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PANTHEON: MESOPOTAMIA



PDQ
SYSTEM

**More Sources for mythic superheroes
in your Truth & Justice game**

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Legends Walk - Truth & Justice Edition only includes three pantheons, in the interests of keeping the book a manageable size, but of course there are many others from cultures around the world. So welcome to the third in a series of add-ons detailing some of these, with compact descriptions of the mythic entities and power programmes for your LWTJ game.

This one covers the myths of the ancient civilisations of Sumer and Babylon, adapting material that originally appeared in the *Clay and Blood* supplement for *Legends Walk Original Edition* in 2004.

With the hope that the cradle of civilisation may know peace and prosperity again.

PANTHEON: MESOPOTAMIA

Written and designed by Tim Gray

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MESOPOTAMIA

These are the gods of the ancient Sumerian and Akkadian people of Mesopotamia - roughly the area covered by modern-day Iraq. They lived around and between the rivers Tigris and Euphrates, draining from what is now eastern Turkey down into the Persian Gulf (Mesopotamia means "between the rivers"). Records of Sumer were only discovered by archaeologists in the mid-1800s, and part of the strange character of the mythology is due to missing or damaged records.

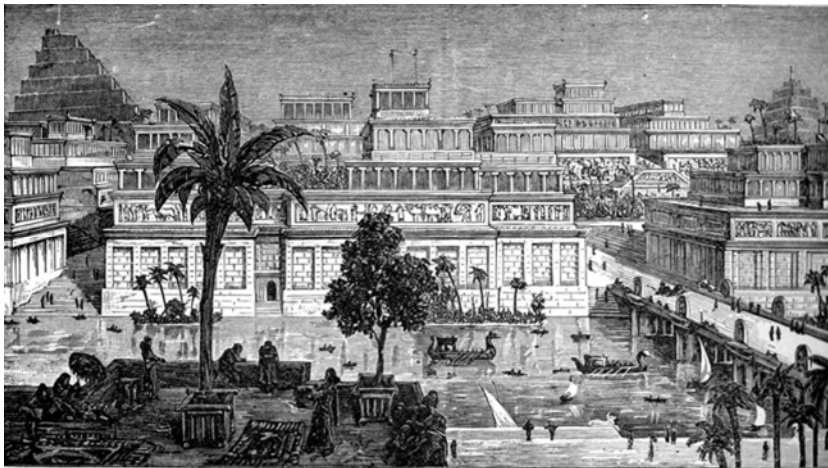
This area was perhaps the first in the world where humans made the transition to settled agriculture. The rivers deposited vast amounts of fertile silt in the extensive marshes, but large-scale farming meant overcoming floods, hot sun and low rainfall by developing irrigation and drainage systems, and organising that required government. Around 3500 BCE the Sumerians developed some of the world's first cities, with most of the population living behind their walls, and a system of writing. In 2330 BCE Sargon united the city-states of Sumer in the south and Akkad in the north. There followed cycles of rule by Assyria, Babylon, invading Hittites from present-day Turkey, and fractured city-states. At its greatest extent the empire ruled the Middle East from Egypt to the Persian Gulf. This chapter of history closed when the Persians took Babylon in 539 BCE.

What we can piece together about their mythology shows that the different peoples borrowed from

each other, often elevating their own local god. The character of the myths shows their preoccupation with the land and its working. The dealings of the gods are about the conflict between fresh and salt water, floods and storms, and the fertility of animals and, indeed, people. They're about the establishment of a physical and social order, with humans gaining a measure of control over their environment by borrowing the authority of the forces of nature. The exploits of Sumerian heroes form the world's oldest known literature, dating from around 2100 BCE. The conflict between cities (a relatively new way of life) and wilderness is a recurring theme. Part human, part animal figures are common, suggesting that the relationship between people and nature was an important issue.

Belief

The gods were seen as human-like, but immortal, possessed of great powers, and invisible to human eyes. Each was in charge of one or more aspects of the world, from the Sun to the pick-axe. Each city recognised one god as its ruler and protector (though there might be many temples to other gods as well). A large staff served them: priests, soothsayers, magicians, musicians and even temple courtesans. Sacrifices of food, drink and incense were offered daily.



The documents suggest that the people had strong moral beliefs we would recognise today, valuing principles like justice, compassion, wisdom, honesty and courage. Immoral acts were transgressions against the divine order, and people were punished by the gods for their wrongdoings. Their only recourse was to lament loudly enough to persuade a local god to intervene on their behalf.

Creation

For the Babylonians creation began with Apsu, an abyss filled with fresh water on which floated the plateau of the earth, and Tiamat, primeval chaos, the sea which surrounded the earth. From them (via two other pairs of gods who do little of interest) descended the other gods, the Igigi who lived in the sky and the Anunnaki who lived on the earth and in the underworld. The new gods made such a noise that Apsu planned to destroy them, but the god Ea found out and killed him. This angered Tiamat, who gathered an army of rebel gods and monsters to fight the gods. None had the courage to face her until Marduk (tutelary god of Babylon) came forward. The other gods gave him supreme authority and lent him their powers. He killed Tiamat and cut the body into pieces to form the world. Her followers were thrown into the underworld. Marduk ordered the universe and gave dominion of the sky, earth and waters to Anu, Ellil and Ea respectively.

The earlier Sumerian creation story is more vague. In the beginning was the primeval sea, represented by the goddess Nammu, and within it formed heaven and earth, represented by An and Ki. An carried off heaven and their son, Enlil the air-god, carried off earth. An became remote and passed his authority to Enlil. He in turn gave Enki, god of wisdom and craft, responsibility for creating the natural and social order. Enki blessed cities, created the great rivers, turned barren hills into fields and made herds and crops flourish. As he created each domain he assigned a god to supervise it. He directed the creation of humans out of clay to be servants and labourers for the gods.

The Sumerian gods ordered the universe through the *me* (pronounced "may") - fundamental elements, properties, roles and powers which could be gathered, transferred or even stolen as if they were unique physical objects. Examples include craft of the leatherworker, fear, travel, the weary arm, various objects including musical instruments and weapons,

kinship, art of dissimulation, plundering of cities, and the bitter-toothed lion. Possession of the *me* was like a badge of power and importance. In the Babylonian myths there are references to the Tablet of Destinies, which is not explained but appears to have a similar function - it allows control of reality, and possessing it is the mark of supreme authority.

Death

When humans died their spirits went to a dark, wretched underworld called Kur or Kurnugi, "land of no return". Ruled by Ereshkigal and Nergal, this place had its own strange rules and customs (and its own separate set of *me*). The inhabitants lived on dust and mud, their garments were like birds' wings, and distinctions between social classes were erased. It was possible for living people to reach it by physical travel. It was entered by well-guarded gates in seven walls, at each of which the traveller had to remove an article of clothing. In most cases one could only get out by persuading someone else to take one's place.

Sources

As mythology goes, the Mesopotamian stuff is somewhat obscure.

Christopher B Siren's Sumerian Mythology FAQ and Assyro-Babylonian Mythology FAQ were a great help. You can find them through his substantial page of links at <http://home.comcast.net/~chris.s/mythold.html>.

My main book source was Rachel Storm; 'Illustrated Encyclopedia of Eastern Mythology'; Lorenz Books; 2001. It covers Egypt, India and China too, and the softback is reasonably priced.

