

GARY GYGAX'S



MYTHUS JOURNEYS

Articles for the Mythus Fantasy Roleplaying Game

Originally published in Journeys Magazine by GDW, Inc
remastered by R. William Morris, 2024

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INTRODUCTION

Welcome to the Journeys.

This is the next in my continued efforts to bring Dangerous Journeys and Mythus into the modern age. Contained within are the articles from Journeys Magazine, the Journal of Multidimensional Roleplaying, published by GDW from September of 1992 through May of 1993. We only got six issues of this magazine before economic pressures and continued legal battles with TSR, Inc. brought the magazine to an inglorious end. Its successor, Mythic Masters Magazine, was publishes as an e-Zine in an age when such was really only feasible in ASCII format.

This compilation document isn't a remaster of those magazines, however. Though Journeys was primarily a vehicle for supporting Dangerous Journeys, it also included content for the broader genre of "multidimensional" roleplaying games, including GURPS, Time Lords and Torg (among others). It was very similar to what we saw in the early years of Dragon magazine... TSR's games, D&D in particular, were the spotlight, but any and all RPGs might find a place in those hallowed pages. I imagine that Journeys was, in many ways, a continued effort on behalf of Gary Gygax to support not only TTRPGs that he designed, but the community and hobby as a whole. This document focuses solely on those articles from Journeys that focused on Dangerous Journeys and Mythus specifically.

I tried to avoid too many editorial changes when remastering these articles. I've made some minor corrections for spelling and grammatical errors. Where I applied actual changes to the articles (specifically handling of Avoidance), footnotes are made so as to be clear where I've deviated from the original text. I've also tried to include only the artwork that's absolutely necessary for the articles to make sense. Where possible, I've tried to credit the artists, but Journeys was never really good at associating specific art with specific artists. And, of course, I've included an Index of Major Topics at the end of this document that's meant to mirror the index from the original Mythus core book and my own Mythus Remastered document.

And, to be clear, this is a labor of love. No challenge to whoever holds the copyright to these articles is intended or implied. I'm just a hobbyist obsessed with a 30-year old TTRPG.

Please don't sue me.

- R. William Morris, March, 2024

JOURNEYS #1

Premiere Issue!

Published September, 1992

THE MYTHUS SEC BENEFITS QUESTION

Originally from GameMasters' Purview on pp. 6-8

By Gary Gygax

*Privileged information for the JourneyMaster! What's this? Something more disallowed to players? Not at all. This is by no means confidential, let alone secret. If I have the attention of players not otherwise prone to read this sort of article, however, I consider it a valuable step. Do read on, and if you find the information such that you believe your JMs would benefit from it, tell them so. The goal of this writing is to improve and enliven the many new **Dangerous Journeys** multigenre roleplaying game (MGRPG) system campaigns, and to do so it is necessary to reach the persons responsible for creating and conducting them, the JourneyMasters of the world. What is in this column, however, is in one sense privileged. It is assumed that the readers are all special, more knowledgeable, in some measure because they are readers. Therefore, what is contained herein will certainly benefit JourneyMasters, players and the latter's Heroic Personas in no small measure!*

Greetings to all of the participants in what I believe is the roleplaying game of the future! Welcome to the system which opens every conceivable vista to players and provides all the tools JourneyMasters will need to make those vistas vividly real. Before you dismiss those words as hype, remember that I have the whole of the system in mind and much of it on paper, and can foresee the end result. There is no exaggeration in what I tell you, but only time will enable us to bring the whole to you. It is complex, monumental in scope and enthralling in its application. What you have seen so far is but the proverbial tip of the iceberg. Perhaps later on I'll be able to deliver more in the way of information and facts, but for now there is something far more critical to discuss – material aimed primarily at the farsighted souls who have ventured into this multiverse as JMs.

This initial article will deal strictly with the **Mythus** fantasy roleplaying game, of course, for obvious reasons. However, JMs will be well advised to extend what is said herein to all genres, as applicable, for there are general considerations which are as valid in other times and places. Now here's what I'm talking about...

Class distinctions. The Socio-Economic Class (SEC rule system is highly important to the whole of the **Dangerous Journeys** MGRPG system, and particularly so to the **Mythus** fantasy RPG module. I did not stress this as completely as I might have in the published work.

There are two reasons for this omission: First, it would have further accentuated an admittedly touchy subject and promoted argument about how much or how little benefit the socio-economic class background might actually bestow upon the HP (and in that read the player's SEC tool!). Second, to reflect my own opinions requires the granting of additional Knowledge/Skill (K/S) Areas and STEEP points; and once that door is opened up to the casual reader/game system

SEC Advantages/Disadvantages

SEC Level	Add'l Foreign Language	Other STEEP	K/S @ 5 Add'l Special Connections	STEOP per K/S	Add'l STEEP @1 per K/S	Add'l Quirk
9	1	4	3	+9	--	
8	1	3	2	+8	--	
7	--	2	1	+7	--	
6	--	1	--	+6	--	
5	--	--	--	--	--	
4	--	--	1	-2	1	
3	--	--	2	-4	2	
2	--	-1	3	-6	3	
1	1	-2	4	-8	4	

participant, there would be virtually no end to allowing more and more of this sort of thing, and tremendous abuse would arise as the proverbial camel entered the tent. So I kept that head out, as it were. But for those able to control things, I now provide the basis for a more accurate reflection of the SEC in relation to the Heroic Persona (HP).

A moment's consideration will make it evident that the more advantaged members of a society, those higher on the socio-economic ladder, will by and large have more opportunities and better education. That is, from birth they are exposed to the finer things, culture outside the immediate area, wider range of experiences and early education (upbringing). Later they will have more and better education, learn a foreign

language early on, be introduced to relatively important people and enter society at a level commensurate with their background. Contrarily, those near the bottom of the scale will have less of these benefits, but there is one game-related bright spot. They will probably have certain connections (as “Good Ol’ Boys” or “Homies”), likely know a second language (because it is spoken at home) and might have “quirks” which aid them in their environment. Thus, it is possible to award something to assist the lower SEC range even as we take away from these ranks and add to those higher up.

SEC Advantages and Disadvantages

Now it is time to stop dealing in generalities and get down to game specifics. Working from the highest SEC downward, here is what can be done by the JourneyMaster to reflect the realities of virtually any society. The SEC Advantages/Disadvantages Table encapsulates the advantages and disadvantages.

If the group elects to institute this optional SEC adjustment, then here is how it works. As each player develops his or her Heroic Persona, the SEC Level of the HP will affect the portions of that persona noted on the table above. That is, adjustments will be made in one or more of the statistics as hereafter explained.

Additional Foreign Language

The exact language gained should be determined by the JM, as appropriate to the player’s HP Profile, the game genre and the campaign milieu. For the upper SECs, the STEEP will be that of the Class Level – i.e., 9 STEEP at SEC Level 9, 8 STEEP at 8, etc. For the lowest two, the STEEP will be 2D10+5 minus SEC Level.

Other Knowledge/Skill Areas at 5 STEEP Points per Area

Again, the JM will determine which Knowledge/Skill Areas the persona can pick up due to SEC Level, based on the Profile, genre and campaign. HPs are thus benefited by having a smattering of knowledge in more K/S Areas, a reflection of the advantages of their level.

Additional Special Connections

This is simply a matter of using the table or allowing the player to decide later when the Heroic Persona will make a Special Connection. Naturally, the JourneyMaster might find it reasonable to take a hand in the matter by personally determining such connections, creating special lists of them for this addition and so forth.

Additional STEEP Points at 1 per Knowledge/Skill Area

The added points of STEEP must be broadly distributed in that only 1 point may be awarded to any single K/S Area. This prevents too great a disparity amongst beginning Heroic Personas, but adequately and reasonably reflects SEC effects. Although the header of the column doesn’t reflect it, there is

also a penalty in STEEP for the lower ranks, albeit not a very great one. Again, only 1 point may be taken from a single K/S Area.

Additional Quirks

This means exactly what it says. Those Heroic Person as not blessed by high SEC have the benefit of extra Quirks. If the JourneyMaster keeps these added Quirks on the relatively moderate side and makes sure they aren’t too powerful, then no Counter-Quirks are necessary. To this end I have included some new Quirks and a system for their operation so as to obviate the need of the Counter-Quirks being placed into the makeup of the Heroic Persona.

Special Quirks

The basic operation of any of these Special Quirks is a K/S-type roll. The percentage chance for successful operation is determined at the outset. There are two different methods of finding the chance of successful operation, depending on the Special Quirk. In some, the chance is found by taking the appropriate TRAIT score, dividing it in half, then adding the results of the roll of 1D10 minus SEC Level, negatives counting (that is, a score of 1, minus SEC Level 3, means the player must deduct 2 from the HP’s percentage chance). In the second case, the JM supervises the concerned player, the latter making an initial D% roll. If this roll is under 30, the result is modified upward by adding points equal to 40 minus (10x SEC Level) – i.e., -30 at SEC 1, -20 at SEC 2 or -10 at SEC 3. If the result is over 70, the result is modified downward by the same method. In effect, we thus modify the curve to get a higher cluster near the medial point of 50% likelihood of success.

Once the percentage chance of success of any Special Quirk is known, it doesn’t normally change. No Difficulty Rating is usually placed on their operation, but JourneyMasters might wish to adjust things from time to time for special circumstances. JourneyMasters might also wish to take into account related K/S Areas, if any, when determining the use and number needed to succeed in employment of a Special Quirk. Whenever the Special Quirk is put into play by the player on behalf of the HP, it is simply a matter of rolling the D% dice (with such adjustments as the JM deems appropriate, as mentioned previously) to see if the attempt succeeds or fails. Results of success are given in the descriptions of the Special Quirks hereafter.

Blarney (Rap)

Use the first method for chance of success; this is based on the Spiritual TRAIT. Any one may be used at intervals of one game hour, as long as individuals concerned are generally different from those last faced. In this case we have four separate Special Quirks:

Funny Stories & Entertaining: A crowd of people (or like beings) able to hear and understand such HPs will be kept amused and generally friendly if this Special Quirk functions successfully. After an Action Turn or so, such HPs can cease,

and the listeners will be generally disposed to let the persona go without molestation.

Men: An audience of men (or like-gender similar beings) able to hear and understand the HP will be interested in what the HP has to say and so remain generally friendly if this Special Quirk functions successfully. After an Action Turn or so, such HPs can cease, and the listeners will be generally disposed to let the personas go without molestation. A single individual might be won to special friendliness by successful use of this ability.

Petty Officials: One to three such individuals (guards, police, clerks, etc.) can be convinced of something generally reasonable and not too unlikely by the HP, if this Special Quirk functions successfully. The persona should then move away quickly, for the effect won't last too long, in all probability!

Women: An audience of women (or like-gender similar beings) able to hear and understand the HP will be interested in what the HP has to say, and so remain generally friendly if this Special Quirk functions successfully. After an Action Turn or so, such HPs can cease, and the listeners will be generally disposed to let the personas go without molestation. A single individual might be won to special friendliness by successful use of this ability.

Connecting

This is based on Spiritual TRAIT. Its function can be attempted once per game day. Success enables the individual to establish a short-term, one-time Special Connection with an appropriate selected individual. Those more than one place above SEC Level will not be affected by this Special Quirk, but there is no downward limit.

Language Ability

Didn't Sir Richard Burton speak no fewer than 23 different languages fluently? Use the Mental TRAIT for finding operational percentage chance. Its function can be tried once on any new accent, dialect or language heard for an extensive period (one or more hours/days/weeks). Failure means that there is no chance of ever getting/speaking the accent/dialect/language in question. The limit of possible accents/dialects/languages gained is the average of Mental Reasoning and Mnemonic Capacity. In this case, we have three separate Special Quirks:

Accents: Such HPs are able to perfectly accent their speech to suit the desired accent if the Special Quirk functions successfully. Note that this is not actually speaking a previously unknown dialect or language, but the mimicking of unusual, regional or local speech sounds and patterns of a known language.

Dialects: The HP is able to employ a dialect of a known language, even though it is actually almost a different one than that of the known language, if the Special Quirk functions successfully. However, the individual must know the root

language of the dialect to enable the learning of one of its dialects. Ability conferred in gaining the dialect is equal to that of the root language.

Languages: The HP is able to learn to speak the language in question if the Special Quirk functions successfully. The STEEP conferred will be equal to the HP's Mental Mnemonic Power (MMPow). If full capacity (reading and writing) are to be added, the HP must purchase these abilities at the cost of 1 AP/G per speaking STEEP ability (MMPow), and all must be purchased at once. A week is required after purchase to command reading and writing facilities.

Gimmicks

The second method, adjusting an initial D% roll, is used to find the chance of successful operation of this Special Quirk. This Special Quirk can be used only once per game week. If it operates successfully, such HPs can cobble together some little thing that will serve to rig up something or get them out of a scrape or difficulty. Examples are: (1) A gadget to cheat or foil cheating at some mechanical gambling device; (2) a mechanical device or alteration to a machine or apparatus, so as to temporarily bypass checks or improve operation or performance; or (3) something useful to such individuals to get past, into or through something, viz. a Gimmick to convince an attendant that the HP (and associates) are really inspectors.

Lucky

This is based on Spiritual TRAIT. Its function can be attempted once per game week. The operation is limited to small sorts of things, and anything truly important will not be affected by this Special Quirk. There are three Special Quirks considered under this heading:

Chances & Drawings: Such personas are able to enter their name or take a chance in drawings for small things or relatively petty prizes, and win if they roll successfully. As a rule of thumb, the JM might reduce success chance by one for every 10 people involved beyond 100 (this will, of course, mitigate against winning larger prizes and sums ri cash).

Finding: Such personas are able to find – as a lost, discarded or unwanted item – some small thing or sum they need at the time, if the roll for this Special Quirk succeeds. Thus, a persona might gain a key, a sum of cash equal to a couple of day's average earnings for an average person, a tool or an instrument needed, and so forth.

Tight Situations: In a threatening situation of minor sort, such an HP will be able to find a means of escape. If it operates successfully, the Special Quirk will provide a distraction, open door or other means not dissimilar to the Finding Special Quirk above, to enable the persona to slip out of trouble.

Nondescript

This is based on Spiritual TRAIT. Its function can be attempted once per game day. By employing this Special Quirk, individual personas will seem normal and unremarkable to all those in a general area who might otherwise observe and remember them. As a rule of thumb, this will operate for about a half-hour, affect 100 individuals or continue for one mile's travelling distance.

Perfect Pitch

This is based on Physical TRAIT. The obvious use is to know the quality of sound (music) and be able to match it with voice, whistling or instrument. It can, however, also be used once per day to imitate sounds of a natural sort of those emanating from a device, within the range of sound possible for a normal human. Thus, beeps, twitters, etc. can be imitated. This might enable one to activate some mechanism, for instance, which would otherwise not function for the persona. Operation requires a successful roll, of course.

Physical Burst

This is based on Physical TRAIT. It increases potential by 50% (round down) and can be used once per week. After successful employment of this Special Quirk, the Heroic Persona must rest for one hour or else suffer Physical Damage equal to the number of additional points of Speed or Strength (see below) gained by its use. There are two cases of this Special Quirk:

Speed: This applies to Physical Muscular and Neural Speed. If it functions successfully, such individuals will have the greater ability for as many Combat Turns as they have points of Physical Muscular and Neural Capacity ATTRIBUTES, divided by 2. Thus, they could run faster, move faster and so on.

Strength: This applies to Physical Muscular and Neural Strength. If it functions successfully, such personas will have the greater ability for as many Combat Turns as they have points of Physical Muscular and Neural Capacity

ATTRIBUTES, divided by 2. Thus, they could hit harder, lift more, etc.

Rapid Reading

This is based on Mental TRAIT. It enables the persona to scan a surface equal to a normal page in one Combat Turn so as to see all that is thereon, including words, pictures, drawings, maps, charts, etc., if the K/S check roll for the ability succeeds. Note, however, that recall of the material is based on MMPow; the JM will assign a DR to the material in question, and a second K/S roll will then have to be made for success in remembering what was gained through this Special Quirk. Thus, recalling a page of simple material might be "Easy", several pages "Hard", and many pages "Hard" or even "Difficult." A sketch map might be "Moderate", and a highly detailed, small-scale map "Extreme," to accurately reflect all material thereon. However, it can be employed as frequently as the player desires. Remember, the JM will make the DR more difficult as volume or complexity or unfamiliarity of material increases.

Rhyming

This is based on Spiritual TRAIT. This Special Quirk can be used as frequently as desired, with a "rest" of one or more Action Turns between attempts. If it operates successfully, the HP can make up rhymes, doggerel, song lyrics and the like on the spur of the moment.

A roll of 2D10 will indicate the number of couplets, quatrains or stanzas of about eight lines (JM's option) the persona will be able to make before the Special Quirk ceases functioning. "Rapping" is an example of the sort of rhyming generally enabled by this ability.

This brings us the end of this first sally through the many portals of the **Dangerous Journeys** system. Next issue we'll try another door and see what is to be learned by the exploration. Interested in Magick? Be here!

ANY PORT IN A STORM

Originally from pp. 12-13

by Lester Smith

This adventure is intended as a one-session adjunct to your normal campaign. Toss it in sometime when your Heroic Personas are travelling overland through wilderness. You can set the encounter wherever you like, but because it involves the ruins of a monastery; it would be most appropriate someplace in Æropa, the Middle East, Azir, or northern Afrik.

Just make sure to place it in an area that the HPs are not native to, however, so that its history will be unknown to them.

Background

Five hundred years ago, a full-fledged monastery – with a church, dormitories, kitchens, bake houses, brew houses, guest

houses, infirmary, baths, fowl houses, granary, workshops, mill, hospice, stables, kennels, sheepfold, servant's houses, cloister yard, gardens, orchards, and cemetery – stood here in the wilderness. But for some reason now centuries forgotten, a bandit lord took exception to the monks cloistered there, and pillaged the monastery. Since that time, all that has remained standing are two of the original buildings – the house for distinguished guests, and the other its attendant kitchen, bake, and brew house. During those years, these two buildings have served as a hermitage for a few adherents to the original monastery's order. But recently (mere days before the HPs

arrive), the ruins were raided once again, this time from underground! A hideous race of

Subterranean antmen broke through the ground by night and set upon the dozen hermits dwelling here, dragging them into their underground warrens, to be used as slaves... and food!

Adventure Introduction

(If your HPs act fairly predictably, the course of this adventure will flow as described below. If they do not – and every JM knows that HPs are full of surprises – you can improvise, based upon the general situation and the desires of the “False Monks.”)

While travelling through wilderland regions foreign to them, the Heroic Personas are caught outside toward evening with a severe thunderstorm threatening. But in the near distance, they can see a set of ruins, with two shabby buildings remaining standing, and with ragged garden plots evident here and there, as well. Here, then, is welcome shelter for the night.

As the HPs approach or hail the buildings, a trio of rather short, stooped figures in loose monk’s robes exit the larger building (the old guest house) and stand, waiting, at its door. (The antmen have sensed the HPs coming, and have prepared for their arrival, as you’ll see.) Their heads are humbly bowed within voluminous hoods, the robes cover their bodies completely to the ground, and long sleeves cover their hands. One of the figures waves a slow welcome and beckons the HPs nearer. If they call out or ask questions, he hesitates, then says in a raspy voice, “We have taken a vow of silence, which you are forcing me to break. Ask no more, but thankfully accept our hospitality.” (This antman is using a very short duration Special Casting Charm to imitate the human speech of the local language. He can make utterances of no more than 3 CTs duration each time the Charm is cast, and must spend a CT casting the Charm each time he wants to speak.)

When the HPs reach the front of the building, they smell a heavy incense wafting from its open doorway. For a moment, the horses are skittish, but then they calm. (The incense covers the antmen’s alien odor.) One “monk” heads silently toward the bake house; the others hold the horses’ bridles while the HPs dismount (grasping the bridles through the cloth of their sleeves, without letting their “hands” show), then lead the

horses into the building, taking them through to the stables. The HPs are left to follow.

Soon, a pair of monks arrive from the bake house, carrying pans of hot water, towels, and bed clothes. They carry these into the guest rooms, again speechlessly expecting the HPs to follow. When they have set these materials down inside the

The False Monks

(Note: The following information is set up in *Epic of Ærth* notation. Most information is based upon standard human base or outlook. Sensory notation is explained in the footnote.)

Antmen: Call themselves the “Chk-bzzz.” M: -1, P: -2, S: +2. Attractiveness (-2). Heka use: Minor only. Sensory*: FX, HU, SX, TD, XA. Height: 4’5”, Weight: 90 lbs. Omnivores. Malign (due to propensity toward human-flesh eating).

A previously unknown race of sapient humanoids from regions of Shallowshadow in Subterranean Ærth, antmen have such an inhuman mindset as to make cooperation or negotiation between them and humans very unlikely. Each antman is an integral part of his hive, linked to the others in a joint aura, and feeling no need for interaction with beings outside the hive... except as food.

In appearance, antmen resemble their namesakes, ants and humans. They stand nearly erect, like mantises, on their four rear legs, with head and thorax vertical, abdomen generally horizontal (but able to be held vertical between the legs – though awkwardly – for short periods of time). Their heads have no eyes, but do possess insectoid mandibles and a pair of short, sturdy antennae that are capable of lying flat against the skull.

*FX = *Feeling, Excluded*: Little or no sense of feeling in human terms. HU = *Hearing, Ultrasonic*: Ability to hear ultra-high frequency sound waves and minute noises. SX = *Sight, Excluded*: Little or no visual capacity in terms of human norm. TD = *Taste/Smell Discrete*: Ability to distinguish such things as animal, vegetable, mineral, living, dead, etc.; and thus discern as much as might any visual sense. XA: *Extrasensory, Aural*: Sensing of aura generated by life forms: Ranges from state of health, to Heka capacity, to emotions, etc. (See *Aura Reading* in the **Mythus Magick** book.)

rooms, they leave, just as silently. Finally, another pair arrives and sets out food on a table in the dining hall. It isn’t very fancy, just stale bread, gruel, slightly moldy cheese, and a thin, sour ale, but it is hospitality of a sorts. While the HPs eat, the storm outside begins in earnest. (Be sure to emphasize its violence. It will last throughout the night.) All of the “monks” have left, apparently taking shelter in the bake house and leaving the HPs to their own devices for the evening.

The Attack

Once the HPs settle in for the night, the antmen attack them *en masse*, swarming out of holes in the floors of the servants' privies and in the larder of the bake house. The antmen will pen the HPs inside the guest house, then struggle to capture them so as to add them to their subterranean slave pens and larder. If pressed, the antmen will fight to kill, rather than to capture. If they begin losing even then (and that's the idea, JM), they will try to flee back into their underground warrens.

If the PCs pursue, a few antmen will be left at the mouths of the tunnels to play rear guard while the rest of the colony packs up and flees deeper into Subterranean Ærth. They will fight to the death, or until the HPs withdraw. In the first instance, the HPs will find seven of the real monks bound and gagged, but still living, within the tunnels. On the other hand, if the HPs withdraw and leave the rear guard even a few moments of peace, these antmen will slay the monks before following their colony.

After all is said and done, if the HPs want to explore deeper into the now abandoned tunnels, that is up to you, as JM. But it could be a great way of introducing a Subterranean Ærth campaign, should you so desire.

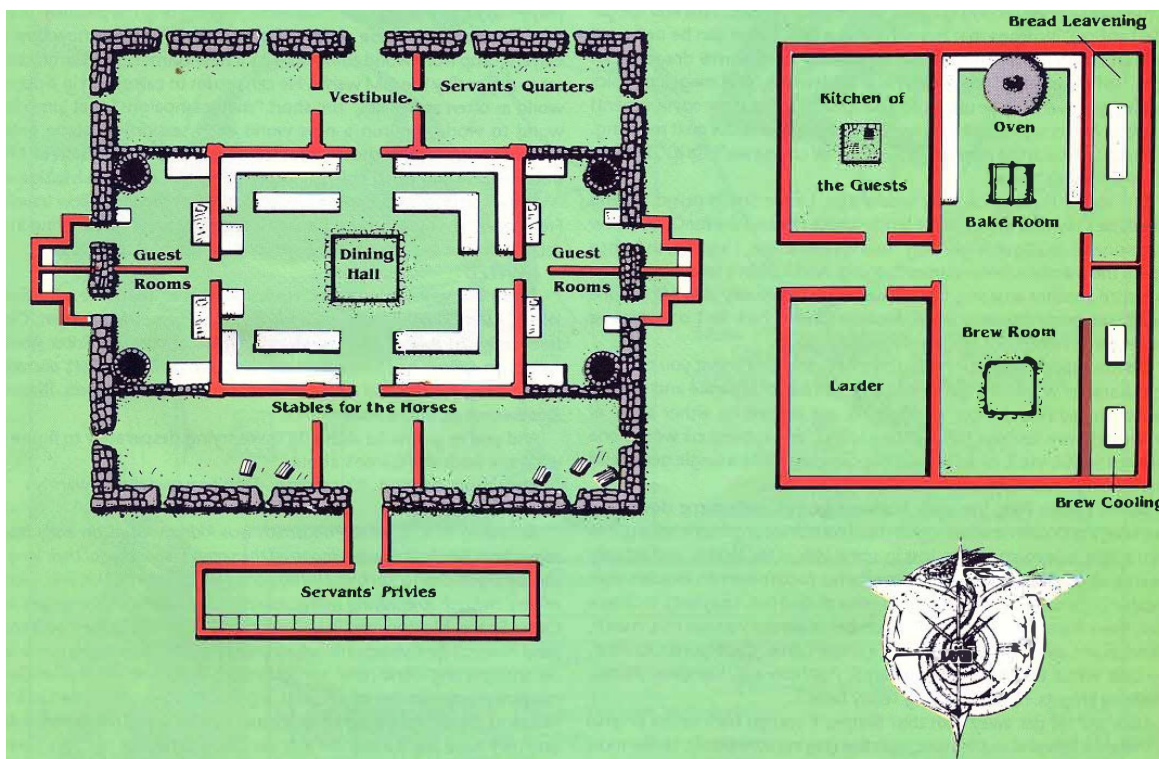
Rewards

It has been said that doing good is its own reward. That just about sums things up in the case of this adventure. The antmen were fairly new to the surface world, and they had no possession of any real value, barring whatever weapons you decided to equip them with. Any living real monks will, of course, be extremely grateful to the HPs, but they have taken a vow of poverty, and can't really offer much in the way of a tangible reward. Unless you, as JM, want to use this as an opportunity to pass along a mysterious magickal item long held in utter secrecy by the monks!

Some JM Advice

In the descriptions above, all secrets are laid bare to you, as the JM. That doesn't mean that you should emphasize the strangeness of the "monks" to your players, however. Mention at first sight that they are covered head to toe in the robes, then avoid making any further mention of the fact, doing everything you can to set your players enough at ease that they will have their HPs settle in for the night. They should get the idea that something is strange about the "monks," but as religious hermits and foreigners, the strangers should be expected to have some odd ways about them. And with the storm raging outside, where else could the HPs go for the night?

Due to space constraints, some preparation work has been left to you, as JM. For example, you should set the total number of antmen present as seems appropriate to give your HPs a good fight, without overwhelming them, and you should set their exact combat abilities with the same thing in mind, based upon the guidelines in the sidebar.



BACK TO BASICS

Originally from p. 27

by Frank Mentzer

Whenever a new RPG appears, I look at mechanics. As an author of roleplaying games, that has naturally been a primary focus for me, and I've found it to be likewise for most players as well – especially those with experience in multiple game systems. The mechanisms for handling various game elements – such as encumbrance and movement, initiative and combat, and magic castings and effects – comprise the skeleton supporting the system, and offer a primary means of gauging both innovation and completeness of the rules.

But all too often we become immersed in such mechanics, focusing on the skeleton as if it were the body. The arrival of the **Mythus** rules set of Gary Gygax's new **Dangerous Journeys** roleplaying game gives us new rules, to be sure, but it also provides an opportunity to reexamine the most basic elements of play. Let's reconsider the obvious and how it relates to this new game.

We're playing RPGs to have fun – that's Rule One. It's odd how often that basic fact is overlooked. I've seen JourneyMasters who offer a relatively fixed style (take it or leave it), and others who tailor their styles to the needs and desires of all. The former have only audiences; the latter have viable gaming groups. Most people enjoy adventures that offer a mixture of roleplaying, combat and situational problem solving. By maintaining such a balance, a JM can avoid the known pitfall of overemphasizing one such component.

The ideal game session for some players may be a whole evening of noncombatant roleplaying at the local bar; others may become impatient if they can't kill something every five minutes. Both extremes should learn to compromise for maximum enjoyment all around.

But while player input should be the dominant guiding force in a JM's choice of style, this should not imply any sort of democracy. One sure way to bog down your game is to submit topics for general discussion or even (shudder) vote on decisions. Witness the effect on American government! A corporate executive solicits and considers the expertise of support personnel before making a decision, and so should a JM weigh player input. (And the **Mythus** rules are absolutely stuffed with the results of Gary Gygax's 20 years of experience in the field – the best support you'll ever find.) But the decisions are made by the executive alone – the JourneyMaster.

Yes, the above reiterates the obvious, but its importance should not be overlooked. Back off from your experiences with your gaming group and reconsider the preferences of all. (Don't neglect the JM!) Have your games been reflecting the group's preferences in style? Even if that's a "yes," are minor adjustments in order? Consider experimenting with alternate styles, even extremes, simply for the experience. Many groups

become settled in a comfortable rut, content with a predictable and moderately acceptable routine. Any new game, and the **Dangerous Journeys** game system in particular, offers revitalization and an opportunity to look to new horizons.

Style is one thing; preparation is another. The principles of dramatic presentation have been known for over 2000 years – a series of events lead up to a final resolution. And every good RPG session is just such a presentation. In creating an adventure, a JM should have a clearly defined resolution (or goal) in mind. When players assume the roles of Heroic Personas and enact that adventure, they should be aware of their goal. It is thus very important for a JM to communicate this clearly to the players, either through statements by Other Personas (OPs) or directly, JM-to-players. Given a clear delineation of the goal, the results can be accurately measured. The obvious exception is the "twist" that occurs when the HPs are deliberately fed a false goal, then discover their actual mission in mid-adventure. But even in such cases, a clear goal is visible throughout.

(We've been in all too many "dungeon crawls" where the only goal was treasure. Although I do not denigrate the importance of loot, that being a principal measure of material success, it's a means to an end, not an end in itself. This is a basic philosophy to which many game systems apparently do not subscribe, blatantly emphasizing the material element. **Dangerous Journeys** is not among them; it dwells on higher moral ground.)

The climax represented by goal completion should be prefaced by lesser objectives. As each objective is reached – be it a vital piece of information, arrival at or penetration of a key location, meeting an important person or whatever – there should be a sense that each is a definable step along the road to a goal. The flow (or pace) of the adventure is set thereby, and it should be carefully crafted to produce enjoyable results. More on this in a later column, but one quick tip – combat early in a game session serves to wake everyone up, thrusting all the players into an active mode they tend to maintain, and thereby avoids the game-killing lethargy of slow starts.

Ever been in a good game that came to a screeching halt while someone looked up rules? That's one way to destroy a carefully planned flow. Given the scope of the **Mythus** rulebook, it would seem an inevitable facet of this game. Obviously, a JM should diligently strive to learn all the rules as quickly as possible and teach those rules to players during games, but that will take time. Therefore I plan to ignore some rules, and so should you. Sure, as a JM I'll try to learn them, and they'll become second nature in time. But to maintain the flow of the game, and to maximize everyone's fun, I'll skip

some rules and “wing it” as needed. The need for a decision – any decision – is a higher priority than finding the correct rule.

Speaking of rules, there’s one section of the Mythus rulebook you should learn immediately – that concerning adventure award. The basic criteria are Success (goal completion), Difficulty and Roleplaying. No awards are specified for loot grabbing or monster hacking; those elements of the game are relegated to where they belong – events, not goals. The orientation of play subsumed within this award system refocuses the game upon its most important elements.

Let’s keep this short and sweet. JM, are you specifying goals and planning adventure flow? Is your game tailored to the needs of all? Have you tried alternative styles? And wouldn’t you like a new system that reflects all we’ve learned over the last 20 years?

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THE ADVANTAGE OF SKILL-BASED RPGs

Originally from pp. 29-31

by Dave Newton

As anyone with a broad background in roleplaying games knows, some game systems work better than others. If realism is important to a JourneyMaster and players, then often the preferred games are complicated affairs, with reams of rules. And it’s usually safe to assume that those who desire playability over realism will opt for the simpler systems – games that require a minimum amount of tables and strictures. But there is more to it than that. I submit to you that it isn’t so much the amount of rules and tables in a game (or lack thereof), but the approach of the game itself that draws gamers to it.

The quality of a game is in the flexibility of the system – how it approaches all possible situations. Can it provide reasonable results for the unique situations players often find themselves in? Does it allow the level of detail required by realism buffs? Can it be played simply, foregoing mastery of numerous tables and modifiers? Is it flexible, expandable and easily matched to the diverse nature of the multitude of gamers out there?

Roleplaying games have been around long enough for us to know that there are some real gems – and some real turkeys – out there. I don’t need to tell you that. What I would like to do is to give you my opinion of what makes a good one tick. Some of you seasoned gamers may already understand the points I’ll be presenting. But many of you, like myself, might not have spent much thought on what makes one game system more appealing than another.

Gary Gygax and I had a recent discussion regarding people’s excitement about the **Dangerous Journeys** system. We came to the conclusion that we had never really analyzed just what makes the system so special. I remember when I took my first look at the rough draft of the core rules. I was so impressed, all I could say for hours was “This is great!” On a purely intuitive level, I recognized the ease of play, the possible depth and the flexibility – all common traits of a skill-based game system. Now here I am two years later, and I’m just beginning to recognize why such game systems are better. And

that, gentle reader (as Gary might say), is what this article is all about.

Those of you who remember the “Pong” video game know that it was simple and addicting. But there wasn’t much to it besides bouncing a bunch of pixels back and forth across the screen. Once you mastered the flip of the wrist required to put some “spin” on the video puck, you had reached your zenith. And yet, I can remember spending countless hours in front of the screen, caught up in playing the game. Eventually, though, I grew tired of the dull repetition and obvious limitations of the static environment, and I moved on.

I think this offers a good analogy of the original version of *Dungeons & Dragons* – except, as with all roleplaying games, the player had a lot more options. The obvious reason is that as an interactive game, it was able to include the plethora of human actions and reactions that are nearly limitless in scope. But did it, really? After all, there were only so many roles which could be played and only so many variations of each before repetition once again encroached.

As time went on, even the freshest scenarios began to leave me with a feeling that I had been there before. For though the range of character classes added some variation, the characters themselves were essentially two-dimensional. The normal rules and limitations of the game restricted me from venturing in the directions I craved. Sure, my characters could (and did) go up in levels – gaining power, influence and that wonderful sense of invincibility that comes from experience in those fabulous milieux. But I didn’t want to go up – what I wanted was depth and breadth. I wanted my characters to gain a sense of dimension not found in hit points or armor class. I wanted – variety.

How many of you have wanted a wizard who, like Gandalf in *Lord of the Rings*, could wield a sword? Or a cleric of Odin who could wade into the thick of battle with his trusty battle-ax (sorry, only non-edged weapons!)? And what about this business of female characters and their Strength limitations? I won’t even talk about nonhumans.

Needless to say, we all broke a few of the rules in what was otherwise the best system around – at that time. But why did we have to? Because the game had its limits. Most of those limits were imposed because the system was level-based, and there had to be a balance between characters and their opponents – and their peers. But all we saw were unreasonable restrictions. And the more restrictions any game has, the less spontaneous it can be.

Limitations of Level-Based Systems

It is evident that level-based games are inherently more limited than those based on knowledge, skills and abilities.

A level-based game system provides only a narrow definition of abilities, regardless of the level a player character obtains. There is little variation between characters of the same type in a level-based game. The main difference is that those of higher level have more of the same skills and abilities – along with an increased chance to succeed at what they have learned, time and again, in the past. Think about it: What does a Thirteenth Level Fighter have that one of the Third Level does not (besides an ungodly amount of hit points)? More of the same. It hardly makes sense that after a lifetime of facing dire peril, all a character has to show for it is a better chance of hitting someone with a sword, a few more coins in the pouch and, of course, the ever-increasing collection of magical goodies.

Level-based game systems offer little, if any, crossover skills from one class to another. The only exception to this is when characters reach a certain level, whereupon they can then begin another field of endeavor – starting at the bottom, of course. In real life, we gain new knowledge and skills all the time, usually right along with those things we consider to be of utmost importance. Quite often we don't even realize it until we make a choice to broaden our horizons, or perhaps even change our vocation.

And what about the normal, mundane things like how well characters ride a horse? Or how well they are able to interact with the multitude of mundane people who populate a campaign milieu? These are examples of the unclear capabilities outside the chosen field of specialization – skills that every character needs to possess to make a game session feel “real.”

Add to these the unrealistic playing scope that players must work within. Why must a Thief always steal for experience? Because usually, that's all he is really good at! To further illustrate this point, just take a Druid into your standard-issue dungeon. Once there, you have the makings of a laughably outclassed character (probably not very funny to the player, however). Never mind the fact that above ground he is truly a force to be reckoned with!

Skill-Based Systems and Their Advantages

Now, let's take a look at skill-based systems, using the **Mythus** game as a specific example. (Note that while the points to be made here use the Mythus game system as the model, those of you who are familiar with other skill-based games will certainly find many parallels.)

In developing a Heroic Persona (or HP, for short) in the **Mythus** game, players each calculate a skill rating for each area of knowledge or skill possessed by their HP. These skill ratings are called STEEP scores, short for Study/ Training/ Education/ Experience/ Practice. First and foremost are those common skills possessed by every persona, things as Perception and Riding. Next, personas gain roughly 20 Knowledge/Skill Areas (also called K/S Areas) relating to their chosen Vocation. Because the focus is on knowledge and skills possessed, players start with a clearer picture of the persona they will be playing.

Yes, it does take more work up front, but that's part of the advantage. By putting more effort into generating a persona, players have a better feel for the persona's background and abilities. This translates into a persona we know how to play from the start, instead of one who stumbles through the first session or so, as the player tries to identify with the character and his or her unformed personality.

In addition to the knowledge and skills related to Vocation, HPs also receive extra K/S Areas, chosen by the player. These “Bonus” K/S Areas give each persona a flexible background, and even personas of the same profession start with distinct differences. For example, two players who wish to start HPs of the Mercenary/Soldier Vocation may choose completely different backgrounds and enforce these by selecting diverse Bonus K/S Areas. While one player might choose to add additional martial skills, the other could select skills related to thieving and stealth, or even spellcasting K/S Areas.

And so, Vocation represents only a fraction of what the persona knows or can do. In a skill-based game system, it is easier to realistically develop a persona who has a diverse set of skills, some of which have no connection whatsoever to the persona's chosen profession. A skill-based system enables warriors to use magical Castings, and mages to wield swords and wear armor. In fact, as in “real life,” the skill-based role playing system allows for anything to be possible in the fantasy milieu.

This “anything is possible” approach enables a broad range of actions and reduces the limitations found in level-based systems. There is no reliance upon the only mage, thief or whoever to solve a difficult and class-specific dilemma for the party.

In the **Mythus** game system, many K/S Areas are further broken down into Sub-Areas. By concentrating points in particular Sub-Areas, a persona may specialize – gaining an even greater degree of depth. This is done by increasing the persona’s skill in one or more Sub-Areas while decreasing the skill in those which remain. For example, an HP possessing the *Combat, Hand Weapons* K/S Area typically gains proficiency in a number of weapon Sub-Areas, depending on the HP’s STEEP. These would include groups of like weapons, such as swords, spears, clubs, et al. So, if the persona were to be a master swordsman, skill rating in the swords Sub-Area would rise to one-and-a-half times that HP’s STEEP score, while effective skill in the others would be at one-half STEEP. This, of course, pertains not only to weapons skill, but any K/S Areas with Sub-Areas.

The **Mythus** game has an intuitive, clearly defined structure for determining the source and amount of knowledge or skill provided by any K/S Area. If more than one ATTRIBUTE influences the skill, the JM merely averages the two. It is likewise a simple task for JMs to invent new K/S Areas where desired. The JourneyMaster must only decide which ATTRIBUTE would be of most import to the new K/S and use this as the Base STEEP.

But what about developing brand new Vocations? No problem! Because Vocational K/S bundles consist of approximately 250 points of STEEP spread over various Knowledge/Skill Areas, it is relatively easy to create new (and playable) Vocations. More importantly, such development is possible without disrupting the balance of the system or excluding the HPs from gainful employment when adventures are slim. And since the personas have something to do in their “off-hours,” it opens up whole new vistas of potential playing scenarios.

Probably the biggest advantage of the skill-based system is the ease with which it lends itself to multigenre roleplaying. This is usually the point in many level-based game systems where the thorny issues surface. For example, how does a JM handle transferring those character types that don’t “fit” in the particular genre? It’s one thing to take warriors and thieves, quite another when dealing with those whose primary bent is magickal.

In a skill-based system, this poses much less of a problem. Where some of the HP Vocations in the **Dangerous Journeys** system may not transfer across genres, many of the skills do. While it may be impossible to take a persona of the *Dweomercrafter* Vocation into another campaign *as a Dweomercrafter*, the HP would still have skills and knowledge enough to allow for creative adventuring. Such a persona would possess a high Mental score and could acquire a new set of K/S Areas. Therefore, this worthy probability traveler could soon master the technology – and eventually become something more than just a “mage in space.”

By now it should be apparent just how much more can be done in a skill-based system such as the **Mythus** game. If you’re like me, you are excited about what the game has to offer. The horizon for fantasy gaming has never been this broad. And just beyond that horizon lies the vast expanse of future genres in the **Dangerous Journeys** system. Pardon me while I grab my sword and blaster...

*Dave Newton is contributing author of the **Mythus** fantasy RPG for Gary Gygax’s **Dangerous Journeys** multigenre roleplaying system.*

JOURNEYS #2

Unmask the Unimaginable

Published October, 1992

CREATED CASTINGS INTO STANDARD ONES IN THE MYTHUS™ FRPG

The second in a series of Dangerous Journeys system articles for JMs.

Originally from GameMasters' Purview on pp. 5-7

By Gary Gygax

Privileged information for the JourneyMaster! What's this? Something more disallowed to players? Not at all. This is by no means confidential, let alone secret. If I have the attention of players not otherwise prone to read this sort of article, however, I consider it a valuable step. Do read on, and if you find the information such that you believe your JMs would benefit from it, tell them so.

*The goal of this writing is to improve and enliven the many new **Dangerous Journeys** multigenre role playing game (MG RPG) system campaigns, and to do so it is necessary to reach the persons responsible for creating and conducting them, the JourneyMasters of the world. What is in this column, however, is in one sense privileged. It is assumed that the readers are all special, more knowledgeable, in some measure because they are readers. Therefore, what is contained herein will certainly benefit JourneyMasters, players and the latter's Heroic Personas in no small measure!*

It is certain that the JourneyMaster has had to bear the brunt of complaints from those players who are bent on developing their Heroic Persona into the most powerful Hekawielder of all time and probability. This is not an aspiration to be disparaged, but I hardly need say that it should be a virtually unattainable goal. Nonetheless, each Heka-employing HP with the ability to utilize Castings will quickly cobble up new ones of his own devising. Then, of course, he will begin to bemoan the cruel fate which makes him pay such exorbitant amounts of energy points for using the special Cantrip or Spell.

Well, once the campaign is underway for a sufficient period, there is hope for the beleaguered Mage, Priest or whatever. Yes, there is a method by which the JM can allow a Specific Casting to be considered as Archetypical or Tutelary! The seven steps which the JM should follow in this process are listed here as a handy reference for the balance of this article and possibly as a clip-and-wipe file for attachment to the campaign.

Anyway, here goes:

1. The player determines his HP is going to create a Specific Casting, and thoroughly researches the rules to assure that he wastes neither his nor the JM's time in regard to his creation of a Specific Casting.
2. The player writes down all aspects of the Casting as if it were in the rules. (Using the worksheet on page 305 in the **Mythus Magick™** book is very helpful.)
3. The JourneyMaster examines the work with critical care, adjusting TAD, R&D, etc., so that the final version is correct and the approved cost of the Specific Casting is fair.
4. The JourneyMaster determines the Grade of the new Specific Casting, basing his rating on commensurate Archetypical/Tutelary ones. This will likely cause the Grade to increase from the number suggested by the player.
5. Both JM and player add the Specific Casting to their game material, so that when the HP attempts to use the Casting, both will have the necessary data.
6. When the HP successfully activates the Specific Casting in a setting which is applicable for the general use of the Casting, the ACE total of Heka is reduced by 10% when the Special Casting is next employed. This reduction can be doubled in the case of a Special Success. Each successful activation will continue to lower the Heka point cost of the Specific Casting until it is at approximately the Grade cost, or one higher, for Archetypical/Tutelary Castings of the same Grade. The JM might opt to keep it higher by a Grade or two or 20% above the lowest cost he will allow until a Special Success occurs, at which point it will drop to the base cost he has set.
7. At such time as the HP allows or otherwise cannot prevent a copy of the Casting to be held by another individual, then there is dissemination of the Specific Casting. In a year or so, it will be known locally. In 10 years, it will be known nationally, and in 100, it becomes common Ærthwide.

Discussion

Step one is the beginning, obviously. Also apparent is the likelihood of the player setting about creating a cheap Casting aimed at answering every dilemma the HP is likely to be confronted with. Why belabor so obvious a point? To

discourage the attempt right away. A world-altering Casting is going to take tens of thousands of Heka points. Don't bother with the rest of the process if it is an exercise in futility save for a Greater or Higher deity! Players, pay attention. Be sensible in what you propose.

The second step has a dual purpose. First of all, by actually sitting down and writing up the Casting as if it were "from the book," the player gets a better grasp of exactly what he wishes to accomplish, and at the same time gains a better understanding of the rules. Be sure that you quantify the effect(s). If, for example, a missile is involved, how fast does it travel? What damage does it do, and if PD, what type? When the work is done to the player's satisfaction, the result should be something which might be included in the Mythus Magick book without being noted as aberrant and commented upon by an outside reader. If your Specific Casting passes the test in your eyes, it must then go to the JourneyMaster.

Step three is certainly the acid test, so to speak. The JM will look at the proposed new Specific Casting as if he were an outsider. By comparing and contrasting it with like

Castings, especially within the same K/S Area, he can decide the merits of the matter with relative ease. Keep an eye on the Time, Area and Distance portions. Even if they are paid for properly, sometimes the desired factors can't be attained considering the end result. For example, a full-blown storm out of a clear sky can't be generated in a short time. If all seems right, it is then necessary to check the Heka costs. Do so carefully. Shaving a few points here and there is a likely ploy for the intelligent and creative player. Make certain that all applicable costs and adjustments are included in the total Heka. Pay attention to the plane/sphere costs attributed to the Casting, for allowing something to slip by here means a far undervalued Heka energy cost.

The fourth step has a fair amount of subjectivity involved in it. By comparison and consideration of the cost, the JourneyMaster must place the Specific Casting into a Grade. Using the benchmark of the Archetypical/Tutelary Castings provided should be the major factor in determination. Actual Heka cost could be anywhere from just a little above such Grade cost to five or more times greater. Here is a rule of thumb for the JourneyMaster in regards to Heka cost.

1. Up to 3x cost can be in the same Grade (i.e., a Grade V Specific Casting costing up to 300 points of Heka is probably okay).
2. If cost exceeds Grade by more than a 3x factor, the Specific Casting should probably be bumped up one or more Grades (i.e., if it costs 400 points, move it from Grade V to VI, and at about 500, it might be Grade VII).

Now I know there are Archetypical/Tutelary Castings listed to which this rule of thumb doesn't apply. So what! There are magickal works which are assumed to have been around for

centuries and through time have been pared to the bone as for as Heka requirements are concerned. Got that? Good! You are the JM, and it is up to you, but there's the extra ammunition to use in this regard if you need it. Of course, you can simply ignore the above rule and make determinations based solely on your campaign.

Moving on to the fifth step – it seems too elementary to mention, but think of this: What happens if the JM doesn't have a copy of the Casting when the HP employs it? The potential for abuse is great. The JourneyMaster must have an exact copy of the Specific Casting. His copy is the "true" one, and anything different on the player's is null and void unless it is reflected on the JM's own. This the game master must insist on.

Step six is also one which should be quite self-explanatory. Until the Specific Casting is actually employed successfully in a situation which is commensurate with the usual application, it can't be known how well it works. That is, "laboratory" tests are fine, but until "field tested," it is experimental! The JM might rule that a Special Failure of any Specific Casting not previously successfully activated indicates that that HP will never be able to create a Casting of that sort, by the way. If the initial attempt results in a Specific Success, the bonus of 20% reduction to Heka cost on the next successive use of the Casting is quite sufficient. The JourneyMaster might well decide that despite the HP's best efforts, he will never reduce the cost of his Specific Casting all the way to the same as that for an Archetypical/Tutelary Casting of the same Grade. Thus, cost is always one Grade above the stated rating of the Casting. For instance, a Specific Casting of Grade I difficulty will cost 35, not 20 points; one of Grade II, 50 not 35; and so forth. Final cost is strictly a matter for the JM to decide upon.

I have a rule of thumb for this too. *If the HP devising the Specific Casting is very highly skilled, then the cost will eventually be that of Grade.* He is a past master and knows his art. A highly skilled HP might get the cost to the Grade just one step above that of his Specific Casting; an initial-use Special Success indicating its cost is actual Grade. All others will pay a two-Grade penalty without a Special Success in the first attempt; that gains them a one-Grade penalty only. Again, these are my suggestions, not anything which the JM must follow.

Finally, the seventh consideration regarding dissemination of the Specific Casting must be considered. Let's face it folks, the HP creating the Casting has spent a lot of time experimenting and note-taking. When all is complete, he has a copy of the material pertaining to his Specific Casting. Whenever he employs it, any witnesses observing it know something about it. However, until the HP actually distributes written details, or until someone manages to get such documentation, the Casting remains personal and private. A good one will certainly elicit considerable interest and possibly an avaricious desire in some quarters. This can be a matter of

considerable fun in the campaign. The slow-spread notation is simply a dry matter of fact.

Example

Following is an example of a Specific Casting in process. Let's assume that a certain HP named Magister Setne Inhetep decides he needs a unique bit of enchantment to employ against those of the Netherplanes. Here's what the finished Casting would look like when submitted to the JourneyMaster by the player to whom this HP belongs:

Priestcraft, Ethos of Balance: Casting Grade V Drain Negative Heka Energy Charm

Time: Instantaneous *Other Heka Costs:*
Area: 1 Subject (up to 1 cubic chain) *R&D:* 1:1 above 99*
Distance: Sight to 1 chain *Other:* 1 pt. / 1D6 addl. **

* Specific to Inhetep. Otherwise, the caster's SM CATEGORY.

** Subject to a maximum number of D6 equal to the caster's SM CATEGORY.

E/F/M: When this Charm is employed, the caster automatically depletes the subject's supply of Negative Heka energy, whether personal or contained in reservoirs or both, by an amount equal to the caster's Spiritual TRAIT. An additional amount of Heka up to the caster's Spiritual Metaphysical Capacity in points of Heka can be expended to drain more energy from the subject. If additional Heka is invested in the Charm, then it likewise drains away the subject's Negative Heka energy, each 1 point of Heka so invested draining 1D3 points of Negative Heka. The loss can be recovered by the subject only after a period of not less than one day and then only through means normal to that subject.

Now let's see what this will cost:

Cost	Points
Time (instantaneous)	1
Area (up to 1 cubic chain)	15
Distance (up to 1 chain)	15
TOTAL	31

Costs	Points
Charm	30
Canon employed = Darker Mysteries	100
Plane/sphere drawn from = Entropical	70
Entry cost to Supernatural place	20
E/F/M result = against subject's nature	5
Augmentation or reduction of nature consideration	5
Change of nature consideration = Moderate	15
Passive/Active Usage = Active Damage	10
TOTAL	255

Total cost of the Charm, without addition for Resistance and added Heka draining, is thus 286 points. This falls nicely into the Grade V limits, so the JourneyMaster agrees that it's fine. However, as Heka above the ACE level is 255, he rules that the HP must spend 1D3 weeks' time, plus 26D3 days (255 divided by 10=26) doing nothing but working on this Casting. The player points out that his HP is very skilled at not only *Priestcraft-Religion* but also *Dweomercraft-Magick*, having K/S STEEP of over 80 in both! The JM grudgingly agrees that the time required will be one week plus 26 days, or 33 days total.

R&D cost is then negotiated. The JM finally allows, because of the canon and the plane considered, as well as the HP's STEEP, that the Casting "as is" should have some power built in. He rules that it will be equal to the HP's Spiritual Metaphysical CATEGORY, in Inhetep's case 99 points! Of course, because Resistance to be overcome will typically be equal to the subject's total Spiritual TRAIT, the player knows that in dealing with Netherbeings, he'll have to add a fair amount to be on the safe side – like about 101 points at least!!!

To really drain much Heka, a whole lot of extra points will likewise have to be cranked into the Casting. This will cost about 500+ points of Heka to be effective, but it should be well worth it. When successful, the total cost will probably drop to 300 or so (100 plus 101+R, and say 99 for that many D6 extra Negative Heka point drain) and be a real Netherbeing/malign item squelcher.

That's all until next time, Dedicated Readers. Please be there for my next foray into the realms of the Dangerous Journeys game system and the Mythus fantasy roleplaying game.

IT'S NEVER A GOOD DAY TO DIE

A Mythus adventure
Originally from pp. 29-32

By John Langford

This particular journey was not supposed to be a dangerous one. Your group had unanimously decided to make the side trip to the Pool of Purification. It turned out to be a visit with Death itself.

This adventure can be added into an existing campaign or run as a stand-alone adventure. The print in italic type below is meant to be read or paraphrased to the players, with any additional "colorization" you might wish to add.

Tepid, pulsating surges wash over your grimy, battered and bruised body. The water has quite an invigorating effect: Your wounds seem to heal right before your very eyes.

Crash! Reality suddenly awakens you from your daydream, as a flash thunderstorm rains forebodingly upon your happy parade. Fortunately, the sacred pool you seek should just be over the next rise, about 15 minutes more travel.

Finally you reach your destination, only to feel gut-wrenching horror at the ghastly remains of lifeless bodies strewn about the shore of the pool. The lightning flashes only worsen the effect, as it is quite dark now and very

Background

About three weeks ago, an elderly necromancer named Horace Quintell – in a desperate search for some means of prolonging his life – happened upon an artifact of immense but unstable power, buried in an ancient sepulcher. It was an ebony chalice. The first time he touched it, the Heka flood that ensued nearly killed him. Obviously, the artifact was not something with which to be fooled; studying it would require very delicate handling. The next time Quintell scrutinized it, he was well prepared to defend himself from its Pandemonian energy. What he began to learn about the artifact both thrilled and frightened him, and after two weeks of mindful, delicate analysis, he decided that he had better destroy the chalice before it possessed him.

The chalice entombed an exceedingly malign entity that if released would wreak considerable devastation on the world. Quintell was never able to learn its name. It took amazing resolve for him to hold to his purpose of destroying the chalice, for the entity within constantly pleaded to be set free, promising great gifts if he obeyed it and great suffering if he did not. Quintell knew that if only he could find a way to control the being, he would reap much power from the alliance, but he also knew better than to trust it. The necromancer was

well versed in many subjects, but controlling such an entity was out of his primary area of expertise. He did, however, learn through extensive research that the being could be banished back to its own plane. To do so required a holy spot, however, such as a nearby pond known as the Pool of Purification, a pond which had long been revered as a site where many saints had been blessed by visions, and which had a reputation for mystical (though infrequent) healing powers.

So Quintell packed up his belongings in a wagon, hitched up his team, and set out for the glade in which the pool rested. Once there, he went to the side of the pool, paused, chanted a brief prayer he had uncovered in his recent studies and hurled the chalice into the pool. At first it appeared that nothing was going to happen, that he would just have to go in and retrieve it. But just as he was about to enter the water, there began a thunderous, ear-splitting howl, as of a demon in horrible torment. Suddenly, about 30 feet above the pool, a swirling, chaotic blackness materialized, and a hole was opened to another plane of existence. The howl was stretched and thinned over the space of many minutes as the entity was sucked into the void. Then silence was restored, and the morning turned tranquil once again.

It seemed as if the entity had been dispelled, but Quintell had a nagging feeling that all was not right, as if the job were unfinished. And he thought there remained something to be learned about the events, something he might yet turn to his own advantage. He decided that he had best keep an eye on the pool for a while, so he set up camp in a nearby cavern, using a few Specific Castings of his own design to protect it and make it something of a home (the necromancer was used to dwelling in such out-of-the-way places). After two days of constant surveillance, he finally saw proof that his hunch had been correct. A group of six journeyers looking for a night of relaxation came upon the pool. Before long, they were all bathing and frolicking, their mounts helping themselves to a thirst-quenching drink as well. The horses were the first to show the water's ill effects, but it was not long before the humans were suffering as well. Within minutes, the horses collapsed where they stood, their flesh decomposing nearly before they had hit the ground. The humans were barely able to get out of the water before their flesh also dissolved from their bodies, leaving only small blotches of putrescence on glistening bones.

Quintell was delighted at this demonstration of power. He began thinking that perhaps there was some way of putting it to use, and to that end he collected some for thorough examination. He filled two skins, being very careful not to touch the water in any way. With a spring in his step and a wicked smile on his face, he hurried back to his equipment in the cave.

Enter the HPs

The Heroic Personas arrive upon the scene the same evening as the untimely death of the travelers. A successful “Moderate” DR Hunting/Tracking roll will tell a persona that the group of travelers whose bones lie along the shore arrived here only this morning. If Detect Heka is cast successfully, the pool will radiate faintly with Conjuraction and Sorcery magick. A “Difficult” search roll will locate Quintell’s observation point, then an “Easy” tracking roll can be made to follow him back to his cave entrance.

The pool is still very dangerous: Anyone who even touches the water will decompose in 1 AT. Most of the previous travelers’ gear is still lying about intact and in fairly good shape. (Equip the victims with weapons, armor and provisions suitable to your campaign.) Anyone touching any of the bodies, be it human or beast, will slowly start to decompose as well. But it will take a period of 20 ATs duration for the process to complete. The only way to stop the process is to somehow retrieve the chalice from what is now the Pool of Decay and ascertain the true name of the entity (Ridnax) which is polluting the pool with its very existence.

Necromancer’s Lair

The glade of the pool is sheltered in a rocky valley. To the north is a small pass leading to an east-to-west ravine that extends for many miles in both directions. Quintell’s cavern is to the east. Once the HPs are in the ravine, they will need to make another Hunting/Tracking roll at a DR of “Hard” to continue following the necromancer, due to all the loose rubble. If successful, the HPs will be able to follow his tracks right up to an apparent avalanche sight.

Upon further investigation of these rocks, the HPs will notice that all of them are stuck to one another; they are actually “glued” together by a Specific Casting of Quintell’s design. A search roll at DR “Hard” will find a section of rocks that actually form a concealed door. It will open noiselessly and easily to reveal a two-square-yard opening that stretches into a long, dark and gloomy corridor.

There are torches in sconces every 10 yards or so, all unlit. The tunnel extends north for about 160 yards, then dead-ends at another door made of “glued” stones. The door hinges on the left, and there is an empty torch sconce above it. This door is trapped – unless a torch is placed into the sconce, the trap will be activated. On the other side of the door is a three-foot-wide by 20-foot-long corridor which, in actuality, is a “covered bridge” of sorts, again composed of “glued” stones, and

spanning a great precipice. When the door is opened without a torch in the sconce and the corridor floor is stepped upon (with a weight of at least 35 pounds), the tunnel will come to pieces, dropping the stepper into the precipice. A Physical Avoidance roll of DR “Hard” is required for that person to avert a plummet of approximately 100 feet. Damage taken from the fall is equal to 10D6 times a 1D6 exposure roll. The corridor crosses a dry underground riverbed which is covered with a littering of sharp rock fragments. The riverbed runs in an east and west direction and winds its way up to an exterior crevice toward the east after approximately 1500 yards.

There is a door at the far end of the suspended corridor, identical to the one at the southern end. This door is not trapped and leads into a roughly square room, 30 feet on a side, with lit torches on each of the four walls. A sickly sweet smell seems to be emanating from four decayed corpses sprawled out on the floor. There is another “glued” stone door in the far (north) wall. The skeletal corpses will remain inactive until the door on the opposite wall is opened, revealing nothing but a blank stone wall, and triggering the Casting effect.

The skeletons will animate and fight until they are destroyed or the HPs flee the room, deactivating the enchantment.

A description of these skeletons can be found on page 313 of the Mythus book. They are armed with hand axes and long swords, and are protected by breastplates and shields.

Bearding the Lion

If the personas are victorious over the skeletons, they can attempt to locate the concealed opening in the northwest corner of the room, hidden beneath a boulder that can be tilted upward with very little effort. A search roll of DR “Very Difficult” must be made to find it. Once this “door” is opened, the light permeating from behind the personas will illuminate a long, unlit tunnel. It slowly curves its way back to the north and terminates at another stone door apparently identical to the previous doors. A DR “Extreme” hearing roll will reveal that the room is currently occupied; a shallow breath is ever so slightly detectable.

When the door is opened, the first view the HPs will have is of a horrible visage. Two rather large and ominous-looking skeletons flank a cloaked figure standing behind an ebony desk as dark as a starless sky. The cloaked figure seems to draw the HPs’ gaze, for the only part of his face they can see is his eyes, which burn with an intense redness. The blood-red pentacle on his black cloak also appears to glow with an intense fieriness.

“Now I shall watch you die for interfering with matters that are no concern of yours,” the necromancer howls! “Cleave these interlopers in two and bring me their hearts,” he shouts to the skeletons! A fight ensues, unless the HPs decide to run for it. Important statistics for Horace and the guardian skeletons can be found in the sidebar.

The room is quite spacious. The east wall is covered entirely by a bookshelf crammed to overflowing with books, parchments and various other odds and ends. The west wall has a bench lining it, covered with a variety of alchemical – apparatuses. A mural occupies almost the entire northern wall, a swirling mass of black chaotic shapes that appear to move ever so slightly. On the floor next to the bookcase is a pile of furs, obviously Horace’s sleeping area. His desk is rather unusual in that the legs of it form into lion paws at the bottom, and when seeing it from behind, viewers would swear they could see a lion’s face formed by the desk’s shapes and contours. None of the drawers are locked, and in the top center one, a journal detailing the necromancer’s study of the chalice can be found.

Other items of note in the room include three grimoires found with careful examination of the bookshelves. Quintell has grimoires on *Necromancy*, *Dweomercraft (Black)* and *Witchcraft*. Books on various other subjects are located here as well, everything from demons to ancient civilizations. The samples from the pool are on the workbench in four vials, along with other apparatuses and materials. Should his skeletons be defeated, Quintell has a magickal ring on his left index finger, which confers a 10-point defense versus all forms of attack. He also has a dagger with a Strength 30 insinuation poison coated onto the blade; it is good for two more uses.

