or even furnishing equipment.

To make our bandit leader fit into the campaign, we decide that he's really just another pawn in a bigger game. For Special Connections, we give him a minor noble in a nearby kingdom, an assassin in the nearby city, a crooked pawnbroker there, and a riverboat captain of piratical sort. The aristocrat is the main connection, of course. The noble dislikes the local ruler and has enlisted the bandit and his group to make trouble in the area. The bandit's noble associate won't really be involved right away, but he could be used in a future adventure. That is, *if* the Heroic Personas defeat the bandits and are able to find out who's really behind them, we'll bring in the "robber baron" to make things difficult for the team. Our new OP (and an Evil Persona at that) is now finished, and now all we must do is plan his strategy against the HPs in the coming scenario....

SAMPLE OTHER PERSONAS

This section provides some ready-made examples of Other Personas for your use in adventures and as an aid in designing OPs of your own. While a few of the OPs listed in the sections below will likely pop-up in scenarios for the *Mythus Prime* game, it is a good idea to make up some new ones for your scenarios (or adapt them from other game systems) so that the HPs won't be quite so sure what they're up against. You may also wish to refer to the *Epic of Ærth* companion volume and to the various volumes of the *Mythus Bestiary: Ærth Animalia* for a more complete list of the creatures of Ærth and Phæree. Try to preserve the elements of surprise and wonder for your own players. If you can convince them not to read this section at all, then so much the better! (Although we don't *really* believe they won't...)

TYPICAL MP

Lintelmore the Innkeeper (age 48)

M: 30 P: 25, WL: 18 S: 25

Notes: Lintelmore is the proprietor of the local inn where the HPs will surely stay during their travels. He is jovial and good-natured, and happily provides room and board. Lintelmore is curious and anxious to hear of news or gossip from distant lands. If the personas share a bit of news with him, he will prove to be a good source of local information.

Physical Description: As with many others of this profession, Lintelmore is overweight—the food at the inn being readily available and hearty fare. The innkeeper stands 5'10" and weighs 210 pounds. He has dark brown hair with some graying, brown eyes and a round face framed by a curly beard.



SEC: 5

Prime K/S Areas

STEEP

Handicrafts/Handiwork

45

Gambling

45

Possessions/Resources: Inn, cash box containing 4,000 BUCs. (28,000 BUCs in gold and silver hidden in cellar)

Weapons & Armor: None

TYPICAL FP

Max the Street Urchin (age 10)

M: 30 P: 27, WL: 20 S: 25

Notes: Max is a minor annoyance to the HP party; he will try to hustle them for handouts and (given half an opportunity) will try to pick-pocket one of the personas. He may give some information that is useful to them, though, if they are nice to him.

Physical Description: Max is a scrawny little waif, 5'1" tall and weighing 94 pounds. He has black hair and green eyes.

SEC: 2

Prime K/S Areas

STEEP

Criminal Activities, Physical

50

Possessions/Resources: None worth noting

Weapons & Armor: Knife (small), no armor

TYPICAL EP

Grygg, Assassins' Guild Master (age 33)

M: 35 P: 48, WL: 36 S: 35

Notes: Grygg is the leader of a local group of assassins. He is extremely cunning and tricky. Grygg will try to get the personas to help him through guile and treachery. If they don't realize what he is up to, it could get them in deep trouble with the local lawmakers. His study of Herbalism is largely limited to recognizing and preparing naturally occurring poisons.

Physical Description: Tall and lanky, Grygg is 6'1" and weighs 155 pounds. He has sandy hair and gray eyes.

SEC: 6

Prime K/S Areas

STEEP

Criminal Activities, Mental

55

Criminal Activities, Physical

50

Deception

45

Gambling

44

Combat, Hand Weapons

42

Combat, HTH Lethal

40

Combat, Missile Weapons

40

Influence

40

Acrobatic/Gymnastics

37

Herbalism

34

Possession/Resources: Grygg has the following magickal gear:

Cloak of Invisibility: Confers the Heka-engendered Power of invisibility upon the wearer while remaining still or moving at a normal rate (not while running or fighting!).

Amulet of Psychic Protection: Continuously confers 20 points versus all Mental and Spiritual attacks against the bearer.

Weapons & Armor: Leather jerkin and tunic; fine steel chain shirt (worn under tunic so as to equal Averaged Armor of 1/2 Chain Mail (6 points)); one pair of throwing daggers; magickal short sword, +10 STEEP, +1/die PD; stiletto with STR 55 insinulative poison.

TYPICAL HPG

Zarak the Scholar (age 42)

M: 70 P: 35, WL: 26 S: 65

Notes: Has knowledge of what the HP group is after. May be a friend or mentor of one of the personas, or a Special Connection to another OP known to the HPs. He is well-known and respected in the community.

Physical Description: Zarak is a small man, with black hair that is going gray at the temples. He is 5'9" and weighs 140 pounds. His eyes are black.

SEC: 7

Prime K/S Areas

STEEP

Political Science

50

History

50

Multiversal Planes & Spheres

42

Subterranean /Erth

42

Alchemy

25

Possessions/Resources: Home, library of precious tomes

Weapons & Armor: None

ANIMALS & LIKE CREATURES

Animals and the like often play important roles in a campaign milieu and serve as pets, companions, mascots, familiars, and the like. In a world such as /Erth, magickal creatures are not uncommon, and it is even possible (through Castings, curses, or whatever) for personas to take on animal or beast form.

Listed below are some examples of the typical animals and beasts to be found during the course of play. For more information on creating beasts, and modifying them to suit your individual requirements, see *Creating Monstrous Things*, later in this chapter.

Animals used as mounts are dealt with separately, in a different section.

Ape

Identifier: Animal, Mammalia, Primate, Hominoidea

Habitat: Exterior /Erth, S. /Eropa, Afrik, Azir

Size: 1xhuman-size

(3'-4'; 75-225#)

Number Appearing: 21-40 (1D20+20), 3-9 (3D3) (chimpanzees), or 1 or 2-3 (orang-utans)

Modes & Rates of Movement:

Walk: 110 yds/BT

Run: 220 yds/BT (1 BT only)

Climb: 80 yds/BT

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 1



Weapons:

Bite (STEEP 25, 1 attack/CT, 1D3 damage)
Smash or Jerk (STEEP 30, 1 attack/CT, 1D3 damage)

Powers: Nil

Statistical Detail:

M: 20* **P:** 55, **WL:** 65
* Can be Mentally attacked

Commentary & Description:

This category covers the evolved, much larger gibbon of Ærth as well as including the chimpanzee and, to a lesser extent, the orang-utan species. In general, apes are both tree-dwelling and terrestrial, at home in both environments. Although typically blackish-brown, the color of the coat and face of each individual varies depending on the age, sex, and environment. Orang-utans are reddish, of course. Male apes can reach a standing height of up to four or so feet tall, with females slightly smaller.

Apes, save the orang-utans which are solitary, live in close-knit groups probably similar to early tribal structures in mankind. The group is normally composed of 21 to 40 individuals, of which up to 25% will be young. Ape society is based around the largest/strongest male and his primary mate. All activity and decision making is centered around these two. Females typically bear one live young per year after a nine-month term. Occasionally a mother will give birth to twins.

Ape families are most often active by day, and sleep in large nests built in trees at night to escape nocturnal predators such as the leopard. Any male, or female not engaged in raising young, is a fully functioning member of the group and will defend it if necessary.

They are quite communicative, and have a large selection of gestures and vocal sounds. Apes are also capable of simple tool use and will frequently use improvised weapons or tools to assist them in their daily lives.

Chimpanzee: Mature males +5D3 P TRAIT

Orang-utan: Mature males +10D3 P TRAIT

Aurochs

Identifier: Animal, Mammalia, Artiodactyla, Bovid
Habitat: Exterior Ærth, Æropa, Azir; Interior Ærth, Outer Band, Northern Region
Size: 12xhuman-size
(10' L; 7'-8' T; 2000-2600#)
Number Appearing: 5-14 (1D10+4)
Modes & Rates of Movement:
Walk: 80 yds/BT
Trot: 160 yds/BT
Run/Charge: 240 yds/BT and 320 yds/BT (1 BT only)
Outstanding K/S Areas & STEEP: Nil
Attractiveness: Nil
Invulnerabilities: Nil
Susceptibilities: Nil
Average Armor Protection: 6

Weapons:

Bite (STEEP 15, 1 attack/CT, 2D3 damage)
Horns (STEEP 40, 2 attacks/CT, 2D6* damage)
Trample** (STEEP 20, 1 attack/CT, 2D6 damage)

* Plus 2D6 if charging.

** Applicable only when opponent is at the aurochs' feet and is under 3 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

M (Cunning): 5 **P:** 230, **WL:** 172

Commentary & Description:

The aurochs (*Bos primogens*) of Ærth are the largest of all wild cattle on the exterior, and are the ancestors of modern cattle. Standing nearly eight feet tall at the shoulder, adult aurochs weigh 2000 pounds on average, with great bulls exceeding that by several hundred pounds. They dwell principally in wooded areas, living in small herds of 5-14 individuals, grazing on grasses and shoots in the morning and evening. Of the herd, 1-3 are young.

Aurochs range in coloration from light brown to blue-black with the color lightening to nearly white at the underside. Both sexes have a span of horns up to four feet across and projecting forward two or more feet (though the female's are slightly smaller). As with all cattle, horns are not shed annually as are deer antlers. When irritated, mating, or defending themselves, Aurochs can wield these in a deadly charge against the offender. If attacked, the young will be surrounded by the females and younger adult males while the larger males will actively dissuade the predators. One charge from an adult bull could easily kill or seriously injure even the largest predator.

Bear, Black

Identifier: Animal, Mammalia, Carnivora, Ursid
Habitat: Exterior Ærth, Æropa, Afrik, Amazonia, Azir, Vargaard
Size: 3xhuman-size
(6' L; 2'-3' T; 225-500+)
Number Appearing: 1 or 2-4 (1D3+1)
Modes & Rates of Movement:
Walk: 60 yds/BT
Run/Charge: 180 yds/BT and 300 yds/BT (1 BT maximum)
Climb: 20 yds/BT
Outstanding K/S Areas & STEEP: Nil
Attractiveness: Nil
Invulnerabilities: Nil
Susceptibilities: Nil
Average Armor Protection: 6
Weapons:
Claws (STEEP 40, 2 attacks/CT, 1D3 damage)
Bite (STEEP 35, 1 attack/CT, 2D3 damage)
Smash (STEEP 45, 1 attack/CT, 2D6 damage)



Powers: Nil

Statistical Detail:

M: (Cunning): 10 **P:** 110, **WL:** 82, **CL:** 99

Commentary & Description:

Black bears are large, omnivorous quadrupeds that live in mostly forested, temperate climates. These creatures are up to 6' long, stand 2-3 feet tall at the shoulder, and weigh 225-500 pounds. Unlike most other bears, black bears have a true tail. They are solitary animals, and are active by day and night. Their diet consists mainly of insects, tubers, and berries, although small, rodent-sized animals and fish supplement their diet from time to time.

Spring through early winter is spent storing fat for winter hibernation, and raising of cubs. Females give birth to 2 or 3 cubs per year, who will stay with their mother until they are 1½ years old. Males perform no assistance in raising the young and are encouraged to leave by the females in an aggressive manner, if called for.

There is a 30% chance of encountering a female with young, and in such instances, she will ferociously defend her cubs.

For purposes of the game, the following species of bears are included under this general heading:

Azirian Black Bear: P TRAIT -20.

Sloth Bear: P TRAIT -10.

Spectacled Bear: P TRAIT -20.

Sun Bear: P TRAIT -40.

Cave Ape ("Vantilarg")

Identifier: Animal, Mammalia, Primate, Anthropoid

Habitat: Subterranean Ærth (Sapient)

Size: 1xhuman-size
(4.5' T; 200#)

Number Appearing: 5-15 (5D3), 100-300 (1D3x100) in communities

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Run: 240 yds/BT

Climb: 80 yds/BT

Outstanding K/S Areas & STEEP:

Combat, Hand Weapons at 35-60 (5D6+30)

Combat, Hand Weapons, Missile at 13-40 (3D10+10)

Criminal Activities, Physical at 31-40 (1D10+30)

Subterranean Ærth at 60

Attractiveness: D6 (human norm scale)

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Weapons:

Claw (STEPP 50 2 attacks/CT, 1D3 damage)

Bite (STEPP 35, 1 attack/CT, 1D6 damage)

Combat, Hand (STEPP 50, 1 attack/CT, 1D6 damage)

Combat, Missile (STEPP 35, 2 attacks/CT, 2D3 damage)

Powers: Nil

Statistical Detail:

M: 25 **P:** 40, **WL:** 30 **S:** 21

Commentary & Description:

These anthropoid creatures have developed speech and refer to their kind as "Vantilargs." They are organized on a very primitive tribal order, and Heka use is of minor sort only as performed by their tribal shamans. They are half-blinded by bright light in the normal human spectrum.

The cave apes are basically omnivores, although most prefer a vegetable diet generally, and some tribes are principally carnivorous and man-eating. The temperament of this species must be regarded as neutral at best, malign all too frequently, for these are savage, intelligent creatures!

Long ago—millions of years back—certainly, these simian bipeds began dwelling in caves, evidently moving deeper and deeper into the underground maze to escape predation and competition from developing hominids as time progressed. In the subterranean environment, they managed to develop and become viable. Now the cave apes are an active factor. They have relatively large communities and might be likened to humans of ancient, paleolithic sort.

Dolphin

Identifier: Animal, Mammalia, Cetacean, Delphinid

Habitat: Exterior Ærth Marine Fauna

Size: 3xhuman-size
(8'-12' L; 250-500+#)

Number Appearing: Pods of 10-100 (10D10), up to 1000

Modes & Rates of Movement:

Swim: 360-440 yds/BT

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Weapons:

Bite (STEPP 50, 1 attack/CT, 1D6 damage)

Ram (STEPP 50, 1 attack/CT, 2D3 damage)

Powers: Nil

Statistical Detail:

M: 20* **P:** 90, **WL:** 67

* May be Mentally attacked

Commentary & Description:

Friendly dolphins follow ships, playing alongside. These waterborne mammals swim at 14-24 knots, and dive for more than seven minutes. Bottle-nosed dolphins are the largest, reaching up to 1400 pounds. They are the natural enemies of seagoing predators such as the shark. Pods of dolphins can kill or drive away all but the largest of sharks.



Leopard

Identifier: Animal, Mammalia, Carnivora, Felid
Habitat: Exterior /Erth, /Eropa (limited), Afrik, Azir
Size: 1xhuman-size

(3'-5' L; 70-155#)

Number Appearing: 1 or 2-4 (1D3+1)

Modes & Rates of Movement:

Stalk: 45 yds/BT*
Walk: 90 yds/BT
Trot: 135 yds/BT
Run/Charge: 180 yds/BT and 360 yds/BT (1 BT only)
Climb: 15 yds/BT
Swim: 45 yds/BT

* This mode enables the animal to move silently

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Weapons:

Claws (STEPP 55, 2 attacks/CT, 1D3 damage)
 Bite (STEPP 50, 1 attack/CT, 1D3+2 damage)
 Rake (Automatic*, 1 attack/CT, 2D3 damage)

* Applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

Powers: Nil

Statistical Detail:

M (Cunning): 13 **P:** 80, **WL:** 60

Commentary & Description:

The leopard's coat varies in the ground color from yellow to gray, with black spots that are grouped in clusters or rosettes. This species also includes the black panther, whose coat appears to be completely black except in very strong light where the spots are discernible.

This carnivorous predator is mainly nocturnal, and lies in ambush in trees waiting for its prey. It typically kills by a throat bite to bleed and/or suffocate or by breaking its victim's neck. The preferred prey of leopards are antelopes, warhogs, and monkeys, which it brings to the trees to eat.

Leopards are solitary except for when they pair for mating. The litter of 2 or 3 cubs are independent in about a year.

Note that snow leopards tend to be smaller, with cloud leopards smaller yet, so the gamemaster should adjust the statistics downward for this species of cat.

Lion

Identifier: Animal, Mammalia, Carnivora, Felid
Habitat: Exterior /Erth, /Eropa (limited), Afrik, Azir (limited)
Size: 3xhuman-size
 (5'-6' L (excluding tail); 330-550#)
Number Appearing: 4-20 (4D5)

Modes & Rates of Movement:

Stalk: 45 yds/BT*
Walk: 90 yds/BT
Trot: 135 yds/BT
Run/Charge: 180 yds/BT and 360 yds/BT (1 BT only)
Climb: 5 yds/CT

* This mode enables the animal to move silently

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 4

Weapons:

Claws (STEPP 45, 2 attacks/CT, 2D3 damage)
 Bite (STEPP 50, 1 attack/CT, 2D6 damage)
 Smash (STEPP 45, 1 attack/CT, 2D6 damage)
 Rake (Automatic*, 1 attack/CT, 3D3 damage)

* Applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

Powers: Nil

Statistical Detail:

M (Cunning): 12 **P:** 120, **WL:** 90

Commentary & Description:

Of the common great cats, only the Siberian and biggest of Bengal tigers are larger than the lion. The lion is most often found in regions of savanna and scrub, but it has also adapted to forest life. In the latter habitat, however, prides tend to be slightly smaller. The coloration of this carnivore is tawny yellow, with the female having a paler color, especially on the underside. Males have manes, whose thickness increases based on the temperature of their environment.

Females are the principle hunters in prides. This predatory cat hunts mainly at night, sometimes by cooperation where the group stalks the prey, and a female usually ambushes it (typically bovines and zebras). A lion does not pursue prey, so stalking is important.

Lions live in prides of one or more males, two or more females, cubs and adolescents. Females bear 2-4 cubs, which will stay with their mother for at least 18 months.

Lynx, Giant

Identifier: Animal, Mammalia, Carnivora, Felid
Habitat: Exterior /Erth, /Eropa, Azir, Vargaard
Size: 1xhuman-size
 (4'-5' L; 120-200#)

Number Appearing: 1 or 3-5 (1D3+2)

Modes & Rates of Movement:

Stalk: 35 yds/BT*
Walk: 70 yds/BT
Trot: 105 yds/BT
Run/Charge: 140 yds/BT and 280 yds/BT (1 BT only)
Climb: 7 yds/BT

* This mode enables the animal to move silently



Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Weapons:

Claws (STEPP 55, 2 attacks/CT, 1D3 damage)

Bite (STEPP 45, 1 attack/CT, 1D3+2 damage)

Rake (Automatic*, 1 attack/CT, 3D3 damage)

* Applicable only when opponent has been hit by both forepaws, indicating hold and in position which exposes it to rear legs kicking to rake, i.e., bipedal opponent prone.

Powers: Nil

Statistical Detail:

M (Cunning): 18 P: 90, WL: 67

Commentary & Description:

The giant lynx resembles an extremely large, bob-tailed domestic cat. It has a yellowish-brown or yellowish-gray coat with dark spots. The belly is whitish and lightly speckled. A ruff of long hair on the cheeks outlines the face. The ears are long and light- or gray-brown with a long slender black tuft; the tail is short with a black tip. The long legs of this cat terminate in large feet which are densely furred, including the soles, and its claws are retractable as in all felines save the cheetah.

The giant lynx lives in mountainous forest regions of cold temperate climes. Its diet is varied, including animals up to twice its own weight, such as reindeer or caribou, and anything else it can catch including birds, rodents, and other small game. It hunts either by ambushing then leaping on its prey, or by stalking and then pouncing on its prey. The giant lynx cannot run very fast, but it is equipped for snow, where its prey is more hampered than it is. This cat is an able climber, though it does not climb too high.

The giant lynx is solitary except during mating season, as are its smaller cousins, the lynx and the bobcat. If more than one is encountered outside of mating season, it will be a female and her young, 2-4 cubs also remain with their mother until spring.

Octopus

Identifier: Animal, Mollusc, Cephalopoda, Octopod

Habitat: Exterior /Erth Marine Fauna

Size: 1-6xhuman-size (assume 3x)
(up to 50' D'; up to 1000#)

Number Appearing: 1

Modes & Rates of Movement:

Swim/Burst: 75 yds/BT and 15 yds/CT (3 CTs only)

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Weapons:

Bite (STEPP 40, 1 attack/CT, 1D3+Poison* damage)

Tentacles (STEPP 25, 8 attacks/CT, 1D3** damage)

Ink (STEPP 60, 1 attack/CT, See below for damage)

* Poison STR 20 (delivered 20/20/10 in 2 BT delays)

** A tentacle attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his WL in Physical damage, or the attacker decides to release the defender. Subsequent damage will not be absorbed by any type of non-enchanted armor.

Powers: Nil

Statistical Detail:

M (Cunning): 20 P: 42, WL: 31

Commentary & Description:

The normal octopus is seldom aggressive by nature, but it is extremely curious, and must examine anything new to enter its realm. This sort of close contact is often mistaken for a challenge, as the octopus moves close to grasp and probe with its tentacles. If the new life form reacts quickly (pulling away, etc.) the octopus considers this as a hostile gesture, squirts a thick jet of black ink and attempts to flee. If forced to fight, the octopus has a sharp beak and a constriction attack with its eight tentacles. Note that tentacles must be involved to bring an opponent to the beak for a Bite attack.

Shark

Identifier: Animal, Pisces, Chondrichthyes, Squaliform

Habitat: Exterior /Erth Marine Fauna; Interior /Erth, Outer Band, Marine, Cold Waters; Interior /Erth, Outer Band, Marine, Temperate Waters; Interior /Erth, Intermediate Band, Marine, Tropical Waters

Size: 3xhuman-size
(6'-12' L)

Number Appearing: 1 or 2-12 (2D6) or 3-30 (3D10) (or more!)

Modes & Rates of Movement:

Swim/Rush: 300 yds/BT and 36 yds/CT (1 CT only)

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: Invulnerable to fire while in water.

Susceptibilities: Nil

Average Armor Protection: 5

Weapons:

Bite (STEPP 35, 1 attack/CT, 1D6+2 damage)

Powers: Nil

Statistical Detail:

M (Cunning): 10 P: 80, WL: 60



Commentary & Description:

Note that only really dangerous-sized sharks are considered here. Some of the various species of sharks covered under this general heading tend to be solitary unless there is blood in the water. Others, such as reef and hammerheads, school. Once present, it will attract a group within 1 AT or so. These beasts are killing machines and once they become excited, they will attack anything moving that presents itself.

Squid, Giant

Identifier: Animal, Mollusc, Cephalopoda, Decapod

Habitat: Exterior /Earth Marine Fauna

Size: 24xhuman-size
(110'-200' L.)

Number Appearing: 1

Modes & Rates of Movement:

Swim: 70 yds/BT

Burst (backwards): 350 yds/BT (1 BT only)

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 8

Weapons:

Bite (STEPP 20, 1 attack/CT, 4D3 damage)

Whips (STEPP 40, 2 attacks/CT, 2D3 damage) or

Tentacles* (STEPP 25, 4 attacks/CT, 1D3 damage)

Ink (STEPP 60, 1 attack/CT, Special damage, see below)

* A tentacle attack will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker takes over his WL in Physical damage, or the attacker decides to release the defender.

Powers: Nil

Statistical Detail:

M (Cunning): 10 **P:** 215, **WL:** 161

Commentary & Description:

Squids are marine life forms that are similar to the octopus, but are more aggressive. These cephalopods have eight tentacles plus a pair of longer ones with spatulate end portions, and these special members are called "whips." Also similar to the octopus, the squid's tentacles, including whips, have suckers, but those of the squid also include a claw-like growth which wounds and holds fast prey. Giant creatures of this sort can have suckers almost two feet in diameter. Finally, the long, tapered body portion of the squid has a tough hide protecting it. While smaller ones are often found at or near the surface, hunting for fish and small prey, the great squids inhabit the depths seeking vast life forms to devour.

Wolf

Identifier: Animal, Mammal, Carnivora, Canid

Habitat: Exterior /Earth, /Europa, /Afrik, /Amazonia, /Azir, /Vargaard, North Polar; Interior /Earth, Outer Band, Northern Region.

Size: 0.5 to 1xhuman-size
(4' L; 40-175#)

Number Appearing: 5-15 (5D3)

Modes & Rates of Movement:

Walk: 80 yards/BT

Trot: 160 yards/BT

Run: 400 yards/BT

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Weapons:

Bite (STEPP 50, 1 attack/CT, 2D3+2* damage)

Statistical Detail:

M (Cunning): 13 **P:** 34, **WL:** 25

Commentary & Description:

This canine predator is similar in build to a dog, but wolves are typically larger, more able in the attack, and have a higher killer instinct. This species comprises the common, or timber, wolf, red wolf, painted wolf, maned wolf, and the arctic wolf. Most wolves are grayish in color, while the arctic wolf is white.

Wolves are powerful animals, with great endurance. They typically lair in caves or dig dens located in hilly or forested regions. They live in packs of 5-15 individuals based around a dominant pair and governed by strict domestic hierarchies for both sexes. Usually only one female per pack reproduces. Hunting is performed by the entire pack. Their preferred prey is large herbivores, elk, deer, and bison. The noted philosopher Marley Fowat has reported that the sub-arctic wolf is an accomplished mouser.

Sub-Arctic and plains species (Vargaard "buffalo wolves") are the largest, and adult males will typically exceed 150 pounds.

MOUNTS

This section deals with those animals used as mounts and beasts of burden.

Ass/Donkey

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth

Size: 3xhuman-size
(4.6'-5' T; 800-1000#)

Number Appearing: 5-30 (5D6) in wild herds

Modes & Rates of Movement:

Walk: 70 yds/BT

Trot: 140 yds/BT

Canter: 210 yds/BT

Gallop: 280 yds/BT

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3



Weapons:

- Bite (STEEP 25, 1 attack/CT, 1D3 damage)
- Kick (forehoof), or (STEEP 20, 1 attack/CT, 1D3 damage)
- Kick (hindhooves) (STEEP 35, 1 attack/CT, 2D6 damage)

Powers: Nil

Statistical Detail:

M (Cunning): 12 P: 77, WL: 58

Commentary & Description:

The ass, also called a donkey or burro, is found both in the wild and as a domestic beast of burden. They are quite durable and smart, and also stubborn and willful. This relative of the horse is used to cross-breed to produce mules. A typical specimen is able to carry a load of about 150 pounds at the maximum, although robust jacks (males) might manage in excess of 200 for short periods of time.

Camel, Dromedary

Identifier: Animal, Mammalia, Artiodactyla, Camelid

Habitat: Exterior /Erth, Afrik

Size: 6xhuman-size

(10' L; 6' T; 1300#)

Number Appearing: 5-30 (5D6) in wild herds

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Run/Charge: 390 yds/BT

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 3

Weapons:

- Spit, or (STEEP 45, 1 attack/CT, Special*)
 - Bite (STEEP 25, 1 attack/CT, 1D3 damage)
 - Kick (forehoof) (STEEP 20, 1 attack/CT, 1D3 damage) or
 - Kick (hindhooves) (STEEP 25 1 attack/CT, 2D3 damage)
- * Camels have highly flexible upper lips, and spit a foul-smelling glob at any threat within ten feet. Such expectoration causes blindness and nausea for 2D3 CTs.

Powers: Nil

Statistical Detail:

M (Cunning): 5 P: 110, WL: 82

Commentary & Description:

The Dromedary camel is native to the warm deserts of Afrik. It is a single-humped animal which is able to carry up to 350 pounds weight. To find exact burden capacity, however, find one-third of the animal's weight, and that is the amount of load it can carry without harm to its body.

Horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Elephant, Afrikkan

Identifier: Animal, Mammalia, Proboscidea, Elephantid

Habitat: Exterior /Erth, Afrik

Size: 24xhuman-size

(25' L; 13' T; up to 7 tons)

Number Appearing: 1 or 2-12 (2D6) or 6-60 (6D10) in wild herds

Modes & Rates of Movement:

Walk: 170 yds/BT

Trot: 340 yds/BT

Run/Charge: 510 yds/BT (1 BT only)

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 11

Weapons:

- Tusks (STEEP 40, 2 attacks/CT, 4D6* damage)
- Trunk (STEEP 35, 1 attack/CT, 1D6** damage)
- Trample*** (STEEP 30, 1 attack/CT, 3D6 damage)

* Plus 4D6 Impact damage if charging.

** An opponent up to 3xhuman-sized will be caught fast and unable to act effectively, then hurled away to suffer an additional 2D10 Physical damage or thrown to the elephant's feet for trampling.

*** Applicable only when opponent is at the elephant's feet and is under 4 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

M (Cunning): 5 P: 340, WL: 255

Commentary & Description:

The loxodont, or Afrikkan elephant, is the largest of its kind dwelling on the exterior of /Erth. In the wild, it will be encountered alone or in herds of considerable size. Lone individuals and small herds are exclusively bulls.

This form of elephant can be domesticated and is able to carry at least 2000 pounds burden without being appreciably slowed.

Horses, Cart, Charger, Courser, Dray, Genet, and Pony

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Erth

Size: 6xhuman-size

(height and weight variable, see table below)

Number Appearing: Special

Modes & Rates of Movement:

(variable, see table below)

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: Natural armor is variable, see table below.



Type	Height	Weight	Modes & Rates of Movement				Armor Protection
			Walk	Trot	Canter	Gallop	
Cart	5'-5.6'	1100-1400	80	160	240	320	3
Charger	5.3'-6'	1700-2200	120	240	360	480	4
Courser	5'-5.6'	1600-2100	140	280	420	560	4
Dray	5'-5.3'	1100-1550	100	200	300	400	3
Genet	5'-5.3'	900-1200	130	260	390	520	4
Pony	4.6'-5'	800-1000	100	200	300	400	4

These can be simplified into two groups:

For common horses (cart, dray, pony), use the following STEEP and damage scores:

Bite (STEAP 25, 1 attack/CT, 1D3 damage)
 Forehoof (STEAP 20, 1 attack, 2D3 damage)
 Hindhooves (STEAP 25, 1 Attack/CT, 3D3 damage)
 Trample* (STEAP 10, 1 attack/CT, 2D6 damage)

For the warhorses (charger, courser, genet), use the following STEEP and damage scores:

Bite (STEAP 50, 1 attack, 1D3 damage)
 Forefoot (STEAP 40, 1 attack, 2D3 damage)
 Hindhooves (STEAP 45, 1 attack, 2D6 damage)
 Trample* (STEAP 30, 1 attack, 3D6 damage)

* Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

Cart

M (Cunning): 10

P: 97; WL: 73

Charger

M (Cunning): 13

P: 122; WL: 91

Courser

M (Cunning): 13

P: 228; WL: 171

Dray

M (Cunning): 10

P: 210; WL: 78

Genet

M (Cunning): 14

P: 105; WL: 78

Pony

M (Cunning): 10

P: 87; WL: 65

Commentary & Description:

This entry covers a variety of animals with similar but not identical characteristics.

A typical cart horse is merely a "plug," an animal which is of low quality and moderate strength at best. Some such are used for riding, and they are able to carry a burden of about 200 pounds on their backs.

A charger is a medium-to-large horse which is selected for its quality and trained to carry its rider in battle and to fight as well. This mount is able to carry 300+ pounds.

The smaller, faster courser is a warhorse able to bear about 250 pounds. It is otherwise similar to a charger.

Dray horses are typically common riding or carriage horses or draft animals. That is, they are common working horses.

The genet is a smallish but tough warhorse able to carry around 250 pounds weight. It can endure much without the grain and physical care required by similar mounts.

The pony is a small but sturdy saddle horse able to carry about 200 pounds. These are fine working animals, tough and agile, so they are favored by those handling livestock.

Note that horses not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Note also that when confronting each other, horses use their size and weight to assert dominance by running at and striking another with their chest. Larger ones will impact and displace backward, if not knock down, smaller ones. In battle, bigger horses tend to dominate battles if this occurs, for the smaller ones are ridden off/down thus.

Mule

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth

Size: 6xhuman-size

(5'-6' T at withers; 1700-2200#)

Number Appearing: Special

Modes & Rates of Movement:

Walk: 90 yds/BT

Trot: 180 yds/BT

Run: 270 yds/BT

Outstanding K/S Areas & STEAP: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 5

Weapons:

Bite (STEAP 30, 1 attack/CT, 1D3 damage)

Kick (forehoof) (STEAP 25, 1 attack/CT, 2D3+2 damage) or

Kick (hindhooves) (STEAP 35, 1 attack/CT, 2D6+2 damage) or

Trample* (STEAP 10, 1 attack/CT, 3D6 damage)

* Applicable only when opponent is at the animal's feet and is under 2 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

M (Cunning): 16 P: 104, WL: 78



Commentary & Description:

The mule is a hybrid between an ass and a horse, and thus do not occur in wild herds. Smart, tough, omery, and able, this is an excellent all-purpose beast. They can be used for riding, packing, or draft/plow work. In the first two capacities, they can bear about 200 pounds weight without any difficulty whatsoever.

Similar to horses, mules not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Pony (True)

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth

Size: 3xhuman-size

(3'-4.6' T at withers; 300-800#)

Number Appearing: Special

Modes & Rates of Movement:

Walk: 80 yds/BT

Trot: 160 yds/BT

Canter: 240 yds/BT

Gallop: 320 yds/BT

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 2

Weapons:

Bite (STEPP 25, 1 attack/CT, 1D3 damage)

Kick (forehoof) (STEPP 15, 1 attack/CT, 1D3+1 damage) or

Kick (hindhooves) (STEPP 20, 1 attack/CT, 1D6 damage) or

Trample* (STEPP 5, 1 attack/CT, 2D6 damage)

* Applicable only when opponent is at the animal's feet and is under 1.5 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

M (Cunning): 10 P: 120, WL: 52

Commentary & Description:

A type of horse smaller than all others, and many varieties of which are lumped hereunder, the typical pony is basically suitable only for children or very small adults. The Cymric pony, for example, is large enough to carry a normal adult. In many physical respects, these animals are similar to the ass.

Horses, including ponies, not accustomed to the odor of camels will tend to bolt and flee from the source, as they find it offensive.

Zebromega (Xaquag)

Identifier: Animal, Mammalia, Perissodactyla, Equid

Habitat: Exterior /Earth, Atlanti

Size: 6xhuman-size

(5'-6' T at withers; 1700-2200#)

Number Appearing: 5-30 (5D6) in wild

Modes & Rates of Movement:

Walk: 120 yds/BT

Trot: 240 yds/BT

Canter: 360 yds/BT

Gallop: 480 yds/BT

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: Nil

Susceptibilities: Nil

Average Armor Protection: 6

Weapons:

Bite (STEPP 15 (45*), 1 attack/CT, 1D3 damage)

Kick (forehoof) (STEPP 15 (35*), 1 attack/CT, 2D3 damage) or

Kick (hindhooves) (STEPP 20 (40*), 1 attack/CT, 2D6 damage) or

Trample** (STEPP 15 (25*), 1 attack/CT, 3D6 damage)

* Number in parentheses applies only to zebromegas trained as war steeds.

** Applicable only when opponent is at the animal's feet and is under 4 feet in height, or has been knocked down so as not to exceed that height.

Powers: Nil

Statistical Detail:

M (Cunning): 10 P: 121, WL: 140

Commentary & Description:

The draft horse-sized cousin of the zebra and the quagga, the zebromega is called the *xaquag* in the Atlanti tongue. Some few herds of these beautiful animals are still in the wild state, found mainly on the island of Atlanti. Many domestic herds are kept in northern Afrik, and reports of a wild band or two have been recorded there recently, possibly escaped animals now living free. As demonstrated long ago by the Atlantians, these creatures can be domesticated and employed as riding animals and war mounts too. Zebromegas are still bred for use as war steeds by the armies of Atlanti. They can carry weight up to about 350 pounds, as might a draft horse.

CREATING MONSTROUS THINGS

Creating subjects of this sort is similar to generating Other Personas. Monstrous creatures and beings are usually much simpler to create, however, especially when the subject will not possess measurable intelligence—although it might well replace that with cunning. In many other cases, though, only Physical scores, natural weapons and armor, and a basic description needs to be generated. There are many different types of monstrous things, and their origins will tell a lot about certain characteristics they may or may not have.

When creating an animal or monstrous thing, the size of the creature or being will probably have a considerable influence on its Physical scores. The Comparative Sizes and Physical TRAITS table has been created to serve as a very general aid for such construction. The numbers represent a range for a given Physical TRAIT.



Beware of very high Physical TRAIT scores in your monsters. Remember that you only want to challenge the HPs, not wipe them out.

In any event, have fun and try to keep it balanced. Don't forget to figure out Wound Level, though it might not apply to savage creatures.

As far as movement goes, the first thing to keep in mind is that not all subjects will have the same basic movement rate as humans. As you recall, humans in **Mythus Prime** walk 10 feet or run 10 yards per BT. Although some swift-footed animals have a base of twice this, a very slow, bulky creature might be only half or a quarter as fast, and a fast, flying subject could be five times this rate or faster. It all depends on how quick you want the OP to be and how high its Physical TRAIT already is. Remember that HPs ought at least to have some chance of outrunning a demon who is too powerful to fight!

Comparative Sizes and Physical TRAITS

Size	P	Size vs. Human
Small (cat)	5-50	.25-.5x
Medium (human, wolf)	50 -100	.5-1x
Large (tiger, bear)	100-300	2-3x
Huge (Afrikkan elephant)	300-600	6-12x
Gigantic (Mountain)	600+	24x

SHORT LIST OF BESTIAL POWERS

The main thing that separates bestial creatures from the mundane animal world is the enhanced abilities or innate magical powers they have. The following sections should give you a good idea of the kinds of special abilities a beast might possess.

Natural Weapons List

Many of the weapon characteristics for such creatures can simply be pulled out of thin air. The attack rate, however, will have a lot to do with what combination of weapons you give the creature. A werewolf, for example, can attack with each of its two claws and bite all in the same CT. Feel free to boost (or lower) its Physical damage bonus if necessary.

Suggestions for the type and base amount of Physical damage inflicted by certain natural weapons are given on the Natural Weapon Damages Table.

Natural Weapon Damages Table

Weapon	Size	Base Damage*
Claw or Talon	Small	1 point
	Medium	1D3, +
	Large	1D6, 2D3, +
	Huge	2D6, 3D3, +
	Gigantic	4D3, 5D3, 3D6, +
Bite	Small	1D3
	Medium	1D6
	Large	2D6
	Huge	4D6
	Gigantic	8D6

Smash or Stomp	Small	1 point
	Medium	1D3
	Large	2D3
	Huge	3D6
	Gigantic	5D6

Horn/Tusk	Small	1D3
	Medium	1D6
	Large	2D6
	Huge	4D6
	Gigantic	8D6

Tentacles, trunk, etc**	Small	1 point
	Medium	1D3
	Large	2D3
	Huge	3D6
	Gigantic	5D6

*The "+" indicates an optional progressive modifier decided upon by the GM; e.g., 3D3, 3D3+1, 3D3+2, 4D3, etc.

** Tentacles will inflict normal damage on the initial strike, then continue to do damage to the victim automatically each CT after that until the victim dies, the attacker dies, or the attacker decides to release the defender (which an intelligent monster may do after suffering its WL in Physical damage).

Heka And Heka-Like Powers List

Here is a list of sample Powers for various creatures and beings of unusual sort, just to give you an idea of what can be done. Also, feel free to utilize human-style STEEP bonuses (if applicable).

Cause Disease: The subject can expose its victims (i.e., force them to make a Contagiousness roll) to some sort of disease by touching them, breathing on them, etc. A disease which is harder for the creature to spread, however, should be more powerful—and vice versa.

Duplicate Self: This is one we almost hate to list here where the players can read it. It simply involves the beastie causing another creature like itself to come into existence. The method is highly variable, and includes the way a Preternatural vampire (q.v.) can make more vampires by biting people. This is great for both threat and intrigue situations, as it allows you to start with but a single creature when things are in the slow, "build-up" stage, and then have lots of them running around toward the climax. Play conservatively with it, however, lest the HPs be completely overwhelmed!

Hyperaesthesia: This includes a wide variety of things, including Keen Senses (which allow a favorable modifier (GM's choice) to Perception (Physical) D% rolls that they can be used for), Dark Vision (which allows the beast to see equally well in darkness or daylight, although at the GM's option it might see *better* in darkness), and Mystic Vision (which allows it to see spirits with no Physical Manifestation as well as into areas on the *Aetheral Plane*). Coming up with some interesting variations on this theme is but a simple exercise for the imagination. Note that a beastie with Dark Vision suffers no broken or difficult terrain modifiers due to darkness!



Heka-Engendered Castings: Now here's something nasty. Such a critter possesses Heka, and can use one or more Innate Castings. The subject simply wills the Casting Effect to happen and it does. Also, it's a good idea to limit the use of such Powers in some way, such as by giving a maximum number of times per day or week that the Power can be used, for example. How much time the Casting requires to take effect, what type of Materia (if any) the creature has or needs to have, and how much Heka the creature possesses, are also issues to consider.

Natural Weapons/Armor: This is a fairly obvious Power for critters to have, and includes such things as claws, tentacles, rows of razor-edged fangs, barbed tails, scaly hides, and even snakes which are attached to its body (such as with medusas). See the previous section for information regarding these.

Phase Shifting: A subject with this ability can adjust the size of its atomic structure and disappear into the another sphere or plane or appear suddenly in Full Physical Form right beside its terrified victim. It may require a few Critical Turns, or even a full Battle Turn or so, to adjust its form, and it may only be capable of doing so a couple of times per day.

Plane Shifting: This power allows a beastie to instantaneously travel from one physical universe, such as Ærth's, to another one, such as Earth's. Such personas may or may not have a great deal of control over where they wind up in the new sphere/plane, and might be limited in those to which they have access. Likewise, OPs of this type will probably be limited as to how often they can perform such travel. (We recommend no more than once per day even for a very fast mover.)

Poison: The beastie can use poison against its enemies. The methods by which it may wield the poison are as numerous as the different types of poisons that it may have. An obvious way is poison fangs or claws, although it might be able to spit venom, breathe out a cloud of gas, cause all water and/or food it looks at to become poisonous, or even sweat a poisonous liquid that effects all who touch its skin. Have fun with this one!

Resistances: The creature is either wholly invulnerable or partially immune to a certain type of attack—such as poison, disease, fire, certain weapons, or even Mental or Spiritual combat. A partial immunity might mean that it only takes half damage (either before or after armor), or is only immune to the attack in some forms. A subject might be immune to poisonous gas, for instance, because it does not breathe, but would be perfectly susceptible to poison administered by an arrowhead. Likewise, the werewolf is immune to all weapon attacks save for these weapons that are made of silver or enchanted by Heka.

Shape Change: The OP can alter its physical form either slightly (such as a young boy who can turn into an old man) or greatly (such as a young man who can turn into a falcon or a common bucket). The time required for the transformation and the frequency with which it can be done are also issues to consider.