Allan Lothian; 'Epics of Early Civilisation: Middle Eastern Myth'; Time-Life Books; 1998. Partially reprinted in C Scott Littleton (ed); 'Mythology'; Duncan Baird; 2002.

As usual, Manfred Lurker's 'Dictionary of Gods, Goddesses, Devils and Demons' and Arthur Cotterell's 'A Dictionary of World Mythology' provided titbits.

I haven't read much original source material, but one affordable collection is Stephanie Dalley; 'Myths From Mesopotamia'; Oxford University Press; 1989.

NOTES ON PROGRAMMES

Powers in the programmes are set out as follows:

- The name with no further marking denotes a power found in *Truth & Justice*, used just as described there;
- The name with an asterisk denotes a power described in the Key Powers section of *Legends Walk - Truth & Justice Edition* (including altered versions of T&J powers);
- A name with two asterisks refers to the New Key Powers section in this book, below;
- A new power introduced in a programme is described fully there.



New key powers

Empyrean

This is kind of like Aquatic* for the heights, suiting you for mountain tops and the upper atmosphere. You have super-scale resistance to lack of oxygen, low atmospheric pressure and other stuff that smart-alec gamers might think of like UV radiation. In other situations MOD helps to resist extremes of temperature and bright light.

Light

You can produce a glow similar to that of a campfire or lamp continuously.

An aura of light can add MOD to impress or command for a few minutes. With concentration you can Stunt a dazzling attack (targeting Qualities related to vision).

Some programmes from earlier products have this, written out each time.

Updated key powers

The following key power write-up should replace that from LWTJ across all power programmes. (The changes are to make it a bit more super; to make sure Average level does something useful; and to fit better with the T&J way of doing things.)

Master of (specify)

This power boosts your ability across a cluster of similar skills, adding TN to relevant tasks. It's not actually super-scale, but a sort of halfway house, allowing you to be very good at what you do. Being a power also opens up Stunts. (It's a bit like a standardised version of T&J's Super-Quality.)

It could be a wide skill cluster, or a small one, or even just one skill. Common examples include Master of Weapons; Master of Crafts (weaving, pottery, metalwork, etc); and Master of Lore (knowledge skills). However, unless specified only archaic skills are included, eg no firearms or computer use.

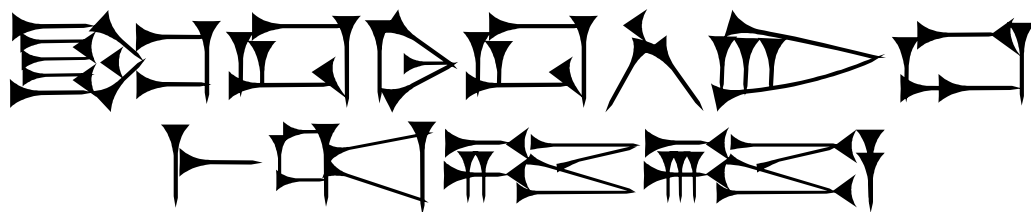
UNDERSTANDING THE PROGRAMMES FOR USERS OF OTHER GAMES

This supplement is designed for *Truth & Justice*, but it can help with other games that work with mythological entities too. You can just treat it as a handy set of concise write-ups of the gods, heroes and monsters that you can use to spin off your own stuff, but you might be able to get some benefit from the rules-based stuff as well, so here's a brief primer to help you get your bearings.

In the **PDQ system** everything important about a character is measured by **Qualities**: innate "attributes", skills, personality traits, possessions, relationships, etc. Qualities are rated on a scale of **Ranks**: Poor, Average, Good, Expert, Master. Abilities normal people have default to Average unless otherwise specified. Each Rank has a **modifier (MOD)** written in brackets after it, eg Good [+2], and a corresponding **target number (TN)**. When rolls are made the GM sets a Rank for difficulty and you add any applicable MODs to the result of 2d6 to try to reach the TN. All conflicts are resolved through the same three mechanisms, from automatic superiority to back-and-forth stroke and counterstroke. **Damage** consists of loss of Ranks in a character's Qualities, reflecting a gradual reduction in story-affecting power in that conflict rather than simulating cuts and bruises.

In T&J, **powers** are like a second tier of Qualities, enabling things normal people can't do or extending normal abilities to super levels. **Scale** is a key concept: most stuff we encounter is on the normal scale, but some powers and rare natural events are on the super scale, which automatically overcomes normal scale abilities (or gets a chunky bonus). **Stunts** let a power push its limits to do cool stuff, as one of the uses of **Hero Points** which also let you boost a Quality, get a second wind or establish story wrinkles.

In LWTJ, each mythic entity has a **power programme** that acts like a shopping list for spending character creation points. (Some groups will come up with additional ideas based on the description.) At least one level of the **required power** must be bought - something that exemplifies that entity - and then there's free choice of **optional powers**. It's also possible to convert power points into **Source-granted Qualities** from a list. Because the programmes are converted from Original Edition LW, and as a description framework, they include a set of seven "**attributes**" which exist as normal Qualities and super-scale power versions: Strength, Agility, Endurance, Wisdom, Ingenuity, Presence and Awareness. Those empowered by gods must take at least one Rank of **Aegis**, which strengthens or weakens them in situations connected to the god's area of influence. Monsters must take at least one **Vulnerability**, and others may do so: these inflict damage when triggered, possibly targeting particular kinds of Quality, in return for more Hero Points to influence the story.



GODS

There was a definite hierarchy among the gods. Of the first order were An, Enlil, Enki, and the earth-mother Ninhursag (not given a programme here as so little is known about her). "The Seven Who Decreed Fate" included these along with Nanna, Utu and Inanna. There were also hundreds of lesser gods.

An

(Babylonian Anu; "above" or "heaven".) He was the god of the sky and the supreme god, though he passed his power and responsibility to his son Enlil and remained in the uppermost heavens, rarely concerning himself with earthly affairs. In the beginning he carried off heaven while Enlil carried off earth, separating the two. An was found seated on his throne or walking in the portion of the sky reserved for him. His wife was Ki/Ninhursag.

What An commanded became reality (he could be seen as the original source of the *me*). The other gods came to him with their complaints, and he summoned all important cases to appear before him. He combined power, justice and sovereignty; the symbols of royalty appeared before his throne and he was a god of monarchs more than the common people. The stars were his soldiers, created to destroy the wicked.

Aegis

- Sky (+ while airborne; - underground)

Required Powers

- Super-Presence*

Qualities

- Wisdom, Endurance, Leadership

Optional Powers

- Air Walking - you can walk or run in empty air as if it were a solid surface. Going up or down is

like using stairs or a shallow slope. If you lose consciousness you fall gently to the ground.