Horace Quintell, Necromancer

SEC: 5	Joss:6	Move (yds./BT): 84	Heka:672
M: 103; EL 82	P:84; WL: 63; CL: 75	S: 118; EL: 94	
MM: 47	MR:56	PM:39	PN:45
MMCap: 18	MRCap: 20	PMCap: 14	PNCap: 16
MMPow: 16	MRPow: 18	PMPow: 13	PNPow: 15
MMSpd: 13	MRSpd: 18	PMSpd: 12	PNSpd: 14
		SM:59	SP:59
		SMCap: 20	SPCap: 20
		SMPow: 20	SPPow: 19
		SMSpd: 19	SPSpd: 20

K/S Areas	STEEP	Heka	Max CG
Necromancy	69	89	VI
Dweomercraft (Black)	59	106	V
Magick	59	116	
Exorcism	54	74	V
Demonology	54	72	
Survival	50		
Toxicology	55		
Mysticism	41	61	IV
Ecology/Nature Science	42		
Biology	40		
Chemistry	40		
Alchemy	35	55	III

K/S Areas	STEEP	Heka	Max CG
Apotropaim	31	50	III
Influence	39		
Literature	47		
Foreign Language, Arcane	38		
Magickal			
Combat, HTH, Lethal	30		
Native tongue (JM’s choice)	50		
Etiquette/Social Graces	31		
Trade Language (JM’s choice)	46		
Ride	25		
Perception, Mental	41		

Weapons: 1 dagger (STR 30 Insinuation Poison).

Armor: None but a Ring of Hardiness (10 points protection versus all attacks).

Physical Description and Notes: Horace Quintell is 91 years old and 5’6” tall, and he weighs 131 pounds. He has an extremely pale complexion and a withered look about him. You might think he were dead if his eyes did not burn so intensely. At one time, he was a top scholar, but by the time the Heroic Personas meet him, he is nearly insane. His latest discovery has pushed him over the edge of what might be considered normal human behavior.

Skeleton Guards

The stats for Quintell’s two personal guardian skeletons are per page 313 of the *Mythus* book. They are each equipped with a two-handed sword, and for protection they have been enchanted with the *Stoneskeleton* Formula Casting (page 254 of the *Mythus Magick* book).

If things are not going well, the necromancer will attempt an escape through a hole in the floor behind the desk, a hole plugged with more magickally “glued” stones. When Quintell speaks a dispelling word, this stone plug loses its adhesion; the

rocks fall away; and he slides approximately 100 feet to a small chamber below which leads out into the dry riverbed. Horace has his wagon and team waiting there, ready for just such an emergency escape.

Of course, if he has to flee, he is sure to return to wreak vengeance on those who chased him away!

A JOURNEYER'S GUIDE TO ÆRTH

Originally from pp 37-40

by Ernst Grumbold

Although we are unfamiliar with the author of this article, Gary Gygax informs us that Mr. Grumbold is a well-educated fellow as well as an inveterate traveler and a keen observer. Gygax also relates that the author is familiar with Ærth, in particular west Æropa, and in this capacity was employed as an advisor and consultant for the **Dangerous Journeys** project in general and specifically in regard to the **Mythus** fantasy roleplaying game, the **Mythus Magick** book and the **Epic of Ærth** companion volume. Thus intelligenced, we could not reject the article manuscript submitted by Mr. Grumbold, for it contained a fascinating variety of information. So you have before you his narrative regarding the “nuts & bolts technology” which underlies the workings of the parallel world to our own, that planet upon which so much of the action of the Mythus game takes place, Ærth.

Please read on.

Everyday Life in Æropa:

The Energy, Devices and Structure to Provide Necessities of Life and Services for the People

Much of the material offered to those interested in Ærth is aimed at the adventurous and exotic. This is only natural, considering that readers are studying the planet so as to be aware of the aspects which pertain to great persons and events, action, and the dangers of the world. This is all well and good, but to ignore the everyday matters, those things upon which so much relies, is to be critically deficient in knowledge and understanding. Because of the unique nature of Ærth, the magickal forces in operation must always be considered, but there are far more mundane factors which also affect the world. To understand Ærth, it is needful to be apprised of such things as power, fight, heating and cooling, water, services such as sanitation and protection, and even the amenities for entertainment.

Because my sojourns to Ærth are of relatively small number and my travels around that world not as extensive as some might have you believe, what I relate applies generally to western Æropa, most particularly Francia. My most recent and detailed observations have been there. In order to illustrate this article, then, I will give examples from time to time which compare and/or contrast the particular aspect of everyday life in question to what occurs in the marvelous capital city of Francia and in a small village, Lorrez le Bocage, near the Neustrian border, some 30 leagues distant from brilliant Paris.

There are indeed many interesting sources of power and the rest which will be familiar to the reader. Devices employed in Earth's Ancient and Medieval periods are sometimes still commonly employed on Ærth, as you will see.

The differences, though, are manifest, not only because of the centuries they have had to refine and perfect such things, but also because of the pervasive influence of magickal energy. In the final solution, it is usually Heka which enables what must be done, even as regards to many petty things.

Types of Power

Power use on Ærth differs radically from that on Earth for two major reasons. Neither the combustion engine nor the dynamo functions there. There are no motor vehicles for transport, no electrical ones either: There are no great ocean liners, let alone airplanes. Neither is there a network of power lines supplying electrical energy to the corners of the world. Of lesser import, but certainly noteworthy, is the lack of typical chemical explosives, for reactions of such on the parallel world differ from what occurs here. Still, Ærth manages quite well indeed in regard to power for its needs.

Treadmill: The most primitive device for supplying power is the treadmill. It is little used in Æropa, save perhaps in places where some other form of cheap power is unobtainable, or for convict labor. On other continents, there is evidently more use made of the treadmill, the applications of which will become apparent later on. Readers not familiar with the construction should picture a huge wheel with steps or treads outside or inside of it. The wheel is turned by a person or persons treading on those steps. In devices constructed for an animal, the wheel is replaced by a continuous tread-way: Either the turning of the wheel itself directly accomplishes the task desired, or the rotation of its axle provides torque, and that energy, geared or otherwise, accomplishes the task. Several of either type can be used in conjunction for mighty tasks. Typical uses of the treadmill include water movement (for draining or irrigation), milling, and other low-energy-requirement tasks. Outside of hearing rumors of its use in Paris “sweat shops,” rumors passed on to me by my guide and companion, Marcelus François; I never saw a treadmill in operation in Paris. Such devices are still occasionally employed in the countryside, and I indeed saw a mule-powered one operating a grist mill near the village of Lorrez le Bocage.

Capstan: The capstan is another device for harnessing the energy produced by human or animal to accomplish some task or lend power to some other engine. On Ærth, and particularly in Æropa, small capstans are generally operated by ratchet-wheeled crank rather than by levers, larger ones almost exclusively by the latter means. Humans or animals use a crank or lever to turn the capstan, its shaft then imparting torque to accomplish the desired work. With the addition of pulley, block and tackle, winch, hoist crane (with net, hook, or forceps), derrick and the like, this device accomplishes much of the hauling and lifting needed. Outside of crowded spaces, such as on shipboard, most power provided by the capstan is gained through the employment of animals.

Animals commonly used to turn a capstan are the donkey, mule, ox, buffalo, horse, camel or elephant. Readers not familiar with animal power will be served by the following table converting the various sorts to a known measure, horsepower.

Creature(s)	Horse-power (hp)	Notes
10 humans	1	
1 donkey/ass/llama	0.25	
1 ox	0.5	slow speed, but cheaper to feed and maintain than a horse
1 mule/quagga*	0.75	
1 buffalo	0.75	speed rather than power is the determinant here
1 camel	1	not as efficient at working thus as is a horse
1 zebromega**	1.25	
1 elephant 10		

*Reportedly used in northern Afrik.

**Said to be used to a small extent in Ægypt

Typically, besides oxen or buffalo, perhaps, only very low-value animals will be put to work thus for extended time periods. Raising and lowering of weights (cargo, freight, building materials, etc.) are usual employments of the capstan and associated machinery. Drilling and ærth-moving operations are also often accomplished by means of capstan-obtained power.

Water Power: Water power is extensively utilized on Ærth, but of course it can be harnessed only where there is running or falling water available. It is assumed that all readers are sufficiently familiar with the general principles of the water wheel not to need any detailed explanation. Generally speaking, water is used to turn wheels, which in turn operate many sorts of devices such as grist mills, saw mills cutting lumber and stone, various machines for fabricating things from wood, bellows, etc., or power machines for forging and working metal and so forth. Sometimes the energy of falling water is likewise used. In other cases, water's weight is employed to store energy and use it in various ways. Water is used to drill and sluice mine. But hydraulic power for lifting, lowering or other work is rarely

available. However, this source is currently being studied in Paris, with an eye toward development as a useful tool.

Wind Power: On Ærth, wind is first and foremost the main power source for waterborne vessels on ocean, sea, lakes and even some rivers. The student is alerted to the fact that improvements in ships include both hull designs and sail plans. In truth, the average vessel plying the waters of western Æropa might be a copy of some craft seen on Earth during the 15th or 16th century. However, newer designs are similar to our 17th-century ships, and visionary naval architects are certainly moving ahead, so that in due course, great merchant vessels and ships of the æne of battle like those of Earth's early 18th century will be seen in the Lantlan Ocean of Ærth.

Wind is also another power source used extensively on land in those places where there is generally sufficient steadiness and strength of air movement to turn the vanes of windmill devices. Again, readers are surely sufficiently aware of such constructions to need no further description from this writer. In addition to the uses already mentioned for water wheels, windmills are often harnessed to pumps so as to move water – whether to be rid of it where there is flooded mine or field, or to bring it up for irrigation. Very limited use of wind is made for land transport, although some experiments continue in this regard.

Of late in Francia there has been some development of small “household” windmills to generate power for minor labor-saving and convenience devices, such as pumps to fill upper water storage tanks, and revolving cooling fans.

Steam Power: Steam power expertise on Ærth is virtually in its infancy. Most experimental work is being done in the Grecian nations, I am given to understand. With the recent developments leading toward more reliable engine components – namely boilers, cylinders, valves and pistons – it is expected that more use of this means of obtaining harnessable energy will be made. It was difficult indeed for me to restrain myself regarding the use of the steam engine in regard to rail and water transportation. However, as an “outside observer,” I could not speak. It seems likely, however, that over the next few decades, steam-powered drills, machines, catapults, cars and trucks, railroad engines, and ships will begin to proliferate in the more advanced states of Ærth, particularly from Ægypt and the Phoenician lands in North Afrik through Atlantl, and certainly in Æropa.

Gas Power: In this same category I must mention gas production. By that I speak of hydrogen and helium to a minor extent, not natural or coal gasses, such as methane or propane, for instance. Ballooning has recently become quite popular In Francia, and there are proponents of this activity in many other parts of Ærth, I am told. While the technology is very much in its infancy, lighter-than-air balloons, propelled by Heka-engendered Power, might well become a factor in years to come. That is, such devices will likely be used in warfare and

exploration, if not for general transportation, rather than merely for amusement and sport.

Heka Power: Heka is, quite naturally, the greatest power source available on Ærth. Through its manipulation, just about any desired work can be accomplished. However, able practitioners are uncommon, and the Castings to perform tasks frequently demand considerable specialized skills. Nonetheless, virtually everything which is done here on Earth by explosives, combustion engine or electrical power is managed, if in a less general way, through the employment of Heka energy. In truth, magickal forces are often used to create torque, water and wind for their imparted energy, and so forth.

Lighting

Lighting is again quite different on Ærth than we are used to on Earth. In many places activities are very much regulated by the amount of sunlight and full moonlight available. Where such natural illumination is lacking or insufficient, there are many sources used to bring light to an area. The most primitive means are firelight, rush-light, torches and oil-fueled cressets. Such sources of illumination are still fairly common. In non-urban places, but in almost all cases they are augmented with somewhat less-primitive means. Fat and oil lamps are only a little step removed from the most primitive. Next are the tallow and wax candle, both of which are quite generally employed everywhere, the former by the poorer because it is far less costly. Even vegetable wax candles are beginning to become less rare as developments in extraction of such substances from oils continue to improve in efficiency. Beeswax tapers are certainly the finest candle and the most costly to burn. Many of the gentry and aristocrats use them, in fact, in place of less dear means of illumination, simply to display their wealth!

Wicked lighting fixtures burning refined oil such as kerosene are fairly common in better places everywhere, and more so still in urban communities.

I have previously mentioned the use of gas. Location of gas wells or production of flammable gasses in sufficient quantity to be sold commercially has started in several places in Æropa. This availability of gas has seemingly begun a trend. This is certainly true in Paris where much use of the gaslight is made for street lighting, in commercial establishments and many better private residences as well. While this is fashionable, even so good a system for illumination cannot replace that enabled by magickal means.

Heka-engendered lighting need have no wasted energy in production of heat accompanying its illumination. "Witch lights," for such seems to be the near-universal name for Heka-engendered illumination on Ærth, serve in many roles. This form of light, in fact, is superior to our own neon, fluorescent, incandescent and all the rest of the electrically powered systems combined. It can be affixed to some area or suspended in air, or can even make the atmosphere itself become illuminated.

Heka-engendered illumination can be steady or intermittent, flashing, illuminate in series or sequence, even actually move about independent of outside agency. It can be colored and shaped to suit need or desire. Similarly, it can be made to give off illumination brighter than day or so pale as to seem ghostly.

With such power and potential, why then isn't it all-pervasive? Again, because of the particular requirements of Heka manipulation, only a limited number of persons can actually utilize the energy to create such light. Furthermore, the cost is high.

In truth, Paris is aglow with various forms of witchlights. Some commercial streets' enterprises combine to give special illumination to their active portion by this means. All of the largest and finest commercial establishments advertise their presence thus with very special and unusual witchlighting. Certain very wealthy freemen, and most aristocrats, use simple Heka-engendered lighting in their residences, more complex forms around their grounds. Religious edifices too utilize such Heka-engendered illuminations to enhance the visibility and attractiveness of their places of worship.

Finally, in this regard I include my translation of an excerpt from a travel book written in Francian, published in Paris, and supplied to me by the good M. Marcelus François.

Memphis, Ægypt

Population: 2,000,000 (not counting those who don't want to be noted in the census!).

Memphis is not merely the capital of the Lower Kingdom, but it is the largest and most cosmopolitan city in the land – perhaps on all Ærth. Who can say, for so much of that sort of thing is pure preference and taste...

...Outstanding features of the city are the witchlights, for various sections of Memphis are illuminated in different ways and with varying dweomers. Thus, there are:

Rainbow District: A quarter of wealthy sort where the villas are set off by the different colors of Heka-engendered light surrounding them in pastel or pale radiance.

Festival Way: The street of that name which is lit by colored lanterns in fantastic shapes, animal form, etc. Light here is from flame and Heka, too.

Rose Quarter: This is the principal red-light district and is awash in sultry reds, dusky scarlets, crimsons, hot pinks, and passionate violets and purples. The air above glows with a rosy hue from the exotic witchlights here.

Undersea Court: Several ultra-wealthy families whose properties adjoin compete in extravagant show during certain holiday festivals. The short, dead-end street is then lit in a pure blue light, as if one were immersed to a depth of about 30 feet in clear, tropical sea water. There are greens and paler blues from some locations, while the edifices themselves are kept bright through “rays of sunlight piercing the water,” “colored “coral reefs,” “moving “shoals of fish” (-shaped light), and the – radiance shed by singular marine “denizens” as well, from “whales,” “sharks” and “rays” to “jellyfish,” “turtles,” “eels” and “sea snakes.” Occasionally, “mermaids,” “tritons” and like Phæree creatures will appear.

Temple of Hapi: The deity of the River Nile has fighting of Heka-induced sort which is as if one were submerged in a green river. There are brighter forms of “hippopotami,” “crocodiles,” “turtles” and “fish,” plus illuminated banks of riverine flora to bring moving illumination along the walks adjoining the precincts of the temple. This is, however, no match for the spectacle of undersea display done on special occasions noted previously.

Despite such glowing words, I myself believe that the audial and olfactory enchantments so frequently combined in Paris with the visual of witch lighting makes the city one of the most exciting places on all Ærth. When Heka-practitioner artists send their work into the sky above Mont Marte, not even such a place as described above can compare.

Heating and Cooling

Only the most primitive of places still use the fire pit and open smoke hole for heating. Similarly, fuel such as dung is not generally used anywhere but in remote places in which better ones are unavailable or too costly. With respect to heating, simple fireplaces are most common. These are of masonry, brick and lately of forged metal as well. Some are now being augmented with metal for improved conduction of heat. They are meant to burn wood, wood and coal, or charcoal or coal. Occasional use of braziers with charcoal fuel to augment heating is not uncommon. In colder regions, brick ovens are used by the common folk for all purposes, including the warmth needed in their dwelling places. Recently introduced in advanced countries, metal heating/cooking and heating-only stoves are proving very popular with those able to afford such luxury. Pipes and register openings can be used in connection with such stoves to distribute heat throughout several rooms. Also of note is the coupling of improved boiler systems to such devices, and not only those fired by conventional fuels. Experiments are supposedly under way to test petroleum oil and gas in this regard. If steam can be used for power, why not for heat? Likewise, why necessarily steam? Hot water is efficient. However, the cost of producing the necessary metal piping leaves this very much in question. Indeed, it seems likely that in a decade or so, Ærth will begin to have some fair amount of central heating in those states of Æropia which are coldest.

Buildings which are set deeply into hillside soil or covered in part by a berm of soil so as to take advantage of the near-constant, if cool, temperature encountered a foot or so below the frost line are being constructed in a few of these cold countries. This concept is treated hereafter as well in regard to cooling.

Elsewhere, in those regions where there is much sunshine and warm weather, the energy of the sun is being collected and transferred to water. While having hot water to wash and bathe, warm for swimming and the like, is not considered a major concern, this step is noteworthy. It saves other fuels, makes the provision of hot/warm water easier, and even assists in what small amount of heating is needed in such climes.

Industrial establishments everywhere rely on charcoal, coke, gas and Heka to produce the heat needed for their work.

Again, where needful, Heka is employed to produce warmth or great heat such as is required in Heka-forging, alchemical operations and commercial use.

Cooling is often more a matter of comfort than necessity, save in regard to preservation of foodstuffs. In hotter regions, the buildings are now not only thick-walled and high-ceilinged, but insulating materials are being included wherever possible to help maintain a constant temperature. Southern exposure walls are seldom pierced with windows. Natural air currents and shading are always considered where they are possible factors. Soil subterranean temperature conduction is employed in the construction made of rammed earth, as well as in those partially buried in soil. Special cooling devices include the fine-spray water fountain where evaporation cools the surrounding air and the mechanical fan operated by windmill or other means. Most cooling fans are placed on the ceiling, of course.

Cooling by means of snow or ice is also common in regions where winter temperatures drop below freezing or where there are snow-capped mountains nearby. Generally, though, such use is restricted to very small and select areas or for special foods and drinks. Snow is collected and packed into blocks, or ice is cut. In regard to the latter, it is generally cut by saw from frozen lake or river, hauled by animals on a sledge, then packed in straw-separated layers. Snow or ice blocks collected thus are stored in insulated constructions (double roofed and walled, the space filled with sawdust or some like insulation) called ice houses, or else kept deep below ground in caves.

Heka-engendered cooling is generally reserved for special circumstances such as large-scale food preservation, laboratories or the dwellings of the wealthy. Of course, enchantment can freeze oxygen, produce dry ice, or even engender snow or ice – all provided there is a capable practitioner and that individual is willing to provide a Casting and expend the Heka energy to accomplish what is desired.

Water

Water is a necessity everywhere, of course. Its basic sources on Ærth are almost the same as on our Earth, the only exception being that the former place can, in need, draw that liquid from the Elemental Sphere, a distinct advantage indeed!

Most large communities, as well as many not so large, obtain water from some nearby river or lake. Some few communities also have or rely solely upon collection of precipitation in reservoirs constructed for that purpose. Similarly, some communities have natural wells (possibly artesian) and/or springs to supply their needs in this regard. In rural communities and isolated dwellings, the reliance is on, in descending order, water courses, bodies of water, springs, wells, wells and cisterns, then cisterns.

Water is commonly drawn by bucket and rope only in very isolated places or by the every poor. Large communities have a water distribution system, now typically piping, but some aqueducts still function. From the main water pipe (main) run auxiliary conduits to supply the needs of the community. These generally break down into three groups: (1) public wells, pools and fountains; (2) baths, natatoriums and street sanitation; and (3) private users whose structures have running water supplied. Reservoirs, where applicable, are also divided thus to assure that each group receives its allotted quantity, the first being the largest, naturally.

Water is usually moved up or along by means of a screw pump, drum pump, force pump, vacuum pump or Heka operation. In backward communities or where there is some special consideration, such devices as the bucket-lift lever,

treadmill-operated wheel and buckets, the advanced design bucket wheel or a chain and buckets lift will be employed.

Paris, of course, being on the River Seine, has a main system, plus separate wells, along with various other means also utilized by individuals, generally cisterns for rainwater collection, although there are also private wells. Lorrez le Bocage, contrarily, must rely principally on a central well, although, again, many places have rainwater cisterns.

Purification of water is accomplished by many means: Sun and air, that is, natural action, is most common. Alchemical additives and even Heka-engendered purification techniques are employed in advanced communities such as the Francian capital, where water in the collection reservoir is so treated daily. Distillation is used broadly only where water must be obtained by desalinization of seawater. However, small quantities for various purposes are also distilled by many means.

Water obtained through Heka use from its Elemental Sphere can be of just about any sort, according to the specifics of the Casting employed. Normally, production will be of sweet water. The very wealthy rely on such for their use. Some commercial enterprises bottle such water and sell it in competition with those purveying spring water, aiming at the better-off freemen able to buy it.

Next issue will continue the exposition and cover not only sanitation and safety provisions, but also provide us with information on public works and the typical amenities. We hope you'll join us then.

JOURNEYS #3

Phærees and Magick and Mushrooms and More!

Published September, 1992

THE GRAND CAMPAIGN IN THE MYTHUS FRPG, PART I

Third in a series of Dangerous Journeys system articles for JMs

Originally from GameMasters' Purview on pp. 6-10

By Gary Gyax

Privileged information for the JourneyMaster! What's this? Something more disallowed to players? Not at all. This is by no means confidential, let alone secret. If I have the attention of players not otherwise prone to read this sort of article, however, I consider it a valuable step. Do read on, and if you find the information such that you believe your JMs would benefit from it, tell them so.

*The goal of this writing is to improve and enliven the many new **Dangerous Journeys** multigenre role playing game (MGRPG) system campaigns, and to do so it is necessary to reach the persons responsible for creating and conducting them, the JourneyMasters of the world. What is in this column, however, is in one sense privileged. It is assumed that the readers are all special, more knowledgeable, in some measure because they are readers. Therefore, what is contained herein will certainly benefit JourneyMasters, players and the latter's Heroic Personas in no small measure!*

Greetings once more to all of the learned participants in what I believe is the roleplaying game of the future! Welcome to the system which opens every conceivable vista to players and provides all the tools the JourneyMaster will need to make those vistas vividly real. Before you dismiss those words as mere hype and puffery, consider what you have seen so far. Then consider that there's a whole lot more coming. I have the advantage at this moment, for you haven't yet seen the scope, while I have the whole of the **Dangerous Journeys** system in mind. In fact, much of it is already on paper, and it is thus possible for me to foresee the end result more clearly than others not so supplied with this information. This series of articles is designed to assist you in just this regard.

There is no exaggeration in what I tell you, but only time will enable us to bring the whole to you. It is complex, multidimensional and, yes, even monumental in scope, but enthralling in its application. What you have seen so far is but the proverbial tip of the iceberg. Through later articles we'll be able to deliver more in the way of information and facts, but for now there is something far more critical to discuss: material aimed primarily at the farsighted souls who have ventured into this new multiverse as JMs of the Mythus Fantasy Roleplaying Game.

It will come as no surprise to many readers to learn that in the past I JourneyMastered an **Unhallowed™** Supernatural

Roleplaying Game campaign. In fact, I began to do so at a time well before we had even thought of either genre's game trade name. In 1988, I used my son, Luke, as a sort of guinea pig-cum-play-tester in an early version. That was the basis of the overall system, and it went to the redoubtable Mike McCulley for his contribution to the modern supernatural milieu. (By the way, you'll soon be seeing that product!)

In 1990, I began a more detailed campaign with over a half-dozen player-participants. We managed about six months or so of regular weekly play before the demands of getting the **Mythus** game together prevented me from managing a continuing campaign. Thus, those intrepid heroes were left on our world and never had the fun of experiencing the "HP-mind-wrenching" transition from the world of contemporary Earth to the magickal realms embodied in the cosmos of Ærth. What all this is about, however, is the matter of how to ably master the game's campaign in its multigenre form. From the very beginning of your campaign, you should plan for the eventuality of moving from the initial genre to one or more of the other genres.

This expansion of the campaign, naturally, must be directed by the group's desires and the availability of material. However, you can bet that my players' group of HPs were indeed destined to step through a portal, whether on purpose or by accident, so as to adventure in the magickal milieu. Only their JM's lack of time prevented that. They were sufficiently experienced to relish such an opportunity, and knowing that the system was aimed at multi-milieux play in other genres, they were eager. To put it another way, you, the Sage JMs, will know when it is time to mete out such a change in order to broaden your own campaign.

Before going any further, there is an important point I must make, one which I want you to mentally underscore. Only after you understand this matter should you move on to the exposition which follows. Two decades of experience have indicated to me that the vast majority of participants in any popular roleplaying game do not read material such as this. This applies to JMs and players alike, albeit a higher percentage of JourneyMasters than players are cognizant of sources outside of the game which pertain to and develop greater

understanding of and skill in playing it. What that all means is only about 1 in 20 (or fewer) JMs read articles about their RPG interest. If 1 player in 100 does so, you are doing well. I don't view this as either a conspiracy or a desire to remain "unenlightened." In simplest terms, most who play do so for pure fun, and they don't want to bother with anything outside that consideration. There are lots of other reasons, and most of them are valid, so there is no caviling on my part. However, this does affect the manner in which the game module rules were written.

Even though we bend over backwards, metaphorically, to stress the fact that the system is open and flexible: JMs (with the players' input and agreement, it is hoped) may alter, modify, and add to the rules system. And that overall the system is designed to operate as well using very little of the fine details or with the whole of its complexities – the result will be something along these lines for those not in touch with trends as evidenced in the pages of this vehicle and similar ones.

About three-quarters of active JM/player groups will follow the works to the letter wherever possible, and of this group there will be a linear division of incorporation of detail which runs the gamut from simplistic to the totally complicated, with the bulge in the middle range. Of the 25% remaining, almost one half, say 10% of the total, will in due course so alter the system – through inclusion of their own creative input and other game material – as to make it totally unrecognizable, whether they call it by the **Dangerous Journeys** game name or that of some other system. Hybridization is fairly common. So too is the creation of "house" game systems, wherein radical changes are made in sufficient quantity as to develop a unique game form, and this occurs about as frequently as hybridization.

All this is borne in mind as the game system is put into rules and instructions. That is, we are speaking mainly to that block of participants who we know will utilize our work as their primary, if not only, guide. Information is packed into the works, and advice and guidance too, but there is only so much space. What follows is for the sophisticated JourneyMaster just embarking on the voyage into the manifold realms of adventure made possible via the **Dangerous Journeys** MGRPG vehicle.

Campaign Management

The end of the **Mythus** game book contains much information for the JM. You are probably pretty well through the assimilation of the rules by now. If you haven't already done so, turn to the end and concentrate on the back for a bit. The glossary is useful in familiarizing yourself with the particular jargon of the system, and when you truly know that language, you understand much of the system and its major concepts. Be sure to read the short if numerous, appendices too. They tell you a lot about what we are doing and have in mind for the system as an entity. Most importantly, though, might be the bibliography in the **Mythus Magick** book, for that is where the uncertain JM can go to get named sources of information

and inspiration for the campaign. The fiction is especially important.

When you are done with all that, it is time to assess your campaign management with an eye towards running not only a superior one but towards its development as multigenred. You might find it helpful to make up a checklist like this:

1. **Do I have a copy of each and every player's HP Profile Sheet?** This is a must, of course. As soon as the players have basically completed their personas and filled in the forms, you must have a copy for your records. Then, at appropriate times during a game session, have these forms updated by the appropriate players, i.e., any permanent change made to their sheets should be reflected on your own. Fluctuating things such as Physical damage and the like can be so noted or kept track of in the log, which is covered next.
2. **Do I have a JourneyMaster log?** As there are no "official," published logs available at this time, you will need some form of blank book or notebook to keep track of things. Here's the minimal information which you'll need to record: Each game session, you should note the game day, and time of starting and concluding action. Note locales, day and time, with activity in each. Activity includes a brief precis of events, encounters, information given out etc. A secondary notation beside the name of each player's HP should be made. This should give your assessment of performance and results, i.e., how well the player roleplayed, understanding of the persona's abilities, individual and intergroup performance (good or poor), and so forth, as well as rewards or penalties handed out. There's a very important reason for this, above and beyond the obvious. I'll get to that later. With all salient information noted, the game day and time of play cessation should be written down as the dosing, and this again picked up for the next session's commencement. Players, naturally, should likewise keep track of things.
3. **Do my players have HP journals to record their personas' game session activities?** As a matter of course, you should insist that each and every player in your group has a diary of events! This gives them a place to make notes and keep bits of information you've given out orally or in the form of hand-outs. Doing so actually increases the sense of realism in play, and that is the reason you should make a point of seeing to that. Part of your job as JM is to train and assist. Tell your group that keeping track of people, places, things, events, and even thoughts of the moment will prove absolutely invaluable over the course of time. Anything they think important but which doesn't fit into their HP Profile Sheets should be noted in their HP journals.

4. **Do I have a recap of the past session's events available for my team?** It is a really helpful thing to read out a brief account of what happened last time, before commencing a new session of game activity. After all, you are seeking to make the game seem as real as possible, and in real life there aren't hiatuses in living. The poor HPs are dropped for days or even weeks, not infrequently in the midst of some dire peril, to be brought back suddenly when again the participants sit down and reconvene campaign action. Also, there is always the odd player or two who missed the preceding session, possibly with their HPs immersed in the activity despite their own absence. A recapitulation before play helps things immensely.

Accomplishment Points

So now you are brought up to the point where I can return to something I alluded to earlier. This is the generalization of rules and instructions. As noted, we have done our work assuming that the majority of JMs and players will not have the benefit of material such as this. Perhaps the most critical effect of that assumption is its impact on rules and instructions for the awarding of Accomplishment Points. Please, be aware that I have "mandated" very stringent and somewhat stingy awards because of this. Typically, the uninformed and/or isolated JourneyMaster tends to be extravagant in the distribution of rewards to players' personas. This is understandable, not only because everyone enjoys being liked, and giving out such rewards brings adulation, but because as a part of a team, JMs tend to think of their player group as top-notch and deserving. This means that they typically disregard admonitions regarding awards, and by and large their players receive far too much in the way of rewards for actual accomplishments by their Heroic Personas.

You, wise reader, on the other hand, are knowledgeable, so further instruction and advice can be given and properly acted upon. In this regard, stick with the awards system given in the books, but with your high degree of acumen, make additional Accomplishment Point distribution during the course of adventures prior to the conclusion of such action.

What's this? Has Gyax gone dotty in his advancing years? Not at all. However, a well-run campaign with an expert JM and skilled players should not have HPs whose true accomplishments are dwarfed by those personas from second-rate campaigns whose JourneyMasters give out undue rewards. No, I am not suggesting a race for "super-persona of the century" status, but rather a lessening of disparity between fine players' personas and those of a give-away campaign. Most of you are all too aware of "Monte Haul" fantasy campaigns and their attendant deity-oriented HPs. Yet I also wish to discourage the opposite extreme as well.

Adventure scenarios in the Dangerous Journeys system reflect this, in part, through insertion of instructions to JMs to award Accomplishment Points, Joss Points, etc., at certain

times during the course of play if proper actions are taken by HPs. This same thinking extends to scenarios devised by the JM. First let me say that such "intervention" in the awards system is most vital early in the campaign, for at initial stages habits of players and conduct of play have likely not yet become ingrained and routine, plus the HPs are least developed and more vulnerable to severe loss or death. JM use of APs and other awards will assist in addressing standards of play, encouraging excellence, and at the same time fortifying personas for greater trials to come. When the multigenre campaign is considered, this is particularly important.

In the multigenre campaign, Heroic Personas need to be many-faceted and talented indeed to operate in milieux so vastly divergent as fantasy, modern supernatural, science fiction, etc. It does truly require considerable fortification of TRAITS (and the subclasses thereof), as well as Knowledge/Skill Areas, in relatively short time so as to enable such HPs to venture from their "home" milieu into different strange and always-perilous worlds. This is not to say I recommend being too generous with rewards, but a slight error in that direction can be corrected later... unlike a too-stringent policy, which results in discouragement of players if not permanent loss of Heroic Personas. Thus, we come to the suggestions of how to handle the award of extra Accomplishment Points and other rewards.

Handling Extra Awards

Rewards to consider are AP General (AP/G), AP Specific (AP/S), AP Exceptional (AP/X), Joss Factors (OFs), Special Connections, Equipment Documents, and Money. Each of these eight possible rewards will be considered in turn.

Before dealing with the various rewards, let me establish one other thing in your minds. The scope of play sessions, frequency, actual time spent playing and the intensity of activity during that time period are all important. So too is the skill of the JourneyMaster and the players concerned. As a standard, let us assume a complex and unfolding scenario with progressively more difficult missions and challenges taking place, during weekly play sessions of three hours length, wherein some crisis point is attained each session. The JM is not a novice, nor are the players, but no one in the group is truly expert. There are four players in the team. If your own campaign differs in its particulars from the above, adjust your awards accordingly.

AP/G: In addition to standard rewards, use the following additions: Accomplishment Points, General should be given out at nearly every play session. The single player showing the greatest skill during the evening might be awarded an AP/G, with a comment on the reason why. Grasp of the overall mission, goal, objectives, strategic situation, tactical (situational) grasp, roleplaying demonstrated, command of the rules, understanding of the spirit of the game system, group leadership, thinking, and cooperativeness are all to be considerations for giving out the award. The reward shouldn't

go to the same player too often, and never in two straight sessions. It might be used to encourage the least able and most retiring member of the group from time to time, when that one does something laudable. Continued exceptional performance by one player, however, cannot be ignored, and such individuals must receive other sorts of awards. All of this encourages performance according to the desires of the JM, makes players pleased and eager to return to be the best, and also makes each more aware of his or her HP and that persona's needs and wants. You should pass along the benefit of 12 AP/Gs to the group during the course of a dozen play sessions.

AP/S: Accomplishment Points, Special are for performance of a K/S Area That is, does the player totally understand the information detailing the ability and utilize it thus? Does she or he use it at the "perfect" time with assurance and speed? Is the Knowledge/Skill used in a manner not anticipated but otherwise sound? Does the player add real facts to expand the Area? A "yes" answer means that the HP is eligible for consideration for an award of 1 to 3 STEEP points in the appropriate K/S Area. Be more generous when players are inexperienced and Heroic Persona's new and relatively weak, but become a bit stingy when experts are playing veteran HPs! Also, when one already has 50 or 60 STEEP points, make certain that any award is highly deserved. During a period of 12 play sessions, the JM might give out from three to six extra AP/Ss – but unlikely to all be awarded to one HP!

AP/X: Accomplishment Points, Exceptional are rare indeed, for they can purchase all manner of useful things, most probably additions to ATTRIBUTES, and thus building CATEGORY and TRAIT totals too. Insightful or expert play that saves the group, solves the dilemma, or slays the arch enemy are the areas to consider when deciding on when to award an AP/X to whom. One or two extra points might be awarded during the course of 12 play sessions if one or more of the criteria above are met and the JM so wishes. If two AP/Xs are gifted thus, it is urged that these be split between different Heroic Personas.

JFs: Joss Factors are particularly needed by novices and in situations of highly perilous sort. A perusal of a prepared scenario will show not only places where awards of various sorts of APs are recommended, but situations where, if playing skill is exercised or sometimes mere stupidity is avoided, additional JFs will be gained. In the case of extra awards, though, error avoidance is seldom as important as correct action. Only JourneyMasters can judge the need for additional Joss in their campaigns, but when players are at or near O Joss Factors, they are certainly needed! It is recommended that a JM have "built in" places during the course of any long scenario where the HPs can earn JFs through good play. Also, extra AP/Gs can be brought out to purchase 1 or 2 JFs if absolutely necessary. At the end of a scenario, or at a hiatal point similar to such a conclusion, adjudicate the group's success, and then award the team a couple of JFs per Heroic Persona if they were

totally successful, one per if they managed to do the right things, generally, but forget such an award if they failed. Too much "luck" discourages thinking, roleplaying and skill!

Special Connections: Special Connections are most useful in rewarding the player whose HP seems to always be performing above average, but there are a couple of caveats, of course. Simply put, personas whose players have developed them along lines where others interacting with them would be repelled are not going to make friends and influence people. However, whenever an HP interacts with non-opposed Other Personas so as to save their lives, protect their families, relatives, or property, assist them in some important way, or otherwise befriend and aid them, the HP is likely to have gained a Special Connection (of whatever value). Similarly, other forms of interaction of less dramatic sort wherein the player has the HP using K/S Areas to influence the Other Persona to become a Special Connection might work, at the JM's discretion, and the successful K/S roll at a Difficulty Rating determined by the JourneyMaster. There is no guideline for the award of additional Special Connections, but it is worth noting that in real life some people have many. Thus, an HP with a dozen, a score, or even more Special Connections is not incredible. However, limit extensive Special Connections to HPs who really work at making them. Remember too that such individuals can be "used up" by too frequent demand for favors and such.

Equipment: Equipment is an easy and not too obvious manner of rewarding good play. Equipment of all sorts can be given out in the course of any given session of play. For example, let's imagine that one of the players has been quite remarkable in the use of a Heroic Persona's Knowledge/Skill Areas, but not so as to deserve an AP/S award. Instead, have that HP discover some equipment which will aid that ability. What sort of equipment can be given out? Electronic gear, weapons, protective items, or even things which are Heka-related or super-secret scientific sort might be appropriate. Anything the foe can reasonably possess and utilize is in line, as is that gamut of things which might be given to the team by allies in order to assist the group to successfully combat the common enemy. In all cases, the item given out at any particular time should be commensurate with the performance of the team, the individual HP, and the immediate objective or long-range goal. Equipment award can be frequent or infrequent, depending on all manner of variables, of course. Something like one to three such awards during the course of a dozen sessions is probably in line with good JourneyMastering.

Documents: Documents are similar to equipment, and they are separated here only for reasons of clarity. When I speak of documents, I refer to as broad a spectrum of things as are covered under equipment. That is, documents include correspondence, diaries, books, maps, blueprints, plans, codes, identification papers (credit cards, driver's licenses, passports,

credentials, etc.), and even such powerful things as magical writings, computer programs, and so forth. In most respects, certainly, the awarding of documents closely parallels that of equipment. Refer to the paragraph above for guidelines.

Money: Money is seldom a need in the initial stages of play; therefore, it will not be perceived by players as a reward for good play of their HPs. After a few game sessions, though, as purchases eat into cash reserves, some personas' earnings drop due to inattention to normal pursuits, travel is necessitated, and so on, money becomes more important in players' minds. On the other hand, it is not generally advisable, at least in many milieux of the game system, to have the Heroic Personas habituated to looting, robbery, pillage, and all the other rather unsavory practices so common in many RPGs. This is not to say that it should be prevented where appropriate, but the JourneyMaster should keep a firm control of this matter. So, again, money is a reasonable and appreciated reward for the team as they move from session to session of the adventure. Rewards of cash can be worked into play through payments by Other Personas for services, granted by organizations allied to the cause of the HPs, and the standard sort where the foiled foes "contribute" their ill-gotten funds to the war chest of the HP team. As is typical of all awards, the JourneyMaster should keep money level reasonable in regards

to the campaign that has been devised. In some cases this can mean a team of independently wealthy HPs is desirable, and in other instances the JM might wish to have the players' personas perpetually impecunious. Cash should start to flow according to the overall campaign milieu, as needed, and this usually means sometime after anywhere from 12 to 20 or more play sessions. Thereafter, circumstances, play, and need will be the JM's best guides to continuing a monetary award policy.

Conclusion

To sum up this last portion, then, let me stress how important it is to keep rewards flowing in the campaign, but to use keen insight and great judiciousness in selecting which sort to give and in amounts commensurate with achievement balanced by the overall direction of the campaign and JourneyMaster ends. Use any and all of the eight categories as you will to make your particular expression of the Dangerous Journeys system the utmost in personal enjoyment for you and your player group.

Next time we will go further into the development of the campaign with an eye towards how to get the player HP team into many sorts of adventures so as to broaden the campaign in such aspects as intrigue on multiple levels, military activity, exploration, and adventuring in the Subterranean /Erth.

READIED CASTINGS

Originally from p 31

By Gary Gygax

Readers should be reasonably familiar with the **Mythus Magick™** book by now. In fact, this question has probably already come up in your campaign. Take a look at the aforementioned work. Therein, on page 26, under the optional STEEP modifiers, there is a rather cryptic mention of “readied” Castings, showing a+ 10. Well and good, that bonus, but what is a “readied” Casting? Well you might ask! I knew what I meant, but in the heat of completing a 3000-page manuscript, I forgot to detail this point. So here is some quantification for all JourneyMasters, as well as those who seek to up-gun their Heka practitioners.

Readying Castings

The procedure is fairly simple and is handled in the following manner:

3. Select up to three Castings to be “ready.” From Known Castings, the persona decides to select three to be ready quickly, “just in case.” It really doesn’t make any difference which K/S is involved or even which Known Castings under a given Knowledge/Skill Area are selected. The type of Casting selected is important. For example, three are chosen. Let’s say, for the sake of this exposition, that one is a Charm, one a Cantrip, and one a Spell.
4. Ready them. It takes as long to ready a given Casting as it does to cast one from an unreadied state. Thus, in the example given above, it will take 1 CT for the Charm to be “readied,” 5 CTs for the Cantrip, and one BT for the Spell, a total of 16 CTs of time, or 48 seconds. During this time, the practitioner must be totally undisturbed. Any disturbance means the preparation must begin anew. Some Heka could be lost if there is disturbance. See below.

5. Paying for them. The Heka needed to activate each and every Casting to be on ready status must be paid for up front. As each Casting is “readied,” the practitioner stores the Heka points required for activation along with the “readied” Casting, more or less in the front lobe of his brain, shall we say. The Heka point cost might be relatively low if all are under Grade V or quite high if Grade V and higher. In addition, any Resistance or Damage additions must be made at this time and can’t be changed later. That is, the practitioner gets exactly what he or she paid for when the Casting(s) was “readied.”
6. Using a “readied” Casting: The JM should allow not only the + 10 STEEP addition for a “readied” Casting, and a reduction on the activation time as well. This is shown in the Casting table.

You’ll notice that having Castings “readied” is a big boon to practitioners who want to get around a Ritual’s activation delay. However, this is offset to some considerable extent by the following:

7. If the caster is distracted or hit when “readying” or attempting to activate one of the “readied” Castings, the Casting and all others in “readied” state are lost as well. In that loss, all Heka expended to “ready” them is likewise gone.
8. If the persona opts to employ a Casting other than one in the “readied” state, all those in “readied” state are lost. The Heka necessary to activate a “readied” Casting(s) is lost in this case, just as above.

In summation, it is fine to have “readied” Castings, but there is a considerable amount of risk involved too. The disadvantages are that such use of this optional rule does not allow practitioners an unfair edge. Its use does give them a more active and direct role which, in my opinion, is quite justified.

Casting Table

Casting “Readied” is	Activation Time is Now
Eyebite	No different
Charm	Same CT as cast; as last event in that CT
Cantrip	1 CT
Spell	2 CTs
Formula	3 CTs
Ritual	5 CTs

THE TROUBLE WITH TRIBALS

A Mythus Adventure
Originally from pp 32-35

By David F. Moyer

The Trouble with Tribals is an introductory **Mythus** adventure designed for four to eight HPs of Primitive Vocations. Alternatively, it can be adapted fairly easily for HPs of other Vocations and backgrounds, with the understanding that they have recently been shipwrecked on the island described herein, or that they have come to the island as explorers.

The number of adversaries can be adjusted up or down depending on the number and composition of the HP group. This is a time-dependent adventure, so the JM should keep careful track of the amount of game time that passes.

Adventure Location

The adventure is set on a small island located wherever the JM would like to place it. Terrain ranges from volcanic rock to rain-forest jungle. The tribe the Heroic Personas belong to is the only indigenous human life, but game animals are plenty.

The island sits on a natural nexus point to Phæree encounters involving Exterior Phæree or closely related areas. Elves and their kin are infrequent visitors to the area, so it is possible for a Heroic Persona to be an Elf or related Vocation (though not recommended).

A Horrible Discovery

The Heroic Personas begin the adventure away from their tribal village. Witch doctors, seers, shaman, and medicine men could be out gathering herbs or other Materia for healing, Castings, etc. Warriors could be accompanying the magick users as body guards, or on their own in a battle with a neighboring tribe. Hunters would most likely be hunting.

When they return from their various tasks, the HPs discover that their village has been completely destroyed. A few bodies litter the ground but not enough to account for the entire village. Most of the huts have been burned to the ground, and there are many signs of a struggle.

On the Trail of Doom

A *Hunting/Tracking* roll at DR “Hard” will show a set of tracks coming into the village from the east. If the tracks are not found immediately, additional checks may be made once every Action Turn until the tracks are found, if the Heroic Personas are willing to spend the time doing so. The tracks end at the point in the village where the struggle appears to have been the worst. They then appear to exit the village on the west side. A *Hunting/Tracking* roll at DR “Difficult” will indicate that the tracks are from a single horse, four to eight bipedal creatures with very large and somewhat disfigured feet, and 8 to 16 small bipeds.

The large tracks belong to ogres (one for each Heroic Persona), and the smaller tracks belong to orcs (two per HP). The horse tracks belong to the mastermind of the entire operation, a full practitioner Black Dweomercrafter. The Black Dweomercrafter has mental control over all of the creatures and, after the invasion of the village, he also has control over the approximately 50 villagers who survived the attack.

From the west side of the village, the tracks lead into a jungle. They appear to have been made by four columns of humans, with the larger and smaller tracks ranging up and down the lines like task-masters or slave-drivers. A careful examination of the tracks over a distance of about 10 yards will reveal that the columns of humans are travelling in unnaturally perfect straight lines. This should indicate to the Heroic Personas that some form of Dweomercraft is involved.

The Heroic Personas should follow the tracks for about four game hours, with any random encounters the JM wishes to throw in. During those four hours, the tracks narrow to two columns and expand to eight columns, seemingly at random.

At one point, the tracks narrow to single file and disappear. A *Hunting/Tracking* roll at DR “Hard” will follow the tracks into the brush, but the brush is not trod down, so it appears that the tracks just simply disappear. A careful inspection of the area where the tracks vanish will show that an artificial blind was constructed to hamper the Heroic Personas. While they are clearing the brush from their path, they will be attacked by either a small group of dinosaurs (page 329 of the **Mythus** book), or one common dragon (page 330). These creatures were summoned here magickally and left as a trap, so any use of an ability to detect Heka will indicate that someone used Heka in this area, and it is centered on the blind. Destroying the blind will release the creatures to attack.

River Crossing

If the HPs defeat the creatures, they can continue on for a while before running into a small river. The river is flowing at a relatively sedate pace at this point and can be crossed easily. The water will only come up to the HPs’ waists unless someone in the party is extremely short. On the other side of the river, there are no tracks.

If the Heroic Person as go downstream, they will spend a great deal of time finding nothing. However, if they go upstream, they will find tracks on the bank of the river. The tracks are on the same side of the river as they started on. Any personas who crossed the river earlier and have not yet crossed back will now have to do so. The river here is moving very swiftly, and the rocks below the surface are hidden from view, due to the mud and dirt picked up by the current. A PN

CATEGORY check at DR “Hard” is appropriate here. A failure means such Heroic Personas have lost their footing and slipped into the river.

If an HP slips, a *Swimming/Diving* check at DR “Moderate” should be made to avoid drowning. If the roll succeeds, such person as have been swept about 10 yards downstream and are soaking wet, but have regained their feet and are standing upright. If the roll fails, however, subsequent rolls may be made, one each Battle Turn, each one DR step harder than the last (to indicate the effects of panic and lungs full of water). Personas who fail all the way through the “Extreme” roll, or who do not have *Swimming/Diving*, will have to be rescued by another member of the party.

Once all of the HPs are on the proper side of the river, they should pick up the trail again and follow it into the jungle once more. Another six hours of game time will pass before the next planned encounter, so random encounters may be placed by the JM in the interim.

Dinner Break

By now it should be approaching dusk (regardless of what time the Heroic Personas started out that day). The HPs come upon a small clearing. A *Physical Perception/Hearing* roll at DR “Hard” will alert them to noises up ahead. A quick recon of the clearing will show a small group of villagers, about 10, with three guards. One of the guards is an ogre, and the other two are orcs armed with crude maces, basically rocks tied to sticks with leather thongs (treat as one-handed mace of Below Average quality for combat). Also in the clearing are the remains of a human, one of the villagers who has been mostly eaten by the creatures. The villagers in the clearing are the oldest and youngest of the village, people who would not last long on the forced march the Black Dweomercrafter is driving the others on.

Regardless of how the HPs handle the situation, it will be dark by the time it is over, so they will have to camp for the night. All through the night, the villagers will remain standing exactly where the HPs found them, and no one will be able to make them do otherwise. These “zombie” villagers will just stand there, not moving, not blinking and almost not breathing. In the morning, they will still be standing there and will refuse to move regardless of what anyone does or says.

The only way to protect the villagers will be to either have one of the party stay with them – a distasteful idea, because this persona will be left out of the rest of the adventure – or cast some sort of protective circle around the clearing. Nothing will happen to these villagers unless they are left completely unprotected. If this is the case, they will be found after the end of the adventure, mauled by a native predator (tiger, mountain lion, etc.).

Mounting Obstacles

After leaving the clearing, the HPs will need to make another *Hunting/Tracking* roll at DR “Hard” to pick up the trail.

Should this roll fail, an additional roll at DR “Hard” can be made once every Action Turn until the trail is found. When the trail is followed, it switches back several times, eventually ending at the bottom of a 25-foot waterfall. Unless every member of the party has the *Climbing* K/S Area, someone will have to get up the cliff and lower a rope. Hauling personas up the cliff will take one Action Turn if the persona being hauled has the *Climbing* K/S Area, four Action Turns otherwise.

Once at the top of the cliff, the trail grows cold; because of all of the rocks there, no tracks are left. Eventually, the HPs should get the idea to continue upstream. If more than two hours of game time pass before the Heroic Personas decide this, the JM may want to place a clue to turn them in that direction (ravens converging in the distance on a murdered villager, for example).

Battle on the Beach

Another four hours of tracking pass before the next encounter. If the Heroic Person as have taken longer than two days from their return to the village to get to this point, they will emerge on a beach to find a lot of tracks, some marks in the sand that look like boats have been grounded then launched again, and nothing else. They have failed to rescue their clan. Alternately, they could emerge on the beach as the villagers are being loaded into the boats. In this case, not only will they have to participate in the following fight, they will also have to account for the entire ship’s complement, roughly twice as many trained seamen as there are HPs. The seamen are all armed with cutlasses.

If, however, it has taken less than two days to reach this point, the Heroic Personas should make a *Physical Perception/Hearing* roll at DR “Hard.” If any succeed, they hear shouting and noises from up ahead. A careful approach will allow them to come within visual range undetected. Looking out from the jungle, they will see the remaining villagers, the remaining ogres and orcs, and the Black Dweomercrafter. These orcs, like the previous ones, are armed with crude maces, and the Dweomercrafter has a broad sword, though he will not use it unless severely pressed.

The Black Dweomercrafter has three spells in place when the Heroic Personas arrive: Armor: Physical (General Dweomercraft, Grade I, page 34 of the **Mythus Magick** book), Armor: Mental (General Dweomercraft, Grade II, page 36), and Armor: Spiritual (General Dweomercraft, Grade III, page 39), all at his Mental Trait level. All of the Evil Personas are on the beach, apparently waiting for something.

Black Dweomercrafter

SEC: 5	Joss: 6	Move (yds/BT): 80	Heka: 1010		
M: 115, <i>EL</i> :92		P: 80, <i>WL</i> :60, <i>CL</i> :72	S: 94, <i>EL</i> : 75		
MM: 58	MR: 57	PM: 42	PN: 38	SM: 46	SP: 48
MMCap: 20	MRCap: 20	PMCap: 15	PNCap: 14	SMCap: 16	SPCap: 17
MMPow: 19	MRPow: 18	PMPow: 13	PNPow: 12	SMPow: 15	SPPow: 16
MMSpd: 19	MRSpd: 19	PMSpd: 14	PNSpd: 12	SMSpd: 15	SPSpd: 15

Outstanding-Important K/S Areas/Sub-Areas & STEEP

(Black Dweomercrafter Vocation K/5 bundle plus)

K/S Areas	STEPP	Heka	Max CG
Dweomercraft (Black)	64	755	VI
Magick	64	64	
Witchcraft*	58	58	V
Sorcery*	59	59	V
Demonology*	54	74	
Combat, Hand Weapons	36		

*The Black Dweomercrafter receives no additional Heka since he has not forged a Pact with any Evil beings.

Weapon	WP	S	ATK	DT	Dam	Bonus†	BAC	C	Dur
Sword, Broad	7	6	1.5	C	4D6	+1	43	M	5/20

†Bonus is based on PM Pow ATTRIBUTE, see page 224 of the **Mythus** book.

Average Armor Protection: None other than Castings, see text.

After the Heroic Personas reveal themselves, either by moving into the clearing or by using some form of Casting, the Black Dweomercrafter will begin shooting at Heroic Personas with *Heka Darts* (General Dweomercraft, Grade III, page 39). He has roughly 500 points of Heka remaining after casting the armor Cantrips, so he will attack according to a threat assessment: Magick users first, fighters with ranged weapons second, and fighters with hand weapons last. This is subject to change if there is a definite threat to his life; JMs should use their best judgment.

Each Casting will cost 60-100 points of Heka (one to five darts each time). The Black Dweomercrafter will cease his attack when his Heka total drops below 150. He must do this or lose control of the villager “zombies.” If the Heroic Personas start to advance, he will command the “zombies” to form an intervening barrier. If the Heroic Personas get within range, these “zombies” will attack as per normal zombies (page 313 of the **Mythus** book). Also, if the situation looks bad for the Evil Personas, the Dweomercrafter will command the villagers to actively attack the Heroic Personas.

The Heroes Rewarded

If the Heroic Personas can defeat the Black Dweomercrafter, the villagers will be released, and any remaining orcs or ogres will run away. The villagers will be fall-all-over-themselves happy that they have been rescued and will elevate the Heroic Personas to heads of their tribe. Appropriate awards should be given by the JM. This adventure is worth 10 AP/Gs, adjusted up or down for good or bad playing.

JM Notes

If, as a JourneyMaster, you wish to start a Primitive campaign, this adventure would be a good starting point. Simply have the Heroic Personas arrive just in time to see the slavers rowing off-shore with the villagers, and the Heroic Personas unable to do anything about it. The Heroic Personas can then explore Ærth looking for their lost tribesmen. If you should add someone to your gaming group, you can find one of the villagers and have him join the hunt.

Slaver Crew Members

SEC: 2	Joss: Nil	Move (yds/BT): 90
M: 56, <i>EL</i> : 45	P: 90, <i>WL</i> : 68, <i>CL</i> : 81	S: 56, <i>EL</i> : 45
MM: 28	MR: 28	PM: 46
	PN: 44	SM: 28
MMCap: 10	MRCap: 10	PMCap: 16
	PNCap: 15	SMCap: 10
MMPow: 9	MRPow: 9	PMPow: 15
	PNPow: 15	SMPow: 9
MMSpd: 9	MRSpd: 9	PMSpd: 15
	PNSpd: 14	SMSpd: 9
		SPSpd: 9

Outstanding-Important K/S Areas/Sub-Areas & STEEP (Pirate Vocation K/S bundle plus)

K/S Areas	STEEL
Seamanship	40
Boating	35
Combat, Hand Weapons	37

Weapon	WP	S	ATK	DT	Dam	Bonus†	BAC	C	Dur
Cutlass	4	6	1.5	C	4D6	+3	41	M	5/20

†Bonus is based on PM Pow ATTRIBUTE, see page 224 of the **Mythus** book.

Averaged Armor Details								
Armor	Avg. Pierce		Cut	Blunt	Fire	Chem	Stun	PTY
Half Leather	6	7	9	8	4	4	6	--

A JOURNEYER'S GUIDE TO ÆRTH

Originally from pp 38-42

by Ernst Grumbold

As we informed readers last month in the introductory portion beginning this article, we are unfamiliar with the Ernst Grumbold. However, when we asked Gary Gygax for details, he informed us that we could trust the narrative submitted by Mr. Grumbold, for the fell ow knew what he wrote about. Gygax claimed that the author was certainly familiar enough with Æropa, had been employed as an advisor and consultant for the Dangerous Journeys project in general and specifically in regards to the Mythus fantasy roleplaying game, the Mythus Magick book, and the Epic of Ærth™ companion volume. Armed with those assurances, we decided to include Mr. Grumbold's narrative in last month's issue. Here then is the concluding portion of his account of the "nuts and bolts technology," services, and entertainments which are typical of Æropa on our parallel planet, that world called Ærth.

A Journeyer's Guide to Ærth

Everyday Life in Æropa, Part II: The Energy, Devices, and Structure to Provide Necessities of Life and Services for the People

Sanitation: Garderobes, jakes, outhouses, chamber pots and gutters are the order everywhere when indoor plumbing isn't available. That is almost everywhere, save in big cities and some smaller ones. Garderobes are interior latrines which empty into a moat, or otherwise outside of a fortified place. Jakes, whether interior or detached structures, are similar facilities which go down a shaft to somewhere, but sans any flush of water. Outhouses, or privies, are small, portable, exterior constructions of wood set over a hole dug in the ground which serve as latrines. From time to time, soil (and often quicklime) is returned to the hole to cover the wastes therein so as to reduce odor and assist sanitation. When the space is about three-quarters filled, the outhouse is moved, the balance of the hole filled with quicklime and dirt. A new hole

is excavated, and the outhouse is placed over it so the process can begin again. The reader will be interested, I am sure, to learn that there are indeed *specialized* craftsmen, carpenters, designers and builders of all manners of privies. Manual laborers are often hired to manage the excavation work needed.

In advanced cities there might even be public facilities on the street – the famous pissoir of Paris, for instance. Having sewers under the community doesn't necessarily imply that there are indoor waste disposal facilities connected to them. Such sewer lines generally mean only that rain water won't collect in thoroughfares and that waste deposited in streets and gutters can be washed into them through their vertical shaft openings. Note that about one place in five in Paris is now actually hooked up by auxiliary sewer line to the main sewer, and this number is gradually increasing. Even if running water is not available for flushing wastes, such liquid (as is to be otherwise discarded) is employed for this purpose from time to time. Returning to the remainder, in most big cities where water is plentiful, a midmorning washing of the streets by hose flushes litter and wastes from streets, sending the lot along gutters and into the sewers. Despite such cleansing, however, the odor in summer is sometimes most pervasive and unpleasant, at least in portions of these places. Thus, those affluent persons so able often remove to the countryside during hot months. For instance, my guide of whom I spoke of earlier, M. Marcelus François, leaves his town house in Paris about the time of the summer solstice, remaining in Lorrez le Bocage until the autumnal equinox.

Unlike here on Earth, though, the mains of sewers of most cities are set so as to empty into vertical shafts, whether natural or man-made. Thus, instead of polluting the water of the ocean, sea, lake, or river, all such wastes are delivered to the subterranean places which are said to honeycomb the whole

continent, possibly all land areas of Ærth. It seems that there is absolutely no limit to the capacity for the absorption of waste water and all it carries by this underground system. This capacity extends further still, as will be shown hereafter.

Smaller communities likewise rely on shaft disposal for wastes where some method of collection and conveyance is possible. While outhouses use a simple pit system, some cesspools are employed, and the contents of these, being pumped up and into a container for transport, are often disposed of in the same manner.

Street cleaning extends to rubbish removal. Large solid wastes, garbage, and the like, when contained in a barrel or box, are picked up for a fee, whether covered by tax or direct collection or money, and conveyed to some disposal place. Again, an advanced city such as Paris actually collects all other rubbish on a monthly basis so as to keep the community clean. Some few small or backwards cities dispose of their rubbish in dumps in which the refuse collects to fill the site. There is virtually no disposal by water, for priests and sages alike forbid it. Shafts which so readily accept waste water and excrement also serve to contain unlimited amounts of rubbish of any and all sorts. In short, on Ærth there is no problem of disposal of what is unwanted! While there is some small problem of air pollution in cities, virtually no other sort of pollution exists to the best of my knowledge.

Returning to the example of Paris, even the sewers have been routed away from the nearby river to a series of shafts – five to the north, one on the main island, four to the south. These same shafts also serve for all rubbish disposal, the openings being accessed from street level by great, gate-like trapdoors which are winched open each morning and shut fast each evening.

In Lorrez le Bocage, there is a possible natural sinkhole some few miles from the village. Citizens carry their rubbish and dispose of it there by throwing it down the hole. Again, the shaft never fills up...

Safety: Safety extends to two areas – police and fire protection. Let us consider the police first. Cities are typically doubly protected. The soldiery assigned there provides safety through their military police details, and the metropolitan officials likewise have watchmen, especially during the hours of darkness. Free cities such as Camelough, Londun, and Paris have their own guard and augment it with a watch as well, so in effect the policing of them is very much the same as otherwise. Small cities and towns content themselves with a nighttime watch and an active constabulary by day. Some villages have a constable too. However, most small communities are overseen by a lord of some sort who appoints a member of the community as a police officer but provides his own men to support that individual as needed.

Going back again to metropolitan communities, policing doesn't end with mere gate checking and street patrolling.

Every major city has a criminal investigation force of some sort – from petty crime and youth gangs to swindlers and the criminal underworld. Such a special investigative force combats illegal activities in the city. Of course, many lands allow or at least tolerate organizations such as thieves' or assassins' guilds to operate. Being realists, they have made the best of a bad situation, knowing that such activities will take place in any event, by accepting them and forcing them to operate under the stricture of codes and laws, have ameliorated their baneful impact. Note that in general there is no such thing as a "victimless crime" in Æropa, save with regard to some religious offenses. Thus, gambling, harlotry, and the like are legal, although proper license fees and taxes must be paid.