Summoning: The creature can somehow summon other creatures to its aid. A vampire, for example, could call forth a swarm of rodents or a pack of wolves if any happened to be in the area. The frequency of such conjurings, the forms of things which can be called, the time required for arrival, the summoning's chance of success, and what measure of control—if any—the conjurer has over

the conjured are all aspects of this power that will need figuring out.

Teleportation: This allows a creature to travel instantaneously from one point in a Physical Plane to another. As with Phase Shifting and Plane Shifting, how often it can be done is a prime consideration. Distance, as well as how much additional stuff it can carry with it, may also be a factor.

SAMPLE MONSTROUS CREATURES

Now let's take a look at some sample monstrous creatures. These will give you a good idea about how to design creatures of your own, and of course you can also use these things in your adventures as they stand. See the bestiaries and sourcebooks of the *Mythus* game for more creatures and beasties.

Sample Things Once Human

Monstrous things in this category were once normal humans or humanoids but have become monstrous creatures, and most retain only the form. This includes Unalive, Undead, Unliving, Therianthrope, and the like.

Skeleton

Identifier: Unalive

Habitat: N/A

Size: Human-sized

Number Appearing: 1D5 (more at GM's discretion)

Modes & Rates of Movement:

Walk: 60 yds/BT

Run: 180 yds/BT

Outstanding K/S Areas & STEEP: Nil

Attractiveness: 4

Invulnerabilities: Cold, Disease, Poison

Susceptibilities: Nil

Average Armor Protection: 6 natural, plus additional armor protection if worn.

Weapons:

Hands* (STEPP 30, 2 attacks/CT, 3D3 damage)

Hand Weapon (STEPP 30, 1 attack/CT, **)

* Attacks using hands can be made only if no other weapon is carried.

** Damage per weapon type (see Hand Weapon Damage, page 45)

Powers: Nil

Statistical Detail:

M (Cunning): 20 **P:** 30*

*At 0 (zero) P TRAIT, a skeleton is destroyed.

Commentary & Description:

Skeletons are animated, Unalive things operating under a Heka-programmed action plan which they cannot break. These are long-dead remains which usually serve a necromancer. They may be placed to guard an object or location, or they may be commanded to accompany their master. Skeletons have no intelligence of their own and are not subject to Mental or Spiritual attacks. However,



they have a magically imbued cunning which enables them some small latitude of choice and ability to select and attack targets. Thus, the means of their creation and binding provides them with a basic, reactive form of pseudo-intelligence enabling them to fight and carry out other simple actions.

Damage inflicted by an attacking skeleton is either that of their boney and claw-like hands or based on the type of weapon used. Skeletons can attack once per CT, either using their two hands or a single weapon. Skeletons have some natural armor, but are often clad in artificial armor to augment their protection.

Zombie

Identifier: Unalive

Habitat: N/A

Size: Human-sized

Number Appearing: 1D3 (more at GM's discretion)

Modes & Rates of Movement:

Walk: 40 yds/BT

Attractiveness: 4

Invulnerabilities: Cold, Disease, Poison

Susceptibilities: *Insinuation:* Salt: 6D6 PD/1 ounce

Contact: Salt: 1D3 PD/1 ounce

Average Armor Protection: 8 natural, plus additional armor protection if worn.

Weapons:

Fists* (STEEP 35, 2 attacks/CT, 2D3+2 damage)

Hand weapon (STEEP 35, 1 attack/CT, **)

* Attacks using fists can be made only if no other weapon is carried.

** Damage per weapon type (see Hand Weapon Damage, page 45)

Powers: Nil

Statistical Detail:

M (Cunning): 20 P: 40*

*At 0 (zero) P TRAIT, a zombie is destroyed.

Commentary & Description:

Like skeletons, zombies are also animated, Unalive things operating under a Heka-programmed action plan which they cannot break. These are corpses which usually serve a necromancer. They may be placed to guard an object or location, or they may be commanded to accompany their master. Zombies have no intelligence of their own and are not subject to Mental or Spiritual attack. However, they have a magically imbued cunning which enables them some small latitude of choice and ability to select and attack targets. Thus, the means of their creation and binding provides them with a basic, reactive form of pseudo-intelligence enabling them to fight and carry out other simple actions.

Damage inflicted by attacking zombies is either that of their fists or based on the type of weapon used. Zombies can attack once per CT, either using their two hands or a single weapon. Zombies have natural armor, and are often clad in artificial armor to augment their protection, although this slows them even more.

Gaunt

Identifier: Undead

Habitat: Earth, and other like spheres

Size: Human-sized

Initiative Modifiers: Human standard

Number Appearing: 1

Modes & Rates of Movement:

Walk: 80 yds/BT

Run: 240 yds/BT

Outstanding K/S Areas & STEEP: Nil

Attractiveness: 3

Invulnerabilities: (See also below), All non-enchanted weapons, Chemicals, Cold, Disease, Electricity, Poison, invulnerable to all fire but magical fire.

Susceptibilities: *Insinuation:* Silver (x 2)

Exposure: Allergic Reaction, Severe: Direct Sunlight, 1 point PD/CT, Dazed in 1 BT

Average Armor Protection: 5. In very rare cases only, gaunts may have Heka-engendered armor.

Weapons:

Claw (STEEP 40, 2 attacks/CT, 2D3 damage)

Bite (STEEP 35, 1 attack/CT, 1D3 damage)

Powers:

Gaze, Terrifying (Single Subject): Subjects who fail a check against Spiritual TRAIT at a D% modifier of +20 will be vampirically drained of 3D6 points of S TRAIT, suffering Spiritual damage thus, while the gaunt gains these points as a false total to its own S TRAIT.

Shadow Cloaking: Invisible in moderate or thicker shadows.

Silent Movement: Able to move with 90% silence even over dry leaves.

Statistical Detail:

M(Cunning): 60 P: 60 S: 60

Commentary & Description:

A gaunt, or nightgaunt as they are sometimes called, is an Undead creature motivated by its Evil Spiritual portion refusing to desert its Physical body. It must continually bolster its Spiritual energy in order to retain its Physical form and its pseudo-Intellect, its high cunning. This is accomplished through nighttime forays to hunt for and devour prey—hapless humans.

The gaunt seeks out a victim to drain of Spiritual energy. When such an individual is at or below 80% in that TRAIT, the gaunt then assails it physically in order to devour its brain.

Note that a gaunt must feed vampirically on Spiritual energy not less than once per week, and must thereby gain 24 or more points of such energy or else lose that amount from its own TRAIT, vanishing as a creature when reduced to 0 points. With respect to its cunning, each week without feeding on a fresh human brain reduces its cunning by 20%, and at 0 total it likewise ceases to exist as a gaunt.



The gaunt must hide its physical body in daytime, and at sunrise its physical form falls into the state it would normally be in save for the Negative Heka force of the individual—whether a rotting corpse, a mummified husk, skeletal remains, or whatever. As sunset, the form transforms slowly back, to assume the shape of the gaunt one hour thereafter. Any disturbance of these remains is useless, unless such is an attack to which the gaunt is susceptible; for otherwise as darkness grows, the parts magically regather, meld, and form into the vehicle for the terrible creature once again.

A Gaunt appears as a humanoid of thin and lean sort, hairless and sexless. Its skin is leathery and of deep gray coloration. Sinewy muscles enable its rapid movement and power its attacks—thick, claw-like nails and fanged bite. The skeletal head of the gaunt is enlarged, the teeth set at an outward angle, and the canines and incisors are enlarged and sharp. Its eyes burn with a faint, gray phosphorescence, and this feral gleaming sometimes reveals the lurking thing's deadly presence.

Vampire, Unalive

Identifier: Unalive

Habitat: Material Planes/Spheres

Size: Human-sized

Number Appearing: 1

Modes & Rates of Movement:

Walk: 100 yds/BT

Run: 300 yds/BT

Outstanding K/S Areas & STEEP:

Personas generally lose all K/S upon becoming a vampire, save that usual to basic skills, and Combat, Hand-to-Hand, Lethal at a STEEP which can be increased gradually over time with success...

Combat, HTH, Lethal 41

Attractiveness: Special

Invulnerabilities:

Cold

Disease

Fire/Heat

Electricity

Poison

Susceptibilities:

Insinuation:

Wood (x 2)

Contact:

Blessed Symbol: 4D3 PD

Blessed Water: 1D6+1 PD & SD per 1 ounce

Exposure:

Blessed Symbol*: Sight inflicts SD—see below.

Garlic: Within 1 yard, 1 point PD/bud of garlic.

Mirror: Sight of own reflection inflicts 1D6+1 MD & SD.

Sunlight (direct, or its equal): 1D6+1 PD/CT exposure.

Immersion in running water: 1D6+1 PD/CT exposure.

*Blessed Symbol Spiritual damage is equal to the faithful wielder's STRAIT minus 10% of the vampire's STRAIT, and also minus 1 point per foot distance between the wielder and the subject, SD being inflicted upon the vampire thus each CT of exposure.

Average Armor Protection: 5

Weapons:

Talons (STEEL 41 (HTH Combat), 2 attacks/CT, 1D3 damage)

Bite (STEEL 41, 1 attack/CT, 1D3+1D3*)

* Blood drain, per CT. This continues until the victim dies or the vampire reaches WL. Only attempted if a success in Combat, HTH, Lethal is scored by the vampire, and victim is filled with lethargy, unable to resist further unless able to make a roll vs. S TRAIT at D% modifier +5.

Powers:

Climb as Spider: 6 yards/CT on normal surface.

Darkseeing: Seeing as if moonlight in total darkness.

Heal Self: 1D3 points of Physical damage per Battle Turn.

Regenerate All Damage: Through PPM form and return to casket/soil.

Statistical Detail:

M: 40 **P:** 70, **WL:** 52* **S:** 45

*At Wound Level, the vampire is forced into PPM (mist or smoke and must flee to the place in which are its burial container and native soil.

Commentary & Description:

The vampire must spend at least eight hours each day resting upon the soil of the place where it was born. Failure to do this is the same as missing feeding on blood for one week. Thus, these creatures typically rise from their graves, tombs, or like places at night, after hiding safely there away from the sun, resting during the day.

Unalive vampires are typically zomboid slaves of other (usually Preternatural) vampires, and must follow the command of their master without question. However, if the master of an Unalive vampire is destroyed, the bond is broken and the vampire will regain free will. Vampires of Unalive sort decay as would a corpse unless they are able to drink blood. Feeding must be done a minimum of once per week or they permanently lose 10% of their TRAIT each week lost without so gaining energy. If a full 10 weeks pass without blood, the creature is destroyed.

Anyone drained of blood by an Unalive vampire becomes either a corpse or another Unalive vampire, according to the desire of the vampire.

The only (generally known) two ways to destroy a vampire of this kind are to either: (1) drive a wooden stake through its heart, cut off its head, and then burn all parts to ashes; or (2) expose it to the rays of the sun for a period of CTs equal to the monster's P TRAIT.

Spirits From Other Spheres and Planes

At some point during their careers, the Heroic Personas are bound to encounter some form of spirit beings from elsewhere in the multiverse. These Partial and Non-Physical Manifestations might be one commanded or otherwise summoned forth by those with Conjunction or Mediumship Castings or similar Heka-engendered Powers. Otherwise, these encounters will be Undead Spirits lingering in some place. Hostile spirits will likely attack those Heroic Personas who foolishly challenge them to a battle of Mental or Spiritual combat. One such hostile form of spirit is the Lemure.



Lemure

Identifier: Undead Spirit

Habitat: Varied

Size: Human-sized and variable

Number Appearing: 1

Modes & Rates of Movement:

"Walk": 20 yds/BT or by Power (see below)

Outstanding K/S Areas & STEEP: Nil

Attractiveness: 0*

*Viewers must pass a check twice vs. S TRAIT D% modification -5, or else flee at fastest movement rate away from Lemure for 1D3 BTs and/or be Dazed for a like period.

Invulnerabilities: All non-enchanted weapons and attack forms such as cold, fire, etc., disease, poison. Invulnerable to all forms of fire except magickal fire.

Susceptibilities: *Allergic Reaction:* Proximity to bells ringing, 1D6+1 Spiritual damage/BT

Average Armor Protection: 5

Note: Some Lemures may have Heka-engendered armor.

Weapons:

Strangulation (STEPP 40, attack/CT, special damage*)

* See *Weakness*, below

Powers (Employable during night hours only):

Aethereality: Full Physical Manifestation to Partial Physical Manifestation to Non-Physical Manifestation, 1 CT to change from form to form.

Close and Bar by Gaze Door/Window: 1 chain distance, Heka-barring of opening.

Displacement: Up to 1 furlong distance, any direction.

Illusion: Project a false image, 1 chain distance, 1 yard radius, 1 BT's duration.

Shadow Walk: Move from shadow to shadow in sight, 1 CT's time.

Telepathy: Project surface thoughts, Sight to 1 rod, 3/day.

Telepathy: Reading surface thoughts, sight to 1 rod, 3/day.

Weakness: Victims of a Lemure's touch temporarily suffer a reduction of P TRAIT by 1D6 points each, and like amounts are added to the P TRAIT of the Lemure. At such time as the spirit gains a P TRAIT total in excess of 48, it can and will attack physically. Weakened subjects take no PD, but will suffer the weakness for 1 AT following touch.

Statistical Detail:

M: 65 **P:** 10, **WL:** 0* **S:** 90

*At this level, the Lemure is forced into NPM form and off the Material and onto the Aethereal or some similar plane or a sphere thereof.

Commentary & Description:

The lone and wandering spirits of the Evil dead are known as Lemures. They remain attached to the Material Plane because of their wickedness and refusal to leave their malign activities of mundane sort. Thus they roam the world from sunset until dawn, seeking likely victims.

If a Lemure manages to kill a victim, it gains 1 point in each of its TRAITS.

The hideous and Evil nature of the Lemure is evident when its physical form, whether in Partial or Full Manifestation is seen. Thus, the Attractiveness factor of this spirit and the reaction check necessary.

Material Subjects From Other Spheres

It is safe to assume that many creatures and personas from other planes and spheres will not willingly venture through a Portal under normal circumstances. But there is also always the chance that some physical creature will have an idea of what a Gate/Door is, where it leads, etc. Mages and Priests have some limited control over these junctures, and have been known to use them for travelling to specific destinations. Another possibility is that one or more unsuspecting creatures will be accidentally "swallowed up" by a suddenly appearing Gate or Door. Whether through design or by accident, then, creatures and personas do indeed travel through these magickal links between planes and spheres. This makes a plausible explanation both for the strange disappearance of a persona and sightings of fantastic, mythical beasts (gamemasters seeking guidelines for such encounters may wish to consult the *Mythus* book, page 327).

Griffon (Gryphon)

Identifier: Monster

Habitat: Phæree, et al.

Size: 6 x human-sized.

Number Appearing: 1

Modes & Rates of Movement:

Fly: 144 yds/BT

Dive: 288 yds/BT

Walk: 60 yds/BT

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: None

Susceptibilities: As with most feathered creatures, the wings of a griffon are vulnerable to fire.

Average Armor Protection: 5

Weapons:

Talons (STEPP 40, 2 attacks/CT, 1D6 damage) and

Beak (STEPP 35, 1 attack/CT, 2D3 damage) or

Diving (STEPP 40, 1 attack/CT, 3D6 damage)

Powers: Nil

Statistical Detail:

M (Cunning) 15 **P:** 155, **WL:** 116



Commentary & Description:

These Phæree creatures have a lion's body and hind legs, with the head, forelegs, and wings of an eagle. They are larger than the largest lion—and are every bit as ferocious. Griffons have only animal intellect and instinct. They prefer to hunt and live in rocky, mountainous regions.

They have massive talons on their forefeet, for use in diving/flying attacks. In other combat, they fight with one or both of these and their beak.

Ogre

Identifier: Humanoid

Habitat: Phæree

Size: 12×human-size
(12-14' H; 2,800-3000#)

Number Appearing: 1 (but see comments)

Modes & Rates of Movement:

Walk: 210 yards/BT

Outstanding K/S Areas & STEEP: Nil

Invulnerabilities:

Cold

Poison

Susceptibilities:

Insinuation: Iron (×3)

Contact: Iron (×2)

Exposure: Sunlight petrifies in 1D3 BT's time.

Allergy: 1 BT exposure to ferrous metal (100 lbs. in 10 feet) inflicts 1 point PD/CT thereafter

Average Armor Protection: 16

Weapons:

Fist (STEPP 35, 2 attacks/CT, 2D6+2 damage) and
Bite (STEPP 25, 1 attack/CT, 1D10 damage) or
Bludgeon (huge!) (STEPP 30, 1 attack/CT, 2D6+14 damage)

Powers:

Darkseeing (as if daylight)

Resistance to Heka: Heka caster must expend 9 additional Heka points to affect ogre with Casting or Power

Sonic Bellow: Causes -10 Initiative for that CT to all within 1 chain (66 feet) radius unless they succeed in a roll against their M TRAIT.

Statistical Detail:

M: 25 **P:** 210, **WL:** 157 **S:** 20

Commentary & Description:

Ogres are huge humanoid creatures of massive size and strength and dubious intellect indigenous to Phæree. Despite their low intelligence, they have moderate innate Heka powers (as noted above). They typically lair in remote areas and prey on the surrounding wildlife, but find HPs to be a delicious treat.

From 12 to 14 feet tall, very broad, and weighing roughly 2,800-3,300 pounds, ogres have a fearful appearance. They are heavily built, hairy, and warty, with dirty complexions and fangs or tusks that

protrude from the corners of their mouths. They frequently wear skins and hides, and might thus in effect gain additional armor protection (equal to Half to Full Leather).

Ogres are solitary creatures and are usually encountered alone or in small bands of two or three (20% chance of more than one ogre). They are nocturnal, for certain high-frequency radiations (such as sunlight) have the effect of calcifying their tissues—in effect, petrifying them (a Susceptibility) after 1D3 BTs of exposure.

Pegasus

Identifier: Animal

Habitat: Phæree, *et al.*

Size: 6 × human-sized

Number Appearing: 1

Modes & Rates of Movement:

Fly: 144 yds/BT

Walk: Based on exact size (see the Mount Movement Rates table on page 75).

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities: None

Susceptibilities: None

Average Armor Protection: 4 In addition to their natural armor, all pegasi produce *Baraka*, a natural form of Heka, equal to each individual's M TRAIT+19.

Weapons:

Hooves (STEPP *, 2 attacks/CT, variable damage*)

Bite (STEPP *, 1 attack/CT, variable damage*)

Kick (STEPP *, 1 attack/CT, variable damage*)

*Dependent on size (see the Mounts table on page 78).

Statistical Detail:

M: 19 **P:** 100, **WL:** 75

Commentary & Description:

Pegasi are winged horses, a native animal form of Phæree—and possibly other worlds, too. They possess exceptional intelligence for an animal and are able to bear a load equal to one-quarter their own weight. Pegasi typically gather in small herds wherever there are mountains located near plains, steppes, or grasslands. The size of a pegasus ranges from that of a small genet to a massive, flying charger. They can be tamed and ridden, but their intelligence and willpower are factors when dealing with would-be trainers and riders, requiring any unfavorable personas to succeed in a roll versus their Animal Handling K/S STEEP at a D% modifier of +5.

They can employ a bite, both forehooves or a double-hindhooves kick in defense or attack.



Unicom

Identifier: Animal

Habitat: Phæree, *et al.*

Size: 6 × human-sized

Number Appearing: 1

Modes & Rates of Movement:

Based on exact size (see the Mount Movement Rates table on page 75).

Outstanding K/S Areas & STEEP: Variable, at GM's discretion.

Attractiveness: Nil

Invulnerabilities:

Disease

Poison

Susceptibilities: None

Average Armor Protection: 15 + *Baraka* equal to M TRAIT (+40)

Weapons:

Hooves (STEEL *, 2 attacks/CT, variable damage*) and

Bite (STEEL *, 1 attack/CT, variable damage*) and

Gore, (STEEL 50, 1 attack/CT, 5D3 damage) or

Kick, (STEEL *, 1 attack/CT, variable damage*) or

Charge (STEEL 50, 1 attack/CT, 10D3 damage)

*Dependent on size (see the Mounts table on page 75).

Powers: The gamemaster may wish to choose a particular innate Heka-engendered Power for all unicorns, or allow for different creatures to possess unique abilities, or both. We recommend the latter.

Statistical Detail:

M: 40 P: 105, WL: 78 S: 40

Commentary & Description:

The unicorn is native to Phæree. Unicorns possess human-norm intellect and Heka capacity, and can change into human form. In addition, there are some (20%) who also have *Shape Shifting* ability of other sort. Some use Castings as well as Powers.

These magickal creatures are typically non-aggressive, but at times they will attack. If approached suddenly, or themselves attacked, unicorns will typically attack an opponent they deem defeatable by using its magick and natural weapons rather than fleeing. A unicorn can inflict deadly damage with its horn in charging, gore with that weapon, and strike with its forehooves, too, and bite in melee, or deliver a hindlegs-hooves kick to the rear or when retreating.

Werewolf

Identifier: Human, Therianthrope

Habitat: Material Planes/Spheres

Size: Human-sized

Number Appearing: 1

Modes & Rates of Movement:

Human standard*, or wolf standard.

*See Statistical Detail explanation below.

Outstanding K/S Areas & STEEP:

Combat, HTH, Lethal

41-50

Criminal Activities, Physical

41-50

Hunting/Tracking

31-40

Survival

31-40

1D3 other K/S Areas at 30

Attractiveness: Nil

Invulnerabilities:

Non-enchanted weapons

Susceptibilities:

Insinuation: Silver (x2)

Exposure: Allergic reaction to wolfsbane—1 sprig in 3 feet inflicts 1D3 PD/CT

Average Armor Protection: 2

Weapons:

Claws* (STEEL **, 2 attacks/CT, 2D3 damage)

Bite (STEEL **, 1 attack/CT, 3D3 damage)

*Usable only in humanoid, bipedal mode.

**Per the persona's human Combat, HTH, Lethal STEEL, plus 15%.

Powers:

Darkseeing (as if in daylight)

Hyperæsthesia, audial and olfactory (as wolf modified as noted below)

Resistance to Heka (Heka caster must expend additional Heka points equal to werewolf's S TRAIT to affect werewolf with Casting or Power)

Statistical Detail:

M: * P: ** S: 0

*M TRAIT of persona but as Cunning, so no Mental attacks/damage possible

**P TRAIT of persona increases by 50%, rounded up in this case. When transforming back to human, however, PD accrued counts as 100%, so that there is no "false" P total, absorbing (and thus precluding) Physical harm.

Commentary & Description:

Werewolves are humans transformed to a semi-animal or full animal form because of magickal effect of purposeful intent or curse sort. Those wishing transformation can change to and from animal form at will, usually once each per day. Those under curse typically have an involuntary change pattern triggered by the near-full/full moon's rising and setting (a 3-5 day period).

Werewolves are sometimes known as *lycanthropes*. They are incredibly strong and fast, with wicked, murderous natures. These creatures are harmed only by silver or magickal weapons, and can infect with therianthropy those they bite who fail a check against their Physical TRAIT at a D% modifier of +10.

Remember that armor applies only to those attack forms which can actually affect the creature!

In semi-animal form, the werewolf walks upright and can move and climb as a human—it having clawed hands rather than paws—but it has only about half the olfactory capacity of a wolf. In wolf-like form the werewolf has the movement and senses of a true wolf.



Yeti

Identifier: Humanoid

Habitat: Phæree

Size: 6 × Human-size

Number Appearing: 1D3

Modes & Rates of Movement:

Walk: 120 yards/BT

Run: 240 yards/BT

Charge: 360 yards/BT (1 BT only)

Outstanding K/S Areas & STEEP: Nil

Attractiveness: Nil

Invulnerabilities:

Cold

Poison

Susceptibilities:

Insinuation: Iron (x2)

Contact: Iron (x1)

Allergy: 1 BT's time exposure to ferrous metal (100 lbs. in 10 feet) inflicts 1 point PD/CT thereafter

Average Armor Protection: 8

Weapons:

Fist (STEPP 30, 2 attacks/CT, 2D3 damage) and

Bite (STEPP 25, 1 attack/CT, 1D6 damage) or

Weapon (STEPP 20, 1 attack/CT, * damage)

*Per weapon type +6

Powers:

Ambush (as if Criminal Activities, Physical with 40 STEPP)

Darkseeing (as if moonlight)

Invisibility (in natural terrain, distance beyond 1 chain and moving only at crawling speed)

Paralyzing Gaze (1 rod range, 1 subject, check vs. M TRAIT or be unable to do anything that CT).

Statistical Detail:

M: 20, **P:** 120, **WL:** 90 **S:** 20

Commentary & Description:

The Phæree species of Yeti (sometimes known as Sasquatch or "Abominable Snowmen") are humanoid creatures averaging about 8 feet in height and 600 pounds weight. They typically live in very cold, remote regions and have thick, white hair covering their entire bodies. Those in warmer regions have mottled brown coloration. These creatures resemble a gorilla with a more upright posture and large yellow fangs protruding starkly from an undershot jaw. They sometimes have and employ crude weapons (such as spears and bludgeons) but usually attack with two massive fists and a bite once per Critical Turn.

SAMPLE ENCOUNTERS, EXTERIOR ÆRTH Farmers/Herders

Typically peasant or lower freeman class and numbering between 2-20, these OPs will often be found working the fields in cultivated areas or tending animals. If more than 15 are encountered, there is a 75% chance that they will be accompanied by 1D3 personas of freeman class.

Farmers typically wear no armor, but they usually have an assortment of tools which can be used as makeshift weapons (Combat, Hand Weapons STEEP of around 20). They possess average human TRAIT scores.

Statistical Detail:

M: 27 **P:** 35, **WL:** 26 **S:** 27

Hunters

Usually numbering between 1-6, this type of persona will be trappers, fishermen or true hunters of peasant or freeman class. They may be mounted in plains regions, but are most often found travelling afoot in wooded areas.

Hunters will always be armed (spears or missile weapons), and often wear some type of light armor.

Statistical Detail:

M: 30 **P:** 20, **WL:** 15 **S:** 30

Military Company, or Warrior Band

Use the hunters model above, but reduce M and S TRAITS by 1D3 and 1D6 respectively.

Depending on the area, this group could be mercenaries or soldiers of peasant or freeman class, mercenaries led by sergeants, or a band of sergeants only. The average size of a group is between 51-100, but could range from 10-30 for a small group to 200-2,000 for a large contingent. It is very possible that any such group will contain Heka-using personas.

All members of a military contingent will possess weapons and armor of some sort, of course.

Nomads

Treat as military company, but include peasant and hunter types.

A tribe of people consisting of men, women, and children, these could be barbaric people looking for a new homeland, or just a caravan of wandering Gypsies. (In the case of Gypsies, reduce the number of warriors and add fortune tellers, thieves, and mountebanks!) The average group size is 51-100, but those encountered could be a group as small as 5-30 or as large as 50-500. Average and large groups will contain one or more Heka users, usually shamans, medicine men and wisewomen. Nomad warriors will own and use weapons and armor.

The Campaign and Gamemastering

This section deals with a number of aspects of gamemastering in general and with running a **Mythus Prime** campaign specifically.

Fantasy And Swords & Sorcery

Fantasy gaming is a unique way to spend your time that blends strategy and tactics with fantastic creatures and places. Much of the appeal of fantasy lies in the way players can step out of the "real world" via their Heroic Personas and do things that are otherwise impossible. And yet, as in the world in which we live, the Heroic Personas' actions are governed mostly by need, honor, and curiosity. In the normal, everyday life, we are seldom given a chance to do something brave and heroic; but in a fantasy roleplaying game, such actions are sometimes almost commonplace.

Fantasy gaming gives participants a chance to step back and say "What if...?" Encounters with exotic creatures and faraway places give players a chance to be heroic, to see what it would be like to be in the same situations as the fictional characters in their favorite books. They can simulate fictional encounters, much as the wargamer simulates the recreation of famous battles.

Fantasy RPG participants, like those in other roleplaying games, can expect to learn new ways of thinking of how things are done. Part of the power of roleplaying, as psychologists know, is gaining the ability to work through difficult situations without endangering our own personal emotions. The observation and creativity skills that can be drawn out through gaming are amazing, and these skills are directly translatable into our own lives.

Games based on fantasy and swords & sorcery genres differ from other RPG systems mostly in the settings in which adventures take place. Typical fantasy campaigns don't allow for technology or technological weapons (guns, phasers, grenades, etc). Magick, however, might substitute for the loss. If not, then there are no "quick and dirty" solutions of this sort, and players must often reason and use acquired game knowledge to deal with opponents. Whether such opponents are monstrous beasts or magick-wielding Evil Personas doesn't matter: Personas must use their wits and act fast to avoid a nasty demise. Facing down an angry monster is a lot more exciting when your Heroic Persona is armed with a sword than with a blaster or a bazooka—believe us!

The knowledgeable reader will be aware that there is a difference between fantasy (even "heroic fantasy") and swords & sorcery. We draw your attention to this distinction because it might assist the participants in creating/interacting with the campaign. Let's break the genre down into several portions—fantasy, heroic fantasy, and swords & sorcery.

Fantasy tends to limit the powers of magick, monsters, beasts, and humans alike. That is, there aren't likely to be world-shaking spells in this sub-genre, nor will there be terrible dragons, hordes of ferocious beasts, nor fighters able

to take all of the foregoing on for breakfast. Fantasy tends to read/play much like a variation of our own world, using its themes with some "dressing" of the Medieval and magickal...or possibly simply something just unearthly. It can be dull and tedious when done by someone who evidently wishes the genre was not that of whimsy at all, or it can be truly wonderful in skilled hands. In truth, fantasy as a sub-genre allows us to deal with politics, intrigues, and most of what is interesting in our own world, but in a different setting and with twists on the expected.

Heroic fantasy is much like the above, but it allows for more magick, one or more pretty potent monsters, places where the fearsome things of nightmare roam—amongst humanity or in remote lands, and one or more heroes who are well above the norm and able to use magick and/or cope with it and the other creatures and forces. There is a mix of plotting, intrigue, and action in this sub-genre, and it is the favorite of many.

Swords & sorcery is the action-packed sub-genre which is the home of Conan...once the realm of Fafhrd and the Grey Mouser too. It seldom deals with the mundane (or actual/real). Instead it takes larger-than-life protagonists and antagonists, mighty magick, strange realms, deadly perils, wild places, and horrific beasts. By stirring action and asking few questions, it entralls those desirous of non-stop adventure, with an emphasis on action, blood, and the incredible.

Wise gamemasters suit their campaigns to their players, using a bit of each of the three sub-genres to make it the perfect blend for all tastes.

Group Creation Of Heroic Personas

Because the process of HP creation is a rather lengthy and complex one if it is done so as to maximize the background, status, and relationship between players and their personas, it is beneficial to have the player group meet to begin the process. Allow plenty of time, especially for players who don't have their own copies of this work. After explaining TRAITS, Vocations, SEC, and the other aspects of the process, supervise the creation of the HPs. The point method is offered as an option; but if possible, the creation of HPs by dice rolling is urged, for it is both fun and personalized. It creates more of a sense of "being" the HP in the long term.

Now oversee determination of each HP's K/S Areas and other features. After that, help get them started on their background information. With that done, you are now ready to send the players packing! They may still need to finish the details of their HP's background/personality or smooth over other rough edges, but that they can handle on their own. Ideally, a couple of the players will have their own copies of **Mythus Prime**. Those players without copies should be teamed up with those individuals that have them, and these sub-groups can then spend the next few days finishing the work of filling out their HP sheets and "getting to know" who their HP is. Meanwhile, you're busy preparing...



Introductory Adventure Episodes for Individual HPs

Just as the the players need to familiarize themselves with the game and their HPs, you, as gamemaster, need some introduction as well. This process will make you a better GM and the players more involved. To build anticipation and the deep sense of magical wonder which needs to pervade the campaign, each HP should, ideally, experience a brush with the fantastic, and this should be done on an individual basis. It might sound difficult, but running a half-hour adventure for each player in your group is only a little more demanding than preparing a scenario for several hours of group play.

Because you're conducting a long-term campaign, the little episodes which each HP experiences needn't (and shouldn't) be connected directly to the first group adventure. This is true regardless of whether you use the scenario provided herein or one of your own devising. Each HP will witness something which seems very odd, find something which points toward an inexplicable evil, or discover some bit of secret or ancient information hinting at a chance for adventure somewhere. Furthermore, each experience should be seemingly unrelated to the others. With care you can provide clues to a whole series of upcoming adventures, and not one of those episodes will be an obvious step toward the next except in the vaguest sense.

Here's an example which assumes a player group numbering five individuals: You decide to string together five scenarios which will lead to a sixth one far more complex and dangerous than those that preceded it. The initial scenario will not be related to the latter (except as an introductory fantasy scenario to the campaign whole), however, so the five mini-episodes will be drawn from the plots you prepare for the second through sixth adventures. For sake of this example, we'll assume that each of the five players has a different Vocation, so that some of those given in this work are used as examples.

The Mercenary

After finding temporary employment as a guard for a merchant caravan, the mercenary is given an assignment which ends in failure, as the strongbox the persona guards is stolen. Undisturbed, the merchant happily pays the mercenary anyway, and continues on to another town. Shortly afterward, the silver coins from the merchant turn to lead, and the mercenary is unable to locate the cheating merchant.

The Alchemist

While browsing through a tome, an alchemist finds a reference to a lost Casting which calls forth the duplicate of any living thing from wherever it may exist. The HP takes the book to a local mage to ask about it, but the wizard is unimpressed. He agrees to help the HP, however, and borrows the book to study it. Later that night, the house where the wizard lives is engulfed in flames and burns to the ground. Strangely enough, when the ashes are searched, no body is found, not even bones, which would ordinarily survive such a conflagration.

The Thief

One of the thief's contacts informs the HP of a wealthy travelling merchant who is staying at the local inn. The merchant is a dealer of jewelry, antiques, and curios, and he is rumored to have several items of exceptional value for sale. Knowing that the items may be hard to fence in the region, the thief plans on stealing only the coin from the sale. Oddly enough, the burglary goes off without a hitch, but the thief winds up with a strange pendant in addition to the money. The next day the HP learns not only that the merchant was murdered, but also that there is no way to be rid of the pendant. Now, not only is the persona wanted for the murder, he or she has acquired a cursed item which draws bad luck.

The Cavalier

Hired by a local noble to map the area surrounding the site of a planned castle, the cavalier quickly begins to get a strange feeling of being watched. The most notable feature of the site is a small mountain, and the HP finds the entrance to an abandoned mine. A hermit has taken up residence there and tells the explorer before going to sleep that the mines are haunted. Before being able to find out more, the HP wakes to find the hermit dead—frightened to death. Further investigation of the mines becomes progressively more dangerous, and a series of near-fatal accidents begin to plague the explorer when he or she tries to venture deeper into the old mine. The persona finally decides to leave after beginning to hear periodically a faint and faraway wail, which sounds as if it originates in the heart of the mountain...or was it just the moaning of the wind through the long-deserted tunnels?

The Wisewoman/Wiseman

While meditating, the HP has a clear, detailed vision of a wild valley in the midst of a dense jungle. In this vision, the HP is travelling with an expedition through the brackish undergrowth toward the center of the valley, seeking some unknown goal. As the party presses along in the jungle heat, they suddenly reach a great clearing, oddly bare of any vegetation save a thick carpet of lush grass. In the center of the clearing stands a huge, solitary obelisk of smooth, black stone. As the adventurers draw closer, they begin to see detailed carvings upon the surface, depicting obscene rites and arcane runes of utmost evil. The terrible vision ends as the patterns on the obelisk begin to move and coalesce, and a horrible scream escapes the HP's lips, jolting him or her back to reality.

First Group Meeting In A New Campaign

Now the HPs each have some strange or unsolved experience under their belt. In game terms it is the weekend, and it just so happens that each of them is at the same place. It can be a tavern, inn, local event, stall in the marketplace, or just about anything similar which would reasonably and logically throw all of them together. Of course, they are drawn into conversation, learn about their shared interest in adventure, and get to "know" each other. It is here that they will learn about something very odd indeed. It is the time of introduction to their first adventure



scenario, and there the action begins!

The Initial Group Adventure: When the players are so gathered, some outside agency will put the HPs on the track of an adventure which they must undertake. Here is where the anticipation and fantasy really come into play. What they think they are seeking and what they actually encounter should be quite different. The fantastic settings and magickal things are much of the appeal of this game form. The players collaborate to get to the location of the scenario and then piece together the solution. Whatever the scenario, start slowly and build carefully to the climax. There is danger aplenty, but the magick, mystery, and growing sense of excitement make the discovery and confrontations all the more enjoyable. Then, even if no HP is lost in the scenario, the strange encounters and unique story will still be intriguing and interesting.

The Ongoing Saga: Developing five, three, seven, or however many adventure scenarios, each leading to the next, will take considerable creative effort, but with the mini-episodes to build on it shouldn't prove to be a daunting task for the GM. In the example given, when the party of HPs returns from its first adventure, the mercenary naturally would try to find out what had happened to the cheating merchant. He's missing, so the first of the parts of the saga might be a search for that OP. Then the trail might lead to the charred ruins of the wizard's home, and the party could find hidden chambers under the house. From there the action might then bring the thief's cursed amulet into play, and the group would next have to head for the forbidding mountain, to investigate the abandoned mines there. Only after that would they understand the need to journey on to the lost valley on the other side of the mountain, and face a clan of humanoids, perhaps. Lastly, the final portion of the saga would emerge.

Entering The Enlightened Realm: The culminating scenario must be one which is difficult and deadly. As the HPs succeed progressively against the forces which cross their path, they will be tempted or tricked into turning back or giving up, unless they are brave and resourceful. If they triumph, though, the survivors will gain treasure and acclaim. Naturally, they will never quite completely solve every mystery or be able to keep all of the treasure (there are taxes to be paid even in fantasy RPGs), but those devices will then enable you to introduce easily new scenarios without having to go to elaborate lengths to connect each to the preceding and future ones. It is far simpler to develop a rationale afterwards, so linkage can be made and not seem the least bit implausible.

From this point onwards in the campaign you will have more freedom in what adventures you use and the scope of action which can be considered. All places and perils can be brought into play. Sorcery in a vile nethercrafter's tower, bandits harassing fearful townsfolk, some fearful monster terrorizing an area, or whatever else you think exciting. Included can be forays into other areas—the subterranean and Phæree—and genres—science fiction, horror, mystery, and so forth. A sprinkling of different worlds helps to keep the whole roleplaying game experience fresh and full of vitality.

Game Realism

The tenor of the game system and its campaign expression—the creative efforts of the gamemaster—will truly determine if the whole has a realistic feel or if the game is just that—a game. The foregoing should aid you in your presentation of an exciting and suspenseful campaign which makes the players feel that the weird and evil things their HPs face could be real. The reality and logic of the campaign builds upon the foundation mentioned. It must be known and maintained throughout play, or else everyone will be jarred out of the excitement of play-acting into the truly mundane world of quibbling with the GM. If, for instance, you decide that vampires can't be stopped by the usual, legendary things—garlic, mirrors, crosses, etc.—then do two things. First, over the course of several play episodes, reveal this fact, the whys and wherefores, and what will be effective against such blood-sucking monsters. Don't spring it on the group when they're facing a gang of Draculas! Create "facts" in your milieu and make them logical and realistic. Your campaign doesn't match the "reality" of folklore, but it has internal logic which can be as realistic as legend. Second, and just as important, make the campaign logic consistent. If it ever varies, be sure it happens because it is supposed to happen, and that somewhere there is an explanation which will restore "reality."

In fact, it is a good idea to throw in such breaks even in campaigns based on legends. After all, who says that all folklore is correct? Throw the players a curve that way, and when it is concluded and the seeming inconsistency explained, the players will feel especially involved with the milieu. The unexpected must be able to occur in the make-believe world as well as the real one, for otherwise that is a break from realism.

The final analysis is this: How to satisfy the need for realism in the campaign is a matter of taste. The gamemaster and the players will determine how it is done, and if the game vehicle suits all as a motive force for entertainment, the rest will generally flow from the creative force of the GM in particular and with the enthusiastic cooperation of the players in general.

Realism Versus Playability

Naturally, this game can at best help the participant group build a sense of realism. Nothing is real if it isn't real. That is, the most complex simulation—one with full audible and visual components—is still not real. Kendo is dueling with wooden swords, and although it is as close to real Japanese samurai sword-fighting as is possible, it isn't sword-fighting with katanas. That fact is inescapable. It follows that no game can be real. What must be maintained in an RPG is the *feeling* of reality.

Some particular rule or procedure in the **Mythus** game might seem unrealistic to you. Don't make any snap judgment. Play as detailed, and, if after a fair trial it still seems to be a glaring obstacle to the vista of fantasy, replace it with something that the group feels is more appropriate. Many assumptions have been made in this game in order to accommodate the multi-genre nature of the whole system, to develop roleplaying, to reduce bookkeeping, and to control the number of lengthy procedures needed for combat. If a game isn't playable, all of



the realism in the world can't rescue it from banishment to the dusty recesses of the closet shelf. Conversely, the most playable game imaginable palls into drab undesirability if it seems fatuous or lacks excitement. The GM is the judge. Remember playability when you consider realism and vice versa, and when you feel expert in the systems, do what is necessary to bring both into the right balance for you and your players. This game is structured to enable play with broad parameters and few rules used, die rolls made, or to use part or all the rules and checks, but still be essentially the same game!

Interpretation Of Rules

No matter how carefully drafted, or how exhaustive in its cases and examples, no RPG can completely avoid the problem of ambiguity and vagueness. The greater the quantification, the more likely that some "game lawyer" will pick at tiny loopholes. Furthermore, a huge mass of rules will weigh down the game and erode both realism and playability. What does that mean? Gamemasters are expected—nay, required—to interpret the rules as seems logical, reasonable, and suitable to their own thinking and the temper of their player group. Consistency is again important, and so too are the feelings of the players. If a decision is balked at by the majority, or if the GM feels uncomfortable with an interpretation, hold a council with the group. Find some suitable way to handle it and move on. How can that be done?

Reality is a good check. Could an actual individual do the thing being represented by the proposed rule? Would that individual have to have some qualifications not possessed by the HP—or any person, for that matter? Are there actual examples of the occurrence? Do facts or legends support one side or the other? These sorts of questions can be asked about anything. If a member of the group has more knowledge than the rest, more weight should be given to that one's opinion. Then consider the long-term effects of the decision. Will it make the HP in question or all HPs too powerful? Is there some opposite thing which will come into play? Is there now an indispensable K/S which everyone will take? Ongoing effects and ramifications must be considered. Even if something might really happen in a way not possible in the game, is there also within the game something which couldn't happen but is allowed to balance the seeming error? Let's take a look at an example of the latter.

