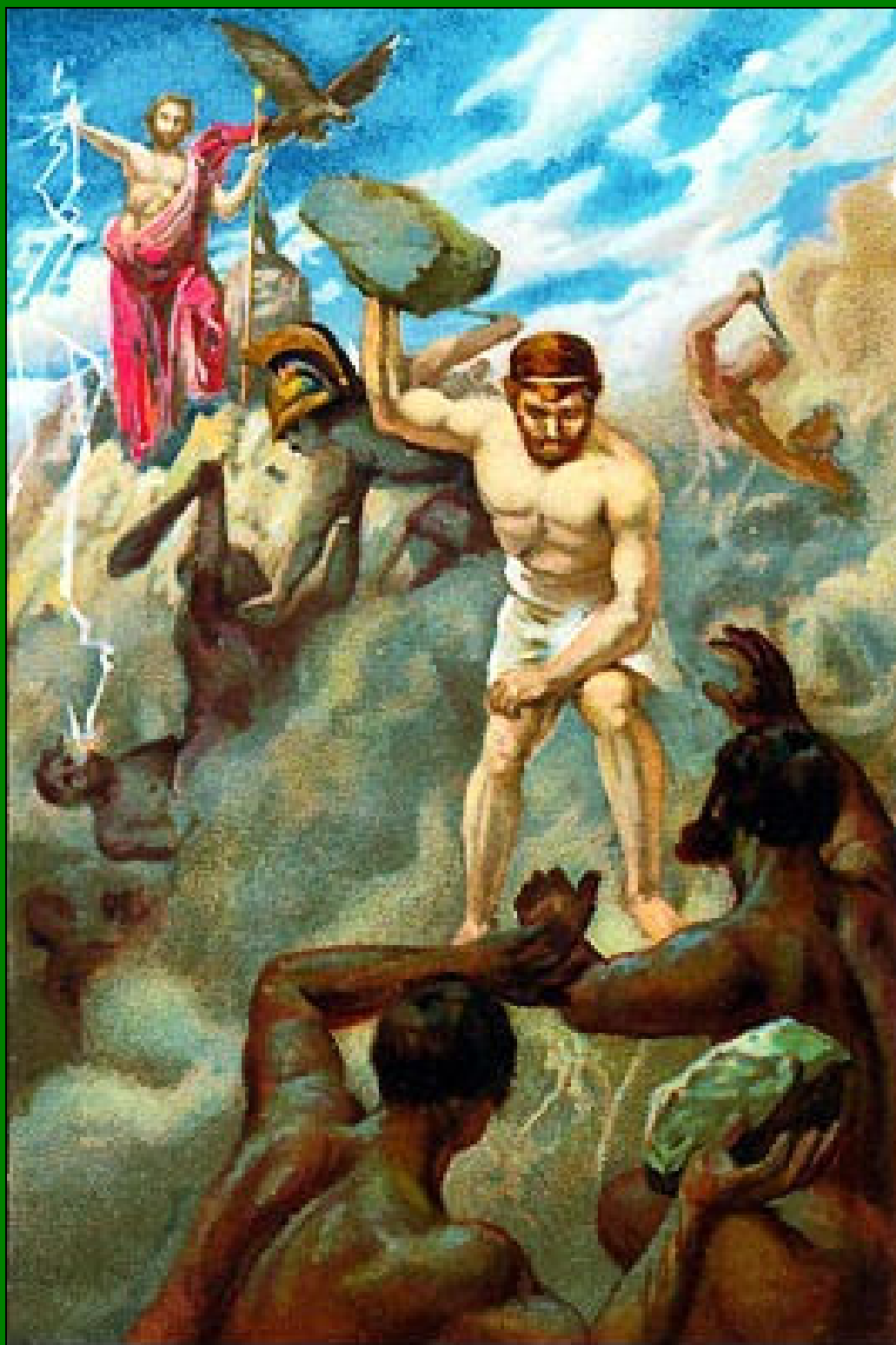


MYTHIC MANUAL

An Exciting and Groundbreaking Resource for the Mazes & Minotaurs RPG



Written by FRED RIGGBY

MINOTAUR PRESS

Prolegomenon (It means *Foreword* in Greek)

According to the basic *Mazes & Minotaurs* rules, characters' advancement is limited to level 6 : once adventurers have become Mythic Heroes or Magicians, they reach the peak of their development as RPG characters and can only expect to retire or die during one of their last adventures – not to mention the aging rules from *Unveiled Addenda*.