States have their investigative police agencies too, albeit they tend to be more concerned with crimes such as espionage, sedition, and treason rather than other sorts of illegal activities. The exception to that tends to be in regard to state tariffs, taxes, and like revenues due to the national government. Crimes which affect transportation routes or the movement of goods and communications, sometimes even private ones, might fall under the purview of a state police agency, the national military or possibly both.

Fire protection is always a concern of any community, here as well as on Ærth. It is generally provided for by municipal authorities in Æropan cities and towns through a small, permanent company of fire fighters, including Heka practitioners, and augmented by levied and volunteer citizens. Most large municipalities rely not only upon magickal suppression of fires but they also have a considerable number of wagons which have water tanks and fairly efficient force pumps. These vehicles are rushed to the scene of a fire, nozzled hoses attached, and then teams of men work the pumps so as to provide a stream of water to extinguish blazes. There are also wagons with hoses and ladders to accompany the water tankers.

Smaller communities have less equipment, but most will have at least a minor practitioner available to assist volunteers in firefighting. In worst cases, a "bucket brigade" is formed, members forming a line from water source to fire, passing along buckets, empty or full, to be filled or emptied upon the fire to extinguish it.

Municipalities now tend to codify what sorts of buildings can be constructed within their limits, so that in theory, less inflammable building materials will be used, i.e., brick and stone instead of wood, tile or slate roofs rather than thatch or wooden shingles. Far too frequently, such codes are ignored, honored in the breach as it were. However, again thanks to Heka, fires are generally less of a problem on Ærth than on our own world, save where there are no able practitioners available to combat a conflagration of this sort, or where Heka is involved in the blaze!

Public Works: Public works, whether of national, regional, or community sort are tending towards a slightly

growing scope in Æropa. Without boring the reader unduly by identifying the authority or authorities concerned with any specific sort, here are the main categories of constructions considered to be public works:

1. Fortifications (forts, fortresses, arsenals, citadels, etc.)
2. Signal stations
3. Highways and roads
4. Bridges and causeways
5. Lighthouses
6. Rivers (keeping them clear) and riverbanks (preventing erosion)
7. Canals
8. Dams
9. Reservoirs
10. Aqueducts and water mains
11. Mines and tunnels
12. Public granaries and storehouses

Most, if not all, such works exist in all states of Æropa, and certainly the most developed countries of the entire Ærth consider these and other works to be of public concern and under governmental control at some level, usually the uppermost.

Signal stations use semaphore and mirror towers to transmit coded messages. Such device is used when the matter is not important enough for Heka-engendered communication. These are quite commonly seen all over western Æropa.

Along with the development of wagon, coach, and carriage technology to a state roughly equivalent to Earth in the 19th century came the need to allow such improved vehicles to travel easily and quickly over greater distances. Thus, highways are sometimes paved, usually graveled; roads are generally well-maintained.

Naturally, such public works require a considerable degree of attention. This commences with planning, followed by financing (including feudatory obligations), construction, supervision and maintenance, policing, and overall administration. These factors call for some bureaucracy, often considerable, and various officials, ministers, etc.

M. François was kind enough to guide me to a site in which a tunnel for a ducal aqueduct was being dug in a hillside near the village of Lorrez le Bocage. Knowing that such work is typically both difficult and time-consuming when done by hand, and learning of the schedule, I assumed I would observe magickal operations there. Instead, I saw a large gang of laborers divided into a dozen-score teams. As two such groups began lateral excavation on opposite sides of the hill through which the tunnel was to be cut, the remaining 10 began to dig vertical shafts, each such hole begun where a surveyor had planted a stake. The spacing of these shafts was exactly 110 feet apart, six to the furlong. The depth to which they were excavated varied upon the elevation from which they worked.

Various machines were employed to loosen and remove soil from the shafts.

I was gladdened when rock was encountered, for then a Heka practitioner was called upon to utilize some Casting or other to deal with the obstruction. This occurred many times. However, the spectacle was, to say the least, disappointing. Neither great sights nor sounds were evoked. After the laying of the necessary magick, the rock simply changed into a mucky material which was thereafter pumped out of the shaft as if it were slurry from a mine. Wooden shoring was put in place as these shafts progressed downwards. Although I did not see it, M. François assured me that such supports would eventually be replaced by masonry.

At the desired level, vertical excavation ceased, but crews remained working at the bottoms of each and every shaft. Now, however, they were laboring to dig lateral tunnels, adits, to connect the many shafts with the entrance and exit tunnel being excavated simultaneously with their own work. In short, the many groups were used so as to maximize manpower input and minimize time of construction. Alignment of the separate tunnels was quite easy and accurate. In the resulting tunnel, engineers then established a bed with the desired slope, and the ductwork was put in place. Maintenance of the whole would thereafter be easy, for each shaft could be uncovered to allow inspection of its point. Furthermore, surges of air or water pressure resulting from storms or floods would be vented off by means of these shafts.

Uniquely municipal public works are typically of the following sorts:

1. Municipal buildings
2. Streets and alleys
3. Sewers
4. Waste shafts (sewage and rubbish)
5. Community walls and fortifications
6. Commons (greens, woodlands, and water).

Municipal arteries, long and paved, are tending towards being made broader where possible, due to the proliferation of wheeled vehicles which has come about through the greater availability of asses and mules. Then again, sanitation and safety concerns also promote this gradual improvement.

However, no existing structure of sound sort is ever demolished in order to make way for renovation of this sort. Indeed, Æropans as a whole seem to appreciate and protect heritage even as then embrace ideas which better their lives. By that, of course, I speak of those segments influential in such matters, the upper tiers of the freemen and the aristocracy.

The remainder of these are too self-evident to bear discussion, save perhaps for the last named. Commons, or public lands, are generally reserved for use to citizens of the municipality. Their construction consists only of clearing and/or fencing in most cases. Upkeep is another matter. Rotation of use aside, gardens and pastures need fertilization

because of the heavy usage they are put to. Likewise, reforestation must be undertaken or woodlands will be depleted in short order. Public water in this case usually refers to that for livestock only, not for human use. Often such places must be excavated, dredged, embanked, etc.

Amenities: My survey comes last to what actually might most interest the reader. That is, what facilities for recreation and amusement are provided in the larger communities of Æropa? The list which follows will provide that information. Note that I have made no distinction between such facilities which are provided by the municipality and which are privately owned concerns. The range of recreational facilities includes the following:

1. Baths and natatoriums
2. Gymnasiums
3. Parks and gardens
4. Menageries
5. Lists (outdoor exercise and weapons practice)

Amusement activities that are available consist of a varying range of the following sort:

1. Amphitheaters
2. Hippodromes
3. Carnival grounds (usually lists or commons pressed into service)
4. Plazas and public squares (individual entertainer's performance)
5. Theaters
6. Music halls
7. Public houses

Paris has no amphitheater, and the associated hippodrome is somewhat removed from the city's walls. However, it has several carnival grounds, many public squares, and a plethora of theaters, music and dance halls, and public houses. Contrarily, the village of Lorrez le Bocage has only a carnival ground, small plaza, and single public house. It is necessary to say a few words about the latter, public houses, for there are all manner of such establishments.

The sort most commonly encountered is that which offers both food and drink. A small percentage of these also offer

entertainment. There are places which provide for eating only, restaurants, more or less, sans a bar, but not necessarily restricted in regards to what sort of beverages they offer. Again, a small percentage of such places provide entertainment as well. Then there are tea and coffee houses, usually providing light foodstuffs, pastries, and desserts in addition to some narrow or broad range of the drinks named. Last, and perhaps the most commonly encountered public house, is that which purveys only various alcoholic potables, i.e., beer, ale, wine, brandy, whiskey, etc. A fair percentage of such establishments offer entertainment regularly, on certain days, or during special events.

Some comment on entertainment is necessary. There are all forms of entertainment offered. Harpers, singers, musicians, dancers, mummers, mimes, players, jugglers, acrobats, boxers, wrestlers, poets, and various slight-of-hand artists and true Heka-practitioners to amaze and amuse audiences. There are as well performing animals, animal fights too staged for so-called amusement.

There are even less-savory entertainments, of course. I refrain from detailing such places herein so as not to offend the good nature of the readership. Suffice to say that most larger cities have various dens of iniquity in which virtually any form of depravity is available for a fee.

In conclusion, I urge the interested reader to see these things for himself. Failing that, I recommend the perusal of the many books written on the subjects I have so lightly touched upon herein. Because of hand-printing and hand-binding, the cost of any book on Ærth, let alone from it, is going to be somewhere on the order of 10 or even 100 or more times greater than here. Therefore, I recommend that the reader use a lending library rather than attempt purchase. In particular, I suggest these recently published excellent volumes as a starting point:

Engineering in Francia. Portier, Charles-Pepin. Rouen 986.

The Great Cities of Æropa. Frederick, Giles. Londun 990

Advances in Francian Public Works. Ministry of Public Works. Paris 991.

JOURNEYS #4

Mystical...

Published January, 1993

THE GRAND CAMPAIGN IN THE MYTHUS FRPG, PART II

Originally from GameMasters' Purview on pp. 5-8

By Gary Gygax

Privileged information for the JourneyMaster! What's this? Something more disallowed to players? Not at all. This is by no means confidential, let alone secret. If I have the attention of players not otherwise prone to read this sort of article, however, I consider it a valuable step. Do read on, and if you find the information such that you believe your JMs would benefit from it, tell them so.

The goal of this writing is to improve and enliven the many new Dangerous Journeys multi-genre roleplaying game (MGRPG) system campaigns, and to do so it is necessary to reach the persons responsible for creating and conducting them, the JourneyMasters of the world. What is in this column, however, is in one sense privileged. It is assumed that the readers are all special, more knowledgeable, in some measure because they are readers. Therefore, what is contained herein will certainly benefit JourneyMasters, players and the latter's Heroic Personas in no small measure!

In this installment we are going to consider Socio-Economic Class in relation to adventuring potentials. What is discussed herein is quite different from our earlier exposition regarding SEC, so do read on! We are about to study adventure possibilities for the HP team according to their SEC level average. With the major possibilities laid out, you, the JourneyMaster, can then decide how you will get Heroic Personas involved in intrigue on multiple levels, military activity, exploration, adventuring in Subterranean Ærth and so forth. When you average the SEC of your players' HPs, toss out the highest and lowest levels if the group is over five strong. In any case, ignore a social level which is very high or very low.

Say, for example, the HP team is all in the Freeman class, 4 and 5, save for an Aristocrat 8 and/or a Peasant 1. The others in the group won't be able to operate in either the high or the low end, so it is a mid-range team.

As usual, there are a couple of things to cover before launching into the main text. The first is the real SEC, in a fantasy world as opposed to this real one. In the former, the higher the level, the more directly one is involved in running the government. This applies, generally, in our world only to such extent as we are not dealing with democracies. In any monarchy, even a limited one, the royal house is at the pinnacle. In a democracy, it is not atypical to have a leader from the

Middle or Lower Upper Class. The UUC doesn't want to be seen, so its members never run for office, and even the Middle range of that class tends to stay out of the political limelight. Think of it in this way: in some places, the common people would elect from amongst themselves a sort of a king-for-a-day. During that time, the elected "monarch" would indeed be treated as royalty. Thereafter, though, it was a different story. Elected officials are something like that, but not quite. Wielding power for a few years, they acquire connections and possibly fame of some sort. They become a sort of gentry or even like lesser nobility.

The Upper Middle Class has more power and prestige in the fantasy milieu, even though it lacks the ability to actually put forth its members to become the chief governing force. It is a pillar of support to the aristocracy; its members serve in all manner of capacities, employing those lower down, including the Peasant Class, to achieve what is desired. When there is credit, they accept it gladly from above. When there is blame, they have plenty of scapegoats to offer up – and that works most of the time.

In any milieu, the Middle Class position must be considered. In the fantasy one it is critical to the campaign – and the HPs' future. It is a hurdle, a stepping stone, a tool, and even a place in which to hide.

One other thing must be discussed. That is the race of Gnomes in relation to humanity. Because they are not quite human, and because they possess a good bit of wealth, the Gnomes are unpopular. In fact, on Ærth only the Phonecians treat them with true, if grudging, respect, save when something they have is needed. To associate with Gnomes is to accept their status, and personas who do are accordingly treated as two steps lower in SEC – if the opportunity to do so presents itself. Despite that, the game master might well bring in Gnomes as an interesting foil, and players can indeed use this device to excel in the development of successful Heroic Personas in the fantasy milieu of the **Dangerous Journeys** game system.

Your HP team will fall into one of three general categories. We will first identify the characteristics of these three groups, and then go on to discuss the sorts of adventuring that is most likely and beneficial for that category. Remember, we are dealing in broad and general terms. Likewise, suggested adventuring potentials given are by no means exhaustive. What is offered is a sort of field survey with general sorts of potentials into which you can fit specific adventures which are appropriate.

The categories of HP teams are:

Peasant-Freeman: Average status is low, averaging 3-4 or so, and in general they will be “masterless” hirelings or low-level operatives.

Freeman: Average SECs of 4-5 allowing most of the options of group 1, and they also have potential to be a “free company” or operatives for very important guilds, petty nobles, etc.

Gentry-Aristocrat: If the team has an average SEC of 6-7 or better, then this group can do just about anything the JourneyMaster decides upon, and the players will find this interesting and exciting.

Now for adventure settings.

Peasant-Freeman Scenarios

An adventure team which is of the lower SEC end of the scale is uncommon. While it has little “clout,” the prospects for such a group are great. Funds and equipment will be in short supply, and skills not as high as usual for a beginning group, so the team will have to take a number of small steps to guarantee that the Heroic Personas will have the opportunity to amass the wherewithal to handle greater challenges. Because they aren’t known or tied to some higher-up, such a band of bold heroes can set about making a mark for themselves in adventures of this sort:

Robbers of Robbers: In an urban setting, the Heroic Personas might do “sting” operations on local crooks, steal from the thieves, and generally raise havoc amongst the bad guys – including the vile minions of Evil bound to be found in a big city. This might not make them popular with the local authorities depending upon the corruption amongst them. However, corrupt officials are prime targets for burglary, jewel theft, and so forth a la Robin Hood and Raffles. In this case, any SEC rise will be through other “efforts” (such as tipping off non-corrupt authorities, display of special skills not associated with the ones actually used to fleece the crooks, spending money, etc.). SEC increases should be kept slow and low, so to speak. The team becomes a sort of “P.I.” group which can also take on troubleshooting assignments, even semi-espionage work.

Masterless Soldiers of Fortune: As able independents, the team moves to some locale where their talents are in demand. They can become bounty hunters tracking down beasts and bandits. They can accept work as guards and short-term mercenaries. In such activities, the group should gain abilities, find sufficient money to cover their costs, and meet quite a number of interesting people too. When sufficiently established thus, the team can probably find some employment with local organizations or gentry. This specialization leads to a role in the free company line.

Intrepid Delvers: There are many prospects for the beginning HP team in the Shallowshadow region of Subterranean Ærth. There they can make connections with Phæree folk, including Gnomes, of course. Prospects for financial gain are good there too. After proving themselves in this arena, the team might well take on assignments from elves, or even work for gnomish traders and factors. Also, they might well bring in something of real value or interest, so that employment of the sort mentioned above is then opened to them. The long-range prospects are generally in exploration and travel. We’ll talk a little more about Gnomes later on.

The HPs might have to move from place to place and operate as suggested for some considerable time before they find themselves effectively in the next SEC category, whether from actual advancement or through reputation and ability in various areas.

Thoughtful players might actually make sure that their Heroic Personas have engaged in all three general areas, and thus have some credentials for just about anything which comes along.

Freeman Scenarios

The middle-range team is probably able to adventure in any of the settings which are the forte of the lower-end teams, especially if one or two of their number are in the Peasant SEC. In fact, to some extent, the HPs should perform a bit of such “work” so as to establish their reputation. Then to the basic repertoire they add one or more of the following:

Military Service: Whether for a local noble or in the name of the state, the team enlists to serve in time of conflict. They use their high abilities to excel, and thus they gain both monetarily and in status. Here again the path tends towards the free company, but successful commanders can receive offices, even fiefs. Also, they are sometimes sent on voyages of exploration. The intermediate assignments range the gamut of what makes up an exciting campaign. By all means, steer your players away from the idea of amassing too much power, for with authority comes responsibility. Put another way, when Conan eventually became king, his son Conn took over adventuring. Of course, highly talented and sophisticated HPs might find interesting a campaign in which they were the government of a state of Ærth...

Clerical or Similar Organization Agents: The team finds a local or national temple in need of assistance and signs on to assist. The path here is one which will certainly be more clandestine than that of the military sort, even though the HPs might use arms and all in attaining their desired ends. As they progress they become something akin to secret agents. Typically, the members will retain the guise of average freemen, while actually being something quite different as time passes. The limiting factor here is geographical more than anything else.

Noble Patron: If some powerful aristocrat is in need of assistance, the HP group calls upon that individual and undertakes service there so as to right things or do what is needed. Here we get into social intrigue, vendettas, and lots of politics. Office in the noble court is likely with success, unless the team chooses to move on to some higher-ranking patron. Eventually it is almost inescapable that they will be so well-known that they must become fixed to a location or else change the thrust of their activity.

Gentry-Aristocrat Scenarios

When Heroic Personas are generally of the gentry and aristocracy, the team has the greatest number of options open to them. In fact, the Mythus game rules are slanted towards generating such groups. The avenues which the lower two sorts of teams can follow are as generally open to this group as to their lower-ranking fellows, albeit some forethought will be required so as to pick up the necessary Knowledge/Skill Areas for activity involving the criminal underworld, bandits, commoners, etc. In that regard, a fellow HP who is actually of the lower SEC is helpful and very much a key member of the group! The major advantages held by this sort of team are their financial-based resources, connections, believability, and freedom to move about without raising a lot of questions. Adventuring options of special note are:

Independent Farers to Phæree and the Subterranean Realms: With the wherewithal available to them, such a team can likely manage “calls” upon various courts on Phæree. As abilities increase, more can be done there, and a deeper penetration of the underworld’s maze can be achieved too. The magnitude of adventuring in all manner of situations presented thus is high indeed. Through activity of this kind, the group is creating an unattached status which will lead them to many roads, including that of being feared by governments – rule or be ruled, so to speak. And such a team won’t wish to do the former or be chained by the latter. The challenge for the team after a time is high and exacting.

Travelers on Missions of Discovery and/or Intelligence Gathering: These can be on behalf of just about any powerful sponsor. After some initial “testing,” the team will be sent forth by the organization, great noble, or even an office of the crown to voyage or trek to distant places. Perhaps such a journey will be to learn and bring back valuable things; possibly it will be to discover if some rumor or legend is so.

Servers as Royal Agents and/or Troubleshooters: At the initial stage of adventuring, some lesser officer of the crown will be the “control,” then an officer to whom they report will become progressively more important as the group succeeds and gains status. In the long run this course is similar to the first two Freeman scenarios.

Fame and Recognition

A bit of consideration will make it apparent to the discerning player team that it is a very good idea to avoid publicity, remain unrecognized, and operate *sub rosa*, as it were. “Hiding” in the obscurity of the Middle Class is a good way of keeping a low profile, yet having sufficient freedom to act. This will enable the group to exercise more options, in general, and do so for a longer period of time. Eventually, however, no matter how careful the Heroic Personas are, their fame is bound to spread. Then they must “disappear” for a time, move to some other place at least semi-permanently, or move into roles of grander sort where there is less field activity and more in the way of administration, politics, grand intrigue, and so forth.

There is, naturally, an intermediate option available to any group at the JourneyMaster’s discretion. That is the vile Accursed and those who oppose that evil. The team, once proven, can be recruited by an organization acting to counter Evil. The HPs will at first handle assignments locally, then perhaps in the Subterranean /Ærth, then expand to national and continental concerns. Soon they will be operating worldwide, on Phæree, amongst the manifold planes and spheres beyond the Material one of the Mythus game. From that it is but a step to the multigenre campaign. Best of all for the Heroic Personas, such activity doesn’t adversely affect their potential on their own world at all. In truth, they become more viable and have greater potential there – and elsewhere too!

Readers familiar with my novels based on the **Dangerous Journeys** system (and all Insightful Readers are so aware, I’m certain) will note that I have not opted for such breadth with the principal protagonist. Magister Setne Inhetep is a great noble with plenty of wealth, but he does not journey outside his own milieu, the cosmos of /Ærth. That’s because he has plenty to do in the fantasy setting, of course, and I need a hero to allow a proper exposition of /Ærth and its environs. Obviously, then, well-placed HPs need not ever leave their own milieu either, but then again...

In closing, let me add a few words about gnomish traders on /Ærth. Their antipathy for association with humans stems from human prejudice. The Gnomes are very clever and hard working. They are, actually, rather hard, sharp, and shrewd businessfolk. If they meet humans they can deal with and maybe even out-deal them, then those men have their grudging respect. If, in addition, those humans are open-minded, unprejudiced, fair, and good-willed (in regards to the gnomish folk), then admiration and actual friendship can occur. Employment by, or dealings with, Gnomes as stated will

benefit all parties. The HPs will receive all that they deserve – and that’s said with malice aforethought, all you JMs. They had better be clever when associating with the gnomish folks! However, and being wholly serious, if there is a *simpatico* relationship built, not only will the byways of trade and the gates to Subterranean Ærth be opened to the HP team, but they will have certain entrees into Phæree in addition. Here is one

place where an SEC loss of status consideration might well be set aside for a time – maybe for all time – by discerning players!

Next issue we move from the single-genre campaign into the two-or-more- “genred” one. What are the advantages and disadvantages of this? Find out by being with us same time, same place next issue!

THE SCEPTRE OF AMUN-RA

Originally from pp. 16-20

by Paul Arden Lidberg

JM’s Notes

This adventure is intended to be a beginning scenario, as opposed to a more complex adventure that will require more familiarity with the rules. The adventure takes place in northern Francia, but it can be adapted to take place in any part of Æropa or wherever the JM pleases.

Introduction

“You have just arrived in the small farming village of Krevan. After a long day on the road, you decide to spend a little time at the local tavern/inn, la’ Grenouille Bleu (the Blue Frog). After a couple of hours, and several rounds of drinks, you are approached by a young lady.

“A young lady, approximately 17 or 18 years old, walks over. Her raven-black hair accents her attractive features, and when she looks at each member of your group, her jade-green eyes flash. Her demure style of clothing suggests a girl born to some substance, but definitely not nobility. She appears very cautious.

“Strangers, I need your help. Certain people wish to do me harm, and I cannot escape them on my own. They have already killed my husband, Gregor. Won’t you please help me?”

“At this point, just as you are about to ask questions, four nasty-looking ruffians enter the tavern. The girl panics and flees through the side door. The HPs are the only people between her and the ruffians.”

At this point, the HPs have a quick decision to make. Will they help the girl or not? If they decide to intervene, stats for the ruffians (see Starfire Guild Thugs) are located in the OPs section at the end of this adventure. The thugs are overconfident and will pick a fight with the HPs but will quickly flee when the confrontation goes against them. They tell the HPs that they have more “friends” in this village as they leave the tavern.

If the HPs refuse to aid the girl or hesitate too long to make any difference, she will flee out a side entrance and two thugs will pursue. The remaining two thugs will tell the HPs to mind their own business or else they will hurt them. The HPs can still intercept the thugs and the fight will yield the same results as above.

Move on to the “Kaspar’s Offer” section of the scenario for HPs who continue to do nothing about the situation.

Aftermath of the Brawl

The owner of the tavern, Nigel, will throw the HPs out for fighting, but if they give him a “cleaning fee” of at least 50 BUCs, he lets them remain as long as they like.

Kaspar’s Offer

When the HPs decide to leave (or get expelled for fighting) the tavern, a Phonecian merchant named Kaspar will approach them. He is a civil person, and he has eight mercenaries accompanying him. The mercenaries also wear similar attire to the ruffians previously encountered. Kaspar’s party will quietly “escort” the HPs off the street and into a convenient alleyway or somewhere out of the public eye. Each of the men is armed with a variety of weapons – long swords, daggers, and hand crossbows.

Kaspar will be very blunt with the HPs and will offer them a small sum for “it.” When the group professes ignorance, Kaspar will not accept that for an answer. He will continue interrogating the HPs and suggest that an arrangement can be made; bring him the girl, and he will let them leave the village alive. After making his offer, Kaspar and his men will leave.

Where’s That Girl?

No amount of searching the village will reveal the girl’s whereabouts, although several in town have seen her around.

Kill the Blasphemers!

That night, after a lot of wandering around, the group will most likely return to the tavern, go to the inn, or camp outside town. While they are sleeping, some of Kaman-Non’s men will attack (their number will be equal to the number in the party plus two). They will be searching for the “sceptre,” and they will not be very quiet about it. They will fight if they must, and they have no qualms about killing people who “blaspheme the gods.” Stats on Kaman-Non’s men are found in the OPs section.

After the late night attack, the HPs will be (or should be) on edge. Early in the morning, Katerine – the young lady from the previous night – will appear where they are staying. She will express concern and again ask the HPs for help and protection.

If she is pressed about the “item” that everyone wants, she will reveal the following:

“The item of which they speak is the Sceptre of Amun-Ra. It is a magickal item, filled with much Heka energy. My husband, Gregor, received it by accident. We were on our way to return it when a group of highwaymen came to take it away from us.

‘The sceptre is the source of tremendous energy. We couldn’t allow these common criminals to get it – it would place many in danger. Can you help me return it to its rightful owner?’”

When questioned as to who that might be, she is very vague. She seems like she is hiding something, but she won’t give out more information. Any HP who tries to read her Aura or find the truth magickally will get “fuzzy” readings (mainly grayish colors for her Aura). If they take her up on her pleas and offer her protection, she will lead the group to the hiding place of the sceptre.

The Sceptre

Katerine leads the HP group five miles out of town and into the nearby forest. They come to a clearing into the forest where she hid the Sceptre of Amun-Ra under a tree stump.

The Sceptre of Amun-Ra is about three feet long and two inches in diameter with the head of a bird on the top. Any HP examining it with detection Castings or other means of revealing its true nature will discover that the sceptre is nothing really special. At best, the sceptre could be a Heka Reservoir but it has no Powers that are required to make this a true magickal device.

Katerine begins to get nervous. She exclaims that they have to meet the “rightful owner” in an hour so she is open to any suggestions at this point. When asked as to who this “rightful

owner” is, she will tell the HPs it’s an Egyptian priest named Kaman-Non (he made a higher bid than Kaspar).

The Deal

The HPs and Katerine arrive at the clearing where Kaman-Non and 12 of his followers are waiting. Kaman greets everyone and asks Katerine to get down to business – he wants the Sceptre of Amun-Ra. Just as Kaman’s men and Katerine exchange the sceptre for the money she was promised, Kaspar and 12 of his mercenaries appear in the distance. Kaman immediately suspects a double-cross from Katerine and orders his men to attack everyone. Kaspar just wants the sceptre so he’s already ordered his men to attack everyone, but he wants Katerine alive for her punishment.

Katerine knows that she and the HPs are in deep trouble now, so she will try to save her own skin first. But before she flees, she will attempt to hold onto the sceptre (at the JM’s discretion though) if that is feasible. Otherwise, Katerine will flee into the forest with two of Kaman and two of Kaspar’s men in pursuit.

Both or either side will flee if the battle fares badly against them. If Kaspar’s side wins, the HPs will be taken prisoner, interrogated by Kaspar, and set free without weapons or money. A victory for Kaman-Non will result in him healing the HPs, interrogating them and setting them free. If they seem worthy individuals – e.g., they fought his men with mercy – he will recruit them in his cause to recover his temple’s treasures. But an adventure dealing with those matters is up to the JourneyMaster to flesh out.

AP/G Awards

Extra AP/Gs and other types of APs should be awarded at the JourneyMaster’s discretion. The base award for this adventure is 3-4 AP/Gs, since this is more of a red herring scenario.

Other Personas

Katerine

Vocation: Assassin **SEC:** 4 (2)
Move (yds/BT): 100 **Initiative Modifier:** Human standard

Outstanding-Important K/S Areas-Sub-Areas & STEEP

(Assassin Vocation K/S bundle plus)

Deception: 35 (60)[†]

Toxicology: 50

Combat, HTH, Lethal: 40

Combat, Hand Weapons: 42

Combat, Hand Weapons, Missile: 40

Legerdemain: 33

[†] See *Commentary & Description for explanation*

Joss (Anti-Joss) Factors: 2 **Attractiveness:** 16 (IU 2)

Quirks: Nil

Average Armor Protection: Nil

Dodging: 1 **Avoidance:** Base 29/32/25¹

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Dagger	5	2	1.5	P	2D6	+3	47	M	5/20
Dagger, Thrown	2	2	4	P	2D6	+2	42	M	5/20
Short Sword	6	3	1.5	P	3D6	+3	48	M	5/20

Statistical Detail:

M: 92, **EL:** 74 **P:** 100, **WL:** 75, **CL:** 90 **S:** 77, **EL:** 62
MR: 48 **MM:** 44 **PM:** 47 **PN:** 53 **SM:** 41 **SP:** 36
MRCap: 17 **MMCap:** 16 **PMCap:** 17 **PNCap:** 19 **SMCap:** 16 **SPCap:** 12
MRPow: 16 **MMPow:** 14 **PMPow:** 15 **PNPow:** 17 **SMPow:** 12 **SPPow:** 12
MRSpd: 15 **MMSpd:** 14 **PMSpd:** 15 **PNSpd:** 17 **SMSpd:** 13 **SPSpd:** 12

Commentary & Description: Katerine is a professional killer on the run from the assassins' guild in Camelough (the capital of Lyonesse). She and her former partner, Gregor, stumbled across the Sceptre of Amun-Ra during a routine mugging several towns away. Seeing an opportunity to keep all the profit to herself, she quickly "eliminated" Gregor. She figures the sceptre will provide enough money to buy her a passage to the Vargaardian colonies.

Shortly after the sceptre had come into her possession, Kaman-Non and his followers started pursuing her. It appears that Katerine and Gregor mugged the courier who was delivering it to Kaman-Non and now the priest and his devotees are willing to go to great efforts to get it back. Katerine is too desperate and broke to give the sceptre up until she has received a decent amount of money for it. Thus, she decided to recruit the aid of some gullible and kind-hearted volunteers (enter the HPs). She figures the HPs will keep Kaman-Non busy while she finishes her deal with the Phoenician merchant, Kaspar. She considers the HPs to be disposable, and if anyone suspects her, she will use her exceptional Deception K/S to keep the person off guard. Anybody who exposes Katerine for what she really is or what she really is doing will be promised a percentage of the money expected from the sceptre – something she will not follow through on.

Katerine has long black hair and brown eyes, and she appears to be 17 or 18 years old – she is actually 26. She stands five feet tall, weighs 100 pounds, and wears a dark-blue blouse, dark-brown trousers, and black-leather boots with a dark-brown riding cloak. Her weapons are concealed beneath her cloak. To aid her with her profession, she wears a pair of **Earrings of Deception**. These earrings look like cheap, junk jewelry, but when they are worn together they bestow a +25 STEEP bonus to the wearer's *Deception* K/S Area (or they give the wearer a 25 STEEP in the *Deception* K/S Area if he or she lacks that K/S). They also hide the wearer's Aura for 1 AT, three times per day – see the *Hide Aura* Spell Casting on page 143 of the **Mythus Magick** book for details, or just describe her Aura as unreadable or fuzzy.

¹ The original text had Avoidance for Katerine listed as 14/16/12. In Issue #5's Exclamations!, Alan Kellogg issued a correction, which is reflected here.

Kaspar

Vocation: Merchant **SEC:** 5
Move (yds/BT): 77 **Initiative Modifier:** Human standard
Outstanding-Important K/S Areas-Sub-Areas & STEEP
 (Merchant Vocation K/S bundle plus)
 Appraisal: 75
 Deception: 53
 Influence: 38
 Combat, Hand Weapons: 27

Joss (Anti-Joss) Factors: 1 **Attractiveness:** 12 (IU 3)

Quirks: Very stubborn, +1 DR harder when using the *Persuasion* K/S Sub-Area on him (or the *Influence* K/S Area if not using Sub-Areas).

Average Armor Protection: 12

Worn: Chain Shirt under his clothes – equal to Half Chain

Heka-Engendered: Yes, it only has a SF Penalty of 2

Dodging: Nil **Avoidance:** Base 34/27/30²

Weapons

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Dagger	5	2	1	P	2D6	--	32	M	5/30

Averaged Armor Detail

Armor	Avg	Pierce	Cut	Blunt	Fire	Chem	Stun	Pty
Half Chain	12	12	21	14	6	7	14	2

Statistical Detail:

M: 102; **EL:** 82 **P:** 77; **WL:** 58, **CL:** 69 **S:** 94; **EL:** 75
MR: 52 **MM:** 50 **PM:** 39 **PN:** 38 **SM:** 47 **SP:** 47
MRCap: 18 **MMCap:** 17 **PMCap:** 13 **PNCap:** 14 **SMCap:** 16 **SPCap:** 16
MRPow: 17 **MMPow:** 16 **PMPow:** 13 **PNPow:** 10 **SM Pow:** 16 **SP Pow:** 16
MRSpd: 17 **MMSpd:** 17 **PMSpd:** 13 **PNSpd:** 14 **SMSpd:** 15 **SPSpd:** 15

Commentary & Description: Kaspar is the Starfire Guild's agent-at-large in this part of northern Francia. He uses the cover of being a legitimate Phonecian merchant representing a shipping company based in Tripolis.

He recently heard about the Sceptre of Amun-Ra being in the area and decided to acquire it to further his own ends in the Starfire Guild. Kaspar will go to great lengths to get it too – including murder.

He already made a deal with Katerine to purchase the sceptre, but at the time of adventure's beginning, he has found out that she has also cut a deal to sell it to the Ægyptian priest Kaman-Non. Now he intends to get the sceptre for free and enslave Katerine into the services of the guild.

Kaspar has very dark brown hair, brown eyes, and the olive complexion that is common among the Phonecians of Semitic origin – the descendents of the Phonecians who originally lived where Shamash and Yarbay are today. He appears to be in his mid-forties and is slightly under five feet in height. Besides

² The original text had Avoidance for Kaspar listed as 17/13/15. In Issue #5's Exclamations!, Alan Kellogg issued a correction, which is reflected here.

Kaman-Non

Vocation: Priest, Full **SEC:** 5
 Practitioner
Move (yds./BT): 90 **Initiative Modifier:** Human standard
Outstanding-Important K/S Areas-Sub-Areas & STEEP
 (Priest Vocation, Ethos of Moonlight K/S bundle plus)
 Priestcraft*: 60
 Religion*: 60
 Combat, Hand Weapons: 30
 Pantheology*: 55
 Exorcism*: 40
 Metaphysics*: 40
 Demonology*: 38
 Divination*: 39

Joss (Anti-Joss) Factors: 2 **Attractiveness:** 14

Quirks: Nil

Average Armor Protection: Depends upon Castings in use

Worn: Nil

Heka Available: 1142

Castings:

Priestcraft, Basic: Max CG of VI
Priestcraft, Tutelary: Max CG of VI
Priestcraft, Moonlight: Max CG of VI
Exorcism: Max CG of III
Divination: Max CG of II

Dodging: Nil **Avoidance:** Base 21/30/33³

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Khopesh	4	7	1	C	3D6	+3	34	M	5/20

Statistical Detail:

M: 70; **EL:** 56 **P:** 90; **WL:** 68, **CL:** 81 **S:** 103; **EL:** 82
MR: 37 **MM:** 33 **PM:** 45 **PN:** 45 **SM:** 54 **SP:** 49
MRCap: 14 **MMCap:** 11 **PMCap:** 15 **PNCap:** 15 **SMCap:** 19 **SPCap:** 17
MRPow: 13 **MMPow:** 11 **PMPow:** 15 **PNPow:** 15 **SMPow:** 18 **SPPow:** 16
MRSpd: 10 **MMSpd:** 11 **PMSpd:** 15 **PNSpd:** 15 **SMSpd:** 17 **SPSpd:** 16

Commentary & Description: Kaman-Non is an ambitious priest of Thoth who wanders around Æropa searching for the treasures of his temple. Several years ago, Kaman's temple was plundered and burned to the ground while he was in Memphis paying homage to Pharaoh.

³ The original text had Avoidance for Kaman-Non listed as 10/15/16. In Issue #5's Exclamations!, Alan Kellogg issued a correction, which is reflected here.

Dangerous Journeys

His followers are rather fanatical, but he is more reasonable, preferring to purchase his treasures back before resorting to violence. He worked out a deal with Katerine for the Sceptre of Amun-Ra (with a little magickal help). Kaman knows the true nature of the sceptre; he wants it back because it belongs to his temple.

Kaman is a large, black man who stands six feet tall and weighs 210 pounds. He wears light blue robes with a belt that holds his khopesh and a dark blue fez on his shaved head.

Starfire Guild Thugs

Vocation: Mercenary **SEC:** 1

Move (yds./BT): 86 **Initiative Modifier:** Human standard

Outstanding-Important K/S Areas-Sub-Areas & STEEP

(Mercenary Vocation K/S bundle plus)

Combat, HTH, Lethal: 20

Combat, Hand Weapons: 36

Combat, Hand Weapons, Missile: 34

Joss (Anti-Joss) Factors: Nil **Attractiveness:** 10

Quirks: Nil

Average Armor Protection: 12

Dodging: 0

Avoidance: Base 17/27/16⁴

Weapons

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Dagger	5	2	1.5	P	2D6	+3	38	M	5/20
Dagger, Thrown	2	2	4	P	2D6	+3	36	M	5/20
Long Sword	5	5	1.5	C/P	4D6	+4	41	M	5/20
H. Crossbow	7	2	2	P	2D6	+1	41	C	8/20

Averaged Armor Detail

Armor	Avg	Pierce	Cut	Blunt	Fire	Chem	Stun	Pty
3/4 S. Leather	12	13	17	15	8	8	12	2

Statistical Detail

M: 59; **EL:** 47 **P:** 86; **WL:** 65; **CL:** 77 **S:** 58; **EL:** 46
MR: 29 **MM:** 30 **PM:** 45 **PN:** 41 **SM:** 28 **SP:** 30
MRCap: 12 **MMCap:** 11 **PMCap:** 16 **PNCap:** 14 **SMCap:** 12 **SPCap:** 13
MR Pow: 9 **MMPow:** 10 **PMPow:** 15 **PNPow:** 14 **SMPow:** 8 **SPPow:** 9
MRSpd: 8 **MMSpd:** 9 **PMSpd:** 14 **PNSpd:** 13 **SMSpd:** 8 **SPSpd:** 8

Mythus Journeys

Kaman-Non's Followers/Men

Vocation: Soldiers **SEC:** 2-3

Move (yds./BT): 76 **Initiative Modifier:** Human standard

Outstanding-Important K/S Areas-Sub-Areas & STEEP

(Soldier Vocation K/S bundle plus)

Combat, HTH, Lethal: 24

Combat, Hand Weapons: 30

Combat, Hand Weapons, Missile: 31

Joss (Anti-Joss) Factors: 0 **Attractiveness:** 10

Quirks: Nil

Average Armor Protection: 8

Dodging: Nil

Avoidance: Base 18/24/18⁵

Weapons:

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Hand Axe	5	4	1	C	3D6	+1	35	W	10/20
Hand Axe, Thrown	5	4	1	C	3D6	+1	36	W	10/20
M. Comp. Bow	5	4	2	P	3D6	+1	36	W	10/20

Averaged Armor Detail

Armor	Avg	Pierce	Cut	Blunt	Fire	Chem	Stun	Pty
Half Rein.	8	9	11	10	5	5	8	1
Leather								

Statistical Detail

M: 58; **EL:** 46 **P:** 76; **WL:** 57; **CL:** 68 **S:** 55; **EL:** 44
MR: 29 **MM:** 29 **PM:** 38 **PN:** 38 **SM:** 28 **SP:** 27
MRCap: 11 **MMCap:** 11 **PMCap:** 13 **PNCap:** 13 **SMCap:** 10 **SPCap:** 10
MRPow: 9 **MMPow:** 9 **PMPow:** 13 **PNPow:** 13 **SMPow:** 9 **SPPow:** 8
MRSpd: 9 **MMSpd:** 9 **PMSpd:** 12 **PNSpd:** 12 **SMSpd:** 9 **SPSpd:** 9

⁴ The original text had Avoidance for Starfire Guild Thugs listed as 8/13/8. In Issue #5's Exclamations!, Alan Kellogg issued a correction, which is reflected here.

⁵ The original text had Avoidance for Kaman-Non's Followers/Men listed as 9/12/9. In Issue #5's Exclamations!, Alan Kellogg issued a correction, which is reflected here.

K/S STEEP CROSS-FEEDING AND FEEDING

A Complete Listing with New Additions to Boost Persona Ability Scores in the Mythus™ Game

Originally from pp. 23-26

by Gary Gygax

[*Editor's Note:* This table is included in **Mythus Journeys** so as to be a complete rendering of the **Mythus**-related information included in the pages of **Journeys Magazine**. The information in this table was obsoleted with an updated version of this information in **Mythic Masters Magazine** Issue #1]

This article is aimed at assisting you in regards to the Knowledge/Skill Area and Sub-Area cross-application or one-way addition to STEEP process (from page 137 of the **Mythus** book) by cutting down the amount of effort required. Yes, Discerning Reader, I do know how annoying the process is. However, from the player's standpoint, each and every point of STEEP which can be garnered is more precious than rubies, so to speak. Rather than do away with the concept, I have proposed *expanding* it! In fact, the expansions, whether entire or simply adding to existing cross-applications, are indicated in italic type, as you will see below. Hereafter is an exhaustive list of the K/S Areas which add to other abilities. It makes preparation of the final STEEP of the HP in the K/S Areas and Sub-Areas far easier. Please note the following:

- Unless otherwise indicated, 10% of the STEEP in the named K/5 Area is applied.

- “↔” means that there is a cross-application between the K/S Areas indicated. For example, *Acupuncture* and *Medicine, Oriental* cross-apply to each other. Thus, 10% of the HP's *Acupuncture* STEEP is added to his or her *Medicine, Oriental* STEEP and vice versa.

- “→” means that the K/S feeds the other but is not in turn fed. For example, *Apotropaism* cross-applies 10% of its STEEP to *Exorcism*, but *Exorcism* does not cross-apply any STEEP to *Apotropaism*.

- “←” means that the K/S is fed by the other but does not feed it in return. For example, *Agriculture* receives 10% of the *Biology* K/S Area's STEEP, yet it does not cross-apply any STEEP to *Biology*.

Cross-Application Table

Acupuncture: ↔ *Medicine, Oriental*
Acrobatics/Gymnastics: ↔ Juggling, ← Yoga
Agriculture¹: ← *Biology*
Alchemy: ← Chemistry
Animal Handling¹: ↔ *Zoology*
Apotropaism: → *Exorcism*
Appraisal: ↔ *Gemology*, ↔ *Rarities*
Arms & Armor: ← *Smithing & Welding*
Architecture: ↔ *Fortification & Siegecraft*
Astronomy: → Navigation
Biography/Genealogy: ← Current Events
Biology: → *Agriculture*
Boating: ← *Seamanship*
Botany: → *Herbalism*
Charismaticism²
Chemistry: → *Alchemy*, → *Toxicology*
Combat, Hand-to-Hand, Lethal³
Combat, Hand-to-Hand, Non-Lethal³: ↔ Games, Physical at 20%, ↔ Sports (Individual Violent)
Combat, Hand Weapons³: ↔ Hunting & Tracking (spear use only); ↔ Sports (Team)
Combat, Hand Weapons, Missile³: ↔ Hunting & Tracking (with missile use only) ↔ Sports (Individual Non-Violent)
Conjuration: → Sorcery (if the former is gained thereafter, one time only)
Construction: ↔ *Construction Naval*, ↔ *Construction, Transport*
Construction, Naval: ↔ *Construction*, ↔ *Construction, Transport*
Construction, Transport: ↔ *Construction*, ↔ *Construction Naval*

Criminal Activities, Mental⁴: ↔ *Criminology*, → *Espionage*, → *Surveillance/Security*
Criminal Activities, Physical⁴: → *Espionage*, ↔ *Police Work*, → *Surveillance/Security*
Criminal Activities, Physical: STEEP in *Stealth Sub-Area* ↔ *Hunting & Tracking if higher*
Criminology: ↔ *Criminal Activities, Mental*, ← *Logic*
Cryptography: ↔ *Mathematics*
Cultured Palate: ↔ *Domestic Arts & Sciences*
Current Events: → *Biography/Genealogy*
Demonology: → *Conjuration* (once, if acquired after it), *Exorcism*
Domestic Arts & Sciences: ↔ *Cultured Palate*
Disguise⁴: ↔ *Impersonation*, ← *Thespianism*
Endurance: ← Yoga
Engineering: ← *Mines & Mining*
Engineering, Military: ↔ *Fortification & Siegecraft*
Escape³: ↔ *Legerdemain*
Espionage⁴: ← *Criminal Activities, Mental*, ← *Criminal Activities, Physical*
Etiquette/Social Graces: ← *Literature*, ← *Poetry/Lyrics⁵*
Ecology/Nature Science¹: ↔ *Nature Attunement*
Exorcism: ← *Apotropaism*, ← *Demonology*
Foreign Language: ← *Linguistics*
Fortification & Siegecraft: ↔ *Architecture*, ↔ *Engineering, Military*, ← *Surveying/Topography*, ← *Weapons, Military, All Other*
Games, Physical: ↔ *Combat, Hand-to-Hand, Non-Lethal* by 20%, → *Mountain Climbing*

Gemology: ⇆ Appraisal, ⇆ Gemsmith/Lapidary, → Rarities
Gemsmith/Lapidary: ⇆ Gemology
Geography/Foreign Lands: ⇆ History, ⇆ Travel
Geology/Mineralogy¹: → Mines & Mining
Herbalism¹: ← Botany, → Toxicology
History: ⇆ Geography/Foreign lands _
Hunting & Tracking¹: ⇆ STEEP ⇆ use of Criminal Activities, Physical (Stealth Sub-Area), if higher
Hunting & Tracking¹: ⇆ Combat, Hand Weapons (Spear Sub-Area only), Combat, Hand Weapons, Missile (Missile weapons only)
Hunting & Tracking¹: → Botany, → Ecology/Natural Science, → Survival, ⇆ Zoology
Hypnotism²: ← Yoga
Impersonation: ⇆ Disguise, ← Thespianism
Influence²: → Leadership, ← Philosophy, ← Writing, Creative
Jack-Of-All-Trades: ⇆ Jury Rigging, ⇆ Mechanics
Juggling³: ⇆ Acrobatics/Gymnastics
Jury-Rigging: ⇆ Jack-Of-All-Trades
Law⁴
Leadership²: ← Influence
Legerdemain⁴: ⇆ Escape
Literature: → Etiquette/Social Graces
Linguistics: → Foreign Language, → Native Tongue, → Trade Phonician
Logic: → Criminology
Mathematics: ⇆ Cryptography
Mechanics: ⇆ Jack-Of-All-Trades
Medicine, Oriental: ⇆ Acupuncture
Mediumship²
Metaphysics: ⇆ Pantheology
Military Science⁴: → Fortification & Sieecraft, → Weapons, Military, All Other
Mines/Mining: → Engineering (Mining S-A); ← Geology/Mineralogy
Mountain Climbing: ← Games, Physical
Mysticism: ← Yoga
Nature Attunement¹: ⇆ Ecology/Nature Science, ← Yoga
Native Tongue: ← Linguistics
Navigation: → Seamanship

Pantheology: ⇆ Metaphysics
Perception, Mental: ← Yoga
Perception, Physical: ← Yoga
Phæree Flora & Fauna¹
Philosophy: → Influence
Poetry/Lyrics⁵: → Etiquette/Social Graces (even outside culture area)
Police Work⁴: ⇆ Criminal Activities, Physical
Political Science⁴: ← Public Administration
Public Administration: → Political Science
Riding: ⇆ Sports (Mounted Team and Mounted Individual)
Rarities: ⇆ Appraisal, ← Gemology
Seamanship: ← Navigation
Smithing & Welding: → Arms & Armor
Sorcery: ← Conjuraton (if the latter is gained thereafter, one time only)
Sports (Individual Non-Violent): ⇆ Combat, Hand Weapons, Missile
Sports (Individual Violent): ⇆ Combat, Hand-to-Hand, Non-Lethal
Sports (Mounted Individual and Mounted Team): ⇆ Riding
Sport (Team): Combat, Hand Weapons
Subterranean Ærth¹
Surveillance & Security: ← Criminal Activities, Mental, ← Criminal Activities, Physical
Surveying/Topography: → Fortification & Sieecraft
Survival¹: ← Hunting & Tracking, Nature Attunement (Personal Relationship)
Thespianism²: → Disguise, → Impersonation
Toxicology: ← Chemistry, ← Herbalism
Trade Phonician: ← Linguistics
Travel: ⇆ Geography/Foreign Lands
Weapons, Military, All Other: → Fortification & Sieecraft, ← Military Science
Writing, Creative: → Influence
Yoga: → Acrobatics/Gymnastics, → Endurance, → Hypnotism, → Mysticism, → Nature Attunement, → Perception, Mental, → Perception, Physical
Zoology: ⇆ Animal Handling, ⇆ Hunting & Tracking

Table Notes

1: Nature Attunement adds to the following according to Sub-Area:

Animal Relationship: → Animal Handling
 Exotic Places: → Phæree Flora & Fauna, → Subterranean Ærth
 Growing Things: → Agriculture, → Herbalism
 Natural Cycles: → Ecology/Nature Science, → Geology/Mineralogy
 Personal Relationship: → Hunting & Tracking, → Survival

2: Charismaticism use with a successful roll against STEEP= 2 x STEEP in:

Espionage
 Hypnotism
 Influence
 Leadership
 Mediumship
 Thespianism

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3: Juggling adds 10% STEEP to one of the following at player's choice:

- Combat, Hand-to-Hand, Lethal
- Combat, Hand-to-Hand, Non-Lethal
- Combat, Hand Weapons
- Combat, Hand Weapons, Missile
- Criminal Activities, Physical

4: Deception use with a successful roll against STEEP = 2 x STEEP in:

- Criminal Activities, Mental
- Criminal Activities, Physical
- Disguise
- Escape
- Espionage
- Law
- Legerdemain
- Military Science
- Police Work
- Political Science

5: Each STEEP point applies even outside the culture area of the persona.

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Be sure to write in the HP's STEEP in pencil from now on! With all of this cross-feeding and application interaction between K/S Areas and Sub-Areas, personas are going to be even more realistic. In life, one doesn't learn most things in separate, compartmentalized fields. It's a lot more like that now in the **Dangerous Journeys** system too.

By the way, if you decide that all this bookkeeping work is too much for your players, then you can take the easy way out. Use nothing but the base STEEP but give a few extra AP/Gs from time to time and be sure they are applied in various K/S Areas not necessarily related to the persona's main ones. However, this isn't very realistic. I urge you to use the cross-feeding instead.

THE PRANCING PONY INN

a Mythus Adventure Locale

Originally from pp. 28-34

written by Barry Hilton; artwork by Rob Lazzaretti

The Prancing Pony Inn is a very detailed location JMs can use for their **Mythus** game campaigns, whether they are based on *Ærth* or their own world. The inn is also an ideal location for a group of Heroic Personas to use as a base for "R&R" and/or hearing new rumors.

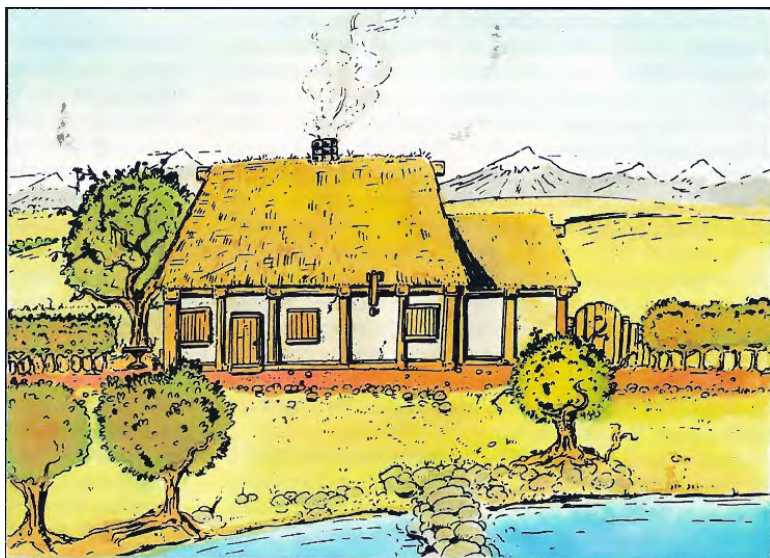
Most of the text is written in a descriptive manner and many of the passages can be read aloud by the JMs to their players to help build the setting and mood of the inn.

Approaching the Prancing Pony Inn

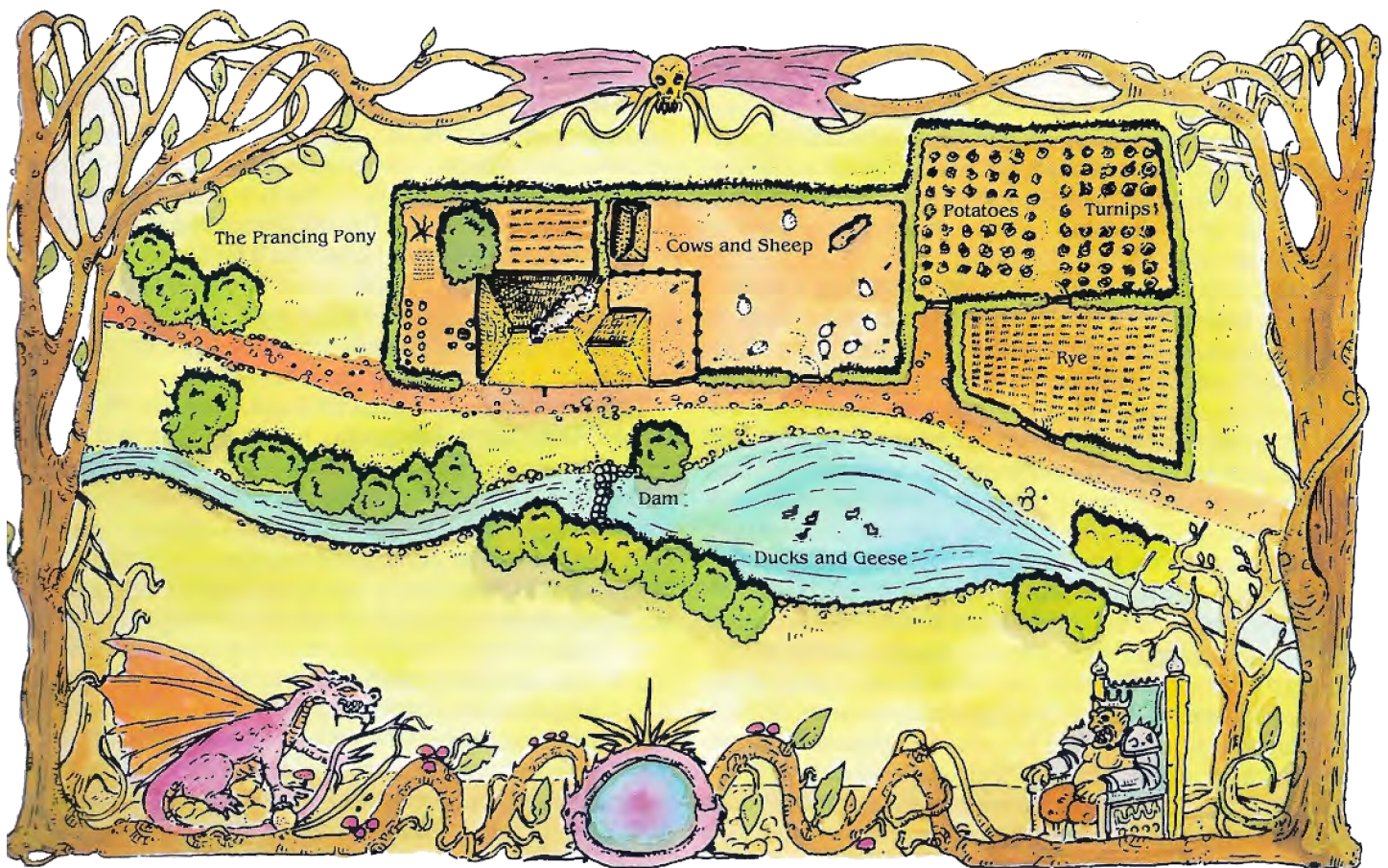
First Sighting: The furrowed track winds down into the valley following the twists and turns of the small stream flowing below. Bordering the stream are numerous willow trees intermingled with dense ramble patches, gorse and hawthorn. The steep sides of the valley are carpeted in a multitude of heathers and coarse grass.

In the distance, a small area of cultivated land on the right back of the river surrounds what looks like a thatched farm cottage or small holding, sheltered by the valley sides from the chill wind that blows higher up on the moor.

Nearing the Inn: as you near the cottage, the three fields become clearer. In the first field, nearest the path and closest to you, grows a grain crop of struggling rye. With the crop suffering from the adverse conditions prevailing on the moor,



the field looks as if it will likely produce enough grain for the small holding to be self-sufficient but little to sell on the open market. The field above the rye contains a mixture of potatoes



and turnips; they look healthy and set to produce a good harvest. Farther down the track another grass field adjoins the cottage. Three cows graze contentedly, sharing their meal with half a dozen sheep. In the field's far corner is a small thatched barn, with a fine Shire horse looks out from his stable, apparently unconcerned at your approach. You can hear the squabbling of chickens in the small courtyard by the farm house. Opposite the grassy field, the stream has been dammed to provide a pool for the attendant ducks and geese. Each of the fields is surrounded by thick hedgerow protecting the crops and livestock from the worst of the elements.

Nearing the inn, you can see an outbuilding has been added to the cottage within the past few years. The outhouse looks like a small stable, thatched with large heavy oak double doors providing an entrance. A small sign hangs over the door at the far end of the cob building, though you are too distant to tell any detail. The central chimney stack is mounted by three chimney pots. Smoke rises from each.

Arrival: The sign reads, "The Prancing Pony Inn, board, lodging and stables available" and shows a picture of a dancing circus pony performing tricks. A smaller sign above the door reads, "This premises has been licensed for the sale of alcoholic beverages."

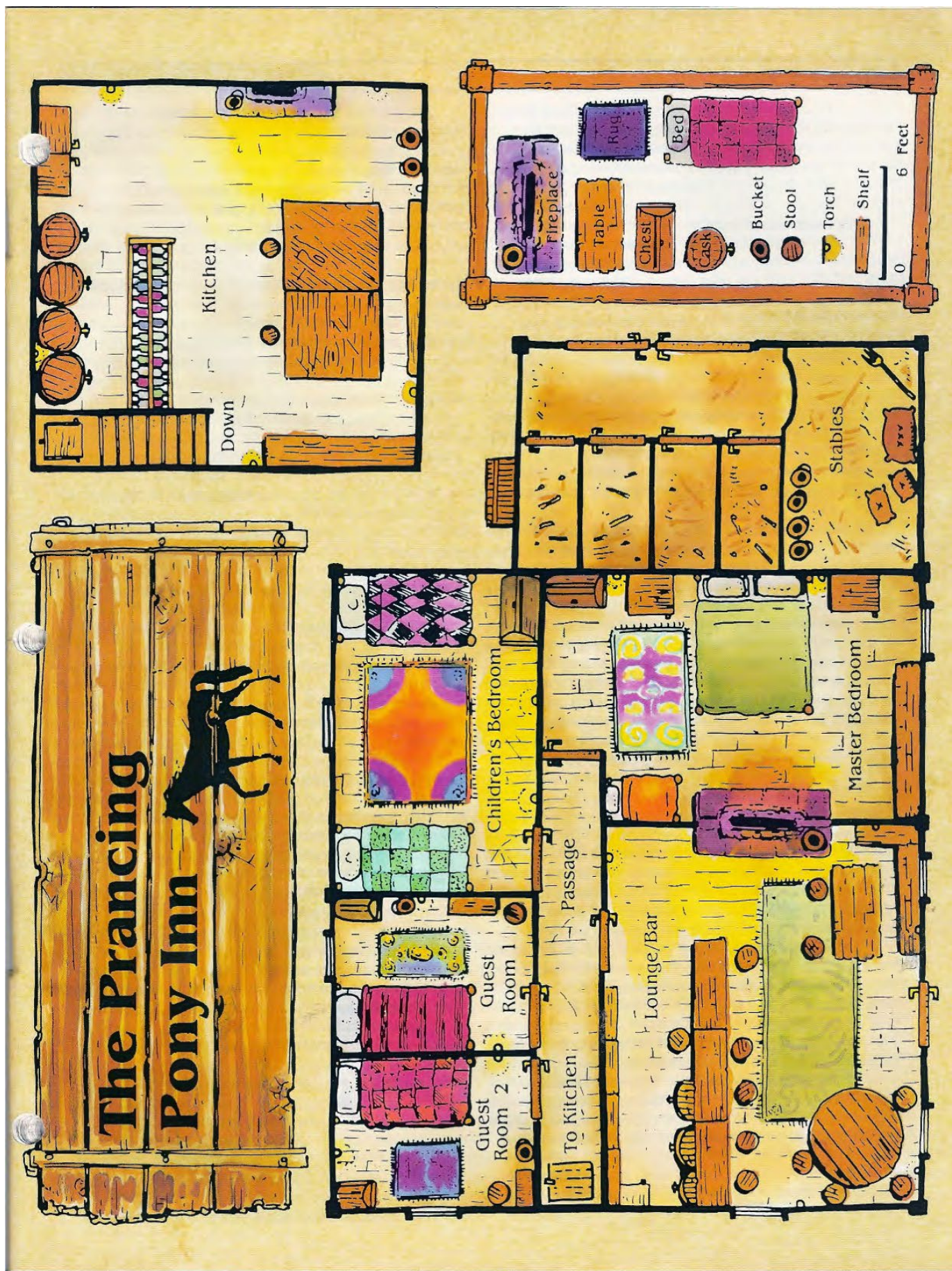
Reaching the Prancing Pony, you can see a garden running left and behind the building, again bordered by hedgerow. In

the garden, various fruits and vegetables can be seen growing gooseberries, strawberries, black currants, peas and a stunted apple tree all grow in harmony.

There are three windows on this side of the building, all about two feet wide and three feet high, and louvred shutters lie folded back against the walls. There are two windows then a stout oak door, then the last of the windows near the building's far end.