A particular fantasy RPG has a rule which says that mages cannot employ swords. Pow! Obviously wrong!!! The sword is one of the wizard's principal items of power in spellcasting according to myth, legend, and those works of arcana purporting to tell nothing but the facts. But wait a moment—the game has two mitigating factors which make that seemingly wrongful prohibition right for the whole of the game. First, for the sake of game balance, and because there are some very potent swords, the mage is proscribed from the use of those weapons, and so a clear distinction is drawn between the warrior and the spell-worker. Supporting this seeming dichotomy is the logical fact that bookish wizards might employ a sword in magical rituals, but their physical condition and training wouldn't be such that it could be truly wielded as would an expert fighter. What time for training and practice would a mage have? Furthermore, a

soldier can do well enough with a missing finger, for instance, but what about a wizard? Second, the overall game system supplies the spell-worker with a plethora of very potent magicks and spells which can be cast in short order without lots of fancy preparations. While that isn't "historically" accurate, it suits the game reality, balance, and tenor. We thus see that game reality is established, is logical, and engenders belief.

Interpret cases with the same judiciousness used in amending rules for realism and playability. The two factors often go hand in hand. What seems simply an arbitrary rule, one not well considered perhaps, might actually be there to make the game both more realistic and playable overall. The GM with such wisdom can only be a successful one.

Gamemaster Only Vs. Group Adjudication Of Questions

In a roleplaying game, the gamemaster is the final arbiter, or judge, of what goes on in the campaign milieu. Yet every gaming group does not work the same way when questions arise. Often when a situation develops that isn't covered by the existing rules, gamemasters must determine the outcome based on certain factors, and their superior knowledge of their own milieu. After all, the gamemaster did design it, and is therefore more intimately familiar with it than are any of the players. Most questions or problems can be addressed by applying common sense.

However, when a general decision must be made—one that is unrelated to the campaign itself—it is perfectly acceptable for the GM to discuss it with the player group. Besides, their HPs will be the ones who are affected directly by such rulings. Sometimes it is a good idea to get them involved, for they may have insights which can help solve a problem.

Many rules aren't questioned by players until after they are enforced. If they weren't objectionable before, why now? Is it because the players may have sour grapes because they are adversely affecting their characters? In such situations, the decision should ultimately be the GM's.

If a rule is obviously disagreeable to you and your group, use the guidelines given below to try to fix it, or ignore it entirely. But remember to be careful, for there might be other related rules that depend on it.

Creating Specific-Case "House Rules"

Many GMs will create certain rules which are unique to their milieu. Perhaps the gamemaster prefers to handle hand-to-hand combat differently, or has a special way of dealing with certain types of magical devices. No matter what the specifics are, these house rules are perfectly acceptable as long as there is an understanding between the gamemaster and players about how the rules differ from those presented in this work. Also, it is a good idea to discuss any house rules with new players before they create Heroic Personas, if such rules will influence the type of personas that would be chosen by the player.

Players must understand when they play in other groups that the house rules they may be familiar with will probably no longer apply. In any case, house rules must always be applied with



consistency by the GM, or else they are not rules at all. And without rules there can be no game.

Changing Rules and Systems

Regardless of the authors' intention in creating systems for this game, we recognize the varied desire for realism and/or playability. We also know that experienced GMs and players will understand that any RPG is purely a system of guidelines. Many of the rules included are as much an aid to playing the game and having fun—after all, the main reason anyone plays games is for the fun of it! Participants in any roleplaying game should be able to modify the rules to suit their style and preference for detail, or the lack thereof. As a matter of fact, roleplaying games are one of the only game forms which allow you to modify the rules as you play! As stated above, the only definite rule we give you as an absolute is consistency. If a rule is changed, be consistent when applying the new rule.

There are two ways that rules are changed: (1) by altering or dropping existing rules to suit an individual campaign's flavor, or (2) by creating new rules to supplement the system. Gamemasters may do either, both, or neither, depending on their taste of play.

Altering Existing Rules: Most gamemasters will alter an existing set of rules, changing or dropping those parts which do not fit the individual milieu, or those which are too complex for their (or the players') taste.

Ease of play will often take precedence whenever a stated rule is altered or ignored. If an existing rule tends to bog down play, or is difficult to understand, that rule may be changed or dropped, provided that:

(1) It does not undermine or otherwise critically affect other rules in the system, and, (2) It does not seriously change the game system's balance, either by unduly favoring or penalizing the players' HPs or the Other Personas in the campaign.

Some realism will usually be sacrificed for playability when rules are simplified or dropped. That's all right only so long as such a sacrifice is acceptable to all concerned. Remember that there are many gamemasters and players who prefer a high degree of realism in their game. If this work seems overly complex at times, it is because your authors felt it is better to include more detailed rules for this type of gamer, rather than forcing them to develop them on their own. It is easier to cut out rules than it is to create them.

Creating New Rules: As we said, for some, realism is most important. Those gamers will create tables or rules to cover any and all situations. Campaigns run by this type of GM will tend to be slower and more meticulous, but roleplaying, realism, and detail, will be of paramount importance.

A good balance in any fantasy RPG system will incorporate both realism and ease of play, yet not deviate much from the core rules. This is one area where we feel the **Dangerous Journeys** game system most excels. Working from the core system, a gamemaster can be flexible, yet still provide detailed information for realistic play.

If an area seems to be lacking, gamemasters (and players,

too!) are encouraged to supplement it with whatever is deemed necessary in order to fill in the blanks. (As a matter of fact, we would be interested in hearing any ideas that you have regarding such useful additions. Who knows? Perhaps your suggestions will be worthy of a supplemental article or gaming aid.)

ROLEPLAYING

Good roleplaying is an art, not a science. That's why it doesn't take a brain surgeon to be a good gamer, just someone with a good imagination. Still, every RPG system has a set of guidelines to keep it flowing smoothly and lend a consistent (there's that word again!) structure. The perfect roleplaying game system will have enough structure to account for any action taken on the players' part, but not so many rules as to make the game drag while they are looked up.

Campaign Accommodation

Scenarios and campaigns are artforms, too. It takes a lot of creativity (not to mention hard work!) to not only make them function within the rule system, but to breathe life into them, and give them a "soul." Put too much structure into one, and it may be overly restricting to players and their Heroic Personas. Every campaign milieu becomes, as it is played, a collaboration of the gamemaster and players. That's why, over time, a campaign tends to adapt to the HPs within it.

As explained in the previous section, each group will have a general preference as to the relationship between ease of play and realism, so it is impossible to write the game system to accommodate perfectly every particular taste (though we hope we are very close!). As a result, gamemasters should always strive to accommodate the players and their gaming preferences.

As Heroic Personas are created and continue to develop, they will have many of the same wants and needs as real people. A masterful GM always considers the factors which make up a group of Heroic Personas: Who are the personas? What are they trying to accomplish? Where are they going? Why do they act the way they do? In short, what motivates them? (Gamemasters take note—this is also what makes an OP interesting.)

Care In Complete Development of Each Heroic Persona

Although it might seem silly to say that a player has spent more time initially developing his or her Heroic Persona than the GM has with a well-designed campaign, it would be closer to the truth than one might first imagine. That's because personas don't come complete, but are generated from scratch when the milieu starts.

Over the course of play, an HP takes a great deal of effort to develop fully. In time, a Heroic Persona can evolve into much more than a series of statistics on a page. With the gamemaster's help and guidance, HPs learn valuable lessons, become adept at their craft, acquire items and status, and take on many "real" characteristics. Such character growth requires much love and care on the part of the player—and the GM, too.

While it is fun to play the occasional "ultimate" Heroic Persona



with incredibly high TRAIT scores, and many K/S Areas with high STEEP, most HPs merely start out with above-average scores and work their way up from there through experience and the accumulation of Accomplishment Points. Actually, playing a persona with average scores in one TRAIT can prove useful in helping to create an interesting personality for the HP. Such personas can even be more fun to play, as the player gains a real sense of accomplishment in developing the persona.

In time, alternate Heroic Personas too will be needed for many players. The actual development will remain an ongoing process in the campaign.

Gamemaster Encouragement Of Players

A good gamemaster should always encourage players, whether they are novices or more experienced gamers. Through constructive criticism, all players can learn something about themselves or their HPs, furthering their enjoyment of the game. We are not saying that the GM needs to prompt every action, or to tell players how a scenario may be solved. That would be giving away the plot and ruining the players' chances of figuring it out for themselves.

Instead, a masterful GM has many ways to promote good roleplaying techniques. These techniques will assist the players and their Heroic Personas throughout every gaming session, not just the current one.

Through Example When Playing OPs: One of the best methods a gamemaster can use to encourage and inspire players is through example. When roleplaying Other Personas, GMs can emphasize expert playing procedures by following them themselves. This is a good method, because the players will pick up on the roleplaying just by watching and participating. A gamemaster can also use this method to give the HPs ideas about the campaign or scenario.

Assisting Roleplaying of the Heroic Persona: Players learn much about how to play their own personas by how the GM plays Other Personas, it's true. They also learn a lot about the tone of a campaign. The gamemaster can assist roleplay by creating extra situations in the campaign which call for negotiation and discussion between HPs and OPs, rather than confrontation and combat.

Game-Play Reminders: A GM can often help a group stay in character by doing the same during the gaming session. When this fails, a tactful and brief reminder to the wayward player(s) may be necessary. It is not the gamemaster's responsibility to continually keep the players in character. If a player is being particularly troublesome, more direct means should be helpful. Extra random encounters with beasts (or even a bolt from the blue) will soon encourage such players to mend their ways.

Personal Advice & Counsel: When an individual player is having trouble with his or her Heroic Persona, the GM can help resolve a problem through advice between game sessions. Once again, the gamemaster must be careful not to give away information about the campaign or scenario that the persona wouldn't know.

Perhaps it is only a slight misunderstanding of the rules which needs to be clarified. Or in another case, there may be a minor

question regarding something related directly to the persona. In any event, the gamemaster should handle such problems outside the game, so as not to disrupt the enjoyment of the other players in the group.

Rewarding Excellence: In addition to awarding bonus Accomplishment points for exceptional play, the gamemaster should remember to reward good play through other means, such as treasure, items, and even the recognition of powerful personages. By rewarding those who play well, the GM provides the players with a very good reason to continue striving toward such excellence in play.

An occasional minor magickal device of slight value or limited use lets the players know they are doing well, and keeps them motivated toward even greater rewards.

ENCOUNTERS AND RANDOM EVENTS

Whether you are using your own adventure scenario or a commercially prepared one, it is useful to have an element of chance operating in the background. While the players will certainly bring a random factor to the event, part of the sense of wonder and uncertainty for all (GM included) is the totally unexpected. Whether that results in more and very impromptu roleplaying, or the desperate thrills of a surprise struggle to the death, this random element in any storyline is much of what separates this sort of game from a play or novel.

Chance meetings aren't the only thing provided for here.





Changes in weather, natural occurrences such as fires, and even a chart for random operation of some unknown device are given below. Of course we can't think of everything you'll need while QMing an adventure, so feel free to devise whatever other tables you think will be useful for events in your campaign.

Meanwhile, use these random events tables irregularly and secretly. That way the players won't know if what is happening is part of the scenario or something altogether different. After all, real life is a lot like that!

Fixed-Location Encounters

Roll 1D6 and cross-reference the result with the HP party's current location to obtain the random event.

Notes for Fixed-Location Encounters Table

It must be reiterated that all random events of this sort are there to enhance interest and excitement as well as to confuse players as to the nature of planned encounters and events. Use these tables judiciously and sparingly. Be sure to make them appear as non-random happenings if at all possible—something which practice will enable you to accomplish. Do *not* use random events to bog down the action or to irritate players.

If you think that it would be useful, assume that during each half-hour to an hour of real time a random event will occur if the HPs are in a locale allowing exposure. Don't use results which are obviously incongruous, and as usual, feel free to modify or expand the table as you desire.

Bullies: These can be male or female, out for fun, looking for trouble, or whatever. They will be threatening, noisy, annoying, or merely a distraction as the GM determines, typically from the HP party's size and actions.

Bandits: These are usually small groups (2D6 members) of thieves, brigands and cut-throats interested in physically relieving their victims of worldly possessions, using any means necessary.

Break-In/Petty Crime: Such an event can be in progress or just have happened, in which case the HPs might be regarded suspiciously. By assisting, gawking, or whatever they decide on, the group might become heroes or get into trouble.

Fire: Fires can be just starting, raging, or in the process of being dealt with. There will be confusion as local officials, equipment, and spectators arrive. Arson and irresponsible

magick use, as well as other crimes, could be involved.

Drunkard(s): These can be anything from a single staggering fellow or a group of revelers falling down, bellicose, or noisily happy. Amongst the many things which can happen with them are brawls and unwanted attention from the local constable.

Idiot/Bothersome Children: An event of this type can apply to just about any off-beat individual or small group living in or near the community in question. The unpredictable and often embarrassing actions of village idiots make a good example of this type of encounter. They can be curious, adoring, mischievous, or whatever you like. From the eccentric and odd to downright wacky, these sorts of personas are fun to gamemaster! Of course, the same sort of people are sometimes more than just comic relief. Some may have vital clues or be there to aid either the group or perhaps the *Accursed* enemies...

Thieves/Muggers: An attack by thieves or muggers applies to the group of HPs or someone around them. It might be a purse-cutting, sneak thievery/grab-and-run, or a strong-arm attempt. Obviously, the loss of something critical or involvement of another sort can happen then.

Guardsmen: This is some form of watchman or military sort usually, although it can be a mercenary hired by a transportation operation, an adventurer, etc. Again, this sort of persona might be used to make the HPs sweat, particularly if they have illegal weapons or items, for example, on or about their person.

Robber/Robbery: This is similar to mugging, but there will be weapons and a lot more fuss. It might be a small-time hold-up, a caravan heist, or even a more dangerous crime in progress with magick, powerful weapons, and so forth. Of course, it might just have happened, etc.

Brawl: A brawl may be handled any way the gamemaster wishes. Remember, however, that any personas within the general area of the brawl have a good chance of being swept up in the action (especially if the fight starts in a tavern). It is quite possible that encounters of this sort will be followed by one with a guardsman, above.

Peddlers/Beggars: These personas may be trying to sell services or wares, may just seeking something (money or items), may be crazy, or may have the intent to try a little pick-pocketing, or the like.

Shady Characters: Such characters can be anything from

Fixed-Location Encounters Table

1D6	Village	City/Town	Ruins	Wilderness
1	Bullies	Thieves/muggers	Strange noises/lights	Difficult terrain
2	Bandits	Guardsman	Dangerous animals	Strange noises
3	Break-in/petty crime	Robbers/robbery	Hidden entrance	Unexpected obstacle
4	Fire	Brawl	Cave-in/collapse	Dangerous animals
5	Drunkard(s)	Peddlers/beggar	Others nearby	Others nearby
6	Idiot/bothersome children	Shady characters/beggars	Undead/monsters	Deserted ruins



personas who just appear out of place, to someone who is actively watching or following the HPs. This group has great potential for side-tracking the HPs from their main mission.

Strange Noises/Lights: Such things are particularly useful to sidetrack the HP group or lull them into a false sense of security in cases where later sounds of such sort are indicators of some foe nearby. Animals, wind, marsh gas, a falling tree, or whatever seems right to you at the time will explain the noises heard or illumination seen if the party of HPs investigates. Be sure and have some explanation ready!

Dangerous Animals: These can range from a vicious or rabid dog to an angry bull to water buffalo, tigers, wolves, boars, or the like if the locale allows for such animals. Snakes, scorpions, and large/poisonous spiders in annoying places also make for good dangerous animal encounters.

Hidden Entrance: This refers to covered or concealed entryways providing access to some type of building, other complex, or subterranean place.

Cave-In: Cave-ins occur when personas are exploring areas that are structurally unsound for some reason. This is most dangerous when the personas are inside a building or underground, for the way out might be blocked, or the HPs may become trapped under the collapse! If the HPs are outdoors when this is indicated, the ground may simply open up under the weight of one or more personas.

Others Nearby: This indicates a sighting of one or more people in the area. It might be a hermit, a farmer, locals out hunting or doing anything from smuggling to taking a walk. Other examples include scouting parties, patrols, a couple out on a picnic, or an outlaw band of cut-throats. If seen from a distance and appearing suspicious, the HPs might react adversely to the strangers. For instance, a group of well-armed bounty hunters could indeed panic the players into having their HPs become very aggressive indeed!

Undead/Monsters: This indicates an encounter with the evil denizens of a place, possibly minions of the *Accursed* enemies! The gamemaster should have a good idea of the kinds of monsters in the area, and be prepared with their statistics.

Difficult Terrain: Exactly what type of terrain is encountered depends on where the HP group is, but marshy ground, thick and/or thorny undergrowth, jagged rocks, soft sand, mud, or just about anything like that will do. Time and/or equipment can be lost, items damaged, or HPs can be tired out by the work of getting past the area.

Unexpected Obstacle: This is a blockage of the direct, maybe the only, route the group is able to follow. It could be a downed

tree, a very steep gully, a high wall, or the like. Perhaps a creek which is normally only a few feet deep is swollen by rains to a torrent of seven- or eight-foot depth.

Deserted Ruins: These are, again, either time wasters or possible tools which you can reintroduce in another adventure. Depending on where the action happens to be taking place, the ruins might be dwellings, mines, burial sites, monolithic circles, or defensive outposts. You can add to the fun by tossing in the lair of some animal, beast, or human inhabitant such as a hermit or runaway.

Travelling Encounters

Roll 1D10 and cross-reference the result with the HP party's current location to obtain the random event.

Notes for Travelling Encounters Table

A few events should be limited to once or twice in any journey—mounts and vehicles don't break down every half-hour, nor would wild animals be encountered very frequently in most places. Whether the HPs are pursued, pursuing, or just going from point A to point B, the random events table can be most useful to you.

Patrols will react to suspicious or potentially dangerous HPs. Other Personas encountered might be anything, of course. Have some reward or penalty in mind when using any of these events. These are realistic things, and if the gamemaster makes the event seem a part of the scenario, the players will respond realistically in game terms. That is, they will react as would actual persons confronted with said circumstances. This brings the play to greater heights and often requires skillful roleplaying too.

As GM you will typically be using maps—whether provided with the scenario or those that you prepare for the players. Through random events, the mounted journey from place to place need not be a mere, "You ride for awhile and get there," matter.

Travelling Encounters Table

ID10	Main Street	Country Road	Waterborne
1	Patrol	Patrol	Merchant ship(s)
2	Adventurer(s)	Adventurer(s)	Explorers
3	Broken-down vehicle	Storm	Distressed craft
4	Accident	Broken-down vehicle	Fog
5	Procession	Caravan	Storm
6	Trouble with HP's mount/vehicle	Trouble with HP's mount/vehicle	Trouble with HP's craft
7	Blocked path	Blocked path	No wind
8	Courier/messenger	Persona flagging down HPs	Warship(s)
9	Street repairs in progress	Wild animal	Sea creature
10	Hostile persona(s)	Bandits/brigands	Pirate vessel(s)



Well, here it is, your first scenario! Before we say anything else, though, let us make this point very clear:

This Material Is for the Gamemaster's Eyes Only!

Players: DO NOT READ!

If you are a player, you will gain *much* more enjoyment out of the material that follows if you encounter its secrets as they unfold to your Heroic Persona, rather than by reading them ahead of time.

Gamemaster's Introduction

Gamemaster, it is time to get to the action! In roleplaying games, suspense is very important, and it will spoil the players' enjoyment of the scenario if they read it before they experience it. What's the fun of "solving" a mystery if you already know everything that's going to happen? None, of course!

The GM, however, *must read this entire scenario very carefully* and become completely familiar with it before running it through play. Once you've done that, the first thing to do upon getting started is to read the "Players' Introduction" and the "Players' Background Information" sections aloud to the party. (Material intended to be read aloud is printed in italics.) From there, go to "Starting Action" and have at it!

Environs of the Winged Pig

Prior to getting into the description of the central setting for this adventure—the Winged Pig inn itself—let's consider the surroundings of that primary locale. Without these, the inn is in limbo, so to speak. You will need to put it into some broader context, even if it is but one of a half-dozen structures at a crossroads in the wilderness!

Space herein precludes our doing an extensive community setting for you, but it is possible to offer a brief schematic (see the map on page 94) for a moderate-sized village on a crossroads about 12-18 miles from a town or city. The directions are assumed to be north at the top, south at the bottom, etc. Feel free to rotate them as you like.

To the 34 places in the diagram, add about 10 residence-only buildings and six farms as the outskirt structures. Leave a space for an open market. Include trees near the woodcutter's shop and an orchard or two. The common green for the place might be across the ford.

Business structures are two or three stories high and close together. Residences are also near these businesses, but will not be as tall. You should rename the streets, add lanes and alleys, and so forth to suit your own desires. And, of course, you'll need to give the village a name.

Population of this size place will be in the 200 to 300 range. It assumes a fair volume of road traffic and at least small

barges being able to navigate the stream (or river, though not a major one).

History of the Winged Pig

The Winged Pig inn is a special place, a rendezvous for all those in the locale who are opposed to blatant evil. For a time, the *Accursed* (a multiverse-wide conspiracy to bring the malign ethos and Evil into supremacy everywhere) were growing ever stronger in the area. Those who were essentially neutral in their outlook, including not a few who were on the wrong side of the law, got together and decided that "enough was enough." In Robin Hood-like fashion, they robbed the aristocrats in the region who funded and supported the *Accursed*, drove out or did away with bandits and assassins, and clandestinely aided the minions of Good by sending warnings or waylaying their foes, even openly siding with righteous forces at opportune moments so as to assure their ability to overcome the dark foes.

Chief amongst the leaders of this effort to put down Evil were One-Eyed Jack, Richard, Frederik, Gwyllian, Caston, and Thelindelar—each of whom you will soon know more about. This core, with its various associated members, still remains active and alert to whatever extent you, the gamemaster choose. Although there was never a hope of completely destroying the *Accursed*, the Scales of Justice as the group came to be called, managed very well to reduce the strength of Evil to a manageable (dare we say normal?) level. Now the band is pretty much back to their old ways...some of them operating a trifle on the shady side. However, the Winged Pig has remained their favorite haunt. The inn is also the place where locals of all classes, and travellers too, come for relaxation, revelry, and to learn the latest gossip. Outlaws or not, the place is a safe haven for all, and the honest will never be cheated there.

After familiarizing yourself with the remainder of this scenario, decide to what extent you will have the Other Personas herein continue to interact with the Heroic Personas after they have finished their "interview" with the merchant. The Scales of Justice can become a major factor in continuing play, or maybe merely surface now and then, or simply slip into anonymity as you decide is best for your campaign milieu.

Player's Introduction

(Remember, the following, italicized material is intended to be read aloud to your players.)

*You are about to participate in your first adventure scenario for the **Mythus Prime** fantasy roleplaying game. During this scenario, you will be presented with information and given the chance to have your Heroic Personas*



react to it and perform whatever other actions you think your HPs would in such a situation. This is what occurs during the adventures in this game, and how cleverly and carefully you go about doing it—as well as your luck with the dice—will determine whether or not you ultimately succeed in your HP's goals.

To find information, try having your HPs go around and talk to people who might know something—either from firsthand experience or rumors. Sometimes the best way to find out more about what's going on is to go to the local inn or tavern and strike up a conversation with the others there.

Try to have your HPs avoid combat as much as possible, but don't be shy about their letting loose when their lives depend on it! Be especially cautious with monsters, who are frequently very powerful and not easily defeated by direct attacks. Your HPs must be clever and make maximum use of stealth and subterfuge when they can. Remember to protect your Heroic Persona's personality when you play—think like your HP, talk like your HP, and do things as the HP would. Be an actor in a play! A successful roleplaying session is one in which you almost feel as if your group is collectively writing an exciting novel. Don't get discouraged, though, if your HP dies. In the best novels, there are no immortal characters, and the same applies for your personas. Just chalk it up to experience and try it again with a new persona!

Players' Background Information

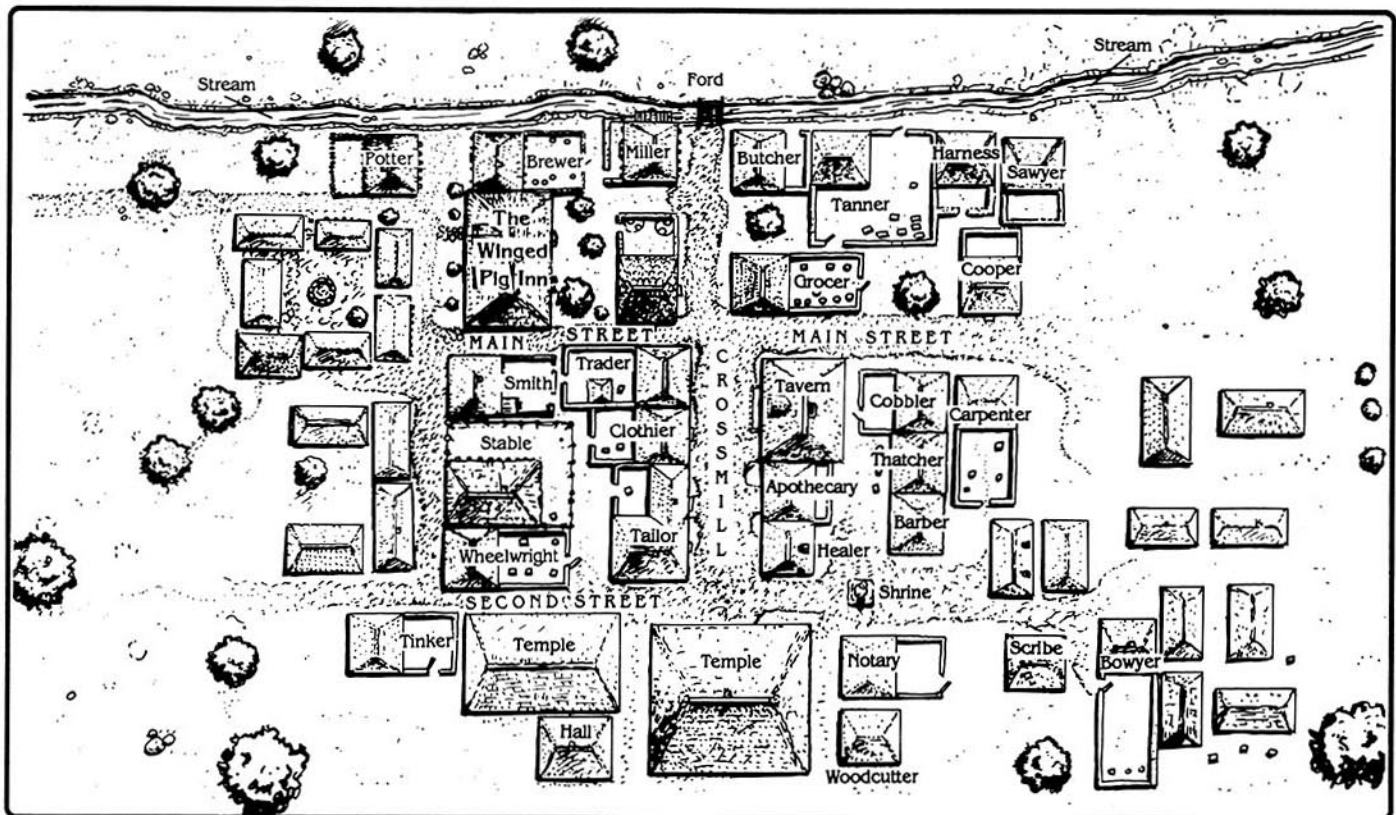
Located on the edge of town is an inn called the Winged Pig. Frequented by travellers, merchants, and adventurers, it is a well-known hotbed of gossip and rumor in the area. The inn has a reputation for its marvelous ale and its wild clientele. It is owned by a swarthy man named One-Eyed Jack, a retired adventurer whose exploits are the stuff of local legend.

Each of your HPs has heard a rumor that there is a rich merchant in town who is seeking adventurers for an undisclosed job. He is currently staying at the Winged Pig. The rumor says that secrecy is important, and that only a few hand-picked people will be chosen. The merchant will begin interviewing at sunset, after the normal business of the day is concluded.

Though the details are sketchy, one thing is sure—the merchant (whose name is Thelindelar) has a healthy amount of coin, and he is willing to pay up to 1,000 BUCs per week to those people picked for the job! That's a possibility none of you can pass up.

Notes for the Gamemaster

Unknown to most of the townsfolk, One-Eyed Jack actively organizes adventurers in the region. The merchant is Thelindelar, an old friend of Jack's, of course. She (her sex is secret) is in the area for other business reasons, but she wishes to hire some new mercenaries to escort a small





caravan of highly valuable goods she has recently acquired. She is also looking for potential recruits for other reasons, including her sideline business: finding and acquiring strange and unique pieces of artwork for connoisseurs and for her personal collection.

The events that take place in this adventure are partly a monstrous joke on greenhorns by veteran heroes, but they are also serious tests for the personas. Everybody in the place except the group of HPs is in on what's going on. Thelindelar knows that people more often show their true colors when they think the situation is real. The different encounters for the party are actually parts of their interview, with Jack and the others noting how well the personas react. The HPs will be evaluated on several points:

- (1) Their skillfulness at observing what goes on around them.
- (2) Their ability to deal well with others.
- (3) Their integrity and honesty.
- (4) Their abilities of tact and self-control in a tense situation.
- (5) Their skill in combat and resourcefulness in a dangerous situation.

Depending on the actions of each HP, Thelindelar may give specific tasks for any or all of them after the mercenary job is done. This depends on you, the GM, naturally, and the role you have in mind for her and the other OPs presented in this scenario.

A good part of the scenario depends on the Heroic Personas' assumption that rich merchants are fat, balding men with more greed than bravery. You must be careful to avoid referring to Thelindelar as "she" or "her," so that the players won't figure out who the woman is in the last encounter. Better yet, assume the HPs' contacts were misled into believing that the merchant was male. You could even make up some wild rumors to tell the individual personas, so they will have something to discuss among themselves during the scenario. Thelindelar will be amused by the mistake, and will enjoy watching the personas squirm as they try to explain their actions, after the deception is over...

Have your map of the Winged Pig before you as you play. It might be a good idea to give the players a copy too, after their Heroic Personas have entered and are seated. That's up to you. As the HPs enter the inn and move through the common room, you should briefly describe each of the sections and its occupants. No matter where they sit, the HPs will become embroiled in all of the situations as you decide to introduce them. Take your time, and let each little action happen as the personas try to carry on a conversation, talk to others, etc., or as you determine is the right moment. Some of the situations are timed and are given after the individual area descriptions, but the gamemaster can alter this if desired.

One final note: Remember that the effects of Attractive-

ness and imbibing alcohol should also play a large role in success or failure, especially when Knowledge/Skill rolls are made after a persona has "had a few." A "tavern" Attractiveness 20 in this adventure is an 8 after the HP has had a dozen drinks. Whether by response to your descriptions of looks and actions, or because of dice penalties at a later time for alcohol consumption, it is the GM's job to bring realism to this scene.

Starting Action

Deciding to respond to the call of adventure (not to mention cash), each of you have gathered a few necessary things, and after preparing yourself for the best possible impression, have headed to the Winged Pig to meet this mysterious merchant.

The scenario begins just after you have entered the Winged Pig and introduced yourselves to each other. The cool, shady interior of the building is a welcome retreat from the muggy heat of the afternoon. Outside, the distant rumbling of thunder can be heard as a late summer storm approaches.

Map Key

This section contains area descriptions, commentaries, data for Other Personas, etc. (Remember to read aloud the italicized material.)

1. Entrance

As your eyes adjust to the inn's interior, you can see that this is a better-than-average establishment. Maybe not first class, but then the background of the owner and proprietor give it an...unusual flair. From the weapons and mementos on the walls, to the massive suit of plate armor in the corner by the door, this place is obviously the concern of a retired soldier and adventurer.

To your left are some double-doors that lead to the stables, judging from the occasional neigh of a horse. Directly across from the entrance you came in is a broad stairway leading up to the second floor, most probably to the inn's guest rooms. Next to the stairway, a long serving board runs to your right, with a couple of high stools standing in front of it to either hand. To your right, the entrance becomes the common room, with tables sparsely populated by the dinner-time crowd.

2. Serving Area

Behind the bar is a huge man with a broad, amiable face that sports a well-groomed, curly beard and an eye patch.

As the personas enter the inn, this OP looks up at the group, pausing to put down the mug he was busy drying. He smiles at them all and asks: "What can I get for you, kiddies?"

If the HP asks about the merchant/Thelindelar, he will tell them that the merchant/he is not there—but is expecting to



interview prospective hirelings, and will return shortly. He introduces himself then saying, "I be Jack, the owner of this ale house and inn. Find yourself a nice place to rest yerselves as you drink...a bite o' food from the kitchen if that's what you want. Yer won't be long awaitin'. Thelindelar's sure to be by soon."

3. Common Room

You notice an unfamilliar young man entering shortly after you, and he also asks for the merchant. The fellow is dressed in studded leather armor, is dark, and has a zigzag scar on his left cheek—a white mark that resembles a bolt of lightning. He growls something to Jack, looks around, and then withdraws to the trestle table nearest the door. He puts his back against the wall, with the table between him and the entrance. It is a place where he can watch the door, stairway, barkeep, and the rest of the common room, too.

If any of the Heroic Personas ask him to join them, this character will look at them cautiously, and none-too-politely decline their offer. He will not be roused to actual confrontation, though. He ignores the HPs and what they may say thereafter. There is something suspicious about him, but the personas just can't figure out what or find out why, because he won't speak with them.

A middle-aged man, dressed in the simple garb of a healer, enters and takes a seat at a booth in the back, near where a card game and a dart game are in progress. He will welcome the group to sit with him, and introduces himself as Gwyllian.

Gwyllian knows exactly why the HPs are at Jack's but he won't mention this to them, of course. He will simply act curious (though not overly so) and try to find out about each one of the Heroic Personas. If the personas suspect him of being the merchant, he will laugh and reply by holding up his stained and calloused hands saying, "Do rich merchants have hands like these, or dress like this?"

4. Booths

The high backs of the seats of these booths located along the far wall provides a semblance of privacy. It is not complete privacy, however, for the booths are still open to the common room. There are several booths empty, if the personas wish to sit in one. Most booths will seat only four persons comfortably, however; the two corner booths seat six. If there are more than six personas, they will either have to sit at the long (trestle) tables, or pull two of the small ones together.

5. Hearth

A bard sits near the unlit hearth. This man appears to be around 35 years old, slender, and rather average looking. He begins strumming a lute as he watches the nearby dart game. He is quite friendly in his response if the personas talk to him, and will readily join in their conversation.

"I am Frederick. Although no more than a simple musician

travelling about to see the world and have a bit of fun for myself, employment is always a concern. One must have gain or else one starves!" He laughs and thumps down his empty ale tankard. "Good ostler Jack there hired me on to play this evening for supper and a place to sleep, but my jack's (a pun of the barkeep's name, because a leather tankard is also called a "jack") empty, my throat's parched, and my purse is flat!

Frederick is anything but a "simple" musician, of course, but he plays the role well. If any of the personas make a successful Perception roll, they will note that the quality of his clothes is actually quite good, and his lute is of fine craftsmanship. He wears a small dirk tucked in his boot, and both dagger and boots look to be well-made.

If the HPs treat him well, buy him ale, and tip him for playing, they will have scored a positive mark, for such people as Frederick are dear to Thelindelar, and generosity of this sort is a quality she thinks a sign of good manners and trustworthiness in her associates.

6. Dart Board: Test of Skill

A trio of patrons are gathered around a dart board, sipping ale and making small wagers on a friendly game. Personas who are near this area and show any interest will be invited to play—with an obvious reference to the group's eager scrutiny of the inn and its patrons: *"If yer aim's as sharp as yer noses there, me buckos, why not test it 'gainst me an' the lads,"* the chief dart player suggests.

Participants will be required to roll D% for each game, and the gamemaster will roll three times per game, or once for each of the other patrons. The lowest score rolled will win the game—and the pot. If a persona has been drinking, begin adjusting that HP's score upwards to reflect the effects of the alcohol (use +5 per strong alcoholic drink, and the ale is strong).

The size of the wagers will start at 1 BUC per person, but may grow larger, if the players suggest it. Note that this is a *friendly* game, so the three men will not otherwise raise the stakes, and they will retire if the bet per game exceeds 10 BUCs. They will, however, suggest (but not insist) that the participant with the worst (highest) score buy a round of drinks after each game. If this is agreed to, they'll gladly buy their share for the HPs, for they wish to get the group as tipsy as possible as a part of the overall joke.

These men will be relatively friendly with personas as long as the HPs are friendly to them. If they are treated rudely by the HPs, they will only ignore them thereafter. They will not fight the personas, nor will they side with them against the others in the inn. They are hard-boiled, veterans of the Scales of Justice, mercenaries still in the employ of Thelindelar. Since they are off-duty, they are not wearing armor of any sort. They are armed only with daggers. Treat the three of them as having the following TRAIT scores: P-50, M-30, and S-40.



7. Kitchen and Pantry

The HPs have no business in here, but if they observe the serving wench as she goes to get food from the kitchen, they will get the briefest glimpse of an old woman leaning over a pot and stirring the mutton stew.

8. Buttery

This is where the extra barrels of ale, tuns of wine, flasks of spirits, and other supplies are kept. No one except Jack is allowed in here, and any persona bold enough to walk behind the bar and attempt to go into this room will be lifted up by Jack and deposited outside on the street with a sound drubbing. All of the other customers in the inn will assist to see that Jack performs thus, so the HPs won't be able to interfere with the "bouncing" of the offender.

TIMED ENCOUNTERS

The following events should occur at specific times, as indicated in each description below:

1. You Dropped This: Test of Honesty and Integrity

As soon as the party is seated, the barmaid, Audrey, comes out from the kitchen and over to where the HPs are settled down for their wait. This buxom serving wench will wink and flirt with the most handsome male persona while taking orders. After a bit she will bend down and pick up a small, obviously expensive gold signet ring and offer it the HP, saying, "Oh you must have dropped this." Attentive HPs who successfully make a Perception roll will know that the ring wasn't lying there before. The following things can occur:

(A) If the persona tells Audrey that it isn't his or his friends', thus refusing its possession, Audrey will take it and put it in her pocket. The matter is closed, but the party didn't do particularly well.

(B) If the HP accepts the ring but then immediately gets up and gives it to Jack, or asks any nearby patrons if it belongs to them, he will find its "owner" and be thanked, and he can eat and drink for free for the rest of the evening. The party has done well here.

(C) If the HPs begin to ask her many questions about the ring, Audrey will simply shrug. "I only found it on the floor." By this they will draw attention of one of the nearby patrons, who will act as if the ring were his and thank Audrey heartily for returning it, whereupon she will hurry away to get back to her business. Again, the party will have shown themselves alert and honest by their actions, and this might be their highest mark for the test.

(D) If the chosen HP takes the ring to keep, the GM should have one of the Other Personas witness the act, thank him for the "recovery of my lost ring," and claim it from the offending HP—peacefully or otherwise. The group has shown themselves badly in this case!

Audrey is very attractive. She flirts well, too. In fact, she is a rather nice lass, the daughter of a free peasant, and must work to support herself. Audrey hopes to marry One-Eyed Jack, but he hasn't asked her yet. Of course, if one of the HPs is good looking and seems serious.... Audrey is local, of course, and the only person in the Inn that the HPs might recognize, for she was outside on errands just around the time the party arrived. Note that while they might have seen her before, she is not an acquaintance of any of the Heroic Personas.

2. The Argument: Test of Negotiation, Influence and Self-Control

After the business of the signet ring, about the time the team is settling down to wonder what's keeping the merchant, the following occurs:

An argument breaks out at one of the back booths near the healer. A new, well-dressed patron (his name is Caslon) just came in, flopped into a chair, and spoke to a fat man who was sipping wine and idly watching the dart players. Perhaps the fat fellow's words offended him, for—seemingly drunk and enraged—Caslon now shouts, "I may be broke, but I'm not a beggar!" Standing, he reaches into the folds of his tunic and draws a wickedly gleaming dirk and prepares to attack the fat man. The healer scrambles from his booth, crying out and attempting to stop the bloodshed, but instead appears to be cut by a wild swing. (He is not actually harmed, but it will appear so to the onlooking HPs.)

Caslon's "victim" is an obese man, also dressed in finery befitting a minor noble. Edgar, as he is called, is haughty and unconcerned about the situation, which seems to provoke Caslon even more. If the group decides to let the two alone (the HPs are closer to them than any other patrons), Caslon will turn and drive the dagger into Edgar's heart (it has a trick blade that retracts into the hilt; Edgar is an actor that Thelindelar often employs in various roles for many purposes, and Caslon is actually an alchemist who—as if you didn't know—works for Thelindelar, is a fine actor in his own right and loves this prank).

Now is the time for the HPs to attempt to do something:

(A) If they ignore the whole matter, they show callousness and indifference. This isn't bad, for they are minding their own business, but it doesn't make for trustworthiness either. The GM should mark it up as a wash, neither positive nor negative.

(B) If the HPs decide to intercede verbally (by rolling a successful Influence or Leadership roll), this shows an intelligence of approach. Although not at all drunk, Caslon has done this impression of "a lord in his cups" so frequently he has gotten quite good at it and can fool most observers. (For complete statistics of Caslon, see the OP list at the end of this chapter.) He will be quite obnoxious with the personas, and will ignore the thumping and shouting from Jack



(see D) hereafter. Allow the HPs a "soft roll" when they try to influence him—in other words, if they fail, tell them that he is weighing what they are saying, but they haven't won him over yet. This will give them another chance due to his "drunken" condition. Caslon will try to get the HPs to do ridiculous things before he will put down the dagger, such as barking like a dog, or acting like a monkey. If the characters refuse, he will edge closer to the "frightened man" at the table.

The HPs get highest marks for use of their K/S abilities here. Even if they twice can't succeed in making their rolls, it was the thought and the roleplaying involved that counts.

(C) If the HPs try physical intervention, perhaps due to the failure of their verbal K/S-use attempts, they may try to overpower the "drunken attacker" with successful Combat, Hand-to-Hand Non-Lethal rolls. This is a fair success score, an addition to their merit if it followed their verbal attempt (B) above.

(D) If the HPs draw their own weapons with intent to use lethal combat, they will hear a large "THUMP" from the bar. The sound is that of a huge morningstar which Jack has pulled from behind the bar and slammed down on the scarred oak planks. Jack does not like brawling in his inn, and he absolutely won't tolerate duels. This will not stop the drunk, but personas should take heed when Jack calls out and tells them to, "Fight like men, not gutless cowards!"

The drunk appears to be an aristocrat of sorts, by his clothes. If any of the HPs of SEC 5 or lower act like they mean to harm him, remind them that crimes against the aristocracy tend to result in a dank, cold and dark dungeon cell for lower class perpetrators!