The goal of the *Mythic Manual* is to expand the possibilities of characters' growth beyond level 6 – not by adding extra levels (which would not be very interesting) but by exploring all-new possibilities for Mythic Heroes and Magicians !

Forget about retiring from adventuring to look after your grandchildren, your temple or your olive plantations : there's life beyond level 6 ! In fact, level 6 is where the real fun begins !

Prepare to enter a whole new world of Powers, Perils and Prodigies !

Contents

Life Beyond Level 6.....	3
Apogee and Elan.....	3
Mythic Paths.....	3
Demigods.....	4
Paragons	
Polytechs	
Tragic Figures	
Afterword	

Credits

Written by Fred Riggby (alone).

Illustrated by Diverse Hands.

A few useful suggestions made by Alf Zyk.

Dedicated to Fred Riggby.

This supplement is NOT officially approved by Legendary Games Studio. In fact, the folks at LGS even tried to prevent its publication, because they're just a bunch of envious poseurs who never took Greek mythology seriously in the first place. And Minotaur Press will bury them. And before I forget, the text of this book is © Fred Riggby 1988 and don't even think about ripping me off..

MINOTAUR PRESS IS THE BEST

Special 2006 Edition Comments

Trumpetted for more than three years by Minotaur Press and described by its author, the not-so-famous **Fred Riggby** as « *the book that will change *Mazes & Minotaurs* forever* », the **Mythic Manual** had quite a special destiny, since nobody seems to remember it nowadays.

In fact, those gamers who DO recall something about this book were extremely surprised to learn that it HAD been published after all. This comment from one of the Original Gamers we interviewed pretty sums it up :

« Gee... are you sure ? I remember reading adverts for it in *Griffin* and other magazines but I've always thought it was some kind of joke... »

Well, the *Mythic Manual* was not a joke (at least not in the mind of its designer), despite what the only review we could find (from the pages of the obscure British fanzine *Black Goblin*) seemed to imply :

« The whole thing MUST be a joke – albeit a very poor one, considering the slimness of the book (4 pages of actual content !)... and the price tag. As for us, well, we are NOT amused ! »

Obviously, back in 1988, the idea of playing nearly immortal, über-characters on their way to godhood failed to appeal to anyone - except Fred Riggby himself. But this was not the only reason why the *Mythic Manual* went completely unnoticed... as noted by Joe from the Friendly Local Game Shop :

« The damn booklet was so slim – you know, just four or five pages - that I took it for a free prospectus, you know, some kind of preview flyer for some forthcoming game, like they do now... and I'm sure many other guys made the same mistake. But hey, guess what ? I saw one copy of the thing on the Zbay auction website yesterday, for more than a hundred bucks... That's more than 20 dollars per page ! I tell ya : people are just crazy. »

Will the *Mythic Manual* become the cult classic of the new millennium ? After all, perhaps Fred WAS a misunderstood visionary all along...

(Okay, he wasn't).

COMING SOON FROM MINOTAUR PRESS

More exciting and groundbreaking supplements for the MAZES & MINOTAURS ® roleplaying game system including *The Book of Revised Magic*, *The Divine Digest*, *The Monstropaedia*, *Rules Revision Made Easy*, *The Fabulous Folio*, *Vikings & Vandals*, and *The Hoplite's Abridged Guide to Historically Accurate Spears* by Dave Jenkins himself !



- Hi, darling ! Guess who finally got to make his own Apogee ?

A Word of Warning : First of all, it must be made clear that the entire content of this book is optional. Maze Masters are perfectly entitled to decide whether to use it or not in their own campaigns.

Apogee and Elan

Once characters have reached level 6, they have become Mythic characters... and can now try to achieve Apogee to become **Demigods** (Mythic Fighters), **Paragons** (Mythic Magicians) and **Polytechs** (Mythic Specialists).