Through the first window can be seen a large double bedroom. A fireplace can be seen in the center of the left wall. Opposite this is an unmade double bed apparently with a straw mattress. On either side of the bed stands a 2' x 2' x 3' cupboard; the corner of a bench can be seen running along the front wall. In the far left corner stands a small cot between the fireplace and the door alcove. Part of a thick woolen rug can be seen running down the far side of the bed near the door in the far left corner. There are two torch holders mounted on the right wall near the cupboards, each holding an unlit torch.

Both windows, on either side of the door, look in on a small bar. A fireplace joins the right wall; a bucket stands on the hearth on the near side. A low seat runs down the right wall and around the corner to the front. An oak table stands next to the bench, and beyond it are two stools sitting on another thick wool rug which runs right to left covering the center of the flagstone floor. In the near left-hand corner stands a round



table, with five stools clustered around it. Another window looks out on the gardens from the center of the left wall. The bar runs out perpendicular to the far side of the garden window. Behind the bar are two shelves containing clay bottles and leather tankards; each bottle has a hand-written label though you cannot make out what they say. Slightly to the right of the shelves is another door leading to the back of the inn; the door is closed. Spaced around the room are seven torches, all unlit.

Inside the Inn

Lounge/Bar: For the main description, please see the text “Approaching the Prancing Pony Inn,” above.

When you enter through the heavy door, a bell chimes from above signaling your entry to the establishment. The chimes are nailed to the top of the door, the opening of which rattles the chimes. Beyond the fireplace are a small iron shovel, a rake and two toasting forks hung on nails next to the grate. Behind the door to the left are four coat hooks nailed to the wall, all of which are currently empty. The shelves behind the bar contain:

- 10 leather tankards
- 3 copper mugs
- 3 clay bottles marked “Strawberry Liquor”
- 2 clay bottles marked “Gooseberry Wine”
- 1 clay bottle marked “Applewood Wine, Sweet”
- 1 clay bottle marked “Applewood Wine, Dry”
- 1 clay bottle marked “Blackberry Wine”
- 1 clay bottle marked “Honey Mead 968”

Three barrels protrude from the underside of the bar towards the back wall. The barrels contain:

- A light ale from the Stamford breweries, “Stamford Light”
- A heady beer also from the Stamford breweries, “Soldier’s Brew”
- A strong cider from the breweries at Barton, “Miller’s Cider”

A small cupboard behind the bar next to the left wall contains a small wooden open box containing a pouch with 10 pennies (0.01 BUCs each) inside. The box is used to keep the takings safe during the day. The box is emptied at the end of each day, however a float of 10 pennies is always on hand. The door at the back of the bar has no lock and is kept shut with a piece of twine looped around a nail.

Master Bedroom: For main description, please see text “Approaching the Prancing Pony Inn,” above.

There is a chest located opposite the door on the left side of the bed. The chest is 3’ wide, 1½’ deep and 2’ high; it is of a rounded construction. A 1-inch keyhole lies in the center of the lid front. The chest is not locked, its key lost long ago. The chest contains an assortment of clothing:

- 1 folded leather cape, green in color
- 1 woolen tweed cap
- 2 cotton skirts, emerald and ruby colored with a floral trim
- 3 plain undyed woolen shirts
- 2 plain undyed woolen trousers
- 1 folded woolen heavy duty blanket
- 2 white cotton blouses, with lace floral trimming
- 1 coiled leather medium sized belt with a brass buckle

The left hand cupboard contains:

- 1 pair of soft leather ladies shoes
- 1 bone comb
- 3 2” needles
- 1 ball of cotton thread, (20)
- 1 ball of twine, (23)
- 1 wax candle and brass holder
- 1 brass candle snuffer

The right hand cupboard contains:

- 1 pair of stout walking boots, leather
- 1 smoking pipe
- 1 8oz. pouch of tobacco, golden
- 1 quill
- 1 2oz. ceramic bottle of writing ink
- 2 rolled sheets of parchment

Passage: The door opens into a 3’ wide by 20’ long corridor. To your right, at the end of the corridor is an oak door. The door is hinged on the left and bears no sign of a lock. Similar doors stand on the opposite side of the passage, one slightly offset to your right, the other two to the left. All are hinged on the left and have no sign of locks. At the far right end of the passage, set into the floor, is a 2’ square wooden trapdoor. The trapdoor is hinged on the left and is held shut with a bolt latch fixed in the center of its right edge.

Children’s Bedroom: Upon opening the door, you can see a straw mattress serving as a bed directly in front in the left hand corner against the wall. On the far side of the room is another mattress, again in the corner against the right wall. In the center of the room lies a thick wool rug taking up an area approximately 6 feet by 5 feet. The rug is a plain gray color and has no pattern. A tin bucket stands against the front wall and is empty. In the far right bottom corner is a large chest some 3’ by 1½’ by 1½’. The chest has a curved lid, there is no keyhole and no lock mechanism visible. The chest has two handles, one on each end, mounted on its sides, and is fashioned in a simple uncomplicated manor. The chest contains:

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A small leather bag containing eight 1" diameter wooden balls

3 horseshoes

A well-worn rag doll 9 11 tall

A reed whistle

A skipping rope 6' long

2 folded linen shirts

2 pairs of tweed trousers, one smaller than the other

2 pairs of leather sandals

1 coiled leather belt with an iron buckle

1 large black and white striped feather in a rather tattered condition

A thick wool scarf and a pair of mittens

There are two torch holders, equally spaced on the near wall. In the center of the far wall is a 2' by 3' shuttered window. The window looks out on the back of the garden. Numerous vegetables can be seen growing, including carrots, onions, lettuce and parsnips.

Guest Room 1: Opening the door, you look in on a straw mattress bed facing you in the far left corner running down the left wall. Next to the door to the right are three wooden coat pegs fastened to the wall. In the far bottom right corner is a wooden stool, similar to those in the bar area. Adjacent to the stool against the right wall is a small functional table some 2" long and a foot wide. The table stands about 2½' high. Carved into the table surface are the names:

Aelfric

Mynyddog

Hengest

Lorette

In the far right corner is a small chest. The chest lid is rounded and in its center is a 1½" keyhole. In the chest is an iron key which looks as if it will fit the lock; otherwise, the chest is empty. Next to the chest, in between the table and under a torch holder, is an iron bucket. In the center of the room is a woolen rug approximately 4' by 2'. Visible through the window in the far wall's center is the back garden and vegetable plot. Growing in the plot is a variety of vegetables including carrots, lettuce, onions and parsnips. The door has a slide bolt to enable the occupant to lock the door from the inside; the window shutters also have a bolt attached.

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Guest Room 2: Facing you as you open the door is a straw mattress in the far right corner running down the right wall. Behind the door to your left are three wooden cloak pegs fastened to the wall. Below the coat hooks is a thin bucket. Standing in the bottom left corner is a small table some 2 feet long, 1' wide and 2½' high. Carved into the table are:

Ebondark mages live in sties

Kellts stay home

Bellias slept here

This establishment is only fit for pigs – Morial, Eliot of Sanford is a bastard

Next to the table is a small wooden stool. In the far corner is a wooden trunk, the lid of which is curved. In the center of the lid is a 1½' keyhole; protruding from the keyhole is its iron key. The chest is empty. There is a torch holder in the far wall between the bed and chest. The door has a bolt latch to enable the occupant to secure the door from the inside. A 2' by 4' wool rug lies under the window in the left wall. Through the 2' by 3' feet window, you can see the inn's garden, to the left a patch of gooseberries, to right strawberries, peas, black currants and the stunted apple tree. The window shutters too have a latch bolt that you may use to secure them.

Kitchen and Wine Cellar: Opening the trapdoor, you can see a flight of stone steps leading downward into the basement some 10 feet ahead. At the far end of the room opposite the stairs is a 7' long, 1½' wide, 2½' high stout wooden bench. The bench is heavily marked and stained in the preparation of meats and vegetables. In the center of the far wall hang three shelves, each 8' in length and 6" wide. The top shelf contains:

1 mortar and pestle

1 whetstone

8 wooden turned bowls 6" diameter

8 pewter plates 8" in diameter

4 pewter goblets

2 pottery decanters

2 1 8 11 oval pewter trays with raised decorative lips

1 tinderbox

The middle shelf contains:

1 large pottery pot marked "Salt (2 lbs.)"

2 pottery jars containing 1 pint of lard

4 pottery jars with cork stoppers containing 4 pounds of flour each

A small wooden lidless box containing eight sets of pewter cutlery including spoons, forks and knives

The bottom shelf houses 15 assorted jars of mixed herbs, peppers, tarragon, vinegar, garlic cloves, saffron, nutmeg, thyme, basil, dates, olives, walnuts, pickled onions, honey and pickled eggs. All the jars are pottery and have cork stoppers, and each is labeled by hand. Next to the shelves on the floor are two tin buckets. Opposite the shelves in the center of the basement is a large table some 8' by 4' made in two halves. The

table is also used to prepare foods. Under the table are two wooden stools. In the far wall is a 5-foot fireplace. A spit hangs above the large grate. To the right of the fireplace, hanging on hooks, are a shovel, a rake, two pokers and a toasting fork. On the opposite side sits another tin bucket. A whole array of cooking pots and pans, knives, forks, cleavers, skewers, and tins hang on hooks in the wall. There are about 40 utensils here of every conceivable sort. In the far left corner is a double cupboard 4' by 18" and 3' high. The cupboard contains:

- 2 10-pound bags of potatoes
- 1 two tray wooden box holding 48 apples
- 1 cloth bag containing 12 onions

Between the stairs and the cupboards are four barrels:

- "Stamford Light Ale 989, Stamford Breweries"
- "Soldier's Brew 989, Stamford Breweries"
- "Miller's Cider, Barton Brewers"
- The fourth contains water

Perpendicular to the steps, screening the barrels is a nine foot wine rack, the rack contains the following clay bottles:

- 14 bottles marked "Strawberry Liquor"
- 35 bottles marked "Gooseberry Wine"
- 5 bottles marked "Appleweed Wine, Dry"
- 6 bottles marked "Appleweed Wine, Sweet"
- 10 bottles marked "Blackberry Wine"
- 2 bottles marked "Elderberry Wine"
- 1 bottle marked "Rum"
- 12 bottles marked "Honey Mead"

In a discrete recess under the wine rack in the stone stairs is a wooden box. The box has a tiny keyhole in its front and is locked. The box contains:

- 45 bronze commons (1 BUC each)
- 6 copper quids (5 BUCs each)
- 1 silver crown (25 BUCs each)

All the coinage is bagged separately in leather purses. Equally spaced around the kitchen are seven torches providing ample light.

Stables: Opening the heavy double doors, you can see a stable of four separate compartments, each with its own half door. Each stable is three feet wide, the floor carpeted in a thick layer of clean straw. All the doors have bolt latches and are hinged on the left. To your left, an archway leads into a separate storeroom. To the left are hooks for the horses' tackles and space for their saddles. A hay fork lies on the floor in to opposite corner. In the far corner is an ample pile of clean straw piled up to 5' high in the corner. To the right, next to the stable wall, are four tin buckets. Between the hay and the pitchfork is a large 20-pound sack of grain. Outside the stable in a muslin-covered cool box mounted on the right wall are:

- 1 flask of milk (2 pints)
- 2 one pound blocks of mild cheese

- 1 pint of thick cream
- A pewter 8" diameter plate containing six 7" filleted fresh fish

Bellias the Innkeeper



Vocation: Innkeeper/Farmer **SEC:** 5

Move (yds./BT): 101 **Initiative Modifier:** Human standard

Outstanding-Important K/S Areas-Sub-Areas & STEEP

- (Poet/Musician Vocation K/S bundle plus)
- E/S Graces: 35
- Native Tongue (Keltic): 45
- Trade Phoneycian: 35
- Foreign Language, Brythokeltic: 30
- Foreign Language, Latin: 28
- Riding: 55
- Animal Handling: 49
- Acrobatics/Gymnastics: 35
- Sports: 39
- Agriculture: 20
- Business Administration: 25
- Games, Physical: 20
- Games, Mental: 25
- Current Events: 25

Joss (Anti-Joss) Factors: 2 **Attractiveness:** 13

Quirks: Nil

Average Armor Protection: Nil

Dodging: 3

Avoidance: Base 20/34/24⁶

Statistical Detail:

M: 63; **EL:** 50 **P:** 101; **WL:** 75, **CL:** 90 **S:** 75; **EL:** 60
MR: 31 **MM:** 32 **PM:** 42 **PN:** 59 **SM:** 38 **SP:** 37
MRCap: 12 **MMCap:** 11 **PMCap:** 15 **PNCap:** 20 **SMCap:** 14 **SPCap:** 13
MRPow: 10 **MMPow:** 10 **PMPow:** 13 **PNPow:** 19 **SMPow:** 12 **SPPow:** 12
MRSpd: 9 **MMSpd:** 11 **PMSpd:** 14 **PNSpd:** 20 **SMSpd:** 12 **SPSpd:** 12

Commentary & Description: Coming from a travelling circus background, Bellias and his wife were part of a trick riding troop that worked alongside the fair. The fair travelled around Lyonesse stopping at small towns and villages to entertain the crowds between Durham in the north and Hereford in the south. Bellias is familiar with the training and husbandry of horses and ponies, having some minor skill in veterinary care. Bellias left the circus, tired of the travelling life, to settle down with the inn which he renamed “The Prancing Pony” in respect to his former occupation. The inn was formally named “The Homestead” and was built some 50 years earlier. The stables were added by Bellias two years ago when he took over the establishment: Bellias is now in his third year as innkeeper of the Prancing Pony. He still keeps in contact with his circus friends when they pass during their travels. Indeed the whole family can often be seen attending the local fair. Being a travelling man for most of his life – his parents were also members of the circus – he is always interested in the gossip and tales of the wayfarers who take rooms in the inn. Bellias knows many of the local rumors and legends in the area and is happy to swap stories over a drink. Often in the summer months, Bellias works long hours in his fields tending to the crops and livestock, relying on his wife, Elaine, to look after the inn.

Bellias is a fun-loving and jovial man who enjoys life to the full and shares his enthusiasm for living with all those who meet him, however short a time that may be. His stature, though diminutive, is lithe and muscular belying his age. His complexion is of a ruddy, tanned color, a sign of the long hours spent toiling in the fields. Bellias is clean-shaven, the sharp features of his nose and chin offset by deep chocolate eyes and his shoulder-length mousy locks. Bellias is 47 years old, stands 5’ 2” in height and weighs some 140 pounds. He wears simple functional clothing, generally natural wool or linen. Occasionally, he wears fine cotton shirts, though that is a rarity.

Elaine, Wife of Bellias



Vocation: Innkeeper/Farmer **SEC:** 5

Move (yds./BT): 76

Initiative Modifier: Human standard

Outstanding-Important K/S Areas-Sub-Areas & STEEP

(Thief, Physical Vocation K/S bundle plus)

EIS Graces: 40

Native Tongue (Brythokeltic): 35

Trade Phonecian: 25

Foreign Language, Keltic: 30

Riding: 47

Animal Handling: 32

Acrobatics/Gymnastics: 40

Business Administration: 23

Games, Mental: 25

Current Events: 15

Domestic Arts and Sciences: 35

Medicine, Veterinary: 36

First Aid: 25

Joss (Anti-Joss) Factors: 2 **Attractiveness:** 14

Quirks: Nil

Average Armor Protection: Nil

Dodging: Nil

Avoidance: Base 23/24/18⁷

⁶ The original text had Avoidance for Bellias the Innkeeper listed as 10/17/12. In Issue #5’s Exclamations!, Alan Kellogg issued a correction, which is reflected here.

⁷ The original text had Avoidance for Elaine listed as 11/12/9. In Issue #5’s Exclamations!, Alan Kellogg issued a correction, which is reflected here.

Statistical Detail:

M:71; **EL:** 56 **P:** 76; **WL:** 57, **CL:** 68 **S:** 58; **El:** 46
MR: 36 **MM:** 35 **PM:** 35 **PN:** 41 **SM:** 31 **SP:** 27
MRCap: 13 **MMCap:** 12 **PMCap:** 15 **PNCap:** 15 **SMCap:** 12 **SPCap:** 9
MRPow: 11 **MPow:** 12 **PMPow:** 10 **PNPow:** 12 **SMPow:** 10 **SPPow:** 9
MRSpd: 12 **MMSpd:** 11 **PMSpd:** 10 **PNSpd:** 14 **SMSpd:** 9 **SPSpd:** 9

Commentary & Description: Elaine joined the circus when she ran away from home with her younger brother at the age of 14. Her parents were living London at that time, her father unable to find employment as a soldier in the city guard. Taking his frustration out on his family, they were often subjected to severe beatings. Elaine ran away with her brother and joined the passing circus troop. Looked after by Bellias, both Elaine and her brother learned the circus way of life and were trained by Bellias in the arts of horsemanship. Ten years ago, Elaine married her fun-loving tutor and semi-retired from the circus act to look after the horses and their newborn child, Alein. Four years passed before their second child, Alice, was

born. Bellias and Elaine decided to settle down to give their children a better, more stable existence. The couple bought the Homestead Inn three years ago and have fitted into the lifestyle well. Four months ago, a third child was born in the comfortable surroundings of the inn. They named the newborn Hemison, after Bellias' uncle. Elaine runs the culinary side of the business, providing fine meals for their guests. A particular specialty of hers is blackberry and apple pie, for which the inn is noted. Elaine also brews their homemade wines, and though she strongly disapproves of excessive drinking, she has been known to indulge in a mug or two.

Elaine is 37 years old, about 5'4", 123 pounds, and is of a medium build. She wears her auburn hair in a long plait-tied with a white ribbon. Her face is pleasantly rounded, full lips and smiling eyes match her ruddy complexion. Elaine wears heavily embroidered cotton skirts and blouses, often in deep rich colors, red being her favorite.

A JOURNEYER'S GUIDE TO ÆRTH

Originally from pp 39-44

by Ernst Grumbold

Although we were not expecting the good Mr. Grumbold to submit any further articles, it somehow came as no surprise to us when we actually found another one of his manuscripts amongst the other mail. There was no need to consult with Gary Gygax about the author or his material. As we are now all familiar with Ernst Grumbold's credentials in regards to Ærth, nothing more needs to be said. However, we do wish to alert you to the special nature of this piece. The detailed organization charts which Mr. Grumbold included with his brief manuscript are most enlightening and useful for students of Ærth and for all enthusiasts of fantasy gaming as well.

How a Feudal Noble's Stronghold is Organized:

The Structure of Authority and Responsibility, Showing Offices and Positions, Along with Such Commentary as is Helpful to the Reader

Until I actually visited Æropa and personally observed the operation of an aristocratic stronghold, I was somewhat ignorant and quite confused as to who did what in a chateau and what "such-and-such" title in castle parlance actually meant. A friend of my guide, M. Marcelus François, was kind enough to allow me to spend a fortnight at his chateau west of Paris. There the Sieur deVal soon enlightened me regarding the whole matter. Because such information is so poorly presented in texts found here on Earth, I thought it would be beneficial for me to extract the whole of what I had learned, and with as brief a text as possible, illustrate the matter by organizational chart, thus providing readers of this journal with clear and concise data.

Why should this interest readers? Simply put – because there are castles everywhere in Æropa (and elsewhere too) where a feudal or quasi-feudal government rules. Such places are needful for many reasons too complex to detail here. Suffice it to say that should you travel anywhere in the lands mentioned, you will be sure to encounter strongholds of this type in all corners of the land. That said, let us move on.

First, let me make it clear that what follows is a generalization based on the knowledge obtained thanks to the generosity of the Sieur deVal. In many cases, the size of the stronghold and associated land holdings will be smaller, so there will be fewer officers and staff. In some other cases these will be greater, and an increase proportionate to that larger scale must be interpreted.

Next, allow me to point out to the reader that here I am addressing those fortified residences which are built, maintained, and inhabited by aristocrats. There are state and even noble fortifications, which are only incidentally something other than military strongholds. These exist for purely military reasons, and guards are the only residents the vast majority of the time. These are not at all castles in real terms – they are forts or fortresses. Whether moat house, chateau, or some other appellation, castles are the first and foremost residences of their owners, even if for only a portion of the year. On Earth we often see the castle depicted as a fortress, and fictional literature adds to this inaccuracy.

So, then, a castle is the domicile of its noble lord or lady, the residence of his or her liegemen, retainers, and servants. It is the headquarters for the administration, finance, and

management of all the lands and the manors which belong to it. It is the seat of local, or low, justice for those dwelling on those lands – the Hallmote held monthly for the peasants, the Greatcourt for freemen who have made their View of Frankpledge to the lord of the castle. It is a place of safety in time of war. The castle is a staging point for military operations, an impediment to invaders, a point of resistance too, unless overcome somehow.

Those readers who have delved into historical treatments of castles certainly comprehend all that and more. To make the functions of the castle, its organization, hierarchy, and bureaus plainly understandable to all, there are a series of schematics drawn hereafter to give a visual representation of them. By identifying titles and the like, we delineate offices and oversight responsibilities clearly. Of course, there always exists a problem when it comes to precedence of office or station, for titles are not fixed. Thus, in some places a title might correspond to a somewhat different office, possibly altering rank and duties to some extent. Nevertheless, this effort is by no means vain, for what is set forth in the exposition holds generally true throughout all Æropea and those other lands which model their feudal structure after one of the states of that continent.

The organizational charts which follow are presented in a progressive fashion. That is, the very first one depicts the schematic of the highest authority and those immediately beneath that authority. In the case of the *Sieur deVal*, enfeoffment is directly from King François, so there is no authority interposing between him, as lord of Chateau Lune-Noire, and the throne. Where a greater noble stands between the king and the holder of a castle, it is helpful to refer to such a position as that of a vice-lord, thus indicating that enfeoffment is from one owning fealty to a suzerain. Following each chart is commentary explaining the illustration. As we progress, sub-charts were needed to expand upon certain areas. These charts are clearly indicated as belonging to the main one in question by the addition of a suffix capital letter after the chart number, thus: III A.

As stated initially, in order to make a full exposition, the whole assumes a rather substantial castle and a noble with substantial lands and income. Larger organizations are a simple matter, for retainer and staff numbers are simply greater, with only rare and specific offices to be added, i.e., jester, astrologer, Mage, wizard, privy counsellor, justiciar, etc.

It becomes less clear when smaller households are considered. In general, begin by omitting servants indicated in the least positions, one at a time. Double up related responsibilities. Eliminate offices entirely. Reduce the number of guards. A very small castle might have but one, all-purpose officer, a seneschal serving directly under its lord, no knights, one or two esquires, and but a score of servants and guards. A minor knight, for example, might have only a few servants and a half-dozen men-at-arms. As an aside, note that a royal castle, in this case a fort or fortress, will have as its head a castellan or

chatelaine, possibly a sub-officer, and then soldiers and some necessary servants only.

Lord & Immediate Officers & Retainers

Noble Lord: This might well be a lady, and in most cases actually assumes the lord and lady as a unit. Where lord and lady are concerned, the lord directly oversees the actions of the steward and the constable; the lady assists by giving his direction to the seneschal chancellor. Lord and lady command all within the castle and on its lands. All boxed positions shown on this chart are very important. Each officeholder concerned will be a member of the noble lord's/lady's council – grand council if the noble vassals are in attendance.

Chancellor (also Chaplain): A priest or monk always holds this office, unless it is broken into two portions, chancellor and chaplain, in which case the former may be held by one of the laity who is a Heka-user able to employ some forms of divinatory and healing Castings. He or she is directly responsible to the lord/lady for these duties and activities:

1. Keeping the lord's/lady's seal(s) (chancellor)
2. Treasurer* (chancellor)
3. General accounting (chancellor)
4. Intelligence (chancellor)
5. Secretarial functions (either, principally chaplain)
6. Personal errands and communications (either, principally chaplain)
7. Religious observances (chaplain)
8. Charity (chaplain)
9. Healing (chaplain)

* Our charts show the office of cofferer being in charge of the lord's/lady's monies and like wealth. Note that in this case, however, the chancellery oversees to some extent the cofferer. See Chart IV.

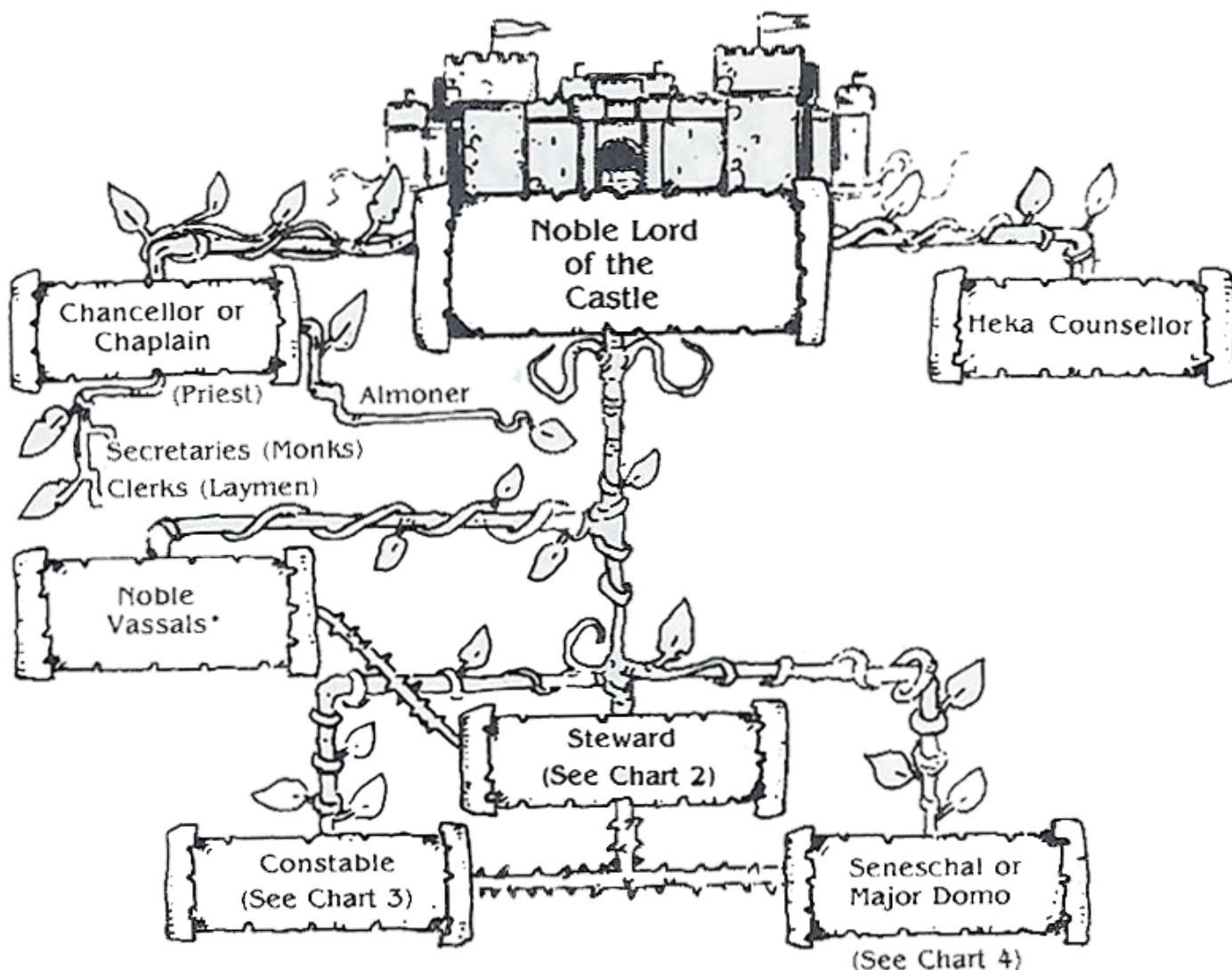
It is possible that an apotropaist and/or exorcist is attached to this office if a great noble is the lord of the castle.

Almoner: The almoner is in charge of distributing charity to the poor and needy on the lord's lands.

Secretaries: These positions are often held by monks or scribe-like clerks. Clerks otherwise generally need to be only semi-literate but highly numerate.

The office will work closely with that of the Heka counselor at all times, of course, as their combined abilities are

CHART 1



* See Regarder Office

needed in regard to Heka-warding of the castle. The two will also assist the steward in regards to weather, and crop and animal welfare within the lands of their lord or lady.

Heka Counselor: This office is one of Heka practice. That is, the holder will be able in the use of Castings which foretell and also have some magickal skill. In most cases this means the individual is a magician with knowledge of astrology and divination. However, any number of variations can and do exist. The duties are of an *advisory* nature, assisting in the *protection* and *defense* of the castle, and *healing* secondarily, all through the employment of Heka. In the case of a very great noble, the Heka counselor might be only an advisor in regards to foretelling and the like, and the steward, as we will see, may be the one detailed to defensive and offensive Castings.

In most cases, there will be some form of apprentice serving the officeholder. In large castles there will be one or

more sub-offices attached to it: *alchemist*, *astrologer*, *conjurer*, *Heka-forger*, *spellsinger*, *wisewoman* or *wiseman*.

Note that on Earth in Medieval times this general position on the organizational chart would be occupied by these names: doctor (maker/prescriber of medicine), barber (blood-letter), surgeon (medical operation performer), dentist (care of teeth). They are very much secondary positions which might be filled by a single individual, two, or even none.

Noble Vassals: Observe, if you please, the box. The thorny vines indicate that the position is not actually attendant to the castle. These noble vassals, with a few exceptions which will be noted, reside on their own fiefs within or adjacent to the lord's/lady's lands. Being vassals, they owe their holdings to the noble lord in question. They will have lesser titles, possibly being only knights. Note also the thorny vine running diagonally to the office of steward. When the lord/lady is not present, then the steward stands in his or her place, and the

noble vassals must indeed obey the steward as if he were the lord or lady of the castle. The principal duties of such noble vassals are *payment of service in regards to keeping order and warfare*, whether offensive or defensive.

In a similar fashion, another of the duties of the noble vassals is to serve under the steward as inspectors (see Chart II, Office of Regarder). Whenever the lord/lady visits, noble vassals must house and care for their overlord(s) and attendants, of course, and do so in grand fashion.

Steward: This is the office of vice-lord of the castle. Next to the lord/lady, the steward is the highest-ranking person there. They will be at least knights, often minor nobles if the castle is one of a great noble. Sometimes an aristocratic Mage, wizard, or the like will hold this office. In the absence of the lord/lady, the steward commands all. The basic duties of the office pertain to the *oversight* of the lands of his lord/lady outside the castle. He or she is also in charge of legal matters, and in the case of a great noble, the steward might have the office of the justiciar reporting to his own, that office being just below the parallel line between constable and seneschal.

In the event that the office of steward is held by a very able Heka practitioner, the responsibilities for *magickal security and defense* will also be vested here, such matters being fulfilled in close consultation with the office of constable. See Chart II for other details of duties and the many positions directly overseen by this office.

Constable: This office is principally charged with the duties of *policing the lord's lands and military matters*. This responsibility begins in the castle and extends to the borders of the noble lord's lands. In the absence of the lord/lady and the steward, the constable is commander of all. See Chart III for the many positions directly overseen by this office.

Seneschal (also Major Domo): This office is principally accountable for the place of residence and working places of the lord/lady and their chief retainers in the castle. That is, the seneschal has *oversight of the dwelling and working place, internal*

security thereof, household finances, and all domestic matters relating to the castle and immediate grounds. In the event of a great noble and extensive (palatial) castle, there might be a majordomo office reporting to the seneschal office. The former position would be charged with household finances and domestic matters, with the seneschal directly managing oversight and security.

See Chart IV for the many positions directly overseen by this office.

With the most important offices detailed, the titles, authority, and duties understood, we move on to details of the various sub-offices and positions appended to the three chief officers of the noble lord.

In addition to being the deputy of the noble lord, the office of steward has charge of the *general administration of the lord's/lady's holdings*. Justice, revenues and auditing, and the maintenance of all lands and property of the noble lord are overseen by the steward. The position might well be likened to that of a general manager.

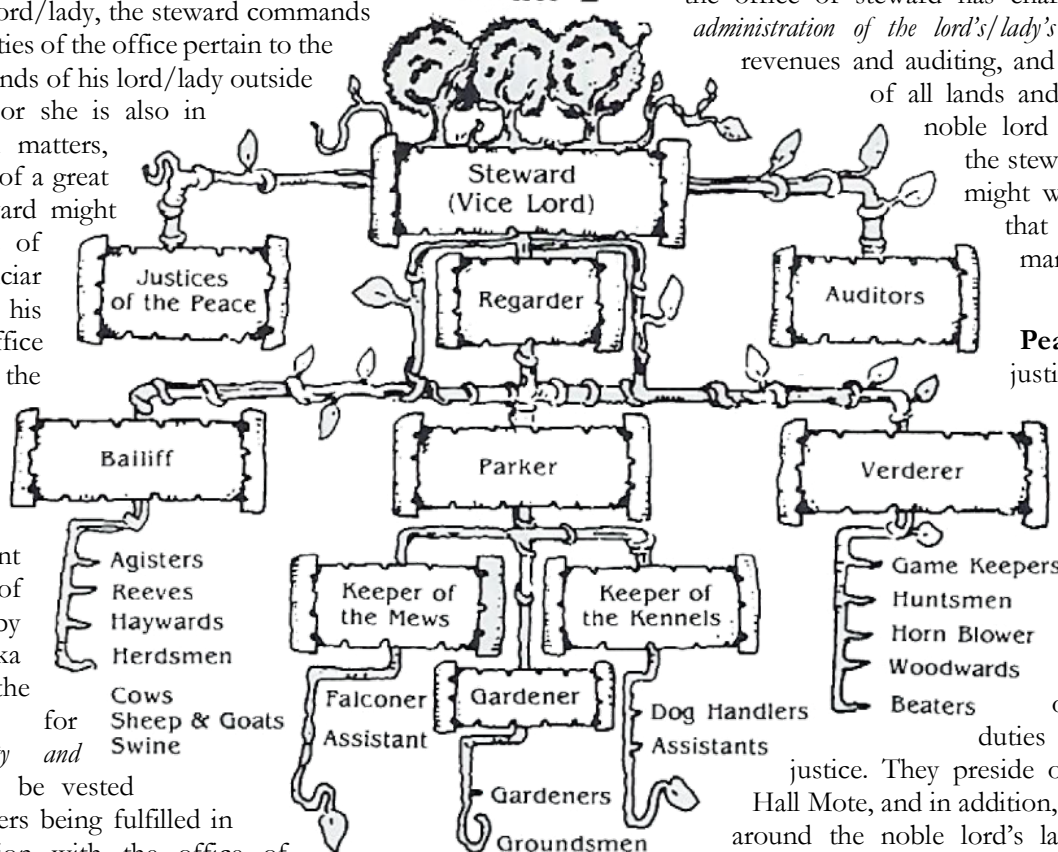
Justices of the Peace: Note that if a justiciar office was under the steward, that position would be in place of this one, and the office of justices of the peace depend from it. Justices of the peace have duties regarding local

justice. They preside over the monthly Hall Mote, and in addition, they might travel around the noble lord's lands, if such are extensive, so as to administer like justice in remote places. In the latter case, they will likely be in company with a bailiff and a few men-at-arms.

Auditors: This position serves to check on all offices' accounts. The auditors examine the records of income and expenditures as well as see that all rents, taxes, tariffs, and other revenues have been properly collected and accounted for. Not only money is kept track of thus, but supplies and equipment are seen to as well.

Bailiff: This is a relatively minor office but one which is vested with quite important responsibilities. There might be a single individual in charge of this office if there are many bailiffs; in such case he will bear the title of chief bailiff. There

CHART 2



is a bailiff for every four manors and separate small communities within the noble lord's land holdings. Each is visited one week in every month. Crimes and infractions seen by or reported to the local bailiff (by the reeve, for instance) are brought to the attention of the steward for action, probably before the monthly Hall Mote court. The following are the titles and duties of the sub-officers of the bailiff, reporting to the local bailiff:

1. *Agisters*: Collect rents and fees such as paid by cotters and crofters.
2. *Reeves*: Local headmen of manors or small communities who are given office by the lord or lady and at all times see to their noble lord's interests there.
3. *Haywards*: See to the crop lands of the noble lord, the fencing thereof, and the crops harvested therefrom.
4. *Herdsmen (Coward, Shepherd, Swineherd)*: Care for the noble lord's ordinary livestock.

Parker: This is another minor sub-office which is highly regarded by the noble lord because of the responsibilities which it holds. Its charge is the oversight of the castle grounds and the lands immediately surrounding the stronghold. The offices below the parker's are:

1. *Keeper of the Mews*: The office of chief falconer. Acquisition, training, feeding, and care of hunting birds such as falcons and hawks are its duties. In a large mews, individual falconers and workers report to this office. In addition, this office will have charge of the dovecot and the roost (for homing pigeons) if the latter are possessed by the castle's lord.
2. *Keeper of the Kennels*: The office of head dog trainer and handler. Acquisition, training, feeding, and care of guard and hunting dogs are its duties. In large kennels, individual dog handlers and assistants report to this office.
3. *Gardener*: The office is responsible for vegetable gardens, flower gardens, landscaping, orchards, trees and shrubs, and lawns. Where there are extensive gardens and lawns, there will be specific gardeners, possibly a grover in charge of orchards, and groundsmen to do common labor required.

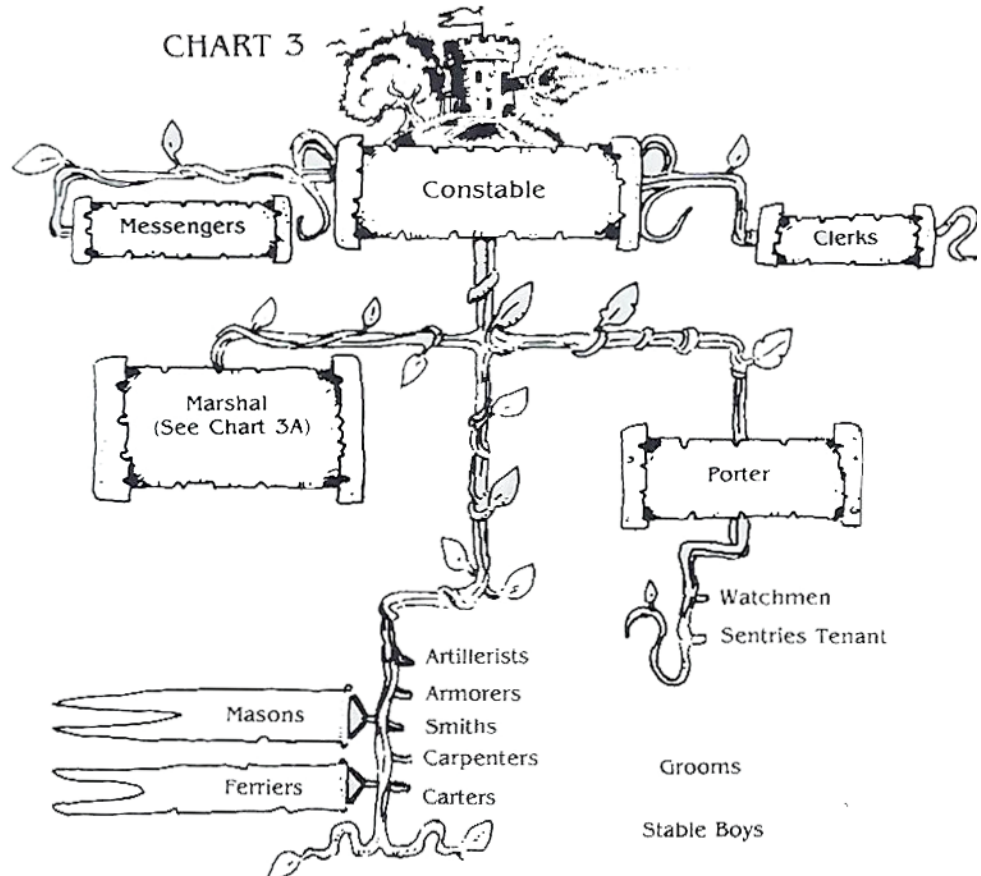
Verderer: Yet another minor office dear to the noble lord's heart, for it is responsible for the hunting lands game thereon, and the hunt itself. The

verderer oversees the forests and wild lands within the noble lord's holdings. Thus, there are the following under-officers reporting to the verderer's office.

1. *Gamekeeper (Warden)*: The officer seeing to the wild game and the prevention of poaching.
2. *Huntsman*: Guide hunting parties, keep down excess numbers of predators or prey animals.
3. *Horn Blower*: Sounds the horn to direct hunters and dogs to the quarry.
4. *Woodward*: Polices the forest land to see that no persons encroach thereon by clearing and farming, felling of trees, or herding swine.
5. *Beaters*: Those who drive game in a desired direction by beating the underbrush and making noise. When not so employed, beaters will generally assist the gamekeeper or woodward as needed.

Constable's Office, Sub-Offices & Positions Thereunder

The office of constable is always held by a knighted individual. The constable is the captain of all forces, second in military command only to the noble lord/lady. As already noted, the position has considerable responsibilities, duties of critical nature. In this regard there are normal, everyday functions and extraordinary, wartime ones.



Organization of the castle's military force, general repair of castle fortifications, transportation, and communications are the ordinary concerns of the constable. This charge covers riding and draft animals, vehicles for transport (coaches, carriages, wagons, and carts), and the movement of personnel and goods to and from the castle. Associated with that responsibility are purchase, maintenance, repair, care, and feeding of animals including obtaining feed not grown on the noble lord's lands. Attendant to these is the *security of the portals of the castle*. All of the castle's main gates and lesser points of entry are the responsibility of the constable.

Extraordinary duties of the office are the *military force's deployment and operations in attack and defense, the additional fortifications of the castle, siege engines therein, supply, and transport when at war*. In many instances, the constable will have direct leadership of other noble vassals of the lord of the castle, especially if the office is held by a titled noble. In such case, the constable will not be just a field commander, but one of mixed units, a general officer.

Various messengers and clerks serve the office directly.

Marshal: This sub-office is that of the principal military commander as regards to cavalry and infantry, the lieutenant of the constable in all cases. The marshal is further detailed in and under Chart III A, and the reader is directed there for additional information.

Artillerists, Armorers, etc.: These positions directly under the constable's authority are self-explanatory.

Porter: This office is responsible for the operation, guarding, and watch of all exterior entrances to the castle, the games and smaller portals. He orders the opening and closing of gates, which might include the lowering/raising of a drawbridge, portcullis, grille, etc. For example, a herald calling upon the castle will typically be greeted and answered by the castle's porter.

1. *Watchmen:* These are specially retained men-at-arms maintained for night duty guarding the castle portals.
2. *Sentries Tenant:* These are local men serving as nighttime sentries at portals and associated walls, doing this service as part of their vassalage payment.

Marshal's Office, Sub-Offices & Positions Thereunder

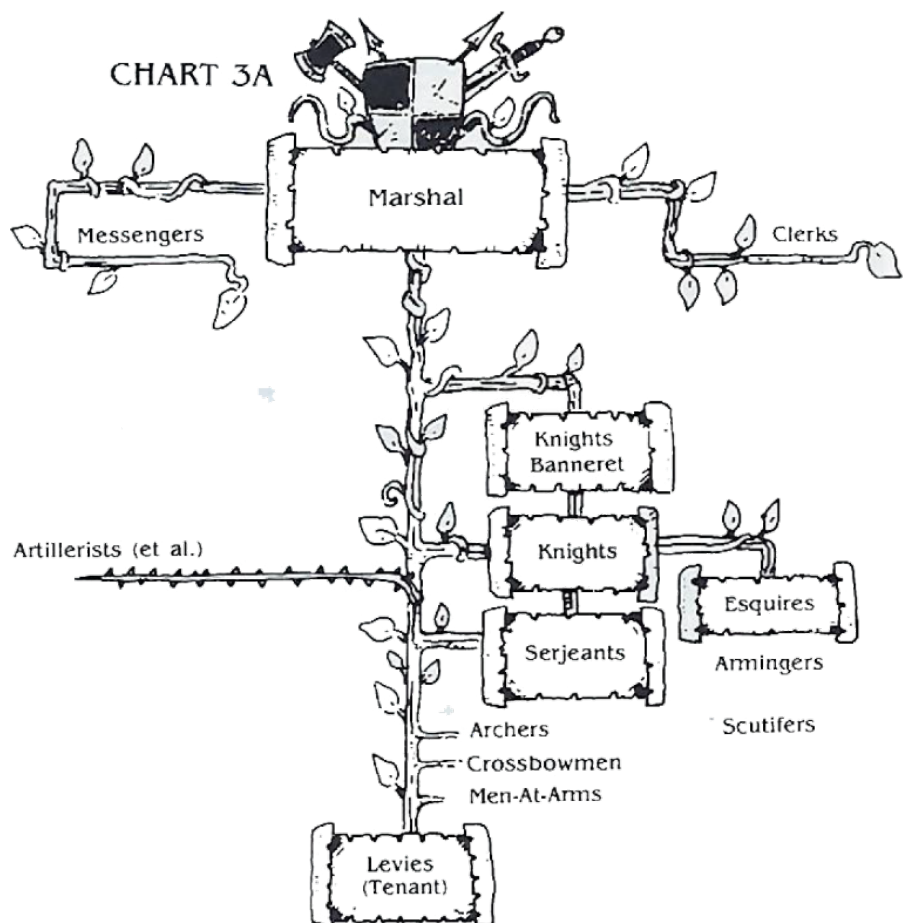
Marshal: As with the office of constable, that of the marshal is always held by a knight of repute in regard to his ability and skill at arms. *Training* is the ordinary responsibility of

the marshal and *warfare* the extraordinary duty. The marshal is responsible for *the recruitment of soldiers and the hiring of mercenaries*. In time of warfare, armorers, artillerists, and the like might be assigned directly to the marshal's office by the constable. The marshal will be in command of the castle's regular troops, and in some instances some or even all of the noble vassals' forces might serve under him or her. Vassals and their knights and esquires, however, will typically form their own contingents and accept orders only from their liege lord, the steward, or possibly the constable. Of course, where a very great noble is concerned, or royalty, this rule might be altered to some extent.

Messengers and clerks serve the office to enable its proper functioning.

Knights Banneret: Only greater nobles will have within their castles such knights. A knight banneret is an exceptional one commanding a troop (usually of 20 "lances") of other knights, esquires, armigers, scutifers, and mounted serjeants. In such case, however, the knight banneret will be cavalry company sub-commander under the marshal, or in the case of knights banneret present, each will command a squadron of the cavalry company fielded by the noble lord.

Knights: These are the principal front-line warriors and defenders of the castle and its lord/lady. They command *esquires* (knight trainees), *armigers* (assistants who care for the armor and assist in its donning, esquire trainees, in effect), and



scutifers (lesser assistants who carry the knight's shield, armiger trainees, in effect). Note that *trainee* doesn't necessarily apply to skill at horsemanship or arms, but more to the overall code of chivalry, with its attendant etiquette and the like. In general, all those attending the knight are able warriors. Also, some armigers and scutifers will be of low station and so unless raised in rank for battlefield performance cannot hope to rise above their position.

A knight serving in a castle will usually have one or two esquires in training, and no further entourage. A landed and renowned knight might have two esquires, an armiger, a scutifer, and several mounted serjeants as well.

Serjeants: It is usual that serjeants serve as cavalry. They are veteran warriors of a social station below that of the gentry, sometimes of the peasant class originally. They are well mounted, have good armor and their own weapons – lance, sword, etc. In general they are medium-heavy cavalry (able to perform as heavy cavalry), almost equal to (sometimes as good as) knights and esquires. They are paid accordingly for all they bring. There are foot serjeants as well, and by this I do not mean simply dismounted serjeants fighting on foot; the foot serjeants receive less pay because they lack mounts and the skills necessary to fight as cavalry.

Turcopoles: Although not shown on the chart, such light cavalry might be present in a castle. These are fight horsemen typically only moderately armored and usually armed with light lances, light crossbows, and various hand weapons besides. If their principle missile weapons are javelins, the troops are called *genitours*. In any case such cavalry serve as scouts and harassing forces. In the lands to the east, turcopoles might be armed with short composite bows.

Archers, Crossbowmen and Men-at-Arms: Archers rank above all other infantry save foot serjeants and receive pay accordingly. *Crossbowmen* rank next in status and pay. Regular *men-at-arms* are what we would call ordinary soldiers.

Levies: The tenants owing military service as payment for their vassalage are referred to as levies. Such troops will form up at the castle to assist in defense or attack when called forth by the noble lord, or when an invader is present.

Militia: This category is not shown on the chart either. It refers to the peasants on the noble lord's lands. In time of great need the able men of this sort will be pressed into service. They are ill-trained, ill-equipped, and generally useless unless their lord has indeed seen fit to have ordered that they were given attention in regards to military maneuvers and weapon use, and were supplied from his arsenal with armor and arms.

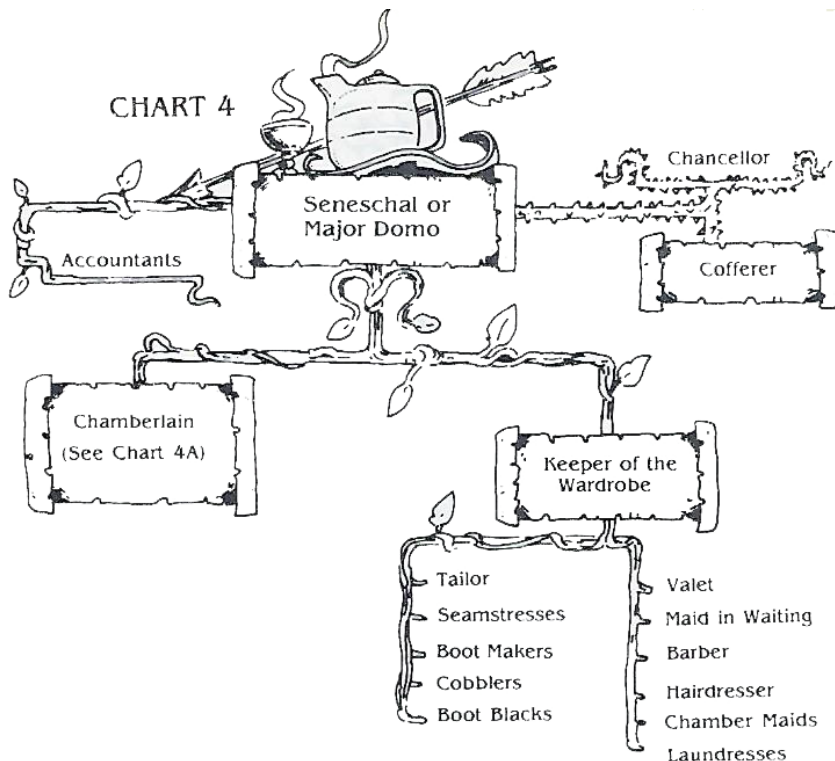
Even in such case, these troops are of questionable value, although assisting in the defense of the castle might be within their capacity to manage.

Seneschal's Office, Sub-Offices & Positions Thereunder

Seneschal (or Major Domo): Responsible for the entire *domicile of the noble lord and appertnant structures utilized for domestic purposes*, this office is a very busy one indeed when the lord/lady are in residence in the castle. In addition to that, the seneschal might be the *personal assistant to the noble lord/lady in all domestic regards, and responsible for the care of noble guests staying at the castle*. The office is *ultimately responsible for the comfort and security of all within the domicile buildings in the castle*, and in particular the great or main hall, where there is considerable traffic of persons from outside the castle seeking admittance and audience. The accountants attached to this office serve in self-explanatory manner.

Cofferer: This office is directly responsible to the seneschal with at least a reporting obligation to that of the chancellor. Thus, the cofferer has charge not only of the *silver food service pieces* and the like but *also the money of the noble lord*. However, as previously noted, the charge of the money belonging to the lord/lady belonging to this office might be under the purview of the chancellor/chaplain office. In such case the cofferer has responsibility only for the silver food service, and he would then appear under, and report to, the office of the chamberlain.

Chamberlain: This office is responsible for the *great hall and all its adjacent communal places*. The private quarters of the



lord/lady, guests, etc., do not come under the purview of the chamberlain. See Chart IV A for details of this office and its subordinates.

Keeper of the Wardrobe: This office is responsible for *all areas of the greater domicile not overseen by the office of the seneschal or the chamberlain*. In general, this means care for the persons and clothing of the lord/lady and their guests, as well as the private rooms which they occupy. The various positions reporting to this office are self-evident.

Chamberlain's Office, Sub-Offices & Positions Thereunder

Chamberlain: Responsible for the great hall and environs, all functions which take place within these rooms, the office of the chamberlain must then manage such matters as meetings, audiences, court days, regularly served meals, feasts, celebrations, revels, and the like. Note that if the cofferer has charge only of silver service, then that office will be directly under this one.

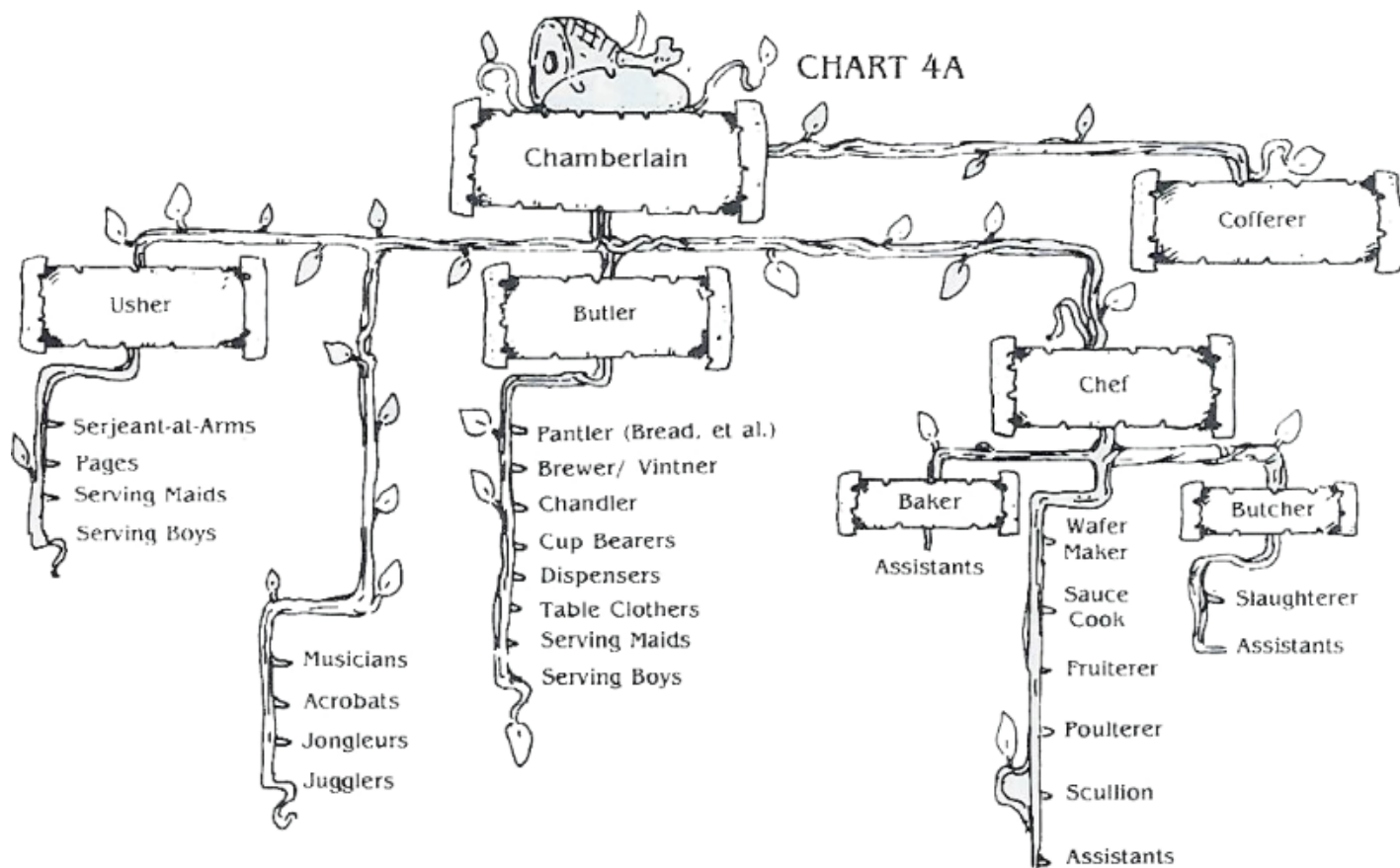
Various entertainers are allowed into the castle from time to time as the lord/lady or seneschal directs or the chamberlain sees fit. Only very large castles will have permanently retained entertainers such as musicians.

Usher: The office is charged with security within the great hall or any room in which an official function is taking place. This includes the admittance and announcement of the titles and names of visitors, their placement or seating, and order

within the area in question. Also, communications from outside the area or going outside from it are the responsibility of this office. To enable the carrying out of his duties, the usher has command of one or more serjeants-at-arms and pages. The service staff might be permanently assigned to this office or lent to it by the office of the butler.

Butler: Originally only charged with care of the buttry, that place where butts of alcoholic beverages were stored, the office of butler in the contemporary Æropan castle is vastly expanded. *Oversight of alcoholic beverages* is secondary now to the duties attendant upon *seeing to the meals and drink of the lord/lady and such other diners and guests as they desire to share food and refreshment with them or separately*.

1. **Pantler:** The office in charge of the pantry; not only bread but all attendant to its ingredient and in general all stores of food staples and dry food in the domicile.
2. **Brewer/Vintner:** If there is such a position, there will be a cooper amongst the carpenters in the constable's office.
3. **Chandler:** This position sees to all matters of lighting in the entire castle, including the provision of candles in the greater domicile.
4. **Cupbearers and Dispensers:** These are servitors caring for drink.
5. **Table Clothers:** These are servitors who set and clear tables, and see to the tablecloths and napkins before, during, and after their use.



Dangerous Journeys

Chef: This office is *the head of the kitchen, the chief cook, and the overseer of all food preparation*. In general, the large staff and the duties of each position shown are quite evident. In regards to the wafer maker, though, one bit of additional information

Mythus Journeys

needs to be given. The actual duties involved concern the making of most fancy pastries and desserts, and in many castles, this is an assistant chef position.

JOURNEYS #5

Published March, 1993

THE GRAND CAMPAIGN IN THE MYTHUS FRPG, PART III

Originally from Gamemasters' Purview on pp. 6-9

By Gary Gygax

Privileged information for the JM! What's this? Something more disallowed to players? Not at all. This is by no means confidential, let alone secret. If I have the attention of players not otherwise prone to read this sort of article, I consider it a valuable step. Do read on, and if you find the information such that you believe your JMs would benefit from it, tell them so.

The goal of this writing is to improve and enliven the many new Dangerous Journeys multigenre roleplaying game (MGRPG) system campaigns, and to do so it is necessary to reach the persons responsible for creating and conducting them, the JourneyMasters of the world. What is in this column, however, is in one sense privileged. It is assumed that the readers are all special, more knowledgeable, in some measure because they are readers. Therefore, what is contained herein will certainly benefit JourneyMasters, players and the latter's Heroic Personas in no small measure!

As stated last issue, we are now going to consider the multigenre campaign. Before discussing that, though, it is a good idea to consider the drawbacks of such a campaign. To accomplish this, I'll give the advantages of the single-genre campaign first, then list potential problems with the many-genred one. In truth, some of these arguments speak to the whole concept of offering a multigenre game system, not merely whether or not the campaign should be set in one or more. Some game masters might not agree with the list, finding that some arguments are specious, that supposed objections are not valid, that stated drawbacks are not actually negatives at all. They might also think of things not shown here which they do find non-conducive to their gaming. Fair enough. I don't claim to be an encyclopedia, and these articles are to involve you in the decision process by stimulating your thinking and creativity. Enough. Let's get on with it!

Advantages of the Single-Genre Campaign

1. None of the participants have the least interest in or desire to switch from the one genre they love. They roleplay in that single genre and cannot imagine play in any other as interesting or exciting. They cannot believe in any other milieu.
2. The single-genred campaign allows the game master and players to concentrate on that milieu. They focus there, get into character and stay there. The adventures are within a known realm. Personas are developed so as to operate most efficiently therein.

3. As personas are developed, their roles in the milieu of the one-genre campaign become clear. Players can attempt to assume major positions within that milieu.
4. JourneyMasters and players are not called upon to know or learn details outside of the single genre considered. There is, therefore, less demand on their free time. More play is possible because free time isn't spent reading material dealing with information which doesn't pertain to the campaign's genre.
5. As the players' personas in the single-genre campaign develop and become more powerful, the JourneyMaster, too, is developing his milieu so as to accommodate the rising abilities of the personas. In this manner, scenarios are not likely to be unchallenging or pose the impossible for the team.

Problems of the Multigenre Campaign

We move now from the single-genre campaign into the larger one which allows milieus beyond that of fantasy. What are the advantages and disadvantages of this?

1. The JourneyMaster's abilities are not strained by an attempt to deal with genres he is not conversant with. He selects that genre which is his forte, then finds a player group which is likewise devoted to the genre. Excellence is encouraged by such specialization.
2. There is no lack of interest. The participant group opted for play in the genre considered, and that indicates sufficient devotion to it to merit the sole attention of the JourneyMaster. To move outside of the single genre will possibly alienate some or all of the players.
3. The cost of maintaining a single-genre campaign are lower than the multigenre one. This isn't necessarily speaking to the basic cost of amassing game rules and support materials. It addresses the ancillaries – reference works and fiction principally from which background information and ideas are drawn.
4. There is too great a difference between most genres. Fantasy doesn't really mesh with any other, because it employs magick. The past and the future can't merge either. In order to have continuity in a campaign, and in the thinking of the participants, only one genre can be treated.

5. The author as well as the publisher of a single-genre roleplaying game is more knowledgeable in that lone body of work than the one who offers a multigenred game. The single genre's potential will be maximized thus, and the materials provided will be superior. The lone genre will be covered as broadly as possible, in greater depth than possible for the less-focused work.

To begin the apology, as it were, let's first establish that the multigenred campaign does begin with a single milieu. In the primary genre, the JourneyMaster and players develop their skills, and the personas, too, grow more able and knowledgeable. At some point – whether early, after substantial activity, or perhaps even years later – the game master and players will address the matter of whether or not to broaden the scope of the campaign by adding one or more other genres to the base. This decision-making process might be rather arbitrary – the JM simply goes ahead and does it. In such a case, unless he is a very good judge of his players, there might be discontent. It might be occasioned by flagging interest on the part of the JourneyMaster or some players or both. Most probably, though, it will come because everyone knew it was planned eventually. The event might come as a surprise only as to timing, not occurrence, in such a case. That, Dear Reader, is desirable.

To be candid, I find virtually all of the objections noted to a multigenre campaign to be absolutely specious. A few have some merit – after all, I tried to be as fair and open-minded as possible in making up the list. However, even the first, seemingly most compelling argument, is probably an objection based on nothing other than speculation or ignorance. That is, without trying something, how can you know if you really like it or not? Going further, even an unsatisfactory experience with another system doesn't necessarily make a later objection to this one valid. Until the individual tries the **Dangerous Journeys** system and judges it on its merits, an informed opinion is not held, and a valid objection cannot be made from ignorance. Let's see why.