If the team now follows courses (A), (B), or (C) above, consider them to have scored as noted in the appropriate section. However, if they seem bent on having armed combat, they have scored poorly in their test. At the first sign of deadly violence impending, the "drunk aristocrat" will reel, fall, and lie prone and snoring on the floor. The dart players, as Jack's behest, will carry him upstairs to a room to "sleep it off."

3. The Messenger of Good Sense

Now that the scene with the "drunk" is finished, and after allowing the players some time to begin to grow a bit uncertain again, it is time to bring three new personas on stage.

First, a pair of pretty young doxies comes sauntering into the Winged Pig, and they smile at the HPs as they seat themselves at a nearby table. Before anything else can happen though, a young messenger enters and runs to the bar, giving a note to Jack. The innkeeper calls for attention, and tells the patrons that the merchant was unavoidably delayed. Those who are waiting for interviews are invited to have a drink at "his" (the tardy merchant's expense), and

enjoy it while they await Thelindar's eventual arrival.

Now the two women nearby speak: "We wouldn't mind having a drink with you, loves! How's about ordering a big bottle of fine wine on that silly old trader," suggests the brunette. The redhead agrees: "And you gentlemen look very bored and lonely, too. Come on and join us—or should we join you?" These two are trying to get the party drunk and then lure them elsewhere so as to miss meeting the merchant. They'll urge plenty of imbibing, and then ask the two HPs most attentive to them if they wouldn't "care for a change of scenery."

They have a "nice cottage nearby, and a good measure of the finest brandy there too!"

(A) If the doxies are politely (or not so politely) refused both a free drink on the merchant and inclusion into the group, the HPs are judged to have done very well indeed. More so if they restrain themselves as to the free round's alcoholic strength and quantity!

(B) If the HPs "get friendly" with the doxies, whether or not giving them drinks at anyone's expense, but don't tell them much and stay at the inn, the group scores average marks. Of course, drinking too much in the meantime isn't smart, so mark that too.

(C) If one or more of the personas leave, the whole group does poorly, unless some stay sober and virtually disown the persons(s) foolishly leaving.

4. Strong-Arm: Test of Strength

After the messenger has come and gone, a free round taken or shrugged off, the party's hopes rise as the door opens and someone enters. These hopes are instantly dashed, however. It is a pair of men, obviously local yeomen, come to wash the dust of a hard day's hunting out of their throats. They wave greetings to Jack, take a corner table, and shout for Audrey to bring them dark ale.

The two men quaff their first tankards, demand more, and then settle down to serious drinking interspersed with bouts of raucous laughing. The largest of the two is obviously a braggart, and can be heard boasting of his great strength. After four or five rounds, he glares around the inn, looking as if he's about to say, "I can whip any man in the joint!"

Instead, he challenges one of the HPs to an arm-wrestling contest to prove how big a man he is. The loser has to pay 10 BUCs, or buy a drink for, or do both to/for the winner. The two will taunt the HPs if they hesitate, but if they accept, and are manly in their acceptance and later actions, these fellows won't be rude or abrasive anymore, even if the braggart wins.

If one of the HPs accepts the contest, the winner will be determined by rolling the braggart's Physical TRAIT (60) versus the Physical TRAIT of the persona. Note, though, that the contestants will each have a subtraction for high strength or an addition for low strength to their D% roll, the number being the difference between their P and 50. Thus, the



braggart will have a -10 for a 60 P TRAIT, while any HP contestants will probably have less of a bonus or even a penalty (if their P is under 50) with the lowest roll winning. The GM and the player both roll D%, repeating if the results are within 10 points of each other (a tie) until either the braggart or the persona wins.

The two fellows are really mercenaries, dressed in hunting clothes of leather to disguise themselves. Though they have left their bows and quivers at the door, both have belts from which hang short hunting swords and long skinning knives. This is not a pair to pick a fight with! They have the following TRAITS and STEEP scores:

Mercenary #1

M: 30

P: 60

S: 35

Combat, Hand Weapons: 60

Combat, HTH, Lethal: 45

Combat, HTH, Non-Lethal: 45

Mercenary #2

M: 37

P: 45

S: 38

Combat, Hand Weapons: 52

Combat, HTH, Lethal: 37

Combat, HTH, Non-Lethal: 37

(A) If all HPs decline to get involved with this business, they rate an uncertain merit. Were they too cowardly? too weak? or just too cautious? It's a wash.

(B) If they manage to get one or more wins, then the HPs score pretty well, especially if they actually "make friends" with the two. However, if they make trouble with the two, their performance becomes a wash at best.

(C) Acceptance of the arm-wrestling challenge and loss is a wash, except if they make friends with the two (in which case it's a modest positive score).

(D) If they lose and then make trouble with the pair, the HPs have done poorly.

5. The Card Game: Test of Observation and Attitude

The HPs return to their long wait, and the life of the inn goes on around them. More patrons now enter. This time it's a group of four men, regulars of Jack's, greetings to them. They take a table not too distant from where the party of adventurers are cooling their heels. One gets out a deck of cards, coins clink atop the table, and the group begins playing poker...

The fellow closest to a watching HP is cheating, and if that persona or any of the others are paying attention (successful Perception roll) this manipulation of the deck can't be missed. If someone in the HP group speaks up about it, the other card players will angrily address the man who cheated. After a heated argument, the offender will be grabbed by the other three and removed from the inn. If the personas ask what they are going to do, or attempt to go with the men, they will be told to mind their own business. After a brief time the men will return—without the unlucky soul—and resume their game.

If any of the Heroic Personas want to join the game, they will be accepted, provided they ante up with a bet of 10 BUCs minimum per hand. There are no markers in this game (which means no *credit*!), and the bets may climb as high as 150 BUCs per hand. See the sidebar for details of the card game mechanics.

The four men are all thieves of a sort, who answer to their leader, Richard (the suspicious-looking man who entered just after the HPs arrived), but this will not be known until the last encounter. The cheating episode is staged to see the reaction of the personas. After they go outside, they will go around back and put on a mock murder, done for the benefit of anyone watching magickally or otherwise. The four are armed with long swords and daggers but wear no armor. Treat them all as having Physical, Mental, and Spiritual TRAITS of 45, 45, and 30, respectively (WL of 33). Also assume the following STEEP scores:

Perception: 50

Combat, Hand Weapons: 50

Combat, Hand-to-hand, Non-Lethal: 50

Gambling: 40

Deception: 40

(A) If the HPs basically ignore everything, they aren't condemned, but their score is uncertain in the merchant's eyes.

How the Card Game Works

Personas begin by putting their 10 BUC ante in the pot, and then roll D% and add their Gambling K/S Area STEEP. They keep these rolls secret by covering their dice with their hands. The GM also rolls for each of the OPs, but the rolls are also secret—i.e., the players must not see them. The participants then place their bets, beginning with the dealer. Personas can stay in by matching the bets. After all bets and raises have been made, the "hands" (D% roll plus STEEP) are compared, with the highest winning.

The GM may wish to bluff the personas by betting or raising a bet, even if the OPs have terrible "hands," and the only way to stay in, of course, is to match the bet. If the players all fold (not betting), the GM does not have to tell them what the OPs rolled.



(B) If they flagged the cheating but otherwise remained aloof, they score a slight plus.

(C) If the group members got involved in the card game after the cheating incident (regardless of whether or not they

saw the dire "fate" of the supposed cheater), played correctly (win or lose), and then parted from the others on reasonable terms, they have scored high marks.

(D) If they called out the cheat, then watched the "execu-

One-Eyed Jack

Mercenary, SEC: 5

M: 48

P: 62, WL: 46

S: 35

K/S Areas	STEEP
Animal Handling	29
Appraisal	36
Combat, Hand Weapons	70
Combat, Hand Weapons, Missile	45
Combat, HTH, Lethal	45
Combat, HTH, Non-Lethal	54
Criminal Activities, Mental	32
Criminal Activities, Physical	50
Escape	50
First Aid	41
Gambling	57
Influence	36
Native Tongue	45
Perception	50
Riding	65
Street-Wise	44
Survival	45
Tolerance	41

Jack is the stuff of local legend, a wartime hero who left after the war to find adventure. His exploits are mostly true, albeit slightly exaggerated. The Inn got its name from a time when Jack could think of no other life but that of an adventuring scalawag. When a friend innocently suggested that someday he'd be retired and running a respectable business, Jack simply remarked, "When pigs fly." He was one of the first to join the "Scales of Balance" and led his own company under Thelindar's banner.

Richard (Suspicious Man)

Thief, SEC: 4

M: 45

P: 57, WL: 42

S: 30

K/S Areas	STEEP
Acrobatics/Gymnastics	48
Appraisal	37
Boating	32
Combat, Hand Weapons	57
Combat, HTH, Lethal	53
Criminal Activities, Mental	46
Criminal Activities, Physical	59
Deception	48
Disguise	38
Escape	43
First Aid	35
Gambling	46
Jury-Rigging	25
Mountaineering	32
Native Tongue	75
Perception	60
Riding	55
Street-Wise	37
Subterranean /Erth	32

Richard is Thelindar's right-hand man; more than that would be speculation. The scar is from a battle he fought to save her life when they overthrew the last band of the *Accursed's* minions in the area. He and Thelindar are very close, and she listens to his counsel in all matters. He is sometimes aloof in his dealings with others and is hard to convince. Profitability and low-risk ventures are his main interests now. Richard leads a group of four other mercenary thieves, who are loyal to a man. He is usually dressed in studded leather armor and wears a short sword on his back.



tion" one way or another, and thereafter stayed away from the three card players, they pass with some merit as hirelings for Thelindar.

(E) If the HPs in any way try to cause trouble for the card players, before, during, or after the cheating incident, they lose merit.

6. "Aha, You Vixen!": Test of Bravery and Weapon Skills

As soon as possible after the card-playing incident is over it is time for this last little play to be acted out in the friendly confines of the inn...

A rich, musky scent wafts into the common room. A beautiful woman of high station has entered, and it is she who brings this heady perfume into the place. As she walks inside to a seat at a far table, the lowering clouds which have threatened rain all evening finally open up. There is a flash, the boom and rattle of a nearby thunderclap, and pounding rain assails windows and roof.

Unknown to the Heroic Personas, this woman is the merchant, Thelindar.

She is dressed, somewhat mannishly, in forest green silk and brown velvet, and wears a golden band round her forehead to bind back her long and lustrous chesnut hair. A

Frederik (Bard)

Cavalier, SEC: 7

M: 41

P: 50, WL: 37

S: 45

K/S Areas	STEEP
Acrobatics/Gymnastics	35
Arms & Armor	50
Biography/Genealogy	48
Combat, Hand Weapons	65
Combat, Hand Weapons, Missile	48
Combat, HTH, Lethal	46
First Aid	35
Gambling	50
History	30
Leadership	46
Military Science	35
Musical Composition	38
Native Tongue	75
Perception	50
Political Science	39
Riding	55
Survival	38
Swimming/Diving	40
Thesplanism	35

Frederik, a landless knight, is indeed a traveller, but he has been in the employ of Thelindar. He is one of her ablest men and often goes in search of clues to lost artifacts for her. He has a magical dirk which turns into a bastard sword upon command.

Gwyllian (Healer)

Wiseman, SEC: 3, Heka: 364 (114+106+96+48)

M: 54

P: 28, WL: 21

S: 56

K/S Areas	STEEP
Agriculture	47
Animal Handling	38
Apotropaism*	57
Charismaticism	40
First Aid	24
Handicrafts/Handiwork	43
Herbalism*	56
History	37
Multiversal Planes & Spheres	38
Native Tongue	70
Nature Attunement	48
Perception	52
Phæree Folk & Culture	43
Priestcraft*	58
Rarities	40
Religion*	54
Riding	43
Subterranean Ærth	46

Gwyllian is a sincere and honest man who nonetheless enjoys working with Thelindar and her band for the excitement it brings. Because he was a staunch aid to them in their struggle against the rising tide of evil, he knows that for all of their roguery and wildness, they do more good than ill. He respects them for this, and enjoys the money, too!



chain set with amber and green stones hangs round the lady's neck. The soft, knee-high boots she wears show that she is a horsewoman, probably come in to avoid the storm. Her large, penetrating green eyes and the strong set of her chin indicate her aristocratic status as much as the fine clothes and jewelry.

You see the suspicious-looking man near the door approach her from behind, almost creeping up to the table where she sits with her back to him. The men playing cards stop their game, rise, and draw near to watch this play. In fact you observe that everyone in the inn has turned to see.

The man's eyes narrow as he speaks in a soft, slow voice which carries throughout the room despite its low pitch: "Perfect timing....But then, you were always very good at timing, my dear. You have cheated me and the others out of quite a bit of money. But now we intend to settle the score!"

The woman looks around quickly to see the man addressing her. Her face pales. Eyes wide, she scans the room futilely for a means of escape, but there is none. The group of men surround her. "Oh, someone please help me!" she pleads as they move to grab her.

If the Heroic Personas have yet done nothing, she will make

Caslon

Alchemist, SEC: 6, Heka: 298 (102+98+98)

M: 58

P: 36, WL: 27

S: 43

K/S Areas	STEEP
Alchemy*	51
Appraisal	43
Botany	54
Charismaticism	32
Chemistry	54
Drawing	33
Dweomercraft*	49
Escape	28
Foreign Language: Classic Greek	44
Foreign Language: Egyptian	39
Gemology	42
Geology/Mineralogy	49
Handicrafts/Handiwork	28
Magick*	49
Mathematics	49
Native Tongue	70
Perception	59
Riding	48
Thespianism	37

Nobody knows much about him, for Caslon won't say much. He is one of the original band formed by Thelindelar, and he has stayed around since, although not even she could say exactly why. Caslon has a small cottage at the edge of the village, and in its cellar he has a considerable alchemical laboratory.

Thelindelar (Merchant)

Mountebank, SEC: 8

M: 55

P: 30, WL: 22

S: 45

K/S Areas	STEEP
Acrobatics/Gymnastics	25
Alchemy*	35
Appraisal	56
Charismaticism	37
Combat, Hand Weapons	40
Criminal Act., Mental	59
Criminal Act., Physical	37
Deception	49
Foreign Language: Atlantian	35
Foreign Language: Keltic	37
Gambling	52
Impersonation	43
Native Tongue	80
Perception, Mental	65
Rarities	48
Riding	45
Street-Wise	46
Survival	34

As the gamemaster it is up to you to develop the details of this very interesting lady as suits your own ideas and campaign!



one last attempt to involve them, by crying "I will pay any man who aids me 100 pieces of the king's coin!"

By now, the HPs should have chosen their opponents and squared off for combat. If they have not, Richard (the dark, seemingly scarred, suspicious-looking fellow) will approach the woman and take her in his arms for a lascivious hug. "I'll have that coin and more..." he says.

(A) If the group ignores all of this, they have really flunked, but they might manage to talk their way into petty jobs at 20 BUCs per day handling pack animals and serving as back-up guards. No high awards for this group!

(B) If they try to use talk to get the threatening men away from the damsel in distress, the fellows will laugh at them and tell them to mind their own business or else face sharp blades. If the HPs then sit down, it's as in (A), above. If they fight, see (C).

(C) If the HPs fight the men—for they will not yield short of real combat—Gwyllian and Caslon will be nearby to tend to the wounded as they fall. Richard and the others will not fight to the death, but only to the point where a few wounds are had by all participants. They will get out if seriously wounded, and they never kill the HPs, choosing to render them unconscious instead if at all possible. This melee is the most favorable outcome for the team, and the better they manage in the combat, the higher their marks in Thelindelar's eyes.

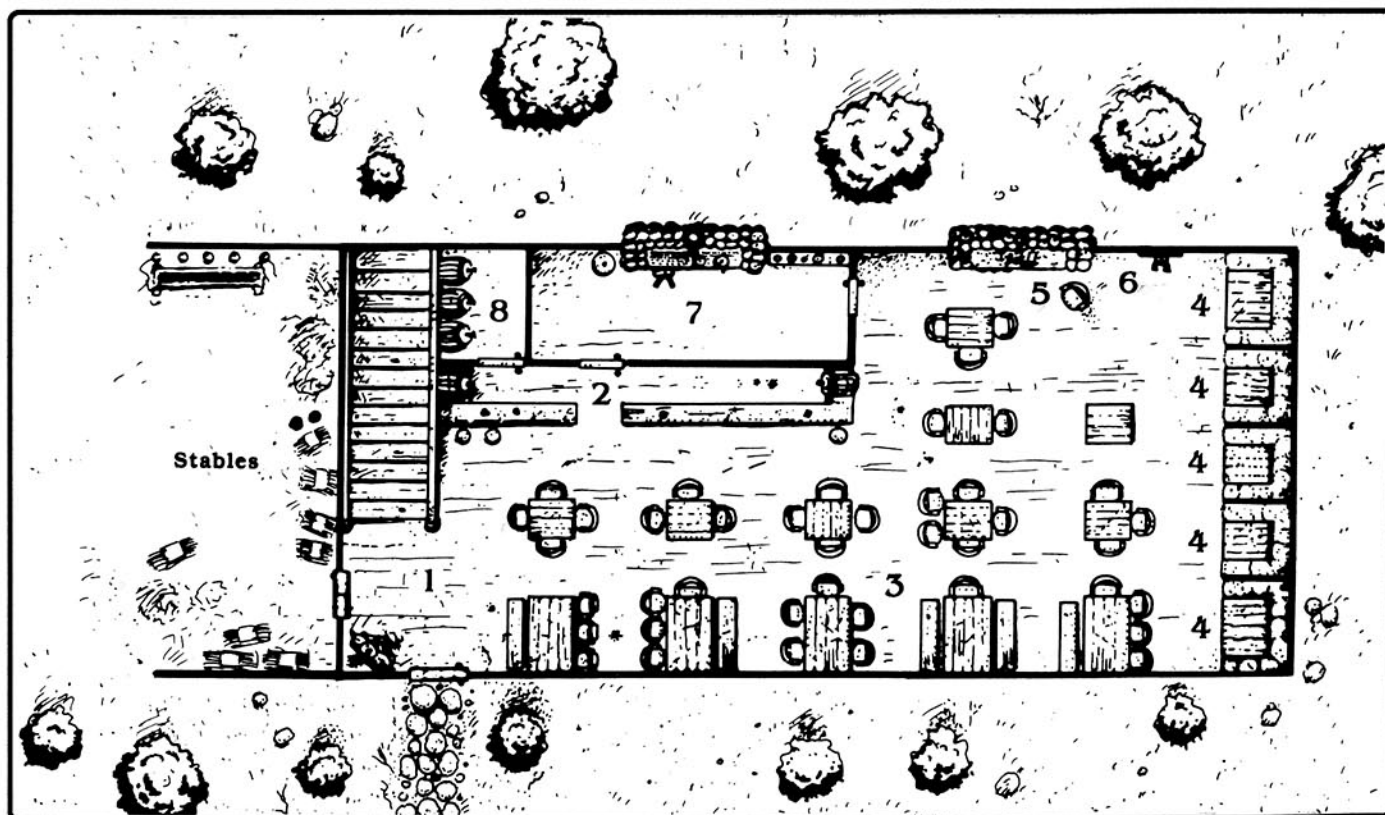
When it is obvious that there will be no battle, or that it is time the battle is brought to a close (when she sees enough to know

the HPs can manage for themselves), Thelindelar's order will stop the action. She and all the others in the room begin laughing uncontrollably at the HPs and the immense joke that they have played upon them. The laughter will be derisive if the group showed badly, more of a shared jest if they did well. Eventually Thelindelar will approach the party and introduce herself. She gradually regains her composure and explains the reason for the unorthodox interview process: "Since I need to be certain of how those in my employ will react while in my service, I use this and other unconventional methods to test all would-be members of my house of...business."

Even if the party of adventurers did not choose to aid the lady in distress, it does not mean that she will not hire them (unless she is needing a bodyguard, that is!). However, the better the HPs did, the warmer will be their reception, and the higher their ranking in the band should they take service under Thelindelar's banner.

ADVENTURE EPILOGUE

Those Heroic Personas who are wounded will be healed by Gwyllian. The Heroic Personas who did well will certainly be hired by the merchant. Those who did exceptionally well will be given appropriate honor and higher position. And those who performed only marginally, but showed promise, may find a place in her employ and be given a chance to learn and develop their talents (but at a wage of only about 200 BUCs a week!). Failures can lead pack animals as noted above.





APPENDIX I: K/S AREA DESCRIPTIONS

This is the section to consult whenever you have questions about any of the K/S Areas. Additional rules for dweomercrafting can be found in the **Mythus Magick** book, but for all the other, less complicated K/S Areas, sufficient details to play **Mythus Prime** are given below. Note that it is not necessary (and is probably impossible) to memorize every little rule for every K/S, such as the method by which contests of gambling are resolved. The best thing to do is just to remember which K/S Areas have different rules and to look them up as they are needed.

GMs and players should note that these descriptions are designed for use with the **Mythus Prime** rules, and many of them change to a greater or lesser degree in *Advanced Mythus*.

K/S Versus K/S Contests

Sometimes during the game there will be occasions when two personas will be using their K/S Areas against each other. One example of this is a mounted chase during which both riders will pit their Riding K/S against each other. Another example is a vampire searching through a bedroom, looking for a small child hiding inside, pitting the vampire's Perception K/S against the child's Criminal Activities, Physical K/S.

Each contender makes a standard K/S roll, but implementing a D% roll modifier. To determine the size of this modifier, subtract the opposing STEEP from the persona's STEEP, and consult the table for the result.

Once the D% modifier for each side has been determined, each of the participants need only make the roll. If one succeeds and the other one doesn't, then the former wins. Likewise, if both succeed but one rolled a Special Success then that persona wins, or if both failed but one rolled a Special Failure then that persona loses. If both rolls succeed or fail by a similar, general degree, then a tie of sorts has resulted, if a tie is possible. The GM must decide what happens in the case of ties, based on the individual situation. If a tie is not possible at all (or the GM cannot decide), then each opponent must again roll until the process yields a winner.

K/S Contest D% Roll Modifiers Table

Remainder	Changes to the K/S test D% roll:
11 or more	-10
6 to 10	-5
5 to -5	—
-6 to -10	+5
-11 to -20	+10
-21 or lower	+20

Cross-Application of K/S Areas

Obviously, each field of ability is not so exclusive as to bar knowledge or skill from another. For instance, an HP with the Botany K/S Area would know something about the properties of plant poisons; and the Alchemy K/S would overlap with Botany to a lesser extent. Some cross-applications might be quite broad, but most are narrow and specific. In the example above, you will note the application is quite limited.

In many instances we have allowed the persona to have a sort of

spill-over STEEP from one K/S Area to another. Gamemasters should feel free to not only allow cross-application of STEEP where they deem there is such knowledge or skill, but they should also be unconstrained in giving a Base STEEP addition where there is, in a GM's opinion, a broader cross-application of the basics and specifics from field to field.

See page 29 for the master list of Mental, Physical, and Spiritual K/S Areas.

Mental K/S Area Descriptions

Agriculture: This K/S Area covers all manner of activities involved with growing plants and tending for the needs of livestock. This includes the raising, maintenance, and marketing of all manner of small and large livestock. Bird handling (such as falconry), horse breeding and breaking, herding, and just about anything similar is part of agriculture. It also covers planting, maintenance, storage, and marketing of anything from alfalfa to zucchini squash as well as raising all manner of ornamental plants, decorative shrubs, and flowers such as orchids, roses, and so on. Growing of herbs is also covered under this heading, as is the maintenance of orchards or fruit and nut trees, vegetable gardening, tree farming, and the growing and care of most sorts of other plants (including grapevines for production of wine).

Apotropaism: This is the science and art of averting Evil and evils by use of incantations, rituals, talismans, charms, signs, marks, gestures, etc. Apotropaism acts *before* the malign exists in a person, place, or thing, not afterwards (when the evil must be removed). It is a *preventative*, not curative, ability.

There are certain powers usable by anyone with Apotropaism ability, but these Heka-engendered operations are of such nature as to be progressively more complex and demanding, so that the STEEP of the individual determines which sorts are available. Note, however, that these powers do not require the typical roll versus STEEP—the apotropaist simply expends the Heka required and calls forth the effect. There are nine different Heka-engendered powers whose name, Base STEEP required, and description follow.

Warding Gesture: STEEP 11-20. This provides Mental and/or Spiritual Armor against Castings directed at the individual. It is a simple process which is faster than casting a Charm (q.v.), so that all things being equal, it can be employed before evil Heka can be directed against the apotropaist. For each point of Heka invested in the *Warding Gesture*, 1 point of either Mental or Spiritual Armor is held by the persona, and this protection lasts for as many CTs as that individual has points of STEEP in this K/S Area, or until nullified by the force of any assailing Heka.

Marking of Safety: STEEP 21-30. The apotropaist creates a magical sigil (see the Glossary, under Glyph) for warding against hostile evil creatures and spirits. While touching the marking, personas will be practically invisible to those intent on harming them—they may be considered hidden from all save a concerted search. In addition, those in contact with the marking will have an effective increase in armor versus Physical attacks equal to the Heka expended by the apotropaist. It lasts for as many CTs as the caster has points of STEEP in this K/S Area.

Sign of Aversion: STEEP 31-40. This works as does the *Markings*



of *Safety* above, except the symbol can also repel hostile spirits which are in less than a Full Physical Manifestation. Such spirits must succeed at a roll versus their Spiritual TRAIT adding +5 to their D% roll or be held at bay for a like number of ATs.

Note that even if not repelled, the *Sign of Aversion* still operates as a *Marking of Safety* with respect to near-invisibility and Physical armor.

Item of Determent: STEEP 41-50. The apotropaist is able to take whatever substances with repelling powers of natural sort that are at hand, charge them through this action with Heka, and use them to avert evil and wicked things entering a place. From common beans, rice, or sand to garlic, herbs, and silver, the persona employs the means available to protect an area and those in it against the attack of evil. Entrances and the space immediately around the person(s) to be protected are guarded by the placement of the substances. Note that all entrances must be protected, or the space immediately around individuals well-fortified, or else the power is not valid. The apotropaist charges the *whole of all substances combined* with Heka; and any malign creature(s), spirit(s), etc. entering is (are) held at bay for as many ATs as there are points of Heka invested in the Casting upon the substance(s).

For each point of Mental TRAIT over 100 of an evil thing threatening entry, however, there is a like reduction in the ATs of deterrence.

For example, imagine that a vampire with a M of 125 is held at bay because of grains of rice on the thresholds of doorways and garlic cloves at windows and in the sleeping chamber of the protected individuals.

The apotropaist spent 96 points of Heka, thinking to have eight hours safety (96 ATs time) thus, but the vampire is too clever, so 25 ATs (125-100 = 25) time is nullified by the Mental force of the malign creature. Unless the nights are very short at the time in question, the sleeping individuals will be in big trouble, for the vampire has reduced their time of safety by two hours and five minutes due to its Mental power.

Charm of Protection: STEEP 51-60. This Heka-engendered power utilizes a Rune of Power (see the glossary, under Glyph) to bring into effect a potent personal shield which seeks to negate Mental and/or Spiritual attacks directed at the apotropaist. The *Charm of Protection* will nullify 1 point of Heka for every 1 point invested by the persona.

For example, a beast attempting to make a Mental attack with an apotropaist who has activated such protection with an investment of 25 points of Heka (or to another persona the apotropaist so protected) would subtract a like number of points from the initial amount used to make the attack. Any Heka in excess of that figure would then be applied toward the attack.

Talisman of Security: STEEP 61-70. This allows the apotropaist to create an area of effect which absorbs Physical damage up to a 15-foot radius of his or her person. The apotropaist can make the radius any size from three feet to the 15-foot maximum. Note that this protection applies to all of the caster's associates as well, as long as they remain within the radius. For each point of Heka applied by the apotropaist, 1 point of Physical damage will be absorbed.

Ritual of Enclosing: STEEP 71-80. This power is invoked through a Ritual that holds a hostile spirit within its confines, rendering its Mental and Spiritual attacks useless for a number of CTs equal to the

Casting Grades Table

HP's STEEP Score	Highest Casting Grade Possible
Under 21	I
21-30	II
31-40	III
41-50	IV
51-60	V
61-70	VI
71-80	VII
81-90	VIII
91 and up	IX

Heka spent by the apotropaist, minus the spirit's TRAIT score. This gives the apotropaist or associates a chance to prepare for combat, attempt an abjuration, or at least get a head start in getting away!

Incantation for Guardians: STEEP 81-90. With the use of this power, the apotropaist is able to summon 1D3+1 beneficent spirit guardians to defend the caster and associates. It requires three ATs to complete this incantation. Summoned guardian spirits will have Mental and Spiritual TRAITS equal to the apotropaist for purposes of Mental and/or Spiritual combat. Note that these spirits are Non-Material Manifestations, and therefore have no Physical TRAIT. They will stay on duty for as many ATs as the caster has points of STEEP in this K/S Area.

Spirit Trap: STEEP 91 & up. The apotropaist using this Casting-like power is able to create a permanent spirit trap from any mundane container by tracing a series of runes and sigils (see the Glossary under Glyph) upon the inside surface of the object. For more information on spirit traps, see the *Mythus Magick* book.

Castings: In addition to the powers mentioned above, Heroic Personas with this Knowledge/Skill Area have various warding and protective Castings at their disposal. The Grade of Casting available depends on the persona's STEEP in the K/S Area, as shown on the Casting Grades Table, above.

Appraisal: This K/S Area is one which is tailored by the GM to fit the persona's occupation/profession. That is, a thief will have a broad general and specific Appraisal ability, while a librarian will be likely to have a more limited scope of discerning the quality and value of items. Appraisal covers such things as: Artworks, Furs, Crystal/Glasswork, China/Pottery, Rugs and Fabrics, Gold/Precious Metals, Jewelry, Handicrafts, Woodworks and Furniture, Garments, Buildings, General Goods/Workmanship, Animals, and Land.

Having the Rarities K/S (q.v.) allows a high degree of broad K/S Appraisal ability. Note that trying to appraise something outside of what the GM determines is one's general range of knowledge will warrant additions to the roll (+5, +10, or +20, at the GM's discretion).



This K/S Area cross-feeds the Rarities K/S by 10% of STEEP.

Astronomy: This field of K/S covers knowledge of the positioning and movements of the visible planets. HPs with this Area will be familiar with the geography of the moon and have information on the relative sizes and physical descriptions of the planets, as well as which planets, stars, and constellations are visible at certain times of the year. They can use this knowledge to predict seasons, tides, eclipses, etc.

The reader should note that this Area also produces an amount of Heka with limited application equal to the persona's STEEP (x2 for astrologers). This energy can be utilized only for the purposes of Astrology (q.v.).

Biography/Genealogy: These fields pertain to the life histories of people of note and the various lineages of families and individuals of importance. The HP with such knowledge can determine the background of an individual and trace the individual's family as to origin, actions, etc.

This is particularly important in this milieu due to Socio-Economic Class, the granting of Armorial Bearings, use in poems and ballads and the like, and for use in Castings (the more known about a subject, the more ability the caster has to succeed).

Botany: With respect to this game system, the botanist is chiefly concerned with flora. This K/S assumes knowledge of all sorts of vegetation, including fungi. Although not attuned to Herbalism (q.v.), the botanist will have some knowledge of the curative types of plants and will be very aware of the harmful ones and which poisons can be extracted from them. This K/S aids in caring for plants (10% STEEP bonus where applicable).

Chemistry: This field deals with the nature and properties of base elements as well as complex mixtures and formulas. The HP with this K/S could run chemical analyses, make acids, and create chemical mixtures and compounds. The HP will also be familiar with current research trends in chemistry (such as that for drugs, cures, and rarities with other applications) and might be able to reproduce certain substances that may be frowned on by the local government, such as poisons, etc. The HP might even be able to invent whole new items using this K/S, though the usual addition to the die roll for even a minor invention would probably range from +10 to +20, and would involve months of research, experimentation, and lots of money! The quality of the HP's laboratory, the time and materials available, and the importance of the discovery will all serve to modify a Chemistry D% roll. Note that in the **Mythus Prime** game, chemical formulations which would create explosives *will not work*.

Criminal Activities, Mental: The following sorts of activities are considered under this category, including both the knowledge and the ability to perform them:

Blackmail, Bribery, Confidence Games, Counterfeiting, Embezzling, Extortion, Fencing (of goods), Forgery, Fraud, Gambling Operations, Racketeering, Vice, Money Laundering, and Misappropriation.

In most cases, a single roll under this K/S will be enough to spot such activity or to keep one of the above operations running unnoticed by authorities for about a month or so. Rolls are typically made using the STEEP of the leader and/or the average STEEP of the operation's most important participants. When such a roll fails, it

means that something has been missed or information leaked and an investigation is imminent. Further rolls, depending on the situation, may allow the personas to locate an activity or escape prosecution, or even contain the damage and continue the operation or start over elsewhere.

Deception: This Area of K/S applies to governments, organizations, groups, and individuals. The ability enables an HP to use deception to mislead and/or cover the actual facts and make some other explanation plausible to the deceived. It can apply to *events*—what happened in the past, what is occurring now, what will happen in the future. It can be used with respect to a *person*—the identity of the individual, the person's origins, beliefs, motives, thoughts, purposes, goals, ethics, morals, or anything else. Although difficult to accomplish, deception can be used to make one *place* seem like another, with more extensive spaces being more progressively difficult to handle in this regard. A *thing* can also be the subject of deception, the object altered or placed so as to deceive a person or persons, of course. *Information* is a good example of the use of the K/S in this regard. Lies, propaganda, misinformation, and misleading data can employed to deceive.

When using this K/S, the player will describe a scheme to the GM, who will then assign a D% modifier (+5, +10, or +20) based on the complexity of the scheme and the intelligence/resources of the person(s) to be deceived. One roll will be roughly sufficient for a short, quick attempt—one that will probably take no more than a day or two to resolve. Longer projects will require multiple rolls.

Additionally, personas who possess Deception may double their effective STEEP in one of the below-listed K/S Areas for one roll by making a successful roll against Deception beforehand. A player doing so should explain what deceiving scheme the HP intends to use to make the second plan easier; then, if the roll is successful, the HP should receive the bonus. If, however, the Deception roll fails, then *additional* attention will be drawn to the other effort, and the STEEP for that roll will be halved. The following K/S Areas are covered: Criminal Activity, Mental; Military Science; Political Science; Criminal Activity, Physical; Disguise; and Escape.

Finally, this K/S might be useful for detecting deceptions as well.

Here's an example of how the Deception K/S might be used. Ariadne wants to use her Criminal Activities, Mental K/S to organize a network of fences to handle rare items. She has a STEEP of 52 with that K/S, but the GM tells her that she would have to make a roll with a D% modifier of +5 to build the network under the current conditions. To make it easier to get away with, Ariadne comes up with another scheme to allow movement of the stolen goods from one place to the next by buying space in legitimate merchant caravans. This scheme uses the Deception K/S, and if Ariadne succeeds in it, then she will have an effective STEEP of 104 with which to roll for the fencing operation itself. If, however, she fails the Deception roll, she will only have an effective STEEP of 26 with which to roll against her Criminal Activities, Mental Area, and the authorities might already be on to her besides!

Dweomercraft: Dweomercraft is the knowledge and art of the Laws of Magick and Castings. Magick, simply put, is the art of the use of Preternatural, Supernatural, and/or Entital forces to influence events on Ærth and elsewhere.



The Grade of Casting available to personas depends on their STEEP in the K/S Area, as shown on the Casting Grades Table (page 105).

Foreign Language: This K/S allows an HP to read, write (if applicable), and speak one (or possibly more) foreign language(s) of the player's choice, all done at a level of proficiency comparable to the persona's STEEP. Rolls against this K/S may be necessary to carry on a conversation in the language and/or read it under difficult conditions. Gaining STEEP points indicates not only a broader vocabulary and proper grammar, the rise also indicates an improvement of accent, increasing ability to use idiomatic forms, growing understanding of slang terms, and even mimicry of specific native accents and minor dialects.

Also included under this K/S Area are various non-human (or non-Ærth) languages (such as the tongues of Phæree). Knowledge of languages such as the *Fair Speech*, *Gnomish*, and so on might come in handy for translation of writings, in chance encounters, or when outside human surroundings. Readers should note that all intelligent denizens of Phæree speak one of the following three tongues. Fairies speak *Fair Speech*, Borderers use the *Hobgoblin tongue*, and Goblins have the *Goblin talk*, so knowing these languages usually enables one to speak with any Phæree being.

Gambling: This Area of K/S enables the HP to understand the theory and practice of gambling in a broad spectrum of forms. The HP will be able to play the following games competently: Cards, Dice, Table Games, Sporting Events, Dog/Horse Racing, and Gladiatorial/Animal Fighting.

The D% roll modifier for victory will have a lot to do with how much one wishes to win, how many others are competing, and how good they are. When competing directly against one other player, such as against the house in blackjack, have a K/S vs. K/S competition—though give the house an automatic one level of advantage for its D% roll modifier, and penalize the gamblers +5 or +10 or so per two players in the card game. When playing something like poker, however, where several individuals are in direct competition, have each "wager" a D% roll modifier, and the one who can succeed against the highest one wins. For example, Dirk Galligher is playing cards with four other HPs. Two wager that they can roll successfully against a die roll modifier of +5, one bids +10, and the other +20. Dirk bids +10 himself, and the game is on. The first two succeed in their rolls, Dirk makes his, but the fourth fails. Dirk and the third one, who both succeeded with their rolls, compete in a K/S vs. K/S match. Dirk wins and collects the pot!

One roll should cover one "hand" at cards, one horse race, one sporting event, etc. Alternatively, a roll could be expanded to see who comes out ahead after an evening of card play. Winnings will vary, but could run anywhere from two to 10 times that which was wagered on the average—it's up to the GM.

Gemology: First, the reader is alerted to the fact that in this milieu the Gemology K/S Area gives the possessor information regarding which forms of gems and minerals possess, are capable of storing, or channel Heka.

The HP will know the geographical areas where types of stones are found, their physical and mineralogical location and appearance in that area, mining/location techniques, raw costs, buying practices,

markets, cutting, grading, classification, etc. Similarly, the HP will know the history of unique stones, who owned or owns them, and the values today for all types of such work.

Geology/Mineralogy: This K/S imparts a knowledge regarding the inner workings of Ærth and the nature of many types of (non-precious) rocks and minerals, or where valuable/precious ones might occur. This Area could be used for everything from predicting the time of an earthquake or volcanic eruption (a tough task—better have the proper equipment!) to recognizing iron ore and knowing where to mine it.

History: The HP will be familiar with important past events, and, with a successful roll, may be able to recall what happened on a certain occasion, why it may have happened, who was involved, etc. This K/S Area could come in very handy for rooting up information.

In a medieval-type setting such as that of Ærth, historical knowledge will be somewhat limited to regional areas, rather than the overall world. It is possible, however, that a sage or other scholar may have a broad view of the histories of many civilized regions.

Influence: This K/S measures one's skill at verbal communication of all sorts. The following are covered under this category: Debating, Persuasion, Salesmanship, Demagoguery, Misinformation, Oration, Propaganda.

A roll against this K/S will often be necessary to convince one or more OPs to believe in or to agree with what you are trying to say.

Debating is the skill at arguing an opposing view (whether you agree with it or not), while *persuasion* is the ability to get people to do something you want. *Salesmanship* is the ability to sell something with a minimum of haggling. *Demagoguery* is a method of influence which appeals to the prejudices and emotions of others. *Misinformation* (or *disinformation*) is the ability to slip in false facts to weight a situation in the HP's favor. *Oration* is simply public speaking, usually aimed at influencing a group of people. *Propaganda* is the systematic, widespread promotion of a particular doctrine or idea.

Keep in mind that when you fail an attempt at this K/S, you are unlikely to get a second chance with that subject any time soon.

Magick: Unlike most other roleplaying games, the *Mythus* game develops Magick into a very important K/S Area.

Most important is the significance of its possession in conjunction with Dweomercraft (q.v.). In this regard, Magick is the understanding of Dweomercraft and its Castings, so that if either Area is out of balance (not of equal STEEP), the lower of the two prevails. Simply put, Magick is the study and understanding of the Laws of Magick (see the *Mythus Magick* book). Furthermore, Magick alone generates Heka in the individual possessing this K/S Area. This K/S is important also for knowledge of how to make many objects, instruments, and reservoirs containing Heka or of enchanted nature, as detailed in the "Magickal Items" chapter of the *Mythus Magick* book.

Mathematics: This K/S Area measures an HP's skill with basic and advanced mathematics of all sorts, including algebra, trigonometry, calculus, and the like. Successful rolls against this K/S allows the user to write and solve formulas, find the solutions to word problems, and apply mathematical concepts to practical applications in real life.

Military Science: This K/S does not deal with the actual physical practice of warfare (i.e., using weapons), but rather with the tactics



and strategy of troop training and deployment, as well as the planning and execution of a military operation and battlefield command, of communications and logistics. The HP will know details of weapons and armor, as well as troops and their likely use. A successful roll against this K/S will allow the HP to identify a given weapon class or unit or formation, or to gain an idea how to plan some mission for maximum ease and efficiency. One roll should cover one identification question, plan, enemy strategy or tactic, or a relatively short (less than one week) portion of conducting an actual military operation.

Native Tongue: This K/S measures how well HPs can speak, read, and write their native tongue. You may choose the HP's native tongue based on nationality, and any STEEP score above 10 indicates basic, functional literacy at the very least. Note that imposture outside a persona's general Socio-Economic Class (Low, Middle, Upper) requires a STEEP of at least 41 in Native Tongue.

Perception (Mental): This ability, and/or its counterpart, Perception, Physical (q.v.), is (or are) one of the most important and often used skills in the game, and this one covers the following: Anticipation, Understanding, Detecting, and Noticing.

Anticipation is the correlation of past sensory data with current so as to have some chance of predicting what will occur from the present circumstances. Its successful use might predict enemy movement or similar action, locate a likely ambush spot, forecast the next objective in a plan (friendly or enemy) and so on.

Understanding is also a function of the correlation of past information with current, but its purpose is to link past occurrences to the present circumstances so as to determine the *whys* and *wherefores* of things (plans, reasons, motives, goals, strategies, tactics and so forth). It is generally utilized in surroundings which are comfortable, familiar, and removed from threat.

Detecting is the connecting of previously but unconsciously recorded sensory and mental data, when triggered by current stimulation. (Think of that bit of information which causes one to shout, "Eureka!") While similar to understanding, detecting comes into play most often in cases where the persona is between the stress of imminent danger (where anticipation is most useful) and the mundane or comfortable. Detecting also addresses itself to smaller matters, in that things such as whom a subject might be (human or otherwise, male or female, short or tall, and so on), what a criminal's next actions will be, what immediate objective the foe might have, etc. are subject to discovery with this K/S Area.