Once they have reached level 6, characters no longer gain Glory, Wisdom and Experience – simply because they have already gained all the Glory, Wisdom or Experience they could want and are *beyond* such things now.

But they have yet to achieve Apogee.

What is Apogee ? Simply put, it represents the transition between level 6 and one of the three Mythic Paths of Demigod, Paragon or Polytech.

Apogee is never reached by chance : it must be actively sought by the character (or at least by the player himself). Once a character has decided to reach Apogee, he must pass a Divine Ordeal to prove his worthiness as a candidate for Apogee.

In game terms, this Ordeal is reflected by calculating the character's Elan total (see below).

To be judged worthy of Apogee by the gods, a character must have an Elan total of 30 or more. In this case, the Ordeal was successfully passed and the Mythic Character can now start to advance on his new Mythic Path.

Each Mythic Path has its own formula for Elan, which is always equal to the sum of two attributes :

Demigod = Might + Grace

Paragon = Faith + Luck

Polytech = Wits + Skill

Characters who have sought Apogee but have an Elan of 29 or less do not pass the Ordeal, losing their only chance of ever becoming a Demigod, Polytech or Paragon. The gods have judged him guilty of Hubris and he will never have any new possibility to pass another Divine Ordeal. That's (divine) justice for you.

Mythic Paths

If a character successfully passes a Divine Ordeal, he reaches Apogee and becomes a Demigod (for fighters), a Paragon (for magicians) or a Polytech (for specialists).

As a reflection of his new mythic status, he receives a special Mythic Power, chosen from the list of Mythic Powers available to his new Mythic Path.

The character can also start collecting Mythos points. These Mythos points are gained for exactly the same reasons (and in the same quantities) as the character's former type of advancement points thus, if an adventure would have earned 500 Wisdom points to a Lyrist before he became a Paragon, it would now earn him 500 Mythos points.

These points form a total, which allows the character to advance his Mythic Level, according to the same thresholds than his former class levels. In other words, Mythic Characters start at Mythic Level 1 and can advance up to Mythic Level 6.

At each new Mythic Level, the character gains a new Mythic Power, chosen from the list of Mythic Powers available to his new Mythic Path.

Also note that characters who have successfully reached Apogee are now immune to the various adverse effects of aging (see *Unveiled Addenda*).

Demigods

All fighter characters who reach level 6 can try to become Demigods – with the exception of Centaurs, who really don't need to apply (don't ask why).

So, as far as official M&M rules are concerned, this leaves us with Barbarians, Spearmen and Nobles. And Amazons – never forget the Amazons.

We know what you're thinking : hey, how can my character suddenly *become* the half-mortal child of a god or goddess ? That doesn't make sense !

It does. First, perhaps your fighter character was the son of a god all along and just didn't know or realized it before reaching Apogee (yes, this has been known to happen).

Secondly, according to the Concise Oxford Dictionary, a Demigod is (and I quote) :

- a) a partly divine being
- b) the offspring of a god or goddess and a mortal
- c) a person of compelling beauty, power or personality

To, as you see, being a half-divine child is not the only way to become a Demigod – and don't pretend you know better than the Concise Oxford Dictionary.

By the way, the bit on « compelling beauty » was one of the reason we included Grace as a part of Elan for would-be Demigods. So – I guess that *finally* makes Grace a worthwhile attribute, eh ?

Mythic Powers

Every time a Demigod reaches a new Mythic Level, he acquires one of the following Mythic Powers :

Amazing Speed : The character's Movement allowance is increased by 50% and his Initiative die is changed from a d10 to a d20.



- Yes, that's true : there are Demigoddesses too.

Aura of Might : The character adds his Might bonus to his EDC and also subtracts this same bonus from the damage of every attack that injures him – whether physical or magical. Obviously, only Demigods with a Might bonus can purchase this Power, but then most if not all Demigods have a Might bonus anyway.