The opening of the campaign to another genre or many genres can perhaps be better likened to diet than to reading. Think of it this way: just because one's favorite food happens to be Chinese cuisine, why preclude sampling Japanese, Korean or Thai, let alone such major ones as Italian, French and Hungarian? Not only do you experience variety, but the possibility of discovery of a new co-favorite exists. At worst, one knows what one dislikes, and the old favorite remains always available! Of course, an analogy to taste in reading does have some validity. If the participants tend to agree that the literature in one genre or another has absolutely no appeal to them, then it is unlikely that they will find long-term play in that genre to be desirable. A brief foray into such a genre, though, will be doubly challenging to them because of their lack of knowledge, and thus such an attitude by no means precludes some occasional and limited use of the "foreign" genre.

Benefits of Genre Change

There are, of course, new challenges for the JM and player alike when a genre is added. When a new one is put into place for extensive use, all parties are concerned, while the short-term/ occasional use of a new one is truly demanding only as regards the JourneyMaster. In the former case, all participants must change their mindset, shift gears so to speak. New things will have to be learned and understood, new approaches to new problems tried. In the latter, the player group must be able to adjust quickly and attempt to return to their own place. In any event, the JourneyMaster doesn't have to learn a new game system, nor do the players. In fact, their Heroic Personas will be fairly functional in even a highly disparate genre from the initial one. Even that sudden shift is more fun than trial. Whether or not the players desire a change in genre, the following beneficial things apply to the campaign which does change milieux thus.

The switch is a test of abilities as far as actual play is concerned. That is, the players must stretch their knowledge, thinking and roleplaying to accommodate themselves and their Heroic Personas to the new "laws" of the cosmos they are in and its society, mores, etc.

Any success within the new genre benefits the players, for it teaches them problem-solving "on the spot" and gives them greater ability in playing the game – possibly in real life situations which might be analogous to such a genre-switch too. Furthermore, that success will broaden the HPs' Knowledge/Skill Areas to whatever extent is applicable. When the team of Heroic Personas emerges from the "foreign" genre, they will be stronger, more knowledgeable and able to function there or anywhere.

Because the players have had the experience of how that new genre operates, their thinking has been affected. The foray will either reinforce the general dislike for the bases of the new genre, assuring all that it is antipathetic not prejudicial, underscoring reasons for that opinion. I submit that this is unlikely, however. Much more probable is that the brief exposure will destroy mental stereotypes, remove false impressions, and convince the group that there is, after all, some small or even considerable merit in the genre in question.

Role of the JM

With that, we come to the role of the JourneyMaster in the matter of providing multigenre play and scenarios. There is a device given in the system which enables the genre to change, and no more need be said. If the JM opts for some other mechanism of switching genres, there are plenty at hand. He can employ magick, deities or any other means he finds reasonable, believable and logical in terms of his campaign to accomplish the transition. Once done, however, he must have a structure for continued play.

There are two cases in this regard. The first is that the JM simply uses the available game modules and adventure scenarios to enable the change to multigenre play. Simple, easy, straightforward. Enough said there.

The second avenue of approach is that of devising “house” rules based on the **Dangerous Journeys** system, and along with those rules, special scenarios which pertain to them. The latter places considerable demand on the JourneyMaster – more in respect to the establishment of the milieu and adventures therein than rules, assuming he is conversant with the genre and RPGs in general. One caution: Beware of trapping HPs in a new milieu. If magick doesn’t work there, then how will they return home? If it does function, how is the genre different from the original? This isn’t a paradox, of course. I have covered this in the extensive material pertaining to the rules works for the other genres planned for the system.

As a fast aside, let’s cover the salient points so that the creative JM won’t be stymied or find he’s strayed too far. Magick doesn’t work well, if at all, in most universes. That of Earth makes it impossible to get to a highly magickal universe save through *Portals* – which are rare – and very roundabout means. The less magickal the universe, the fewer the Portals, and in the non-magickal universes, which include the future of Earth’s own, there are none. This doesn’t make return impossible, only difficult, as noted above. In the distant future Probability Travel becomes possible. Although that mode of transference from universe to universe becomes tenuous in magickal ones, it will work with sufficient reliability to allow entrance into a cosmos in which Heka functions with enough reliability for the opening of a Portal by a skilled practitioner. Additionally, there are certain dimensions accessed in the future, as well as magickally, which transcend the science/magick considerations and allow one or the other to function sufficiently well to employ that dimension as an access route to a particular universe in the multiverse. Sure, that’s vague, but for greater detail you’ll have to await the release of the various modular game portions of the **Dangerous Journeys** multigenre roleplaying game system!

Okay, we have set forth the bases of the means for getting there and returning. What comes next? We’ll assume that the JourneyMaster has sufficient acumen to deal with all rules questions. After all, the system is complete, and the mechanics work in any genre. Communications, K/S operations, unusual abilities such as psychogenics, mutations, cybernetics, robotics, androtics, genetic engineering, aliens, weapons, etc. and all manner of Heroic Persona information need be taken into account when the change occurs. That’s all done. The JM knows his stuff, is highly conversant with the rules system and new genre, so that’s that.

What about being there? Well, the JourneyMaster must have some milieu sufficiently developed so that the team of Heroic Personas will be able to operate within it in believable fashion. That is, the detail must be as factual, logical and

consistent as is possible considering the genre, so that the players will believe. That way they will roleplay their HPs, find enjoyment and have fun. The extent of the new milieu can actually be quite limited, but in such case, the JM must have a tight control on the team via his scenario’s options. Thus, it is clear that the milieu and the scenarios must be commensurate in their approach. The JM must set the stage and then establish the following:

What is the mission of the HP team? What is their goal in the new genre’s milieu? What objectives do they have to measure their progress toward the goal and completion of the mission? What routes are open to them? Are those routes varied and possible? What are the Heroic Persona team’s resources? What aid can they receive along the various routes of approach? Who and what constitute antagonistic forces? Where will opposition be encountered? Where and how strongly? Is the goal attainable with the resources at hand and available as the scenario progresses considering the antagonistic forces? What rewards will the team receive for various degrees of success in the mission?

Fine. The milieu is known, so operating within the new milieu, the game master goes about the work of establishing just what sort of mission the group is on in the genre. Following that initial step, one by one, he now checks the rest of the quantifiers against his scenario to ascertain that goal, objectives, etc. are all clear to him and will be understood in some reasonable way to players, and that their HP team can actually accomplish what is set forth for them to do by the demands of the mission. The use of a commercial adventure scenario which all participants admire as a template for the one devised by the JM isn’t a bad idea. (It is a good idea, in fact, whenever devising an adventure setting, whether for submission to a publisher or simply for use by your players!)

Routine is a thing of the past when multiple genres are considered in the campaign. Not only does the group then experience the challenges of a different universe, but they might actually have to deal with three or more genres during the course of a single adventure. That could mean a chase through fantastic planes and spheres, into a parallel world of the future, along time streams and across probability lines through an infinite multiverse! All right, you say, I’m sold. What is the best mix to use in the multigenre campaign? Well, now – that depends on you, Sagacious JourneyMaster, and on the group of player participants regularly (or potentially) attending your gaming sessions.

The contrast between fantasy and science fiction is always tempting – magick vs. technology and all, even if a lot of presumed future science is more magick than not. The fact is that the **Dangerous Journeys** system contrasts the two is sufficient to make it a challenge and then some! Intermediate stops along the way, as it were, might be a world of quasi-science and weird magick in combination. The future genre will also enable purely historical scenarios if time travel is included.

Another route to follow is that of the operation of Heka. Open the campaign to a genre in which magick is quite operational, go on to another where it is less so, and so forth until arriving at some universe where it is virtually functionless. This method has the advantage of gradual transition, a boon to JM and players and their HPs, but not always as wildly exciting as the abrupt shifts in game reality.

Simply relying on the **Mythus** and **Unhallowed** games as the initial bases for the multigenre campaign is fine. They both allow magick, although the two systems are radically different, and either overall milieu is suitable for a springboard into another genre, whether one prepared and published under the system or devised by the JM, when the group is ready for another transition.

While it is my opinion that the Grand Campaign must be multigenric, it is not necessary for each and every Heroic Persona to be, in fact, multigenric. If the JourneyMaster has an

in-depth and fully developed “home milieu” for HPs, most players might well have two or more personas. One or more “stays home,” and one or more are “farers to other universes.” Dyed-in-the-wool stay-at-homes will have only a single HP who is active only when play is in the principal genre. A few “odd balls” might actually have HPs active in “foreign” milieux used when expanding play into other genres! Indeed, such a campaign goes beyond even what I suggest as the superlative, going well past the grand into realms so rare that they are the stuff of which most enthusiasts merely dream. There you are. Make dreams come true!

Next time, we leave the broad campaign considerations to focus on the more prosaic. Even though there are lots of vocational choices set forth in the Mythus game, we thought most inventive JourneyMasters and players too would be interested in seeing a select few additions – what they are and how we do them. Come along with us on that sojourn, please.

GRYM’S KEEP

Originally from pp. 10-14

by Paul Arden Lidberg

Lightning arced down and struck the ground with a loud cracking noise near the side of the road. The horse whinnied and reared, rightly afraid. The traveler brought his horse under control and searched for a place to protect them from the storm. Across a field, he saw a light in a tower. He managed to guide the horse toward the shining beacon. At the door he knocked, but there was no response. He stood in the entryway holding the reins of his horse, looking out into the storm, weighing his options. A moment later, that was the furthest thing from his mind as he was dragged, kicking and screaming, into the dark doorway.

The HPs have come to a small village during their travels in search of fame and fortune. While enjoying themselves at the local drinking establishment, they are regaled with stories of a mysterious tower and the legend of its haunting.

The JourneyMaster is encouraged to spice up this account with extra false or legendary details. Some appropriate legends concerning the tower and its original occupants are detailed below:

1. The tower was once the home of a powerful supernatural creature. Some believe that this creature was one of the undead, a powerful liche who used his powers to enslave the citizens of the surrounding villages. What happened to the liche is unknown, but it is said that he was killed by a powerful demon sent by an Egyptian priest of Thoth.
2. The keep was constructed over a dimensional rift and was meant to keep things in rather than out. The tower itself was the portal that served to keep creatures from the “other side” from crossing over. This would explain the recent interest in the tower and might be an alternate explanation for the display at the tower (rather than a magickal duel).

3. The keep served as a prison for magickally proficient criminals. The tower was said to hold a bunch of magickal artifacts which were taken from these criminals and which would make a fine prize for anyone powerful enough to take them back. Unfortunately, there are also some pretty hefty wards and other magickal menaces guarding this treasure. Some think that the mage Grym was destroyed when he interfered with these powerful wards.

The JM is encouraged to come up with as many new and interesting rumors as he can. Disinformation will only enhance the mystery of this (or any other) scenario and should be handed out without compunction.

History of the Tower

The tower has been there for many years. Once it was part of a much larger fort, but mighty forces lay siege to the fort, and it was eventually conquered. Peasants in the area carted away the stones of the major walls and used the half-destroyed lumber in creating their dwellings, but the tower remained intact. Some said it was blessed, because no one had started to dismantle it. Others said it was cursed, because no one could dismantle it.

A few years later, the tower became home to a powerful mage by the name of Grym. Although initially curious, the people of the town shied away from the tower when it became evident that Grym disliked visitors. Cows that strayed into the area gave sour milk, dogs became rabid, and people just plain disappeared. It became so bad that a major road was moved to another area so people could avoid contact with Grym.

Thirty years ago, after Grym had inhabited the tower for a very long time, it became the sight of even more bizarre

happenings. Great flashes of light and horrendous explosions were seen all the way back in the town, and strange cries were heard in the night. This went on for over eight hours, and when the sun rose, the tower had changed.

Large holes had been blasted into the sides of the tower. Ethereal shapes were seen flitting in and around. Mystical magickal fire would appear, rise and dissipate continuously. Strange and mysterious shapes were seen moving inside the tower through the damage and the few windows. The land around the tower became barren, and the obviously magical (or cursed) storm clouds, thunder and lightning now appear over just the tower and the surrounding land.

The locals decided that a mage duel (quite rare) had occurred, and it appeared that Grym had lost. The cursed nature of the weather was a sure sign that the mage had been able to utter a curse on the tower before his final demise.

The biggest reason anyone cares what happens to the tower, though, is the stories of the fabulous wealth stored there by Grym. He was known to be quite powerful, and the people of the village are certain the tower contains all of his most powerful artifacts. The value would be beyond measure.

Of course, characters would be expected to turn a portion of the money recovered to the villagers. But they are free to keep any items that they wish, and the villagers offer them room and board free of charge for the rest of the characters' lives. This will make the village an interesting place to base the characters during the early portion of their careers, as well as a nice place to retire later on.

Travel to the Tower

The trip to the tower is mostly uneventful. It is the approach that warrants interest. When the HPs start out from the village, the sky is clear and blue. No clouds can be seen. As they approach, the sky over them grows darker and more cloud-filled. The weather continues to worsen, until they are in the middle of a full-blown thunderstorm. Lightning strikes all around them, and visibility is markedly reduced.

Once the HPs are within one-half mile of the tower, one of them will see a light from the upper floor. They will be able to use this as a beacon to locate the tower.

Once at the tower, they will notice that the surrounding area appears to be barren, with no plant life whatsoever. There is not even the remains of any dead grass or plants anywhere within several hundred feet.

The tower has a small entryway, with a large, heavy oaken door. A huge cast-metal knocker, in the shape of a demonic figure holding an iron ring, is built into the center of the door. HPs who use the knocker will hear a dull echo throughout the tower for each knock, but no apparent reaction inside.

If an HP happens to stand with his back to the door, something spectral grabs the HP and pulls him inside. There is

no way to avoid this. Captured HPs go directly to the tower sub-basement (see below).

Tower

The tower and keep were originally a base of operations for a number of quite powerful mages. These mages used their powers to create a web of magickal energy that went from the keep to each of their private towers and spread out to encompass the towers of other willing mages. This web allowed any mage attuned to it access to the towers of another mage, provided both mages were willing. The idea was to create an easy way for mages to get together and talk about their Latest researches or just socialize. Many mages agreed to be part of the network. To protect their investment, the mages also magickally strengthened and preserved the tower itself.

When some of the local people found out that a large number of mages frequented the tower, they became understandably nervous. These frightened commoners managed to put together a sizable army and laid siege to the tower.

The mages, being relatively benign sorts, decided to take their toys and leave. The tower would stand up to any assault that the rabble could level against it, and the keep wasn't that important. The network would remain intact, and all the mages agreed not to take up residence in the tower, using it only as a waystation of sorts. The proper wards were put up, and the mages evacuated. The enraged mob managed to tear down the keep, and they were satisfied with their somewhat hollow victory. And, until now, the tower was left alone.

First Floor

The first floor of the keep is surprisingly dry and very dusty. From inside, you cannot hear the lightning that was so incessant outside. From the entryway, you can see a spiral staircase that heads both up and down. You can also see a door to the left, a door to the right, and evidence of a door behind the stairs.

The tower is built on a central column, with a spiral staircase up the center. The first floor has three rooms, plus the entryway.

Grym's Bedroom: The door to the left leads to Grym's old bedroom. Inside is a decrepit old wooden bed frame and an ancient, moldy straw mattress. A small table sits to the right of the bed, holding an empty pitcher and bowl. A small chest of drawers at the foot of the bed is unlocked. Characters who check it for magical wards or other traps will find that no such dangers exist.

Inside the chest are a number of loose pieces of fine paper, a block of wax and a signet ring (the ring has a half-moon with pentacle which is Grym's personal seal). There is also a fine ivory letter opener, which has been magically enchanted to work as a dagger. If used as a weapon, the opener gains a 10% attack bonus.

Also in the chest of drawers is a small diary that is written in a hodgepodge of different languages. The parts that the characters should be able to understand are shown below.

"What they say is not true. I can find no evidence that this is any more than an old fort, despite the fact that the tower is heavily warded and magically preserved. Though the expenditure of Heka would have been outrageous to preserve such a structure, I cannot find any reason for this magic to have been performed."

"Made a discovery today. A gate of sorts is in one of the lower sections of the tower – will activate later tonight." (This section is dated later than the one above.)

"The gate seems to act as a form of transport for a number of mages. One, Dyll by name, seemed a bit perturbed that I had found this 'magical highway' but agreed to meet with me later today." (The above section is dated the

same as the day on which the magical duel at the tower took place.)

These hints should be enough to let the characters know what is going on, or at least let them know they are on the right track.

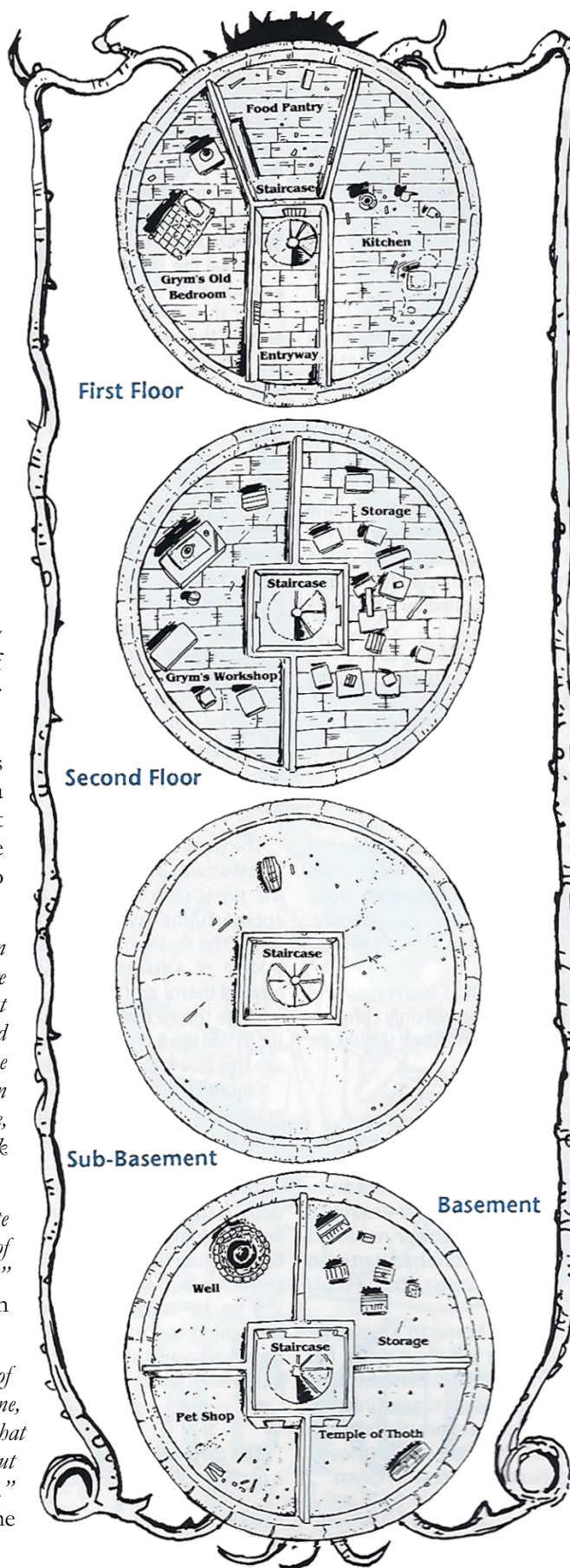
Kitchen: The door to the right leads to the kitchen. Rusty old pots and pans are strewn about, along with rotted and desiccated bits of food.

Food Pantry: The food pantry also has a door that leads to the kitchen. Nothing here is remotely edible, even with a load of salt.

Second Floor

Once the HPs move up to the second floor, they will see two doors exactly opposite one another. Also, the stairs continue up to the roof.

Grym's Workshop: Strewn about the room is an impressive collection of various magical artifacts in an assortment of conditions. Half-finished potions litter workbenches, and ancient, dusty, magical tomes are open all around the room. JMs should feel free to add in a couple of magick items for the characters to find, but should make these items of a mixed nature. For instance, you might put in a sword that does double damage, but the wielder suffers a third of the damage inflicted. Such magick items keep themselves in balance, as characters become loathe to use them in all but the most dangerous of circumstances.



Storage Room: This room is filled with dusty and half functional items of all descriptions. When the HPs open the door, a load of stuff will fall on them because the room is so full.

Top of the Tower

The HPs are in for a shock when they reach the top of the keep. There is no rain. No lightning. It's not even dark. Looking out over the field where the tower is situated will reveal a barren field, but no water or other adverse conditions are present.

Basement

The first level of the basement has four rooms, laid out like a square. The basement served as the research section of the tower and was heavily warded. Grym managed to do away with the largest number of the wards present here, and those that remain are designed to stop powerful mages, which no beginning character is. The only ward that works is that on the first room in this section, the warning hex.

Pet Shop: This section was used to contain a number of small- to medium-sized animals that were used in various experiments. All the animals are dead now, and the numerous cages that fill the room are empty save for bones.

There is also a long table in this room, with grooves cut around the edges. The table is slightly inclined and is tipped toward a small hole in the floor. Of course, the table was a vivisectionist's operating surface, and the grooves were meant to carry away blood and viscera into the drain hole. Touching the table starts the following recitation, in a deep booming voice:

Know ye that trespassing in this area is punishable by the most severe torments. Leave here at once, lest mighty magick strike ye as still and cold as those for whom this room was designed. Go!

Of course, nothing will happen to characters who remain here, but it does make a good scare tactic.

Also scattered about the room are various surgical devices, all of which are as sharp as the day they were forged. They are covered with dust, though, and appear to be quite old and tarnished at first glance. While these have little use as combat tools, some may do as much as 1D6 damage – they are extremely sharp and will cut through most any material, given time. (In 10 minutes, they can cut through one-eighth inch of iron. This figure can be used to estimate the time it would take to cut through other materials.)

Well: The mages who lived here had a need for pure water. The well in this room provided that at an abundant rate. The well looks like a wicked demon with its mouth over a bucket. At present, the well is deactivated. To make it work, the characters must place a handful of dirt into its mouth. This triggers magic, which then pumps pure, cold water from the elemental plane. This water can be used as the base for any potion, adding 10% to its effectiveness. When blessed, this holy

water is twice as powerful versus undead or other unnatural creatures.

The room is pretty much barren other than the well, though there is a small hidden door on the eastern wall. Characters who find this door can open it easily and will discover a small sack with 2D10 gold coins in them. All the coins are without seal or sign of any sort on them.

The coins were placed in the tower when a mage was concerned that thievery was going on between mages. The coins were bait that a thief would have to go for, as the mage wasn't all that secretive about what he was doing.

The coins are much more than they appear and radiate a slight magical aura if checked. If the coins are removed from their hiding spot, the character who takes them will begin to feel lethargic and generally slow. The character will suffer a -10% penalty on all actions and will only be able to carry half his normal weight allowance. If the character is examined with magical sight of any sort, he appears with vertical black stripes on his face. This marks him as a thief. The coins are cursed and can only be gotten rid of through the use of powerful castings to counteract the curse.

Storage: This room once contained a number of magical ingredients, but now holds only dust. There are a number of sturdy vials around, though, which cannot be broken through any means. Characters who take some of these will probably be able to make a hefty profit on them and won't have to worry about any of their potions getting spilled during a fight. The downside is that all the vials are slightly flawed. The magick used to make them unbreakable is not always compatible with potions placed within them, and potions have a one in 10 chance of becoming inert when put into these vials.

Temple of Thoth: A good number of the mages who studied here were also servants of Thoth in one way or another, and this temple was built to venerate their god. This temple is, unlike the rest of the tower, completely devoid of dust, and every surface shines as if recently polished.

All the religious accoutrements that could be expected are here, and more. Ceremonial chalices, daggers, vestments and all manner of icons are ensconced in wall niches, scattered about the perimeter of the room.

There is also a jug of wine sitting on the altar, and a chalice inlaid with Egyptian symbols is next to the wine. Any character drinking from the glass will be visited by a dream that evening. In the dream, Thoth berates the HP for daring to taste the wine of his church. This dream will continue until the character manages to find a priest or temple of Thoth and make proper amends (all the character's current wealth should suffice). The character will be at a -15% on all actions until such amends are made because he cannot fully rest, due to the dream.

The above dream also affects any HP who is not a priest of Thoth who takes any of the religious items here.

Sub-Basement

This section of the tower has been destroyed. It once contained the nexus of the magickal highway, which the mage Dyll sealed with his magickal wards. Now, the only way to travel the highway is to converse with the vampire.

A small chamber in the sub-basement is the lair of the vampire. The room is 40 feet square, rough-hewn from the solid bedrock beneath the tower.

A long time ago, what is now the vampire was Grym the mage. During the final battle with Dyll the Unworthy, Grym let his guard down, and Dyll turned him into a vampire with a powerful Casting. During the transformation, Dyll also managed to place a curse on the tower. Grym cannot gain the eternal rest he desires unless his life is ended by an outside force. Use the stats in **Mythus** for a supernatural vampire (page 317).

Grym was meant to serve as a guardian for the highway, and is magickally bound to harm none of those who are authorized to use the route. For this to work, Grym was forced to become attuned to the highway, so much so that his destruction will also result in the destruction of the highway.

Dyll is able to see all that the vampire sees and will know the identity of anyone attempting to kill Grym. This could become quite tricky for the characters, as several powerful mages aren't going to be at all happy to find something they worked so hard for destroyed. Characters will have to walk very carefully from here on out! Merciful JMs may have Dyll appear and demand the characters perform some task for him in order to appease him. Cruel JMs can have the mage work from the shadows to torture the characters and ruin their lives. Of course, this gives the characters a long-standing enemy which they can strive to defeat for many years.

Also in the vampire's chamber is a collection of magickal artifacts that Grym accumulated during his living years. The JM should be very careful when filling this room, so as to avoid overpowering the HPs too early in the campaign. Any HPs who may have been captured during the adventure are here, caged in a small cell, bereft of all weapons and nifty equipment. Upon

exhaustive search, 75% of their equipment may be found in the keep (provided you have time to make the search).

Wrap-Up

The HPs may manage to kill the vampire, in which case the curse on the tower is also released. Magickally, the area around the tower will return to what it was before the coming of Grym and the mage duel. Plants will appear in the ground around the tower, and the sky will clear. Unfortunately, this release of the curse also has its price.

Within minutes of Grym's death, the tower will begin to feel its age. Starting slowly and increasing at a geometric rate, the tower will begin to crumble. Any HP caught inside is subject to damage from the falling rock, subject to JM discretion (depending on the level of the HPs).

If the HPs don't kill the vampire and still manage to escape, he will attempt to follow and attack them with all his power. If they are able to make it more than one-half mile from the keep, they have successfully escaped.

Any HPs killed in the keep will return within a few days as vampires, aiding Grym.

Experience

The following are good approximations of the number of General Accomplishment Points the HPs should get when playing this adventure. Be sure to consult the rules in **Mythus** (pages 303-304) for more specific information.

If the HPs defeat Grym, they should receive an average of 20 General Accomplishment Points each.

If the HPs don't kill Grym, survive the adventure, and manage to get some of the magickal artifacts in the keep, they should get 10-12 points.

If the HPs don't kill Grym and don't collect anything of note from the keep, they should get 5-7 points for the adventure.

If any of the HPs are killed during the adventure, subtract 2 points for each one that died.

A JOURNEYER'S GUIDE TO ÆRTH

Originally from pp 16-19

by Ernst Grumbold

The last issue of this journal was still not complete when there came to our submissions desk yet another of the odd-colored envelopes which we now recognized immediately. Gary Gygax's associate, the inveterate author of several articles on Ærth, Ernst Grumbold, was at it again. One look at the material he had sent was sufficient for us to approve it for inclusion in this publication. Mr. Grumbold himself tells you why.

Castle Rooms and the Manor Lands

Details of what divisions of space are within and outside the castle, along with a plot of a manor and lists of things pertaining to life-styles of the noble and the peasant.

While knowing the organization of a castle is all well and good, to truly comprehend the matter requires greater knowledge. Readers are asked for their forgiveness of my neglecting to include this in my previous exposition pertaining to the matter of who lives in a castle and does what, so to speak.

Following all of that, I append a stylized plot of a manor. After the necessary explanations of that graphic, we will return to the exposition of what sorts of things are concerned with the whole. That is, there is much more to relate. One cannot be ignorant of the food and drink, cloth worn and possessions of the nobles and the others in the noble lord's demesne. In this regard, I offer informational details noted by observation and questioning while visiting the domain of the Sieur deVal in company with my Francian guide, M. Marcelus François.

Before giving a listing of typical space allotment, I must mention that the furniture and furnishings of a castle are much dependent upon the relative wealth of the lord. In general, however, the goods therein are quite extensive and resemble things drawn from the late medieval, renaissance and possibly even up to the late 17th/early 18th century of Earth. Thus, one will notice such things as ceramic stoves, large clocks and a case with perhaps a dozen or more books! Upholstered chairs and divans are unremarkable, as are pillows and cushions and mattresses filled with feathers and/or down.

The rooms of the castle are something like this:

Basement: *Main Building:* Well or cistern, wine cellar, buttery, root cellar, lumber room, coal cellar, firewood room, bakery, store rooms, cells for confinement of prisoners. *Separate:* Aging cellar for brewed or vinted beverages, various store rooms.

Ground Floor: *Main Building:* Great hall with upper gallery (musicians), lesser hall, antechamber, salon, library, offices, strong room (plate), butler's pantry (dishes and glassware), linen room, various passages/hallways and garderobe/lavatory. *Separate:* Various offices, chapel, kitchen pantry larder, scullery, laundry, servants' hall, brew house, granary, stables, transport barn, smithy, armory, livestock barn, piggery, poultry sheds, dovecot, barracks, refectory/mess hall and garderobe.

First Story: *Main Building:* Gallery, lord's chambers and wardrobe, lady's chambers and wardrobe, bath room, garderobe/lavatory, solar (sun room); oriel (bay room), guest chambers. *Separate:* Various minor offices, various quarters for retainers, servant's quarters, barracks, arsenals (weapons and ammunition including stones, timbers, oil, combustibles, etc.), feed storage rooms, store rooms.

Second Story: *Main Building:* Private chambers of greater officials and garderobe/lavatory. *Separate:* Guard rooms, barracks, arsenals (weapons and ammunition including stones, timbers, oil, combustibles, etc.) and store rooms.

Third Story: *Main Building:* Small private bed chambers (retainers), male dormitory, female dormitory, servants' quarters and garderobe/lavatory. *Separate:* Guard rooms, barracks, arsenals (weapons and ammunition including stones, timbers, oil, combustibles, etc.) and store rooms.

Outside: Gardens, orchards, hay and straw stacks, apiary.

Typical Entertainers & Musical Instruments: Acrobats, animal trainer/act, buffoon (fool), dancers, jester (comedian), juggler, jongleur (travelling minstrel and story teller), minstrel, musicians and play actors.

Typical Instruments: (Newer ones in italics.) *Cello* (also *bass* and *double bass cello*), *clarinet*, cornet, drum (various sorts), dulcimer, flute, *Francian trumpet* (similar to a French horn), *guitar*, harp, *harpsichord* (instrument recently purchased by the Sieur), *keltic trumpet* (similar to an English horn), lute, lyre, mandolin, *oboe*, oliphant (great horn), organ (pipe, recently *reed organ*), recorder, sackbut (trombone), saker, shawm (reed pipes), tambor, tambourine, viele, *viola* (also *bass viola*), *violin*, virginal.

Castle Lands

It is now time to move on to the lands belonging to the castle. In general, each castle will have a number of manors. Manors are principally agrarian in nature. A local appointed to the office of reeve will see to the lord's affairs there, while a bailiff oversees his activities, checks on agisters and so forth. The reeve is of social rank equal to that of a freeman of middling sort.

Plot of a Manor

The plot of a manor is highly abstracted for the reader's convenience. It doesn't depict any actual place. What is depicted hereafter is in graph-like style in order to illustrate the amount of land by type and usage. The graphic plot is also shown to enable you to better visualize the whole of the manorial territory. The area is relatively small, and a manor's extent might be twice that shown, as a small size was chosen for convenience of illustration. Note also that an actual manor's various areas will be broken up to some considerable extent, so

that parts of the stylized blocks shown neatly in my plot will actually be scattered here and there in the manor. This is especially so with regard to water courses, roads and tracks.

Approximately 10% of the harvest (actually about 18 acres in this example) of any area belongs to overlords. Over half will go to the noble lord, the balance to the manor house or temple.

Spring Planting (144 Acres): In this example, the 144 acres of this area will be planted in spring, harvested in autumn.

Autumn Planting (144 Acres): Before frost, this area will be plowed and sown with seed. Harvest will then be made in late spring.

Fallow Fields (144 Acres): These arable lands are not planted for a year in order to assist in fertilization and keep them from becoming depleted. In the autumn before the year they are to remain fallow, they are sown with a mixture of grasses and legumes (such as alfalfa). They serve as pasture land while fallow. In the autumn of the year, when grazing is virtually over, they are manured. In the spring of following year, they are plowed under and planted for fall harvesting.

Meadowlands & Pasture (108 Acres): Meadowlands provide hay for winter fodder. Pastures are for grazing of livestock. The proportions shown here assume that the manor does not support a concentration of large livestock (cattle and horse's). Where large herds or flocks are maintained, larger manors must be used, and there will be proportionately less cultivation and more meadow (hay) fields and pasture land allotted.

Woodland (108 Acres): Firewood and some small amount of timber for construction might be harvested here. Management of manor woodlands is careful, so as to make certain that the allotted area remains wooded. Firewood is thus typically dear in price and dwellings cold in winter. In cold regions, either much greater woodland must be allowed or other fuels employed for heating of villeins' dwellings.

Wasteland, Wetlands, etc. (108Acres): This is shown to depict the actuality of most areas of land. In some regions, there will be little or no wasteland, scant area of water. That is atypical.

Wasteland is that acreage unusable for planting or grazing due to rockiness, soil conditions, steepness and so forth. Possibly goats (able climbers and browsers) might be kept on some such lands, some wild crops or game taken, or fuel gleaned from it. If so, it will be done! Here we assume 36 acres of wasteland.

Wetlands are marshes and the like. Hunting and food gathering use might be made of such area. In the plot, 24 acres are allotted to wetlands.

Water refers to rivers, streams, tarns, ponds, pools, etc. In the plot, 24 acres are allowed for the existence of water. Note

that in cases where a fairly large river flows through a manor, the total will be about twice that allotted.

Roads include tracks to various fields. Even so they will not be extensive. Traffic is light, and only 12 acres total are allowed for this usage.

Manor House and Lands, or Temple and Lands (60 Acres): This area will usually be adjacent to the manor community for obvious reasons.

Manor House and Lands: If the manor is held in fief for the noble lord by a vassal, then that individual will have his domicile (five acres extent) here, and the remainder of the area (55 acres) will be in fields and pasture. If this area is ruled directly by the noble lord, then all land will be in fields belonging to him, save in the case of some temple presence, which is usual. Manor villeins will have to maintain this area by their labor regardless of who has control of it.

Where no temple lands are present, manor inhabitants will typically travel to a nearby village, or possibly even to the nobly lord's castle for religious observances.

Temple Lands: If the manor is held directly by the noble lord, there might by an allotment given by him to a temple. (Note that over the past five centuries, Æropan monarchs have limited actual possession of lands by temples to the extent that possession is in fief, not ownership. Thus, for example, glebes are no longer common at all.) In most such cases, it will not be more than half of the total of 60 acres, so that 30 acres will be the lord's fields, 30 of those of the temple.

The temple will have a shrine, chapel or chantry building. That, with associated constructions for ecclesiastics, will typically take up no more than two acres of land. The remaining 28 will be in productive fields used to support the temple concerned.

Manor villeins by and large tithe gladly, of course, considering the marvelous benefits in husbandry and health they receive from ecclesiastics – more so when they are actually present.

If the manor in question is the fief of an ecclesiastical overlord, then the manor and temple holdings become one, although in the not uncommon case of some petty noble holding, the manor is sub-fief from the temple, and this rule does not hold.

Community and Lands (48 acres): The community is actually best identified as a hamlet (from the Francian for a small village), because it is, by and large, a community of villeins. There will be some eight to 12 dwellings, possibly a mill and granary and one or two small shops. Nearby will be any manor house and its buildings or constructions of the temple if such presence exists in the manor. Some members of the community might rent small plots of land or actually own them outright. There will be some acreage set aside for vegetable and herb gardens, orchards and apiaries, and small livestock raising

– typically poultry, rabbits and small fur-bearing rodents yielding valuable pelts.

Salable Produce & Goods of a Castle Manors & Lands

Some, but by no means all, of the following representative produce and goods will be exported from the demesne of the noble lord for sale: ale, beer, bricks, butter, cheese, cloth, distilled spirits, dried eels/fish, dried fruit, fodder, flax, fur, grain, herbs (dried), hides, honey, leather, livestock, lumber, meat, metal ore, nuts, oil, pitch, pottery, preserved fruit, salt, stone, tar, wax, wine, wool and vegetables.

Sale income will be used to generate money to pay officers, retainers and servants. The annualized net income thereafter for a small holding might be zero to 20,000 BUCs, while average holdings will show a net gain of 21,000 to 50,000 BUCs. Large demesnes will generate in excess of 50,000 BUCs.

Villeins & Villagers

Life isn't particularly comfortable for the peasant class, but it is by no means anything like that of Earth's medieval age. Brickmaking is now common, and the use of bricks in construction of even the row cottages of hamlets is usual. Fireplaces, if not brick ovens, are near standard inclusions in such dwellings. Charcoal and some coal are sometimes available for heating. Cheap, crude glass is often used in windows. Wooden and earthenware dishes are owned. Cooking is in iron and tin pots and pans.

Exploration and discovery, importation of new animals and plants, and increased trade have improved the lot of the commoner to a great extent. If trade made silk available to the upper classes, velvet to the middle, it brought cotton to the lowest. Oriental carpets grace aristocratic floors, woolen rugs the freeman's, and peasants have floor coverings of woven grass and the like. Sandals and crude boots are now inexpensive enough for all.

Diet too is much better than before. The arrival of peanuts, maize, lima beans, varieties of squash, and tomatoes from the western continents of Vargaard and Amazonia have considerably improved the nutrition available to even the poorest of villeins. Most peasant-class persons enjoy one daily meal which includes milk, cheese, eggs, fish, poultry or rabbit. Even pork, mutton and beef are consumed, if only weekly and usually as filling for meat pie or in soup or stew or sausage.

Special treats include small beer, cheap wine and tea, for these are not beyond the means of many of the lower class of Ærth. The same is true of tobacco, the use of which has spread throughout the world, it seems.

Finally, the metal plow and availability of the ass and the mule to the villeins have brought more productivity and eased the labor of this strata. The ox is being gradually replaced by mule as a harness animal in locales where this is feasible.

Dwellings (Owned by lord) & Possessions

The lord provides draft animals, now usually a team of mules, and tack, to the hamlet. The villeins must in turn shelter, feed and care for these animals and maintain their harnesses.

Material: Rarely of wattle and daub or even timber and plaster now. Stone and brick are now most common.

Size: Ground floor about 350 square feet. Two rooms with loft, rear work/animal shed. Ground floor of stone, brick, or even wood plans consisting of main room has kitchen, living and eating areas, second room for adults. Loft for children sleeping. Shed for handiwork and for keeping small livestock. (Separate pens and hutches probably exist as well.)

Sanitation: Usually outhouse.

Furniture and Bedding: Bed, pallet(s), mattress, sheet(s), blanket(s), comforter(s), trestle table, two chairs, two benches, two stools, chest, cupboard, rush or grass mats or rugs, possibly a braided and hooked rug, work bench, spinning wheel or loom or potter's wheel, etc.

Utensils: Iron kettles and skillet, tin pots, earthenware jugs, ceramic pitchers and bowls and tea pit, wooden dishes and spoons, tin cups and plates, steel knives, wooden pails and buckets, large tin tub.

Clothing (Per Person): Head covering, scarf and mittens (where climate dictates) outer garment (cloak typically), coat or shawl, apron, two smocks, shirt or blouse, two pairs of leggings or hose or two skirts, belt or sash or girdle, two pairs of stockings, pair of boots, pair of sandals, two sets under-linens (usually cotton now).

Linens: Towels, small amount of uncut homespun cloth, rags.

Tools: Plow or harrow or drag, scythe, sickle, axe, hatchet, wheelbarrow, harrow rake, shovel, hoe, hay fork, threshing flail or pruning hook, broom, card and comb for making yarn, rug hook, knitting needles, needles, thread – possibly adz, chisel, file, hammer, saw, etc.

Livestock: Pigs (and piglets) or several goats or sheep, geese or ducks, chickens, rabbits, pigeons, sometimes vicuna, coypu, or mink.

Miscellaneous: Barrel, box, tin or brass tray (uncommon), coal scuttle (rare), earthenware mugs and plates (uncommon), comb, brush, scissors (rare), tobacco pipe, dog or other pet (uncommon).

Food & Drink: These things are generally available throughout western Æropa. Despite the length of the list, it is not exhaustive. Those in bold type are the commonest fare of villeins. Those indicated by an asterisk (*) are items usually available only to the gentry or aristocrats due to prices or lack of availability in most market places: *almonds, apples (regionally), apricots, *artichokes, *asparagus, *avocados,

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*bananas, **barley**, **beans (dried, many sorts)**, beans (green and wax), *bear, **beets (and greens)**, blackberries, blueberries, *boar, **bread (all varieties)**, broccoli, brussel sprouts, butter, **cabbage**, **carrots**, *cashew nuts, catsup, cauliflower, celery, **chard**, cheese, cherries, **chicken**, *chocolate, *cocoa, *coconuts, *coffee, cookies, **crab apples**, crabs, cranberries, *crane, crawfish, cream, **cucumbers**, currants (fresh and dried, black, red, white), *dates, **duck**, eels, eggplant, **eggs**, *elk, *figs (fresh), figs (dried), **fish** (see list below), frog legs, *game hen, **garlic**, **goat**, goose, gooseberries, *grapefruit, **grapes**, *hare, **herbs** (many varieties for seasoning), **honey**, **horseradish**, kid, lamb, lark, leeks, lemons, **lettuces** (several), **lima beans**, *limes, *lobsters, **maize**, melons, **millet**, mushrooms (many kinds), **mustard greens**, mustard sauce, **mutton**, *nectarines, noodles, **nuts (beechnuts, chestnuts, hickory nuts, walnuts)**, **oats**, *octopus, oil, *olives, **onions**, *oranges, parsnips, peaches, *peacock, **peanuts**, **pears (regionally)**, **peas**, *pecans, *pepper (black and red), **peppers (hot and sweet)**, *pheasant, pickles, **pigeon**, *pistachio nuts, *plover, plums, *pomegranates, pork, **potatoes**, prunes, **pumpkin**,

Mythus Journeys

*quail, **rabbit**, **radishes** (black, white, red), *raspberries (black and red), **rhubarb**, rice, rutabagas, raisins, raspberries, **rye**, **salt**, **scallions**, shellfish (clams, *cockles, *mussels, *oysters), *sherbet, snails, *spices (all kinds), **spinach**, *squab, squash (many kinds), squid, strawberries, sugar, *swan, *tangerines, **tea**, toad, **tomatoes**, *truffles, turkey, *turtle, **turnips (and greens)**, *vanilla, *veal, *venison, **vinegar**, watercress, watermelons, whale, **wheat**, **whortleberries (regionally)**, wine vinegar, *woodcock, yogurt.

Fish: *Caviar, **cod**, *flounder, **herring**, mackerel, mullet, pike, **pilchard**, **plaice**, ray, *salmon, shad, shark, *sole, **stockfish**, *sturgeon, *trout, **whitebait (minnows)**.

Animal Fodder Typical of a Manor: Acorns, hay, maize; maize ensilage, oats, turnips, vetches.

Cloth and Clothing Material Types Available: *Brocade, burlap, canvas, *camelhair, *cashmere (wool), cotton, felt, *fur, flannel (cotton), *lamme, leather, linen, mohair, *satin, *silk, *suede, *velvet, wool.

JOURNEYS #6

Published May, 1993

INPUT/OUTPUT

Originally from p. 5

By Alan Kellogg

In all the letters and bulletin board queries I've answered, the most popular question seems to be, "How do you figure out personal Heka?" So that's what I'll deal with this issue.

The first step when figuring out a persona's Heka is to determine whether or not the persona has vocational TRAIT Heka. (Every vocation has a Vocational TRAIT – for Apotropaists it's Mental TRAIT, for a soldier it's Physical TRAIT, and for an astrologer it's Spiritual TRAIT, for example.) When the persona is a Partial Practitioner – unable to fully channel Heka – you roll 1D10. On a 1-9, the persona gets Vocational TRAIT Heka, and on a 10 (0) the persona does not gain Vocational TRAIT Heka.

In the case of a Full Practitioner, mage or priest, the persona automatically gets Vocational TRAIT Heka.

Should the persona have Vocational TRAIT Heka, you then get to find out if he has a second TRAIT in Heka. Roll 1D10 again. On a 1, the persona has two TRAITS in Heka, and on 2-10, he doesn't. I recommend rolling for the higher of the remaining two TRAITS, unless your referee says roll for the lower.

A mage-priest (or priest-mage) gets both Mental and Spiritual TRAIT in Heka automatically. A mage or a priest must roll for a second TRAIT in Heka normally.

If the persona has two TRAITS in Heka, you can now roll to see if he has all three TRAITS contributing Heka. On a 1D10 roll, a 1 means the persona does and a 2+ means he doesn't. All personas have to roll for a third TRAIT in Heka.

Once you've found out whether or not your game persona has TRAIT Heka, you now get to find out how much Heka your persona gets from Heka generating K/S Areas. Use the Heka-generating K/S Areas chart (**Mythus**, page 276 and **Mythus Magick**, page 8) to figure out K/S Area Heka, with the following change: Wherever the notation "(att+att)" appears, change it to read " $\frac{1}{2}(\text{att}+\text{att})$." Also, make sure to read the footnotes carefully. Magi, for instance, get Dweomercraft (school) STEEP + Mental TRAIT instead of Dweomercraft (school) + Mental Mnemonic Category in Heka for primary school.

Explanatory note: " $\frac{1}{2}(\text{att}+\text{att})$ " means you use the average of the two ATTRIBUTES. (Yes, I know most of you are aware what " $\frac{1}{2}(\text{att}+\text{att})$ " means, but somebody would ask if I didn't spell it out, so bear with me.)

Since I'm talking about magick use, I'll go on to finding out if your Heroic Persona is a Full Practitioner.

To be a mage, the HP must first have the dweomercrafter, specific school Vocation and second have a Mental TRAIT of 101 or better. If both are true, you then roll against Mental Mnemonic Capacity (MMCap) at DR "Hard." If the roll is successful, then the persona is a mage. For example, an HP with the dweomercrafter, Gray Vocation, a Mental TRAIT of 101 and an MMCap of 19 would have a 19% chance to be a Gray Mage.

To be a priest, the HP must take Priestcraft, Specific Ethos, and have a Spiritual TRAIT of 101 or better. If such is the case, a check against Spiritual Metaphysical Capacity (SMCap) at DR "Hard" is made to find out if the HP is a Full Practitioner in Priestcraft. An HP with Priestcraft, Ethos of Shadowy Darkness, a Spiritual TRAIT of 102, and an SMCap of 19 would have a 19% chance of being a Full Practitioner, for instance.

In the case of a "dual class" HP, the procedure gets a tad more complicated.

To be a mage-priest, the persona must take the Dweomercraft, school Vocation, take the *Priestcraft* and *Religion* K/S Areas and have a Mental TRAIT of 101+ and a Spiritual TRAIT of 91+. If that is the case, you then roll against the lower of MMCap or SMCap. In the case of a Priest-Mage, the HP must have the Priest, Specific Ethos Vocation, a Spiritual TRAIT of 101+ and a Mental TRAIT of 91+, take the *Dweomercraft* and *Magick* K/S Areas, and then succeed in a roll against the lower of MMCap or SMCap. In either case, the rolls are against DR "Hard."

If you feel the above methods for determining Full Practice are a bit restrictive, then all an HP needs for magedom or priesthood would be the appropriate K/S Areas (*Dweomercraft* and *Magick* for Magi, *Priestcraft* and *Religion* for priests), high enough Mental and/or Spiritual TRAIT, and a low enough die roll. Using this method, a soldier with *Priestcraft* and *Religion*, and a Spiritual TRAIT of 101 or better, could be a Full

Practitioner with a low roll on 1D100 (an army chaplain, perhaps?).

Finally, let's look at those Heka-generating K/S Areas that supply Heka for limited use.

With the following exceptions, K/S Area Heka may be used for any casting, Power and/or operation. In other words, if your HP needs to use a *Dweomercraft*, *White* Casting and has only *Astrology* Heka left, then he can use *Astrology* Heka to power a *Dweomercraft*, *White* Casting.

The exceptions are: *Astronomy* K/S Area Heka can only be used for *Astrology* Castings and operations. *Musical Composition*

and *Poetry/Lyrics* K/S Area Heka can only be used for *Spellsongs* Castings.

Before I close, *Smithing/Welding* does generate Heka. The formula is: *Smithing/Welding* STEEP + $\frac{1}{2}$ (PMPow + PNPow) = K/S Area Heka. *Smithing/Welding* K/S Area Heka can only be used for Heka-forging Castings and operations.

Well, that's it for this installment. Next issue I'll discuss the corrections for the OPs' Heka for the "Condemned as Galley Slaves" adventure in the Mythus book. And maybe a few other clarifications as well.

Keep the questions coming in.

WITCHCRAFT ISN'T JUST FOR BAD GUYS ANYMORE

Originally from GameMasters' Purview on pp. 6-8

By Gary Gygax

Here is some special information for JourneyMasters which I am most anxious for those worthies to share with players and utilize in their campaigns. As I've always stressed, the material in this column is by no means confidential, let alone secret. The goal of improving and enlivening the many new Dangerous Journeys MGRPG system campaigns is nearer, but from the tremendous response we've had, it is clear that you want more! More new rules, further details, greater quantification. I spoke with Mr. Grumbold not long ago, and he passed along some comments made to him by M. Marcelus François, Grumbold's erstwhile companion and guide in Francia. It seems that the actualities on Ærth are not accurately reflected in the game rules as regards to the versatility of three special Knowledge/Skill Areas. Read on...

Why, one might well wonder, would a Heroic Persona not of Evil persuasion – a decent and upright sort, not in the least desirous of making a pact with some monstrous being from the Netherrealms, let alone employing malign practices – have knowledge and skill in sorcery and/or witchcraft? What right-thinking HP would have any truck with Necromancy?! All of that is shocking to consider! Yet we have sages and wisewomen/wisemen and even witch doctors possessing the Witchcraft K/S Area. Furthermore, any persona can acquire these abilities at any time. What is going on? Now there are some other seemingly malign K/S Areas which can be employed for Good. For instance, we know that Conjunction is employed for many benign and useful practices, and neutral ones as well, albeit it is also the principal tool of the Evil sorcerer. Again, Demonology is an aid in Exorcism, and likely useful in any general investigation of supernatural evil occurrences. Very well, is there any like application of the three, seemingly offensive K/S Areas mentioned – Necromancy, Sorcery and Witchcraft? Yes. The non-Evil persona is able to employ the abilities held in these areas to fight against the malign. The following rule applies:

Counter-Necromancy, -Sorcery & -Witchcraft

To know the Necromancy, Sorcery and/or Witchcraft Area is to have the opportunity to identify such practice and possibly counter the practices involved. Here is how the counter-K/S practice works:

The persona need never have used or actually be able to employ Castings, Powers and other practices of the K/S Area in question in order to manage identification and possible countering. The knowledgeable but non-practicing persona can employ the STEEP possessed in the Evil K/S Area by checking against it as follows:

1. Identify use of the K/S Area: STEEP at base DR of "Easy." Has a necromancer (sorcerer or witch/warlock) been at work here? If the check succeeds, then the persona will know for sure.
2. Identify specific practice within the K/S Area: STEEP at base DR of "Moderate." Was a Casting, Power or some other sort of action employed by the offender? If not a Casting, the Power or other activity can be identified by succeeding in the check. Otherwise...
3. Identify an Archetypical Casting employed from within the K/S Area: STEEP at base DR as if the persona were actually using such a grade of Casting. Ignore prohibitions regarding use above STEEP. That is, one able otherwise to employ Castings of given a grade at DR "Hard" can identify those above that grade by three steps, at DRs of "Difficult," "Very Difficult" and "Extreme" respectively. With practice found, and a Casting indicated, pinpointing the exact one requires a successful roll as indicated.
4. Negate an Archetypical Casting employed within the K/S Area: There are two methods of attempting to accomplish this, depending on the circumstances:

4. In the event that a Casting is active and operational, the individual checks against his STEEP at base DR as if the persona were actually using such a Casting, but at one grade higher than the Casting in question is in actuality – Heka cost for negation paid before check but at same grade as the Casting is in actuality, however.

The increased DR here is because this is a difficult thing to do, identifying and negating all in one, and at the same time expending Heka to manage the negation. A Special Success means that actual Heka extended was one grade below that of the Casting negated.

5. In the event that the individual wishes to disjoin or negate a Casting being employed prior to or at the moment of its activation within the K/S Area, a K/S versus K/S contest is held. In addition, the persona attempting to disjoin or negate the Evil practitioner's Casting must expend Heka as if for a Casting two grades higher than the Evil Casting in question, such cost paid before the K/S versus K/S contest takes place. However, the disjoining/negation is attempted as if casting the grade of Casting in question, not at the higher Heka point cost demanded, so the task isn't impossible!

Here the persona is attempting something really difficult, identification and countering of a Casting in progress. The Heka cost reflects energy at play during the contest.

Victory: If the individual wins the K/S versus K/S contest:

Special Success indicates the Casting is disjoined/negated, and the Evil practitioner suffers as much D10 damage as the grade of Casting paid for by the individual who succeeded. Damage is according to the nature of the Casting, Mental, Physical or Spiritual – Physical if there is any doubt. For example, a Grade IV Casting is disjoined/negated, and the non-Evil persona so doing paid a Heka cost equal to Grade VI (125 points) to so do. The caster suffers 6D10 points of damage of some sort in addition to having his Casting attempt ruined and losing the Heka employed for that purpose.

Success means that the Casting is disjoined/negated, and the Evil practitioner suffers as much D3 damage as the grade of Casting paid for by the individual who succeeded (i.e., 3D3 to 12D3). Damage is according to the nature of the Casting, Mental, Physical or Spiritual – Physical if there is any doubt.

Defeat: If the Evil persona triumphs in the contest:

Special Success by the Evil practitioner means that his Casting activated successfully at no Heka cost to the Evil individual while the would-be disjoiner/negater suffers as many points of Physical damage as he expended above the normal cost for the activation of the Casting in question. For example, the Grade IV Casting referred to above costs 75 Heka points, and the Grade VI expenditure is 125. In this case, the

would-be disjoiner suffers 50 points of Physical damage in losing the struggle.

Success by the Evil practitioner means his Casting activated successfully at no Heka cost to the Evil individual. The would-be disjoiner/negater suffers a Heka backlash of as much D6 Physical damage as the activated Casting's grade i.e., 1 to 9 or 10).

As you can see from the above, this can be risky business.

Examples

Now for some examples of these of the Counter Evil K/S use: The mage, Lucan, possesses STEEP in all three Areas – *Necromancy* (at 57), *Sorcery* (at 43) and *Witchcraft* (at 33). Of course, being right-minded, he would never utilize the actual abilities of these dark, malign practices. He has studied them in order to thwart those foul creatures who would stoop to such wickedness. Someone has been brutally murdered, and there are few clues, save that Heka was used. Lucas tries counter-Sorcery. Was that K/S employed? His base chance of success is 41, and the roll is made at DR "Easy," so there's a 129% chance of Success. Let's assume that *Necromancy* was at work, though. Lucan rolls a 12, which indicates Special Success. He knows that Sorcery wasn't used, and the JM decides that he believes it was indeed *Necromancy*, for he has that K/S at 57 STEEP.

Lucan now tries to discover what sort of Necromancy practice was employed – a Casting, Power or some other thing. The DR is "Moderate" for this, so a score of 114 or less is needed. The roll is 59, a Success. Lucan discovers that some undead thing was involved, one sent by the persona employing Necromancy.

Later on, Lucan and his comrades track down the nethercrafter-necromancer who is guilty of the hideous crimes they have been investigating. This malign foe has utilized a *Summon Deadspirits Spell*, Grade VII Casting to place deadly spirits on guard in his stronghold for his protection. Lucan can theoretically use Grade V Castings at DR "Hard." As this is a Grade VII Casting, he must use a DR of "Very Difficult" to identify it. Since 0.25×57 yields a 14, Lucan's chance of success is only 14%. He gives it a go, adding 2 JFs to help the process. The JM considers. He could lower the DR to "Hard," one step easier for each Joss Factor, or he could allow a -10 per JF on the dice score. He decides on the former, as he doesn't want to allow a big chance (score 01-21) for Special Success. The roll is made, and the score is 52. Because the DR was considered back at a mere "Hard," Lucan has succeeded, and he identifies the Casting and knows what is opposing his team (and the good guys can counter those nasty things).

A bit later on they confront the villain – who of course has a force of guards – and a major fight ensues. In the course of this conflict, Lucan sees (via a successful *Perception* [Noticing] roll) the vile foe doing something which seems likely to be involving some Heka. Therefore, Lucan attempts to

disjoin/negate this activity. It turns out the nethercræfter-necromancer is using a Necromancy Casting, *Arrowbones Charm*, Grade III, the missiles to be directed at none other than Lucan. The Casting is only Grade III, which means that Lucan must pay Heka points as if he were activating a Grade V Casting, so he expends 100 points, and the K/S vs. K/S contest begins.

Lucan is disjoining/negating as if casting at Grade III, the actual grade of the Casting which it is in question, so his DR is “Easy,” and he has 171.

However, the Evil foe, the nethercræfter-necromancer, has STEEP of 76, and his Casting is only Grade III, so his DR is “Easy” and a 228. The difference (171 minus 228) is a -47 in favor of the bad guy! That means “Extreme” DR for Lucan, who must then roll 17 or less, and “Easy” for the nethercræfter-necromancer, who needs only a whopping 228 – and to avoid Failure on 99 or Special Failure with a 00 result.

Again Lucan expends his last 4 JFs to help him in this deadly game. A pair go to mess up the Evil foe, while the other two are used to obtain a better dice result for Lucan. The JM considers alternatives, rules that the foe is in the midst of Casting activation and is thus unable to himself expend Joss, and this time allows a -20 on the result rolled for Lucan, a “Hard” DR for the nethercræfter-necromancer, so his chance is back to 76. Not bad, all things considered, and if it is a tie, then Lucan is in *big* trouble.

The dice roll for Lucan comes up 19, and that translates to a Special Success! That for the bad guy must likewise be a Special Success, or else. The roll is 33. A Success, but that isn’t good enough. Special Success vs. Success equates to Success and Failure. The Casting is disjoined/negated, and the nethercræfter-necromancer suffers 5D3 points of Physical damage, because Lucan paid for a Grade V cost to counteract.

Let’s suppose that the result of the nethercræfter-necromancer’s roll was a 91, a Failure. Then Lucan has managed a Special Success, and not only disjoined/negated the *Arrowbones Charm* but delivered 5D10 rather than a mere 5D3 points of Physical damage to the Evil foe.

Failure for Lucan is too gruesome to consider.

Conclusion

As can be seen from the above, there is a very good reason for upright personas to know a whole *lot* about the malign practices in question. Identification and the foiling of their use are strong and excellent motivations for acquiring knowledge and skill to counter such Evil activities! However, unless the persona has great STEEP, it is better not to attempt to actually interfere with a bad guy through attempting to disjoin/negate. A lot of Joss and plenty of real luck are in order in such cases. If the HP doesn’t have greater ability than the EP, it’s tough-going indeed – but that’s as it should be.

ELEMENTAL, MY DEAR MAN

Originally from pp. 10-17

by Ryan McRae and Eric Vance Curl

This mystery adventure is set in the town of Beacon’s End, on the southeast tip of Lyonesse, but it can be placed in any small town where there is a lighthouse and a port. It is assumed that the adventurers are just passing through, but they could be in the town for almost any reason. The information is not presented in a linear fashion, which allows more freedom in how the group progresses.

History’s Muse

Beacon’s End is the best, most reliable lighthouse in the Five Crowns, possibly in all Æropa, and has been for over 100 years. The town gets its name, not to mention its very existence, from the reliability and quality of the lighthouse, and the port which has built up around it. Five generations, though, have not been long enough for the town to grow to the status of city – it is still a small port, and the lighthouse is used primarily as a navigational device to reach other, more important, ports. A single family has cared for the tower since even before its reputation spread, and that family was surnamed Beacon. The funds to pay the keeper and maintain the lighthouse (as well as all others in the Five Crowns) are taken from taxes levied to ships using the kingdoms’ ports. The oldest son has traditionally become keeper, and the other children have almost

always gone on to become important members of the town’s middle class.

Five generations back, the eldest son took over the lighthouse upon his father’s death, and the second-born son went to school to become a mage. This second son, Æron, discovered that he had quite a talent for Elemental Magick, and became a Full Practitioner Elementalist. There wasn’t much market for an Elementalist in Beacon’s End, so he became an adventurer and grew quite powerful. His older brother never married and, when he died, it was left to Æron to become keeper of the lighthouse. By this time, Æron was ready to retire from the life of an adventurer, and he didn’t mind at all settling down to the stable life of the keeper. But once a mage, always a mage, and Æron found a way to make use of his Heka skills in his new position.

During the part of the winter season when no ships were coming into port, Æron cleared out the fire chamber on the top of the lighthouse where a circle of 24 huge tallow candles were enclosed in a large glass, Heka-forged to be fireproof. He polished the granite floor and set to work to make the most powerful, reliable source of light he could imagine. With a Pentacle Wand of his own making, he created a permanent, complex, inclusive Pentacle on the floor, but left it partially

covered so it would not yet activate. He then rebuilt the glass chamber around it and, as a final step before he set about his real work, he covered the Pentacle with a couple inches of water and removed all other obstacles. Not considering the cruelty of his actions, Æron then summoned a Greater Fire Elemental, who appeared within the chamber, burned off the water with his great heat, and found himself trapped in a Pentacle.

When the shipping season resumed, the beacon from the lighthouse was one of the brightest, most far-reaching beams any sailor had ever seen (more than three leagues), and its reputation spread, as well as rumors about its keeper. He was known to have been a mage, even an adventurer, and the beacon was obviously Heka-powered. Subsequent keepers installed a clockwork mechanism to power a rotating bull's-eye opening, making the beacon even more distinguishable from any other visible lights on shore, and occupied themselves with caring for this mechanism, since they didn't have much work to do with the beacon itself. Except for Æron, no one ever knew how the beacon was really powered, and, eventually, no one cared. It became just a part of life in Beacon's End.