Noticing under the Mental Perception K/S is much like the same heading under Physical Perception. But whereas Physical Perception indicates a persona's unconscious attention to surroundings, by means of sharp senses, Mental Perception indicates a quality of mental attentiveness that more consciously takes note of the persona's surroundings and analyzes them for significance. Mental Perception will be commonly rolled against when your HP has the opportunity to notice something important, such as a hidden door, a clue, a sniper waiting in ambush, a discarded item, etc.

Personas who have both forms of Perception (Mental and Physical) are entitled to two K/S checks in many circumstances.

Political Science: This K/S Area assumes knowledge regarding the political processes in various countries, the trends of political

opinion, and the current world leadership. It can be used to analyze politicians, policies, and political events for abnormalities and "hidden agendas," as well as to predict the likeliest outcome. In other words, this is yet another K/S which is a good possible source of clues in intrigues, conflicts, etc.

Rarities: This K/S includes the knowledge of, the ability to identify by examination of, and the possession of information regarding the whereabouts (or loss) of various types of valuable items. Some of the general categories of these items include: antiques, art, coins, gold and silver work, museum pieces, pottery, porcelains, rugs, sculptures, Staffordshire, and tapestries. A successful identification will yield information as to the manufacture/craftsmanship, date, number existing, place made, and the current market price. This K/S also can be used to note frauds and forgeries. To do so, a check first must be made for item identification, and then a second one for authenticity. If either roll fails, of course, then the HP will have no idea of whether the item is real or not! This K/S cross-feeds the Appraisal K/S by 10% of STEEP.

Subterranean Ærth: This is the study of the whole of the underground maze which honeycombs the world of Ærth. It includes knowledge of the conformation of the passages, caverns, etc., knowledge of outstanding features (bodies of water, holes and shafts, etc.), lucid areas, oases, and so on. However, the complexities of these tunnels and caves makes it difficult for anyone to know everything, of course, and as there are continual changes due to disasters, mining, etc., not even the most expert individual can be absolutely certain of the whole of any region.

This Area also deals with the many forms of non-intelligent animal and vegetable life forms dwelling in Subterranean Ærth. Individual characteristics, habitat, populations, and the general ecological workings of Subterranean Ærth are likewise understood by the informed persona.

Finally, this Area covers the intelligent life forms of Subterranean Ærth. This knowledge includes semi-intelligent creatures. It also extends to cover non-native species such as those races from Phæree who have taken up residence in one or another of the levels of the Subterranean Ærth.

Physical K/S Area Descriptions

Acrobatics/Gymnastics: For game purposes, this Area has little to do with sports but rather measures an HP's skill at various types of special physical movement, including: Tumbling, Jumping, Vaulting, Landing, Tight-Rope Walking, and Swinging.

Tumbling is an evasive type of movement which covers a full BT's worth of movement, and enables the tumbler to implement a -10 to any missile fire D% rolls aimed at him or her.

Jumping adds to the distance that one can cover while performing a standing or running jump by one yard (standing) or two (running) per 5 points of modification to the D% roll. For example, if Dirk succeeded in making a +5 roll to perform a running broad jump, he could go as far as 24 feet. (He jumps 18 feet normally, plus six feet for the +5 roll modification.)

Vaulting is a kind of jumping which utilizes a pole or other tool to lift the persona into the air. A successful roll at vaulting will allow the HP to travel the same distance through the air in one CT that the



persona could travel across the ground trotting.

Landing comes in handy after a fall, as—with a successful roll—it allows one to take the minimum rollable damage. The D% modification for this feat will have a lot to do with how hard or soft the surface is, and is to be implemented at the GM's discretion.

Tight-Rope Walking allows an HP to travel at a crawling movement rate (10% of walking rate) over a rope or wire, and one roll covers one BT's worth of such travel.

Swinging is handled just as is vaulting, but the distance is as per running (300% of walking rate), and it assumes that one is travelling most of the way by hanging on to a chandelier, vine, or the like. The GM must decide if this movement rate is possible in a given situation.

Arms & Armor: This Area includes both knowledge and the ability to judge and maintain arms and armor and perfect and/or don them. That is, the individual possessing this skill knows the item in question, how it is best employed, the quality of components and workmanship, how to sharpen or ready them for use, how to maintain and repair (if possible) the object, and even how to craft a weapon of its type. From weapons to mail to shields, whether leather, iron, steel, bronze, brass, wood, quilted cloth, horn, etc., the persona with this K/S will be able to manage all of the above. Note, however, that possessing this K/S Area does not enable a persona to employ weapons in combat—for that, the relevant Combat skill(s) is required.

It should be understood that this Area is meant to cover all armor and small arms typical of Earth's history from Classic times to the Renaissance, save for those employing gunpowder—an inoperative substance in a Heka-active milieu.

Boating: This K/S imparts knowledge of how to operate and maintain virtually any sort of small or large boat or barge of either the sailing or oared variety, including rafts of all sizes, skiffs, rowboats, canoes (both conventional and outrigger), kayaks, longboats, and small sailboats. The K/S also applies to skill at operating a boat and will come into play during chases on the water. A roll against this Area may also be necessary for keeping a small boat afloat during stormy weather. Note that a boat is *not* a ship, and that this K/S Area will not allow operation of large vessels.

Combat, Hand-to-Hand, Lethal: This Area of K/S is based primarily on martial arts skills. It assumes those plus some boxing and street-fighting skills, and includes karate and kung-fu. All damage done using this K/S Area is lethal damage (see Body Weaponry, page 44).

Combat, Hand-to-Hand, Non-Lethal: This K/S assumes brawling, boxing, wrestling, judo, jujitsu, and similar self-defense forms. These operate by stunning or disabling an opponent and will only inflict a minimum of real physical damage. All damage done using this K/S Area is non-lethal damage (see Body Weaponry, page 44).

Combat, Hand Weapons: This K/S considers the use of all sorts of hand weapons, including:

Bludgeon, Axe, Club/Mace, Dagger/Knife, Spears, Swords (Bastard, Broad, Long, Short, and Great), Morning Stars, and Whip/Flail.

The damage rating of each weapon is, listed on page 45. Note that spear includes the knowledge of all thrusting pole-arms such as a glaive or partisan and weapons such as the lance and the pike.

As STEEP increases, the HP grows more accurate, inflicts more

Missile ROF Modifiers	
STEEP	ROF Multiplier
1-15	0.5
16-30	1
31-45	2
46-60	3
61+	4

damage, and gains more attacks with the weapon as well. The Hand Weapons Attack Rate table lists the rate of attack for these weapons according to the HP's STEEP. All damage done using this K/S area is lethal damage.

Combat, Hand Weapons, Missile: This K/S is similar to Combat, Hand Weapons, but covers the following types of projectile and thrown weapons: Bows, Crossbows, Slings, Darts, Knives/Daggers, Axes, and Spears.

Consult the table on page 45 for the statistics of each type of weapon. Also, while each missile weapon is listed with a basic ROF (rate of fire), a persona's STEEP level confers a modifier (bonus or penalty) to that ROF, as summarized on the Missile ROF Modifiers Table above. Multiply the weapon's listed rate of fire by the multiplier listed for STEEP to determine the actual number of attacks a persona can make with the weapon. All damage done using this K/S Area is lethal damage.

Criminal Activities, Physical: The following sorts of skills are considered under this category, including both the knowledge and the ability to perform them: Sneaking, Hiding, Lock-Picking, Ambushing, Pick-Pocketing, Forced Entry, Strongbox Breaking, Shoplifting & Pilfering, and Mugging & Robbery.

Sneaking confers the ability to move without being seen or heard (and reduces one's movement rate by half), whereas **hiding** measures one's ability to remain unseen by staying still. **Sneaking** and **hiding** will both cover you for a certain amount of time, though how

Hand Weapons Attack Rate	
STEEP	Attack Rate
1-15	1/2
16-30	1
31-45	1 1/2
46-60	2
61+	3



long depends on just how many people are around that you're hoping to keep from discovering your presence. Assume one AT or so normally, or as long as an hour out in the open, or a few as five or so CTs where things are really crowded! *Ambushing* allows one to surprise foes in combat. *Forced entry* pertains to getting into a place through doors, windows, skylights, etc. by breaking, jimmying, and similar activity. One roll generally covers but one single action in this K/S.

Disguise: Disguise is the ability to alter one's appearance in such a manner as to seem to be a different person. Thus, such personas could make themselves appear younger, older, shorter, taller, thinner, heavier, better looking, or less handsome to the casual observer. Masters of this K/S Area can even go so far as to alter their racial and/or sexual appearance. But do not confuse Disguise with Impersonation (q.v.), an entirely different sort of ability. In combination with Impersonation, however, Disguise becomes far superior (and vice versa), and each K/S lends to the other 10% of its STEEP when used in conjunction with the other.

Naturally, such things as body language, posture, and subtle muscular changes are a part of the Disguise K/S Area. In addition, the individual might have need to resort to various physical props such as wigs, false facial hair, facial putty, padding, heelless shoes, boots with lifts and high heels, regular or special garments, etc.; cosmetics and makeup; and special dyes for skin, hair, and the like. While gait, posture, mannerisms, voice, and such can be altered by conscious effort and practice, certain things cannot. Give-away areas are the

individual's eyes, ears, and mouth; and these can usually only be altered by use of Heka, not by disguise alone.

Close scrutiny will usually require a K/S check at a +5; +10 if the persona is being scrutinized by individuals who are familiar with him or her. However, passing off a disguise in a situation of mere casual observance, or when in a crowd with observers scrutinizing it, requires no special D% modifications.

Drawing: This covers the Physical skill of drawing detailed and accurate maps, renderings, and plans. This K/S is also useful for sketching scenes, copying drawings, and possibly the creation of fraudulent art.

Escape: This K/S deals with physical work, manual and digital dexterity (such as required to untie oneself), contortionism, and the ability to improvise tools in order to escape from confinement. A successful roll will allow such HPs to wiggle free from binding ropes, or free their hands by scraping the cords that tie them against some sharp object and so forth. They might also be able to escape from a cell by figuring out how to knock a bar loose and/or turn a spoon into a lock-pick and—if the Criminal Activities, Physical K/S is possessed—open the door which separates them from freedom.

Obviously, there are many different kinds of ways in which one can be imprisoned, and this K/S may or may not prove helpful in getting away. A successful escape is likely to require numerous rolls against other K/S Areas as well, particularly Criminal Activities, Physical. It is hard to say exactly what one roll on the Escape K/S will cover, but, as usual, it should be something of moderate complexity—though in this case not necessarily of moderate time length! It might very well take several hours to worm one's way free of being tied up or even several days or weeks to grind a spoon until it would make a suitable lock-pick, prepare an escape tunnel, etc.

First Aid: This K/S allows one to treat an injured person. First of all, a successful First Aid roll can remove 1D10 points of Physical damage taken, or twice that for a Special Success. Also, when someone has been poisoned, a successful treatment (if there's time) will nullify a number of Poison Strength points equal to the user's STEEP. This may be done a maximum of once per poisoning. Attempts may be made by different people until someone succeeds.

The actual performance of this K/S will take from around one-to two ATs (five to 10 minutes) for each function, and, as usual, the D% modifier is dependent on the materials available (to use as bandages, blankets, etc.) and the surrounding conditions. (Is the person giving First Aid able to concentrate?)

Handicrafts/Handiwork: This is a sort of "catch-all" Area of Knowledge/Skill which is necessary to have for all individuals not served by one or more persons to take care of "little things." To live in relative self-sufficiency and comfort in a semi-primitive or primitive milieu (or in others, even those of "modern" sort where there is such work to be done and one doesn't have or desire recourse to tradesmen, handymen, etc.) this Area is most necessary. It enables the possessor to utilize ordinary and natural things for all manner of purposes, some seemingly unrelated such as for cooking, eating, convenience, decoration, repair, replacement, etc. A little sewing, carving, whittling, or whatever, and the job is done.

The individual possessing this K/S Area can manage to survive alone in normal "wilderness" settings, assuming he or she has some





other abilities with regard to food-acquisition and possibly self-protection. That is, a persona with Handicrafts/Handiwork can construct a rude dwelling, fashion rude garments, make a bed and furniture of rough sort, have cooking utensils and dishes, store water and food, and so on. Such personas can also whittle spoons and decorative pieces, carve a whistle, make a flute, fix a leaky bucket, fashion a bit of crude pottery, repair a window, hinge a door, weave a basket, mend a broken chair, replace an axe handle, etc. In short, this Area enables individuals to "do for themselves" those absolute necessities for surviving as well as the little things needed to keep a domicile running and even "homey," or keep oneself properly cared for.

Primitive peoples, and those folk dwelling in isolated places and/or of restricted economic means, will typically have some fair amount of STEEP in Handicrafts/Handiwork. The ability is gained through observation, parental and similar instruction, and living experience.

Mountaineering: This K/S measures an HP's ability to ascend steep surfaces, whether by the use of ropes and grappling hooks, or employing naught but tiny ledges and shallow cracks as handholds. The K/S applies not only to climbing mountains and hills, but to walls, trees, and the like as well. This ability extends to the knowledge of how to travel through and survive in mountainous terrain, traverse glaciers, etc. The D% modifier and how fast and how far one can move on one roll depends on the particular situation. Personas can climb vertically at about 10% of their normal movement rate, or can descend at 25% (or more) of their movement rate if they have the proper equipment. If a persona is equipped for rappelling (rope, harness), this K/S will allow descent at full trotting rate. Climbing and/or descending is also much easier with a rope and harness than it is using handholds, and thus the D% modifier will vary accordingly. Finally, the standard time covered by one roll will probably be around one BT, though it could be much longer. If a team is steadily ascending Mount Everest, for example, they might make a combined roll once every four hours or so to avoid having an accident.

Perception (Physical): This K/S Area principally measures a persona's skill at observation and using the senses (sight, hearing, smelling, tasting, feeling). This ability, and/or its counterpart, *Perception, Mental* (q.v.), is (or are) one of the most important and often used skills in the game, and this one covers the following: Noticing, Hearing, Searching, Tracking.

Noticing will become important when your HP has the opportunity to notice something important, such as a hidden book or a sniper waiting in ambush, and it generally relies on a combination of sensory input.

Hearing is obviously aural input, and it allows one to detect the noise made by a stalking monster or sneaky assassin and to act upon the information so gained.

Searching, a visually oriented capacity with some additional tactile input, allows one to thoroughly examine a small (roughly 20'x20') area for secret doors, hidden persons or items, and the like.

Tracking covers the act of following someone or something that's not in your field of vision, by seeing and interpreting the subtle signs of its passage, detecting odors, and so forth.

Personas who have both forms of Perception (Mental and Physical)

are entitled to two K/S checks in many circumstances.

Riding: This K/S Area includes equestrian ability with various sorts of animals in various sorts of situations. Rolls may be necessary to control a mount under difficult conditions and to successfully negotiate obstacles (such as hurdles on an equestrian field). The following types of riding are included: Horses, Mules and Asses, Camels, Elephants, Racing, Difficult/Unbroken Animals, Mounted Combat, and Teamstering.

Racing competitions are resolved in the same way as are *Gambling* (q.v.) competitions. A roll against the Riding K/S also allows one to flee pursuers while mounted.

Teamstering is actually riding in a conveyance and driving the draft animal(s). This includes carts, traps, sleds, sledges, wains, wagons, carriages, coaches, and the like. Draft animals considered are dogs, oxen, and buffalo. However, the use of other animals as a teamster can be included with the GM's consent.

The really handy thing about all this, however, is that when riding you receive your mount's/draft animal's movement rate and don't expend a lot of energy walking.

Smithing/Welding: This handy K/S imparts the ability to work with metal, whether the task is making special devices or forging a sword. No rolls are usually necessary, as it is assumed that the persona will complete the task eventually. One could try to roll in order to finish the work faster than it would normally take, and a roll will always be required for especially fine work, as well as for attempts to complete some task when tools and/or materials are lacking.

Survival: This K/S Area involves the utilization of what is at hand in order to stay alive and well under extreme conditions. Locating water, shelter, food, warmth, etc. are all part of this skill, as are improvising clothing, traps for hunting, finding and utilizing materials for primitive tools, and so forth.

While actual rolls against this K/S are not really practical, as it covers such a wide range of activity, what one is capable of accomplishing depends on one's STEEP. Generally speaking, the more skilled personas are the longer they will be able to survive, the fewer resources they must start with, and the more diverse are the conditions they can tolerate (i.e., desert, jungle, arctic tundra, etc.). The basic skill for an Inuit is Arctic, while an Amazonian jungle native is familiar with rain forest conditions. Exactly how much STEEP will suffice for what circumstances is up to the GM, but, as a general guideline, to manage the extreme opposite of native conditions for an indefinite period of time with almost no starting resources would require a STEEP base of around 61 or so.

Day-to-day K/S checks at no D% modifier for familiar conditions and more difficult as familiarity decreases should be made (+5 to +20, e.g.).

Swimming/Diving: *Swimming* measures an HP's ability to swim in any body of water, from a small lake to the open sea, while *Diving* refers to the skill of a persona when diving from a stable or semi-stable location into water. The rate for Swimming is 25% of the walking rate for normal travel and 50% or—with a successful roll—75% for fast swimming.

A successful use of the Diving portion of this K/S allows an HP to dive into a body of water without injury. The base D% modifier for this



Diving D% Modifiers

Distance (in feet)	D% Modifier	Failed Dive Damage (Max).
Up to 10	No roll required	1
11-40	No modifier required	1D6
41-50	+5	2D6
51-60	+10	3D6
61+	+20	4D6

activity will depend on how far the persona is trying to dive, and is shown on the Diving D% Modifier Table on page 112.

GMs should increase the D% modifier for fancy or acrobatic-style dives, or dives from a shaky surface, using their judgment for how large an increase to implement. Failure means that the HP took 50% of the Failed Dive Damage for that distance. Special Failure will inflict full maximum damage on the HP. Special Success will yield very high marks to an HP participating in a judged diving event, or it could add a point to STEEP.

Motion damage (see page 50) does not apply to failed dives using this K/S, although the GM may decide that the diver strikes a submerged rock (not visible from the surface) or similar object, and is subject to Motion damage even though the dive was successful.

Of course, even an HP with this K/S Area may end up falling unconscious into water, in which case the above rules do not apply and the Motion damage rules do.

Tolerance: This Physical K/S Area concerns a persona's capacity for dealing with insinuated, inhaled, or ingested intoxicants (toxins normally of non-lethal sort) and toxic substances of other sorts. Included under this general category are alcohol, many types of drugs, and even poisons (meant to kill in the dosage administered). Tolerance does not negate effects, but the ability does enable possessors to better manage them, so that their Physical systems can to some degree mitigate against the harmful effects from Physical damage and/or loss of Mental abilities.

To discover the possible effects of Tolerance K/S Area in regards to an individual, the gamemaster will have the player make a K/S check for the HP, using the guidelines of the Tolerance D% Modifiers Table, at right.

Here's an example of Tolerance in action: Let's assume that an HP has had three big tankards of strong ale (a normal K/S roll with no D% modifier). However, suppose someone slipped a drug into the third tankard—a "Mickey Finn" as they say. A second K/S check is then required, and that will be based on the drug, so the D% modifier will be +5 or worse to avoid being knocked out, but it can still be avoided with a lot of luck or a very high STEEP in *Tolerance*. A Special Success will mean that the HP somehow avoided all effects of the drug after 1D3 ATs of "wooziness." Even a success

will mean that the persona will be unconscious for 2D3 ATs and then Dazed for another 1D3 ATs. Failure means the HP is "out like a light" for the duration of the drug. If applicable—probably 1D3+1 hours, less one BT for each STEEP point of Tolerance. A Special Failure means there is absolutely no benefit from this Area (and the HP presumably loses consciousness after a short interval).

Spiritual K/S Area Descriptions

Alchemy: Because it does contain some concepts of science, this Area is always a difficult and uncertain practice. However, Alchemy allows the mind to work under the guidance of the spirit, so success can be had. In many ways it resembles Chemistry and Mineralogy with a leavening of Herbalism, but then the strange concepts of scientific medicine crop up, and things get difficult. However, Alchemy is neither a combination of those Areas nor adjunctive to them. Certain knowledge does translate, however, so personas knowing Earth's chemistry, for example, would add 10% of that STEEP to their *Alchemy* STEEP should they come to *Ærth* and choose to pursue this field.

Alchemy deals with the five elements, conversion of one substance to another (such as lead into gold), the refinement of substances, the refinement and perfecting of the individual, youth and longevity of the individual, the creation of quasi-life (as a step toward the creation of life!), and the return of life to the dead. Of course there are other activities for the alchemist, and this is reflected in the Operations (see hereafter) and Castings of this K/S (see page 127).

Operations: The Alchemical Operations possible are fully detailed in the "Magickal Items" chapter of the *Mythus Magick* book. Basically, Operations concern the mixing, compounding, creating, and transmuting of various mineral and vegetable substances of special nature. Such substances are called *Materia*. Operations are performed in order to create substances which are valuable, have use as special *Materia*, or else are Heka-filled or "enchanted."

Apparatus of many sorts, the tools of the alchemist, are required for Alchemical Operations. These are instruments and devices of various kinds. The minimum pieces of Alchemical Apparatus are listed in the Minimum Alchemical Apparatus Table (page 113), broken down in terms of cost and Heka storage. Note that the Heka

Tolerance D% Modifiers Table

Exposure is to:	D% Modifier
Weak and/or minimum amount	No roll needed
Moderate strength in small amount	No modifier
Average amount of moderate strength	No modifier
Average/above average amount/strength	-5
Heavy/strong amount/strength	+10
Massive quantity/strength	+20



In an Apparatus is self-generating every 24 hours as long as the item is in the possession of the alchemist and no other persona attempts to use it. Thus, the practitioner will have from 150 to 180 additional points of energy for Operations. Other pieces of Apparatus needed for Operations are summarized in the Additional Alchemical Apparatus Table, below.

Infusing An Item With Heka: A successful roll against the possessor's Alchemy STEEP will allow an item or substance to be charged with Heka by the alchemist. Before an attempt is made to infuse an

item, the item must first be analyzed and prepared for 2D3+1 (non-adventuring) days, whereupon the alchemist may make the roll and try to start the process. Liquids and gases should be sealed up in a container made by the alchemist personally before being prepared. (*Handicraft/Handiwork* could prove helpful here.) *Solids, however, require no other special measures.* The process works in such a way that, over a period of time, the alchemist may give a certain amount of Heka to the item as if charging a General Heka Reservoir. The difference is that the Heka becomes a permanent part of the item and may not be drawn back out, save in the case of an Apparatus, of course. Note that items charged with Castings may use their Heka in the performance of the Castings, and require recharging, but that is different.

The base D% modifier of the roll varies with the total amount of Heka that the item is to hold. Failure means that the preparation was done incorrectly. The alchemist must then go back and prepare the item for another 2D3+1 days. The Heka Infusion Table (page 114) lists the base D% modifier according to total Heka to be infused.

Another consideration is the type of laboratory facilities the alchemist has. One way of measuring these is by total value in BUCs, which are shown the Alchemist Laboratory Facilities Table (page 114). With this in mind, many aspiring alchemist players

Minimum Alchemical Apparatus

Apparatus Type	Cost in BUCs	Heka Storage
Cup: Commanding Water (Triton, Necksa) of blue metal or mineral, and of the East	10,000	10
Dagger: Commanding Earth (Bull, Gob) of black metal or mineral, and of the South	10,000	10
Pentacles: Commanding Air (Eagle, Paralda) of gold/oricalcum, and of the North	10,000/30,000	10/30
Ring: Commanding Heka (Star of the Astral, Elhlem) of silver/platinum and rock crystal, and of the Center	10,000/20,000	10/20
Rod: Combining all Elements of clear crystal tip and set with bands of metal or mineral of black, yellow, blue, and red	100,000	100
Wand: Commanding Fire (Lion, Djinn) of red wood or mineral, and of the West.	10,000	10

may wish to allocate funds for a lab in their list of Possessions Categories when their HPs are first being created, although the GM might rule that some funds from "Miscellaneous" cover it.

Once a successful roll has been made, the alchemist may then infuse an amount of Heka equal to or less than his or her STEEP each day (solids), week (liquids), or month (gases). Thus, to charge a quartz crystal with 50 points of Heka would require two weeks if you had a STEEP of 30—provided that your Heka supply could handle it.

There is no problem with an alchemist working on multiple items, except that he or she can only prepare one at a time. Likewise, alchemists cannot charge an item at the same time they are busy preparing one that they want to charge later. Fortunately, alchemical work is such that it can be put down and taken up again later. A persona could prepare four items in row and not begin charging any

Additional Alchemical Apparatus

Apparatus Type	Cost in BUCs	Heka Storage
Alanthor: Alchemical furnace which fuses or alters Heka in the Operation	10,000-50,000	10-50
Basin: The special container for the Water needed for certain Operations	5,000-25,000	5-25
Bellows: The provider of Air needed in certain Alchemical Operations	5,000-25,000	5-25
Brazier: The container of Fire necessary for some Operations	5,000-25,000	5-25
Lodestones: The provider of Earth for those Alchemical Operations so requiring	5,000-25,000	5-25



Heka Infusion

Heka to be Infused	D% Modifier
1-50	No modifier
51-90	+5
91-150	+10
151+	+20

Note, however, that individual alchemists can charge only an item prepared either by themselves or by a very close friend.

Once the infusion of Heka is complete, the item's new "enchantment" is permanent and need not be repeated, unless it is destroyed by a future error, or the magick of the item is such that it needs recharging.

Transmutation Of Materia: This is done by infusing an item with Heka and scheduling the first charging so that it occurs during a waxing (transitioning toward full) or waning (toward new) moon, depending on what sort of transformation is desired. As usual, the item must first be prepared for 2D3+1 days, but then two rolls must be made. The first roll is for the total amount of Heka required (see the Alchemical Operation Table) and the second is for the actual transmutation (the D% modifier of which is given on that same table). After having succeeded in both rolls, the alchemist may begin process of infusion normally and the transmutation will occur after the amount required has been added.

The precise nature of the effect depends on the phase of the moon when the infusion begins. The Alchemical Operation Table below lists several effects which come in pairs, such as "Heavy-Light," "Alive-Dead," and "Gold-Lead." The term that appears under the appropriate column for the moon on the table lists how the item starts, and the term opposite that lists how it will end up. If an alchemist had a lead item, for example, it could be transformed to gold by performing the operation during the waxing moon, and if a persona had a gold object it could be transformed to lead when the moon was waning. The Heka cost required for a transmutation varies with the weight of the subject and the difficulty of the actual process, both of which are given on the table as well.

The Grade of Casting available to a personas depends on their STEEP in the K/S Area, as shown on the Casting Grades Table (page 105).

Alchemist Laboratory Facilities Table

Lab Value (BUCs)	D% Modifier
No real lab	+20
501-1,000	+10
1,001-5,000	+5
5,001-10,000	—
10,001-20,000	-5
20,001-40,000	-10
40,001+	-20

of them until having finished with all. Likewise, such a persona could stop temporarily charging one item, so as to begin preparing another.

Alchemical Operation Table

		Base D%		Materials Cost
Waxing	Waning	Base Weight	Modifier	
Heavy	Light	5 pounds*	—	2D%
Alive	Dead	1 stone**	+20	6D%
Gold	Lead	1 ounce	+20	6D%
Shiny	Dull	10 pounds	-10	1D%
Smooth	Rough	10 pounds	-10	1D%

* The base weight listed refers to that of the object before the transformation.

** This process can restore the Physical essence of an object, but not that of the Mental or Spiritual. Mental energy could perhaps be restored via a Casting, but one would have to conjure a spirit to do it if one wished for a Spiritual TRAIT. See the notes in the text.

Note that restoring life without including a Spiritual essence is no problem with most animal subjects, as they have no spirits to begin with. But it would make restoring a human to life a rather tricky prospect. Re-animating a human corpse without giving it a spirit is how a persona creates an alchemical zombie (or corpse golem), but the alchemist must be on constant guard against it being possessed and turned against him or her by a "walker," demon, etc (by using a protective Casting, for example).

Alchemists can try binding a being that they or a close friend re-animates, in order to ensure its continued service. This merely requires expending 1 point of Heka per 14 pounds of the subject's weight (if soulless) and making a roll against the alchemist's Dweomercraft K/S at +20. A being with a psyche, however, will have to be bound through the use of a Casting. Such control is permanent unless the target is later possessed, as was mentioned above.

Base Weight lists the amount of the subject's weight that will be covered by 20 points of Heka. Changing 3 pounds of lead into (a little less weight in) gold, for example, would require 960 points of Heka. Keep in mind that there are 16 ounces in one pound.

Base D% Modifier lists the D% modifier for the second roll according to the type of operation attempted. Note that this D% modifier is not modified according to the type of laboratory facilities available.

Material Cost shows the range of money spent on all alchemical necessities (materials) in order to conduct the Operation.

Note that the table lists only a few examples of what can be done with alchemical transmutations. Feel free to invent more types of effects for transmutation. No doubt there are hundreds of possibilities, but the above should serve to give you a good idea what sort of things can be done.

Materia Classifications: Standard Alchemical Operations are diverse, so in order to cover the many sorts possible the Standard Alchemical Operations table on page 115 classifies them by nature of the Materia operated upon or its resultant form. Thus, for example, under *Metal* you will find such things as the creation of "Inflammable Metal" the transmutation of lead to gold, and the production of "Lighten Steel." On the other hand, under *Potions* you will see a straightforward listing of the sorts of elixirs, philtres, potions, and so on the alchemist can create. Note that all require Materia of some sort and the expenditure of Heka. Descriptions of the products resulting



from Alchemical Operations are given in the **Mythus Magick** book.

N.B.: The alchemist must know the correct time for any Operation. Failure to have an astrological reading of time means that the D% modifier of the Operation should be harder than indicated (+5, or +10, at the GM's discretion). Wise alchemists have the Astrology K/S!

Standard Alchemical Operations

These are largely self-explanatory, but the details are left up to the individual GM.

Alchemical Operation	Materia and Cost In BUCs	Heka Cost	D% Modifier
CRYSTAL			
Clean	25	20	—
Color	50	40	—
Grow	75	40	—
Harden	150	75	+5
Imbue with Heka	300	100	+10
Imbue with Mental force	200	100	+10
Imbue with Physical force	200	100	+10
Imbue with Spiritual force	200	75	+5
Phosphorescent	50	40	—

GAS

Explosive	150	20	—
Hallucinogenic	150	75	+5
Poisonous	100	40	—
Sleeping	150	75	+5
Stunning	200	100	+10
Weakening	150	75	+5

GLUES

Contact	100	75	+5
Metal to metal	200	100	+10
Universal	300	150	+20

METAL

Copper to oricalcum	300	150	+20
Harden bronze	75	40	—
Harden steel	150	75	+5
Inflammable	150	75	+5
Insinuate Hekalite	500	75	+5
Iron to adamantine	300	150	+20
Lead to gold	150	75	+5
Lead to platinum	300	100	+10
Lead to silver	80	40	—
Lighten adamantine	150	75	+5
Lighten bronze	80	40	—
Lighten steel	150	75	+5
Transparent steel	300	100	+10

LIQUID

Elixir of longevity	500	150	+20
Elixir of youth	500	150	+20
Poison	25	20	—

LIQUID

Potion of airform	100	40	—
Potion of æthereality	200	75	+5
Potion of alertness	50	20	—
Potion of aquaform	100	40	—
Potion of diminution	100	40	—
Potion of elementary obedience	200	75	+5
Potion of enlargement	100	40	—
Potion of fast reactions	100	40	—
Potion of fireform	100	40	—
Potion of forgetfulness	100	40	—
Potion of health	200	40	—
Potion of Hekasource	400	100	+10
Potion of Mental power	200	75	+5
Potion of metalform	200	100	+10
Potion of Physical power	200	75	+5
Potion of regeneration	300	150	+20
Potion of Spiritual power	200	75	+5
Potion of terraform	100	40	—
Potion of weightlessness	200	75	+5

OIL

Cooling	150	75	+5
Frictionless	300	150	+20
Inflammable	50	20	—
Poison	50	20	—
Warming	75	40	—

POWDER

Aqua-respiration	100	40	—
Astrality	500	150	+20
Etherality	400	100	+10
Inflammable	150	20	—
Itching	25	10	—
Netherhedging	250	40	—
Phosphorescent	25	20	—
Poison	25	20	—
Pyrorespiration	200	100	+10
Sneezing	25	10	-5
Terraespiration	100	75	+5

SOLVENTS

Crystal/Gem	150	75	+5
Glue	50	20	—
Leather	75	40	—
Metal, Hard	300	150	+20
Metal, Soft	200	100	+10
Stone	200	100	+10
Wood	75	40	—

Animal Handling: This K/S Area is akin to an empathic rapport with creatures and employs a near animal magnetism; thus it is a Spiritual ability. A persona possessing Animal Handling capability can relate to all sorts of semi-intelligent and non-intelligent creatures. If such personas are successful in their initial approach, the creature(s) in question will



regard the individual as at least (1) *indifferent*, non-threatening and non-food, i.e., not to kill and eat but to be ignored. At best the creature(s) will consider the persona as a friend and be (5) *bonded* to him or her. In between these two extremes are (2) *docile*, (3) *responsive*, and (4) *obedient*. Naturally, mistreatment, abuse, harm, and the like will reduce by one or more steps the rapport between the persona and the creature(s) in question—assuming this comes from the persona (or seems to). An animal at a “0” is not affected by the ability and will behave normally (probably aggressively if reduced due to mistreatment!). Note well that an animal guarding an individual would not lose rapport if attacked by others while in the role of protector. Which of these numerical categories a given animal or animals fall into should be decided by the GM, guided by the HP’s initial Animal Handling K/S roll and other factors the GM deems relevant.

The able persona must approach the creature(s), have it (them) in sight and looking at him or her, and be able to speak or croon to it (them) as a part of the establishing of the rapport.

From the foregoing, it should be obvious to the reader that this is a very useful ability for anyone at all, especially one who is in the wilderness, has dogs, hawks, deals with animals of wild and/or dangerous sort, etc. (Compare Agriculture.) The use of Animal Handling on non-domestic(ated) creatures always requires a K/S check whenever the persona is in proximity of the creature(s) after a period of one or more days absence from it (them). The D% modifier for initial and subsequent animal rapport is determined as summarized on the Animal Handling D% Modifier Table.

Animal Handling D% Modifier

<i>Creature Type & General Nature</i>	<i>D% Modifier</i>
Semi-intelligent, warm-blooded non-carnivore	-5
Semi-intelligent, warm-blooded omni- or carnivore	—
Non-intelligent, warm-blooded non-carnivore	—
Non-intelligent, warm-blooded omni- or carnivore	+5
Semi-intelligent creature of any other sort (such as a reptile, vegetable life-form, mineral life-form, etc.)	+10
Non-intelligent creature of any other sort	+20
Already succeeded in rapport with same creature(s) as are now confronted	-5
Individual actually touching and speaking to creature(s)	-5
Creature(s) lost to rapport due to mistreatment	+5
Savage-natured creatures in “pack” or group	+10

Astrology: Not only is Astrology a special Area of foretelling some probable course of future events, as is indicated by this Knowledge/Skill listing, but it has broader applications in a Heka-active milieu such as this one. The Castings of Astrology give insight into singular events, general courses, and the current conditions (specific or general) existing in a place of such Casting. The zodiac, stars, sun, moon, planets, comets, other astral bodies, elements, gems, and even herbs are part of the multifaceted purview of the astrologer. By studying the heavens, examining records of the past which are connected to a person, place, or thing, astrologers are able to learn a fair amount of information and make predictions of the probable course of future events. Determination of the most propitious time for the performance of some act, and especially an Alchemical

Operation (see Alchemist) is possible through use of the Astrology K/S. Influences of all manner—planar, spheres, elemental, etc.—can also be discovered through the use of this Area.

The Grade of Casting available to a persona depends on STEEP in the K/S Area, as shown on the Casting Grades Table (page 105).

Charismaticism: This K/S assumes skill in the art of winning friends, influencing people, and otherwise behaving in such a manner that people can’t help but like you. This Area functions similarly to the Deception K/S (q.v.) in that a successful roll will allow you to double your effective STEEP in a second K/S Area for one roll. In **Mythus Prime**, the K/S Areas covered by Charismaticism are Influence and Leadership. See the description of the Deception K/S for further details on how this works. Note that Charismaticism can also be used like a normal K/S to make a good impression on an important person. In either case, the D% modifier will have a lot to do with how such HPs present themselves and what, if any, preconceived notions the subject has about the HP.

Finally, your effective Attractiveness rating increases by one for every 20 STEEP points of Charismaticism you have, subject to the maximum rating of 20.

Herbalism: First, the reader is alerted to the fact that, in this milieu, the Herbalism K/S also gives the possessor information regarding which forms of vegetation possess, are capable of storing, or channel Heka.

Herbalism is the art of knowing and using some of the usual as well as mystical properties found in natural vegetation. The HP can brew up various types of natural concoctions (tinctures, infusions, oils, powers, etc.) from poisons, to antidotes, to love philters, to sleeping pills via the use of this K/S Area—provided that the proper herbs can be found, of course!

Various forms of plants contain medicines in their bark, leaves, flowers, fruit, sap, roots, etc. Uses of these natural substances range from healing to curing diseases. Thus the persona with Herbalism skill can accomplish the following:

- (1) Heal Physical damage at double the normal rate
- (2) Heal Mental damage at a rate of STEEP $\times$ 0.2/day, if a successful roll against the K/S is made. Round decimals down (as usual) when finding the amount of MD healed. One K/S check suffices to begin the course of treatment.
- (3) Heal Spiritual damage at the rate of STEEP $\times$ 0.1/day, if a successful roll against the K/S at D% modifier of +5. is made. This is otherwise the same as healing Mental damage.
- (4) Cure disease at double normal rate at a D% modifier of +10. Treatment of a disease at normal rate is a -5 D% modifier if the disease is known to the herbalist, +20 if it is unknown, as shown in the Cure Disease D% Modifier (Herbalist) Table, below.
- (5) Immunize against disease weekly at the D% modifier for “Curing,” above; i.e., 0 for a known disease, +20 for an unknown one.

Cure Disease D% Modifier (Herbalist)

<i>Commonness of Disease</i>	<i>D% Modifier</i>
Common to area	-5
Uncommon to area	—
Rare to area	+5
Uncommon everywhere	+10
Rare everywhere	+20



Note that the above assumes that the herbalist has the medicinal vegetation on hand and that the patient receives applications of the curative substances daily. One check is all that is needed to receive daily benefit otherwise, and curing of disease is assumed to have a course of 2D3+2 weeks of treatment. A K/S failure means that further attempt at using Herbalism cannot be made for one week.

Various courses of healing can be undertaken at the same time, but a separate roll against Herbalism must be made for each sort of treatment attempted (see the Healing section on page 46).

Developing a preventative course of herbalistic treatment may be allowed at the gamemaster's option. This assumes both knowledge of the disease or like malady to be safeguarded against and the medicinal plants on hand to use in the course of prevention.

As noted, Herbalism allows a fair knowledge of vegetable toxins, poisons from all manner of plants. Likewise, there are a broad range of antidotes possible. Gamemasters will determine how powerful they will allow this knowledge to be in their individual campaigns.

In addition to the natural, healing-type applications of Herbalism are those resembling magickal Castings. These utilize certain natural chemicals—mostly articles of vegetation from herbs and the like—that are found to contain Heka. When they are combined properly, these are used to make magickal potions. Such potions could include simple aphrodisiacs and love potions, potions which temporarily increase STEEP. The precise details should be worked out between the Herbalist's controlling player and the GM.

This K/S differs from Alchemy (q.v.) when mystical powers are concerned in that instead of infusing materials with Heka, the herbalist uses Heka that is already a natural part of the material. Herbalism is very helpful and is frequently studied by the same personas who are skilled in spellcasting. Note, however, that no skill in other Heka-generating K/S Areas is necessary to have Herbalism. Thus, one could use limited Castings via potions but not know anything about how to cast them otherwise!

Items which naturally contain Heka are referred to as *Reagents*, and plants such as belladonna, mandrake, mistletoe, and the like are famous examples. (There are also mineral Reagents, of course, but the herbalist is not concerned with these substances.) As there are hundreds of these, we will not attempt an encyclopedic listing here, holding such detail for the subject of another work. Rather, in the "Items of Magick" chapter in the *Mythus Magick* book, a general classification system is given, and this includes the strengths and purposes of different classes of Reagent herbs. For more information regarding Reagents and other sources of Heka refer to both the "Heka Sources" and the "Items of Magick" chapters in the *Mythus Magick* book.

Finally, those personas possessing this K/S Area have the ability to perform a number of Castings—used by the herbalist to create potions, balms, ointments, etc. from the various Reagents as well as for other purposes. (See the *Mythus Magick* book.) The Grade of Casting available to the persona depends on STEEP in the Herbalism K/S, as shown on the Casting Grades Table (page 105).

Impersonation: This Area has two great divisions. The first is impersonation of a *general* nature. The second is impersonation of a *specific* sort. Each of these two types of use will be detailed below. Before that, however, be sure to refer to the Mental Knowledge/Skill of Disguise after reading what Impersonation covers. If one has both



this and Disguise, there is a cross-K/S bonus of 10% of the other Area when employing one of these two abilities.

General impersonation is the pretense of being an individual of a specific sort, a generic sort or role. Thus, the impersonator is feigning to be an aristocrat, a military officer, an officer of the law, a mage, a noble, and so forth. Of course the impersonator is nothing of the sort, and in fact a man might impersonate a woman, or *vice versa*, quite successfully and not be that at all, obviously. General impersonation is of class or role or kind, not of a specific individual. This is the easier of the two divisions of this ability. There are modifiers, of course. Personas impersonating a class of individual about whom they know little or nothing suffer a penalty of +5 or +10 to the D% roll. Personas trying to impersonate a class before others of that class have a penalty of +10 or +20 to the D% roll and must make a K/S check for each and every such person of the class they closely interact with (be carefull). Having K/S Areas of the same sort as the actual class would have will reduce penalties, and so will having been or being the same SEC Level.

Let's take a look at an example: Hop the Savant, a mountebank, impersonates a bailiff of the corrupt duke, thinking that he can discover the workings of the duke's extortion scheme thus. Assume that Hop was once of the SEC Level of both a typical bailiff and also of the merchants he plans to confront, so he is not penalized there. His K/S roll is unmodified, and he easily makes his score with a STEEP of 55 in Impersonation. He accuses the merchants of selling inferior goods, short weighting, etc. They all protest that they have "paid off



His Grace's balliff already" and tell Hop to get lost. Then a real pair of balliffs happen to come by and begin questioning him. Hop must make a successful K/S roll for each, at +10 or +20—suddenly the job of impersonation isn't so easy...