- Alter Properties*
- Destiny Sense - you can feel a person, thing or event's importance in affecting the flow of future events, and also whether any probability-affecting powers are active on it. Use achieved Rank to indicate level of detail.
- Empyrean**
- Immoveable - super-scale resistance to kinetic force used to pull, push, throw, blow or slam. Can be turned on or off at will - usually off as it plays havoc with cars, buses, lifts, etc!
- Immunity to Alteration* (against attempts to transform your body)
- Summon Minions*: star-soldiers, athletic men with faintly glowing white eyes and ancient gear and weapons, usually swords and spears. They are disciplined and try to protect innocent bystanders. Good [+2] Soldier, Good [+2] Presence, Good [+2] Awareness, Good [+2] Night Immunity* (super-scale vs being hindered by darkness, inc night vision, MOD vs cold and fear), Good [+2] Empyrean**.
- Unliving* (ceiling Good)

Vulnerabilities

- Aloofness - petty human affairs do not concern you, and this can be triggered if you're in a situation of dealing with mundane details, like negotiating with a bureaucrat. It usually targets interaction-type Qualities, but might also affect the ability to notice things.
- Ground Repulsion - usually tied to Air Walking - your feet are always a hand's-breadth above the ground. This is a Meta marker that can affect social interaction.
- White Eyes - your eyes are featureless white orbs. Another social Meta marker.

SKYFATHER

The being known as Skyfather is one of the most powerful in the Legendary Earth setting, and one of the most mysterious. He was certainly in the first wave of metagenesis, but it's not known who he was before that. He appears only rarely, and it's almost always at events of great significance, where he acts as a hand of balance and protector of Earth and humanity and then walks back up into the sky. Most people think he lives up there, and there have been a few chance sightings by aircraft.

He wears a simple costume of white and silver, owing something to Middle Eastern design. His face has something of a Middle Eastern look too, but a stronger impression of having changed into something no longer human, emphasised by his featureless white eyes.

It's thought that he was one of the Metas who instituted the coup in Iraq in 2001. The patchy records of that time include someone bearing a partial but not total resemblance. This figure did not appear in later coverage so presumably he departed on his own path shortly afterwards. Skyfather is definitely associated with a few significant events since that time, most notably "All Hell's Day" in 2004 where a metahuman build-up around the naval blockade of the USA erupted into conflict - his powers were instrumental in disabling conventional weapons and reining in some of the feistier combatants, almost certainly saving many lives. If he appears on the scene, knowledgeable heroes realise the situation might be worse than they thought.

Source: An (World Class)

Motivation: Protect my world.

Qualities: Good [+2] Strength, Good [+2] Agility, Good [+2] Endurance, Expert [+4] Wisdom, Expert [+4] Awareness, Good [+2] Secret Life (both concealing his previous one and using aspects of his current one, eg a cabin on a nearby inaccessible peaks); Poor [-2] Too High (so far adapted to the role of a living god that he's lost the knack of petty, humdrum human stuff)

Powers: Average [0] Aegis - Sky, Good [+2] Super-Presence*, Good [+2] Air Walking, Expert [+4] Alter Properties*, Good [+2] Destiny Sense, Good [+2] Empyrean**, Good [+2] Immovable, Average [0] Unliving*, Average [0] Vulnerability - White Eyes (Yes, that's a lot of power Ranks!)

Stunts: *Inexorable Pressure* (Immovable Signature - as long as he's more or less stationary he can exert a force equivalent to Super-Strength, eg putting a hand on an opponent's shoulder to bow them down or holding up a collapsing ceiling). *Alter Multiple Targets* (Alter Properties* Signature, kicks in for applying the same change to several targets at once). *Resistance to Alteration* (Alter Properties* Signature - actively opposing attempts to change yourself, eg 1 HP would give a total MOD of +6). *Weight of Destiny* (Destiny Sense Signature - he can single out one individual who is going to play a crucial role in a specified task or scene, if it is a dramatically significant one, and declare this to them and others nearby. That character gets MOD special Hero Points to be used up only in the specified action, or lost. They don't count for MAX. He can only give these to one character at a time for a given thing - another might receive them once the first lot have worn off - and each character can only get them once for that thing. This fits his role as a powerful NPC appearing in the PCs' story.) (And possibly more Stunts)

SEA URCHIN

Maggie Gillan was an ordinary teenage kid in a seaside town, hanging out on and around the beach and giving the grown-ups some attitude like her friends. She was a keen swimmer, and actually did quite well in school when she applied herself. When she was alone with her diary she admitted a sense of right and wrong and a vision of wider horizons.

Who knows which of those things inspired a trickster sea god from far away to single her out? But he did, and has a great destiny in mind for her. Right now, however, Maggie's an awkward 16-year-old who finds herself in the company of some of the most powerful people on the planet, wanting to live up to the legacy of heroes but with powers she's only begun to master. She often hides her lack of confidence under a flip exterior, which sometimes causes friction with the older heroes who are trying to support her. Maggie's power Limitations come from her own subconscious - the powerful woman she'll one day become might leave them behind.

Source: Enki

Motivation: Do the right thing.

Qualities: Good [+2] Teenager, Good [+2] Infuriating, Good [+2] Smarts, Good [+2] Swimming, Good [+2] Wants to be a Hero; Poor [-2] Lack of Confidence

Powers: Average [0] Aegis - Water, Average [0] Aquatic*, Good [+2] Creation* (Limitation - must pull items from water), Good [+2] Alter Properties* (Limitation - has to focus through the "Smuggler's Star", an old medallion from a shipwreck), Average [0] Vulnerability - Patron of Humanity

Stunts: *Underwater Dodging* (Aquatic* Signature, 2HP - fast, complex pattern for super-scale defence). *Buff* (Alter Properties* Signature, 2 HP - boost own strength).

Enki

(Sumerian Enki, "Lord of the Earth"; Babylonian Ea, possibly "House of the Water".) The god of water and wisdom, learned in crafts and magic, with great creative powers. His mother was Nammu, the primeval sea; his father was An. His domain was the Apsu (the freshwater ocean on which the earth floated) - in other words the springs, rivers and lakes (in the Babylonian myths he killed the god Apsu with the aid of a sleep spell to gain it). As access to fresh water and regulation of floods were the keys to agriculture in the area it's easy to see Enki's importance. He seems to be the most active of the gods, playing an important part in many stories. He was represented as a goat with a fish's tail, a fish-man hybrid or a man with waves springing from his shoulders.

In the Sumerian myths Enki ordered the world, receiving the *me* from Enlil and using his wisdom to assign everything its role. He blessed cities with prosperity, filled rivers, turned hills into fields and established crafts, appointing a god to supervise each domain. A Babylonian legend says that Ea appeared from the sea, instructed primitive people in handicrafts, farming, letters, laws, architecture and magic, and then returned.

When the gods complained about having to dig irrigation ditches Enki directed Nammu and Ninhursag to create humans from clay to take on the menial tasks. The humans multiplied till their noise annoyed Enlil, who made three attempts to reduce the population - through plague, drought and famine. Each time Enki secretly told the humans how to save themselves. In the end Enlil ordered a great flood to wipe them out altogether, but Enki told a wise man called Atra-hasis or Ut-napishti to build a great boat and gather pairs of every kind of living creature inside, thus saving earthly life.

When Inanna became trapped in the underworld, it was Enki who rescued her by sending two sexless beings (exempt from the laws of the underworld) to negotiate for her release and give her the Food and Water of Life. In another story Inanna complained that she had been given too little power by his decrees, which he refuted. In one version she got him drunk and he granted her 94 more *me* - she just managed to flee to her city of Erech before he could get them back. There are various stories of Enki acting as mediator in disputes.