Who are the people in your neighborhood?

OPs likely to be important are described below. Some statistics for minor characters are also included.

Adain Beacon: Adain is the current keeper of the lighthouse, and the town drunk. It is a testimony to the reliability of the beacon that it continues to function under his care. It is also testimony to the popular (and correct) assumption that it is magick. Adain refuses to believe in Heka Castings beyond petty and deceptive tricks. He has convinced himself that the beacon is not magick, but simply the product of an ancestor's ingenuity, and he will argue this point violently



with anyone who even hints at the contrary. He has been in the constable's cell many times for attacking an unwitting visitor who remarked on the "enchanted beacon." He is 5' 5", about 225 pounds, 27 years old, has dark hair, a shaggy beard, and an affinity to slobbering and screaming.

Adain's delusions are not a result of stupidity, but of guilt. Growing up, he and his siblings often played on the top floor of

the lighthouse (forbidden, of course, to touch the beacon mechanism). He would sometimes go up alone, fascinated by the light and heat, and try to catch a glimpse inside as it turned in its circle. He must have had some of his ancestor's gift for working with the elements, because, not only could he look safely into the beacon, but he could see the fiery shape of a man, sometimes hunched down, head in its hands, sometimes

arms raised as if in pleading, and one time – the last time – looking straight at the little boy, hands held out in a desperate pleading.

The title "keeper" has taken on an ironic, accusing double-meaning in Adain's ears, and he has been driven to despair and denial. In his own guilt, he began accusing anyone else he could of any wrongdoing he could think of, and he has made many enemies, especially among those who wield Heka. It may be that the action he will take in this story is an act of suicidal despair, or possibly even of great courage – or both.

Rebecca Hearthman:

Rebecca is Adain's older sister. She married the town's innkeeper at 16, and since her husband's death two years later, has run the Candle's Call, the town's only inn (besides the rather disreputable ones by the docks). She is 29, about 5'3", and far too stubborn and confident for most men to notice that she is actually quite pretty. She has long dark hair which she keeps up in a bun, except at night, and which she

Rebecca Hearthman



will not cut despite the trouble of keeping it, because her late husband loved it so. Her inn is slowly gaining a reputation equal to that of the lighthouse, both for food and comfort. She has taken in a number of orphans to help run the place (the only people she said could be trusted) and has developed a skill at throwing knives, which doesn't suit a lady, but is quite useful as a barkeep. She is usually treated as "one of the guys" and would have it no other way, but she has made sure to separate her room enough from the rest of the inn so that only a few of her adopted children can hear her crying sometimes at night.

Despite the pain of losing the one whom she deeply loved, she is basically satisfied with her life (she says that pain is a part of a full life), and there is only one thing she would change her brother, Adain. She doesn't know whether to pity him, hate him or just ignore him, but she does know that he is no longer allowed in her inn. When he is around, fights increase exponentially. He owes her a large sum of money, and this is not an unknown fact, but she has so far not taken any drastic action to collect

She is, overall, a remarkable person. She is one of the few literate people, maybe the only literate woman, in town, and makes sure that her children have this skill as well. She raised her younger brother, Sebastian, after her parents died of the same sickness as her husband (leaving the lighthouse to Adain). She and Sebastian have an ongoing, equally matched tournament of Fidchell, which they continue on his nightly visits to the Candle's Call – there are a number of Fidchell boards in the inn, as it is a favorite among regulars, along with

darts for less intellectual competition. On top of it all, Rebecca can do things with mutton that cause sailors' mouths to water from days out of port.

Sebastian Beacon



Sebastian

Sebastian, the youngest of the current generation of Beacons, has set up shop in Beacon's End as a merchant. He is 21 years old, 5' 11", has jet-black, wavy hair, a smile that could melt a polar cap, and a temper that could scare a troll. He is very successful, very rich, very handsome and very much the target of his brother's jealousy. He despises Adain and has no pity for him – only hatred. This could be seen as his only fault

besides his temper, except that many people don't consider hatred of the town drunk to be a vice.

His primary import is silk, supplied to all of the Five Crowns and sometimes even to the mainland. His primary export is Hekalite and celedonian wool. His roots as a merchant stem from his days as a boy in his sister's inn, where he was often sent as a gopher or delivery boy by merchants staying there. He started to develop his business sense immediately and this, combined with his sister's lessons in reading and writing, plus the inheritance which he received upon turning 18, set him up with the resources he needed to become the first merchant based in Beacon's End, instead of just using it as a secondary port. The town places its hopes in his business, and so does he.

Gerard "Smitty" Smith:

Smitty is the town's only smith – blacksmith, silversmith, you name it, but if you don't want to go out of town to get it, you get it from Smitty. He isn't the best smith in the Isles, because he has had to spread his skill so broadly, but he is still invaluable, not just because of his accessibility, but because he is an accomplished Heka-forgers. He is jovial, friendly and generous, but very strict on his apprentice. Smitty has an attractive daughter of about 16 (Kyriana), of whom he is quite overprotective because he has trouble admitting she is growing up, and a wife (Elaine) who is as overprotective of their daughter as he is because she is well aware that their daughter is growing up. Kyriana had taken to talking to Adain, and Smitty has forbidden her to see him. He and his wife are becoming quite concerned with her seeming interest in Adain,

Gerard "Smitty" Smith



Beacon:

and Smitty has even gone so far as to threaten him if he comes near their daughter again. This outstanding threat is common knowledge in the town, as it was made in broad daylight in front of his forge.

Kyriana Smith



Kyriana Smith:

Kyriana is the only person in town to show any real kindness to Adain. Her parents' suspicions are unfounded, as she is thoroughly smitten by his brother, Sebastian, and the sentiment is not unrequited. She cannot understand, though, how he can hate his own brother so, and she has set out to find something good about Adain. In her conversations with him, she can sense that he is horribly guilty about something. Anyone who

listens to him for even a few minutes finds it obvious that he hates himself. She has sat and talked with him many an afternoon in front of her father's forge, trying to find out what makes him so guilty, and when her father forbade Adain to come around, she started going occasionally to the lighthouse.

She hates the lighthouse – it is amazing how dark and dingy it can be inside a place known for its light. The last time she went there, she found Adain on the top floor, screaming at the beacon – until he saw the girl and turned his furious ravings on her. She ran home, and, even though she knew he didn't mean what he said, she was crying miserably when she got to her room. When her father found out where she had been, he threatened Adain not to so much as look at his daughter again.

Darius Magus:

Darius is the town "mage." He is not a Full Practitioner, but has made a good living at supplying the town with needed Castings, often cooperating with Smitty to make items such as the town's "witch lights." He is a small, wiry man who either says nothing or repeats what he says three or four times. Adain had been fond of standing outside Darius' shop, proclaiming the fraudulence and deception of Heka-wielders, and has had to be removed by the constable a number of times. Darius has even emerged from his shop, wielding a Sceptre of Inferno, threatening to bum Adain to a crisp if he doesn't leave the legitimate customers alone.

Darius Magus



Gawain Cuchucail



Gawain Cuchucail:

Gawain is the town constable, and he is very good at it. He is retired from the King's Army, and has brought his military training to Beacon's End's small-town guard. He is in his late fifties, in good shape, big, strong, and a master Fiddhell player. He taught Rebecca and Sebastian how to play, and he is the only one in town who can beat either of them (which he always does quite soundly).

Gawain is the nicest man you'll ever meet – unless you're a troublemaker. He is well aware of the trouble that Adain causes, but doesn't have time to deal with him, room in the jail to keep him permanently, or sufficient reason to execute him. He has often said that, if he weren't the constable, he would take care of Adain himself.

Simon: Simon is one of the orphans Rebecca has taken in. He was living down at the docks and had picked up some rough habits, but Rebecca usually works him too hard to leave him any energy for violence. He is very vocal, when she is not around, of his disdain for her lazy brother, and has said that, if he had the means, he would "put that slob in his place – six feet under." He has also said that, having lived on the street, if he didn't have the means, he could steal it (he's quick to point out that he doesn't do that anymore – but he could if he wanted to). He is in his mid-teens.

Elaine Smith: Smitty's wife, equally ill-disposed toward Adain, if less hostile, and more aware of their daughter's age.

Henry: Smitty's apprentice.

Sally, Richard, Harry and Ann: Other orphans in the inn, ages 9, 12, 13 and 14, respectively. They have heard Simon's bragging.

Elizabeth: Adain's servant (and his parents' before him) until she quit two years ago, due to his rantings and ravings. He was never violent or even mean to her specifically, but she couldn't stand living in the same place with him. He would wander around at night, drunk, saying things like, "You're not in there," "I can't let you out" and "The fire is alive." She now works for Sebastian. She is a meek, old widow, very reluctant to speak to anyone, and very loved by her employer, who has known her since he was born.

Simon



Rebecca Hearthman

SEC: 4 **Joss:** 9 **Heka:** -- **Avoidance:** 32/29/24

M: 106; **EL:** 84 **P:** 88; **WL:** 66, **CL:** 79 **S:** 87; **EL:** 69
MM: 53 **MR:** 53 **PM:** 36 **PN:** 52 **SM:** 44 **SP:** 43
MMCap: 18 **MRCap:** 19 **PMCap:** 13 **PNCap:** 18 **SMCap:** 19 **SPCap:** 19
MMPow: 18 **MRPow:** 18 **PMPow:** 12 **PNPow:** 16 **SMPow:** 13 **SPPow:** 12
MMSpd: 17 **MRSpd:** 16 **PMSpd:** 11 **PNSpd:** 18 **SMSpd:** 12 **SPSpd:** 12

Outstanding-Important K/S Areas/Sub-Areas & STEEP (Innkeeper)

K/S Areas	STEELPK/S Areas	STEELP
Etiquette & Social Graces	36 Keltic	45
Perception (Mental)	52 Phonecian	34
Domestic Arts & Sciences	61 Current Events	46
Jack-of-All-Trades	35 Education	32
Mental Games	42 Combat, Hand Weapons, Missile	44
Seamanship	32 Combat, Hand Weapons	29
Boating	35	

Weapons

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Dagger	5	2	2/1*	P	1/--*	+1	49/34*	M	5/30
*Thrown/Held									

Sebastian Beacon

SEC: 6 **Joss:** 6 **Heka:** -- **Avoidance:** 37/30/30

M: 111; **EL:** 88 **P:** 93; **WL:** 69, **CL:** 83 **S:** 90; **EL:** 72
MM: 54 **MR:** 57 **PM:** 45 **PN:** 48 **SM:** 44 **SP:** 46
MMCap: 19 **MRCap:** 20 **PMCap:** 16 **PNCap:** 17 **SMCap:** 15 **SPCap:** 16
MMPow: 17 **MRPow:** 18 **PMPow:** 14 **PNPow:** 16 **SMPow:** 15 **SPPow:** 14
MMSpd: 18 **MRSpd:** 19 **PMSpd:** 15 **PNSpd:** 15 **SMSpd:** 14 **SPSpd:** 16

Outstanding-Important K/S Areas/Sub-Areas & STEEP (Merchant Vocation K/S Bundle)

K/S Areas	STEELPK/S Areas	STEELP
Etiquette/Social Graces	42 Keltic	67
Perception (Mental)	39 Phonecian	74
Appraisal	54 Deception	42
Economics/ Finance/ Investing	41 Travel	40
Rarities	35 Combat, Hand Weapons	35
Mental Games	42 Boating	45

Gerard "Smitty" Smith

SEC: 4 **Joss:** 9 **Heka:** 206 **Avoidance:** 24/33/20

M: 85; **EL:** 68 **P:** 107; **WL:** 80, **CL:** 96 **S:** 63; **EL:** 50
MM: 42 **MR:** 43 **PM:** 56 **PN:** 51 **SM:** 32 **SP:** 31
MMCap: 19 **MRCap:** 15 **PMCap:** 19 **PNCap:** 18 **SMCap:** 12 **SPCap:** 12
MMPow: 13 **MRPow:** 14 **PMPow:** 19 **PNPow:** 18 **SMPow:** 10 **SPPow:** 9
MMSpd: 10 **MRSpd:** 14 **PMSpd:** 18 **PNSpd:** 15 **SMSpd:** 10 **SPSpd:** 10

Dangerous Journeys

Outstanding-Important K/S Areas/Sub-Areas & STEEP (Blacksmith)

K/S Areas	STEEP	K/S Areas	STEEP
Trade Language	33	Geology/Mineralogy	25
Perception (Physical)	32	Arms & Armor	45
Combat, Hand Weapons	42	Physical Games	39
Jack-of-All-Trades	24	Leatherwork	28
Smithing/Welding	42	Construction, Naval	31

Heka-Generating K/S Areas

K/S Areas	STEEP	Heka	Max CG
Heka-Forging	42	98	IV

Weapons

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Hammer (2H)	7	9	1 1/2	B	4D6	+8	49	C	5/40

Darius Magus

SEC: 6 **Joss:** 7 **Heka:** 658 **Avoidance:** 32/21/23

M: 100; **EL:** 80 **P:** 73; **WL:** 56, **CL:** 65 **S:** 77; **EL:** 61

MM: 54 **MR:** 46 **PM:** 37 **PN:** 37 **SM:** 43 **SP:** 34

MMCap: 19 **MRCap:** 16 **PMCap:** 13 **PNCap:** 14 **SMCap:** 15 **SPCap:** 14

MMPow: 18 **MRPow:** 15 **PMPow:** 12 **PNPow:** 13 **SMPow:** 15 **SPPow:** 10

MMSpd: 17 **MRSpd:** 15 **PMSpd:** 12 **PNSpd:** 9 **SMSpd:** 13 **SPSpd:** 10

Outstanding-Important K/S Areas/Sub-Areas & STEEP (White Dweomercrafter Vocation K/S Bundle)

K/S Areas	STEEP	K/S Areas	STEEP
Ægyptian	35	Combat, Hand Weapons	26
Pantheology	34	Keltic	49

Heka-Generating K/S Areas

K/S Areas	STEEP	Heka	Max CG
White Dweomercraft	45	99	IV
Magick	45	91	
Apotropaim	38	45	III
Green Dweomercraft	34	53	III
Alchemy	33	76	III
Divination	33	47	III
Exorcism	25	40	II
Metaphysics	36	51	
Heka Forging	19	56	I

Sceptre of Infernos: By expending 65 Heka, the sceptre causes 5D6 of fire damage on the target

Gawain Cuchucail

SEC: 6 **Joss:** 8 **Heka:** -- **Avoidance:** 30/33/25

M: 93; **EL:** 74 **P:** 104; **WL:** 78, **CL:** 93 **S:** 76; **EL:** 60

MM: 46 **MR:** 47 **PM:** 56 **PN:** 48 **SM:** 42 **SP:** 34

MMCap: 16 **MRCap:** 17 **PMCap:** 19 **PNCap:** 18 **SMCap:** 15 **SPCap:** 12

MMPow: 15 **MRPow:** 15 **PMPow:** 19 **PNPow:** 15 **SMPow:** 14 **SPPow:** 10

MMSpd: 15 **MRSpd:** 15 **PMSpd:** 18 **PNSpd:** 15 **SMSpd:** 13 **SPSpd:** 12

Mythus Journeys

Outstanding-Important K/S Areas/Sub-Areas & STEEP (Soldier Vocation K/S Bundle)

K/S Areas	STEEP	K/S Areas	STEEP
Gambling	45	Criminal Activities, Mental	35
Deception	27	Mental Games	55
Military Science	35	Riding	48
Perception (Physical)	52	Perception (Mental)	43
Combat, Hand Weapons	42	Criminal Activities, Physical	40
Escape	39	Handicrafts	35
Combat, HTH, Non-lethal	46	Combat, HTH, Lethal	46
First Aid	30	Jack-of-All-Trades	26

Weapons

Weapon	WP	S	ATK	DT	Dam	Bonus	BAC	C	Dur
Broad Sword	7	6	1 1/2	C	4D6	+8	49	M	5/20

Armor

Armor	Avg.	Pierce	Cut	Blunt	Fire	Chem	Stun	PTY
Half Leather	6	7	9	8	4	4	6	--

The Game is Afoot

This section details exactly what the mystery is, who might hire the characters or offer a reward and any other necessary information for playing out the mystery.

Adain overheard some visiting travelers comment on “the remarkable magickal lighthouse” as they walked into the Candle’s Call. He followed them in, despite his sister’s forbiddance, and began yelling at them as coherently as a total drunk can. “There’s no magick in that lighthouse! You think ‘cause I’m a drunk, I don’t know my own business? Ain’t no magick involved. My family don’t need no magick to run our lighthouse, never did. Simple ingenuity. I’m sicko’ you outsiders walkin’ into town, pretendin’ you know everything. Locals ‘re bad enough...” and so on. He was promptly kicked out, but on his way out he yelled, “I’ll prove it, once and for all, there ain’t no magick in my lighthouse!”

Adain then preceded to the lighthouse in a stumbling fury, and went straight to the top floor – the beacon’s chamber – pausing only to pass out once and to grab a wooden chair on the way up. When he got to the top, he broke the glass surrounding the chamber (and the Pentacle), and the shattering glass broke the Pentacle. The Elemental was freed.

Over a century of captivity had driven the fire Elemental mad with rage. He had watched the children play on the floor outside his prison and recognized this man as the one who saw him. The one who would come up (drunk) and yell at him, “You’re not in there. Nobody’s in there. There’s no magick.” All that was left of Adain (and the chair) was a pile of ash.

The Elemental ran down through and out of the lighthouse, and set out across the sandy terrain toward the nearest place he could sense his element – the embers of the blacksmith’s forge on the edge of town. He moved slowly,

Dangerous Journeys

overcome with confusion and terror and freedom, but with rage more than anything.

The blacksmith's forge (and home) is located near the beach, for easy access to water for cooling. The Elemental therefore only had to cross over the sandy beach and through the scorched working room, and crawl into the forge, leaving no discernible marks except for chunks of sand his feet had fused into glass.

Sebastian is expecting a major shipment on the night after the next. Darius has determined that a great storm will begin that evening. If the beacon is not up at full strength, the shipment, and possibly the lives of many seaman, will be lost.

Suspects: For reasons apparent if you read their histories, Sebastian, Smitty, Darius, Gawain and Simon all have good motives to kill Adain, and no concrete alibis (even people they were with were asleep). Of course, unless someone magically detects that the pile of ashes is Adain, he will be thought to be missing. When the murder is realized, Gawain will accuse Sebastian, and Sebastian will quickly accuse Gawain right back, recalling his wish to take care of Adain himself. Everyone else in town will have their own opinions, and the HPs will easily hear the rest of the suspects accused if they ask around.

Problem: The HPs have two mysteries to solve: Who killed Adain and how did the beacon work? The most urgent problem is getting the beacon back up to full strength. There is a moral dilemma in recapturing the Elemental (along with the problem of simply getting him back up there). His insanity can be cured by any castings which would cure it in a human, and he is a reasonable, intelligent being if so cured. Smitty, being an excellent Heka-forger, does know the Permanency Casting, but finding a Casting which will produce the same light as the Elemental did would be difficult. Remember, also, that the increasing wind and rain atop the lighthouse will make Castings more difficult as the storm increases through the evening, and will make fire-building near impossible (a *Fire Building* roll is "Very Hard" at the beginning of the evening, "Extreme" by night, one level lower to keep a built fire burning). Anything the HPs can devise within their own means and mores will suffice – the main point is to get the ships safely into port.

Schedule of Events

The following is the general order in which the main events will occur unless their order is altered

First Day

1. *Early Morning:* Adain harasses the travelers, breaks the beacon, and frees the Elemental. The Elemental kills Adain and hides in the blacksmith's forge.
2. Adain does not show up in town, which he usually does during the day.

Mythus Journeys

3. *Night:* The beacon is not on. Sebastian comes to the inn (as he usually does) and complains to Rebecca, "Our stupid brother has the beacon closed, and it's a good thing there are no ships coming in tonight. I'm going over to see him in the morning and make sure this never happens again."

Second Day

1. *Morning:* Sebastian goes to see his brother and discovers the beacon broken. He puts out a reward for the capture of his brother, posting notices and sending out the town crier with this message: "Reward for the capture and return of Adain Beacon, who in spite and avarice sabotaged the beacon of the lighthouse, as he has sabotaged and maligned the name Beacon for years in his drunken insolence. To the man who can capture and return this scoundrel to justice goes 100 pieces of silver, and to the man who can restore the beacon, to its full strength, before the shipment arrives on the morrow's night, there goes 300 pieces of silver for the rescue of innocent seamen and the salvage of their cargo." If the HPs are reputable, he might hire them directly.
2. *Afternoon:* The Elemental sees Rebecca, who goes to the blacksmith on business, and recognizes her. He talks to the fire in the forge, and finds out that she is at a place where Kyriana goes at night. The blacksmith notices that the forge is burning awfully hot, and he scolds Henry for it.
3. *Evening:* The Elemental follows Kyriana to the inn, leaving the same glass chunks in the sandy terrain on the outskirts of town, and crawls into the inn's hearth through a door on the outside used for cleaning. Inside, Sebastian has an argument with Kyriana about Adain, and then with Rebecca about his reward notice being too harsh.
4. *Night:* The Elemental burns down the inn. The fire starts in the hearth and the kitchen, so it is noticed soon enough for everyone to get out quickly (the characters were the only overnight guests, because there are no ships in dock and no other travelers). The fire seems by all evidence to have started because too hot a fire was left burning in the hearth overnight. Ann is absolutely sure she remembers checking the fire before she went to bed. The Elemental returns to the forge.

Third Day

1. The HPs are offered a place to stay in Sebastian's home, where they get a chance to talk to Elizabeth.
2. The blacksmith is furious at Henry because the fire is too hot again – so hot it even melts some of what he's working on.
3. *Afternoon:* The dark clouds and ominous rumblings of the incoming storm begin.

4. *Early Evening (Before Sunset)*: If the Elemental has not been discovered, Sebastian will go visit Kyriana, who is in her father's workshop. When the Elemental sees him, he will lose all control and flare up, setting the forge and workshop on fire. He will then attack Sebastian and set out to find Rebecca, who will be on her way to the forge when she hears that there is a fire. It begins to rain, causing enraging pain, but no real damage, to the fire Elemental.
5. *Night*: The shipment arrives, amidst wind and rain, and only the brightest lighthouse in the land will be good enough to get it safely afloat. The increasing wind and rain will dispel the Elemental if he is not inside and has not been destroyed.

Get a Clue

This section contains various information, from things to events to relationships, which will enable the characters to solve the mystery.

1. It doesn't take a psychologist to figure out that Adain was guilty over something, and that is what drove him to drink. After talking to the townspeople, especially Kyriana, the HPs should be able to figure out that something was eating at Adain's conscience and that it had something to do with the beacon.
2. There is a big Pentacle inside the shattered beacon (it could have contained only Heka energy for a light, though, so it is not an immediate giveaway).
3. One of the two piles of ashes by the broken beacon, if magically inspected, will prove to be the remains of the incinerated Adain (the other was a chair). Noticing the two piles of ashes, separate from the rest of the wreckage, is a "Hard" *Perception* roll.
4. Rebecca knows that there was a mage a few generations back in the family. She's never really stopped and thought about the origins of the magick beacon, but if she did, she would probably assume that the mage had something to do with it. She has in her possession a detailed record of the family genealogy, up to her parent's generation, which the oldest daughter always inherits and updates. She hasn't managed to get around to reading it, much less updating it (she's been afraid of what she'd have to write about Adain), but she'd be glad to let the HPs look. It contains detailed information about every member back to the first keeper (five generations before Æron), including Æron's status as an accomplished Elementalist.
5. Sebastian has in his possession the Pentacle Wand, which has been passed down as an heirloom, and which he took possession of because Adain was too irresponsible. They call it "the sceptre," and nobody really knows what it's for, but the fathers used to make a big deal out of giving it to their sons, and Sebastian treasures it as a memory of his father. He is aware that it is probably magickal.
6. Where the Elemental walked from the lighthouse to the forge, he left chunks of glass his feet had fused from the sand. It is a "Moderate" *Tracking* roll to notice the glass if the characters are looking to track someone away from the lighthouse, and a "Hard" *Perception* roll if they just walk back and forth to the light house (then an "Easy" *Tracking* roll to follow it to the forge). Remember, the Elemental did not leave any footprints in the forge area because it is already scarred with burn marks. The granite surface of the lighthouse and its interior stairs were not marked because the Elemental ran out and did not make enough contact to leave any burn marks (except where he incinerated Adain and the chair) He walked slower to the forge because by then he was confused more than frightened.
7. Elizabeth has stories to tell about Adain's ravings, and if the HPs haven't already talked to her, they will get a chance to hear her account of life with Adain when Sebastian puts them up after the fire.
8. Henry, who went out to light the forge on the mornings of the second and third days, noticed that it was already lit, but assumed someone else had lit it.
9. Smitty's forge is continually overheating from the Elemental's presence (if the HPs visit Smitty, they will hear him scolding Henry for it).

Perfect Fit

Below are hints on how to fit the adventure into existing campaign or formats.

If you are running a detective campaign, this adventure would fit in perfectly. Give Gawain a magick item which lets him detect the ashes as Adain's, and the HPs could be hired by Sebastian to clear his name of the murder, figure out how to fix the beacon, and determine if there is a connection.

If you want to start a detective campaign, this would be an excellent way for the HPs to begin establishing their reputation. It could also be a starting point for characters setting off to become merchants or explorers, as it would provide a good base of operations and some good contacts. The shipment they (hopefully) save could even be setting off on some dangerous journey and may welcome the HPs as hirelings or comrades.

The HPs could also have been sent to town by officials interested in the maintenance or documentation of the lighthouse. This would give the HPs an official, sanctioned status in involving themselves in the affair (and they could be the visitors Adain yells at).

LIGHTHOUSES OF ÆRTH

Originally from pp. 18-20

by Eric Vance Curl

The following is a letter written to the emperor of Nippon from a servant who was sent to the West in order to investigate the use of lighthouses. As Nippon is an island empire, its rulers were very interested when they discovered the phenomenon of the lighthouse. They do not have what we would consider a navy, because no one else in their corner of Ærth does either, and all fighting is done on land. They do need reliable means of navigation, though, since many of their islands are small or remote, and many even smaller islands can prove a bane to navigation. We have printed this letter because we think it will be of interest to those curious about geography, seafaring or even cultural relations on Ærth.

To the Great Emperor, may his life and reign last through the ages, from his humble and gracious servant, Tanaka Masahiro:

It is my deepest wish that this correspondence finds you in the best of health, and your family as prosperous and growing as your empire. I am well and have found great interest in the lands of the West, although I long for the island of my home and my family.

I have nearly completed my task of documenting the use of lighthouses in the West, as you assigned, so that you and the Shogun can consider their use in Nippon. It is my humble opinion that we will be able to make great use of this navigational aid in our own shipping and, with the results of my humble research and the excellence of our engineers, it will require minimal contact with the West. Even as this letter travels the seas to your hand, Great Ruler, I will begin to formulate my recommendations for which type of lighthouses we should build and where to place them. My purpose in this letter is to inform you of my discoveries and of how the West has made use of the lighthouses they have built, so that you, in your wisdom, can begin to consider the information and share it with the Shogun.

Pharos, the Patriarch of Beacons

My account of lighthouses must begin with the first and greatest of lighthouses, which is in the land of magick, the mysterious land of Ægypt. It is named Pharos and it is believed to be found on a small island which gives it its name located on the western entrance to the harbor of the fabulous city of Alexandria. The idea of building a fire on a high place to give a beacon to seagoing vessels is an ancient one and, indeed, ancient sailors here in the West often used the fire and smoke of volcanoes such as the great mountains in our land to guide them. But Pharos is the first known structure built specifically for the purpose of providing a beacon light for seagoing navigation. It is nearly 400 feet in height, built of white limestone, decorated with the purist white marble – a truly magnificent structure, and all the more so considering its age of more than a millennium. It has outlasted empires and

knowledge, and it still stands to lend its beacon, much as the royal house of Nippon. It was designed by a man named Sostratus from a place called Cnidos located somewhere in what the westerners call Middle Azir (why, I do not know, since this land is located on the far west of Azir, so as to nearly adjoin with Afrik). He must have been a man of great ingenuity, but very little is known about him, as, indeed, very little is known about his tower.

The Ægyptians who know anything of Pharos are very secretive with information about the tower, and those who do not know anything are nearly as secretive with their lack of information. It seems there is more to his tower than a beacon for ships, and rumors abound. One rumor is certain, especially in Ægypt, that the light at the top of the tower comes from no ordinary fire. Although it is assumed that the beacon was originally produced by a great bonfire, kept burning by the labor of slaves, this arrangement is unlikely now, seeing as no one is ever actually seen entering or leaving the tower. Accounts range from tales of a mages' school (not unlikely in that land), to an exiled deity (unlikely in any land), to a hermit granted eternal life in exchange for seeing to the beacon. Adding to the mystery of Pharos is the fact that in recent history it withstood an earthquake. This is sometimes attributed to the skill of its legendary builder, and sometimes to one of the various rumors in circulation, but either way, it only served to strengthen the reputation of Pharos. All things considered, I learned little and much about the use of lighthouses from the patriarch of beacons – little about how to run or build one, but much about its importance.

Roman Lighthouses

Whereas Pharos came from the ingenuity of the Hellenes, during their expansive but short-lived empire, the majority of the ancient lighthouses I have encountered were built by the Romans (both of these while the decadent and idle empire of Atlantl sat by and milked the greatness of ingenious whelps indeed, I find no evidence of ancient beacons built by these first of the seafarers). The Romans were (and are) a practical people, and they were not as inclined to the use of Heka in the building of their empire. But they did build solid and dependable structures, and began the development of the lighthouse as an important navigational aid.

There most well-known lighthouses were a pair, built on either side of the Avillonian Channel – a hazardous but vital passage. The tower on the Albionian side was erected in Dover, and on the Francian side, in Boulogne-Sur-Merin. They were built during Rome's reconquest of Avillon, during the height of the Atlantlan Empire, nearly 1000 years before its fall. All that remains of the tower at Dover is ruins, but the tower in Francia still stands, as it was restored right before the fall of

Atlantl. The practicality of the Roman Empire is demonstrated in these towers, in that they were built atop high cliffs, so that, even though the actual structure is a mere 80 feet, the beacon actually stands 400 feet high. The beacon functions through the use of multiple flames, and mirrors which reflect and concentrate the light. Candles seem to be the primary means of illumination in the Western beacons, but not to the exclusion of other methods.

Another Roman-built lighthouse stands in Genoa, Italia. It is named “Lanterna” due to its use of an oil lamp to produce the beacon. This is an attractive method for Nippon, due to the abundance of fish and whale oil, but its drawback is the great amount of smoke and soot, which collect in the enclosed space atop the tower and require frequent and extensive cleaning (although replacing candles, feeding fires and carrying wood to the tops of towers are considerable difficulties as well).

The largest of Roman lighthouses is appropriately located at Portus, the port of Rome. It was built during the decline of the unified Roman Empire (only a few years after the pair on the Avillonian Channel were built), during the decadence of those whom they undeservedly called emperor. Indeed, in front of towers at both Francia and Portus, the reigning emperor had a statue of his own countenance erected – a tribute to their vanity. Other Roman and Italic lighthouse locations include Leghorn, where stands a stone tower 165 feet high; Ostia, where a tower was erected between breakwaters shortly after the harbor was dredged and constructed, in order to mark its entrance; and Messina, Sicily (which, like Avillon and Francia, is no longer a Roman province), where the volcano Mt. Etna assists the beacon in its duty to mark the harbor.

Beacon’s End: Most Intriguing of Lighthouses

As is evident, the Italics are still among the most prevalent builders of lighthouses, but they are joined by most seafaring or harbor dependent countries, such as Francia, Saxony, the nations of Gallia and Iberia, and the kingdoms of the Five Crowns of Avillon.

It was in Avillon that I encountered the most intriguing of lighthouses. It is located on the southeast corner of the Island of Lyonnese, in a town called Beacon’s End. Whereas Pharos took its name from its location, the town of Beacon’s End seems to have taken its name from its position near the lighthouse. Indeed, not only its name, but the town’s very existence, seem to be a result of the lighthouse. The inhabitants of this town were much less secretive with their information, but unfortunately, no one seemed to know anything that wasn’t based on rumor. And of rumors, there were plenty. There were more rumors of the lighthouse in this little town than there were people, I think, and if your humble servant were not in service of the Emperor himself and the Shogun who serves him, I would have wearied greatly of the task of sorting them out. One thing is certain, though, for even if I only heard tell

of it in rumor, such rumors would not all agree so well if the point of their agreement were not a truth: The lighthouse is magick – possibly a great magick and certainly a secret one. The similarities to Pharos seem great, but I would say the magick is in the lighthouse at Beacon’s End, and not in those who run it, and the secrecy seems more a result of ignorance than conspiracy.

The purpose of this lighthouse originally was not to mark a port, but to give a reference for navigation, much the same as the twin towers further up the Avillonian Channel. Its importance in navigation is twofold: First is its location at the west side of the entrance to the perilous Avillonian Channel, and second is its visibility to those traveling along the southern coast of Lyonnese to the port at Shellot, for there are many dangerous reefs, and sudden winds and storms. But, in what seems a particular occurrence, a port has grown up around it, for it has come among seafarers to be called the most reliable and remarkable of lighthouses. It contains an ingenious mechanism which actually rotates the beacon in a beam of light, the likes of which I have seen nowhere else. This was done because there is another lighthouse further west on the southern shore, and sailors lost in a storm often confused the two beacons, and even other fires and lights on shore. When one beam rotates, though, it is distinguishable from all other lights.

The tower itself is not remarkable. It is only a little over 100 feet high, and a dwelling for the keeper stands near it. It is remarkable for the brilliance and clarity of the beacon – which can be seen for leagues out to sea – and not for the structure itself. I approached the tower, for does it not make sense to talk to the keeper of the lighthouse to learn about the lighthouse he keeps? It stood near the shore of a sandy beach (which is also unusual, since most lighthouses are on rocky outcroppings or practically in the sea themselves), and as I neared, even in the light of day, I could see a light – as near to the light of the sun herself as I have seen – turning atop the tower. I knocked at the door of the house, and a drunkard, not even bothering to open the door, put his head out a window and asked me what I desired. Taking him to be an unruly servant I asked to see his master, the keeper of the beacon. Imagine, great ruler, my shame to discover that he was the keeper. I then understood one of the things I heard in town, “The beacon *must* be magick, if it still works while he’s the keeper.” I wished him good health and his family prosperity, and he did not respond, not even with one of their simple *good days*, and seemed to just wait for me to continue. I had no more than said, “I wish to inquire as to the workings of your fabulous and magick lighthouse,” when he broke into a fury. “There is no magick!!” he screamed, then slammed the window shut. I never was able to find out more about this lighthouse, and I regret the loss of the knowledge. I thank the gods, though, that the rest of my quest was more successful.

Common Traits

I learned that certain traits were shared by most all lighthouses. Most all of the structures I came in contact with were solid stone masonry towers, which we are quite capable of building.

The beacons are produced one of three ways: wood or coal fire, which also produced a column of smoke for guidance in daylight; a large amount of candles, often with reflecting devices to concentrate the light; or oil lamps. Due to the fact that the lighthouses are located in areas in which they will be subject to highly corrosive elements (spray, saltwater, wind, etc.) their construction often makes extensive use of the metal bronze. Also, the towers are often in highly secluded areas.

This last quality proves to make some of the greatest difficulty in the construction and maintenance of lighthouses, but their seclusion can also be a strong point. I encountered a number of beacons which were adjoined to a monastery, providing a secluded place as well as a needed occupation for

the religious communities. A number of hermits found residence in lighthouses, as well as retired military officers, looking to end their lives in peace, but still near the sea. (Much of the warfare in the West happens in the water, on boats, and although it is a strange way to fight, there are many honorable warriors, well trained in the art of combat at sea – this is possibly one reason why they have put such effort into developing the use of beacons in the West.)

This was a wise quest, my Emperor, and it has proved a fertile ground for the bettering of the empire. You were wise in sending your servant on this mission, and your Shogun shrewd to advise it. I am eager to share my recommendations with you in person. Until I am once again with my Emperor and my family, I wish you health and wisdom.

Your humble servant Tanaka Masahiro

For an adventure utilizing this information on lighthouses, see “Elemental, My Dear Man” by Eric Vance Curl and Ryan McRae in this issue.

A JOURNEYER’S GUIDE TO ÆRTH

Originally from pp. 22-24

by Ernst Grumbold

We were again somewhat surprised to find another envelope from this author in our mail. However, upon reading its content it seemed a natural companion to his information regarding a manor. To be certain, however, we requested Gay Gygax to examine the article. He was kind enough to inform us that it was accurate, and to suggest we direct readers to The Plan of St. Gall (in brief), published by the University of California, Berkeley, 1982, for their confirmation of Mr. Grumbold’s work and further enlightenment as well. Please do so, readers! Now, on to what this inveterate traveler and author has to tell us!

Organization of an Ecclesiastical Stronghold

The hierarchy within such a place, along with some miscellaneous details of what is kept and raised there.

When discussing the castle manor, I mentioned that some were held in fief by a temple. In this regard, I would be remiss not to show how an ecclesiastical stronghold, then, is organized, much as I illustrated for readers that detail regarding a noble lord’s castle. In order to be as general as possible, I have kept exact details to a minimum. Why so, you might well ask. The answer is as follows. I understand that readers of this publication are interested in playing a game whose setting is based on Ærth. If I were addressing an audience of readers whose potential aim was to travel Ærth, I would, naturally, be far more specific and precise so as to make the work a worthwhile guide.

The basic information herein presented is intellectually worthwhile, but it is aimed at utilization as a basis for JourneyMasters to develop make-believe places in their campaign extraction of the real Ærth, for players to understand the workings of such a place in actuality and as abstracted for the game. In this regard, the stronghold can have a basis of monastic, socio-political, militaristic, or just about any other kind desired and workable in the scheme of things.

The ecclesiastical stronghold is a fortified place not unlike a castle, possibly an actual castle, although in all cases religious structures within it will predominate over everything save needed fortifications. The place might be similar to a medieval walled abbey or priory. It will always contain a shrine and chantry in addition to its chapel. It might very well contain a full-scale temple instead of those lesser religious structures.

In times of trouble, those dwelling on stronghold lands will seek refuge in the place. Able-bodied men amongst the refugees will, of course, serve in the defense in such a case.

The reader is alerted to the fact that the head of the stronghold will have a master. That is, the chief cleric will report to some greater one, and that greater one to a yet higher one in all likelihood. If the chief cleric is of lesser sort, the lands controlled by the stronghold will not have any great extent – a village and a few manors, perhaps. As rank of the chief cleric increases, so too should the holdings and estates of the stronghold. A very important ecclesiastical lord might command a town or small city plus various lands.

It must be borne in mind by the reader that not only will the offices be held by individuals who are priests or monks, but that most others within the stronghold are likewise priests, monks or those training to become one or the other. It is generally a self-sufficient place. Priest/monk members of the stronghold community will handle most tasks of artisan, craftsman and labor function. Only a few secular persons (individuals not under a vow) will be employed by the stronghold.

Chief Cleric: This might be a chief monk (in the strict Ærth sense of the word, that is a failed priest under a vow), with some great degree of ability in many areas of knowledge and skill. More probably, though, it is an office held by a priest of some considerable status and power. In terms of socio-economic class, the individual holding this office will be an aristocrat, possibly in the middle tier. Put into Earth's historical terms, an abbot ranked in the lower tier of the aristocracy, just above a knight, I would think; a bishop fell into the tier of the lesser nobility, coming ahead of a normal baron, possibly; while an archbishop stood in the highest tier above all but the greater princes and their ilk. The chief cleric will sit as chief judge in trials where major religious law has been violated.

Provost: (Four to 116 staff, soldiers separately accounted for.) This is the office of the deputy chief cleric. Its holder will be the second in command. The office combines the functions of the three major offices of a castle: steward, seneschal and constable. *Temporal affairs – almost all everyday affairs in general in the stronghold – fall under the supervision of this office.* Activities of spiritual nature are exempted, as are some other specific activities. The provost will sit as judge in trials where major religious law has been violated.

Stronghold, lands and the military are indicators of how complete the provost's authority is in regards to most matters. The list of concerns shown under the boxes indicates the scope of the office. What is eaten, made, sold and so forth is under the provost's purview. Also, who is there to defend the stronghold is his concern. Of course, most such places will be manned by warrior priests or monks, and few indeed will need to hire mercenaries in this regard.

Dean: (Four to 20 staff.) This is the next most important office. The individual holding it is third in command. This office is in charge of *spiritual and medical services* such as *religious observances, ceremonies and rituals*, and also *stronghold ports and visitors*. In addition, this office *conducts the court for trials of offenders who have broken minor religious laws*. Major laws are tried by the chief cleric, provost and dean in conjunction.

Monitor: The office of an assistant dean who observes the residents of the community to see that their spiritual and physical health is sound. Conduct and discipline are a major oversight of the monitor.

Proctor: The office of an assistant dean who travels to the lands of the stronghold, especially hospices thereon, to see that spiritual and physical health of those who reside there is sound.

Porter: The office of the cleric or monk charged with gate security and watch, who greets visitors, allows them to enter (or not), and sees to their welfare and proper conduct while within the stronghold.

Magister: (Four to 16 staff.) This office ranks fourth in the hierarchy. The individual who is magister is fourth in command of the stronghold. *The office is concerned with education, research and services.* Education extends to all levels, from the lowest to the highest, including the training of aspiring priests, further education for monks and/or priests, the schooling of commoners, and the teaching of aristocratic pupils. *This office maintains the library, conducts research as is appropriate to the stronghold, and oversees such attendant functions as acquisition of new works and Materia needed for Heka use, save for such material and Materia obtained by the office of the provost (minimal) or dean (ceremonial and healing).*

Again, the boxes under the office of magister simply show the extent of concern. Few strongholds will have official titles for the assistants to the magister who are designated to see after each area. Note, however, that the list of materials and sorts of work performed under this office are very broad. For example, in addition to apotropaism, astrology and so forth, Heka-forging, mysticism, demonology, conjuration, necromancy, etc., could well be areas which are studied, researched and experimented in.

Community Proper: Above and beyond members serving in or under a specific office, there will be general members of the community. There will, then, be some number of priests/monks in the stronghold, those training to achieve that status and possibly some laity as well. A small community might number in total only 25 to 50 such individuals, but in such case the number in and serving under offices will be less than shown above. A larger one will have 50 to 100 or more. The greatest in size range well into the hundreds, say from 600 to 800.

Notes on Stronghold Livestock, Gardens, etc.

Livestock maintained within a stronghold will include some or all of the following kinds, the range and number depending on the size of the place: bees, cattle, chickens, ducks, geese, goats, horses, pigeons, rabbits, sheep and swine.

Within the stronghold will be both granaries and fodder storage facilities. Granaries will be extensive where beer or ale is brewed, less so if wine is vinted, although there will then be a vinting house and grape press instead of a brewhouse and great mortars for cracking grain. There will be a mill for flour.

Dangerous Journeys

Note that in siege conditions, grain will be saved for human consumption and for horses used in warfare. Other livestock would be slaughtered and preserved in a fairly short time period after their specific fodder was consumed.

Livestock manure is used to assist in the fertilization of fields, orchards, vineyards and gardens.

Gardens are laid out in beds only five feet wide for easy working. Similarly, beds are raised above ground level by use of timbers or the like. Typical garden crops are:

Medicinal: Basil, cannabis savita, climbing bean, costmary, cumin, foxglove, fennel, garlic, greek bay, horehound, iris, lily, lovage, mint, mustard, pennyroyal, peppermint, pepperwort, poppies (two varieties), rose, rosemary, rue, sage, tarragon, thyme, watercress and wintergreen.

Regular Consumption: Asparagus, beans (green & wax), beans (various for drying), beets, cabbage, carrots, celery, chard,

Mythus Journeys

chervil, coriander, cucumber, dill, fennel, leeks, lettuces (many kinds), lima beans, maize, melons, onions, parsley, parsnips, peas, potatoes, pumpkins, radishes (all kinds), salsify, shallots, spinach, squash and tomatoes.

Bushes bearing berries are sometimes cultivated within a stronghold. These would typically be blackberry, currant or raspberry.

Only small grape arbors are maintained within the fortress. Vineyards are found outside the stronghold.

Orchards within an ecclesiastical stronghold consist generally of trees of one or more of the following kinds:

Cool to Cold Clime: Apple, cherry, chestnut, pear or plum.

Warmer Clime: Almond, apricot, lemon, lime, olive, orange or peach.

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GARY GYGAX'S

MYTHIC

MASTERS

MAGAZINE

For JourneyMasters and players of the **Mythus*** Fantasy Roleplaying Game
and the **Dangerous Journeys*** Multigenre Roleplaying Game System

ISSUE #1
Volume 1, Number 1
September 1993

Publisher: Trigee Enterprises Corporation
Editing & Layout: J. Franklin Mentzer
Proliferation: E. Gary Gygax
Remaster by R. William Morris, 2023

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ORIGINAL COVER GRAPHIC

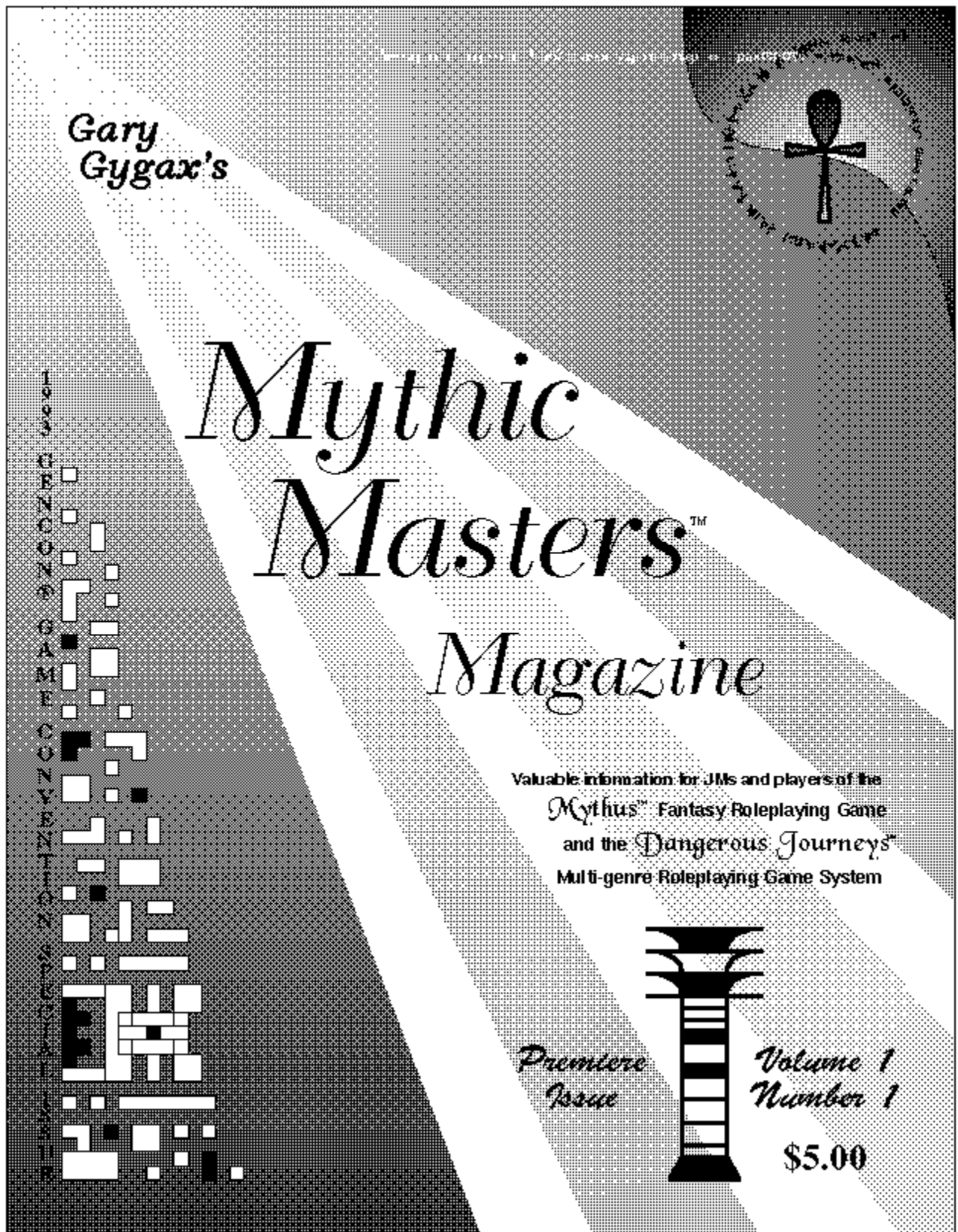


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Version History

Date	Rev.	Change
March 8, 2024	1.0	Original Release of Mythic Masters Magazine #1 – Remastered
October 21, 2024	1.1	Some basic formatting fixes and a few typos corrected here and there.

FROM THE EDITOR'S PIT

Gary's gone mad (see page 49). He dropped off a computer disk one day during a visit, and asked me to play with some articles. Having waded through epic Gygaxianisms for over a decade, I glared at it for a week or three before even opening the files. (Okay, I was busy with another project.) And then passed a month or two while I diddled the text, absorbed some game details, and started to believe Gary's assertions – that not only was the Mythus game catching on and spreading, but enough aficionados had appeared to warrant Gary's direct personal attention in the form of the vehicle you now hold.

Despite its title this is NOT a magazine; it's a game supplement. If you have any concerns about "getting your money's worth," relax. Better yet, glance through the pages. But sit down first... like for a couple of days. There's more "meat" here than you'll find in many more formal game accessories that sell for twenty bucks a pop.

So why isn't this a formal game supplement? As I see it, Gary has too much to say and do to be hamstrung by the limits of formal publication. The game industry requires much foreplanning, deluxe print jobs, major promotion... in other words, it's costly and time-consuming. This entire product was knocked out on a mid-grade Macintosh computer system, and is deliberately being reproduced in straight black & white, all to

eliminate the costs and delays. It leapfrogs the system and delivers the goods directly from Gary's doorstep to yours.

Now, we hope and plan to do this on a monthly basis. As a professional sceptic, I'll just say "we'll see." But subscriptions are set up in a way that you get your paid issues regardless of possible intermittency, so fear not – it'll get published and you'll get it, one way or another. But bear with us; we might miss one or two during the first year.

Here's the most important point: talk to us. Some folks knocked the readability of the **Mythus** game book; is this better? And what do you want in this magazine, anyway? (See the feedback survey on page 52.) Want to talk about it? Catch me on the America Online computer network (see page 64). I hope you have Heroic Personas to send us, and adventure sketches, rule questions & changes (especially "home rules" you've already brewed), and new magical devices – we'll publish any good stuff – but one caution: don't send us castings, cantrips, or spells. You've read the **Mythus Magick** book, I trust...

Hope to hear from you soon.

-- Frank Mentzer

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Subscription: **Mythic Masters* Magazine** is available in the U.S.A. by subscription at the rate of \$50 per 12 issues (in Canada: \$60 in U.S. funds). Subscriptions will begin with the earliest available back issue, up to a maximum of 3 such issues, and continue from that number onwards for 12 issues. Single copy: \$5.00 (in Canada: \$6 U.S.). This publication is mailed by

United States Postal Service, Third Class Mail. Forwarding postage is not guaranteed. Publisher declines responsibility for issues lost in the mail. All subscriptions and single copy orders must include name, address, and check or money order for the appropriate amount. Send your order to:

Trigee Enterprises Corporation, Dept. MMM
Post Office Box 388
Lake Geneva, WI 53147

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DIMENSION HOPPING

GAME SYSTEM NEWS FROM GARY GYGAX

There is a lot of talk lately about the **Dangerous Journeys*** Multigenre Roleplaying Game System in general, and the **Mythus*** Fantasy Roleplaying Game module for that system. It's been about a year now since the initial release, and I think that we have a solid foundation there for you. The central rules are there in the **Mythus** game, and there are sufficient products for that particular genre to run a great campaign. What do we lack there? More details of critters, deity information, and adventure scenarios. All of those will certainly be covered in due course. The release of the **Ærth* Bestiary** certainly goes a good way toward filling the gap for critters – and so too the information on Phæree you'll find in each issue of this magazine. Also, the great material in the **City of Ascalon*** playing aid will take care of a lot of adventuring needs.

As to other genres, we have the **Unhallowed*** Supernatural Roleplaying Game ready this year, and the redoubtable Mike McCulley is crafting a full-length adventure scenario to provide campaign support. How about the animals and Nasty Evils needed to fill in the opposition? Well, the **Ærth Bestiary** book and that for the Phæree sphere will provide much in that regard. Obviously we need a work dealing with undead, demons, and the rest of their ilk. It will come along in due course.

Still on other genres, herein comes some introductory material I have put together for the third genre module in the **Dangerous Journeys** game system. I think it is the proverbial doozy, and I hope you enjoy it as much as I do. I'll say nothing more; go find it in this issue and read it for yourself. Be gentle though, Kindly Reader, the material is in first draft only, so there will be some gaffes and glitches for sure. Together we'll make it right...

In all, Game Designers Workshop has been great in getting material out for you. Sure, they've been a bit late now and then, but some of that can be blamed on the creative types for being late or sloppy or the like, and no little on mischance. Best of all, GDW will continue to publish more game modules and support material on a regular basis. Not satisfied with the rate we're supplying manuscripts, they have even had Loren Wiseman working on material – and if you haven't picked up **Ascalon** yet, you're missing something! GDW has really gotten their Demo Teams out there to promote the game system. A true benison under the circumstances. “Aha!” you say. “I wondered if he was ever going to get around to that... matter.”

The word is surely out there, so let's just confirm that TSR has sued and continues to persist in its various claims. And yes, the original name for the system was to have been **Dangerous Dimensions**. After announcing at the G.A.M.A. show in Las Vegas in 1992, but before GDW released the first product, TSR had brought suit against various parties. They claimed, amongst other things, that the **Dangerous Dimensions** system name was an infringement on the “Dungeons & Dragons” mark. It appeared to us that TSR was attempting to prevent release, but the system name was changed, so that seemed to have pretty well put a stop to that. But the suit didn't go away. It is a shame. GDW couldn't place an advertisement in *Dragon* magazine for the **Mythus** game release, and there are still many gamers out there who haven't really heard about the system.

As if to add insult to injury, the electronic/computer side of things was supposed to have been launched in the same relative time frame as the paper roleplaying game and novels. Needless to tell you, that just didn't eventuate. For whatever reasons, the electronic roleplaying game side of this project was delayed, and thus the benefits of multiple launchings and promotions were lost. Without that, the arrangement for production of miniature figurines went by the board. The novels aren't blowing off the shelves either, but that's another story.

Now the novels were supposed to have been released as fantasy mysteries. I suggested what I thought was appropriate for such works – a logo stating that they were Magister Setne Inhetep Mysteries and a cover with a cartouche of his name in hieroglyphics. ROC did none of that, but went quite another thing – sword & sorcery covers with the **Dangerous Journeys** logo, trading them as straight fantasy. (I didn't care much for their editing work either.) Anyway, now we'll never know if female readers would have liked the stories; they aren't written towards the typical fantasy adventure audience who expects lots of swashbuckling and all. It is unlikely ROC will be publishing the next set of three Setne books.

What about the next yarns, you ask? Oddly enough, these are much more in the vein in which the initial three were touted. The new adventures of Setne and Rachele form a trilogy based around the **Necropolis** adventure scenario. As you can imagine, that means the stories are filled with swordplay and spell casting, mayhem and monsters. We expect to announce another publisher in due course.

So there's lots of good news, some bad, and some gaps and questions remain. Most importantly, yes, the **Dangerous Journeys** game system will remain, and as time goes by it will expand steadily.

In this vein, then, I wish to say that we are interested in bringing other creative types into the project. At this time that invitation applies only to roleplaying game system material.

If you happen to have a burning desire to work extra hours for nothing up front and not much in the way of remuneration afterwards, then join the rest of us crazy RPG designers. If you are interested in detailing deities, scripting scenarios, creating castles, generating genres, articulating Earth state details (whilst providing expanded campaign play opportunities of course), or doing something similar and germane to the game system, get in touch with us. As the project expands in the future I'll get

back to this subject so as to let you know where there is opportunity. Of course, there's plenty of opportunity to create less demanding works for publication. Good material can appear right here in the pages of **Mythic Masters Magazine** if you submit it; please do!

Next month we'll go over the new genre game module premiering in this issue (and continuing for some time in future ones). I think you'll find that exposition both interesting and informative, so please join me then.

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GAMESPEAK

...THE DJ PATOIS

by Gary Gygax

One of the first things noticed by gamers being introduced to the **Dangerous Journeys*** Game System is the terminology. It is radically different from the standard RPG jargon. Not a few have commented with alarm, even expressing disapproval. How can a game alter the accepted norm, the dearly embraced patois of roleplaying gaming – that which distinguishes the aficionados from the mundanes that surround them?! Easily, and for a good reason too.

It is probably obvious to all readers that the new system does that and more. It isn't anything like any others. There are superficial resemblances, of course, because it is roleplaying, after all. In order to achieve the game form there have to be certain forms that establish it as that sort of game. Yet beyond those the system begins to diverge, often radically, from other RPGs. This is obvious in the **Mythus*** Fantasy Roleplaying Game component, and the divergence will become greater as more portions of the system are brought on line over the coming years. It could be that certain criticisms of the system, and the reluctance of some gamers to try it, stem from the clear differentiation between it and the rest of the pack. Those imposing books are daunting to the dilettantes and casual participants who believe that shallow milieux with minimal rules enable easy play and empower those employing such devices. Wrong.

What these sorts of games do is limit the scope of play to the particular genre and milieu and force conformity through lack of choice. True, very able game masters can expand the setting and possibility of actions by participants by creation and innovation, but that occurs despite the vehicle, not through it. On the other hand, the **Dangerous Journeys** Multigenre Roleplaying Game System furnishes the participants with knowledge. Knowledge is power. This system is the highest-powered vehicle ever created for the exploration of roleplaying. Those big books provide the engine and the range – and even

the body styles to be employed – when exploring the cosmos of the game form. One can stay “at home” with one genre or soar through the whole of the cosmos. Play can be as simple or as complex as desired. The rules and supporting works are encyclopedias of knowledge pertaining to roleplaying, and the game master and players use the entries to determine just how narrow or broad, fast or slow, uncomplicated or detailed their exploration of the game form is to be. This is indeed a radical departure from all other roleplaying games. Perhaps others will eventually copy this approach; as of now it is unique – so different, in fact, that it appears only those with extraordinary discernment have been able to understand its nature, to grasp the power it places in their hands. It is a system that requires ability and knowledge.

To design the ideal roleplaying vehicle for game master and participants, the system must be understood, known in general, and then tailored to suit the tastes of the group concerned. Possibly this is not easy for many to grasp, and the necessity of publishing the system over a protracted period of time (because of its size and scope) makes discernment of the ultimate potential of the finished work absolutely beyond the understanding of those who can't see the radically new and different methods used by the **Dangerous Journeys** game system to approach roleplaying as an activity.

All of this leads up to the different terminology employed in the system. The new patois created for the system was done with some considerable degree of knowledge and forethought, to alert enthusiasts to the differences and aid in establishing the mindset. This is a different sort of roleplaying game, and its jargon is thus distinct. Those who use the **Dangerous Journeys** game system speak a different language, in effect, because they approach roleplaying in a different way and with a new frame of mind. Thus we get to the new terms:

Heroic Persona and **HP** were employed to stress to participants the heroic nature of the interaction of the players' game figures, their roleplaying personas, with the system cosmos. That applies to a single narrow milieu or a multitude

of genres and worlds. Thus, HP doesn't mean "hit points" to a participant in a **Dangerous Journeys** game. It identifies those struggling to excel in a milieu fraught with challenges, danger, and Evil. So thus too we have the **Other Persona**. Just who or what is that **OP**? A **Mundane Persona (MP)**, **Friendly Persona (FP)**, **Heroic Personage (HPG)**, **Evil Persona (EP)**, or **Monstrous Personage (MPG)** – as well as the catch-all "critter," from a rat to a Tyrannosaurus Rex. Gone are characters. Characters are in stories, seen in unusual real people, or else belong to less potent systems. The term has come to mean something too close to caricature.

Because the **Dangerous Journeys** game system introduced the concept of the whole person, with a mind and spirit as well as a mere physical body (and realistically and logically quantifying these traits of living things), it had to bring in a considerable amount of new terminology. Thus we have **M, P, and S (Mental, Physical, and Spiritual TRAITS)**; **ACT (ATTRIBUTE, CATEGORY, and TRAIT)**; the **CATEGORY** identifiers of **Mental Mnemonic and Reasoning, Physical Muscular and Neural, Spiritual Metaphysical and Psychic**; and finally the many **ATTRIBUTE** identifiers stemming from the logical separation of **CATEGORIES** into potential (**Capacity**) and existing (**Power**) and utilization/activation time (**Speed**). This alphabet soup fast becomes a quick shorthand with which to communicate essential information: **MMC, PNP, SPS**, etc. Having to learn such jargon actually enables the participant to understand both the persona's make-up and the way in which the game system operates. With that also comes instant access to the persona's potential to withstand damage. The concepts of the persona being threatened with Mental and Spiritual in addition to the standard RPG Physical damage, and being able to deliver such damage as well, were radical departures from the norm. ("Hit Points" conveys little in this regard; what sort of damage is being considered?) The system thus engendered the use of **MD, PD, and SD** to the appropriate **TRAIT**. So now we know why a vampire reacts violently to a mirror: it takes Spiritual Damage from seeing its spirit form reflected in the mirror. A religious symbol seen similarly inflicts SD to such a creature.

We also have in our patois such things as **SEC**, for the **Dangerous Journeys** game system makes the history and background of the persona as important to the roleplaying game as it is to real life. The academic term "**Socio-Economic Class**," along with some fair understanding of its operation in the historical past, present, and possible (or not-so-possible) futures, is now a part of game terminology for those who play this system!

Chance, karma, and luck alter destiny, fate or kismet as well as plain old probability. Such considerations are accommodated in the game system by the inclusion of **Joss**, the Oriental term for a sort of mixture of karma and fortune. Some people are luckier than others, more fortunate, get the

breaks, etc. In the system this is a measurement of both chance and right actions. Joss is measured in points applicable in unit increments, so we have **Joss Factors (JF)**.

BUCs are easy. The **Base Unit Coin** concept saves the game master and players all sorts of mental gyrations and long lists of prices, and frees the game from the totally foolish gold standard which devalued that precious metal to the status of common ones. While the fantasy milieu sourcebook **Epic of Ærth*** Setting/Companion Volume brings a wide variety of coin names into the repertory of the game master (so such terms can be employed to add realism, color, and flavor if desired), the system actually needs only the BUC or any similar acronym to work its wonder in making the use of money in the game simple and easy.