Specific Impersonation is harder still. It means that such individuals are attempting to impersonate exactly a specific individual, passing themselves off as *the* duke, not a duke, or as Balliff Grumbald, not any of the general office. To manage such a role, one must have some general resemblance to the specific individual to be impersonated *if anyone who is encountered during the course of such Impersonation has an inkling of the general appearance of the impersonated individual*. If those met are very familiar with the individual being impersonated, then a near resemblance and a lot of makeup (or Heka) will be necessary. Thus, the less familiar the audience pretended before, the easier the task; and, conversely, the more intimate their knowledge of the individual impersonated, the more demanding and difficult the work. Before audiences generally ignorant of the individual being impersonated, there will be no need for a die roll, but as soon as personas with knowledge of the specific individual are encountered, there must be a K/S check, and the D% modifier will be modified downwards in all likelihood. Planning, preparation, study of the role, etc. will help keep the D% modifier from becoming too extreme.

Jury-Rigging: This is a skill (sometimes known as Jerry-Rigging) which blends Mental knowledge and Physical ability with an inner skill which enables an individual to envision or sense what can be done to repair, fix, restore, or improvise something so as to enable it to function (at least partially) for a limited period of time. It might be a mechanical device, a sail, or just about anything which isn't working and needs to be put into operating order. The D% modifier for performing such a feat will vary greatly and depend on how skilled you are with the type of item being worked on, how complicated the problem is, what resources are at hand, etc. The beauty of it is that it's theoretically possible to jury-rig something with no knowledge of how it works, no tools, and no help whatsoever. (That is, if you can beat a D% modifier of +20!)

Leadership: This K/S allows one to inspire confidence and gain loyalty in a group of persons. It covers such activities as commanding, disciplining, counseling, planning, organization and the delegation of authority, etc. Actual rolls against this K/S will only be necessary to keep one's followers from rebelling and/or panicking during difficult conditions, such as that of a challenge to the leader's authority, a fight going badly, etc.

Metaphysics: By means of this Knowledge/Skill Area, a persona is able to study and know that which is unseen and not normally measurable. It is an understanding of the multiverse, and in particular the other planes and spheres beyond the material ones. It also deals with existence as a being. Metaphysics also considers what is knowledge, knowable, and reasonable. It allows the individual to understand and know the nature of and the beings who dwell in the Upper and Medial planes and spheres. A persona with Metaphysics STEEP could, for example, tell if agencies from such places were concerned with a particular situation, if a successful roll against the K/S were made.

Multiversal Planes & Spheres: Personas possessing knowledge of the multiverse will understand the relative position and makeup of the various planes as they relate to the Material Plane and each

other. Knowledge generally begins with that of the Material Plane (and the many mundane spheres within it), and extends to the adjacent, linking planes, and finally to the more distant outer planes—although this is not always the case. Those who concentrate their studies on the outer planes such as the Abyssal or Entital may actually have only minor understanding of the Preternatural and Supernatural Planes. This is unusual, however, for some education regarding the latter two is desired for proper understanding of those outer, Entital Planes. A formal education in this K/S (as would be gained from the many schools of dweomercrafting) will almost always progress from Material to Preternatural, to Supernatural, and finally to Entital. Consult the Glossary (page 144) for definitions of each of these terms.

Musical Composition: This K/S Area applies to the composition of music, and carries with it (in **Mythus Prime**) the ability to play some kind of musical instrument. Note that this K/S Area applies only to music, and not to the writing of lyrics. This K/S also assumes extensive knowledge of music theory on the part of the HP, and enables the HP to read sheet music.

Mysticism: This K/S Area is considerably broader and more valuable to the possessor in this milieu than in most others where Heka is less active. It includes the knowledge of "Wicca" and many other sorts of like things, including much Eastern wisdom. The possessor of this ability gains Heka equal to STEEP. Thus, for instance, if one had a STEEP in Mysticism of 97, Heka from this K/S would be 97 points.

Mysticism includes interpretation of dreams and visions, the sensing of unseen presences and spirits, detection of Heka currents, the influences of elements and years, and many other sorts of things. All of these are accomplished through Mystic Castings and are detailed in the **Mythus Magick** book. First, however, another capacity of this Area needs to be explained.

Crystals, minerals, and gems (gems, precious stones, fancy stones, and ornamental stones) can be used alone or in combination as amulets *et al.*, for Materia, to generate their innate Heka, as substances for Heka working, etc. The mystic will know the proper ones to use in a given situation (upon passing a K/S roll, of course). The mystic can also make use of crystals and gems as follows:

Singular Crystal And Gem Use: Crystals and gems are used for many purposes. The shape, clarity, color, and inscription affect such objects. The various uses of crystals are:

(A) **Meditation (Self-Improvement):** HPs who spend an hour each day meditating with the crystal in such a fashion can receive an AP/G bonus of +1 for every 4 points (or fraction thereof) awarded them. Such personas must announce when they are meditating each (game) day, and must succeed in a K/S roll each time. Note that skipping even one day or failing even one roll will negate the bonus entirely.

(B) **Self-Healing, Mind & Heart:** This requires two hours and can only be done once per day. Success on a K/S roll will heal 2D6 points of damage to both the user's Mental and Spiritual TRAITS. This can be done only for the one wielding the device.

(C) **Mental/Spiritual Defense (M/S Armor):** In combat versus Heka forces, Castings, or Heka-engendered Powers, strongly presenting a crystal provides a certain amount of armor for both the Mental and Spiritual TRAITS, depending on the D% modifier of the roll made, as detailed in the M/S Armor from Crystals Table on page 119.

The armor lasts for 1 BT or until the crystal is used for something



else. Re-establishing it requires another roll. Failure means that the HP must wait for 1 BT before using any more of the crystal's powers. A Special Success, however, means that double the listed amount of protection is provided. The user may not attack physically or utilize any other device while being so protected, but can still employ Heka-based attacks (although not with the crystal's powers).

(D) Mental/Spiritual Offense: One may use a crystal to make a Mental Draining or a Spiritual Weakening attack against a spirit with either a Partial or Non-Physical Manifestation. This can be done regardless of whether the persona has the necessary Heka Castings or abilities. The attack will be made at one-half of either one's Mysticism or Dweomercraft STEEP, whichever is better. HPs who do have the ability to use the proper Heka-based attacks may make Amplified (see below) attacks against such spirits with no meditation necessary, even if the crystal is otherwise incapable of Amplification.

(E) Mental Heka Force Amplification: One hour's worth of meditation (with no D% modification) allows a persona to boost the Mental-based efforts of one Heka-using K/S Area's STEEP totals by 50% for the next AT. This can only be done once per week, and the crystal must be present on the user's person throughout the AT or else the Amplification will be broken.

(F) Heka Concentration: 1 Heka point can be generated per minute of meditation (maximum of two hours per day) and stored either in the crystal, added to the practitioner's personal supply, or put in another Heka Reservoir. This cannot be done on the same day that the Ritual of Concentration (see the "Heka Replenishment" chapter in the *Mythus Magick* book) was performed, and Dweomercraft is the only applicable K/S to roll against for this power.

(G) Visions: The persona can gaze into the crystal and try to have a vision. One need not be asleep to have the vision.

(H) Self-Healing, Body: This is just like Power B, but it applies to Physical damage and has a D% modifier of +5.

(I) Healing Others, Mind & Heart: This is also just like Power B, but it can be used on other people. Users can try to heal both themselves and a number of other people simultaneously as well. The roll for one subject is unmodified, and it increases by +5 or +10 for each additional subject at the GM's discretion.

(J) Healing Others, Body: As per Power I, but affects Physical damage done to others. Note that each healing power can be used once per day. Through the use of Powers B and H the mystic can heal

Crystal Quality Table

Quality	Cost (BUCs)	Powers	Heka	D% Modifier
Poor	25-75	A-D	25	+1
Below Average	100-200	A-F	50	—
Average	400-1200	A-H	100	—
Above Average*	1600+	A-I	200	-1
Exceptional*	3200+	A-J	300	-2
Unsurpassed*	6400+	A-K	400	-3

* Crystals of this quality are not readily available and will probably have to be found through play.

him- or herself Mentally, Spiritually, and Physically once a day, while with powers I and J the user can do the same for another once a day.

(K) Scrying: A spherical crystal of clear or smokey sort must be used. The former will function to see the material and Mundane planes and spheres, A smokey one is needed for the Preternatural planes and spheres. A flat, highly polished crystal of very dark color is needed to scry the Lower planes and spheres. The persona can also view any invisible spirits present simply by looking through the crystal and making a K/S roll

Crystals come in all manner of shapes and sizes, though clear is usually the best color. They are widely used for serving as effective foci of Heka and can prove to be valuable tools for any practitioner and/or mystic. Before any crystal can be fully utilized, however, the owner must "attune" it to him- or herself by meditating a total of seven hours and making a Mysticism or Dweomercraft K/S roll. The unlikely (and embarrassing) event of failure on said roll means that the mystic is incompatible with that crystal and must find another one to use. Should anyone touch a crystal that has been attuned to someone else, then the crystal will become "scrambled" and useless until it is "attuned" again, as above. The specific powers of a crystal vary with its quality, as indicated on the Crystal Quality Table, above. The Cost of a crystal is a rough retail value, though the rarer ones might actually sell for two or three times that. The different Powers, A through K, are those discussed previously, and the column labeled Heka indicates how much Heka energy the crystal can store for the user in the manner of a General Heka Reservoir. (Crystals do count against your total number of Heka Reservoirs!) An "Unsurpassed" Quality crystal, for example, could hold up to 400 points of Heka. D% Modifier lists the modifiers to the K/S rolls made to operate the crystal's powers.

One must be sane, sober, and not Dazed to use a crystal with any degree of success. Also note that, unless specified otherwise, all rolls involving the use of these Powers can be made using either the Mysticism or the Dweomercraft K/S. Any Special Failure on any of these rolls will destroy the crystal. Only one such Power may be used at a time.

Dreams and Visions: The dreams and visions of the mystic can be handled much the same as Astrology (q.v.) questions, but the D%

M/S Armor from Crystals

D% Modifiers	Aarmor Points
—	8
+5	16
+10	20
+20	24



modifier will depend on how many times during the past 28 days the HP has tried to have a vision, whether it was a successful attempt or not. The first attempt is unmodified, the second at +5, the third at +10, etc. Modify from there according to how complex the question is and how many secrets the HP wants to pry out. Note that one does not usually ask a specific question of a dream, and it should be at a D% modifier of +5 or +10 (at the GM's discretion) if one wants to dream about something very specific. Also keep in mind that dreams are very seldom literal, and that the dream's message will often be buried deep in symbolism.

One problem that may arise is if a party also has access to the Astrology K/S Area, in which case GMs may find themselves handing out too many hints. Feel free to make information given in Astrology Castings, and mystic dreams overlap or repeat itself. Alternatively, you might throw in some added complications to the plot and have the cryptic hints relate to those rather than the current problem itself. *Remember to always make the HPs work for most of their information. Solving a scenario should require much more than just a few rolls against some occult K/S! Thinking is worth a score of successful dice rolls.*

Detection of Spirits and/or Magick: Another useful function of this K/S is the detection of normally invisible spirits. Mystics will be able "feel a presence" (i.e., sense that it is there), as well as get a faint idea of whether or not it is hostile. They will *not* be able to see it and will still suffer the usual problems if they try to attack it physically. There will be no problem with using a Mental or Spiritual attack against it, however. There is no D% modifier to detect a spirit with a Partial Physical Manifestation (such as a poltergeist) while in a quiet, peaceful room, or if there is some distraction not caused by the spirit. Those with no physical manifestation have no modifier or +10 to detect accordingly.

Mystics can also roll to determine the presence of magick within their line of sight. The D% modifier is +5 for every 100 points of Heka involved.

The GM will adjust the D% modifier according to the nature of the manifestation. That is, most beings and magick will be of the Preternatural sort; i.e., associated closely with the world. If it is Supernatural (removed by two or more "spheres" or "planes") then the D% modifier is at +10. The extremely rare Entital beings and Heka are at +20.

The Grade of Casting available to the persona possessing the *Mysticism* K/S Area depends upon STEEP, as shown in the Casting Grades Table (page 105).

Nature Attunement: Individuals with this ability are in harmony with natural life of all sorts, even the elemental things which make it up. Possessing this K/S Area thus enables personas to "feel" the health of soil and growing things, the "purity" of water, and "sense" impending weather (what is absolutely going to happen in 24 hours, and weeks, months, and seasons in general in longer range); they are able to blend with their surroundings (hide or conceal their presence) with D% modifier adjustments for actual terrain and vegetation and the sort of people around/searching for them.

Painting (Artistic): This Area measures a persona's skill at drawing, composition, painting, and the like. It covers the creativity involved in producing good original works of art. This K/S is also

useful for evaluating the quality and value (monetary) of artwork and grants the possessor knowledge of famed artists and their works.

Phæree Folk & Culture: This is the study of the many intelligent races inhabiting Ærth's counter-world. Individuals with this K/S Area will know a great deal of information about the folk inhabiting Phæree, even though never having been to that world, but *until they have visited Phæree their effective STEEP cannot exceed 35*. For each week of time spent in one or another of its three divisions, the persona may then add 1 STEEP point, although this is not an automatic acquisition, and it must be "purchased" in the usual fashion.

Priestcraft: Although Priest Vocations are not available in *Mythus Prime*, Priestly knowledge may be gained through other careers.

The Grade of Casting available to the non-Priest persona depends on STEEP in the *Priestcraft* K/S Area, as shown on the Casting Grades Table (page 105).

Rellgion: This K/S measures an HP's knowledge regarding the customs, rituals, and beliefs of one religion and pantheon, which must be chosen for this K/S. While actual rolls against this K/S will not really be necessary, except regarding knowledge of dogma which is unique to the religion in question, one must have a STEEP of 31 or higher in this K/S to be considered a full, ordained Priest of a pantheon.

Sculpture: An HP with this ability is skilled at making sharp, vivid, three-dimensional images—whether carving them with hammer and chisel from stone or wood, molding them in clay or wax, or casting them in bronze or other metals. This K/S deals with both the physical ability to make sculpture as well as the creative process behind coming up with a good original piece.

Street-Wise: This K/S measures one's ability to avoid problems endemic to and fit in with, dress, and behave as, a member of a certain ethnic group or sub-culture in one's home region. The HP will know how to approach, deal with, and be accepted by these individuals, and will also be aware of the slang, habits, taboos, hang-outs, meeting places, etc. in various areas. For every 10 points of STEEP such HPs have, they gain knowledge of one sub-culture of their choice. Examples of sub-cultures include urban peasants, rural peasants, hired mercenaries, beggars, street-kids (12 years and younger), etc. The skill enables an HP to identify criminals, prostitutes, and those other typical denizens of the area. Exactly what one roll will cover is highly variable, but, as a general rule of thumb, it can be assumed to take care of one interaction of moderate complexity, or of anywhere from a day's to a week's worth of close contact with such people, depending on how familiar the HP is with them.

This K/S Area cross-feeds the Impersonation and Disguise K/S areas by 10% of STEEP.

Thesplanism: This K/S measures an HP's ability to perform as an actor, whether on stage or before an audience of another sort. One roll before a performance will allow a persona to pull it off with some degree of competence, and, if desired, the persona may roll before important scenes as well, in order to do them especially nicely (or mess them up especially badly!). A general knowledge of lighting, props, special effects, and the like is also assumed by this K/S. Impersonations and change of character are aided by this skill.

This K/S Area cross-feeds the Impersonation and Disguise K/S areas by 10% of STEEP.



APPENDIX II: HEKA AND MAGICK

In this appendix, we provide you with a sample listing of basic Castings, sufficient to get your campaign off the ground.

SAMPLE DWEOMERCRAFT CASTINGS

Sample Dweomercraft Castings are listed alphabetically below, by Grade, with Base Heka Cost (BHC here, for short) for each indicated; and those with Resistance/Damage Component addition or "Other" Heka costs associated with their use will have appropriate indicators in the right-hand *Other Heka Costs* column.

Casting Grade I, BHC: 20

Armor, Physical Cantrip:

Time: 10 ATs or until destroyed

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Armor at 1:1

E/F/M: This Casting allows the Heka-using persona to bring into being a Heka force which surrounds one subject, providing protection similar to Physical armor. No persona can be the subject of more than one such Casting at the same time. The maximum applicable Heka armor thus possible is an amount equal to the caster's M TRAIT. This armor is effective versus any and all of the various forms of attack that produce Physical damage. For every point of Heka used beyond that required for activation, the subject will be equipped with 1 point of protection. It is destroyed on a 1-for-1 basis as it absorbs damage, and when it is gone a new *Armor, Physical* can be cast upon the subject again.

Detect Heka Spell:

Time: 1 AT

Area: 1 chain (66') diameter

Distance: Centered on caster

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Spell enables the caster to detect the presence and general nature (type, source, strength, etc.) of Heka within an object or area. Note that this ability is very limited in precise definition of the Heka's purpose, but it is effective in identifying objects of magickal nature, or Castings linked to an area, although not the kind nor reason for the Casting.

Reflections Ritual:

Time: 1 AT/10 STEEP, or Special

Area: 1 subject object, Special

Distance: Touch, Special

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: The *Reflections* Ritual requires one Action Turn of casting for each degree of dweomer it is to effect. That is, in one AT it will affect some pool of liquid, reflective surface, or similar object to serve as a scrying device lasting for as many ATs Time duration as the caster has tens of STEEP in the Dweomercraft K/S Area.

Once the dweomer has been cast, scrying is then possible, the subject of the attempt being known to the practitioner either personally, by likeness and repute, by name and locale, etc. Distance to the subject or locale is not meaningful except with regard to the D% modifier of the attempt, as summarized in the following table:

Distance to Subject

D% Modifier

Under 1 mile

-10

Under 1 league

-5

Under 100 miles

-

Under 1,000 miles

+5

Under 10,000 miles

+10

Over 10,000 miles

+20

If the scrying individual is intimately familiar with the subject, or if the subject is little known or virtually unfamiliar to the scrying persona, adjust the D% modifier accordingly.

Note that various dweomers, thick stone, and metal sheathing of various sort prevent, distort, or otherwise interfere with or hinder scrying.

Trigger Effect Formula:

Time: Permanent or Instantaneous

Area: 1 casting

Distance: 1 foot/STEEP point

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Casting allows the caster to set another casting so that it has a specific triggering event to activate its Effect.

This Casting must be activated immediately before the desired Casting.

Wickafire Charm:

Time: Instantaneous

Area: 1 wick-sized area/10 STEEP points

Distance: 1 rod per 10 STEEP points

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This handy dweomer causes a small area of easily combustible material (such as a candle or lamp wick, a bit of dry old paper, small wood shavings, etc.) to ignite instantly. For every 10 points of STEEP in this K/S Area, the caster may opt to affect another subject area. For example, a persona with 40 STEEP could ignite four areas thus. The resulting fire is not magickal: It can be extinguished by normal means.

Casting Grade II, BHC: 35

Armor, Mental Cantrip:

Time: 10 ATs or Special

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Armor 1:1

E/F/M: Personas using this Casting are granted magickally enabled protection versus damage from any Mental attack form on a 1-for-1 basis to the Heka spent. The maximum protection, in points, is equal to the caster's M TRAIT.

Only one Casting providing this kind of protection can be in place on one individual at one time. Mental armor is not regenerative and is reduced on a 1-for-1 by damage from each and every successful attack that strikes the subject. At such time as armor is reduced to 0, another protective Casting of this type can be placed upon the individual.

Forcedart Charm:

Time: Instantaneous

Area: 1 subject

Distance: 1 chain (66')/10 STEEP points

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Charm creates a thin dart-sized missile of golden



energy that springs from the caster's fingers and flies as fast as an arrow to its target. The Physical damage inflicted by the *Forcedart* is equal to 2D6 points Physical damage, plus 1 additional PD point per 10 points of the caster's STEEP; and as it is a magically generated missile, it is not affected by normal armor.

Heka Trap Spell:

Time: Permanent (until triggered)

Area: 1 object of 1 cubic yard

Distance: Touch

Other Heka Costs:

R&D: D = 1:1 to M TRAIT

Other: Nil

E/F/M: Through application of this Spell, the caster enchants an object or container and stores a Heka-engendered trap within it. It can be applied to a door, shutters, window, rug, etc.—just as long as the object has a volume of one cubic yard or less. Such a trap will be activated upon opening the object, tampering with it, or passing through or over it without first speaking a predetermined (by the caster) Word of Deactivation. The damage done by such traps is 3D6 points of any non-continuing type (Physical, Mental, or Spiritual, at the caster's option), plus additional damage up to a maximum equal to the caster's M TRAIT. Additional damage can be designed into the Casting at a 1 Heka point per 1 damage point cost to the caster. The addition of 15 or 20 Heka points Cost, however, makes the *Heka Trap* far more dangerous.

Casting Grade III, BHC: 50

Armor, Spiritual Cantrip:

Time: 10 ATs or Special

Area: 1 persona

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: 1:1 Armor

E/F/M: Used to ward against attacks of Spiritual nature, this Casting protects one subject from the damage of such an attack. Only one Casting of this nature can be in effect upon an individual at one time. The maximum amount of armor possible to this Casting is equal to the caster's M TRAIT. Spiritual damage points will be reduced on a 1 point per point of Heka expended by the caster (beyond that required for activation, of course). Note that Spiritual armor points do not replenish themselves after each attack—the effective value of the armor is reduced by each point of damage made from successful attacks.

At such time as the protection reaches 0, the Casting can again be placed on the same subject.

Avoid Heka Attack Ritual:

Time: 10 ATs/10 STEEP points

Area: 1 creature

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: The *Avoid Heka Attack* Ritual allows the recipient to avoid any Heka attack or Heka-related attack directed at her or him. The Effect can be of Mental, Physical, or Spiritual affect to the persona. Such cases include attack by Casting, Power, Heka-engendered Power, device, object, trap, etc. It is not necessary for it to be a directly life-threatening attack.

Such personas are enabled to avoid any such attack directed at them or the area in which they are in. The Casting's Effect enables the subject to make a roll to avoid after the attack in question takes

place. The base chance to avoid is the P TRAIT. Also, if the subject has STEEP in the K/S Area of the Casting being used in the attack, or STEEP in a K/S Area which is related to a Power, device, or object making the attack, 10% of that STEEP may be applied as a bonus to the chance to avoid an attack. For example, a persona with a P TRAIT of 26 with 40 STEEP in Dweomercraft would have a base chance of 30% (26 + 4) to avoid any Dweomercraft or related Power, device, or object attack.

The attacker's ability of attack and the defender's ability to defend against it will decide the D% modifier. For example, an individual standing in an area that is being attacked by a *Scorpionfire* (see the *Mythus Magick* book) will generally be subject to a +5 D% modifier if within the very center of the target area.

Heka Darts Charm:

Time: Instantaneous

Area: 1 subject

Distance: 1 yard/STEEP point

Other Heka Costs:

R&D: Nil

Other: 10/dart

E/F/M: This magical Casting creates and directs magical missiles which spring from the caster's fingers and unerringly fly as fast as arrows to their target. The caster can create *Heka Darts* at a cost of 10 Heka points per dart (to a maximum of 1 dart for every 10 points or fraction thereof of STEEP possessed). Each missile does 1D6 + 2 points of Physical damage, and is not affected by normal, natural or artificial, armor. Only magical Heka protection—such as Castings or enchanted armor—can negate the potential damage of *Heka Darts*. Ordinary armor does not stop them.

Casting Grade IV, BHC: 75

Armor, Heka Cantrip:

Time: 10 ATs or Special

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: 1:1 Armor

E/F/M: This form of magical protection is useful in reducing damage from any Heka-based attack, regardless of whether the form was Mental, Physical, or Spiritual. Up to the caster's M TRAIT in armor can be conveyed through this Casting. Only one Casting of this type can be active on a person at one time. For every point of Heka beyond the base activation cost which the caster expends, 1 point of Heka Armor is created for the subject. The protection created will absorb 1 point of damage per point of armor. When armor is reduced to 0, another Casting of this nature can be activated upon the subject.

Mask Heka Spell:

Time: Permanent until dispelled

Area: 1 object or area

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This *dweomer's* Effect is used to mask the presence of Heka in an item so that it is not detectable by virtually any means. This will effectively hide the item's enchantment from discovery through divinatory Castings or a persona's ability to see Heka (cf. *Detect Heka Sources* in the *Mythus Magick* book). An Area of up to 1 rod diameter per 10 STEEP points of the caster can be masked by this Casting. If Supernatural or Entital Heka are concerned, though,



each type will need a separate Casting to mask them. For each separate power or different function of the item to be masked, this Casting must be repeated. A Special Failure at later time means that all previous masking is undone.

Casting Grade V, BHC: 100

Heka Bolt Charm:

Time: Instantaneous

Other Heka Costs:

Area: 1-foot-wide path

R&D: 10/additional 1D6 damage

Distance: Sight to 1 furlong

Other: Nil

E/F/M: This attack Casting creates a powerful bolt of Mixed Heka energy and unerringly directs it along a straight path of flight at any target within the range of 660' and in the caster's sight or perception. The *Heka Bolt* springs from the caster's fingers and speeds along its path towards the selected target faster than a sped arrow. Such a magickal attack inflicts 5D6 points of Physical damage on each and every target in its path, out to the Distance selected by the caster, or until the bolt of energy strikes a very solid object such as a tree, wall, etc. Even though stopped by such a solid object, the *Heka Bolt* will inflict its damage, as applicable, to that object. *Heka Bolts* are not affected by non-magickal armor. Note that the caster may opt to expend additional damage-causing Heka energy by investing 10 additional Heka points for each additional 1D6 Physical damage to be inflicted by the Casting. The maximum amount of damage potential for this Casting is 10D6, so the caster may invest no more than an additional 50 Heka points in the damage component.

Invisible Alert Formula:

Time: 1 AT/STEEP point

Other Heka Costs:

Area: Caster's STEEP in feet diameter

R&D: Nil

Distance: Touch

Other: 1 per AT added T

E/F/M: This highly useful Casting creates an invisible sphere centered on the caster or some point that individual selects as the central one. If any material body, including gaseous liquid (but excluding harmless and common gases such as air) or a spirit or other being with a Partial Physical Manifestation, passes into or out of the sphere created by the *Invisible Alert* Casting, an alarm is triggered instantaneously in the caster's mind (awakening a sleeping caster immediately). It intelligences the caster as to direction of passage, point of breach, and who or what passed into or out of the sphere. Note that beings of the spirit sort or of Non-Physical Manifestation will not trigger this Effect. Time for the duration of this Casting may be extended by spending 1 Heka point for each additional AT desired.

SAMPLE PRIESTCRÆFT CASTINGS

As has been mentioned earlier, Priest careers are not available in *Mythus Prime*, but Priestly knowledge may be gained through other careers. The Basic Tutelary Castings of Priestcraft are listed below, alphabetically by Grade, with Base Heka Cost for each indicated. Prior to the "Basic Castings" are those which are of *General Nature*, which apply to every ethos, and to the corresponding deities within a pantheon. Ethoi, however, are not dealt with in *Mythus Prime*.

General Nature Castings, Grade I, BHC: 20

Rites Ritual:

Time: Variable Special

Other Heka Costs:

Area: 1 subject/object Special

R&D: Nil

Distance: Touch to Special

Other: Nil

E/F/M: There are seven Rites covered under this Ritual, and the time of casting depends on the particular form of Rite:

Birth: 1 AT; 1 child or children; Touch.

Death: 1 AT; 1 or more subjects; 1 rod.

Marriage: 3 ATs; 2 subjects; 1 rod.

Separation/Divorce: 2 ATs; 2 subjects; Touch.

Acceptance of Ethos, Pantheon, & Dely: 3 to 9 ATs, 1 or more subjects; 1 chain (66') and touch.

Service (and Prayer): 3 to 20 ATs; Multiple subjects; Sight and hearing to 1 yard/STEEP point. Heka for Blessing, both Minor and Major, is generated through this Rite, the ecclesiastic performing the service gaining 1 Heka point per person in attendance per AT of Ritual performance time, with all such gain dissipated as many hours time afterwards as the service lasted, if not otherwise used in Blessing.

Penitence: 1 to 10 ATs and/or Special; 1 subject, Touch.

It is self-evident with what each Rite is concerned, and personas of a particular persuasion must have these ceremonial services in order to properly adhere to their creed. Some are performed on singular occasions, the latter two Rites frequently throughout a year according to the tenets of the faith in question. Those individuals under Vow will be particularly concerned with adhering carefully to whatever strictures are placed upon them by their creed, and whenever straying from the tenets will perform or have performed upon them the Rite of Penitence. The latter Rite could require a *Guidance Casting* (see below) to determine the extent of what needs to be done to atone for wrongdoing through omission or of committed sort.

Note: All Rites must be performed by those in good standing, and most by only those of Full Practitioner status, in order to be meaningful.

General Nature Castings, Grade II, BHC: 35

Blessing, Minor, Spell:

Time: 1 AT/STEEP point

Other Heka Costs:

Area: 1 subject, Special

R&D: Nil

Distance: 1 rod

Other: 5:1 additional subject

E/F/M: This Spell is always cast under the ægis of a pantheon, and only those individuals who serve that pantheon gain benefit from its being laid upon them. While the Casting is used for many other things, its principal purpose in regards to HPs is to confer both additional forgiveness and to bestow a modicum of special aid upon those receiving the Effect. A *Minor Blessing* allows a bonus to the subject, whether in the form of rolling for Initiative, against K/S STEEP, or the like. Such recipients gain a +/-5 bonus, as applicable, to the next die roll they so request. Note that two or more of this Casting placed upon the same subject will not function, and only the latest one will have Effect. Individual casters are not able to lay this Effect upon themselves, of course! See the Rites Ritual, above.

The obverse of this Casting is *Cursing, Minor*, and it has the reverse Effect.



General Nature Castings, Grade III, BHC: 50

Consecration Formula:

Time: Permanent

Area: 1 subject/object/area

Distance: Touch or 1-foot radius/STEEP point

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: Consecration remains active until it is profaned or desecrated. The dweomer cannot be dispelled. This Casting is mandatory for one accepting/making a Vow and when being ordained or elevated. It is always performed under the ægis of a pantheon or possibly that of a specific deity within that larger group. Any altar, altar service object, container, light, garment worn in performance of ceremony, Rite, or Ritual, and areas where such are performed regularly too (such as burial sites) must be subjected to this Formula. When an area is being considered, the radius in feet indicated applies.

The *Consecration* Formula places a special dweomer which will inflict 1D3 points of Spiritual damage to all not of the ethos who touch the object or area with intent to harm, pilfer, damage, or destroy, or by trespass. Note that, for instance, one entering a sanctum, extinguishing a candle with blown breath while touching the altar, in order to pick up a gold service bowl, would be likely to suffer 4D3 points of Spiritual damage. The act would result in desecration of the things concerned. No further damage would be inflicted, however, in all likelihood, unless special measures had been taken. Note that non-sanctuary/sanctified areas will not be desecrated by mere trespass, and purposeful acts to do so must be taken in order to accomplish this.

General Nature Castings, Grade IV, BHC: 75

Blessing, Major, Ritual:

Time: 1 day/STEEP point

Area: 1 subject Special

Distance: 1 chain (66') radius/

10 STEEP points

Other Heka Costs:

R&D: Nil

Other: 5:1 add. subject

E/F/M: This Spell is always cast under the ægis of a pantheon, and only those individuals who serve that pantheon gain major benefit from its being laid upon them. Others of the same ethos as the caster will benefit, however, for to such personas it is equal to a *Blessing, Minor*. The Casting is used to dispel minor opposing Castings (Grade I or II only), to assure the fertility of fields, the health of livestock, the soundness and safety of a building (such as to slow fires or prevent lightning striking), happiness and safety in a home, and for many other similar purposes and things as well. This Casting is frequently renewed too, of course, for once its beneficial dweomer is employed, its Effect dissipates.

Its principal purpose in regards to Heroic Personas, not otherwise needful of the removal of some small dweomer which is plaguing them, is to confer a bonus in the form of an adjustment to one or two important die rolls—whether related to Initiative, K/S STEEP, or the like. The exact application is determined by the recipient and equals +/-10 points toward one desired D% roll, +/- 5 if two applications are determined to be desirable. If laid when a *Blessing, Minor* is also active, then both will function, but in no case will additional

dweomers of this sort, including double *Blessing, Major* function.

While non-intelligent animals and the like do not require additional Heka expenditure to receive the Effect, each extra human subject does require added points of Heka at a 5:1 cost. Individual casters cannot lay this Effect upon themselves. See also the *Rites Ritual*, above.

The obverse of this Casting is *Cursing, Major*, and it has the reverse Effect.

Basic Castings, Grade I, BHC: 20

Lightsee Charm:

Time: 1 AT/STEEP point

Area: 1 square foot/10 STEEP points

Distance: 1 foot/STEEP point

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This dweomer casts an illumination on one or more objects at the caster's option. No more separate objects can be subject to a *Lightsee* Charm than the caster has tens of STEEP in this K/S, and each object must receive no more nor no less than the Effect of 1 square foot Area. The Casting Effect causes the subject object(s) to be illuminated as if bathed in the light of a candle. Thus, for example, a book would be readable. However, as the radiance is as if received from another source, it does not have any considerable light spreading from it; and an object under this Effect has but a one-foot, dimly seen, radius of illumination. However, the glow of a subject is equal to around one-half candle power—about 100 yards in total. General employment is for reading, illumination of dark or dangerous areas, etc.

Pronouncement Spell:

Time: 1 pronouncement

Area: 1 chain (66 feet) radius

Distance: Caster

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: When this dweomer is activated, the ecclesiastic is enabled to declare with authority some minor "fact." The caster must spend one full Battle Turn in making the *Pronouncement* and stating specifically what it concerns, i.e., the player must do this. The result can be either favorable to the caster's interests or contrary to those of the foe. A bonus or penalty will then result in a dice roll for the stated, some action will possibly be affected, or so forth. The exact words of the *Pronouncement* will be adhered to in adjudication of this casting by the gamemaster. This Casting has considerable potency nonetheless, but the time involved to activate and then employ it mitigates against its potency, so it is properly of this Grade and yet highly useful to the less powerful caster.

Otherwise, the *Pronouncement* Casting will affect those of the same faith (pantheon) of the caster, who possess less STEEP than does the caster, so as to make them comply with any ecclesiastical instructions given by the caster for a duration equal to 1 AT per point his or her STEEP.

Smokecloud Formula:

Time: 1 AT/10 STEEP points

Area: 1 foot radius/STEEP point

Distance: 1 chain (66')

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This dweomer produces a stable, non-moving area of actual smoke. The mass of vapors and particles therein will be typical of those produced in a service to the deity of the caster. Thus, they might be of wood smoke, incense, etc., and have an odor



which is pleasant, irritating, noisome, or of neutral sort. The Effect, however, has only one of obscuring vision, in that the cloud will reduce light and cut visual range to six feet. The distance determined by the caster at activation is the central point of the radius of the *Smokecloud*.

Basic Castings, Grade II, BHC: 35

Healing, Minor Formula:

Time: Instantaneous
Area: 1 subject
Distance: Touch
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Formula restores lost points due to Physical damage to the selected subject (which may be the caster) at the rate of 2D3 points of damage per 10 STEEP points of the caster.

Heal Mental Damage Ritual:

Time: Instantaneous
Area: 1 subject
Distance: Touch
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The activation of this Casting heals 1D6 points of Mental damage for every 10 STEEP points possessed by the caster. Note that this dweomer may not be used by individual casters to affect themselves—it can be applied only to another.

Meditate Spell:

Time: 1 AT/10 STEEP points
Area: 1 square rod/10 STEEP points
Distance: 1 foot/STEEP point
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This dweomer enables casters to gain the benefits of 1 hour of meditation for each AT of Casting Effect. During this Time, however, such casters must be resting, with eyes closed, not speaking, and with mind and spirit serenely set on the tenets of their own deity and ethos.

Rightcourse Cantrip:

Time: 1 AT/10 STEEP points
Area: 1 square rod/10 STEEP points
Distance: 1 foot/STEEP point
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The *Rightcourse* Cantrip is a divinatory sort of Casting which applies to the caster. It enables such personas to get from "on high" a strong indication of whether or not some specified action or course will be likely to result in the violating of any tenet of their ethos or contradicting any purpose interest of their particular deity. (In short, if such players are in doubt, they can fully explain an area of concern and ask the GM if what they are about to do will get their personas into trouble with respect to their particular priestcraft role.)

Basic Castings, Grade III, BHC: 50

Enhance Spiritual Power Formula:

Time: 1 AT/10 STEEP points
Area: 1 subject
Distance: Touch
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This casting boosts temporarily the subject's Spiritual TRAIT, which results in a "false" S TRAIT total, and any Spiritual damage thereafter incurred will be removed first from such false points, before affecting the subject's actual Spiritual potential.

Enlightenment Ritual:

Time: Special
Area: Caster
Distance: N/A
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting provides the caster with a single "yes" or "no" answer to a simple question as delivered from "on high." It is a Ritual of one AT in length, and the question must be posed immediately thereafter or else the Effect is lost, as is the Heka. (The player has up to about one minute real time to pose a question to the GM.) The query can be so phrased as to apply to past or contemplated actions or plan components, subject to the discretion (and direction) of the gamemaster.

Heka Defenses Cantrip:

Time: 1 AT/10 STEEP points
Area: 1 subject
Distance: Touch
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This dweomer brings into being a screening Force of Heka around the person of the subject. The relative amount of Heka protection equals the caster's S TRAIT + 1D6. However, it serves to protect from all damage aimed at or incurring to the subject, including that of Mental, Physical, and Spiritual sort. While only one Casting of this nature can be affect on one subject at one time, when *Heka Defenses* have been reduced to 0, another can be laid on.

Basic Castings, Grade IV, BHC: 75

Protection From Lightnings Spell:

Time: 1 AT/10 STEEP points Special
Area: 1 yard diameter/10 STEEP points
Distance: Centered on caster
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The Effect of this dweomer is to create a sphere which serves as a ground for electricity, draining it harmlessly away from those inside. The greater the ability of the caster, the larger the sphere of grounding. The Effect persists for the stated Time duration or until it has grounded (protected from electricity) as many dice (D3, D6, or even D10) of potential damage as the caster has points of STEEP in this Area.

Wound, Spiritual Charm:

Time: Instantaneous
Area: 1 subject
Distance: Sight within 1 yard/STEEP point
Other Heka Costs:
R&D: Nil
Other: 10:1 1D6 additional SD

E/F/M: A dweomer which inflicts Spiritual damage upon the subject. *Wound, Spiritual* does a base 1D6 points of such damage. The target reduces SD by any amount of Spiritual armor it has in effect at the time of attack. For each additional 10 points of Heka expended at the time of Casting activation, up to a maximum of the one-tenth the caster's STEEP in this Area, one extra 1D6 of Spiritual damage is added to the Effect.

Basic Castings, Grade V, BHC: 100

Heal The Soul Spell:

Time: Instantaneous
Area: 1 subject
Distance: Touch
Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This Casting heals Spiritual damage at the rate of 1D6 (1D3



if the caster is a Partial Practitioner) points per 10 STEEP points the caster has in this Area. The subject must be of the same ethos as the caster. The caster must lay hands upon the subject during the entire time of casting of the Spell.

Thunderbolt Cantrip:

Time: Instantaneous

Area: 1 yard diameter/10 STEEP points

Distance: 1 yard/STEPP point

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: When invoked by the persona, this Casting calls down a jagged bolt of lightning to strike one central target. The electrical damage from the bolt does 5D3 points times a 1D6 roll of Physical damage to the target subject, and 3D3 times a 1D3 roll to all subjects within a 1 rod radius of that subject. There is also a larger Effect in the whole of the Area indicated, and that is that of thunder. The booming clap of thunder which follows immediately after the striking of the bolt will cause animals and personas with a Mental TRAIT of 10 or less to be startled. Startled subjects drop what they are holding and run in confusion for 1D3 Critical Turns—in stampede if merely animals.

Note that there need be no clouds present for the activation, so the Thunderbolt can literally be a "bolt from the blue."

Word of Command Charm:

Time: 1 CT Special

Area: 1 Subject Special

Distance: 1 foot/STEPP point

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: When activated, this very powerful dweomer enables the caster to direct a single word of command at the subject(s) within the Distance indicated. For every 10 points of STEEP possessed by the caster in this K/S Area, one subject can be added so that a practitioner with a 51 STEEP, for example, could affect six subjects. Any single word uttered will be obeyed, but only to the extent possible for the subject(s) and for the duration of that portion of the current CT and the next one following it. Thus "Drop!" would elicit a response of dropping down, "Run!" would cause the subject(s) to go as fast as locomotive means permit in the direction they were facing at the time of the utterance of the Word of Command. "Die!" would cause them to collapse and not breathe for the time period of the Effect (but then they would otherwise be alive and well, of course). "Look!" would fix attention upon the immediate area of the caster, "Surrender!" would cause a dropping of arms and shields, "Jump!" when called forth to defending troops on a parapet will be highly effective.... These examples should serve to give a complete understanding of the limits to the power of this casting.

SAMPLE ALCHEMY CASTINGS

The following are only a few of the many Archetypical Castings available to alchemists (see the *Mythus Magick* book for a full listing). Note the "Special Materia Cost" heading for each Casting.

Casting Grade I, BHC: 20

Alter Complexion Spell:

Time: 1 hour/STEPP

Other Heka Costs:

Area: 1 subject

Distance: Touch

Special Materia Cost: 100 BUCs

R&D: Nil

Other: Nil

E/F/M: This Casting affects one creature or persona, changing the skin complexion from the palest of fair to swarthiest or ruddiest, or vice versa, with any shading possible in between, as the practitioner determines prior to activation. The Casting will also, at the caster's option, add or remove freckles, warts, moles, and other normal skin markings. Tattoos and other artificial markings may or may not be affected, depending on the desired complexion, and those of magickal nature will always remain unchanged.

Know Chemical Spell:

Time: Instantaneous

Area: 1 chemical substance

Distance: Touch

Special Materia Cost: Nil

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Casting allows the operator to identify simple chemicals, including mixtures of these materials, and know what is their basic use. Those chemicals which are basic Reagents will also be identified easily, but any compounds of mundane kind or Heka-imbued chemicals, such as magickal potions, oils, etc., will not be subject to the Effect of this Casting, so the practitioner might not be able to identify such substances.

Reveal Invisible Writing Cantrip:

Time: Instantaneous and Special

Area: 1 page

Distance: Touch

Special Materia Cost: 100 BUCs

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: The dweomer of this Casting Effect causes magickally changed, hidden, or invisible writing to be made clearly visible to the caster. The actual writing will remain thus visible for as many BTs Time as the practitioner has points of STEEP in this K/S Area. The revealed material will not necessarily be understandable to the caster. While a Special Success both doubles the Time duration and allows all present to see the writing, a Special Failure will actually erase the content of the page! There will be a lingering aura of unusual Heka remaining on the subject page for as many Battle Turns after Casting expiration as the material remained visible.