Aegis

- Water (+ in, on or beside a body of water; - in dry conditions, eg desert, hot summer day, burning building)

Required Powers

- Aquatic* (ceiling Good)

Qualities

- Wisdom, Ingenuity

Optional Powers

- Alter Properties*
- Creation* (ceiling Good)
- Master of Crafts* (any archaic craftwork such as forging, sculpting or carving)
- Master of Lore* (any archaic knowledge)
- Sorcery* (ceiling Good)
- Super-Ingenuity*
- Super-Wisdom*

Vulnerabilities

- Patron of Humanity - if significant numbers of people are harmed nearby you become debilitated (but get more HP to do something about it, of course).
- Scales - patches of scales like those of a fish appear on your body - a Meta marker that can affect social interactions.
- Water Signs - your body oozes water, or you cause currents in nearby water; particularly when under emotional stress. Another Meta marker.

Enlil

(Babylonian Ellil; “lord of the wind”.) The son of An and Ki, he was the god of the air, who in the early days separated earth from heaven. He took on most of An’s powers and became king and father of the gods. He was responsible for the dawn, the growth of plants, the prosperity of cities and the invention of agricultural tools. Enlil’s weapons were hurricanes and floods. He symbolised the forces of nature. Earthly kings acted under his authority. His strength and endurance brought the titles “Wild Ox” and “Great Mountain”.

Enlil assembled the *me* in his temple, then gave them to Enki to guard and impart to the world. In Babylonian myth he held the Tablet of Destinies. It was stolen by the storm-bird Anzu, who sought ultimate power, but recovered by Ninurta.

Accused of raping the goddess Ninlil, Enlil was banished to the netherworld as punishment, but she followed him there and gave birth to the moon god Nanna. She also produced three other children who remained in the realm of the dead so that she, Enlil and Nanna could return.

Enlil was not always well-disposed toward humans. Irritated by their noise, he tried to reduce the population by plague, drought, famine, and finally a great flood, but each time the people were saved by the advice of Enki.

Aegis

- Air (+ in high or open spaces outdoors; - in enclosed indoor spaces or underground)

Qualities

- Strength, Endurance, Leadership

Required Powers

- Super-Presence*

Optional Powers

- Blast of Wind
- Control Weather*
- Super-Endurance*
- Super-Strength*

Tablet of Destinies

- Alter Properties*

Vulnerabilities

- Air Signs - breezes spring up around you, especially when under emotional stress. This is a minor Meta marker and can affect social situations and attempts to go unnoticed.
- Temper - you find it hard to keep your cool, especially when being insulted or challenged. Targets composure and judgment.

Ereshkigal

The Sumerian and Babylonian queen of the underworld, which had its own set of *me*. She was the sister of Inanna, and Nergal was her husband. We don't know a lot about her directly. When angered Ereshkigal's face turned grey and her lips grew black. She was unable to leave the underworld, and used her messenger and vizier Namtar "the fate cutter" to correspond with the other gods and carry out her wishes in the world.

She appears in two main stories. In the first Inanna visited the underworld to try to seize power there. Ereshkigal "fastened on Inanna the eye of death" and struck her, turning her into a corpse which was hung from a hook on the wall. Enki sent two sexless beings to flatter Ereshkigal and gain Inanna's release. The second is the story of how Nergal overcame her and she offered to make him her consort. (These stories are given in more detail in the other programmes.)

Those imbued by Ereshkigal often find the Dead Zone gaining more of a hold on them over time, and end up building some sort of a life there in parallel to their earthly one.

Aegis

- Death (+ in cemetery or mortuary; - in places connected with new life, eg maternity ward or plant nursery)

Required Powers

- Breach the Wall of Death*

Qualities

- Presence, Armour (deathlike physiology)

Optional Powers

- Command the Dead - any death-based creature must listen to your words. You can use this to alter their behaviour - coupled with Qualities like Leadership and Presence, and possibly opposing another Meta's influence - or as a simple warding forcing them to beat TN to enter the nearby area.
- Death Immunity* (full vs death powers, MOD vs toxins and disease)
- Death Touch - a life energy draining attack, causing victims to grow pale and withered.
- Knowledge of the Dead*

- Laws of the Underworld - this does two things. First, it contributes MOD to resisting Alter Properties* (and any other powers based on control of universal laws) used on you. This can also be extended to a touched person or thing, but they take a Damage Rank from being brought closer to death. Second, it acts as a limited version of Alter Properties* itself, working only on "dead things", including broken gear, trash and characters with a particular link to death.
- Underworld Sense*
- Unliving*

Vulnerabilities

- Eater of Dust - not only don't you need to eat or drink, you become ill if you try.
- Pallor - your skin is an unhealthy-looking pale grey colour, with blue-black lips. This is a Meta marker and can affect social situations.
- Ruler of the Dead - it's your duty to see that the dead are in their proper place. This can be triggered if you don't act to send an earthbound spirit on, or if you try to bring someone back from their "proper" end.

Inanna

(Sumerian Inanna, probably "Lady of Heaven"; Babylonian Ishtar.) The most important goddess, with dominion over love and war. She was the daughter of the moon god Nanna, or of An. Inanna personified the planet Venus, the morning and evening star, and ruled over those times. She was headstrong, power-hungry, ruthless and seductive. In one aspect she stirred up quarrels, and was said to enjoy battle as if it were a game or dance. In another she promoted sexual love and fertility, and took many lovers herself (including, apparently, various animals) - but they often fared badly afterwards, and she could be cruel, though she was capable of treating her favourites kindly.

Inanna was often shown with a bow and quiver, sometimes with bright rays radiating from her back. Her symbol was the reed-bundle in Sumer and the eight-pointed star in Babylon, and she was associated with the lion. Prostitution formed part of her cult. The kings of the city-states took part in an annual ritual marriage to Inanna.

Inanna went to the underworld to try to seize power from her sister Ereshkigal. When the gatekeeper didn't open up quickly enough she threatened to smash the gates and release the dead to outnumber the living. At each of the seven gates she had to remove one article of jewellery or clothing. When she finally arrived, Ereshkigal turned her into a corpse and hung her on a hook. On Earth, fertility and sexual desire ceased. Eventually Inanna's maid persuaded Enki to organise a rescue. He created two beings who were sexless and therefore not subject to the laws of the underworld. They expressed sympathy for Ereshkigal's suffering (it's not clear what bothered her), and when offered a boon claimed Inanna's corpse, which they revived with the Bread and Water of Life. However, by underworld law she could only leave if someone took her place, and a group of demons went back with her to fetch someone. When she saw her husband Dumuzi or Tammuz, a vegetation god, sitting on his throne in finery rather than mourning, he got nominated. His sister offered to spend half the year in the underworld so he could spend half the year in the world of life, giving rise to the changing seasons. (The Babylonian version is a bit different: Ishtar goes to the underworld to recover Tammuz, and Ea sends a single eunuch with powerful magic words to bind Ereshkigal.)

Inanna once complained to Enki that she had been given too few *me*, but he disagreed and pointed out all the powers she did have, concluding, "You have the power to destroy what cannot be destroyed, and to set up what cannot be set up." In one version of this story she got him drunk and persuaded him to give her many more *me*, then fled to her own city before he could take them back.