Formidable Presence : Characters with this Power can make themselves very frightening to simply look at. All mortals or creatures that want to attack them (even with missiles or magic) must first make a Mystic Fortitude roll against a target number of (14 + the Mythic Level of the Demigod). If this fails, the antagonist is absolutely unable to take any hostile action against the Demigod – forever. This cannot be chosen as the character's first Mythic Power.

Herculean Strength : Only Demigods with a Might of 18+ may purchase this Power. Characters with Herculean Strength always succeed at Feats of Strength (no die roll needed) and roll an extra d6 for damage in melee.

Heroic Grace : Only Demigods with a Grace of 13+ may purchase this Power. Characters with Heroic Grace add their Grace bonus to their EDC and to their Melee attack, Missile attack, Initiative, Danger Evasion and Mystic Fortitude modifiers.

Invincible Vigor : The character regains 1d6 Hits at the end of each battle round, as long as he has at least 1 Hit left.

Mystic Immunity : The character is completely immune to the effects of Sorcery.

One-Man Army : The character may make a number of additional attacks per battle round equal to his Might bonus, provided each attack is directed at a different opponent. This Power requires a Might score of 13+ (to get that Might bonus).

Unearthly Vitality : The character's Hits total is doubled, as well as the amount of Hits he may recover when wounded.

Paragons

As you all probably know, a Paragon is (once again according to our trusty Concise Oxford Dictionary) :

- a) *a model of excellence*
- b) *a supremely excellent person or thing*
- c) *a perfect diamond of 100 carats or more*

Well, okay, (a) and (b) are both pretty vague and (c) is completely irrelevant, so we'll make our own definition. A Paragon is a magician gone Mythic. All magician characters who reach level 6 can try to become Paragons – yes, even Nymphs.

Mythic Powers

Every time a Paragon reaches a new Mythic Level, he acquires one of the following Mythic Powers :

Aura of Faith : The character adds his Faith bonus to his EDC and also subtracts this bonus from the damage of every attack that injures him – whether physical or magical. Obviously, only Paragons with a Faith bonus can purchase this Power.

Divine Connection : The character can use the Divine Intervention power as a level 6 Priest, with exactly the same conditions and effects (see *Mazes & Minotaurs* basic rules). If the Paragon already had this power because he was a Priest in his mortal life, his chances of success are increased by his Faith bonus times 10 (ie +30% for a Faith of 18).

Divine Protection : Only Paragons with Faith and Luck scores of 13+ may purchase this Power. It allows the character to add the sum of his Faith and Luck bonuses to their EDC as well as to their Danger Evasion and Mystic Fortitude modifiers.

Formidable Presence : Characters with this Power can make themselves very frightening to simply look at. All mortals or creatures that want to attack them (even with missiles or magic) must first make a Mystic Fortitude roll against a target number of (14 + the Mythic Level of the Paragon). If this fails, the antagonist is absolutely unable to take any hostile action against the Paragon – forever. This cannot be chosen as the character's first Mythic Power.



Look at this ! Julia has become a floating Paragon !