Casting Grade II, BHC: 35

Acid Jet Cantrip:

Time: Instantaneous

Area: 1 target

Distance: 1 rod (16 1/2 feet)

Special Materia Cost: 200 BUCs

Other Heka Costs:

R&D: 10:D3 additional D

Other: Nil

E/F/M: This dweomer causes a thin spout of acid to shoot forth from the caster's extended finger. It spurts forth as quickly as might a thrown dagger, hitting its target with unerring accuracy. The Acid Jet Effect inflicts 2D3 Physical damage upon the target. For each 10 points of Alchemy STEEP possessed, the practitioner is able to add an extra 1D3 to this Effect. The cost is 10 additional Heka points per D3, the expenditure being made at activation of the Cantrip.



Alter Hair Properties Spell:

Time: 1 AT/STEEP

Area: 1 subject

Distance: Touch

Special Materia Cost: 200 BUCs

E/F/M: This Spell allows the operator to change the subject's hair color, texture, straightness, and/or length (up to 1 foot). The hair affected thus can include all body hair, not just that on the head. If body hair is generally induced by this Effect, it will not exceed 1 inch length and will remain for no longer than one week's time. The Casting Effect also enables the alchemist to induce normal, healthy hair growth on a bald head, but if this is the case, nothing else can be changed, and the hair has a chance of falling out after one week. This chance of falling out is equal to 100 minus the caster's STEEP, with the roll being made at a D% modifier of +5 and if the hair falls out, it will not grow back (unless, of course, the caster tries again).

Know Chemical Compound Spell:

Time: Instantaneous

Area: 1 compound

Distance: Touch

Special Materia Cost: Nil

E/F/M: This Casting allows the alchemist to identify chemical compounds and have a general idea of their effects. All manner of alchemical, Heka-induced, and herbal mixtures, as well as magical Reagents and all other sorts of compounds can be identified easily.

Casting Grade III, BHC: 50

Alkaline Shower Cantrip:

Time: Instantaneous and Special

Area: 1-foot radius/STEEP

Distance: 1 foot/STEEP

Special Materia Cost: 300 BUCs

E/F/M: The Effect of this dweomer produces a rain of alkaline material in either powder or liquid form falling onto the Area indicated. The Distance range of the center point of the Area of Effect can be anywhere up to the maximum indicated, from such casters themselves to the farthest range possible. In the case of a powder material, the stuff will negate/prevent D6 of Physical damage from any acid released in the Area previously or for as many CTs thereafter as the alchemist activating this Casting has tens of STEEP in this K/S Area. If falling as liquid, the *Alkaline Shower* inflicts D6 PD (modified by location, of course) to all subjects within the Effect Area not protected from or invulnerable to the chemical.

Lightning Rod Charm:

Time: 1 CT + 1 CT/10 STEEP

Area: 1 rod (16 1/2 feet) diameter/10 STEEP

Distance: Touch + Special

Special Materia Cost: 300 BUCs

E/F/M: This dweomer enables the alchemist to create a ground for electrical discharge of the sort generated by Casting or natural phenomenon. The practitioner selects any large object (including a living one) as the central point of the Area of Effect. If the central point is a living subject unwilling to be touched, and able to attempt avoiding such, the caster must score a successful hit using Combat,

Other Heka Costs:

R&D: Nil

Other: Nil

Hand-to-Hand (either kind) to touch that individual. The *Lightning Rod* Effect redirects the sending or occurrence of the electrical charge from its intended target or random strike point to its central point, and by so doing dissipates its Effect and is negated. This Effect is negated/negates *Non-Conductivity's* Effect.

Casting Grade IV, BHC: 75

Alter Eyes Charm:

Time: 1 Day/10 STEEP

Area: 1 rod (16 1/2 feet) diameter/10 STEEP

Distance: Touch

Special Materia Cost: 400 BUCs

E/F/M: This Casting allows the persona to change a single subject's eye color. It will alter by 1% of the caster's STEEP in this Area the size of the eyeball, cornea, and/or retina, if desired. The Effect will also change the setting (from deep-set to protruding, anything between those two extremes) and lid shape (slanted, folded, heavily lidded, etc.). The Charm's Effect is not permanent

Other Heka Costs:

R&D: Nil

Other: Nil

Fludd's Fire Spell:

Time: Instantaneous and Special

Area: 10-foot diameter

Distance: 1 foot/STEEP

Special Materia Cost: 400 BUCs

E/F/M: This Casting creates a splattering, adhesive, incendiary missile which is hurled forth from the palm of the caster at the speed of a thrown axe for up to the Distance in feet indicated. (Think of pitch, sulphur, potassium perchloride, wax, and a touch of denatured alcohol to get an idea of the combustibility and intensity of the material.) When sent forth, the missile explodes on contact for D3 points of Physical damage, plus an additional D6 for the target subject, and a D3 for all others in the 10' diameter Effect Area. The fire will continue to burn for 1D3 CTs after striking a target, igniting anything flammable upon which it burns.

Other Heka Costs:

R&D: Nil

Other: Nil

Casting Grade V, BHC: 100

Alter Facial Features Formula:

Time: 1 day/10 STEEP

Area: 1 subject

Distance: Touch

Special Materia Cost: 500 BUCs

E/F/M: This Casting enables the alchemist to alter as radically as desired the facial features of one subject. In addition to changing the form of the subject's face (chin, mouth, lips, cheeks-cheekbones, brow, and forehead) head and ears too are subject to the Effect. This makes for a very effective disguise, and it is detected as such only through the use of *True Sight*, for Castings which detect disguise or illusion will not indicate either, for neither exists here.

Other Heka Costs:

R&D: Nil

Other: Nil

Invisibility Cantrip:

Time: 1 AT/STEEP

Area: 1 subject Special

Distance: Touch

Special Materia Cost: 500 BUCs

E/F/M: Through use of this Casting, the alchemist is able to make

Other Heka Costs:

R&D: Nil

Other: Nil



one object or subject(s)/subject group invisible for the Time duration indicated. A subject group is a number of similar things within an Area of no larger than a rod diameter. No more material than about 1 cubic foot per STEEP point of the practitioner in this K/S Area can be affected. A portion of a whole object can be affected by this Casting. Note that for a creature to remain invisible, no quick movement (including any form of combat) is possible, although slow, controlled movement will not negate the Effect. Odor and sound are not affected by this dweomer. In any case, those capable of detecting invisible things will be able to see the subject clearly.

SAMPLE APOTROPAISM CASTINGS

The following Castings are representative of apotropaism. Many more are included in the **Mythus Magick** book.

Casting Grade I, BHC: 20

Abram's Safekeep Formula:

Time: 1 week/10 STEEP points

Area: 1 object

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: An object protected by this Casting is safe from usual hazards: will not normally catch fire, be eaten by animal pests, rot, or decay, etc. The item also will be so guarded as to be passed over by thieves or vandals under normal circumstances, unless it is the specific object they are seeking. Even if the latter case is so, such an object will still be somewhat protected, requiring a successful roll against the searchers' Spiritual TRAIT for them to find the dweomered item. As indicated by this description, the object which is the subject of this Casting must be relatively small, and anything larger than the apotropaist's STEEP in cubic inches is too large for this dweomer to be laid upon.

Iron Nails Charm:

Time: 1 AT/STEEP point

Area: 1 nail/10 STEEP points

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This dweomer causes ordinary iron nails to take on special protective properties against those of malign nature and Evil. A pair placed together on the ground, the floor, or upon a door (or similar vertical surface) in "X" fashion create a 10-foot diameter circle which requires an S TRAIT roll to cross and inflicts 1D6+1 Physical damage (Spiritual if the subject is of Partial Physical Manifestation or Non-Physical Manifestation in nature) to any Evil or malign nature beings who cross its boundary. Anything fastened down or shut by such a nail can only be opened by a successful roll against Spiritual TRAIT with each additional nail making the D% modifier harder. If one of these nails contacts the flesh of a Physical subject of the sort warded against, the nail inflicts 1D6 + 1 PD to that individual. Contact with an unwilling and active subject requires a combat (any sort) hit to succeed, and the success must be such that no armor interposes between target and nail. Finally, if used in conjunction with an *Eviltrack Agony Casting* (q.v.), the effectiveness of these dweomered iron nails is increased.

No Surprise Spell:

Time: 1 AT

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This warding Spell prevents the subject from being Surprised while it is active. The subject need not even concentrate on such matters after the Casting has been activated, for the dweomer will alert the persona moments before an event capable of causing Surprise occurs. When such is the case, the subject will feel uneasy and get a vague sense that something is about to happen, alerted perhaps by a slight tingling of the skin, or the rising hair on the nape of the neck.



Protection from Fire Cantrip:

Time: 1 day/10 STEEP points

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This spell protects the subject individual from being caught unawares by any fire which occurs during the duration of the Time of Effect. But once activated, the dweomer is expended and ends. If any uncontrolled or baneful fire occurs within one chain (66 feet) of the subject, that persona will be alerted immediately, even if asleep, and will be thus able to escape from possible harm. If fire of any kind is directed at the subject, this dweomer will enable the persona to avoid damage by rolling against P TRAIT with a -10 to the roll.

Safe Passage Ritual:

Time: 1 BT/STEEP

Area: 1+1 additional subject/10 STEEP

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Ritual of but one Action Turn performance allows the caster and associates numbering up to one per 10 STEEP the caster possesses in this K/S Area to pass natural dangers in safety by skewing probability in the caster's favor. Thus, precarious pathways are made more easily passable, aggressive animals less likely to attack, and so forth. In fact, all rolls necessitated by physical actions taken by the subjects, save those relating to combat, are made under beneficial D% modifiers (GM's discretion) for the duration of the Casting.

Casting Grade II, BHC: 35

Harn's Hidden Passage Spell:

Time: 1 BT/STEEP

Area: 1 rod diameter and moving

Distance: Centered on caster

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: While its Effect is active, this Spell allows the apotropaist, and possibly a few associates as well, to pass through the immediate locale silently and invisibly. Unless the caster speaks, makes noise, attacks, or otherwise acts in a fashion to attract attention, that persona will be undetectable to normal vision. Note however, that the caster may be detected through various means such as through a *True Sight* Casting, an ability to detect unseen presences, other dweomers, or simply through the olfactory powers of guard animals such as dogs. However, malign nature, and Evil creatures and beings have detrimental D% modifiers implemented whenever they attempt to locate, see, or direct Castings or Powers at an apotropaist who is protected by this dweomer.

Protection From Deception Cantrip:

Time: 1 BT/STEEP

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: Subjects under the protection of this Casting are able to avoid being duped or tricked by another dealing and speaking to them directly as individuals. The Cantrip's Effect enables such subjects to know when another persona is, for purposes of trickery or deception or prevarication (though not otherwise), utilizing the Criminal Activities, Mental and/or Deception K/S Area abilities—or

else is downright lying without benefit of any K/S whatsoever. The actions involved will be plain and obvious: The lying words have a harsh, grating tone in the ears of the protected individual. Note that slight-of-hand deceptions, such as switching objects or manipulating cards or dice are not detected by this Effect.

Protection From Paralysis Charm:

Time: 1 BT/STEEP

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: 1/1% Resistance added

E/F/M: This Casting confers a Resistance upon the persona to all forms of paralysis, whether such is caused by Castings, Powers, beasts, or natural substances such as toxins and poison. The dweomer's protection affords the subject a base Resistance of 20% plus 10% of the caster's STEEP, and for each additional point of Heka invested by the apotropaist at the time of Charm activation, this Resistance will be increased by 1%. Most rolls to resist paralysis are made at -5 or done normally but the gamemaster will decide each particular situation—very potent paralytic agents might require a +5 or more D% modifier for instance. For example, a practitioner with 35 STEEP confers a 23% Resistance to paralysis to the subject. If another 27 points of Heka is added upon activation, the subject has a 50% chance of not being affected by any form of paralysis for the Duration Indicated.

Warning Alert Formula:

Time: 1 BT/STEEP

Area: 1 rod radius/10 STEEP points

Distance: Centered Special

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: The Effect of this Casting is a silvery tinkling sound in the ears of—or a pale glow seen by the eyes of—all within the Area, as determined by the apotropaist at the time of laying this Formula. Casters may center the Effect on themselves or any other point, subject, object, or feature they choose. The warning is triggered when any malign nature or Evil being(s) or creature(s) pose imminent danger by contacting the sphere of the Effect Area or are present within it. Note that this dweomer will only detect the presence of Full Physical Manifestations, so there will be no warning of encroaching spirits and other non-corporeal entrants. Compare the Casting, *No Surprise*.

Casting Grade III, BHC: 50

Alchindus' Sigil Formula:

Time: Permanent

Area: 1 foot diameter/10 STEEP points

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Casting creates a permanent warding symbol fixed to a place or object. The warding mark can be so inscribed as to protect a single object—from a door to a little item—or be done on a point (such as the center of a floor in a room) so as to form a circle of protection. The sigil created will cause 2D6+2 points of Spiritual damage to any malign nature or Evil being(s) who attempts to enter the Area with wicked intent or to harm, or to touch the warded object with intent to damage, destroy, pervert, poison, desecrate, steal, purloin, or remove it. Once activated; however, the sigil vanishes, and the Effect is negated thereafter.



Eviltrack Agony Charm:

Time: 1 BT/STEEP

Area: 1 rod diameter/10 STEEP points

Distance: Touch + Special

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This dweomer enables the apotropaist to deliver Physical damage to any malign nature or Evil being(s) or creature(s) who has left its footprints, handprints, or similar mark from its presence. The surface upon which the impression is made must be such that a small blade or a nail can be sunk into it (i.e., it must be dirt, sand, mud, etc.). The apotropaist is then able to jab a silver or iron blade into the track mark, or else drive an iron nail into that place, and by so doing inflict 2D6+2 points of Physical damage (no armor protects against this) upon the one who left the track. Each separate track impression can be used thus but once. Note that if nails dweomered by the *Iron Nails* (q.v.) Casting are used, each adds 1D6+1 to the Effect.

Full Consecration Ritual:

Time: 1 AT/STEEP point

Area: 1 subject/object/area

Distance: Touch and 1 rod (16 1/2') radius

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: When this Casting is laid, the apotropaist sets up a circle of aversion which spirits of malign nature, or Evil whose S TRAIT is less than the practitioner's STEEP in this K/S Area will shun. The Casting is centered on a subject, object, or natural feature which is of beneficent or clean, natural sort. The *Full Consecration* Formula also places a special dweomer which will inflict 2D6+2 points of Spiritual damage, once, to all wicked creatures or beings who touch the object or enter the Area with intent to harm, pilfer, damage, or destroy, or by trespass. No more than one such Casting can be active in or on the same area at the same time. This dweomer is generally utilized to protect until a priest or other dedicated ecclesiastic can be called upon to set in place greater and longer lasting measures of protection.

Unseen Sentinel Spell:

Time: 1 AT/STEEP point

Area: 1 chain (66') diameter

Distance: 1 chain (66')/10 STEEP points

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Casting enlists the aid of a minor spirit creature of benign nature to serve as a guardian for the caster, another persona, or an object. The dweomer evokes the spirit, and it will then serve as a sentinel in the Area indicated. If someone or something with Full Physical Manifestation enters the warded Area, the spirit will give warning but will not attack or defend. The apotropaist receives a mental alarm signal from the spirit guarding the Area, upon violation of the place warded.

Casting Grade IV, BHC: 75

Invisibility To Undead Cantrip:

Time: 1 AT/STEEP point

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Cantrip causes the subject to become totally invisible and undetectable to all forms of Undead for the Time duration of the Casting. The subject so affected may literally walk among a group of

such things without notice, as long as the persona does not in any way Physically attack them. Unliving creatures and beings are affected to a lesser extent, being able to detect the subject at 100% probability, less the STEEP of the apotropaist.

Protection From Drowning Charm:

Time: 1 day/10 STEEP points

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Charm protects the subject individual from being drowned by any liquid, including in mire, mud, or quicksand during the Time of Effect. The protected individual will float like a cork as long as the Effect is active. Even if held under the liquid by some means, thus normally causing the subject's lungs to fill with liquid, this dweomer will enable the individual to survive the ordeal by causing the cessation of breathing and the onset of a state of stasis until a breath of air can be drawn.

Protection From Fear Spell:

Time: 1 BT/STEEP

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Spell negates the Effect of any and all Castings and Powers directed at the subject or laid upon an Area the subject is in with respect to that individual only. No dweomered unease, mistrust, suspicion, apprehension, nervousness, anxiety, fear, terror, panic, or horror-reaction will affect the protected individual.

Casting Grade V, BHC: 100

Abjure Spell:

Time: Instantaneous Special

Area: 1-foot diameter/STEEP point

Distance: Centered on caster

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: All creatures and beings within the Area of this Spell are warned to pledge themselves to be of beneficent and non-Evil nature. With this forewarning, the apotropaist activates the dweomer, and if any creature or being within the Effect Area has not announced its malign nature, then it suffers 5D3 each of Mental, Physical, and Spiritual damage, this occurring to the accompaniment of flashing golden light surrounding the malign subject(s) and inflicting the damage indicated.

Chant of Guarding Cantrip:

Time: 1 BT/STEEP

Area: 1 yard radius/10 STEEP points

Distance: Centered on caster

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Casting serves to protect the apotropaist and any others within the Effect Area against control or influence and similar assaults stemming from Casting or Power use. While it is still possible to influence the actions of the protected subject(s) by Deception or through use of the Influence K/S Area, all forms of Heka-based control (domination, suggestion, etc.) are negated. Note that the dweomer is activated as a Cantrip, the apotropaist chanting the brief litany prescribed for that period only, and the Effect then remains for the Time duration indicated, with no further chanting required.



Protection from Curses Spell:

Time: 1 BT/STEEP

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: While warding by the Effect of this Spell, the subject is graced with a protective aura that negates any and all Curses directed at him or her by another creature or being of malign nature or Evil. All Evil and malign nature hexes, maledictions, and pronouncements are considered to be Curses with respect to this dweomer. For every 10 points of STEEP possessed by the caster, the subject is immune to any Curse from the corresponding Casting Grades. Thus a caster with a STEEP of 61 will engender protection versus any single curse of Casting Grade VI or lower. Note that the protection Effect is active for the neutralization of but one Curse, and any subsequent Curses directed at the subject have normal operation.

SAMPLE ASTROLOGY CASTINGS

Sample Castings for the astrologer appear in the following alphabetical listing, by Casting Grade. See the *Mythus Magick* book for many others.

Casting Grade I, BHC: 20

Astromancy Spell:

Time: Special

Area: 1 subject

Distance: N/A

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: The *Astromancy* Spell seeks to divine the wisdom of the astrologer's or another subject's intended course of action by drawing on the present and projected orientation of the heavenly bodies which relate to the field of endeavor. Thus, for example, if a subject were planning to seek a specific monster and do battle with it, the Spell would observe the position of Mars, and its relation to the others which may affect the outcome. In short, a plan must be stated. All of the components of the plan need be known (to the gamemaster).

The more complex the planned actions, the more useful this Spell will be in providing an accurate divination with respect to some single part of the plan; otherwise, the Casting will be less helpful, because the number of variables will be too great to gain more than a general idea of the outcome. It is recommended that this dweomer provide a general answer from the GM (who knows the "unknown" half of the equation) as follows: "Very Favorable" = a probable success; "Favorable" = likely to succeed in whole or part after some opposition; "Uncertain" = too many variables and some strong opposition likely; "Unfavorable" = moderate success potential with losses likely in the process; and "Very Unfavorable" = opposition too strong and possibly ready for the subject's actions.

Time relates to the distance in the future the Casting seeks to penetrate. A K/S roll for success must be made. If the Time is 1 or less hour in the future, the D% modifier is -10; if 2-6 hours, -5; 7-24 hours = no modifier; 1-7 days = +5; 2-4 weeks = +10; and 1 month = +20. If the query pertains to a single, salient action/course with few variables, then adjust the D% modifier by a step or two to favor success.

Influence of Scorpio Spell:

Time: 1 AT

Area: 1 rod diameter/10 STEEP points

Distance: Caster

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Spell enables the astrologer to locate hidden treasure by divining its general distance (very close, nearby, removed, distant) and direction (up, down left, right, ahead, behind) within the Distance range of the Casting's Effect. Note that this Casting is based upon the position of the persona, and will move with the caster. Various dweomers can conceal precious things, of course, and this Casting is not discriminatory in that it does not operate on mass or value, but only on precious material. Thus, in a room where there were 100 bronze coins scattered about out of sight, and a chest filled with gold ingots and jewels, the coins would be as attractive as the treasure chest, with whichever was the nearest drawing the caster's attention first.

No other *Influence of Effect* can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Know Disposition Cantrip:

Time: Instantaneous

Area: 1 subject

Distance: 1 rod

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Cantrip gives the caster knowledge of a single creature's or being's current disposition toward the caster and his or her associates. Counter-Castings or Powers may effectively mask or alter the subject's ethos, but unless the creature or persona is able to block mental probes, its basic disposition as of the moment of the Effect will be subject to detection.

Minor Horoscope Formula:

Time: 1 week Special

Area: 1 subject

Distance: N/A

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: The astrologer employs this Casting to provide guidance for a single persona. Through the Formula's Effect, the caster gains information regarding general influences surrounding the persona. These influences will be manifested as vague impressions of things such as activities, creatures and types of places which may be of significance to the subject. The plans of the subject must be known, or else gamemasters will base the response on *their own* plans for the personal. Unlike many of the divinatory dweomers, gamemasters should enjoy this one, for it is great for setting the stage for "things to come".

Note that a *Minor Horoscope* is castable but once per game week for any subject—possibly for all individuals in an associated group.

Star Chart Place Formula:

Time: 1 AT

Area: 1 chain (66') diameter/10 STEEP Special

Distance: Special

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: Through this divinatory casting, the astrologer is able to detect various things influencing a particular place or locale. It usually pertains to a singular construction or defined place, or else to an open locale with mysterious constructions surrounding it. The information gained from the dweomer is in the form of general impressions. These feelings and vague mental pictures may be of the prior dwellers, or current ones, their activities, and the purpose the location was or is used for. If the practitioner is not actually in



the place when this Formula is laid, much data will be needed by the astrologer in order to be able to cast the star chart. The caster will need the longitude and latitude of the desired location. Some depiction of the place is also necessary—a painting, sketch, model, etc. Additional information, such as the approximate date of construction for any significant edifices, who owned them, will help to obtain a clearer divination. Details of any current usage, ownership, ones frequenting the locale, etc., will be of considerable benefit.

Casting Grade II, BHC: 35

Best Time Formula:

Time: Instantaneous

Area: 1 subject

Distance: N/A

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Formula empowers the astrologer to determine the optimal time of day to begin an undertaking. Questions such as when to enter a place, when to start a battle, when to search for an item, etc. are generally answered thus. The specifics of the action must be known, of course, for the gamemaster to be able to provide the data for this "dweomer." Note that when this Casting is used with respect to some specific test of ability, such as use of a Knowledge/Skill Area, the information provided, if followed, could result in a beneficial D% modifier because the action occurred at the *Best Time*.

Influence of Venus Cantrip:

Time: 1 BT/STEEP

Area: 1 subject

Distance: Slight to 1 foot/STEEP point

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: The target subject of this Casting becomes temporarily enamored of the astrologer or of another of the opposite sex the practitioner has previously touched as the Cantrip is activated. Thus, the subject will come to the other individual's side, attend, be receptive to suggestions; but all the while, the target subject will also be trying to make a liaison, get the other one alone, etc. Once the Time duration of the Casting has expired, the Effects will be gone, whether the subject of the former amorous interest is there or not. However, the target subject will only vaguely recall the *Influence of Venus Effect*, and what transpired while it was active.

No other *Influence of Effect* can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Influence of Virgo Ritual:

Time: 2 hours + 1 hour/10 STEEP points

Area: 1 subject

Distance: 1 rod

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Ritual of one AT's casting performance increases on a temporary basis the STEEP of the subject in a single, previously selected Mental K/S Area that persona possesses. The STEEP is boosted by 20 points through the magical absorption Effect. While the Ritual is being performed by the astrologer, the subject must be in contact with informative material related to the K/S Area, or another persona possessing at least 20 more STEEP points than that of the subject's own point total in the Area must be present. If a

Special Success is scored, then the Time duration of the Effect will be doubled, and the subject individual will actually retain 1D3 points of the magically added STEEP at expiration of the Casting.

No other *Influence of Effect* can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Star Chart Item Spell:

Time: Special

Area: 1 object

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: The *Star Chart Item Spell* empowers the astrologer to discover influences surrounding a specific item. Things such as the creator's beliefs, the quality of its construction, by whom the object was used (in a general and vague sensing only, unless specifics are demanded and a harder D% modifier used), and if the item caused harm or was beneficial, are some of the facts that may be known. For every 10 points of Astrology STEEP possessed by the persona, one fact of this nature can be determined, although each fact requires a STEEP roll to determine if it can be gained. A Special Success gives greater detail and enables another, extra, influence discovery.

Note that a Failure indicates that no further information can be learned for that object—although the Casting may be attempted anytime after a 24 hour period has elapsed. A Special Failure means that no further information about the item will ever be divined through this dweomer.

Casting Grade III, BHC: 50

Ascendant Cantrip:

Time: Special

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: The *Ascendant Cantrip* enables the recipient subject to have two of the *Influence of Castings Effects* operative at the same time. This is not otherwise possible, as the dweomer of the second, upon activation, would dispel the first and be negated in the process. The single drawback to this Casting is that when its Effect acts to conjoin the two others, the Time duration of both is then that of the one which is shortest.

Influence of Cancer Formula:

Time: 1 day/10 STEEP points

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Formula's dweomer creates a peaceful aura which surrounds the subject and doubles the healing rate for all Mental, Physical and Spiritual damage. This Casting is also a very helpful form of treatment for personas suffering from severe Physical trauma. The Effect's Mental and Spiritual soothing removes fear and terror. Violent action is also repressed, so personas suffering from an Insanity will not attempt harm to themselves or another while under this Effect.

No other *Influence of Effect* can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.



Influence of Mars Spell:

Time: 1 BT/STEEP

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Casting provides a temporary 10-point bonus to the subject's Physical TRAIT. In addition, any one Combat Area STEEP is awarded a bonus of 10 points, at the choice of the astrologer at time of activation of the Spell. If a Special Success is gained, the subject will retain either 1 extra P TRAIT point or 1 point of STEEP in the Combat K/S Area. Roll D%, with 01-20 only indicating a TRAIT gain.

No other *Influence of Effect* can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Know Truth Charm:

Time: 1 BT/STEEP

Area: 1 rod (16 1/2 feet diameter/
10 STEEP points

Other Heka Costs:

R&D: Nil

Other: Nil

Distance: Centered on Caster

E/F/M: The *Know Truth* Casting Effect enables all present within the Area to know if the truth is being spoken by those also within the bounds of the the dweomer's diameter. The Charm causes the Effect Area to become illuminated by a soft blue glow. Each creature and being therein will show visually on a faint silvery blue aura which will remain steady while it is speaking what it genuinely believes to be the truth. If the persona knowingly speaks an untruth, or even the truth which is knowingly twisted with intent of deception, their aura turns black.

Casting Grade IV, BHC: 75

Influence of Mercury Spell:

Time: 1 BT/STEEP

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Spell's dweomer strengthens temporarily the subject's Mental TRAIT by 10 points. However, the TRAIT cannot be increased beyond the human maximum of 70. The total point increase gained through this Effect also creates a false M TRAIT total, so that Mental damage suffered by the subject individual while this Effect is active will come first from the false total, until that amount is "used up," the subject will not incur actual Mental damage.

No other *Influence of Effect* can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Influence of the Moon Cantrip:

Time: 1 BT/STEEP

Area: 1 rod radius/10 STEEP points

Distance: Centered Special

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: When this Casting is activated, it brings forth thick, fog-like mists which rise from the ground and emanate in a circle from the astrologer or some central point he has designated by touch. The mist causes enemies of the astrologer, as well as those meaning him bodily harm or or other ill, failing to make a roll against their S TRAIT to fall into a deep slumber, full of dreams which suit their heart and mind. Each potential subject must roll D%, and score equal to or lower than their S TRAIT or else sleep heavily for the Time duration of the Cantrip.

No other *Influence of Effect* can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

Kayyam's Wisdom Ritual:

Time: 1 AT/STEEP point

Area: Caster and Special

Distance: N/A

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Ritual is of four steps, each requiring one AT's Time, and thus its casting duration varies according to an astrologer's needs. Note that certain benefits of this Casting do not necessarily last for the whole of the Time duration indicated.

In the initial step of one AT's performance, the practitioner fortifies him- or herself against all drugs which would impair any Mental, Physical, or Spiritual facility. Thus, no such substance will affect the caster, regardless of the quantity ingested, inhaled, or otherwise meant to influence the individual.

If a second AT of time is spent in ritual performance, the dweomer enables the subject to determine the veracity of anything that she or he hears.

A third Action Turn of performance empowers the astrologer to assume a Partial Material Manifestation at will in but one CT of time—a barely visible form which can move through material things and travel as fast in miles per hour as the caster has STEEP points. Full Physical Manifestation can be resumed in but one CT as well. This changing of form does not end the Time duration of the dweomer, but each change of form shortens the duration by 10 AT's Time.

If a full four ATs are spent in casting the Ritual, the practitioner gains a Spiritual TRAIT increase of most unusual sort. This dweomer enables the astrologer to pass along a temporary increase to a number of other personas equal to one-tenth the caster's STEEP. Thus, each such individual, who hears the practitioner gains a false S TRAIT total equal to 10% of the caster's own, and this false total serves as Spiritual armor until eliminated by attack. Conversely, the astrologer gains a Reservoir of personal Heka equal to twice the amount of Spiritual armor he or she bestows.

Casting Grade V, BHC: 75

Ætherscan Cantrip:

Time: 1 BT/STEEP

Area: Caster

Distance: N/A

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Cantrip enables the astrologer to view creatures or beings present Æthereally, and to detect influences such as Heka forces and Castings which draw power from the Æthereal Plane or a sphere thereof, which are at work in the caster's normal field of vision. As the individual empowered by the dweomer's Effect is actually seeing the Æthereal interface with the Mundane, that persona is also often able to detect Illusions, things of an energy opposed to, and thus darker than, Æthereal force.

Arago's Influence of the Sun Cantrip:

Time: 1 CT/10 STEEP points

Area: 1 rod (16 1/2 feet) diameter/

10 STEEP points

Distance: Centered on caster

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This protective Cantrip causes its casters to radiate a



bright light in the full spectrum of sunlight, while small coruscations of intense illumination which resemble stars and planets whirl and revolve around them at a distance of 1 rod (16 1/2 feet). The dweomer of this Casting keeps light-sensitive/hating creatures at bay. It inflicts a base 5D3 points of Physical damage per CT upon all Undead and creatures and beings otherwise having a Susceptibility to direct sunlight/ultraviolet radiation, who are caught within the area of Effect of this Casting. Creatures and beings of subterranean habitat, as well as others who are not used to sunlight, will be blinded for 1D3+5 CTs after exposure to the light ends.

Influence of Gemini Spell:

Time: 1 CT/STEEP

Area: 1 subject

Distance: 1 league/STEEP point

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: The *Influence of Gemini* Casting enables the subject to communicate with another over a great distance. (The gamemaster should use actual time to keep track of the duration of Effect in regards to this Casting.) Such communication is one-way only, unless the recipient individual is capable of Heka-based communication. Even if this is not the case, the astrologer can sense the recipient's awareness, and the presence and nature of any strong emotions engendered by the communication. It is important to note that the mental messages can be intercepted by others actively seeking to do so, through use of various Castings or Powers which enable *Telepathy* Effect even though no such Castings are listed in this small sample collection.

No other *Influence of Effect* can be active on the same individual/area at the same time as this dweomer without the conjoining Effect of an *Ascendant* (q.v.) Casting.

SAMPLE HERBALISM CASTINGS

The following Castings are representative of those available to the herbalist. The *Mythus Magick* book, of course, contains many more such, and the reader is directed there for more information.

Special Note regarding Herbalism Castings: The duration of Formulas that are used to create Heka-imbued substances such as potions, oils, and the like is listed as "Special." This is because such substances will typically last for an indefinite period of time if stored properly in sealed containers. However, once the seal is broken, the Reagents will begin to break down and their power will fade with time. Typically, for every day after the substance becomes exposed to air, there is a 1% cumulative chance that the substance will lose all magickal properties.

Casting Grade I, BHC: 20

Auraread Spell:

Time: 1 CT

Area: 1 living subject

Distance: Sight to 1 foot/STEEP point

Materia Cost: Nil

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This dweomer's Effect enables the herbalist to discern the outstanding aural qualities of any living thing, but only in respect to general nature. This Casting enables the practitioner to do any one of the following through its Effects.

(1) Scan the aura of the subject for Heka, determining thereby if there is none, a small amount, a moderate amount, or a large amount.

(2) Look at the subject and see if it is basically well and sound or sick and/or injured.

(3) Examine the aura of the subject so as to have some idea as to whether it is beneficial, neutral, or baneful.

Botanomancy Spell:

Time: 1 BT/10 STEEP points

Area: 1 subject

Distance: 1 foot

Materia Cost: Nil

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Spell divines the true identity of a single Mundane or Preternatural herbal substance, either in natural or processed form. Such a positive identification allows the caster to verify its suitability for use as possible Reagents. It requires one BT to subject the herbal substance to the scrutiny of this dweomer, and mixed substances will require one BT each, so the Time duration might disallow the examination of many specimens even for an herbalist with considerable STEEP.

Detect Poison Charm:

Time: Instantaneous

Area: 1 subject

Distance: Touch

Materia Cost: Nil

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Casting enables the herbalist to determine the presence of any Mundane, Preternatural, or Supernatural poison or similar toxic substance within a subject. The dweomer will reveal how the poison was administered or came to be in the subject. The caster is otherwise unable to determine the identity of the poison, its STR rating, but in many cases this Charm will be adequate as a positive diagnosis.

Note that this dweomer will work to discover poison on or within a non-living subject.

Healing Poultice Spell:

Time: Instantaneous

Area: 1 subject

Distance: Touch

Materia Cost: 120 BUCs

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: Through this Spell, the herbalist enchants a prepared poultice (from such healing herbal substances as the herbalist has on hand), which will heal immediately minor Physical damage, and allow any remaining damage to heal at twice the normal rate. The practitioner rolls 2D6 to determine the amount of PD thus healed. Note that the healing from this Casting does not affect poison or disease of any sort. Subjects who have been poisoned or exposed to a disease as a result of their wounds will still suffer any effects of these.

Love Potion Spell:

Time: 1 day/STEEP point

Area: 1 potion of 1 dose

Other Heka Costs:

R&D: Nil



Distance: Touch

Other: Nil

Materia Cost: 100 BUCs

E/F/M: The Love Potion Spell enchants a simple potion using the Magical Law of Sympathy. The potion will affect the creature who consumes it by causing it to become enamored of, or attached by filial or brotherly love, to the first living thing seen after the potion is ingested.

Casting Grade II, BHC: 35

Detect Disease Spell:

Time: Instantaneous

Other Heka Costs:

Area: 1 subject

R&D: Nil

Distance: Touch

Other: Nil

Materia Cost: Nil

E/F/M: This Casting will allow the persona to determine the presence of any Mundane, Preternatural or Supernatural disease within a subject. The caster can determine the identity of the disease, know its effects and contagiousness (STR/CON-R) and whether or not it is Heka-induced (though it will be unlikely that the exact source will be known, especially if the disease was acquired through normal contagion). This will enable treatment of appropriate sort.

Note that this dweomer will work to discover disease vectors of a non-living sort, so that contagion potential from objects or places can be determined.

Identify Poison Cantrip:

Time: Instantaneous

Other Heka Costs:

Area: 1 subject

R&D: Nil

Distance: Touch

Other: Nil

Materia Cost: Nil

E/F/M: Through this Cantrip, the practitioner is able to positively identify the presence and type of any Mundane, Preternatural, or Supernatural poison, its likely method of entering the subject's system, and its Strength (STR) rating. Such knowledge will enable the herbalist to determine the correct antidote and method of treatment. This Casting will also identify Entital poisons, but cannot provide the caster with sufficient knowledge to determine the required cure.

Sleep Potion Formula:

Time: 1 AT/STEEP Special

Other Heka Costs:

Area: 1 dose of 1 ounce

R&D: Nil

Distance: Touch

Other: Nil

Materia Cost: 20 BUCs

E/F/M: The potion created through this Formula will cause one subject, with up to as many Physical TRAIT points total as the herbalist has STEEP points, to become drowsy within 2D6 CT's time, and instantly thereafter fall into a deep sleep. Of course, the potion must be ingested, but because it is almost odorless and nearly tasteless, and a single dose is only about one ounce in volume, it is easy to add to another liquid. The Effect will last for one hour for every 10 STEEP points of the herbalist, plus one AT additional period for each factor of the potion in excess of the subject's M TRAIT.

Multiple doses of this liquid can be combined so as to affect more powerful subjects or to keep one asleep for an extended period.

Casting Grade III, BHC: 50

Adjust Chi Ritual:

Time: Special

Other Heka Costs:

Area: 1 subject

R&D: Nil

Distance: Touch

Other: Nil

Materia Cost: 30 BUCs

E/F/M: The completion of this Ritual requires three Action Turns of performance with the subject a central part of the Casting. This dweomer enables the practitioner through external and internal application of herbs to aid the whole of the individual's systems. The resulting Effect is to add 1D3 to each TRAIT, restoring damage sustained and balancing losses between Mental, Physical, and Spiritual damage to a like extent (1D3 from stronger to weaker), or else otherwise adding a false total to a TRAIT or TRAITS, and lending 3D3 points of personal Heka as well, for as many ATs duration as the herbalist has STEEP points.

Herbal Poison Formula:

Time: 1 day/10 STEEP points

Other Heka Costs:

Area: 1 dose of 1 ounce

R&D: Nil

Distance: Touch

Other: Nil

Materia Cost: 30 BUCs

E/F/M: Using this Formula, the herbalist can create a lethal poison whose deadly form can be either powder or liquid. The liquid is colorless, nearly odorless, and almost tasteless. It can, for example, be introduced to a subject by being mixed with a drink or falsely labeled as another, beneficial potion. The rust-colored powder, also almost tasteless and nearly odorless, can be stirred into drinks or broth, for example. Either form has a Strength Rating (STR) equal to the caster's STEEP in points. The time Effect Rating of either form is as short as 1 AT minus the herbalist's STEEP point total in CTs—with a one CT minimum—or a period up to as long as the practitioner's STEEP in ATs. For more information regarding the STR and effects of poisons, please refer to the "Combat" chapter.

Resist Poison Formula:

Time: 1 AT/STEEP point

Other Heka Costs:

Area: 1 dose vs. 1 specific poison

R&D: Nil

Distance: Touch

Other: Nil

Materia Cost: 30 BUCs

E/F/M: This Formula magically charges an infusion, providing the subject who drinks it with the ability to withstand all effects from a specific type of poison named by the herbalist as the dweomer was activated, for a period indicated by the Time duration noted above. Note that the poison itself is not neutralized, and the individual utilizing this infusion can be subject to the full effects of the poison if its Strength is not diminished over time or some other means, or if it is a time-delayed poison.

Resist Disease Formula:

Time: 1 hour/STEEP point

Other Heka Costs:

Area: 1 dose

R&D: Nil

Distance: Touch

Other: 1:1 Disease STR

Materia Cost: 30 BUCs

E/F/M: The prepared infusion which is enchanted by this Formula



enables the subject to resist contraction of most forms of disease. The dweomer's Effect will protect against diseases of 50 STR or less, and the herbalist can increase the level of Resistance by channeling additional Heka at the time of activation of the Formula. For every additional point of Heka that the caster expends when activating the Casting, an additional point of STR will be countered. Note, however, that while not itself subject to a resisted disease, a creature might be a vector, carrying a contagious disease.

Casting Grade IV, BHC: 75

Identify Potion Charm:

Time: Instantaneous
Area: 1 subject potion
Distance: Touch
Materia Cost: Nil

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: Through this Charm's dweomer, herbalists are able to instantly identify, with such assurance as is commensurate with their STEEP in this K/S Area, the type of a Mundane, Preternatural or Supernatural potion.

Minimize Poison Spell:

Time: Instantaneous
Area: 1 dose of 1 ounce
Distance: Touch
Materia Cost: 40 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The magickal draught engendered as a result of this

Casting's Effect will serve to reduce to the minimum amount damage caused by any single poison, slowing the effects until proper treatment can be found. This includes poisons which are of a time-delay nature, and those of staged damage, although the latter type will cause their minimum damage in each and every stage. In regards to poisons with a fixed Strength (STR) rating, the dweomer of the draught will cut the damage to one-tenth, but the time will be extended by a factor of 10 likewise, and there will be that many more stages of damage too. Such toxins must be countered by antidote or some more powerful Heka-related neutralization agent.

Additional doses of this liquid do not further aid the subject or reduce poison effects.

Painkiller Formula:

Time: 1 AT/STEEP
Area: 1 dose of 12 ounces
Distance: Touch
Materia Cost: 40 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: This enchanted concoction will render a general anaesthetic Effect upon the subject who ingests it. The individual will gain a false P TRAIT addition of 4D3 points, which will be removed in calculating PD sustained before any actual harm comes to the subject. The subject will feel no pain from actual Physical damage of any sort, and so will not be aware of actual bodily well-being, but will suffer a 25% penalty to all rolls based on Mental TRAIT. No more than one application of this drink will be effective at a time.

Casting Grade V, BHC: 100

Flying Potion Formula:

Time: 1D10 ATs + 1 BT/STEEP
Area: 1 dose
Distance: Touch
Materia Cost: 500 BUCs

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: Through this Casting's dweomer, the herbalist is able to concoct a potion which confers the magickal power of flight upon the subject who imbibes the liquid. The duration of such a potion's effects is always variable, so the subject consuming the potion will never be certain of the exact period of the Time duration.

Healing Infusion Formula:

Time: Instantaneous
Area: 1 dose
Distance: Touch

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The Heka-bearing infusion created through this Formula restores immediately 5D6 (5-30) points of Physical damage to the subject who drinks it.

Hekaberry Spell:

Time: 1 day/10 STEEP points
Area: Special
Distance: Touch
Materia Cost: Nil

Other Heka Costs:
R&D: Nil
Other: Nil

E/F/M: The Hekaberry Spell imbues a quantity of edible berries with magickal energy, enabling the herbalist to store Heka for later





use. The caster stores 1 point of Heka in each berry via casting this dweomer, and so infuses as many berries as she or he possesses points of Herbalism STEEP. These energy-charged berries can be used in creating herbal concoctions or drawn upon as a general purpose Reservoir. Berries eaten convey Heka to the individual in so doing.