She asked the hero Gilgamesh to be her lover, but he refused, pointing out that she had had many lovers before and they had fared badly. Furious, she persuaded An to send the great Bull of Heaven to attack Gilgamesh's kingdom.

Aegis

- Passion (+ around people experiencing strong emotions, like at a rock concert; - where there's little emotion, eg a science lab, monastery or library)

Required Powers

- Control Emotions* (mainly love, lust, anger)

Qualities

- Strength, Agility, Presence, Archery, Intimidation, Socialising, Attractive

Optional Powers

- Extra Aegis (an hour of the equivalent of positive Aegis at dusk and dawn)
- Fertility*
- Fury*

Vulnerabilities

- Ambition - faced with opportunities to gain more power or status, your principles, judgment and composure may be eroded.
- Temper - you find it hard to keep your cool, especially when being insulted or challenged.
- Unstable - you are prone to vicious mood swings, and sometimes cave in dramatically to mundane or supernatural attempts to alter your disposition.

Marduk

("Calf of the sun".) Originally an agricultural god representing the fertilising action of the waters, carrying a spade or pick-axe, he became the tutelary god of the city of Babylon and took over the roles of other deities in its mythology. Marduk was the eldest son of Ea (Enki). He was powerful and proud, with a piercing stare. He had four eyes and four ears, and fire came out of his mouth when he spoke. He was skilled in magic.

His grandfather Anu made the four winds as toys for the young Marduk to play with, but they stirred up Tiamat (the ocean). Later on when she attacked the gods in revenge for the slaying of Apsu only Marduk was willing to confront her - on condition that he was invested with supreme authority by the other gods, including the right to set the fates of men. He gathered weapons and rode out in a storm chariot pulled by tireless, poison-toothed steeds. He caught Tiamat in a net, and loosed winds that held her mouth open so he could shoot in an arrow, splitting her heart. He defeated her followers and recovered the Tablet of Destinies. Then he used the various parts of Tiamat's body to make the sky, rivers, mountains, and so on; regulated the passage of time;

made humans to work for the gods; and generally ordered the universe single-handedly.

From then on Marduk ruled the gods, a firm lawgiver and judge whose wrath could not be resisted. When evil spirits and some of the gods conspired to eclipse the moon god Sin (Nanna) only Marduk was able to save him, putting the conspirators to flight.

Aegis

- Rulership (+ when there's a body of people to lead; - when on your own with no people nearby)

Required Powers

- Super-Presence*

Qualities

- Strength, Wisdom, Ingenuity, Awareness, Intimidation, Leadership

Optional Powers

- Blast of Wind
- Creation* (ceiling Good)
- Master of Weapons* (ceiling Good)
- Sorcery* (ceiling Good)

Tablet of Destinies

- Alter Properties*

Vulnerabilities

- Extra Eyes/Ears - you have an extra pair of the appropriate organs, which you'd better believe is a Meta marker affecting social interactions.
- Fiery Speech - flames come out your mouth when you speak, especially when you're emotional. It's another social Meta marker. The flames' low intensity and range make them unsuitable as weapons, but they can light cigarettes and spoil furniture.
- Overbearing - you naturally attempt to lead in any situation, and find it hard to deal with dissent. Can target judgment and social Qualities when you need to work under orders or in a team.
- Too Brave - when faced with a dangerous challenge this targets your judgment.

Nanna

(Sumerian Nanna, Babylonian Sin) The god of the Moon, first son of Enlil and father of Utu (the Sun), Ishtar (the planet Venus) and Nusku, god of fire. His epithets included "Shining Boat of Heaven", "he whose ascent is radiant" and "he whose deep heart no god can penetrate". He was revered as an ancient and wise god, lord of destiny and a judge of heaven and earth.

Nanna appeared as an old man with a long, deep blue beard, and usually wore a turban. His symbol was the crescent. He travelled the night sky in a boat each night, and rested in the underworld each month,

there decreeing the fate of the dead. By illuminating the night he became the enemy of evildoers who used it to cover their deeds. The regular transformations of the Moon's phases lent him a certain mystery. He was responsible for measuring time. The other gods consulted him for his wisdom.

Nanna was born while his parents were exiled in the underworld, and they were only able to leave it because his mother had three more children who took their places. In one story he made a boat journey from his city of Ur to Nippur, stopping at five cities on the way, to bring gifts to Enlil and plead for Ur to be prosperous and safe from flooding. In a

Babylonian tale evil spirits, tired of Sin's light exposing their wrongdoings, persuaded Shamash, Ishtar and Adad (Utu, Inanna and Ishkur) to eclipse him. Marduk overcame the wrongdoers and put them to flight.

Aegis

- Night (+ during the night, neutral at dawn and twilight, - during the day)

Required Powers

- Super-Wisdom*

Qualities

- Awareness, Pilot Boat, Night Vision



Optional Powers

- **Destiny of Days** - like *Blessing* or *Curse*, but instead of affecting a single target for everything it affects a fixed area (from Rank) for a particular type of activity like swimming or fighting demons. Everyone in the effect bubble is affected by the *Blessing* or *Curse*, and it lasts until the next sunrise. Once established, you cannot appoint a contrary destiny for the same area at the same time. (It's suggested that you give it Limitation: Cannot be cancelled prematurely.)
- **Light****
- **Mystery** - you have super-scale resistance to attempts to discover information about you directly by mundane or supernatural means: your thoughts, emotions, fate, etc. It doesn't affect straightforward stealth, surveillance or any paper trail you might leave.
- **See Righteousness*** (ceiling Good)
- **Time Sense***
- **Time Distort***

Flying boat (could be applied to most vehicles)

- **Flight*** (ceiling Good)

Vulnerabilities

- **Blue Hair** - all your head, facial and body hair is a deep blue, acting as a Meta marker and potentially affecting social interactions.
- **Glowing** - your body has a faint glow, particularly noticeable in the dark. It's triggered when you're attempting to remain unnoticed, and targets appropriate Qualities.
- **Signs of Age** - you appear to be an older person and will probably be treated accordingly, though there are no health effects.

Nergal

God of disease, battle, the desert and the destructive power of the sun; a son of Enlil, and bearer of the title "lord who prowls by night"; also known as Erra.

The queen of the underworld, Ereshkigal, demanded his presence to explain why he hadn't shown the proper respect by standing in the presence of her messenger. The gods agreed that he should go, and provided fourteen sickness demons as an escort. The

demons took control of the seven gates of the netherworld, and Nergal dragged Ereshkigal from her throne by the hair. She only stopped him killing her by offering to make him her consort, after which they ruled together. (In a later version Nergal visited due to a fascination with death. He was tempted by Ereshkigal and they made love for seven days. Nergal escaped, but Ereshkigal begged the gods to return him. Eventually they were reunited.)

An and Earth created the Sebitti, seven warrior gods or demons with fearsome and lethal destinies, and put them at Nergal's command to aid in killing noisy, over-populous people and animals. They appeared in the sky as the Pleiades.