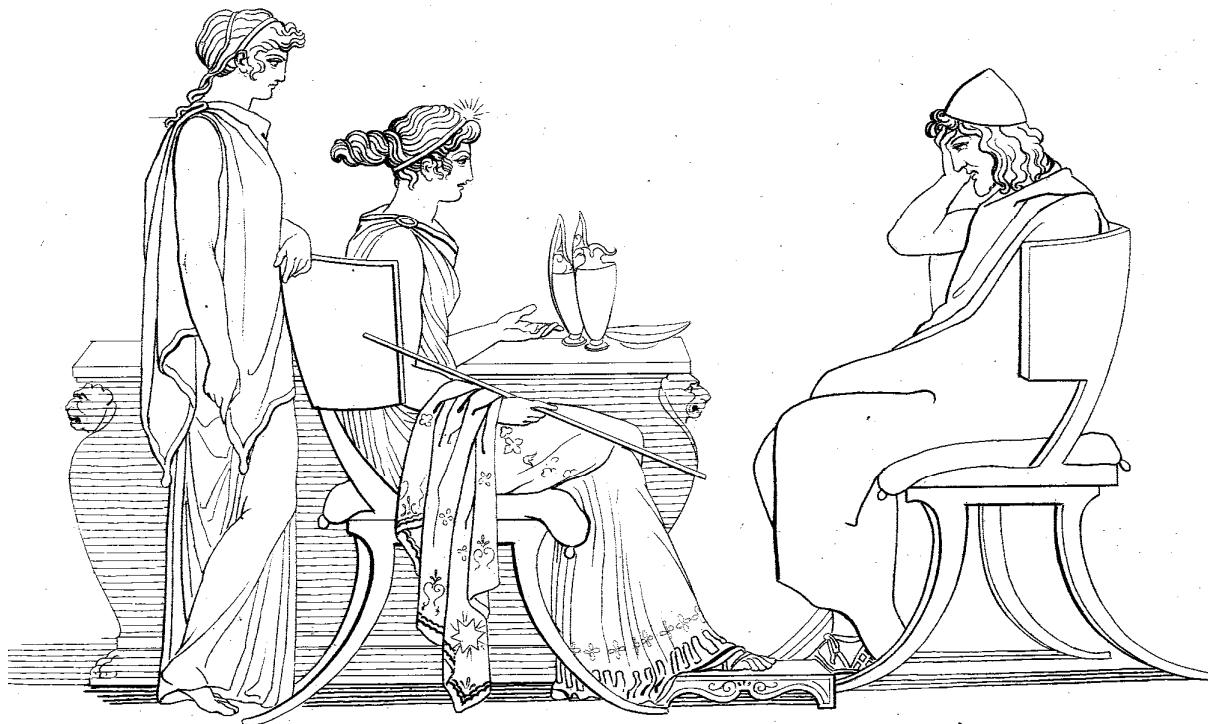
Puissant Magic : The character's magical powers are especially hard to counter : the target number of his opponents' Mystic Fortitude rolls is raised to 25.

Magical Epiphany : The character gains the magical powers of another magician class of his choice, up to a level equal to his Faith bonus. Yes, this means that this Power also requires a Faith of 13+ as well as a score of 13+ in the prime requisite of the new class. This Power can make you a Lyrst-Oracle like Orpheus, a Shapeshifter-Sorceress like Circe or any other crazy combination you can think of. Characters with this Power have two separate Power points pool – one for their original magician class and the other for their Magical Epiphany.

Mystic Immunity : The character is completely immune to the effects of Sorcery.

Unearthly Power : The character's Power points total is doubled, as well as the amount of points he may recover in a given period. If the character has two distinct Power pools (see Magical Epiphany above), the effects of his Unearthly Power only applies to their original Power points.

Unearthly Vitality : The character's Hits total is doubled, as well as the amount of Hits he may recover when wounded.



From left to right : a Demigod, a Paragon and a Polytech discussing complex and delicate matters of Game Balance

Polytechs

What's a Polytech ? According to our official sponsor the Concise Oxford Dictionary, a Polytech is... uh well... okay, we made up the word, but it does come from the Greek *polutekhnos* or something like that, which means « highly skilled in many arts or techniques ».

In the context of these rules, a Polytech is a Specialist (Thief, Hunter or whatever) that has reached Mythic Apogee – a dubious concept, we agree, but hey we don't want to upset the Game Balance by ignoring Specialists.

So, without further ado, let's see what we got in store for our semi-divine jacks-of-all-trades.

Mythic Powers

Every time a Polytech reaches a new Mythic Level, he acquires one of the following Mythic Powers :

Elusive Presence : Characters with this Power double their stealth bonus.

Amazing Awareness : Characters with this Power double their detection bonus.

Amazing Speed : The character's Movement allowance is increased by 50% and his Initiative die is changed from a d10 to a d20.

Dangerous Journeys : The character's Danger Evasion modifier is doubled when riding a horse, driving a chariot or handling a ship.

Magical Awakening : The character acquires magical powers equivalent to those of a Sorcerer or a Shapeshifter (player's choice) of a level equal to his Wits bonus. This also gives him the corresponding number of Power points. Only Polytechs with a Wits of 13+ can purchase this Power. Furthermore, this Power cannot be chosen as the character's first Mythic Power.