To reward player's expertise in roleplaying by measuring something such as valuables looted or stolen, opponents slain, or a similar gauge is ludicrous in the extreme when the system is attempting to reflect realities. In the **Dangerous Journeys** game system we give **Award Points (APs)** of various sorts to HPs for their players' thinking, innovation, judgement, knowledge, roleplaying and use of the HPs' abilities in the course of game play.

The HP isn't a one-dimensional fighting machine or spell caster or whatever. He or she is a reflection of a human, so rather than the narrow categorization by activity class (warrior, priest, etc.) the system opted for skills. But nobody is able to direct their acquisition of knowledge from birth on, so to reflect background training the **Vocational background** of the persona was developed, giving each a bundle of likely skill areas.

K/S came into the patois of the game because merely calling the ability of the persona a "skill" was inadequate. Knowing, as well as the ability to perform, makes us what we are. In the **Dangerous Journeys** game system we thus have **K/S Areas and Sub-Areas**, and we measure the persona's breadth and depth of knowledge ability to employ such in percentage points of **STEEP** – the acronym for "**Study, Training, Education, Experience, and Practice**" – truly that which makes us know how to do something! It also fits nicely with the English language: "He is well steeped in that subject." With a K/S check comes the **DR (Difficulty Rating)**, which measures the application of ability as modified by the demand made upon the individual by the given task. All books aren't uniform in their demands on our ability to comprehend, all locks aren't of the same complexity, and so forth.

The so-called "Vancean" magic (maximum number of memorized/employed/forgotten spells) and "power point" magic (power store and costs for using magic) systems have been known for a long time. The **Dangerous Journeys** game system opted for the power point approach because literature purporting to relate to actual use of such ability pointed to this

sort of “battery power” approach. However, in order to accommodate a great variety of possible activities, some limitation reflecting the real parameters of memory needed to be included in the system. Mental Mnemonic considerations thus came into play, and **Known**, **Recallable**, and **Studyable Castings** (those in the library of the practitioner) entered the patois. Castings have **Grades**, just as schools do, for these are measures of the difficulty of understanding and application of the knowledge involved. Similarly came **Heka** (the ancient Egyptian term for magical power, Hekau meaning “words of power” or “great magical powers”) and **Casting** to identify the activity and time required for activation of the many sorts of magical effects that can be laid or brought into play through the ability. **Practitioner** likewise was necessary to identify one able to employ Heka, for the **Dangerous Journeys** game system introduced many new forms of magic practice, going well beyond the few offered in other roleplaying game systems at this time. Recognizing that there are powers well beyond those possible for mere mortals, the Heka available to humans was identified as being **Preternatural**, while that for those more potent than humans was staged as **Supernatural** – and then above that the deital Heka energy of the **Entital**. And lastly **Magick** had to be added; mere “magic” is nothing more than sleight of hand and illusion staged to deceive the viewer. With the addition of the “k” it means actual power to perform supernormal things.

The **Dangerous Journeys** game recognizes the real need to measure game time by differing modes according to circumstances, and it's as easy to learn as your ABCs. The **AT**, **BT**, and **CT** are the **Action Turn** of 5 minutes length, the **Battle Turn** of 30 seconds, and the **Critical Turn** of but 3 seconds. During a CT the HP will probably need to know his **BAC**, **WP**, **FAC**, or make a **Link**, or expend **ACE** Heka (as indicated by casting Grade) to start a casting, and then add more Heka points for **R&D** considerations.

Those are the highlights. Of course an exhaustive dictionary of system jargon is needed – and we have a fair one included in the Glossary of the **Mythus*** game rules. It's there to help the newcomer only, of course; anyone playing for even a short time readily learns the patois, because it is a logical shorthand and memory prompter too.

And this now moves us to a next logical step, one urged on me by many enthusiasts of the system. Seeing as how this is so different a game, why not go all the way and distinguish those who master its campaigns with a unique appellation. No more “GMs” or other worn-out acronyms in the **Dangerous Journeys** Multigenre Roleplaying Game System. From now on we are **Journey Masters**. Hail and prosper, all you indomitable **JMs**!

Henceforth the term Journey Master and the acronym JM will be used in this magazine.

SUPPORT YOUR CHOSEN GAME SYSTEM!

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The **Dangerous Journeys*** Multigenre Roleplaying Game System is YOURS. How so? Because it is for the discerning and dedicated roleplayer, and will respond to your wants and needs as you articulate them to us.

The **Dangerous Journeys** game system doesn't have a big company behind it. It doesn't have ads in all the major magazines. It doesn't even have the approval of the contra-established press.

What does it have, then? YOU, of course, and that's what counts. You have told us that the **Dangerous Journeys** Game is what you have always dreamed of. We'll do our level best to see that it remains active and growing.

There will be more unique and innovative material in this periodical, and in new products published by GDW and others. But we rely upon ALL of you to support the **Dangerous Journeys** Game.

- Keep subscribing to **Mythic Masters*** Magazine; and
- Purchase the new products for the **Mythus*** Fantasy Roleplaying Game; and
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We thank you all VERY much for your indulgence and patience. In return, we ask that you tell us how we can better serve you!

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FEATURE SECTION: KNOWLEDGE/SKILL AREAS

K/S AREAS WITH SUB-AREAS, ALPHABETICALLY By TRAIT

MENTAL TRAIT K/S AREAS

Agriculture

- Animal Husbandry (including Groom work)
- Crop Farming
- Floraculture
- Horticulture
- Micoculture (mushrooms/fungi)
- Vitaculture

Appraisal

- Animals
- Artworks
- Buildings
- China/Pottery
- Crystal/Glassware
- Furs
- Garments/Cloth/Fabrics
- General Goods/ Workmanship
- Gold/Precious Metals
- Handicrafts
- Jewelry & Gemstones
- Land
- Rugs & Tapestries
- Woodworks & Furniture

Conversational Foreign Languages

- (see rulebook for language Sub-Areas)

Criminal Activities, Mental

(1 Sub-Area per 10 STEEP)

- Blackmail
- Bribery
- Confidence Games
- Counterfeiting¹
- Embezzling
- Extortion
- Fencing (of goods)
- Forgery
- Fraud
- Gambling Operations
- Misappropriation
- Money Laundering
- Racketeering
- Vice

Domestic Arts & Sciences

- Cooking & Nutrition, Commercial
- Cooking & Nutrition, Household
- Household Management, Commercial
- Household Management, Household
- Interior Design, Commercial
- Interior Design, Household
- Sewing & Tailoring, Commercial
- Sewing & Tailoring, Household

Economics, Finance & Investing

- Economics
- Finance
- Investing
- Mercantilism (with sub-categories, see rules) (one slot per 15 STEEP)

Engineering

(One slot per 20 STEEP)

- Civil, Bridges
- Civil, Municipal
- Civil, Roads & Highways
- Hydraulic, Dams
- Hydraulic, Other
- Mechanical
- Mining

Espionage

- Border Crossing
- Clandestine Meetings
- Information Gathering
- Object Concealment
- Recruiting Agents/Informants
- Smuggling

Foreign Language

- (see rules)

Fortification & Siegecraft

- Besieging
- Escalade Attack
- Sapping
- Siege Engines, Proximate
- Siege Engines, Missile
- Siting & Construction

¹ Counterfeiting and Extortion were added as errata in the "Dimension Hopping" article of MMM#4.

Gambling

- Animal Fighting
- Cards
- Dice
- Dog/Horse Racing
- Sporting Events
- Table Games

Games, Mental

*Supply automatic Mental armor.

- Croquette/Yard Games
- Darts
- Guessing/Riddle Games*
- Parlor Games (charades, etc.)
- Pool (billiards, snooker)
- Strategic & Table Games* (chess, backgammon, go, etc.)
- War Games*
- Word/Rhyming Games*

Influence

- Debating
- Demagoguery
- Misinformation/Disinformation
- Oration
- Persuasion
- Propaganda
- Salesmanship

Law

(41 STEEP for one Sub-Area; add one S-A at 51, 71, and 91 only)

- Civil
- Criminal
- Government
- Matrimonial
- Probate
- Tax

Lip Reading & Sign Language

- (see rules)

Magick

- Black School
- Elemental School
- Gray School
- Green School
- White School

Perception (Mental)

- Anticipating
- Detecting
- Noticing
- Understanding

Subterranean Ærth

- Flora & Fauna, Lower Levels
- Flora & Fauna, Middle Levels
- Flora & Fauna, Upper Levels
- Lower Levels (the Deepdark Labyrinths)
- Middle Levels (the Midglooms Mazes)
- Sapient Dwellers in Subterranean Ærth
- Upper Levels (the Shallowshadow Byways)

Weapons, Military, All Other

- Common Assault Weapons
- Common Defense Weapons
- Exotic Weapons
- Missile Engines, Counterpoise
- Missile Engines, Tension
- Missile Engines, Torsion
- Siege Engines, Proximate

PHYSICAL TRAIT K/S AREAS

Acrobatics & Gymnastics

- Climbing
- Jumping
- Landing
- Swinging
- Tight-rope Walking
- Tumbling
- Vaulting

Arms & Armor

(one Sub-Area per 10 STEEP)

- Forging Other (non-sword) Edged Weapons
- Forging Non-Edged Weapons
- Forging Swords, Knives, & Daggers
- Making Bows & Arrows & Fletching
- Making Crossbows & Quarrels (bolts)
- Making Chain Mail
- Making Lamellar (banded and splinted) Armor
- Making Leather/Cuir Bouille and Studded Leather Armor
- Making Padded and Quilted Armor
- Making Plate (fitted) Armor, Pieces of Plate Armor and Metal Shields
- Making Ring & Scale Armor
- Making Wooden & Leather Shields with Metal Reinforcing

Combat, Hand-to-Hand, Lethal

- Hands
- Feet
- Bagh Nakh
- Billy
- Brass Knuckles
- Knife, Small
- Hook
- Nunchacku
- Sais
- Tui Fa

Combat, Hand Weapons

- Axe
- Club/Mace
- Dagger/Knife
- One-Handed (1H) Swords
- Pole Arm, Cutting
- Pole Axe
- Shield
- Spear/Pole Arm, Thrusting
- Two-Handed (2H) Sword
- Whip/Flail

Combat, Hand Weapons, Missile

- Axe/Club/Hammer
- Boomerang
- Blowgun (blowpipe)
- Bow
- Crossbow
- Dart
- Knife/Dagger
- Net
- Sling
- Spear/Javelin
- Throwing Star

Criminal Activities, Physical

(One slot per 10 STEEP)

- Ambushing (lurking in wait to surprise and attack)
- Cheating (cards, dice, etc.)
- Forced Entry (breaking & entering, burglary, etc.)
- Grab & Run (purse snatching, smash & grab, etc.)
- Hiding (of self and one's whereabouts in general)
- Hijacking (forced or surreptitious stealing of conveyance & goods)
- Lockpicking
- Mugging (petty strong-arm extortion, strong-arm robbery, etc.)
- Pick-Pocketing
- Purse Cutting (bag, pocket, etc.)
- Robbery (by threat or armed)
- Rustling (stealing of unattended livestock, mounts, etc.)

- Shoplifting & Pilfering (looting, sneak thievery, etc.)
- Smuggling
- Sneaking
- Strongbox Breaking (safes, vaults, etc.)

Cultured Palate

- Beers (and ales & stouts) & Brewing
- Beverages (coffees, punches, soft drinks, teas, etc.)
- Foods
- Gourmet Meal Preparation
- Herbs/Spices
- Perfumes (and incenses & scents)
- Spirits
- Wines & Vinting (winemaking)

Games, Physical

- Arm wrestling
- Boxing
- Climbing
- Jumping
- Leg Wrestling
- Running
- Swimming
- Wrestling

Gemsmith/Lapidary

- Engraving/Enameling
- Gemcutting
- Jewelry Making
- Metal Smithing (fine work)

Hunting & Tracking, Weapons

- (see rules)

Jack of All Trades

(One slot per 10 STEEP)

- Carpentry
- Clothwork
- Construction (general)
- Improvement
- Leatherwork
- Masonry
- Mechanics
- Plumbing
- Printing
- Repairs
- Roofing & Thatching
- Smithing & Welding

Juggling

- Balancing Self & Items
- Fire "Breathing"
- Knife (et al.) Throwing
- Sword Swallowing
- Tossing & Catching Objects
(Juggling per se)

Music

- A Cappella
- Horns
- Keyboards
- Percussion
- Stringed, Bowed
- Stringed, Plucked
- Woodwinds & Reeds

Perception (Physical)

- Hearing
- Noticing
- Searching
- Tracking

Police Work

- Evidence Analysis
- Evidence Gathering
- Interrogation
- Shadowing (following)
- Stakeout

Riding

- Camels
- Difficult/Unbroken Animals
- Elephants
- Horses, Mules & Asses
- Mounted Combat
- Racing
- Teamstering

Seamanship

- Combat & Boarding
- Command
- Hull
- Masts, Spars, & Rigging
- Oared Vessels
- Sailing
- Signalling & Multi-vessel Operations
- Supply & Cargo
- Vessel Identification
- Weather

Sports

- Individual Non-Violent Sports
- Individual Violent Sports
- Mounted Individual Sports
- Mounted Team Sports
- Team Sports

Weapons Special Skill

(One slot per 25 STEEP, one weapon per slot per 10 STEEP)

- Blind Fighting
- Fast Draw
- Florentine Fighting
- Specific Target

SPIRITUAL TRAIT K/S AREAS

Animal Handling

(One slot per 25 STEEP)

- Arachnids
- Avians
- Bovines/Ungulates
- Canines
- Chiroptera
- Crocodilians
- Equines
- Felines
- Insects
- Loxodonts
- Oophidians
- Porcines
- Simians
- Ursines

Buffoonery

(One base plus one slot per 10 STEEP)

- Amuse
- Belittle
- Confuse
- Distract
- Enrage
- Feel Assured
- Pay Heed
- Question
- Re-evaluate
- Suspect
- Trust
- Value

Divination

(One slot plus one per 21 STEEP)

- Augury (intestines, organs, etc.)
- Omens (birds flight, clouds, etc.)
- Lots (random pattern fall/occurrence)
- Dreams
- Water Patterns (moved, poured out, etc.)

Fortune Telling

(One slot plus one per 41 STEEP points)

- Card Reading (includes Tarot cards)
- Crystal Gazing (ball, shiny surface, etc.)
- Numerology (number combinations)
- Palmistry & Phrenology (hand lines & head bumps)
- Rune Casting (including I-Ching)
- Tea Leaf Reading (includes any dregs in a vessel)

Heka Forging

(slots automatically gained by STEEP)

- Enhanced Objects 01-20
- Enchanted Mechanisms 21-30
- Heka Reservoirs 31-40
- Detection/Information Items 41-50
- Defensive Armor 51-60
- Offensive Weapons 61-70
- Casting Storage 71-80
- Skill-Bearing Items 81-90
- Spirit-Holding Devices 91 +

Judgement

- Animals
- Background
- Business
- Occupation
- Situation

Multiversal Planes & Spheres

- Abyssal Planes & Spheres
- Æthereal Planes & Spheres
- Alternative Material Planes & Spheres
- Astral Planes & Spheres
- Dimensional Relationships and Planes & Spheres
- Elemental Planes & Spheres
- Empyrean Planes & Spheres
- Negative & Positive Planes & Spheres
- Nether & Pandemonic Planes & Spheres
- Shadow Planes & Spheres
- Temporal & Panprobable Planes & Spheres

Nature Attunement

- Animal Relationship
- Exotic Places
- Growing Things
- Natural Cycles
- Personal Relationship

Phæree Folk & Culture

- Culture of Borderer Races
- Culture of Seelie Races
- Culture of Unseelie Races
- Races of Borderer Nature (Subterranean/Neutral Phæree)
- Races of Seelie Nature (Exterior Phæree)
- Races of Unseelie Nature (Interior Phæree)

Priestcraft

(see rules)

- Balance
- Gloomy Darkness
- Moonlight
- Shadowy Darkness
- Sunlight

Dangerous Journeys

Street-Wise

(examples only)

- City Petty Bureaucrats/Officials
- Ecclesiastical Bureaucracy/
Hierarchy (by pantheon)
- Gypsies
- Mercenary Bands
- Nomadic Hunters
- Nomadic Pastoralists

- Prisons/Penal Servitude
- Rural Agrarians/Peasants
- Rural Aristocracy
- Rural Freeman/Gentry
- Rural Outlaw Bands
- Ships, Merchant
- Ships, War
- Urban Beggars

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- Urban Merchants
- Urban Police/Authorities
- Urban Shopkeepers
- Urban Tax/Tariff Officials
- Urban Underclass (slums)
- Village Elders
- Villagers

NEW K/S AREAS & CHANGES IN EXISTING K/S

MENTAL TRAIT K/S AREAS

Agriculture (addition): There are six Sub-Areas for this Area:

- Animal Husbandry (including Groom work)
- Crop Farming
- Floraculture
- Horticulture
- Micoculture: The growing, harvesting, and preparation of various forms of edible mushrooms and fungi.
- Vitaculture

Appraisal (addition): There are minor changes in the Sub-Area coverage:

- Animals
- Artworks (objects d'arte, painting, sculpture, etc.)
- Buildings
- China/Pottery
- Crystal/Glassware
- Furs
- Garments/Cloth/Fabrics (from Garments alone)
- General Goods/Workmanship
- Gold/Precious Metals
- Handicrafts (brass, copper, leather, etc.)
- Jewelry & Gemstones (from Jewelry alone)
- Land
- Rugs & Tapestries (from Rugs & Fabrics)
- Woodworks & Furniture

Criminal Activities, Mental (addition): Acquisition of Sub-Areas is at the rate of one per 10 STEEP points, or fraction thereof, of the individual. Thus, a persona with 21 STEEP in this Area would have three Sub-Areas, with a fourth gained at 31 STEEP, a fifth at 41, and so on.

Economics, Finance & Investing (addition): Note that the Sub-Areas are different hereunder, because the fourth one has sub-categories, each of which counts as a Sub-Area. Thus, the persona can never know all the Sub-Areas of this K/S.

Economics: The ability to understand/employ the function and flow of currency, supply and demand, tariffs and taxation, and state/regional product.

Finance: The ability to understand/employ banking (including costs and interest), loans, instruments of debt/credit, create shares and/or bonds, sell equity, and secure capital.

Investing: The ability to understand/employ cash flow, return on investment, return on equity, rates of exchange, mortgage and debenture bonds, common and preferred stock, warrants, options, commodity trading, etc. Note, this doesn't guarantee a sound investment, but the degree of risk (DR) will usually be known with a successful roll against this ability.

Mercantilism (one slot per 15 STEEP): The ability to understand/employ the marketing principles contained in this general area to a specific sort of goods. It includes acquisition and purchase, importing/exporting, warehousing sale, distribution, and so forth. Once this Sub-Area is gained, the individual gets one sub-category hereunder for every 15 STEEP points possessed in the Area.

There are many sub-categories of this ability. The various sorts of goods considered include: armor & weapons, hides/leather, metals, oil (cooking), pottery, salt, silk, spices, textiles, timber, wine, and wool. There are many other sorts, in fact, and in this regard the sub-categories of this Sub-Area are nearly endless.

Engineering (addition): The general ability of Engineering has the following Sub-Areas gained at the rate of one per 20 STEEP:

Civil, Bridges: The ability to plan and oversee the building of all manner of bridges from rope suspension to arches and even cantilevered ones.

Civil, Municipal: The ability to plan and oversee the building of communities, including the layout of streets, municipal structures, plazas and fountains, aqueducts, and sewers.

Civil, Roads & Highways: The ability to plan and oversee the building of thorough fares across the countryside, including various sorts of terrain that must be traversed such as rough, marshy, etc.

Hydraulic, Dams: The ability to plan and oversee the building of dams and reservoirs.

Hydraulic, Other: The ability to plan and oversee the building of canals, locks, and spillways as well as dealing with navigable waterways such as rivers.

Mechanical: The ability to plan and oversee the building of various mechanical things such as devices and engines to move objects, mills, and so forth.

Mining: The ability to plan and oversee the excavation of open pit and tunnels/shafts, whether for the extraction of ore or the like or some other purpose. Note that the latter ability is subsumed in the Physical K/S Area, Mines & Mining. If this Sub-Area is possessed by a persona with that ability, 20% of the STEEP of the latter transfers to this one, but not to the entire Engineering K/S.

Espionage (addition): The Sub-Area of Recruiting is expanded to include both Agents and Informants thus:

- Border Crossing
- Clandestine Meetings
- Information Gathering
- Object Concealment
- Recruiting Agents/Informants

Foreign Language, Conversational: If the JM so rules, personas can acquire only conversational ability in a foreign language. They cannot read or write the language, but can speak it well enough.

In initial Heroic Persona creation, two languages are chosen for each Bonus K/S Area choice slot so designated, and base STEEP is 2d6 plus MMCap for each. To acquire this Area later the APG cost is 4 per language, and that payment enables the persona to have a speaking ability of 5D3 STEEP.

Naturally, when acquiring this ability after the persona is active, that persona must be in the land where the language is being spoken, or else be trained by one able to so speak.

Fortification & Siegecraft (addition): This K/S Area has the following Sub-Areas:

Besieging: The ability to plan and construct a fortified encampment and draw siege lines to invest the enemy stronghold. Included hereunder are the destruction of water defenses and supply and the prevention of supplies/defenders reaching the invested fortification.

Escalade Attack: The ability to direct the assault of a stronghold so that the attacking force is able to scale its fortifications and gain the interior of the place. This is typically done by filling in ditches and moats and then using towers and ladders to attain walls.

Sapping: The ability to direct the destruction of the base of walls and other fortifications by sappers, the digging of tunnels by miners to undermine fortifications (then fill the space with combustibles to be burned) and cause the collapse of the fortification, and the use of counter shafts and/or tunnels to prevent undermining of fortifications.

Siege Engines, Proximate: The ability to construct and employ the devices used to assault or protect fortifications. These include ladders, rams, siege towers, and the like.

Siege Engines, Missile: The ability to construct and employ the devices that discharge missiles and other substances to

assault the fortifications, devices, and their defenders/operators or the besiegers and their fortifications and devices. Such engines include the ballista, catapult, etc.

Siting & Construction: The ability to select the best location and plan and construct the fortification thereon. This ranges from a temporary military camp to a large, concentric castle or the fortifications of walled community (but not the community itself).

Games, Mental (addition): This K/S includes both purely mental games and those which combine mental and physical coordination. An element of luck might often be involved as well. Resolve the success in the games as per the *Gambling* K/S. The following types of games are covered herein:

- Croquette/Yard Games
- Darts
- Guessing/Riddle Games*
- Parlor Games (charades, etc.)
- Pool (billiards, snooker)
- Strategic & Table Games* (chess, backgammon, etc.)
- War Games*
- Word/Rhyming Games*

* *Note:* These K/S Sub-Areas enable the possessor to create Mental Armor equal to 10% of STEEP, or up to the persona's Mental Mnemonic Power ATTRIBUTE in strength providing there are sufficient points of personal Heka available to power the extra protection. In the latter case, the persona must expend Heka equal to the MMPow to gain the extra protection.

Example: STEEP 30 means an automatic 3 points of Mental Armor. The persona has an MMPow of 16, so to get 16 points of Mental Armor rather than 3, 16 points of Heka must be expended.

Influence (addition): The Sub-Area Misinformation is expanded to include Disinformation, thus:

- Debating
- Demagoguery
- Misinformation/Disinformation
- Oration
- Persuasion
- Propaganda
- Salesmanship

Weapons, Military, All Other (addition): There are the following Sub-Areas in this ability:

Common Assault Weapons: These include the use of boiling oil, dropped missiles, rolled logs, stones, fire carts, wildfire, etc.

Common Defense Weapons: These include stakes, pigsfeathers, abbatis, chevaux de frise, hidden holes with stakes, and generally passive weapons.

Exotic Weapons: These include all manner of offensive and defensive devices and engines employed in a siege such as man-catchers and anything else not being run-of-the-mill stuff.

Missile Engines, Counterpoise: The trebuchet and its cousins.

Missile Engines, Tension: The catapult and its cousins.

Missile Engines, Torsion: The ballista and its cousins.

Siege Engines, Proximate: These include siege towers, rams, cats (catapults), and so forth. The usual engines used to assault a stronghold.

PHYSICAL TRAIT K/S AREAS

Acrobatics & Gymnastics (addition): The Sub-Area list is expanded to include Climbing (ropes, poles, etc. as is usual in this skill), thus:

- Climbing
- Jumping
- Landing
- Swinging
- Tight-rope Walking
- Tumbling
- Vaulting

Arms & Armor (addition): The acquisition of Sub-Areas is at one Sub-Area per 10 STEEP or fraction thereof. Thus, at 21 STEEP an individual with this skill will have three slots, but at 61 STEEP will have only seven, not all. The Sub-Areas are expanded and modified as follows:

- Forging Other (non-sword) Edged Weapons
- Forging Non-Edged Weapons
- Forging Swords, Knives, & Daggers
- Making Bows & Arrows & Fletching
- Making Crossbows & Quarrels (bolts)
- Making Chain Mail
- Making Lamellar (banded and splinted) Armor
- Making Leather/Cuir Bouille and Studded Leather Armor
- Making Padded and Quilted Armor
- Making Plate (fitted) Armor, Pieces of Plate Armor, and
- Metal Shields
- Making Ring & Scale Armor
- Making Wooden & Leather Shields with Metal Reinforcing

Combat, Hand Weapons (addition): The Sub-Areas are expanded and clarified as follows:

- Axe
- Club/Mace
- Dagger/Knife
- One-Handed (1H) Sword
- Pole Arm, Cutting
- Pole Axe
- Shield
- Spear/Pole Arm, Thrusting
- Two-Handed (2H) Sword
- Whip/Flail

Combat, Hand Weapons, Missile (addition): The Sub-Areas are expanded and clarified as follows:

- Axe/Club/Hammer
- Boomerang
- Blowgun (blowpipe)
- Bow
- Crossbow
- Dart
- Knife
- Net
- Sling
- Spear/Javelin
- Throwing Star

Criminal Activities, Physical (addition): The Sub-Areas begin with one basic slot and others are gained at the rate of one additional Sub-Area per 10 STEEP. Thus, an individual with 11 STEEP in this Area would have two Sub-Areas, while at 31 it would be four Sub-Areas. The Sub-Areas are expanded and clarified as follows:

- Ambushing (lurking in wait to surprise and attack)
- Cheating (at cards, dice, etc.)
- Forced Entry (breaking & entering, burglary, etc.)
- Grab & Run (purse snatching, smash & grab, etc.)
- Hiding (of one's self and whereabouts in general)
- Hijacking (forced or surreptitious stealing of conveyance & goods)
- Lockpicking
- Mugging (petty strong-arm extortion, strong-arm robbery, etc.)
- Pick-Pocketing
- Purse Cutting (bag, pocket, etc.)
- Robbery (by threat or arms)
- Rustling (stealing of unattended livestock, mounts, etc.)

- Shoplifting & Pilfering (looting, sneak thievery, etc.)
- Smuggling
- Sneaking
- Strongbox Breaking (safes, vaults, etc.)

Cultured Palate (addition): The Sub-Areas are expanded and clarified as follows:

- Beers (and ales & stouts) & Brewing
- Beverages (coffees, punches, soft drinks, teas, etc.)
- Foods
- Gourmet Meal Preparation
- Herbs/Spices
- Perfumes (and incenses & scents)
- Spirits
- Wines & Vinting (winemaking)

Games, Physical (Addition): There are eight Sub-Areas (4 added hereunder):

Climbing: The scaling of ropes, poles, trees, and relatively low rock surfaces such as ravines, bluffs, etc.

Jumping: The usual sorts of jumping such as standing jumps and running jumps to cover distance, and jumping up to get over barriers.

Running: This covers speed racing and long-distance (marathon) running.

Swimming: The typical swimming race, both short-distance sprinting and long distance contests.

The K/S Area cross-feeds by 20% of STEEP to Combat, Hand-to-Hand, Non-Lethal for the Sub-Areas of Arm Wrestling, Boxing, Leg Wrestling, and Wrestling. For the remaining Sub-Areas it does as follows: Climbing STEEP is applicable to any sort of climbing of like nature. It also cross-feeds by 10% STEEP with Mountaineering. Jumping adds 10% to the persona's jumping movement. Running allows an additional CT of time per STEEP point possible to use running movement rate. Swimming likewise allows an additional CT of time per STEEP point possible to use swimming movement rate.

Games Physical Sub-Areas: Jumping adds +10% to Jumping distance, Running adds 10% to the duration one is able to maintain a running pace, including Endurance, and Swimming enables Swimming & Diving Movement rates.

Jack of All Trades (addition): The Sub-Areas are acquired at the rate of one per 10 STEEP or fraction thereof. An individual with 21 STEEP will have three Sub-Areas, while one with 71 STEEP will have eight.

- Carpentry
- Clothwork
- Construction (general)
- Improvement
- Leatherwork
- Masonry
- Mechanics
- Plumbing
- Printing
- Repairs
- Roofing & Thatching
- Smithing & Welding

Mountaineering (replaces Mountain Climbing): The name "Mountain Climbing" is no longer applicable. The K/S Area is now Mountaineering. This ability extends to the knowledge of how to travel through and survive in mountainous terrain, traverse glaciers, etc. It enables the individual to judge the most accessible part of a mountain as regards scaling it and regarding mountain ranges allows the estimation of where passes might be found, and judgement as to height and so forth. Otherwise the same as Mountain Climbing.

Plumbing: The ability to install plumbing from the mains and sewers to the building in which it is to be located. It includes belting of lead and sealing thereby, cutting and fitting and threading of pipe, the cutting and fitting and sealing of tile, knowledge of water systems, and so forth. It might be a useful skill in a pinch, and could add to the individual's knowledge of what lies under a community.

Police Work (addition): The Sub-Areas are expanded and clarified as follows:

- Evidence Analysis
- Evidence Gathering: The finding of suspects and motives, establishing opportunity or lack thereof, searching for crime tools or weapons, questioning witnesses, checking alibis, searching for clues, etc.
- Interrogation
- Shadowing (following)
- Stakeout

Seamanship (addition): This K/S Area has a considerable number of Sub-Areas, as is appropriate to such an ability as needed to command and sail ships:

Combat & Boarding: The ability to maneuver and fight versus one or more enemy vessels, ram, or grapple and send boarding parties onto an enemy vessel.

Command: The ability to command the crew of a vessel in all other operations included hereunder.

Hull: The ability to know the vessels hull construction, maintain it, careen the vessel to clean its bottom of barnacles and weeds, repair damage to it, and generally keep it watertight and clean.

Masts, Spars, & Rigging: The ability to understand the upper portion of the vessel in relation to its hull, to maintain the parts thereof, to replace lost or damaged masts, spars, and/or rigging (or jury-rig substitutes for emergency sailing to a place where proper repairs can be effected), and to alter the components to achieve a desired end.

Oared Vessels: The ability to apply the other Sub-Areas of ability to a vessel that employs both sails and oars as motive power. (By itself, this Sub-Area is thus useless.)

Sailing: The ability to achieve the optimum results for the vessel in calm, light winds, adverse winds, strong winds, storms, and even gales. The ability to stow cargo or jettison it to gain speed is also part of this Sub-Area. The ability enables the best use of the sails to counter adversity due to poor construction, round-bottomed (unweathery) vessels, etc. Included hereunder in addition is the ability to use extra sails to gain speed if the persona so ordering also possesses the "Masts, Spars, & Rigging" Sub-Area.

Signaling & Multi-vessel Operations: The ability to understand and use signal devices such as flags, pennants, and lanterns to pass information to and from other vessels.

In addition, the Sub-Area includes the ability to maneuver a vessel in conjunction with one or more others so as to form a unified group (and thus form line ahead, turn in unison or at a point, etc.).

Supply & Cargo: The ability to provision a vessel, keep the food and water good, load, stow, and unload cargo and supercargo, and keep all safely secured.

Vessel Identification: The ability to identify by sight of rigging and/or hull the type and probable nationality of a vessel. This includes the ability to judge its burthen, sailing qualities, speed, etc.

Weather: This is the ability to "feel" the weather. Its possessor can judge how long prevailing conditions are likely to last, sense when and where nearby variable light breezes are likely to play, detect an approaching storm, and so forth.

SPIRITUAL TRAIT K/S AREAS

Animal Handling (addition): This ability extends to the handling of all kinds of animals, but it also has special Sub-Areas. One such Sub-Area is gained for every 25 STEEP the individual possesses. Any animal within the category covered by the Sub-Area is then treated at double the actual STEEP possessed. Thus, for example, a persona with 30 STEEP and

the Avian Sub-Area would handle birds as if 60 STEEP were possessed. The Sub-Areas suggested are:

- Arachnids
- Avians
- Bovines/Ungulates
- Canines
- Chiroptera
- Crocodilians
- Equines
- Felines
- Insects
- Loxodonts
- Oophidians
- Porcines
- Simians
- Ursines

The JourneyMaster is encouraged to create any special Sub-Areas that apply to the campaign in question.

Buffoonery (addition): The ploys of this ability are Sub-Areas as well. The persona with this K/S Area begins with one base ploy Sub-Area, and for each 10 STEEP points or fraction thereof, one ploy Sub-Area is known and added. An individual with 41 STEEP will thus have 6 ploys. This means that a persona would have to have STEEP of at least 101 points to be able to use all dozen of the ploys listed.

Dance: This ability pertains to the rigorous discipline of dance, such as with a troupe of acrobatic entertainers or ballet dancers. This Area does not include Social dancing, although it does add 10% of its STEEP to Etiquette/Social Graces. While it is one of the Spiritual sort, this K/S Area brings a distinct benefit to the persona's Physical being. For every 20 points of STEEP possessed by a persona, this Area adds 1 point to that individual's Physical Muscular and Physical Neural Capacity totals (each), thus increasing the Physical TRAIT by 2 points per 20 STEEP in Dance, subject to the human maximum totals of 30 per ATTRIBUTE and 180 TRAIT total.

There is an important caveat. Each year the individual with this K/S must spend a minimum one month of time working to retain the STEEP possessed. For game purposes this need not be at intervals during the course of the game year. Furthermore, the individual must reflect this dedication by expending APs to retain current STEEP: 1 AP per 10 STEEP possessed. Each week of added practice lessens the required AP expenditure by 1 factor. Thus, for example, a persona with 50 STEEP must spend 1 month's time and 5 APs to retain ability (50), but each week of time devoted only to practice of Dance in excess of the mandatory 1 month reduces APs required by 1. Failure to both devote time to practice and expend AP (unless made up for by adding practice time to meet the requirement stated) results in the loss of 2D10 points of existing STEEP, mitigated by a minus 1 on the total of the dice

for each week of practise and/or AP point spent to retain ability, up to the normal possible to expend, i.e. 1 AP per 10 STEEP. Drop in STEEP can result in loss of Physical TRAIT and ATTRIBUTES. (So don't take this K/S unless you are going to make sure your HP keeps up with the discipline!)

Divination (addition): A Sub-Area is gained initially, and a new one is added for every 21 points of STEEP. The Sub-Areas included hereunder are:

- Augury (intestines, organs, etc.)
- Omens (birds flight, clouds, etc.)
- Lots (random pattern fall/occurrence)
- Dreams
- Water Patterns (moved, poured out, etc.)

Fortune Telling (addition): A Sub-Area is gained initially, and a new one is added for every 41 points of STEEP held by the individual. The Sub-Areas included hereunder are expanded and clarified thus:

- Card Reading (includes Tarot cards)
- Crystal Gazing (ball, shiny surface, etc.)
- Numerology (number combinations)
- Palmistry & Phrenology (hand lines & head bumps)
- Rune Casting (including I-Ching)
- Tea Leaf Reading (includes any dregs in a vessel)

Judgement: This is the ability to be able to assess things and situations too. There are five Sub-Areas of this K/S:

Animals: This adds 10% of its STEEP to the Animal Handling K/S Area. It conveys the capacity to assess an animal as to its state of mind, training, aggressiveness, and so forth.

Background: Etiquette/Social Graces adds 10% of its STEEP to this Sub-Area. This conveys the ability to discern the SEC of the persona, although judgement of those from other cultures will be at a DR of "Difficult" or "Very Difficult" or even "Extreme", depending on the differences. For instance a persona of Keltic background would find it "Easy" or "Moderate" to judge those of like culture, "Hard" for all states bordering the Keltic ones, and "Difficult" and greater for those beyond that circle.

Business: This adds 10% of its STEEP to the K/S of Economics/Finance/ Investing. It is the capacity to assess both existing enterprises and determine potential for new ones. Without extensive background information most DRs will be at Hard and Difficult.

Occupation: This adds 10% of its STEEP to the Street-Wise K/S Area. It is the ability to determine what the probably occupation of an individual is by seeing them. The more interaction and observation, the easier the DR gets, of course. If used in conjunction with Perception, Mental, it can be quite telling, for successes in Detecting and this Sub-Area should

indicate a very near understanding of the subject individual's work.

Situation: This also adds 10% of its STEEP to the Street-Wise K/S Area. This Sub-Area concerns the comprehension of what is occurring, whether in the immediate surroundings or somewhere removed but of which details the individual is fully and properly advised.

Multiversal Planes & Spheres (addition): The Sub-Areas of this field of knowledge are as follows:

- Abyssal Planes & Spheres
- Æthereal Planes & Spheres
- Alternative Material Planes & Spheres
- Astral Planes & Spheres
- Dimensional Relationships and Planes & Spheres
- Elemental Planes & Spheres
- Empyrean Planes & Spheres
- Negative & Positive Planes & Spheres
- Nether & Pandemonic Planes & Spheres
- Shadow Planes & Spheres
- Temporal & Panprobable Planes & Spheres

Dimensional Relationships and Planes & Spheres: This Sub-Area relates to the dimensional presences and their role in the formation of other planes and of spheres. It includes a grasp of the nine known dimensions, their form or function, and existence or lack thereof as a measure of other planes and spheres. (See Appendix H of the rules.)

Street-Wise (addition): To provide the reader with a better general idea as to the scope of this ability, a few examples are given below. Keep in mind that despite the great number of possible Sub-Areas, that once the persona has gained knowledge in a particular class of sub-cultures (say, those of a rural environment -- aristocrats, freemen, outlaws, peasants), then that individual could lump the whole together as being Street-Wise in "Rural Life," and use the vacant slots to gain new Sub-Areas at such time as the persona is exposed to a new situation for a time sufficient to gain the knowledge to fill the vacant slot or slots. No persona can ever be knowledgeable in all possible subcultures, but as Sub-Areas go from the specific small group to the general larger community or class category, this ability is greatly improved.

- City Petty Bureaucrats/Officials
- Ecclesiastical Bureaucracy/Hierarchy (by pantheon)
- Gypsies
- Mercenary Bands
- Nomadic Hunters
- Nomadic Pastoralists
- Prisons/Penal Servitude
- Rural Agrarians/Peasants
- Rural Aristocracy

- Rural Freeman/Gentry
- Rural Outlaw Bands
- Ships, Merchant
- Ships, War
- Urban Beggars
- Urban Merchants
- Urban Police/Authorities
- Urban Shopkeepers
- Urban Tax/Tariff Officials
- Urban Underclass (slums)
- Village Elders

Yoga (addition): The possession of this ability also enables the individual to resist and endure cold temperatures. “Normal” hereafter indicates the temperature and wind condition at which the individual would be healthy and relatively comfortable, considering the clothing worn and the moisture in/on that clothing. In regard to immunities, the individual is considered to be unharmed in such conditions even naked and wet. For instance, a yogi with 41 to 50 STEEP can endure any temperature above 30 degrees Fahrenheit.

Yogi Abilities Table III

STEPP Cold Resistance (°F)

01 – 10	10 degrees below normal for up to 6 hours
11 – 20	20 degrees below normal for up to 7 hours
21 – 30	30 degrees below normal for up to 8 hours
31 – 40	40 degrees below normal for up to 9 hours; cold above 45 degrees will not harm at all
41 – 50	50 degrees below normal for up to 10 hours; cold above 30 degrees will not harm at all
51 – 60	60 degrees below normal for up to 11 hours; cold above 15 degrees will not harm at all
60+	70 degrees below normal for up to 12 hours; cold above -10 degrees will not harm at all

NEW RULES

Rudimentary Knowledge (New Rule)

The JM can allow a persona to have two K/S Areas at 6 STEEP each instead of one at a STEEP of 2d10 + ATTRIBUTE as is called for. This is a very shallow way to go for the persona, but it enables immediate ability in more Areas and gives potential for building the rudimentary knowledge or skill into something meaningful. A Mountebank, for instance, is one of the most likely sorts of HP to need such broad but shallow K/S ability.

SUMMARY LIST: NEW K/S AREAS

Mental K/S Areas

Appraisal (add) s
 Criminal Activities, Mental (add) *
 Engineering (add) * s
 Foreign Language, Conversational + MMCap *

Physical K/S Areas

Arms & Armor (add) *
 Criminal Activities, Physical (add) *
 Jack of All Trades (add) *
 Mountaineering (Replace) (PMPow + PNPow /2)
 Plumbing (PMCap)

Spiritual K/S Areas

Animal Handling (add) * s
 Dance (SMCap + SPCap /2) *
 Judgement (SMPow + SPPow /2)

UPDATED K/S STEEP CROSS-FEEDING & FEEDING LIST

by Gary Gyga

This is the most recent version of the K/S CROSS-APPLICATION list originally published in **Journeys*** Journal #4. It includes all changes and additions since the original was written in the Fall of 1992. Unless otherwise indicated, 10% of STEEP in the named K/S Area is applied. Items in braces (e.g. {a}) are footnotes; see conclusion.

↔ There is a cross-application between the K/S Areas indicated

→ The K/S feeds the other but is not fed in turn

← The K/S is fed by the other but does not feed it in turn

Acupuncture ↔ Medicine, Oriental
 Acrobatics/Gymnastics ↔ Dance → Escape ↔ Juggling ← Yoga
 Agriculture ← Biology ← Nature Attunement (Growing Things)
 Alchemy ← Chemistry
 Animal Handling ← Judgement (Animals) ← Nature Attunement (Animal Relationship) ↔ Zoology
 Apotropaism → Exorcism
 Appraisal ↔ Gemology, Rarities
 Arms & Armor ← Smithing & Welding
 Architecture ↔ Fortification & Siegecraft
 Astronomy → Navigation
 Biography/Genealogy ← Current Events

Biology → Agriculture ← Nature Attunement (Natural Cycles)
 Boating ← Seamanship
 Botany → Herbalism
 Charismaticism {a}
 Chemistry → Alchemy → Toxicology
 Combat, HTH, Lethal {d} ← Games, Physical (Boxing)
 Combat, HTH, Non-Lethal {d} ⇌ Games P at 20% ⇌ Sports (Individual Violent)
 Combat, Hand Weapons {d} ⇌ Hunting & Tracking (spear use only) ⇌ Sports (Team)
 Combat, HW, Missile {d} ⇌ Games, Mental (Darts) (dart weapon only) ⇌ Hunting & Tracking (specific missile weapon use only) ⇌ Sports (Individual Non-Violent)
 Conjunction → Sorcery (if the former is gained thereafter, one time only)
 Construction ⇌ Construction Naval ⇌ Construction Transport → Weapons Military, All Others
 Construction → Fortification & Siegecraft ← Mechanics ← Military Science
 Construction, Naval ⇌ Construction ⇌ Construction, Transport
 Construction, Transport ⇌ Construction ⇌ Construction Naval
 Criminal Activities, Mental {c} ⇌ Criminology → Espionage → Surveillance/Security → Street-Wise
 Criminal Activities, Physical {c} {d} → Espionage ⇌ Police Work → Surveillance/Security → Street-Wise
 Criminal Activities, Physical STEEP in Stealth Sub-Area = Hunting & Tracking if higher
 Criminology ⇌ Criminal Activities, Mental ← Logic
 Cryptography ⇌ Mathematics
 Cultured Palate ⇌ Domestic Arts & Sciences
 Current Events → Biography/Genealogy
 Dance ⇌ Acrobatics & Gymnastics. → Etiquette/Social Graces
 Demonology → Conjunction (once, if acquired after it), Exorcism
 Domestic Arts & Sciences ⇌ Cultured Palate
 Disguise {c} ⇌ Impersonation ← Thespianism
 Ecology & Nature Science ⇌ Nature Attunement
 Economics, Finance & Investing ← Judgement (Business)
 Endurance ← Yoga
 Engineering (Mining Sub-Area) ← Mines & Mining (20%)
 Engineering, Military ⇌ Fortification & Siegecraft
 Escape {c} ← Acrobatics & Gymnastics ⇌ Legerdemain
 Espionage {c} {a} ← Criminal Activities, Mental ← Criminal Activities, Physical
 Etiquette/Social Graces ← Dance → Judgement (Background) ← Literature ← Poetry/Lyrics
 Exorcism ← Apotropaim ← Demonology
 Foreign Language ← Linguistics (language crosses too varied to list, consult rules!)

Fortification & Siegecraft ⇌ Architecture ⇌ Engineering, Military ← Surveillance/Top ← Weapons Military, All Other
 Games, Mental (Darts) ⇌ Combat, HW, Missile (dart weapon only)
 Games, Physical ⇌ Combat, HTH, Non-Lethal by 20%
 Games, Physical (Boxing) ⇌ Combat, HTH, Lethal
 Games, Physical (Climbing) → Mountaineering
 Gemology ⇌ Appraisal ⇌ Gemsmith/Lapidary → Rarities
 Gemsmith/Lapidary ⇌ Gemology
 Geography/Foreign Lands ⇌ History ⇌ Travel
 Geology/Mineralogy → Mines/Mining ← Nature Attunement (Natural Cycles)
 Herbalism ← Botany ← Nature Attunement (Growing Things) → Toxicology
 History ⇌ Geography/Foreign Lands
 Hunting & Tracking ⇌ Combat, HW (spear only), Combat, HW, Missile (specific missile weapon only)
 Hunting & Tracking → Botany → Ecology/Nature Science ← Nature Attunement (Personal Relationship) → Survival ⇌ Zoology
 Hunting & Tracking STEEP = use of Criminal Activities, Physical (Sneaking Sub-Area if higher)
 Hypnotism {a} ← Yoga
 Impersonation ⇌ Disguise ← Thespianism
 Influence {a} → Leadership ← Philosophy ← Writing, Creative
 Jack-Of-All-Trades ⇌ Jury Rigging ⇌ Mechanics
 Judgement (Animals) → Animal Handling
 Judgement (Background) ← Etiquette/Social Graces
 Judgement (Business) → Economics, Finance & Investing
 Judgement (Occupation, Situation) ⇌ Street-Wise
 Juggling {d} ⇌ Acrobatics/Gymnastics
 Jury Rigging ⇌ Jack-Of-All-Trades
 Law {c}
 Leadership {a} ← Influence
 Legerdemain {c} ⇌ Escape
 Linguistics → Foreign Language, Native Tongue, Trade Phonician
 Literature → Etiquette/Social Graces
 Logic → Criminology
 Mathematics ⇌ Cryptography
 Mechanics ⇌ Jack-Of-All-Trades → Weapons Military, All Other and Construction
 Medicine, Oriental ⇌ Acupuncture
 Medicine, Veterinary ← Nature Attunement (Animal Relationship)
 Mediumship {a}
 Metaphysics ⇌ Pantheology
 Military Science {c} → Construction → Fortification & Siegecraft → Weapons Military, All Other
 Mines/Mining → Engineering (Mining S-A 20%) ← Geology/Mineralogy

Mountaineering ← Games P (Climbing Sub-Area)
 Mysticism ← Yoga
 Nature Attunement ⇔ Ecology/Nature Science ← Yoga
 Nature Attunement (Animal Relationship) → Animal
 Handling → Medicine, Veterinary
 Nature Attunement (Exotic Places) → Phæree Flora & Fauna
 → Subterranean Ærth
 Nature Attunement (Growing Things) → Agriculture →
 Herbalism
 Nature Attunement (Natural Cycles) → Biology → Geology
 & Mineralogy
 Nature Attunement (Personal Relationship) → Hunting &
 Tracking → Survival.
 Native Tongue ← Linguistics
 Navigation → Seamanship
 Pantheology (Theology) ⇔ Metaphysics ⇔ Religion
 Perception, Mental ← Yoga
 Perception, Physical ← Yoga
 Phæree Flora & Fauna ← Nature Attunement (Exotic Places)
 Philosophy → Influence
 Poetry/Lyrics {b} → Etiquette/Social Graces
 Police Work {c} ⇔ Criminal Activities, Physical
 Political Science {c} ⇔ Public Administration
 Public Administration ⇔ Political Science
 Religion ⇔ Pantheology
 Riding ⇔ Sports (Mounted Individual) ⇔ Sports (Mounted
 Team)
 Rarities ⇔ Appraisal ← Gemology
 Seamanship ← Navigation → Boating
 Smithing & Welding → Arms & Armor
 Sorcery ← Conjuraction (if the latter is gained thereafter, one
 time only)
 Speleology ⇔ Subterranean Ærth
 Sports (Individual Non-Violent) ⇔ Combat HW, Missile
 (Individual Violent) ⇔ Combat HTH, NL (Mounted) ⇔
 Riding (Team) Combat HW
 Streetwise ⇔ Judgement (Occupation) ← Criminal Activities,
 Mental ← Criminal Activities, Physical
 Subterranean Ærth ← Nature Attunement (Exotic Places) ⇔
 Speleology
 Surveillance & Security ← Criminal Activities, Mental ←
 Criminal Activities, Physical
 Surveying/Topography → Fortification & Siegecraft
 Survival ← Hunting & Tracking ← Nature Attunement
 (Personal Relationship)
 Thespianism {a} → Disguise → Impersonation
 Toxicology ← Chemistry ← Herbalism
 Trade Phonecian ← Linguistics
 Travel ⇔ Geography/Foreign Lands
 Weapons, Military, All Other ⇔ Construction ← Military
 Science → Fortification & Siegecraft
 Writing, Creative → Influence

Yoga → Acrobatics/Gymnastics → Endurance →
 Hypnotism → Mysticism → Nature Attunement →
 Perception, Mental → Perception, Physical
 Zoology ⇔ Animal Handling ⇔ Hunting & Tracking

Notes

{a}: Charismaticism use with a successful roll against STEEP = 2x STEEP in:

- Espionage
- Hypnotism
- Influence
- Leadership
- Mediumship
- Thespianism

{b}: Each Poetry/Lyrics STEEP point applies even outside the culture area of the persona.

{c}: Deception use with a successful roll against STEEP = 2x STEEP in:

- Criminal Activities, Mental
- Criminal Activities, Physical
- Disguise
- Escape
- Espionage
- Law
- Legerdemain
- Military Science
- Police Work
- Political Science

{d}: Juggling adds 10% STEEP to one of the following, at player's choice:

- Combat, Hand-to-Hand, Lethal
- Combat, Hand-to-Hand, Non-Lethal
- Combat, Hand Weapons
- Combat, Hand Weapons, Missile
- Criminal Activities, Physical

PERSONAS PLUS: CHARACTER NOTES & CHOPS

STEPS IN HP CREATION

1. DETERMINE SOCIO-ECONOMIC CLASS (SEC)

...and select a vocation from those with the appropriate range of Class Level. Then note Vocation SEC if it differs from the basic, Family, SEC of the HP. Information on SEC begins on page 58.

2. SELECT A STARTING AGE

...as ATTRIBUTE, CATEGORY, & TRAIT (ACT) totals, STEEP, and Wealth are affected by Age category. Information regarding HP Age is found on page 104.

3. DETERMINE BIRTH RANK

...as first children may have inherited Wealth, and 7th children can have all manner of additional factors added to their make-up. Information on Birth Rank is found on pages 102-103.

4. DETERMINE ANY QUIRKS AND/OR COUNTER-QUIRKS

...as such can also have impact on the Heroic Persona's make-up. Information on this subject is found on pages 106-108 and also on page 111.

5. GENERATE STATISTICS

...and assign them to the HP's Mental, Physical, and Spiritual TRAITS, CATEGORIES, and ATTRIBUTES. Remember to adjust the numbers rolled by any Age, Birth Rank, and/or Quirks/Counter-Quirks factors. The resulting scores are then used to determine the persona's Damage and Effect Levels. Information on HP Statistics begins on page 64.

6. CALCULATE STEEP FOR THE KNOWLEDGE/SKILL AREAS

In addition to five "universal" K/S Areas, each persona will possess a standard set of "Vocational" K/S Areas based on the HP's chosen profession, and a number of additional Bonus Areas that are selected by the player. Information regarding STEEP is found on page 70. For details of the "universal" K/S Areas and their starting STEEP, go to page 96.

7. CHOOSE THE K/S SUB-AREAS.

Certain K/S Areas will have a number of Sub-Areas available. Depending on the HP's STEEP in the K/S Area, you may select one or more of these, and determine the STEEP of each. Information on Sub-Areas is found on pages 108-109.

8. DETERMINE THE REMAINING GENERAL INFORMATION.

The player can then either arbitrarily assign or randomly generate information of general nature for the HP. This information deals with the Attractiveness, Joss (something similar to luck), and detail the Background associated with the persona.

9. CALCULATE THE RESOURCES.

At this point the player, noting any benefits from Birth Rank (step 3, above), must roll randomly as directed by the HP's Family and Vocation SEC to determine the HP's Resources: Wealth and Net Worth, some possessions, and Special Connections that the persona may have. Logic (and the JM) will decide if Family or Vocation SEC, or some blend of the two, prevails in this regard. Information on HP Resources begins on page 112. Special Connections information is found on pages 115 & 116.

Note: Full Practitioners (Mages [having Dweomercraft/Magick K/S Areas] and Priests [having Priestcraft/Religion K/S Areas] only) and Partial Practitioner Heka use is explained on pages 70, 78, and 85.

Heka available to Practitioner HPs is explained beginning on page 276. This is also where the table for Heka Generating K/S Areas is found.

CREATING A GREAT HEROIC (OR OTHER) PERSONA

by Gary Gygax

Premise: You have just decided to run a campaign, and you need details of how best to have your experienced players get solid Heroic Personas... or you have an established campaign and potential new participants interested in playing in it. You think that they would be captivated by roleplaying, but hesitate to involve them. Why? Why else but because of the time required for them to develop Heroic Personas. The time is lengthy because this is roleplaying, your campaign is complex, and the other players' Heroic Personas are well-developed. Then again, you just might want a persona from which to springboard a potent FP or HPG or even an EP or MPG. Why not?!

How can such dilemmas be solved? By the following method for creating especially strong, interesting, and detailed HPs either for immediate use by interested players or as pre-developed Heroic (or other sorts of) Personas "waiting in the wings" to be picked up by newcomers and/or for your use as Other Personas. As I said, the "stand-ins" needn't be idle all the time either, simply doing nothing until a might-be player comes along. You can employ them as active OPs in the campaign, giving them minor roles as needed from time to time. That keeps them current with action, and will add a few bits to these personas too.

Of course, this means a fair bit of work for you, the JourneyMaster. Even if players are going to be the main recipients of these great new HPs, you'll have to oversee and assist in the creation. In the case of their being made initially as OPs, the whole load falls upon your shoulders; and it is best to have more than one or two ready, so this is a long-term project for you. It will probably take up to ten or twelve hours in all to develop a fully done Heroic Persona, complete with a fairly detailed background.

If you determine to do this, and can possibly manage the effort, making up several at a time in an "assembly line" technique will reduce the time required to do two or more separately by at least ten percent, more likely twenty. You will need a large table though, for all the sheets... But trust me – no matter how you do, it the end result is well worth the effort. I suggest you do as many as you can, and frequently include them in play. The team will certainly appreciate, recognizing the depth of development in your roleplaying of the Other Personas and their complete nature. In fact, even if these

personas are never taken over by new players, your campaign will be immensely richer by their inclusion!

Convinced? Good. Then it is time to read on so you or your players – or both – can get to work as quickly as possible. To begin, I think this draft of what will be a part of the revised edition of the **Mythus*** game will be helpful:

HOW TO CREATE AN HEROIC PERSONA

(see p. 58 of the rules book)

Before you begin this process you should go to page 409 (almost at the end of the book) and locate the sample Persona Record there. It is easiest to photocopy these three sheets for your personal use. Once you have the forms, proceed with the following steps. (Of course, I am using a slightly different and bigger format for the HP Profile. You might wish to copy that -- see end of article -- or design your own.)

STEPS IN HP CREATION

(see next page)

It is first necessary to find the Socio-Economic Class of the budding Heroic Persona. Even though one of very low SEC is as viable as one of very high, the choices offered are somewhat constrained by the level found, so make the percentile dice roll and write down the result in parentheses. After the vocational choice is made, note the actual SEC shown for the choice. In all cases the base SEC found is the SEC of the HP's family, of course. The Heroic Persona's data will be generated through the background SEC (in parentheses), but the Heroic Persona will thereafter be received as the other level. You decide what modifications in wealth you want to make is there is a big disparity between family and Vocational SEC. Obviously the older the HP, the less likely that the HP's wealth will be close to that of the family, assuming separation occurred at an earlier age.

While you are at the SEC information section, note the Net Worth, Bank Accounts, Cash on Hand, and Disposable Monthly Income on the profile sheet according to the Age chosen for the HP.

Before continuing, let me say a word about the "Mythus* Game SEC Benefits Question" article that appeared in the Game Master's Purview column of **Journeys*** Magazine #1. If

you, Astute JM, do not have that article's information, rush out and get it! All of the things I detailed therein are useful in creating the great HPs, such as the sample one appearing at the conclusion of this article – and in creating some of the rest which will appear hereafter in subsequent issues of this journal. This material is especially useful when it comes to bringing a late-comer Heroic Persona “up to speed” with existing HP team members, or for “beefing up” an OP towards HPG status.

By the by, those Special Quirks dealt with in the article are best shown under the TRAIT K/S Areas to which they apply right on the Profile of the Heroic Persona, doing so in this manner:

Physical K/S Areas

Physical Burst, Speed (SQ) 55

In passing, also note that there is a glaring error in the text for Special Quirks. Rolls under 31 gain 40 minus the HP's SEC (39 to 31), rolls over 70 are reduced by 40 minus the HP's SEC (39 to 31).

Next, based on the age the HP is to be, note modifications to statistics and STEEP based on range. And write all that in pencil. The preferred age is 25, as it gives lots of game years of play without changes of ATTRIBUTES. Remember, though, that it also adds +1 to each Physical CATEGORY! That's a big boost to the Heroic Persona!

Note that a new rule regarding Age is given in this vehicle, on page 34.

ADDITIONAL DETAILS

Both Birth Rank and Quirks/Counter-Quirks can affect the details of the HP. If feasible, take care of all of this information you can right now. Remember the “SEC Benefits” material mentioned above to consider too, and there's yet more in the separate rule additions hereafter on “Birth Rank & Inheritance” (pages 34-35). Journey Masters interested in including such details will find all they need in the treatment of inheritance.

Most if not all Quirks and Counter-Quirks are usually better left until later when the HP is developed and has a detailed background -- or even until the persona has actually interacted in the game milieu. It is possible to assign a very minor or obvious one immediately (and then any others after generating statistics and background). If there is immediate Quirk information note any impact it will have on TRAITS/ CATEGORIES/ ATTRIBUTES as well as STEEP.

ATTRIBUTES

It's finally time for rolling the old pair of D6. Because the challenge of the **Dangerous Journeys** game is in play, not statistics, I believe that participants with solidly based Heroic Personas feel more comfortable to begin with and thus have a

lot more fun. So, use the following method to get a superior set of the eighteen ATTRIBUTES:

1. Roll the two six-sided dice 20 times, not 18. Add the requisite eight points to each total. Don't start recording totals until you roll 9 or higher. Then begin with that number. Record each result in an ascending total line across a page of scratch paper.
2. Examine the results, and see if the whole is below average, average (14-16), or above average:
 - a. Below Average: toss out the two lowest numbers and use the remaining 18.
 - b. Average: toss out the lowest and one other low score (a 10 or 11 and a 12 or 13, for example).
 - c. Above Average: toss out a lowest and a highest score, even if that means a 20. However, if there are two or more 10s (are you sure this is Above Average range?) and only one 20, cancel a 15 or 16 instead.

Examine the ATTRIBUTE scores and decide on a starting Vocation. Record it and the assigned SEC number it bears. Now make a few notes about the HP: sex, general region of birth, and some preliminary thoughts on history and personality are recommended. Ask yourself what sort of background might such a persona have? What else would such a persona be likely to experience, do, or have as interests?

How might the persona have come to the general area in which adventuring will occur? Have the notes handy as you proceed.

Okay, it's now time to arrange the 18 numbers in the ATTRIBUTE areas of the profile sheet of the HP. Work from highest totals to lowest, being sure to get the top totals into the Capacities of each TRAIT, with the best totals in the TRAIT of the chosen vocation of the HP. Remember to include the +2 Physical TRAIT bonus, if applicable, by placing it into the Physical Muscular and Physical Neural Capacity slots. That can give you either a super P-type persona or allow you to use higher scores in the other two TRAITS without having a weakling. Do the same for any other bonuses or penalties applicable to stats as indicated by Quirks/Counter-Quirks. Add up the ATTRIBUTES to find CATEGORY totals, then total CATEGORIES to find TRAIT scores. Most of the time this will give you a Heroic Persona with scores in the 90s in the non-Vocational TRAITS, and a 101+ in the Vocational one. What more could be asked?

VOCATIONAL KNOWLEDGE/SKILL AREAS

These need to be recorded in alphabetical order by TRAIT. Do so on a sheet of scratch paper, because eventually this list will be transferred to the HP Profile, but only when it is complete. Note that Sub-Areas and related things should be shown in proximity to the main K/S. After all, one wouldn't record foreign languages alphabetically throughout the Mental

TRAIT list, but immediately under Foreign Languages, then in alphabetical order.

I suggest that the applicable ATTRIBUTE addition be indicated by letter abbreviation, not by adding the applicable number to the base STEEP indicated in the rules book. Why? Birth Rank might be a factor, but that's been noted already if you're following the steps. Far more probable is the possibility of a (or an additional) Quirk/Counter-Quirk affecting things. However, until a lot more has been discovered about the nature of the HP, it is not logical to assign either. If no special Birth Rank and Quirks are to be used, then go ahead and find total STEEP for the various K/S Areas.

Next select the most useful and logical personal additional K/S Areas for the Heroic Persona. Base your selections on family SEC, Vocation, your history/character notes, and don't ignore game usefulness. Using the methods recommended above, it is most probable that the HP will have three additional K/S Areas to add to the non-vocational TRAITS and five in the Vocational one. One slot in the Vocational K/S additions should be reserved for beefing up existing Areas if the HP is has a lot of scope (lots of K/S Areas) but not much depth (low STEEP)... or perhaps if the background you have in mind calls for intense devotion to some particular area. (And there is another exception, which I'll get to in a minute.)