Aegis

- **Blight** (+ where people are ill or injured; - where people are in excellent health)

Required Powers

- **Control Disease***

Qualities

- **Strength, Presence, Unarmed Fighting, Sword Fighting, Knife Fighting, Intimidation**

Optional Powers

- **Call Heat** - makes it hotter in the nearby area. This can only be normal scale.
- **Summon Minions**: the Sebitti - powerful, red-eyed men with ancient gear and weapons, usually swords and spears. Good [+2] Warrior, Good [+2] Strength, Good [+2] Fierce, Good [+2] Immunity to Disease*, Good [+2] Immunity to Fear*.
- **Sun Immunity*** (full against light attacks, MOD against heat)
- **Underworld Sense***

Vulnerabilities

- **Fascination with Death** - you are easily distracted by death and its trappings, targeting Qualities of focus and attention.
- **Shadow Companions** - extra humanoid shadows with no natural cause tend to appear in your vicinity, especially if you're emotional; sometimes accompanied by a rustling sound. This is an unsettling Meta marker that can affect social situations or attempts to keep a low profile.

- Signs of Disease - you appear to be ill, with seriousness according to Rank. It doesn't actually harm or inconvenience you, but will affect social interactions.

Ninurta

Also called Ningirsu; the son of Enlil. His name means "lord of the earth", and he was also called "lord of the ploughland". He was the god of war and hunting, the champion of the gods. He was also connected with irrigation and herds - "the god of fields and canals, who brings fertility". Ninurta's weapon was a mace called Sharur, with the power to move and communicate on its own, acting as a messenger allowing him to get advice from other gods. He also used a bow and a spear.

Ninurta was involved in a battle with the forces of nature, either because the mountain rocks and plants rose in rebellion against the plains or because his warlike nature provoked them to attack him. They were led by the Azag, a fierce warrior stone that crushed animals and people and attacked with landslides. Ninurta defeated it by weakening it with a rainstorm so he could thrust in his spear. After the battle he used the rocks he'd conquered to channel watercourses or gave them ignoble qualities like crumbling easily or serving in menial tasks. He blessed the stones that had aided him, assigning them noble uses and making them into the precious gems.

In another story the Anzu or Zu storm-bird (which was either a big monster or a half-man, half-bird) stole the Tablet of Destinies from the gods and Ninurta recovered it.

Aegis

- Battle (+ where other people are fighting; - in places of peace and contemplation)

Required Powers

- Master of Weapons*

Qualities

- Strength, Agility, Endurance, Presence, Construction, Unarmed Fighting, Intimidation

Optional Powers

- Conqueror of Stones - can mimic Alter Properties* or Warding*, but working only on unrefined minerals.
- Control Water* (ceiling Good)
- Fertility* (ceiling Good)

Mace - Sharur ("Smasher of Thousands")

- Flight* (ceiling Good)
- Intelligence*

Vulnerabilities

- Lust for Battle - faced with an opportunity for physical conflict where a more thoughtful approach might be best, your judgment and composure get targeted.
- Stone Resentment - unrefined minerals act to cause you harm, within normal natural laws - eg a falling slab targets you, a rock shifts underfoot. This is triggered at important junctures when you're near such materials, and could be treated as a general debilitation or target whichever Qualities are appropriate.
- Stream in the Mountains - unrefined minerals nearby trickle with water, especially if you become emotional. A bit of a Meta marker.

Tiamat

The personification of the saltwater ocean and the original chaos of the universe in the Babylonian stories. She was conceived as a kind of dragon, with a horrible and terrifying appearance. Angered by the slaying of Apsu, she gave birth to monsters to fight the younger gods, including enormous serpents, terrible dragons with glittering scales, tempest-monsters, savage dogs, scorpion-men, hurricanes, fish-men and rams. Only Marduk dared to face Tiamat: he loosed winds that held her mouth open so he could shoot in an arrow to kill her. Then he cut up her body to make the world. Despite her monstrous features she was not "evil" as such but representative of the old way of things that had to be conquered to make the gods' new order.

Aegis

- Sea (+ in, on or beside salt water; - in a dry place like a desert or far inland)

Required Powers

- Warp Creature - you can change animals or people into monsters, usually by altering their size or giving them features of other animals. These creatures are generally loyal to you, though some might be unruly or have their own agenda (you can add MOD for leadership/control if necessary). Mechanically, it works like a version of Super-Sidekick that you add on to the base creature: (TN - 1) MOD points of Qualities, [MOD] MOD points of powers (Av = 1), one Poor [-2] Weakness. (The powers can convert to Quality Ranks instead if you like.) The default applies to one target at a time, but you can apply the same change to extra targets for downshifts as usual. It's normally temporary, lasting [Rank] Duration, but you can Stunt a permanent change (normally investing some number of HP) - the GM should decide whether PCs are exempt from this!

Qualities

- Strength, Endurance, Ingenuity, Presence, Intimidation, Armour (scales), Claws, Shocking Appearance, Size* - Large

Optional Powers

- Aquatic*
- Regeneration (ceiling Good)
- Universal Energy*

Vulnerabilities

- Scaly Skin - a Meta marker that can affect social situations.
- Scary - people are uncomfortable around you - targets social Qualities for friendly socialising.
- Vulnerable to Air (wind-type powers)

Utu

(Sumerian Utu, Babylonian Shamash) The god of the Sun and justice, son of Nanna, "Judge of the Heavens and the Earth". Each morning a great door guarded by scorpion-men in the Mountain of the East opened to let his chariot cross the sky. Each evening he entered a door in the Mountain of the West, and during the night travelled back through the

underworld ready to emerge the next morning. Utu saw all that happened during the day, sitting in judgment and driving away shadows with his light. He was also the god of divination, and oracles called on him. Utu was often shown seated on a throne, with luminous rays springing from his shoulders, holding a saw knife. He was characterised as vigorous and brave. His main appearance is in the story of Gilgamesh.

Aegis

- Day (+ during the day, neutral at dawn and twilight, - during the night)

Required Powers

- Light**

Qualities

- Strength, Wisdom, Presence, Awareness, Drive Chariot, Law

Optional Powers

- Distance Vision - super scale for seeing things far away.
- Master of Discernment* (perceiving the truth, eg in spoken or written accounts)
- Precognition*
- See Righteousness*
- Sun Immunity* (full against light attacks, MOD against heat)

Flying chariot (could apply to most vehicles)

- Flight* (ceiling Good)

Vulnerabilities

- Glowing - your body has a faint glow, particularly noticeable in the dark. It's triggered when you're attempting to remain unnoticed, and targets appropriate Qualities.
- Judge's Curse - tied to See Righteousness - that power is on at a basic level all the time, and you can't avoid seeing people's basic characters. This is triggered in situations where you need to display friendliness, trust, etc and targets appropriate Qualities.
- Lawful - triggered if you deliberately embark on actions against the letter of the law, tending to evoke hesitation and doubt.

TIAMAT MUTATIONS

The Tiamat programme's *Warp Creature* power gives you another source of metahuman individuals and other weirdness. Even if a Meta imbued by Tiamat doesn't show up at all - or at any rate not till late on in the story - you can use their existence as an excuse to throw in all sorts of freakiness. For instance it's rumoured that the *Old Guard*, a group of embittered former nobles in Britain (see LWTJ's *Legendary Earth* gazetteer) includes a Lady with this power, who provides mutations from animalistic henchmen to giant spiders.

Here are a couple of outline examples. They assume an effective Rank of Good [+2] *Warp Creature* - so 2 MOD points of powers and 8 MOD points of Qualities - added to minion-level characters.