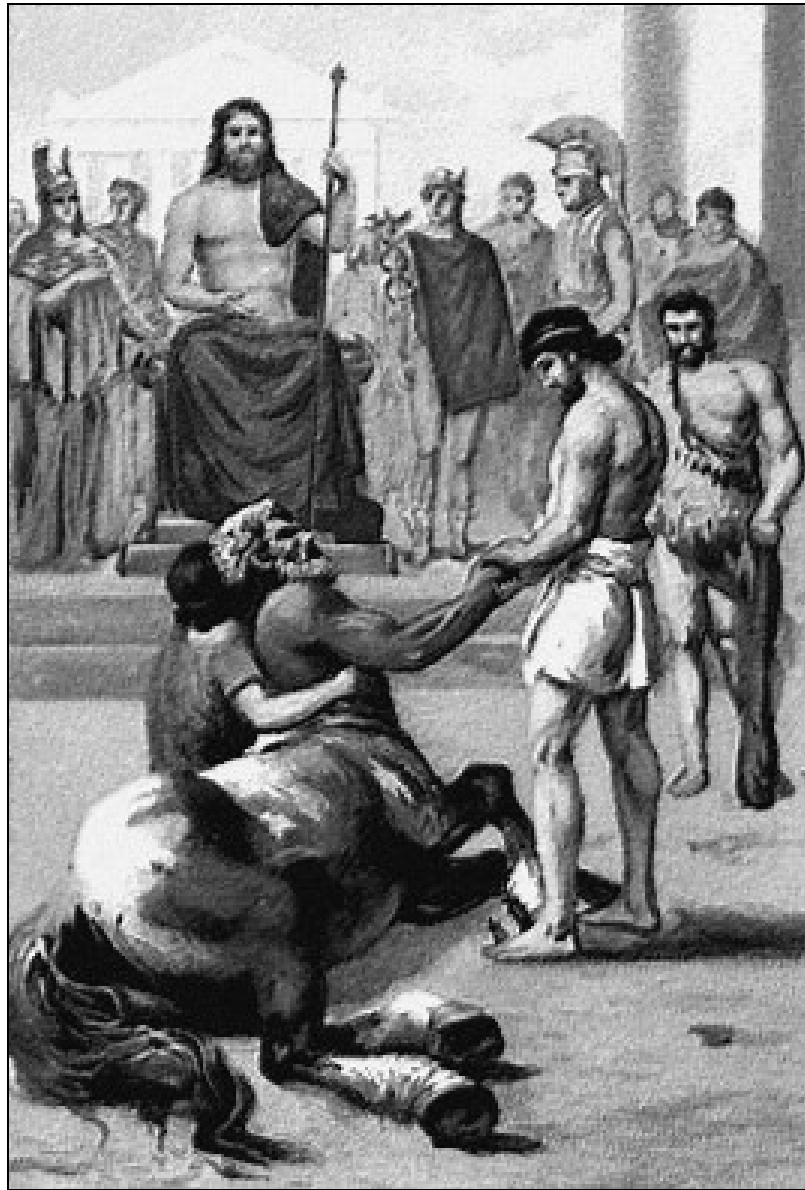
Mystic Immunity : The character is completely immune to the effects of Sorcery.

Trickster's Tongue : The character's Persuasion influence modifier (see *Unveiled Addenda*) is doubled. Only Polytechs with a positive Persuasion modifier may purchase this Gift.

Unearthly Vitality : The character's Hits total is doubled, as well as the amount of Hits he may recover when wounded.

Universal Evasion : Only Polytechs with Wits and Skill scores of 13+ may purchase this Power. It allows the character to add the sum of his Skill and Wits bonuses to their EDC as well as to their Danger Evasion and Mystic Fortitude modifiers.

So what happens after a Mythic Character reaches Mythic Level 6 ? Well, the game is not necessarily over yet, as you will soon discover in our forthcoming *Divine Digest* supplement, which will contain rules that allow you to go from Apogee to Apotheosis – yes, becoming gods ! Coming soon from Minotaur Press !



*We told you already : Centaurs CAN'T reach Apogee !
So will you please stop embarrassing everybody here ?*