SAMPLE MYSTICISM CASTINGS

In addition to those Castings which draw upon the powers of nature, balance, and Good (the mix known as "Wicca" in the West), the Mysticism Knowledge/Skill Area also provides Castings that help the mystic interpret dreams and visions, sense unseen presences and "links," divine the source and flow of Heka, assist in bettering the capacities and abilities of individuals, and directing helpful influences of Eastern sort to the subject. Also germane to this K/S Area are those Castings which are crystal and gem-related, either with regards to the properties and powers of such, or in the actual charging of these items with minor amounts of Heka. The following Castings, arranged in alphabetical order by Casting Grade, provide a sampling of the mystic's abilities.

Casting Grade I, BHC: 20

Clairaudience Formula:

Time: 1 BT/STEEP **Other Heka Costs:**
Area: 1 rod radius **R&D:** Nil
Distance: 1 chain (66 feet)/STEEP point **Other:** Nil

E/F/M: This Casting enables the mystic to hear distant conversations and the sounds of events clearly even though not physically present at their point of origin.

If the area in which sounds are desired to be heard is not in sight, the practitioner needs merely think of the location desired, concentrate, and the dweomer's Effect enables the caster to hear in that location, up to the Distance indicated. Sounds and the audial information can even be heard through barriers. However, for every 1 foot in thickness of solid substances such as wood, brick, stone, etc., the Distance range is reduced by one chain (66 feet). One inch of metal cuts the Distance range by one furlong (10 chains, or 660'). Note that barriers can thus effectively place an area out of range of Clairaudience Effect. Of course, things such as lead or gold lining or Heka barriers bar this dweomer entirely.

Clairvoyance Formula:

Time: 1 AT/10 STEEP points **Other Heka Costs:**
Area: 1 chain (66') diameter **R&D:** Nil
Distance: 1 furlong/STEEP point **Other:** Nil

E/F/M: The Clairvoyance Formula enables mystics to see what is taking place in a different location, as if they were physically present. If the target area in which sight is desired is not in actual view, the practitioner needs merely think of where he or she wishes to see, concentrate, and the dweomer's Effect enables this to occur up to the Distance indicated. Sights and other visual information can even be observed through barriers. However, for every one foot in thickness of solid substances such as wood, brick, stone, etc. the Distance range is reduced by one furlong. One inch of metal cuts the Distance range by one mile (eight furlongs). Note that barriers can

thus effectively place an area out of range of Clairvoyance Effect. Of course, things such as lead or gold lining or Heka barriers bar this dweomer entirely.

Crystalomancy Spell:

Time: 1 hour + 1 BT/STEEP **Other Heka Costs:**
Area: 1 Crystal **R&D:** Nil
Distance: Touch + Special **Other:** Nil

E/F/M: The dweomer allows the mystic to enchant temporarily a single crystal, thus imbuing it with the Powers and properties of the next higher class. As detailed in the description for the Mysticism K/S Area, there are six different grades of magical crystals, enabling various different sorts of abilities. The reader is directed to that location for specifics.

Faith Healing Ritual:

Time: 1 day/10 STEEP points **Other Heka Costs:**
Area: 1 subject **R&D:** Nil
Distance: Touch **Other:** Nil

E/F/M: This Ritual of two AT's performance time enables the caster to heal 2D10+2 points of either Mental, Physical, or Spiritual damage in one subject. Note that this form of healing is based upon the subject individual's faith in the mystic, and thus the amount of damage points restored can never exceed the subject's S TRAIT score. Also, this is a temporary method of healing, and half of the damage removed will return in the Time duration indicated, so the subject must seek a more permanent form of healing (such as rest or other Castings).

Casting Grade II, BHC: 35

Discern Presences Spell:

Time: 1 BT/10 STEEP **Other Heka Costs:**
Area: Caster **R&D:** Nil
Distance: Sight to 1 chain (66')/10 STEEP **Other:** Nil

E/F/M: This Casting enhances the K/S Area ability of Perception, Mental, and enables the mystic to actually see Non-Physical Manifestations, whether spirits or otherwise, who would otherwise be invisible. The spirits, Aethereally projected, Astral form, or NPM creatures or beings will appear to the practitioner as misty shapes, only vaguely discernible as auras. The coloration of such spirits, however, can serve to provide a general indication of their ethos, if aura colors are known to the person.

Hemisphere of Yang Cantrip:

Time: 1 AT/STEEP point **Other Heka Costs:**
Area: 1 rod radius/10 STEEP points **R&D:** Nil
Distance: Centered on caster **Other:** Nil

E/F/M: The Hemisphere of Yang Casting creates a dweomer which is purely offensive. It is a radiance which radiates fierce rays of the whole ultraviolet spectrum of light as well as increases the potency of Castings sent forth from it. Any creatures or beings with Susceptibility or sensitivity to full daylight/ultraviolet light will be subjected to a base 2D3 points of Physical damage when within the Area of Effect. At the same time, this Effect energizes further Heka force cast from its confines, so that the practitioner's Distance range begins at



the verge of the Area, if applicable and desired, and Castings are at 90% of normal Heka cost. However, when as much Heka as the mystic has STEEP in this K/S Area has thus been conserved, the dweomer is negated.

Penetrate Disguise Formula:

Time: 1 AT/STEEP point

Area: Caster

Distance: Sight up to 1 foot/STEEP point

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Spell enables the mystic to see beyond Mundane disguises, personal illusion magick changing appearance, and possibly Supernatural masking dweomers too. It will reveal the true features of subjects so altered by Heka, if they approach within range of the Casting. If Supernatural disguise is involved, however, the practitioner must roll against S TRAIT at a D% modifier of +5 in order to discern the masking. Therianthropes, for instance, will be revealed if the mystic succeeds in such a roll while this dweomer is active.

Sending Ritual:

Time: Instantaneous

Area: 1 recipient subject

Distance: 1 mile/STEEP point

Other Heka Costs:

R&D: Nil

Other: 1:1 Distance

E/F/M: This Ritual of one AT's performance Time enables the practitioner to send a one-way message to another, known individual. Note that the mystic must mentally form the message in the native language of the subject who is to receive it, or else the communication will be received as unintelligible gibberish. The practitioner can extend the range by expending Heka on a 1 point per one mile extra Distance basis by investing the appropriate amount to do so at the moment of the Ritual's activation.

Casting Grade III, BHC: 50

Mystic Skill Bonus Formula:

Time: 1 AT/STEEP

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Casting allows the mystic to confer a temporary K/S STEEP bonus upon another persona. The practitioner need not have any ability in a K/S Area to confer the benefit of this dweomer. For each 10 points of STEEP of the caster in Mysticism K/S the subject of this Effect gains 1 STEEP point in the Area selected by the recipient. Individual mystics cannot confer a *Mystic Skill Bonus* on themselves. No more than one such dweomer can be active on the same individual at the same time.

Mystic Visions Spell:

Time: Special

Area: Caster

Distance: N/A

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: The mystic utilizing this Spell is granted a prophetic vision of some event that is destined to occur. Once the Casting has been activated, the persona must meditate in a serene and totally undisturbed environment, and will soon slip into a trance-like state

for one AT's Time. The visions which the practitioner then experiences will relate in some way to the mystic, or an associate as regards the event destined to happen. As a side benefit to this dweomer, practitioners, while meditating, heal up to 1D3 damage in each and every TRAIT area where they have suffered loss.

Power of Wood Charm:

Time: 1 AT/STEEP point

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: The *Power of Wood Casting* creates a dweomer which relates not only to wood, lumber, and trees, but to all flora as well. The principal Effect is that the mystic, or another subject, can employ any wooden instrument or tool at a STEEP bonus equal to 1 for each 10 STEEP points the practitioner possesses in the Mysticism K/S Area. Similarly, the subject has renewing Heka armor of equal value against Physical damage inflicted by wooden weapons such as clubs, staves, bo sticks, etc. (but not from metal-tipped wood). Secondly, various dweomers which cause vegetation to hinder, trip, blind, snare, pierce, etc. will not operate in respect to the individual upon whom the *Power of Wood Casting* has been laid.

True Sight Cantrip:

Time: 1 BT/STEEP

Area: Caster

Distance: Sight to 1 rod/10 STEEP points

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Casting confers enhanced visual perception upon its casters, enabling them to penetrate Preternatural disguises and maskings affected by illusions and shadows. In addition, such personas will be able to detect the alteration of any material, object, creature, being, or aura (although the Casting does not enable a practitioner to determine the aural colors). Invisible or hidden things or spirit and the like are not revealed by this Effect.

Casting Grade IV, BHC: 75

Heka Sight Spell:

Time: 1 BT/STEEP

Area: Caster

Distance: Sight to 1 rod (16 1/2')/10 STEEP points

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: This Spell enables the mystic to actually see the source and flow of Heka in the affected area. The nature of Heka—Preternatural, Supernatural, or Entital, Mixed, Negative, or Positive—will be noted. The Casting will reveal items and devices of a magickal nature, and its Effect will also uncover areas influenced by Castings which might otherwise go undetected until an unwary subject entered. In addition, the persona will be able to make a general estimate (+/- 20%) of the amount of Heka present.

Mass Hypnosis Cantrip:

Time: 1 BT/STEEP

Area: 1 subject/STRAIT point

Distance: 1 foot/STEEP point

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: When this Cantrip is used, all animals, creatures, and/or beings facing and paying attention to the mystic must succeed in a



roll against their Spiritual TRAIT score total at a D% modifier of +20 or become hypnotized by the practitioner for a number of BTs equal to the difference between the number they rolled and that which would have succeeded. Thus, for example, one needing an 11 and rolling a 61 would be under hypnotic influence for 50 Battle Turns (five Action Turns) time. Subjects under this dweomer's Effect will stand and do nothing except watch the mystic with rapt attention. Those free of the Effect will act as they choose, of course.

Mystic Bullets Charm:

Time: Instantaneous

Area: 1 or more target subjects

Distance: Sight to 1 yard/10 STEEP

Other Heka Costs:

R&D: Nil

Other: 20/4D3 Special

E/F/M: Somewhat similar in nature to the Dweomercraft, General Casting *Heka Darts* (q.v.), this Charm directs one or more pebble-sized spheres of positive Heka energy aimed at inflicting Spiritual, rather than Physical, damage upon an Evil, malign, or negative nature foe. Such a missile flies faster than the eye can see to unerringly strike its target. The practitioner generates one such missile through activation of this Casting and can create additional *Mystic Bullets* at a cost of 10 Heka points per missile, to a maximum of one extra for every 20 points of Mysticism STEEP possessed. Each one does 4D3 points of Spiritual damage and is not affected by any type of armor save that of Spiritual sort. Thus, only magical protection—such as provided by Castings or enchanted armor—can negate this kind of damage. A mystic who desires to do so can direct these missiles at multiple targets, dividing the number of *Mystic Bullets* sent to strike subjects to up to as many targets as there are missiles, or otherwise in any combination desired.

Casting Grade V, BHC: 100

Baraka Ritual:

Time: Permanent Special

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: 1:1 Heka Reserve

E/F/M: Performance of this Ritual requires five weeks of time. Once each week, for a period of five Action Turns, the mystic must cast the dweomer of the *Baraka Ritual* upon the chosen subject—an animal or tree, some other thing, or special place (such as a pool, unusual rock, etc.). The Effect creates a secret, personal General Heka Reservoir for the practitioner. No mystic can ever have more *Baraka Reservoirs* than one-tenth of Mysticism STEEP. If two such Reservoirs are within five furlongs or closer to each other, only one will function.

When the Ritual is completed, the *Baraka Reservoir* holds a number of Heka points equal to one-tenth the practitioner's STEEP, and can be further charged at a rate of 1 point for each extra Heka point channeled into it, up to a maximum of the mystic's Spiritual TRAIT in such energy.

Whenever the Heka charge contained in a *Baraka Reservoir* is below this maximum, the Reservoir will generate 1 point of Heka each day, until the maximum level has been reached. Additionally, each month the maximum rises by 1 point, so that after one full year

a *Heka Reservoir* can contain the mystic's S TRAIT total plus 12 points of Heka energy. There are natural limits, however, based on the Reservoir type, as follows:

<i>Reservoir Type</i>	<i>Maximum Heka Points</i>
Small body of still water	700
Tree	600
Small waterfall or other flowing water	500
Rock or other mineral	400
Horse	300
All others	200

But note that if a *Baraka Reservoir* is ever drained of all Heka, the dweomer is destroyed, and the Ritual must be recast to effectuate its power once again. Of course, destroying the subject of the dweomer will disperse the Heka stored and the possibility of relaying the Casting as regards that subject.

The *Baraka Reservoir* will show as only a dim and weak source of energy to one able to detect Heka, unless such an individual scrutinizes the source with especial care. Such scrutiny will reveal the true nature of the Reservoir, but another mystic only will be able to utilize the power.

Mystic Missile Charm:

Time: Instantaneous

Area: 1 subject

Distance: Sight to 1 chain (66')/10 STEEP

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: Similar in nature to the Dweomercraft *Heka Bolt* (q.v.), this casting directs energy which inflicts Spiritual damage upon an Evil, malign, or negative nature foe. Such a missile flies faster than the eye can see to unerringly strike its target. The damage done by the *Mystic Missile* 5D6+5 points to the Spiritual TRAIT (subtracting any applicable armor). As usual, a Special Success for activation indicates that the dweomer scores full potential SD of 35 points.

Power of Earth Charm:

Time: 1 AT/STEEP point

Area: 1 subject

Distance: Touch

Other Heka Costs:

R&D: Nil

Other: Nil

E/F/M: The *Power of Earth* Casting creates a dweomer which relates not only to dirt, sand, and clay, but to all things formed from them as well. The principal Effect is that the mystic, or another subject, can travel tirelessly at double normal movement rate over such surfaces for the Time duration indicated. The individual can also actually sink into dirt *et al.*, and move therein at normal walking movement rate likewise, breathing easily and having no restriction of action. Secondly, various dweomers which cause damage, slowing or movement, and similar Effects through the Element of Earth will not operate in respect to the individual upon this dweomer has been laid. Lastly, anything contained within something of Earth—brick, ceramic, glass, pottery, porcelain, etc.—which if touched will be observable and generally known to the individual. Thus, a potion will be detected, but its exact type will not be revealed through this dweomer.

SEC: _____ Unallocated APs: _____

MYTHUSTM

PRIME

HP Profile Sheet

MENTAL _____ 80% OF M _____	CHARACTERISTICS	SPIRITUAL _____ 80% OF S _____
MENTAL K/S STEEP Native Tongue _____ Perception (Mental) _____ _____ _____ _____ _____ _____ _____ _____	KNOWLEDGE AND SKILLS PHYSICAL K/S STEEP Riding _____ _____ _____ _____ _____ _____ _____ _____ _____ _____	SPIRITUAL K/S STEEP _____ _____ _____ _____ _____ _____ _____ _____ _____ _____
Age: _____ Height: _____ Eyes: _____ Birth Date: _____ Connections: _____ _____ _____	GENERAL INFORMATION Sex: _____ Weight: _____ Hair: _____ Birth Place: _____ Miscellaneous: _____ _____ _____	Attractiveness: _____ Build: _____ Other: _____ Brief Background: _____ _____ _____ _____
WEAPONS/ARMOR Weapon Damage _____ _____ _____ _____ _____ _____ _____ _____ Armor Type: _____	EQUIPMENT/POSSESSIONS _____ _____ _____ _____ _____ _____ _____ _____ _____ _____ Use a separate sheet of paper to list additional possessions. FINANCES Net Worth _____ Bank Accounts _____ Cash on Hand _____ DMI _____	



APPENDIX III: THE ACCURSED IN THE FANTASY MILIEU

Several times within the other chapters, you have heard us refer to "the Accursed" enemies of humanity. To maintain an interesting and cohesive campaign milieu, it is often useful for the gamemaster to introduce Evil Personas and forces that will serve as ongoing foes of the Heroic Persona party. The idea of an organized group of Evil beings determined to overthrow, enslave, or destroy the forces of Good can work well as a tool for bringing the HPs together to face a difficult and dangerous quest.

In actively opposing a nameless, faceless enemy whose ultimate goal is to conquer all the personas hold dear, the Heroic Personas have an important reason to sally forth. And while a very powerful, singular nemesis can often be a great challenge to the players' skill, they will soon tire of the game if such Evil Personas survive all attempts by the party to stop them. By linking such a foe to the Accursed forces of Evil, the gamemaster can tap a nearly limitless potential of dangerous adversaries.

Are the Accursed enemies a secret brotherhood of sorcerers, mages, and priests dedicated to some Evil cause, or are they merely pawns of some greater Evil? Are they fantastic, mythical beasts, intent on destroying the frail human population of *Ærth*, or are they powerful Supernatural beings from another plane, who seek to bend humanity to their will? Will the milieu consist of other modules from the **Dangerous Journeys** multigenre roleplaying game system? If so, then perhaps the Accursed are scouts and emissaries of some decadent alien race with designs on the rich resources of the planet. Perhaps even a great race of spacefaring voyagers or time lords who seek to gain an important galactic foothold by subjugating the masses of humanity.

Regardless of what you, the gamemaster, decide the possibilities of some vast and deadly organization out to get the personas can provide many hours of stimulating and challenging roleplaying for the group.

The sense of the cohesive foe in a multi-milieu system, as well as probability-travel interplay, is conveyed especially well in Roger Zelazny's *A Dark Traveling*. (Avon paperback, 1989) Of course there is no Accursed organization therein, albeit there might be such a thing inferred. The bad guys are organized, and the author never says that greater-than-human powers aren't (or are) involved. The point is, the gamemaster should read this short novel so as to have a better sense of the whole concept. Zelazny's book gives a fair picture of one important facet of the whole conspiracy of the Accursed foes.

In the multigenre campaign, the device of the Accursed as an organization is nearly a must, and astute gamemasters will appreciate its continuity within their milieus and beyond that, too.

APPENDIX IV: PRICES TABLES

STANDARD ITEMS

Mounts

Type of Mount	BUC Value
Ass/Donkey	3D3x100
Camel, Dromedary	6D10x500
Elephant, Afrikkan	base 125,000
Horse, Cart	4D5x100
Horse, Charger	base 40,000
Horse, Courser	base 30,000
Horse, Dray	1D10x1,000
Horse, Genet	base 30,000
Horse, Pony	4D6x1,000
Mule	5D6x100
Pony (True)	5D6x100
Zebromega	base 50,000

Clothing Table

Description	BUC Value
Belt	10
Boots, high, hard	150
Boots, high, soft (or fine shoes)	100
Boots, low, hard	75
Boots, low, soft (or shoes)	50
Cap	15
Cloak	75
Girdle, broad	75
Girdle, normal	50
Hat	30
Robe	50
Cape	30
Cloth, cotton, bolt	15
Cloth, linen, bolt	15
Cloth, wool, bolt	25
Dress	75
Gloves, cloth	5-10
Gloves, leather	25-50
Needle, sewing	1
Scissors	10
Shirt/blouse	30
Thread, 1 spool	2
Trousers/skirt	25

Thieves' Items

Description	BUC Value
Beeswax, 1 pound	5

Tack

Description	BUC Value
Bit and bridle	75-150
Harness	30-60
Saddle	200-1,000
Saddlebags, large	50-250
Saddlebags, small	30-150
Saddle blanket	5



Food & Drink

Description	BUC Value
Ale or beer, pint	1-3
Brandy, pint	3-15
Bread, loaf	0.5-1
Flour, 10-lb. sack	5
Grain, horse meal, 1 day	2
Rations, standard, 1 week	50
Rum, pint	5
Wine, quart, good	20
Wine, quart, watered	10

Furniture

Description	BUC Value
Bench, wooden	50
Bowl, pewter	20
Bowl, pottery	5
Carpet, small	50-250
Chair, wooden	100
Cup, pewter	15
Cup, pottery	1
Curtains/drapes	25-100
Cushion	5-25
Cutlery, copper	2
Cutlery, pewter	5
Decanter, crystal	300
Decanter, pottery	10
Goblet, pewter	25
Mattress, straw-filled	25
Mattress, down-filled	250
Pillow, feather	25-50
Plate, pewter	10
Plate, pottery	3
Sconce, wall	4
Stool	15
Table	200

Miscellaneous

Description	BUC Value
Bench, wooden	50
Backpack, leather	50
Bag	5-25
Barrel	25
Basket, large (bushel)	5
Basket, small	1
Bird cage	20-100
Blanket	10-25
Bucket/pail	5-20
Candle snuffer	2
Candle, tallow	0.5
Candle, wax	1
Cask	10
Chain, iron, heavy	1/foot
Chain, iron, light	0.5/foot
Chain, iron, medium	0.75/foot

Charcoal, 10-lb. bag	2
Chest, wooden, large	125
Chest, wooden, small	50
Coal, 10-lb. bag	1
Comb	0.5
Dice/knucklebones, 1 pair	1
Grindstone	10-25
Hacksaw	5
Hairbrush	3
Jar	1
Jug	5
Keg	25
Ladder, 15'	75
Lamp, oil	15
Lantern, hooded	75
Lard, pint	1
Nails, iron, 100	10
Oil, lamp, quart	5
Padlock & key	50
Paintbrush, medium-large	10
Paint, 1 gallon	50
Pepper, pound	100
Pick axe, mining	30-60
Pipe, smoking	15
Pipeweed/tobacco, 8 oz. pouch	5
Pole, 10'	5
Pouch, belt, large	10
Pouch, belt, small	7
Powder, chalk	1
Pulley	5-25
Quilt	50-150
Quiver, 1 doz. arrows cap.	15
Quiver, 1 score arrows cap.	25
Quiver, 1 score bolts cap.	20
Quiver, 2 score bolts cap.	35
Rope, 50'	10
Sack, large	8
Sack, small	5
Salt, pound	1-5
Scabbard, broad	100
Scabbard, long	100
Scabbard, short	60
Scabbard, sword, bastard	150
Sheath, dagger or knife	30
Skin for water or wine	5
Soap, 8 oz. bar	1-5
Spade/shovel	25-50
Spike, iron, large	1
String, 50'	0.1
Tinderbox, with flint & steel	5
Torch	1
Whetstone	5
Whistle	2



SPECIALLY CONSTRUCTED ITEMS

Miscellaneous

Description	BUC Value
Beacon	400
Bell, large	1,000-5,000
Bottle or flask	2-20
Box, iron, large	300-600
Box, iron, small	100-300
Chain, iron, fine, small, foot	2
Crampons, each	2
Crowbar	25
Dice/knucklebones, 1 pair, loaded	50
Drill, iron	25
Glue, 8 oz. pot	2
Grapnel	20
Grappling hook (for ships)	5
Lantern, bull's-eye	20
Lantern, waterproof	50
Manacles, pair & key	200
Metal file	20
Mirror, large metal	350
Oil, waterproofing, pint	3
Padlock w/poison reservoir & key	500
Pliers	10

Thieves' Items

Description	BUC Value
Climbing hook and line	100
Drills and chisels	100-300
Hearing cone	5
Key-making set	250
Magnifying lens	10
Thieves' picks & tools	300
Utility suit	150

HEKA-CONNECTED ITEMS TABLES

Alchemical Items

Description	BUC Value
Alanthor*	10,000-50,000
Alambic	50-100
Balance & weights	200
Basin*	5,000-25,000
Beaker	10
Bellows*	5,000-25,000
Brazier*	5,000-25,000
Cauldron*	10,000

Crucible	50-5,000
Funnel	10
Furnace	100-500
Hourglass	100
Lens, concave or convex	50
Mortar & pestle	10-50
Tongs	10
Tube, glass (container or piping)	2
Tweezers	2
Water clock	100

*Items that can store Heka.

Herbs

Description	BUC Value
Belladonna, sprig	1
Garlic, bud	0.5
Wolfsbane, sprig	10

Religious Items

Description	BUC Value
Beads, prayer*	10-100
Incense, stick	0.10-5
Symbol, holy, iron*	10-50
Symbol, holy, silver*	50-75
Symbol, holy, wooden*	5-25
Holy water, 1 oz.	1

*Items that can store Heka.

Miscellaneous

Description	BUC Value
Air bladder	5
Book, blank, 100 pages, papyrus	750
Book, blank, 100 pages, parchment	500
Book, blank, 100 pages, vellum	500
Book, blank, 100 pages, paper	1,000
Box, small, gold	10,000+
Box, small, lead	100-1,000
Case, bone, map or scroll	100-500
Case, leather, map or scroll	75-150
Paper, 1 sheet	0.50
Papyrus, 1 sheet	0.75
Parchment, 1 sheet	0.35
Pen, fine, wood or metal	5
Pen, quill	1
Tome (containing Castings)	1,000-10,000
Vellum, 1 sheet	1
Vial, ceramic	5
Vial, crystal or metal	25-100



APPENDIX V: GLOSSARY OF TERMS

ACE: The Activation Cost Energy (Heka) necessary for any Casting (q.v.) to function. This cost considers the Time, Area, and Distance (TAD) of the Casting. See *TAD*.

Agathocacological: A state of being which incorporates both good (Agatho) and evil (Caco).

Amulet: A powerful defensive object (or subject contained in an object) which has innate or imbued power to ceaselessly perform magickal functions of broad, generally protective nature. An amulet is frequently a medallion worn around the neck.

AP: Accomplishment Point. Players' game personas receive these for successful and skillful performance in the course of the game campaign. There are three sorts:

AP/G: General points, and the most common.

AP/S: Special points used for increasing a Knowledge/Skill.

AP/X: Exceptional points of great value.

Archetypical Casting: A Charm, Cantrip, Spell, Formula, or Ritual which, due to long study and extensive use, is less costly in Heka to power with respect to all but its resistance and damage components, if any, than would be a like Casting devised by any other able caster or group of casters (Specific Casting). Compare *Tutelary Casting*.

Attractiveness: A persona's (or being's) overall looks, including bearing. This is affected by personality and the *Charisma* K/S.

AT: Action Turn. A period of five minutes of game time.

Baraka: This is a Berber term synonymous with Heka, mana, etc. It refers most often to those natural phenomena, locations, and animals that generate or possess magickal energy.

Beast: An animal-like life form, a creature, of the nether planes and spheres. Beasts have Heka-engendered Powers, unusual abilities, and Cunning (q.v.).

BT: Battle Turn. A period of 30 seconds of game time.

BUC: Base Unit Coin. This translates to the equivalent of one dollar or whatever currency is common to the nation in which the players reside. In this game, the recommended BUC is a bronze coin of one-ounce weight for calculations based on the US dollar. The metal of the BUC is also then a known, fixed against other more and less valuable metals. With buying power being equal to current money, prices in the fantasy milieu are then a simple matter to determine. Coins of metals other than bronze are simply higher or lower denomination.

Cantrip: A Casting which normally requires five CTs (q.v.) to activate.

Casting: Any Heka-invoking activity with look, gesture(s), vocalization, and/or Materia, which results directly in an Effect, Force, or Material coming into play. Castings are classified as Eyebiting (rare), Charms (Casting), Cantrips, Spells, Formulas, and Rituals (qq.v.).

Casting Grade: The measure of the complexity (and also usually the power) of a Casting. Grade extends from I, least, to IX, greatest. This rating usually applies only to Mundane Castings (Preternatural in origination and Heka). There are also Supernatural and Entital Casting Grades of I to IX, but the human mind can not comprehend the least of such so as to be able to utilize them.

Chain: A measurement of distance equal to 66 feet. There are four rods (q.v.) in a chain.

Charm (Casting): A Casting which normally requires but one Critical Turn to activate.

Charm (Object): This sort of charm is a single-task effect, cast on an object, inscribed on an object, or otherwise bound into the makeup of an object (similar to an amulet) which functions *only* for the individual reciting or possessing the charm. In the latter case, the individual with the object-charm must command or will the charm to function.

CT: Critical Turn. A period of three seconds of game time.

Cunning: A non-assailable ability of the mind. Unlike Mental TRAIT, which can be attacked and harmed thus, things with Cunning rather than such TRAIT can operate as if intelligent, yet not be subject to attack Mentally, whether by damage or other Effect. Very high Cunning might enable Mental attack, too!

D: Die. A die roll is called for by this. The die is rolled and, if more than one die was called for, totalled. A number preceeding the letter will indicate multiple dice are called for. The number following the letter indicates the number of faces of the dice, with a plus sign and a number following that indicating that that many are to be added to the total of the roll.

D%: Percentile dice. Two 10-sided dice rolled with one representing tens, the other ones, and read in that order. 0 and 1 is 1, 5 and 0 is 50, 8 and 8 is 88, 0 and 0 is a 100, and so forth.

Door (Pentacle): An opening in a Pentacle (q.v.), allowing entry/egress or Casting.

Door (Portal): A Portal (q.v.) of small sort, usually one which operates infrequently, irregularly, or only on Heka command, for a short period of time. It serves as a means of passage from place to place on a locale or one world, sphere, or plane to another, within a particular universe or beyond it (in the multiverse).

Dweomer: Any magick of non-priestly sort.

Dweomercraft: The art of using Castings and Heka from other than deltal sources and priestcraft (q.v.).

E: Entital, and usually associated with Heka or planes.

EP: Evil Persona. A nonplayer persona of malign nature and inimical to the Heroic Personas of the players.

Eyebite: A Casting which requires only a look or glance and occurs within the Critical Turn of its use. The power is typically that of those practicing witchcraft (q.v.).

Formula: A Casting of complex nature which requires one Action Turn or longer to activate.

FP: Friendly Persona. A nonplayer persona who is helpful and well-disposed to the players' personas.

FPM: Full Physical Manifestation. A normal, material/mundane person, place, or thing.

Furlong: A measurement of distance equal to 660 feet (220 yards). One-eighth of a mile. There are 10 chains (q.v.) in a furlong. This distance is synonymous with bowshot, 220 yards being the average distance at which archery with a longbow was practiced.

Gate: A large, usually permanent or regularly existing means of passage from one world, sphere, or plane to another, within a



particular universe or beyond it (in the multiverse). Compare *Door*.

Glyph: An icon or symbol which can contain Heka or Magickal Castings. For game purposes, the following forms of writing, drawing, engraving, or like form of reproduction will be considered glyphic in nature:

Character	Pictogram	Rune	Figure
Letter	Hieroglyph	Sigil	Number
Sign	Signet	Symbol	Numeral

GM: Gamemaster. The participant who manages the campaign and acts the parts of all OPs and the like, but has no specific game persona (Heroic Persona) which he or she actually plays. Also known as a journeymaster (q.v.).

Grimoire: A collection of Archetypical, Tutelary, and (sometimes) Specific Castings, frequently of Evil sort.

Heka: The energy which powers Castings and other things associated with magick, priestcraft, sorcery, etc. That most common is that from the Material Spheres (the world and associated spheres) called Preternatural Heka. There is also Supernatural Heka (10 times more potent in force) and Entital Heka (100 times more powerful).

Hekau: A collective term for powerful Heka and its use. Literally words of great magick.

HP: Heroic Persona. The game persona(s) of a player in the game campaign.

HPG: Heroic Personage. A powerful and helpful non-player persona who assists the Heroic Personas. Compare *MPG*.

Initiative: The order of actions in a Critical Turn of the game. The persona (or being) with the lowest Initiative score can act first, and then action proceeds onwards from next lowest to highest. It is determined by rolling a D10.

Invulnerability: Immunity to damage or Effect from a specific form of attack. A Yeti is invulnerable to cold and poisons, for instance.

JM: Journeymaster. The participant who manages the campaign (q.v.) and acts the parts of all OPs and the like, but has no specific game persona (Heroic Persona) which he or she actually plays. Also known as a gamemaster (q.v.).

K/S: Knowledge/Skill. One of the many, usually learned, abilities possessed by personas, including the Heroic Personas of the players, in the game.

League: A measurement of distance equal to three miles.

Lycanthrope: This literally means "wolf man." A lycanthrope is a persona inflicted with therianthropy (q.v.). Therefore, the victim must unwillingly undergo periodic transformation from natural form to one which is part man and part wolf.

Lycanthropy: A particular strain of therianthropy (q.v.) in which a wolf-human transformation results.

M: Mental. The Mental TRAIT.

Mascot: A mascot is similar to a fetish in form, but it is usually an animal, representation of an animal, or something else which is a "lucky" creature or thing. To operate, it must be on the person for whom it is a mascot, in that persona's possession or sight, or

within a 10-foot radius of the persona. The mascot is simply a receptacle for luck.

Materia: The things needed for alchemy and magick, as well as for many sorts of Castings. There are literally thousands of chemicals, minerals, herbs, infusions and so forth which qualify as Materia.

MD: Mental damage. Damage to the Mental TRAIT.

MP: Mundane Persona. An ordinary, generally not powerful, non-player persona who is encountered during the course of game action.

MPG: Monstrous Personage. An Evil Persona (or being) of great power and most inimical to the Heroic Personas of the players.

NPM: Non-Physical Manifestation. A spirit or being without material/mundane physically discernible component. This condition might be one assumed and not a permanent one.

OP: Other Persona: A general term for all nonplayer (non-HP) personas in the campaign.

P: Physical. The Physical TRAIT.

P: Preternatural. Usually used to identify Heka from that source, i.e., the spheres and planes associated with and directly connecting with the mundane world.

Pact: A binding agreement with Evil in which the pactee gives up his or her soul for certain Heka Powers and Heka.

PD: Physical damage. Damage to the Physical TRAIT.

Pentacle: A magickal device for the storage of Heka and/or the protection of those inside or outside of its parameters. Pentacles come in many forms, including those of the mind only, which are not actually (physically) drawn.

Also: A small, five-pointed (star-shaped) figure usually made of a continuous metal strip. That is, the figure is an outline, not a whole. These figures are sometimes trimmed with like material so as to be circled, boxed, etc. They are worn as jewelry, but are symbols as well as amulets, charms, etc. (qq.v.)

Pool: Another term for Reservoir (q.v.).

Portal: A Door or Gate (qq.v.) enabling one to pass from one portion of a place to another, from location to another world, sphere, or plane within a universe or the whole multiverse.

Power: A Casting-like ability typically activated by thought/desire alone. Compare *Eyebite*.

PPM: Partial-Physical Manifestation. A spirit or being with, or capable of, evidencing a vague material/mundane, physically discernible component such as form, faint feeling, etc. Again, this condition might or might not be a permanent one.

Reservoir: A device (usually one especially prepared by the practitioner who plans to use it) which holds a store of Heka energy much the same way a battery stores electrical energy. Some Reservoirs are dead when drained; others recharge. Consult the rules for details.

Ritual: The most complex of Castings, requiring lengthy time period to complete.

RL: Recovery Level. That amount of the persona's Physical TRAIT which equals 90%. A persona at this point or recovered to it is considered whole and sound.



Abbreviations

AT: Action Turn. A period of five minutes (300 seconds) of game time, not actual time.

AP: Accomplishment Point. Players' game personas receive these for successful and skillful performance in the course of the game campaign.

ACE: The Activation Cost Energy (Heka) necessary for any Casting (q.v.) to function.

BT: Battle Turn. A period of 30 seconds of game time.

BU: Base Unit Coin. This translates to the equivalent of one dollar or whatever currency is common to the nation in which the players reside.

CT: Critical Turn. A period of three seconds of game time.

D%: Percentile dice: two 10-sided dice rolled with one representing tens, the other ones, and read in that order.

D: Die or dice.

E: Entital, and usually associated with Heka or planes.

EP: Evil Persona. A nonplayer persona of malign nature and inimical to the Heroic Personas of the players.

FP: Friendly Persona. A nonplayer persona who is helpful and well-disposed to the players' personas.

FPM: Full Physical Manifestation. A normal, material/mundane person, place, or thing.

GM: Gamemaster. The participant who manages the campaign (q.v.) and acts the parts of all OPs and the like, but has no specific game persona (Heroic Persona) which he or she actually plays. Also known as Journeymaster.

HP: Heroic Persona. The game persona(s) of a player in the game campaign.

HPG: Heroic Personage. A powerful and helpful non-player persona who assists the Heroic Personas. Compare *MPG*.

JM: Journeymaster. See *Gamemaster*.

K/S: Knowledge/Skill. One of the many, usually learned, abilities possessed by personas, including the Heroic Personas of the players, in the game.

M: Mental. The Mental TRAIT.

MD: Mental damage. Damage to the Mental TRAIT.

MP: Mundane Persona. An ordinary, generally not powerful, nonplayer persona who is encountered during the course of game action.

MPG: Monstrous Personage. An Evil Persona (or being) of great power and most inimical to the Heroic Personas of the players.

NPM: Non-Physical Manifestation. A spirit or being without material/mundane physically discernible component. This condition might be one assumed and not a permanent one.

OP: Other Persona: A general term for all nonplayer (non-HP) personas in the campaign.

P: Physical (TRAIT). Also Preternatural, usually used to identify Heka from that source, i.e., the spheres and planes associated with and directly connecting with the mundane world.

PD: Physical damage. Damage to the Physical TRAIT.

PPM: Partial-Physical Manifestation. A spirit or being with or capable of evidencing a vague material/mundane, physically discernible component such as form, faint feeling, etc. Again, this condition might or might not be a permanent one.

S: Spiritual. The Spiritual TRAIT.

SD: Spiritual damage. Damage to the Spiritual TRAIT.

SEC: Socio-Economic Class.

STEPP: Study, Training, Education, Experience, Practice. The five elements of Knowledge/Skill which allow one to measure the ability therein as a percentage chance for successful employment of that ability.

TAD: The Time (delay between beginning and activation of a Casting), Area (of effect of a Casting), and Distance (maximum range of a Casting) factors crucial to a practitioner. See also *ACE*.

WL: Wound Level. 75% of a persona's Physical TRAIT score. Beyond Wound Level, a persona becomes Dazed and suffers performance penalties.



Rod: A unit of measurement of distance equal to 16.5 feet. It is also the combined height of three average (5'6" tall) humans.

RPG: Roleplaying Game. A relatively new kind of game which is different from other sorts (board, card, table, parlor) in, among many other things, that players create and act the parts of imaginary personas in a make-believe setting, the whole of which is known only to the gamemaster. Also, the game form is group cooperative, has no winner and losers, and lasts for as long as the participants wish, including years of time.

S: Spiritual. The Spiritual TRAIT.

SEC: Socio-Economic Class.

Special Connection: A persona with some useful and considerable abilities with whom a Heroic Persona has a special relationship, allowing ability to ask the persona to assist in his or her area of ability and expertise.

Special Failure: An attempt to perform something which fails so badly as to merit some consideration for backlash, ill-effects to the attempting individual, and so forth. This is usually indicated by a percentile die score of 99 or 00 (100).

Special Hit: In combat, if a roll is 10% or less of the HP's STEEP (dropping fractions), then the HP has scored a *Special Hit*, resulting in maximum damage for the weapon used.

Special Success: An action which is so successfully accomplished as to merit additional degree of performance or some other consideration. It is indicated by scoring 10% or less of the total needed to succeed, as shown by the roll of percentile dice (D%). Thus, if 30 or less was the needed score, a roll of 03 or less would indicate Special Success.

Spell: A Casting which requires one Battle Turn to activate.

STEPP: Study, Training, Education, Experience, Practice. The five elements of Knowledge/Skill which allow one to measure the ability therein as a percentage chance for successful employment of that ability. Low STEEP is 1, high is 100 or more. Thus, one with 40 STEEP points has a base 40% success chance.

STR: The Strength (STR) rating of a poison or disease or something similar in game terms.

Surprise: A game term which indicates that all members of the group possessing Surprise can perform their actions first in a Critical Turn, while all Surprised opponents must await the results of those actions before acting. Compare *Total Surprise*.

Susceptibility: Weakness which causes additional or special damage or some other effect when a subject is exposed through attack or proximity to the material to which it is Susceptible. Werewolves, for example, are Susceptible to both silver and wolfsbane.

TAD: The Time (delay between beginning and activation of a Casting), Area (of effect of a Casting), and Distance (maximum range of a Casting) factors crucial to a practitioner. See also ACE.

Therianthrope: Literally "beast man." A therianthrope is one afflicted with therianthropy (q.v.). Compare *Lycanthrope*.

Therianthropy: This is usually a Heka-induced condition inflicted by a Casting or Curse, although sometimes it is spread by a wound being received from a therianthrope (q.v.). This condition

periodically causes the afflicted to unwillingly transform into a creature which is part beast and part human (or humanoid, in any event). Transformation is for a period of time limited by specific conditions. Typically, limits are the rising and setting of the full moon, or nights of a "dark" (no) moon, or both; but conditions of affliction can vary from those parameters. The resultant creature is typically a bipedal humanoid with extremities (feet, hands, head, and tail) resembling those of a beast.

Total Surprise: A game term indicating that all members of the group possessing Total Surprise can perform their actions in that Critical Turn, and the Totally Surprised group may not act at all. Furthermore, the group with Total Surprise can perform its actions first in the following Critical Turn, while all of the opposing group must await the completion of this before acting. Compare *Surprise*.

TRAIT: One of three main measures of a human. The Mental, Physical, and Spiritual portions of the persona.

Tutelar Casting: The Castings of Priestcraft which, through long study and use and the aid of deities, have developed to the point where they are less Heka costly than like Castings developed by an individual priest or a group of priests. Compare *Archetypical Casting*.

Undead: A class of no-longer-normally-alive once-humans. Any humans whose normal life has terminated but who sustain a form of living and have a (Full) Physical Manifestation through negative energy (and also sometimes Negative Heka) and possibly and probably other (physical) means, too. Such beings are not fully subject to mundane temporal considerations, i.e., aging is not manifest in human terms. A gaunt and a Preternatural vampire are examples of Undead. Undead are not to be confused with spirits (q.v.) of the once-alive, such as ghosts, phantoms, spectres, and so forth, who have at best a Partial Physical Manifestation on the Material Plane.

Unliving: A never-alive (in human terms) physical creature or being, or a dead creature animated by some outside force by its command and control so as to avoid death, *per se*. The former might be a physical creature or being from a distant sphere or plane not subject to those considerations humans are, such as the temporal, energy, etc. A demonic spirit creating a FPM might be termed as an Unliving thing.

Vow: An oath of service and obedience to some deity in return for which the individual is granted some special consideration such as additional Heka points, Powers, and so forth.

Wicca: The practice of the wisewoman or wiseman using the Knowledge and Skills of *Mysticism* and other abilities, not to be confused with *Witchcraft* (q.v.). It is a nature-oriented study and benign practice.

Witchcraft: A practice devoted wholly to Evil, and one in which individuals agree to serve the Netherrealms, do malign things, and eventually lose their souls in return for power and Heka.

WL: Wound Level. 75% of a persona's Physical TRAIT score. Beyond Wound Level, a persona becomes Dazed and suffers performance penalties.



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