GARRICK

He's been turned into a black-furred creature like a cat-human hybrid. He might be a good choice for patrolling a wood or garden, especially at night.

Qualities: Good [+2] Enforcer, Good [+2] Athletics; Good [+2] Strength, Good [+2] Claws, Good [+2] Night Vision, Good [+2] Shadow Camouflage; Poor [-2] Loyal to Organisation, Poor [-2] Hated by Canines

Powers: Average [0] Super-Agility*, Average [0] Super-Awareness*

LEATHERJACKET

Whoever he used to be is mostly left behind now. A weird blend of man and insect, he has a minor reputation in the metahuman community - usually found committing petty crimes or serving some more powerful figure (usually through theft or assassination).

Qualities: Good [+2] Thief, Good [+2] Awareness; Good [+2] Strength, Good [+2] Agility, Good [+2] Endurance, Good [+2] Quick Reactions; Poor [-2] Lack of Empathy (not much feeling for his fellow man even before the change; as well as losing bits of his personal life he's not good at "reading" people), Poor [-2] Inhuman Appearance

Powers: Average [0] Wall Crawling, Average [0] Super-Armour (carapace)

You might try making characters that are rounded out a bit more for more capable opponents.

You could even try this as a basis for an unusual player character! Better to be on par with other PCs, so do normal character creation but require at least half the power points to be converted to Qualities; don't use the god/hero/monster categories or the programmes, but pick freely, aiming for an animal/monster sort of theme; and take a second Weakness related to the altered form. Whoever caused the mutation in the first place is likely to be an important figure in the character's story, and you might want to reflect that with Qualities.

HEROES

Enkidu

He was a wild man created by the gods to be a peer of Gilgamesh, and his story is mostly contained in that programme. Even after he lost his innocence and his special relationship with animals, Enkidu knew their ways and was familiar with the paths of desert and forest.

Required Powers

- Animal Connection* (Meta-power version)

Qualities

- Strength, Endurance, Awareness, Athletics, Unarmed Fighting, Natural History, Stealth, Survival

Optional Powers

- Super-Strength* (ceiling Good)

Vulnerabilities

- Friend of Beasts - triggered if you harm animals or allow them to come to harm.
- Uncouth - targets appropriate Qualities in situations demanding politeness and etiquette or presenting a cultured appearance.
- Vulnerable to Disease



Gilgamesh

He was the hero of the first known epic poem, dating from around 1600BCE though the story was much older, and based on a historical king.

Gilgamesh was a priest-king of the city of Uruk or Erech, son of the hero Lugalbanda and the goddess Ninsun, two-thirds god and one-third man. He was of great stature, and a powerful warrior. He was also an insatiable womaniser, which led the people to beg the gods for a rival to occupy Gilgamesh's energies so he would leave the women alone. So was created the wild man Enkidu, who lived with the wild beasts and protected them. The hunters complained that he

was sabotaging their traps and pits. Gilgamesh sent a prostitute to seduce Enkidu. Once he'd slept with her the animals turned away from him, but she introduced him to the benefits of civilisation in Uruk. On hearing of Gilgamesh's improprieties Enkidu challenged him, and their wrestling match shook the city - but the two became great friends as a result. They had a number of adventures including killing the monster Huwawa, who had been set to guard the forest by Enlil.

Gilgamesh refused the advances of Inanna/Ishtar, citing the misfortune of her previous lovers. In a rage she sent the Bull of Heaven, whose mere snorts opened chasms that swallowed hundreds of men, but the two heroes killed it. Enkidu ripped off one of its legs and flung it at Inanna, and Gilgamesh had its horns set above his bed as a trophy. The gods decreed that they must be punished for their affronts, and sent an illness that killed Enkidu.

Gilgamesh was overcome by grief and the fear of death. He embarked on a quest for the secret of immortality, seeking his ancestor Ut-napishti and his wife who had survived the great flood, the only humans ever to be granted immortality. Passing a number of obstacles including a poisonous sea he found Ut-napishti, who told him the story of the flood and set a test. If Gilgamesh wanted to conquer death, let him first try to go without sleep for six days and seven nights. Gilgamesh failed, and Ut-napishti explained that immortality simply wasn't available to humans. Taking pity, he told Gilgamesh of a plant growing at the bottom of the sea that would at least restore his youth. Gilgamesh got the plant, but on the way home a snake stole it while he was bathing (which is why snakes shed their skins). He finally resigned himself to mortality and spent his remaining years making his city beautiful.

Required Powers

- Super-Strength (ceiling Good)

Qualities

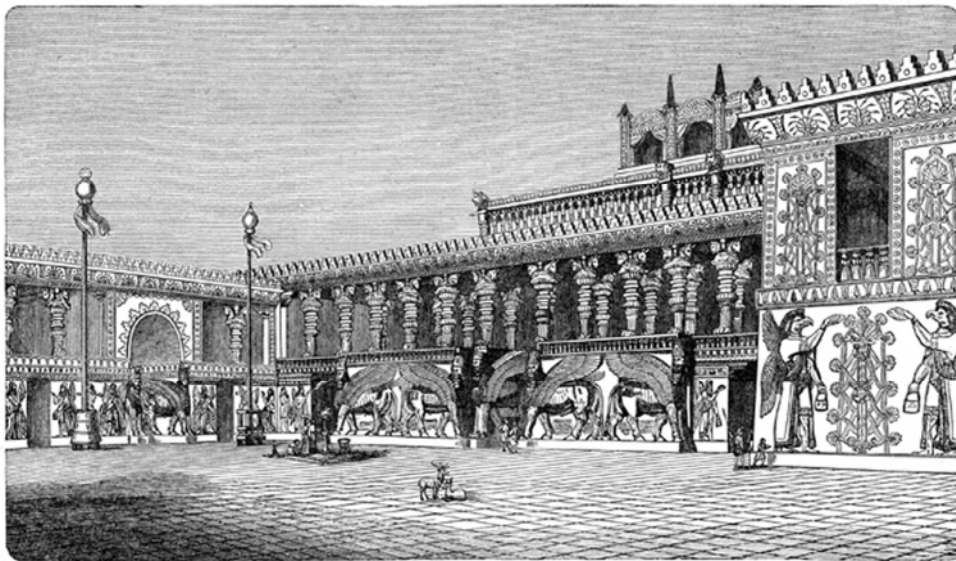
- Endurance, Presence, Athletics, Unarmed Fighting, Sword Fighting, Leadership

Optional Powers

- Fury*

Vulnerabilities

- Lust - targets your judgment and willpower when you're the target of a seduction attempt or want to resist approaching someone attractive.
- Mortality - vulnerable to death-based powers.
- Too Brave - when faced with a dangerous challenge this targets your judgment.



MONSTERS

Anzu

This great storm-bird (also known as Zu and Imdugud) was formed by a union of floodwater and the earth of the mountains, and in the mountains it made its nest. It was a strange mixture: it had the wings and talons of an eagle and the face and paws of a lion, with a beak like a saw. Its hide was like eleven coats of mail. It was also represented in art as a half-man, half-bird figure.

Enlil enlisted Anzu as a servant, to guard his bath chamber, but the creature grew to covet the power in the Tablet of Destinies and stole it while Enlil was bathing, fleeing to the mountains. Several gods were asked to go and kill him and retrieve the Tablet, but they were afraid of the ultimate power it gave him: "He has only to command, and whoever he curses turns to clay!" Eventually Ninurta took on the task. It did not go well at first: Anzu used the Tablet to stop the arrows hitting him. But Ninurta sent his mace Sharur to get advice from Ea, and this enabled him to win.

Instead of imbuing a human, maybe the Anzu could imbue a bird. You should then allow it to buy levels of size, and possibly Intelligence.*

Required Powers

- Flight* (usually winged)

Qualities

- Strength, Presence, Unarmed Fighting, Geophysics, Intimidation, Subterfuge, Claws and Beak

Optional Powers

- Control Weather* (ceiling Good)
- Super-Armour
- Super-Sense: Distance Vision

Tablet of Destinies

- Alter Properties* (ceiling Good)

Vulnerabilities

- Animal Visage - a strange mixture - your head resembles that of a lion, with the eyes and beak of an eagle. This is a social Meta marker.
- Lust for Power - faced with an opportunity to gain power, this targets your principles and self-discipline.
- Wings - a pretty obvious Meta marker.

Arallu demons

These were the evil genii or *utukku* that came from the underworld, also known as *galla* demons (named after officials like police). They spread disease, inspired criminal acts, stirred disunion and threatened flocks. They were relentless hunters, could not be appeased and had no respect for the gods - the only way for mortals to get rid of them was by incantations.

Their appearance varied, but was always terrifying - for instance a human with a horned lion's head and clawed feet. They did not have human needs for things like food and drink, nor human emotions; they did not take wives nor beget children. They often lived in holes in the ground, caves or ruins.

Required Powers

- Implacable - Immunity* to emotional control and persuasion.

Qualities

- Strength, Agility, Endurance, Presence, Awareness, Unarmed Fighting, Intimidation, Stealth, Survival, Claws (possibly others like Horns or Teeth)

Optional Powers

- Control Disease*
- Control Emotion* (jealousy, anger, greed) (ceiling Good)

- Super-Endurance* (ceiling Good)
- Underworld Sense*
- Unliving*

Vulnerabilities

- Alien - the suppression of human drives and feelings makes it hard to engage with things emotionally, eg most socialising, enjoying art, romance. Targets appropriate Qualities in such situations.
- Unearthly Appearance - you have taken on animal-like features (make up a description, extent linked to Rank). This is a clear social Meta marker.
- Vulnerable to Incantations - you are weakened by powers designed to ward off demons.

Azag

The Azag was a stone, a fierce warrior that led a rebellion by the mountain rocks and plants against the plains. It crushed forests, animals and people, and attacked with landslides and walls of rock. The warrior god Ninurta defeated it, with difficulty, and put an end to the revolt.

As well as imbuing a human, you could work out a character made by the Azag imbuing a rock, stone statue or similar. It would probably start off with some level of Body of Stone, and require bringing in stuff like Intelligence.*

Required Powers

- Body of Stone (might well be permanent rather than allowing you to switch forms - decide with your GM)

Qualities

- Presence, Unarmed Fighting

Optional Powers

- Control Earth*
- Super-Armour
- Super-Endurance*
- Super-Strength

THE SLAB

Every locality dreads the appearance of the rocky behemoth that first picked up this nickname in the early years of metagenesis. Its origins are unclear, but investigators' leading theory is that the Slab was originally David Flagg, a geophysicist who went missing while testing experimental archaeological scanning equipment. If so it seems unlikely that much of him is still in there, as the Slab seems to have childlike mentality at best - though a few people claim to have got some simple words out of it.

The creature seems to mainly want to be left alone, but at the same time to be drawn to centres of population, military bases and other places where it causes destruction without even meaning to - and much more when the local police and military attempt to stop it. It has been thought neutralised on more than one occasion - eg reduced to rubble, chemically transformed - but reappeared.

Source: Azag

Veteran

Motivation: Puny humans, leave Slab alone!

Qualities: Expert [+4] Monster (mostly fighting and intimidation), Good [+2] Earth Affinity, Good [+2] Pitiability, Good [+2] Flashes of geophysicist David Flagg; Poor [-2] Intellect

Powers: Expert [+4] Body of Stone, Good [+2] Super-Strength, Good [+2] Super-Armour, Good [+2] Vulnerability - Rock Monster

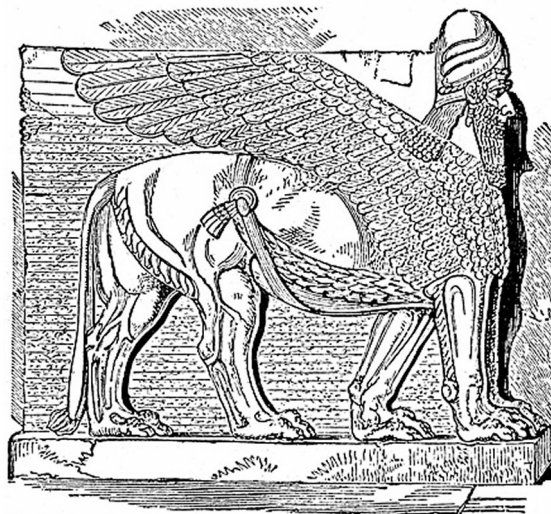
Stunts: *Burrowing* (Super-Strength Signature, probably also linked to Body of Stone; the ability to tunnel under the ground at speed similar to a motor vehicle).

Vulnerabilities

- Rock Monster - heavy disguise might let you pass as normal in some situations, but in general you're obviously not. A social Meta marker.
- Slow Thinking - targets appropriate Qualities when you need quick, lateral or imaginative thought.
- Stone Signs - when you become emotional, unrefined minerals nearby shake and tremble. A modest Meta marker.
- Unwieldy - tasks involving fine coordination or motor control are harder in rock form, eg sneaking around or manipulating delicate equipment. Targets appropriate Qualities when triggered.

Shedu/Lamassu

These are the male and female (respectively) good genii or *utukku*. They defend individuals against evil powers, carry their homage to the gods and draw down divine favour. They are usually shown as winged bulls with human heads, often installed at the gateways of palaces as guardians, or as winged humans with the heads of eagles.



Required Powers

- Flight* (wings)

Qualities

- Strength, Endurance, Presence, Awareness, Unarmed Fighting

Optional Powers

- Blessing*
- Super-Sense: Distance Vision
- Warding*

Vulnerabilities

- Eagle's Head - social Meta marker.
- Sacred Charge - you are bound to protect one specific individual, and this triggers if they suffer harm.
- Servant of the Gods - you are vulnerable to persuasion and control by someone imbued by a god of any pantheon.
- Wings - can act as a pretty obvious Meta marker and affect social interaction.

The land between the rivers

Sources from the dawn of western civilisation for your *Legends Walk* mythic supers game! This supplement contains concise descriptions and LWTJ power programmes for 17 gods, heroes and monsters from the mythology of Sumer and Babylon: gods of wind and water, love and pestilence standing against primal sea dragons and warlike rocks.

There are also notes on understanding the programmes for users of other games who want to make use of the descriptive material.

*Requires the Truth & Justice corebook and
Legends Walk - Truth & Justice Edition to play.*



LEGENDS WALK!

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