Find the base STEEP for additional K/S Areas by rolling the prescribed pair of 10-sided dice at least one or two more times than is necessary for the number of K/S Areas to be added. That is, if there are 10 Areas being added, generate 11 or 12 totals of 2-20. Again, begin recording the results only when a 16 or better is rolled. Toss out the low or lowest ones. In truth, anything below 7 should probably be ignored unless the rest are above 15. Low STEEP can be justified through the "history" of the HP, but the object is to have a highly desirable and viable persona, not challenges to the ability of expert roleplayers! Assign the STEEP numbers to the additional K/S Areas as you see fit. Remember to reserve one, probably a very high one, for boosting existing K/S Area STEEP if that is to be done.

Rudimentary Knowledge: The JM may optionally allow a persona to have two K/S Areas at 6 STEEP each instead of one at a STEEP of 2d10+ATTRIBUTE as is called for. This is a very shallow way to go for the persona, but it enables immediate ability in more Areas and gives potential for building the rudimentary knowledge or skill into something meaningful. A Mountebank, for instance, is the most likely HP to need such broad but shallow K/S abilities.

Vocational Change Rule: Something must be said about variation of Vocation. In creating HPs it is desirable to promote individuality, and of course as regards campaign needs, have ones that suit the GM's needs. In this regard the new rule on page 34 can be used. The JourneyMaster will find change of

Vocation useful in creating interesting HPs... and it allows the player far more latitude, too.

ATTRACTIVENESS, LUCK, AND BIRTH RANK

Roll 2D6 and add 8 to get the Attractiveness score, and note it. From the preliminary background of this persona, is Inner Beauty/Ugliness a possible factor? Remember that this may change through actual performance, and note your decision. Remember also to add a note as to effective Attractiveness due to this factor, and for possession of Charismaticism, if applicable. From that result, jot down on your notes what effect this will have on the persona's history.

Next generate a percentile score to find starting Joss Factors. Roll for Birth Rank. Note it on the HP sheet, and if it is a 7th child result, develop that, and go back through and make all necessary changes.

QUIRKS

Quirks and Counter-Quirks come next if they haven't already been done. Because you now have a good idea as to who this persona is, and how he or she developed to arrive at the "here and now," selection of these added factors is much easier. You might roll randomly until you find ones that are suitable, select them as you determine best, or make them up. However you manage it, note the Quirk and Counter-Quirk, if necessary, on the profile sheet. Again, go back and take care of any change in statistics one or both have caused.

K/S TOTALS

It is at this juncture that you should total the base STEEP and ATTRIBUTE additions to get to final K/S Area totals for the Heroic Persona. Now you have a much better picture of things. Now go to the K/S Cross-Applications List (page 21 of this magazine) and see what adjustments apply to the STEEP scores you've recorded. There will be a lot of additions! When you've completed this step, you can record all of the information on the Profile by Trait, alphabetically, with Sub-Areas immediately after their parent Areas.

HOUSEKEEPING

(pause & stretch first)

There is much more work to do. If not already done, give the HP a name. Note Avoidance bases using the total CATEGORY Speeds for Mental, Physical, and Spiritual Avoidance. If Physical Speeds are 32 or greater, note a Dodging factor. Complete the information as to height, weight, etc.

POSSESSIONS

Now go to the financial section and begin filling in information there. Mount and weapons are a good start, especially since the latter must be based on Combat and Hunting/Tracking K/S. Use the mount BUC value in Net Worth as an allowance towards buying a really good horse; simply include its value as a base for getting a different animal. If there's plenty of wealth, the weapons should be of Exceptional or even Unsurpassed sort. Armor too should be noted, with consideration as to quality.

Time to go to the Weapons portion of the sheet and fill in the data there, as you are now aware of the exact nature of the arms possessed by the HP. All of the applicable ATTRIBUTE and STEEP details are ready too, of course. Polish off that section by noting number of attacks, bonuses, etc. Return to and complete the Possessions & Equipment section. Remember that most things count as only one-half cost towards Net Worth, but Bank Accounts and such things as gems, gold, etc. are at full value. If this is a purely JM creation, develop the necessary and logical things (keeping in mind that the HP is for a player or general campaign use), and employ such broad categories as "furniture", "casual clothing", "dress clothing", etc. This is fairly easily managed. When a specific item is needed, find and note its cost, and subtract the amount from what's available in the general category. Total things up and make adjustments to see that everything balances. Leaving a little extra in Bank Accounts is fine, but not too much; better to have reserves in general categories than cash.

BACKGROUND

Don't complete the Special Connections portion until the HP's background and history are as fully done as is reasonable. Do that now.

Here are the minimum details: place of birth, parents' names, siblings' names, names of relatives pertinent to the backstory and/or current situation; attitude of HP towards family and vice versa; early interests/activities and education; age of HP at separation from family, means of removal and employment when separated; ongoing education/experiences, love/hate interests, and where the Heroic Persona is at the end of this history – both physically and emotionally.

Having completed almost everything, now go back once more and fill in the Special Connections based on the persona's background. Remember the effects of SEC on the number of Special Connections, as found in **Journeys Journal #1** (again). You may roll until a reasonable one is found, choose them, make up the connections, etc. They should fit into your history of the HP, or cause you to revise it a bit. In any event, the Heroic Persona is nearly complete. This should be a strong, vital, and interesting persona, ready to be read and put into play by JM or player, an HP able to cope with problems even amongst veteran adventurers in your campaign. Yet one more "trick" must be performed...

HEKA

You are nearly finished now. If the persona has Heka for some ability, Castings, and/or Power, you need to note the amount of Heka generated by primary TRAIT and then through each of the applicable K/S Areas. Total the amount of Heka, and note any Reservoirs as well for a grand total available.

Then go to each K/S with Castings and note a couple of "favorites" for each Grade under the Area and/or Sub-Area. This selection should be based on the history of the HP and reinforce it, by the way.

RESERVES (JM OPTIONS)

You have an extensive history of the persona, so it is only natural that there should be a bit of "unassigned ability" waiting in the wings. How much help does this Heroic Persona need? How much is justified – perhaps demanded – by the persona's history? Consider too the campaign and its active HPs. Make a decision and roll 1D3, 1D5, 1D6, 2D3, 1D10, 3D3, 2D5, 2D6, 4D3, or possibly even 3D5. Record the result in the "APs Unused, G" section of the profile sheet. This is the new persona's reserve of ability. The APGs will remain there, however, until the Heroic Persona has actually been introduced in play. When the persona has learned of the general situation of things, or at some later time, that individual can "dig down" and come up with the extra bit to apply as deemed best at the time. Similarly, if there is any other "want" in the HP, take care of it as suitable to the background. A few coins, a crystal Heka Reservoir, or some "parting gift" can be added to be sure that the player has an even chance when accepting the HP. All this gives the player more confidence, too, to know that there is a bit of help for the HP just waiting to be tapped, so to speak.

CONCLUSION

Whew! All that work, but it's finally finished. You now have one or more ready-to-insert HP/OPs for the campaign, and your efforts in creating these personas should not go to waste. If these are JM-created personas, don't let them lie dormant until a player happens along. Use them in play regularly so as to develop them, but make sure their roles aren't major, and don't strengthen them much more than as they began, unless you decide that the a persona is to become one of the campaign's main ones, or even an HPG. (In such a case the persona is pretty well beyond the bounds of player use and reserved exclusively to the Journey Master.)

When prospective participants do show up, find out what sort of a roles they might enjoy playing, and then give them the appropriate HP profiles. Be sure the history is on top, so they can read about who they are. Then include the newcomer and HP in play. There will be plenty of time to learn the technical details on the profile sheets as action progresses. If your background story is right, though, the newcomer will be playing the HP in the proper manner just from the bit gained by

reading. What better and more exciting way to get into the game?

Just in case I haven't fully convinced you yet, here is an Explorer I created some time ago using the methods noted. Feel free to use him in your own campaign, making whatever alterations you desire.

CHOPs: COMPLETE HEROIC (OR OTHER) PERSONAS

As he promised in the preceding article, Gary has done up a relatively short example for us here. In future issues, he'll offer more HP/FP types as well as a few EPs. Without further ado, let's take a look at the first in this ongoing series for the JM to use in the campaign!

EXPLORER

by Gary Gygax

HP Name: Roland (Orlando) de Bresse

Vocation: Explorer **SEC:** (7) 4

Current Joss Factors: 8

APs Unused: G 3 S X

M TRAIT: 93

EL: 72

MD Now:

MM CAT.: 45

MMCap: 18

MMPow: 16

MMSpd: 11

MR CAT.: 48

MRCap: 18

MRPow: 15

MRSpd: 15

P TRAIT: 109

WL: 81 *CL:* 98 *RL:* 10

PD Now:

PM CAT.: 56

PMCap: 21

PMPow: 18

PMSpd: 17

PN CAT.: 53

PNCap: 20

PNPow: 17

PNSpd: 16

S TRAIT: 93

EL: 72

SD Now:

SM CAT.: 45

SMCap: 18

SMPow: 15

SMSpd: 12

SP CAT.: 48

SPCap: 19

SPPow: 15

SPSpd: 14

Attractiveness: 17 (no I B/U) = handsome, +1 for Charismaticism = 18

Quirks: Strong constitution with a reserve of 11 PD points after 0 (zero).

Counter-Quirks: Non-musical. Can't sing or learn music.

Movement:

<i>Walking:</i> 109	<i>Swimming:</i> 27/54/82	<i>Running:</i> 327
<i>Crawling:</i> 10.9	<i>Evasive:</i> 32	<i>Jumping:</i> 3.2'/6.5'
<i>Cautious:</i> 54	<i>Trotting:</i> 218	

K/S AREAS WITH SUB-AREAS

MENTAL

Deception: 26
 Ecology/Natural Science: 34
 Etiquette/Social Graces: 35
 Foreign Language (Deutsch): 25
 Foreign Language (Gnomish): 25
 Foreign Language (Grecian): 25
 Foreign Language (Latin): 25
 Geography/Foreign Lands: 33
 Influence: 33
 (Misinformation/Disinformation,
 Oration, Persuasion)
 Linguistics: 34
 Native Tongue (French): 56
 Navigation: 30
 Perception, Mental: 35 (Anticipating,
 Detecting, Understanding)
 Subterranean /Earth: 32 (Flora & Fauna,
 Upper; Sapient Dwellers, Upper Level)
 Surveying/Topography: 30
 Trade Phoneycian: 56

PHYSICAL

Boating: 34
 Combat, HTH, Lethal: 31 (Feet, Hands, Tui-Fa)
 Combat, HTH, Non-Lethal: 31
 Combat, Hand Weapons: 31 (1.5 attacks/CT - Dagger/knife, One-handed Swords, Shields)
 Combat, HW, Missile: 31/34 (ROF x 2/CT - Bows (+3 for Hunting), Crossbows, Daggers/knives, Spear (Hunting) 15)
 Drawing: 31
 Escape: 31
 First Aid: 31
 Handcrafts/work: 27
 Hunting/Tracking: 31
 Mountaineering: 25
 Perception, Physical: 36 (Hearing, Noticing, Tracking)
 Riding: 55 (Camels; Difficult/Unbroken Animals; Elephants; Horses, mules, & asses; Mounted Combat; Racing; Teamstering)
 Seamanship: 35 (Command; Hull; Masts, spars, rigging)
 Speleology: 30
 Subterranean Orientation: 34
 Survival: 36
 Swimming/Diving: 28
 Travel: 38
 Weapons Special Skills: 33 (Florentine (Dagger, One-handed sword, Shield); Specific Target (Bow, Crossbow, One-handed sword))

SPIRITUAL

Charismaticism: 23
 Jury Rigging: 27
 Leadership: 29

ARMOR, WEAPONS & ATTACKS

Handedness: Right (has Florentine K/S)

Armor Type & Protection Factors: 1/2 Plate Armor (Exceptional Quality): 20 points average protection

SF penalty: 1

Perception & Neural - Attack Bonus: (Perc., P. + STEEP + PNP + PNS) 90/93 = +3/4

Hand-to-Hand, Lethal

Attack	Attacks	SF	DT	PD/Attack	BAC
Foot	2	3	Blunt	3D6	31
Hands	4	1	Blunt	2D6	31
Tui-fa	4	2	Blunt	2D6+2	31

Hand-to-Hand, Non-Lethal

Attack	SF	BAC 31 +8 + PMCap 21 = 46
Disable	3/5	Overpower or Stun first, then roll STEEP
Overpower	5	Roll STEEP to succeed
Stun	3	5D6 to exceed opponent PNCap

STEPP PD Bonus: (41 onwards) = 0

PMP Physical Damage Bonus: (18) = +6

Avoidance: M 26; P 33; S 26

Dodging: (subtraction from opponent FAC; PMS + PNS = 33 = 2 - armor SF 1) = 2

Hand Weapons

Hand Weapons	Sub-Area	WP	C	S	Type	PD	Reach	BAC	Dur
Sword, Rapier	sword	10	M	4	C/P	4D6+6	3	44	1/50
Dagger	dagger	5	M	2	P	2D6+6	1	39	1/50
Spiked Bucker	shield	3	M	4	P	1D6+6	1	37	1/50
Spear, 7'+ boar	spear	5	C	4	P	3D6+6	3	23	5/40

Missile Weapons

Missile Weapons	Sub-Area	WP	T	S	Type	PD	Range	ROF	BAC
Bow, Composite, Long	bow	7	Y	5	P	4D6+6	30 – 330	1	45
Crossbow, Hand (Pellet)	crossbow	6	N	2	B	4D3	3 – 27	1	40
Knife	dagger	3	Y	2	P	2D6+6	3-15	2	37

Heka Generation:

Physical TRAIT base: 109

Mental Armor

Automatic:

Heka Generated:

Spiritual Armor

Automatic:

Heka Generated:

Heka Aperture: Nil at present

Heka Abilities/Castings: (Separate sheet)

Total Current Personal Heka: 109

Reservoirs:

FINANCIAL INFORMATION

Net Worth	Bank Accounts	(Cash on Hand)	Disposable MI
201,000	20,000	(4,500)	1,000*
* Plus 3,600/month used for living expenses, stabling of horse, etc.			

POSSESSIONS & EQUIPMENT

Item	Cost	Item	Cost	Item	Cost
Courser	60,000	Belt, broad	150	Wilderness garments	1,000
Saddle & tack	4,000	Belt pouches, two	50	Casual garments	1,200
Plate armor (half), exc.	100,000	Misc. outdoor equip.	1,000	Dress garments	1,200
Sword, Rapier, Uns.	3,200	Small coffer, two	2,000	Books	12,000
Dagger, uns.	800	Misc, Furniture	3,000	Maps & charts	11,000
Spear, boar, exc.	500	Rug, oriental	5,000	Drawing/mapping equip.	1,000
Shield, buckler, uns.	2,000	Large trunk	600	Jewelry	5,000
Crossbow, hand, pellet	150	Sea chest	300	Loose gems	10,000
200 pellets		Spy glass	700	Gold Ingots	10,000
Bow, comp., long	650	Compass	500	Shares in Shipping	10,000
100 arrows & quiver		Astrolabe	400	Shares in Tavern (Monte Carlo)	10,000
Knives (throwing), six	300	Sextant	700		
Back pack	100	Seafaring garments	1,000		

QUICK-SCAN PERSONAL PROFILE

Date of 1st Game Adventure:

Age Then: 25

Current Age:

Sex: Male

Race: Æropan (W)

Complexion: Fair but tanned

Height: 6' 1"

Weight: 200

Build: Muscular, wiry

Hair: Black

Hair Style/Length: Long, often tied in back

Eyes: Gray, large

Ears: Protrude a bit

Nose: Average

Mouth: Strong

Distinguishing Marks:

Usual Dress: Sturdy but well-made traveling garments.

When appearing before important people he likes brocaded doublets with puff-and-slash ornamentation.

Birth Date: 2 Sept. 9

Birthplace: Bourg Sylvanus, Savoy

Citizen: Savoy

Current Residence:

Blazon: (Family: Three sheaves of grain on a green field.)

Family SEC: 7

Honors:

Pantheon: G-R (R)

Deity: Janus, Mater Matuta, and now Vulcan

Devotion: Average [Balance]

Politics: Inactive, anarchistic

Conformity: Non-, semi-uncaring

Personality: Cheerful, unpredictable, risk-taker

Likes: Challenge, discovery, drinking, pretty girls

Dislikes: Dull routine, stupid autocrats

Quote: "Most anything is preferable to slow death by boredom!"

Special Equipment

Special Connections:

1. Master craftsman
2. Crime lord
3. Spice merchant

BACKGROUND

Roland de Bresse is the second son and youngest child of Leo de Bresse (62), a rich Savoyard landlord and current magistrate for the city of Annecy and Guia Thuile (58).

Roland's older brother Sir Hugo (age 37) now runs the various manors and estates for Leo, primogeniture and entail being the usual in Savoy. Hugo was knighted for his outstanding service both in warfare against and negotiations with the Milanese some three years ago.

Two sisters, Elaine (35) and Isabella (31), both married and living in western Savoy, are also senior to Roland.

As the youngest child by six years, Roland was both somewhat "spoiled" and resented. He was tutored until age 12, attended school in Geneva until he was 17, returned home for a year, and was finally packed off to college in Turin because of some scandalous behavior there, which precluded his return to Geneva. Roland loved the outdoors and physical activity from his earliest years, especially favoring riding, hunting, mountain climbing, swimming, and treks into the wilds seeking caves to explore.

After two years of study in Turin, and more troubles, his father wished to place him into a friary of Saturn. The priesthood is always a parental choice for younger sons, but it was far from Roland's liking! Instead he wheedled his maternal uncle Umberto, a prosperous spice merchant and ship owner dwelling in Monte Carlo, to accept him as an "apprentice" in

the spice trade. It required less than a year for uncle Umberto to decide that "Orlando" wasn't cut out to be a clerk or merchant, but needed the discipline and activity of shipboard life. At age 20 Roland voyaged to Alexandria as an ensign aboard one of his uncle's ships. Voyage followed voyage, including trips as far distant as the Mare Ostrum's eastern end and the southernmost shores of the Mare Phonicium. Roland loved the sea, became a proficient sailor and officer, and displayed exceptional merits. He was instrumental in defeating an attack by Libbosan pirates, and for this he was rewarded by a grateful Umberto. With that sum Roland, then 2nd lieutenant of the Fortuna, carried aboard his own cargo, making a profit outbound and a huge one on return to Nice, the vessel's home port.

Now, with his own earnings combined with his inheritance, Roland is independent and free to pursue his own interests. Currently that means exploring unknown lands or delving into caves in search of the labyrinths of Subterranean Ærth. Perhaps one day he will return to the sea as the master of his own ship, but for now he desires to see more of the world and what lies beneath its crust.

He has sold his house in Monte Carlo, acquired a courser and fine armor & weapons, and plans to travel where opportunity takes him, exploring to his heart's content – and possibly growing wealthier and wiser in the process.

MYSTICAL MANIFESTATIONS

Addenda & New Material for the Mythus* Fantasy Game Rules

VOCATIONAL CHANGE

The player or JM may opt that his or her fledgling Heroic Persona has previously changed Vocations if the HP is beginning play at age range 5 (36-40) or older. Change is always assumed to have occurred between age 25 and 35 in such a case.

The new vocational TRAIT area must have a total of 91 or more. The change in interest does not affect basic K/S Areas, but it does allow the allocation of Age-related STEEP (see below) to the new TRAIT K/S Areas, as well as changing the cost in APs for STEEP in TRAIT areas once the HP is in play. In this regard take away one Bonus K/S from the former Vocational TRAIT area and add it to the new one.

Example: a persona who was schooled as an Apothecary is assumed to decide to switch major interest to Herbalism at age 26, and at that time began working to be a Healer. This is a TRAIT change from M to S, and it is assumed that the latter was at least 91. In developing the Profile, no changes in past K/S Areas are made. The K/S “bundle” for the Healer is

compared to that of Apothecary, and the critical missing abilities are noted. Then, when the HP's personal K/S abilities are chosen, the K/S Areas of Exorcism, Priestcraft, and Religion must be acquired as Bonus ones in the S TRAIT (if the Journey Master dictates, and of course this is urged) possibly along with Divination and Toxicology as well, if there are sufficient slots available. The object is to approximate as nearly as possible the major requirements of the new Vocation's K/S Areas through filling in with Bonus selections. If that can't be done, then the change should probably not be allowed.

Note: Even an HP with a highly dedicated Vocation can be allowed a change, as long as the second Vocation is likewise dedicated and more specific. A Wisewoman could become a Priestess, assuming a full-practitioner success, or a Philosopher might become an Alchemist – an even more dedicated (and related) calling.

HP AGE TABLE ADDITIONS

Added K/S Areas: At Age range 5 (36-40) and older, the starting HP adds 1 extra Bonus K/S Area to each TRAIT in which his or her score exceeds 90. Thus, for example, an HP beginning play at age 36 - 40 could add up to 3 Bonus K/S Areas, one starting as age 41-45 up to 6, and so forth. Note that STEEP for such additional Bonus Areas is found in the normal manner. This reflects the growing knowledge of an older persona with above-average ability.

Added STEEP: For each year of age beyond 35 of the beginning HP the player is allowed 1D10 of additional STEEP to distribute in any manner he wishes, but with the following restrictions:

1. At least 50% of the total must be expended in the Vocational TRAIT K/S Areas of the HP.
2. No K/S Area STEEP score may be increased by more than 50% of the unmodified total by such addition. Example: An HP with a Cultured Palate STEEP of 31 can have no more than 15 added STEEP from age-related STEEP addition.

Added Special Connections: For each five-year block past age 35, add one Special Connection. This reflects the above-average persona's continued acquisition of knowledge and learning of skills through individual study, experience, and practice.

SEC, BIRTH RANK AND INHERITANCE

INHERITANCE FOR ALL HPs (OPTIONAL)

Each and every Heroic Persona has a chance to have inherited some lands or goods from someone. To reflect this chance, as the wealth of the persona is being determined, make a roll to check to see if there is also an inheritance to be included in this category. This roll is made for every HP, including first-borns, even though they also have another chance to inherit because of that.

The Base chance for inheriting is SEC Level adjusted by (SEC Level + current age -40). A minimum chance of 1% is always allowed.

If inheritance is indicated, use the table below to determine category.

Chance of Inheritance by SEC

SEC	Major	Moderate	Minor
9	01 - 25	26 - 75	76 - 00
8	01 - 20	21 - 75	76 - 00
7	01 - 15	16 - 55	56 - 00
6	01 - 10	11 - 45	46 - 00
5	01 - 08	09 - 30	31 - 00
4	01 - 06	07 - 27	28 - 00
3	01 - 04	05 - 20	21 - 00
2	01 - 02	03 - 10	11 - 00
1	01	02 - 05	06 - 00

So what constitutes a Major, Moderate, or Minor Inheritance? To avoid dictating to the JM, these guidelines are offered. The milieu of the campaign will describe the extent and values of the general information.

JM Guidelines for Inheritance Values

Major Inheritance	Moderate Inheritance	Minor Inheritance
arms collection	Suite of arms	Weapon
Art collection	Painting	Carved wood figure
BUCs: 2D10 x 100,000	BUCs: 2D6 x 10,000	BUCs: 4D3 x 500
Carriage & team (4)	Wagon & team (2)	Cart & mule
Complete laboratory	Extensive materia	A crystal/some herbs
Factory/warehouse	Inn/store	Small shop
Full armor & shield	Half-armor	Shield
Full furnishings	Bedroom suite	Desk
Furs & silk clothing	Velvet garments	Hunting garb
Gold vessels	Crystal vessels	Pewter vessels
Jewelry ensemble	Several jewelry pieces	Ring
Land section	Farm	Building lot
Library	Shelf of books	Book
Manor (w/lands)	Villa	Cottage
Relic	Icon	Blessed symbol
Ship	Barge	Boat
Silver service	China service	Pottery service
Stable of fine mounts	Two fine mounts	One average mount

The above serves as a model with which to develop other forms of inherited land and goods as needed.

FIRST-CHILD INHERITANCE

An HP who is a first child has the following chance of inheriting the estate of his or her parents. (For game purposes, this is unlikely in the lower age ranges.)

Age Ranges	Inherit	Chance to Amount of Inheritance*
1	1%	3D10 x 10% of HP's Net Worth
2	5%	4D10 x 10% of HP's Net Worth
3	10%	5D10 x 10% of HP's Net Worth
4	15%	Equal to HP's Net Worth + D%
5	25%	Equal to thrice HP's Net Worth
6	30%	Equal to thrice HP's Net Worth
7	40%	Equal to twice HP's Net Worth
8	55%	Equal to twice HP's Net Worth
9	75%	Equal to twice HP's Net Worth
10	95%	Equal to twice HP's Net Worth
• Excluding Disposable Monthly Income.		

The base Amount of Inheritance assumes that the SEC of the HP's family is one Class Level higher than the persona's own. If it is lower or higher, a modifier is indicated as follows:

Family SEC vs. HP SEC	Inheritance Amount Multiplier
8 levels higher	above result x100
7 levels higher	above result x50
6 levels higher	above result x20
5 levels higher	above result x10
4 levels higher	above result x5
3 levels higher	above result x3
2 levels higher	above result x1.5
Same level	above result x0.9
1 level lower	above result x0.7
2 levels lower	above result x0.5
3 levels lower	above result x0.3
4 levels lower	above result x0.2
5 levels lower	above result x0.1
6+ levels lower	no inheritance at all

SOCIO-ECONOMIC CLASS-BASED ADJUSTMENTS

(The following is excerpted from an article appearing in **Journeys*** Journal Number 1. It is included herein in order to facilitate the inclusion of the key rule material by JM and players alike. Insert in the **Mythus*** Game rules following the end of page 62.)

Class distinctions are important to the whole of the **Dangerous Journeys*** Multi-Genre Roleplaying Game System and particularly so to its **Mythus*** Fantasy Game component. Those higher on the socio-economic ladder will, by and large, have more opportunities and better education. That is, from birth they are exposed to the finer things, culture outside the immediate area, wider range of experiences, and early education (upbringing). Later they will have more and better education, learn a foreign language early on, be introduced to relatively important people, and enter society at a level commensurate with such background. Contrarily, those near the bottom of the scale will have less of these benefits, but they will probably have certain additional Special Connections, know a second language (because it is spoken at home, and might have "quirks" that aid them in being successful in their environment. It is thus possible to award something to assist the lower SEC range even as we take away from these ranks and add to those higher up.

The Journey Master can elect to reflect SEC differences in the creation of the Heroic Persona by applying the information found on the table at the foot of the preceding page.

If this SEC adjustment is used, then as a player develops his or her Heroic Persona, the SEC Level of the HP will affect a portion of the persona as noted.

Other Knowledge/Skill Areas (at 5 STEEP per Area):

Again, the Journey Master will determine which K/S Areas the persona can pick up based on the Profile, genre, and campaign. The HP thus benefits by having a smattering of knowledge in more K/S Areas, a reflection of the advantages of his or her SEC Level.

Additional Special Connections: This is simply a matter of using the table or allowing the player to decide later when his or her Heroic Persona will make a Special Connection. Naturally, the JM might find it reasonable to take a hand in the matter by personally determining such connections, creating special lists of them for this addition, and so forth.

Additional STEEP Points (at 1 per Knowledge/Skill Area): The added points of STEEP must be broadly distributed in that only one point may be awarded to any single K/S Area. This prevents too great a disparity amongst beginning Heroic Personas but adequately and reasonably reflects SEC effects. Although the header of the column doesn't reflect it, there is also a penalty in STEEP for the lower ranks, albeit is not a very great one. Again, only one point may be taken from a single K/S Area.

Additional Quirks: This means exactly what it says: those Heroic Personas not blessed by high Socio-Economic Class have the benefit of extra Quirks. If the JM keeps these added Quirks on the relatively moderate side, and makes sure they aren't too powerful, then no Counter-Quirks are necessary. To this end I have included some new Quirks, and a system for their operation, so as to obviate the need of Counter-Quirks being placed into the make-up of the Heroic Persona.

SEC-BASED ADJUSTMENT TABLE (NOTES)

Additional Foreign Language: The exact language gained should be determined by the JM with the aid of the player's HP Profile, the game genre, and the campaign milieu. For the upper SEC Classes the STEEP will be that of the Class Level, i.e. 9 STEEP at SEC Level 9, 8 STEEP at 8, etc. For the lowest two the STEEP will be 2d10+5 minus SEC Level.

Special SEC-Based Adjustments					
SEC Level	Foreign Languages	Other K/S	Special Connections	Bonus STEEP	Quirks
9	+1	4	+3	+9	--
8	+1	3	+2	+8	--
7	--	2	+1	+7	--
6	--	1	--	+6	--
5	--	--	--	--	--
4	--	--	+1	-2	+1
3	--	--	+2	-4	+2
2	--	-1	+3	-6	+3
1	+1	-2	+4	-8	+4

SPECIAL QUIRKS

The basic operation of each of these Special Quirks is a K/S-type roll. The percentage chance for successful operation is determined at the outset. There are two different methods of finding the chance of successful operation, depending on the Special Quirk. Either:

- The chance is found by taking the appropriate TRAIT score, dividing it in half, and then adding the results of the roll of d10 minus SEC Level, negatives counting; that is, a score of 1 minus SEC Level 3 means the player must deduct 2 from the HP's percentage chance. OR...
- The JM supervises the player concerned, who makes an initial D% roll. If this roll is under 30 the result is modified upwards by adding 40-(10 x SEC Level), i.e. 30 (SEC 1), 20 (SEC 2), or 10 (SEC 3) points. If the result is over 70, modify the result downwards by the same method. In effect we thus modify the curve to get a higher cluster near the median of 50% likelihood of success.

The start of each Quirk description will note either the TRAIT used for the check (method 1) or "D%" (method 2, appearing only once in the following). Once the percentage chance of success of any Special Quirk is known, it does not normally change. No Difficulty Rating is usually placed on their operation, though the JourneyMaster might wish to adjust things from time to time for special circumstances. The JM might also wish to take into account related K/S Areas, if any, when determining the use and number needed to succeed in employment of a Special Quirk.

Whenever a Special Quirk is put into play, it is simply a matter of rolling the (D%) dice (with such adjustments as the JM deems appropriate as mentioned previously) to see if the attempt succeeds or fails.

Note that the description of the effect of each Special Quirk described hereafter assumes success at the check detailed above.

Blarney (Rap) Spiritual

Any one of the following may be used at minimum intervals of one game hour, as long as the individuals concerned (victims?) are generally different from those last affected. In this case we have four separate Special Quirks:

Funny Stories & Entertaining: A crowd of people (or like beings) able to hear and understand the HP will be kept amused and generally friendly. The HP can cease after an Action Turn or so, and the listeners will be generally disposed to let the HP go without molestation.

Men: An audience of men (or similar beings of like gender) able to hear and understand the HP will be interested in what the HP has to say and so remain generally friendly. The HP can cease after an Action Turn or so, and the listeners will be generally disposed to let him go without molestation. A single individual might be won to special friendliness by successful use of this ability.

Petty Officials: One to three such individuals (guards, police, clerks, etc.) can be convinced by the HP of something generally reasonable and not too unlikely. The persona should then move away quickly, for the effect won't last very long!

Women: An audience of women (or similar beings of like gender) able to hear and understand the HP will be interested in what the HP has to say and so remain generally friendly. The HP can cease after an Action Turn or so, and the listeners will be generally disposed to let the HP go without molestation. A single individual might be won to special friendliness by successful use of this ability.

Connecting Spiritual

This function can be attempted once per game day. The individual establishes a short-term, one-time Special Connection with an appropriate selected individual. Those more than 1 place above SEC Level will not be affected by this Special Quirk, but there is no downwards limit.

Language Ability Mental

Didn't Sir Richard Burton speak no fewer than 23 different languages fluently? This function can be tried once on any new accent or dialect or language heard for an extensive period (one or more hours/days/weeks). Failure means that there is no chance of ever getting/speaking the accent/dialect/language in question. The limit of possible accents/dialects/languages gained is the average of Mental reasoning and Mnemonic Capacity. In this case we have three separate Special Quirks:

Accents: The HP is able to perfectly accent his speech to suit the desired accent. Note that this is not actually speaking a previously unknown dialect or language, but rather the mimicking of unusual, regional or local speech sounds and patterns of a known language.

Dialects: The HP is able to employ a dialect of a known language, even though it is actually almost a different one than that of the known language. However, the individual must know the root language of the dialect to enable the learning of one of its dialects. Ability conferred in gaining the dialect is of a skill equal to that of the root language.

Languages: The HP is able to learn to speak the language in question. The STEEP conferred is equal to the persona's Mental Mnemonic Power. If full capacity (reading and writing) are to be added, the HP must purchase these abilities at the cost of 1 APG per speaking STEEP ability (MMPow), and all must be purchased at once. One week of time is also required (after purchase) to command the reading and writing facilities.

Gimmicks (D%)

Use the second method, adjusting an initial d% roll, is used to find the chance of successful operation of this Special Quirk. This can be used only once per game week. Success indicates that the HP is able to cobble together some little thing that will serve to rig up something or get him out of a scrape or difficulty. Examples are a gadget to cheat or foil cheating at some mechanical gambling device; a mechanical device or alteration to a machine or apparatus so as to temporarily bypass checks or improve operation or performance; or something useful to the individual to get past, into, or through something, viz. a Gimmick to convince an attendant that the HP (and his associates) are really inspectors.

Lucky **Spiritual**

This function can be attempted once per game week. The operation is limited to small sorts of things, and anything truly important will not be affected by this Special Quirk. There are three separate Special Quirks considered under this heading:

Chances & Drawings: The persona is able to enter his name or take a chance in drawings for small things or relatively petty prizes and win. The JM might (as a rule of thumb) reduce the chance of success by 1 for every 10 people involved beyond 100, and this will mitigate against winning larger prizes and sums of cash.

Finding: The persona is able to find (as a lost, discarded, or unwanted item) some small thing or sum he or she needs at the time. The persona might thereby gain a key, a sum of cash equal to a couple of days' average earnings for an average person, a tool or an instrument needed, and so forth.

Tight Situations: When in a threatening situation of minor sort, the persona can find a means of escaping it. This Special Quirk will provide a distraction, an open door, or some other means (by means not dissimilar to the Finding Special Quirk) to enable the persona to slip out of trouble.

Nondescript **Spiritual**

This function can be attempted once per game day. The persona seems normal and unremarkable to all those in a general area who might otherwise observe and remember him. As a rule of thumb, this will operate for about half an hour, affect 100 individuals, or continue for one mile of travel.

Perfect Pitch **Physical**

The obvious use of this Quirk is to know the quality of sound (music) and be able to match it with voice, whistling, or instrument. It can, however, also be used once per day to imitate natural sounds if within the range possible for a normal human. Beeps, twitters, etc. can thus be imitated. This might enable one to activate some mechanism, for instance, that would not otherwise function for the persona.

Physical Burst **Physical**

This simply increases potential by 50% (round down), and can be used only once per week. After successful use of this Special Quirk, the Heroic Persona must rest for one hour, or else suffer Physical Damage equal to the number of additional points of Speed or Strength (see below) gained by its use. There are two cases of this Special Quirk:

Speed: This applies to Physical Muscular and Neural Speed. The persona has the greater ability for a number of Combat Turns equal to the total of Physical Muscular and Neural Capacity ATTRIBUTES divided by 2. The HP can run faster and longer, for example.

Strength: This applies to Physical Muscular and Neural Power. The persona has the greater ability for a number of Combat Turns equal to the total of Physical Muscular and Neural Capacity ATTRIBUTES divided by 2. The HP can hit harder, lift more, etc.

Rapid Reading **Mental**

This enables the persona to scan a surface equal to a normal page in one Combat Turn so as to see all that is thereon, including words, pictures, drawings, maps, charts, etc. if the K/S check roll for the ability succeeds. Note, however, that recall of the material is based on MMPow, and the JM will assign a DR to the material in question. A second K/S roll must be made for success in remembering what was gained through this Special Quirk! Recalling a page of simple material might be "Easy", several pages "Hard", and many pages "Hard" or even "Difficult." A sketch map might be "Moderate", and it could be of "Extreme" difficulty to accurately recall all the material on a highly detailed small-scale map. However, this can be employed as frequently as the player desires. Remember that

the JM will make the DR more difficult as the quantity, complexity, and/or unfamiliarity of material increases.

Rhyming Spiritual

This Special Quirk can be used as frequently as desired, but a "rest" of one or more Action Turns is required between attempts. The HP is able to make up rhymes, doggerel, song lyrics, and the like on the spur of the moment. Roll 2d10 (JM's option) to find the number of couplets, quatrains, or stanzas (of about eight lines each) that the persona can make before the Special Quirk ceases functioning. "Rapping" is an example of the sort of rhyming generally enabled by this ability.

IN VOCATIONS

This is the first in a series of new Vocations for the Mythus Game. Although Gary has furnished us with several, I'd like to see what other JMs are doing. If you have an interesting new Vocation you'd like to share with other readers, be sure and send it to us!

THE COURTIER by Gary Gygax

Vocation	TRAIT	SEC Range	SEC Range at Start
Courtier	Mental	4-8	6

This Vocation is rather self-seeking and seemingly otherwise dishonorable. However, if one has the right motives and the abilities to go along with them, then playing this role can be most beneficial and grand indeed! Of course, this means that the player considering the Vocation for his Heroic Persona must choose his additional K/S Areas with extreme care, so as to have a specialty – military, foreign, economic, or whatever. To have the frame of reference for this Vocation, think of such words as: audiences, attention, favor, influence, invective, plots, cliques, patrons, and enemies.

The Vocation has a higher total base STEEP because of the number of demands on this sort of persona. Thus the Courtier is a great way to start for the player who likes a bit of machination and a lot of intrigue. This is also the sort of Vocation where the Rudimentary K/S and Foreign Language, Conversational can be applied with some success. Finally, the truly able player might find making the Buffoonery K/S an interesting addition to this persona...

K/S Area	Base STEEP	ATTRIBUTE
Appraisal	12	MMCap s
Biology/Genealogy	12	MMCap
Charismaticism	12	SPCap •
Combat, Hand Weapons	12	1/2(PMCap + PNCap) s
Criminal Activities, Mental	12	MMCap •s
Cultured Palate	8	PNCap s
Current Events	16	1/2(MMPow + MRPow)
Dance	8	1/2(SMCap + SPCap)
Deception	12	MRCap •
Domestic Arts & Science	8	1/2(MMCap + MRCap) •
Drawing	8	PNCap
Espionage	8	1/2 (MMCap + MRCap) •
Foreign Language (Choice)	4	MMCap •
Foreign Language (Choice)	4	MMCap •
Gambling	12	1/2(MMCap + MRCap) s
Games, Mental	12	1/2(MMCap + MRCap) s
Geography/Foreign Lands	8	MMCap
History	8	MMCap
Hunting & Tracking	8	PNCap
Influence	20	MRCap
Leadership	8	SMCap
Literature	8	MMCap
Magnetism	8	SPPow
Music	8	PNCap •s
Poetry/Lyrics	8	SMCap •
Political Science	12	1/2(MMCap + MRCap)
Sports	8	1/2(PMCap + PNCap) s
Thespianism	12	SPCap
Writing, Creative	8	SMCap
Base STEEP Total:	284	

ENCHANTED EQUIPMENT

IGNATZ'S OBSERVANT EYES

by Gary Gyga

History

The form of this standard magical device is accredited to the Albish dweomercrafter Ignatz of Oxford (c. 400 AAF). Ignatz supposedly Heka-forged and enchanted the initial model after which the two specialized versions now generally known to us are patterned. He is said to have based his work on ancient lore gained from certain Ægyptian papyri he obtained. This might be true, for the engraving upon these devices is similar to hieroglyphic writing. Naturally, legend says that the original done by the great dweomercrafter was more potent by far. Be that as it may, here are the two forms of the "Eyes" now available to us.

BUC Value: Either one 50,000; pair 120,000.

Command

Each device has its own particular command word. Unless this is known, the object will not function.

Hawkeye Description

This is a small sphere made of pure, pale aquamarine. It has engraved upon its surface a right eye in the Ægyptian mode, and on the opposite hemisphere four glyphs of unknown origination that motivate and empower it.

Powers

In daylight the Hawkeye can "see" from as far and high as 2,000 feet what a human eye sees as 20 feet. At the command of the possessor it will soar with a faint sound of flapping wings, rising into the air at the rate of 20 feet per Critical Turn, to eventually remain fixed in whatever position it was

commanded, and remain there until called to return by its owner's utterance of the command word. There is a Physical Neural Link between the Watching Eye and the possessor. The latter may concentrate to see binocularly as if in the position of the magical object, having the visual capacity indicated.

Note that the object is stationary once positioned, and must be recalled and re-positioned to change its perspective. It does not function from twilight-dusk (1 hour after sundown) to first light-dawn (1 hour before full sunup).

Owleye Description

This is a small sphere made of pure, dark amethyst. It has engraved upon its surface a right eye in the Ægyptian mode, and on the opposite hemisphere four glyphs of unknown origination that motivate and empower it.

Powers

At night the Owleye can see from as far and high as 1,000 feet what a human eye sees as 20 feet. The view appears as if at dusk, so some detail is obscured but not seriously. At the command of the possessor it will soar silently into the air at the rate of 10 feet per Critical Turn to eventually remain fixed in whatever position it was commanded, and remain there until called to return by its owner's utterance of the command word. There is a Physical Neural Link between the Watching Eye and the possessor. The latter may concentrate to see binocularly as if in the position of the magical object, having the visual capacity indicated.

Note that the object is stationary once positioned, and must be recalled and re-positioned to change its perspective. It does not function from twilight-dusk (1 hour after sundown) to first light-dawn (1 hour before full sunup).

THE DAILY DEITY

(Supplemental information for the Dangerous Journeys* game system.)

GRECO-ROMAN PANTHEON

by Gary Gygax

(Imported from Other Planes)

(Delivery every Millennium)

(Editor: None necessary)

(Publisher: Force of Will)

(Subscriptions: Meditate)

Did I just hear a groan of discontent? You say that you know all about the Greek and Roman gods, right? Wrong. What you know is probably cursory – or at least tainted by Earth's misinformation about the deities of Ærth associated with this pantheon. This you will readily ascertain for yourself as you peruse the listing.

Of course the material herein is by no means equal to that easily found in a work addressing the Greco-Roman pantheon in detail; this is an initial listing of no great depth. This is done for three reasons. First, there isn't space in this magazine to cover the details. Second, the lists are preliminary only and will be augmented and embellished. Third, I haven't time to begin to manage a full treatment now, for that must include all manner of other information on temples, the ecclesiastical hierarchy, services, vestments, and so on. Nonetheless, the listing is invaluable as it is, for many of the states bordering or in the Mare Librum and Western Æropa adhere to this pantheon.

There will most certainly not be room for the whole of the material in this issue, so stay tuned, so to speak, and get it all in time. Coming after this is completed will come the Atlantian pantheon. Frankly, I'm covering those two for good reason. There are two intrepid writers now laboring to complete works to cover the pantheons of Babylonian, Kalevala, Keltic, Persian, Phoenician, and Slavic sort. The **City of Ascalon*** setting and the **Necropolis*** campaign scenario cover enough of the Ægyptian pantheon to serve well enough for a bit in that regard... I think.

But I've been wrong a time or too before, so I am now asking you, Attentive Reader, to let me know of which specific pantheons and/or deities you are most in need. I'll do my best to get it together and squeeze it into these hallowed pages (pardon the pun).

As you go into this material be sure to note the tension between the Olympians and the Titans (Grecian)/Numinia

(Roman) deities. Evil isn't strong in this pantheon, but there's plenty of conflict nonetheless!

A

Abaris: Sunlight (benign, intermediate nature). Potency (sage) possessing a magic arrow from Apollo that allows swiftness of travel as if shot from a bow. He need never eat. A benefactor of Pythagoras.

Acca Larentia: Shadowy Darkness (benign, ordered nature). (Roman) Lesser goddess and ruler of Good deceased spirits. Feast day is Winter Solstice. One of the Numina.

Acesis: Balance (benign, ordered nature). Minor goddess of remedies. Daughter of Asclepius & Epione. Sister of Aegle, Hygeia, Iaso, Janiscus, Machaon, Panacea, and Podalirius.

Achelous: Moonlight (agathocacological, chaotic nature). Lesser god. Eldest of the river gods. Son of Oceanus & Tethys. Oldest of 3,000 sons, father of the sirens. Can appear as an ox or a great water snake.

Acheron: One of the five rivers of the underworld.

Adrasteia: Moonlight (malign, ordered). Nymph demigoddess. Avatar of Nemesis.

Aegina: Balance. Quasi-deity. Daughter of Asopus & Melope. **Aegiale:** Sunlight. Quasi-deity. Daughter of Apollo & Clymeae.

Aegle (1): Balance. Quasi-deity. Daughter of Asclepius & Epione. Sister of Acesis, Hygeia, Iaso, Janiscus, Machaon, Panacea, and Podalirius.

Aegle (2): Moonlight (agathocacological, intermediate). A Hesperides (nymph, all of whom are daughters of Atlas & Hesperesis) demigoddess., and a guardian of the Golden Apples.

Aetheria: Sunlight. Quasi-deity and daughter of Apollo & Clymeae. Sister of Aegle, Aetheria, and Phaethon.

Aello: Gloomy Darkness. A harpy potency. Daughter of Gaea. An eater of humans.

Aeolus: Balance (agathocacological, intermediate). Major god of the winds. Son of Hellen & Orthesis (nymph), and brother to Xuthus and Dorus. Married to Enareta with seven sons and seven daughters: (Sons: Athamas, Cretheus, Deion, Macareus, Perieres, Salmoneus, & Sisyphus. Daughters: Alcyone, Arne, Calyce, Canale, Peisidice, Perimele, & Tangara.)

Aequalitas: Sunlight (benign, intermediate). (Roman) Minor goddess of equity and fairness as opposed to the letter of the law. Often depicted as a young woman with a balance in her left hand.

Aether: Sunlight (benign, ordered). Lesser god of light. Son of Nox & Erebus. Brother of Cer, Charon, Dreams, Hemeia, Hypnos, Momus, Moros, Nemesis, and Thanatos, god of death.

Aeropa: Moonlight (benign, chaotic). Titan and minor goddess. Protectress of those of the pantheon traveling in Aeropa. Daughter of Oceanus and Thethys. Sister of Afrik, Azir *et al.*

Afrik: Moonlight. Titan and minor goddess. Daughter of Oceanus and Thethys. Sister of Aeropa, Azir, *et al.*

Agave: Moonlight. Quasi-deity goddess. Daughter of Cadmus & Harmonia. Sister of Autonoe, Ino, Polydorus, and Semele.

Aglaia: Sunlight (benign, chaotic). Demigoddess of vivacity and brightness and one of the three Graces with her sisters Euphrosyne and Thalia. Daughter of Zeus & Eurynome. Wife of Hephaestus.

Alastor: Shadowy Darkness. An agathodaemon quasi-deity servant of Nemesis. A tracker of criminals of the worst sort.

Alcina: Gloomy Darkness. Roman/Francian demigoddess (witchcraft and enchantress) concerned with evil and carnal pleasure. Sister of Logistilla (reason) and Morgana (lasciviousness). See also Astolpho (a hero) and Melissa (a wizardress quasigoddess).

Alcyone: Moonlight (benign, chaotic). Titan and minor star goddess. Daughter of Atlas. One of the seven Pleiades.

Alcyoneus: Moonlight. Titan greater god, the eldest and mightiest of all. Son of Uraenus and Gaea.

Alecto: Shadowy Darkness (malign, chaotic). Greco-Roman Minor goddess of anger. One of the Three Furies the Furiae. Grecian: Erinyes. Her sister Furies are Megaera and Tisiphone. She is shown as winged bearing a torch and a sickle.

Amor: Moonlight (agathocacological, chaotic). Grecian: Eros. Roman minor god of carnal love. Brother of Cupid. Son of Mars & Venus.

Amphion: Shadowy Darkness. Hero and quasi-deity (harpist-spellsinger of great power). Son of Zeus. Twin brother is Zethus. Slain in mortal form by Apollo, but raised as is by Zeus.

Amphitrite: Moonlight (benign, chaotic). (Roman: Salacia) Minor sea goddess and mistress of the waves. Daughter of Oceanus & Tethys. Consort (unwilling?) of Poseidon and mother by him of Albion, Benthescyme, Charybdis, Rhode,

and Triton. She commands marine animals and crustaceans in particular.

Anaxiba: Balance. Potency Nymph.

Anna Perenna: Balance (agathocacological, intermediate). (Roman) Minor river goddess, of the Numicius in particular, and of the revolution of the months of the year, renewal, and strong life.

Antaeus: Balance (agathocacological, ordered). Son of Poseidon and Gaea, brother of Charybdis and Ogyges. A demigod giant of elemental earth who can't be defeated when touching his element.

Anteros: Sunlight (benign, ordered). Minor god of passion, mutual love, and tenderness. Son of Aphrodite and Ares. Brother of Deimos, Eros, Harmonia, Pallor, and Phobos.

Antiope: Balance. Quasi-deity goddess, daughter of Asopus & Melope.

Aphrodite: Moonlight (agathological, chaotic). Roman: Venus. Major goddess. One of the twelve Olympian gods/goddesses. Goddess of sensual love and beauty. Concerned with bountiful produce and the bounty of the sea. Daughter of Zeus & Dione. Consort of Hephaestus. Children, father indicated first:

- *Ares:* Eros, Anteros, Harmonia, Phobos, Deimos
- *Hermes:* Hermaphroditus
- Poseidon: Eryx
- Dionysus: Priapus
- *Adonis:* Beroe, Golgos

Sacred Things: myrtle, rose, apple; ram, he-goat, hare; dove, sparrow, swan; mussels, dolphin. Avatar: Urania.

Apollo: Sunlight (agathocacological, ordered). Major god. One of the twelve Olympian gods/goddesses. God of prophecy, music, healing archery, youth, plastic arts, science, philosophy.

Concerns: protection of herds and flocks, founding of cities, establishing of colonies.

Parents: Zeus & Leto. Siblings: Twin of Artemis (Diana). Avatar: Sancus, god of oats *et al.*

Symbols: Golden blade (sickle?), lyre, bow, tripod, laurel wreath, bay wreath.

Sacred Things: Laurel, bay, palm; wolf, dolphin, snow-white musical swan; as propheth the hawk, raven, crow, and snake. Servants: The Muses.

Aquilo: Balance (agathocacological, intermediate). Minor god. Grecian Boreas (q.v.). Roman name for the god of the north wind.

Arcas: Moonlight (agathocacological, intermediate). Minor god of bears. Son of Zeus and Callisto. Married to Erato.

Ares: Sunlight (agathocacological, chaotic). Major god. One of the twelve Olympian gods/goddesses. God of war, patron of bravery.

Parents: Zeus & Hera.

Father of: Phobos & Deimos (his attendants); Enyo, goddess of battle; Eris, Goddess of discord.

Sacred Things: Dog, vulture.

Arges: Gloomy Darkness (malign, chaotic). Minor god. Cyclops of the lightning bolt. Son of Uranus & Gaea. Brother of Brontes and Steropes.

Argus: Sunlight. Gaint eagle quasi-deity with 100 eyes who serves the goddess Hera.

Aridne: Moonlight. Potency raised to that status by Zeus at the request of Dionysus.

Aristaeus: Balance. Demigod of beekeeping and protector of fruit trees and like groves. Son of Apollo & Cyrene. Half-brother of Orpheus.

Artemis: Moonlight (agathocacological, chaotic). (Roman: Diana): Major goddess. One of the twelve Olympian gods/goddesses. Goddess of the moon, hunting and the chase, childbirth.

Concerns: unmarried girls and chastity.

Parents: Zeus & Leto.

Siblings: Apollo, twin brother.

Sacred Things: Golden bow, walnut tree, wild animals(?).

Asclepius (Asklepios): Sunlight (benign, ordered). Roman: Aesculapius. Lesser god of healing and medicine. Son of Apollo & Coronis. Married to Epione, goddess of soothing.

Children include:

- Acesis, goddess of remedies
- Hygieia, goddess of cleanliness and recovery
- Iaso, goddess of cures
- Janisais
- Panacae, goddess of all healing

Assistant: Telesphorus, Demigod of recovery from injury and sickness. Foe of Hades. Disliked by Zeus. His temples are in sacred groves beside a healing spring or on a mountain side. The snake is sacred to Asclepius. He is usually depicted as a middle-aged, bearded man with a white toga holding a staff around which is twined a snake.

Asopus: Moonlight (agathocacological, chaotic). Minor river god of the same river. The river god is a foe of Zeus, and has been lamed by him in battle. Son of Poseidon & Tethys.

Married to Metope, with children who include:

- Aegina
- Antiope
- Cleona
- Corcyra
- Ismenus
- Pelagon
- Pelagus
- Plataea
- Salamis
- Thebe

Asteria: Moonlight (agathocacological, intermediate). Titan and minor goddess of the island of Delos. Daughter of Coeus & Phoebe. Sister of Leto. By Perses she bore the goddess Hecate.

Astolpho: Balance. Potency of knightly misadventure associated with Orlando, Melissa, etc. Logistilla gifted him with a magickal tome of traveling (Book of Astolpho) and the dread Horn of Panic.

Astraea: Moonlight (agathocacological, intermediate). Minor goddess of justice. Daughter of Zeus & Themis. Sister of the Morae and Horae (qq.v.).

Astraeus: Titan and great god (agathocacological, intermediate). He is a foe of Zeus. Son of Crius & Eurybia.

Father of:

- Aura
- Boreas
- Hesperus
- Notus
- Phosphorus
- Zephyrus

Ate: Moonlight (malign, chaotic). Roman: Discordia. Minor goddess of discord, mischief, and infatuation. Promoter of moral blindness. Daughter of Zeus & Eris.

Athena (Athene): Moonlight (agathocacological, intermediate). Roman: Minerva. Great goddess. One of the 12 Olympian gods/goddesses. Queen and goddess of wisdom, skill, and warfare. Daughter of Oceanus? Concerns include agriculture and decorative arts.

Sacred Things: Olive tree, cock, crow, owl, snake.

Atlas: Balance (agathocacological, ordered). Titan and great god of the sky. Son of Iapetus & Clymene. Brother to Epimetheus, Menoetius, and Prometheus. A patron of astrologers and astronomers. His seven daughters (the Pleiades) are:

- Alcyone
- Celaeno
- Electra
- Maia
- Merope
- Sterope (Asterope)
- Taygete

Atropos: Shadowy Darkness (malign, ordered). Lesser goddess of the withering away. One of the Morae (Fates). Sister of Clotho and Lachesis.

Auge (Auga, Augae): Moonlight (benign, chaotic). Minor goddess of childbirth.

Aura: Moonlight (benign, intermediate) Titan and minor god of light reflections and personal radiances. Patron of mystics. Son of Astraeus.

Aurora: Sunlight (benign, ordered). (Roman: Eos) Minor goddess of the dawn. Daughter of Hyperion & Thia (thea). Married to Astraeus. Mother of the wind and star gods. Former lover is Tithonus.

Auster: Balance (agathocacological, intermediate). (Greek: Notus) Minor god of the southwest wind.

Autolycus: Shadowy Darkness. Demigod and patron of thieves. He is able to change his appearance as well as that of the things he has stolen. Son of Hermes & Chione.

Autonoe: Moonlight. Demigoddess. Daughter of Cadmus & Harmonia. Sister of Agave, Ino, Polydorus, and Semele.

Auxo: Sunlight. Demigoddess of summer growth. One of the Horae.

Azir: Moonlight (benign, chaotic) Minor goddess and Titaness. Protectress of those of the pantheon traveling in Afrik. Sister of Aeuropa, Afrik, *et al.*

B

Bacchae: Moonlight. A nymph-like demigoddesses servant of Dionysus. One of the four Maenads. The other three are: Clodones, Mimalones, and Thyiades.

Bacchus: Shadowy Darkness (benign, chaotic). (Greek: Dionysus) Major god of wine, revelry, etc. Son of Zeus & Semele, daughter of Cadmus.

Bellona: Balance (malign, chaotic). Greek: Eny. Lesser war goddess. Sister of Mars (Ares).

Bendis: Moonlight (benign, intermediate). Minor moon goddess of Thrace.

Bia: Balance (agathocacological, intermediate). Minor god of force. Son of the Titan Pallas & Styx. Brother of Kratos, Nike, and Zelos.

Bona Dea: See Fauna

Boreas: Balance (agathocacological, chaotic). Roman: Aquilo. Titan and minor god of the north wind. Son of Astraeus & Eos. Brother of Eurys (east), Notus (south), & Zephyrus (west).

Briaracus: Balance (malign, chaotic). Minor god. A giant son of Uranus & Gaea. One of the three giants with 100 arms and eyes, the Hecatoncheires. Brother of Cottus and Gyges.

Britomaris: Moonlight (benign, chaotic). Cretan minor sea goddess. Patron of sailors and fishermen. Daughter of Zeus and Carme.

Brizo: Moonlight (benign, chaotic). Roman minor goddess of seafaring and navigation. One of the Numinia.

Brontes: Gloomy Darkness (malign, chaotic). Minor god. Cyclops of the thunderbolt. Son of Uranus & Gaea. Brother of Argos and Steropes.

C

Cabeiri: The most ancient deities. The children of Uranus. Now waning.

Caca: Roman quasi-deity and goddess of excrement. Daughter of Vulcan & Medusa. Sister of Cacus.

Cacus: A fire-breathing giant quasi-deity with three heads. Son of Vulcan & Medusa. Brother of Caca.

Caduseus: Magickal staff of the herald of the gods. It is topped by wings and entwined by two snakes. It protects the bearer, confers flight, invisibility, and conveys sleep.

Cadmus: Grecian hero and quasi-deity.

Caicas: Balance (agathocacological, chaotic). Minor god of the northeast wind. Son of Astraeus and Eos.

Calliope: Demigoddess. One of the nine Muses. The Muse of epic/heroic poetry. Daughter of Zeus & Mnemosyne. Sister of Clio, Erato, Euterpe, Melpomene, Polyhymnia, Terpsichore, Thalia and Urania. Mother of Orpheus and Linus. Usually portrayed with trumpet and laurel wreath, symbols of her muse.

Callirrhoe (1): Balance (malign, chaotic). Titan and minor goddess. Daughter of Oceanus & Tethys. Mother of Geryon the three-headed giant and shepherd, Cerebus, and Echidna. Sister of Clymene, Clytia, Doris, Eidyia, Electra, Europa, Meliboea, Metis, Perseis, Pleione, Proteus, Styx, and others.

Callirrhoe (2): Quasi-deity goddess. Daughter of Achelous the river god, sister of Castalia and Peirene.

Callisto: Demigoddess. Fairest of all Nymphs. Daughter of Lycam & Cyllene. Sister of Pallas. Mother of Arcas by Zeus. Once a devoted follower of Artemis.

Calypso: Shadowy Darkness (agathocacological, ordered). Titan and minor goddess of concealment and secrets. Daughter of Atlas and Pleione. Sister of Hyas, Maia, the Hespersides, Hyades, and Pleiades. Dwells on a remote island when visiting Aearth.

Canace: Quasi-deity. Daughter of Aeolus and Enarete. Mother of Hopleus, Nireus, Epopeus, Aloeus, and Tripus by Poseidon.

Canens: A (Roman) Nymph quasi-deity. Daughter of Janus & Venilia. Her husband was a mortal, Picus, who became a potency.

Cardea: Moonlight (benign, ordered). Roman minor goddess of thresholds and doors. Wards off such evils as supernatural vampires, called Strigoe in Latin.

Carme: Potency. A Nymph and daughter of Eubulus. Mother of Britomartis by Zeus. Once an attendant of Artemis. Former nurse of Scylla.

Carmenta (Carmentis. Also called Nicostrata): Balance (benign, intermediate). Grecian: Themis. Lesser fresh water goddess concerned with rain. A goddess of prophecy. Protector of women and animals in childbirth and of children. One of the three Carmentae. A Numina deity.

Carmentae: The three water principal goddesses. All are of the Numina. They are:

- Carmenta
- Porrima (Also called Antevorta)
- Postvorta

Carnea: Sunlight (benign, intermediate). Roman minor goddess of physical health and the internal organs.

Carpo: Demigoddess of autumn. Daughter of Zeus and Themis. One of the four Horae

Castalia: Demigoddess of springs. Daughter of Achelous. Sister of Callirrhoe and Peirene.

Cebren: Balance (agathocacological, chaotic). Minor river god. Father of the nymph Oenone.

Celaeno: Balance (benign, ordered). Titan and minor star goddess. Daughter of Atlas & Pleione. One of the seven Pleiades. Mother of Lycus and Chimaereuse by Poseidon, Delphus by Apollo.

Celaeno: A harpy potency. Daughter of Gaea. An eater of humans.

Centaurs: Hobgoblin Phaeree race of part-horse and part human sort dwelling in the same habitat areas as do buccentaurs, leocentaurs, and the like. Small colonies are found in wild areas of the states acknowledging the Greco-Roman

Pantheon. Although centaurs are very swift and strong, able warriors, they have only moderate, at best, heka-engendered powers. Some few are practitioners as well.

Cer: Demigod. Son of Nox & Erebus. Brother of Aether, Charon, Dreams, Hemera, Hypnos, Momus, Moros, Nemesis, and Thanatos, god of death.

Ceres: Shadowy Darkness (benign, intermediate). Roman lesser goddess of grain. See Demeter.

Cerebus: Quasi-deity. The hound of Geryon. Offspring of Typhon & Echidna. Related to Chimera, Hydra, and Orthus.

Cerops: Demigod of Athens. A sage and ruler. A son of Gaea. His lower body is that of a snake.

Ceyx: Quasi-deity. Son of Hesperus.

Chaos: Balance (agathocacological, chaotic). Greatest god. Lord of probability.

Charon: Demigod. Son of Nox & Erebus. Brother of Aether, Cer, Dreams, Hemera, Hypnos, Momus, Moros, Nemesis, and Thanatos, god of death. The boatman ferrying dead spirits across the River Styx to Hades' underworld.

Charybdis: Quasi-deital monster. Daughter of Poseidon & Gaea. A sea monster something akin to a giant sea urchin that draws in tremendous amounts of water so as to create a whirlpool and draw down food (ships and people) from the surface of the sea.

Chimera: A monstrous quasi-deital Serpent who breathes fire. It is the offspring of Typhon & Echidna. Related to Cerebus, Hydra, and Orthus. Chimera's head is lion-like with goat-like horns, its legs goat-like.

Chiron: Moonlight (agathocacological, ordered). Demigod and lord of all centaurs. A sage, herbalist and dweomer crafter.

Chloris: Sunlight (benign, ordered). Roman: Flora. Minor goddess of flowering and blossoming plants. Wife of Zephyrus.

Cthonian Gods: The underworld deities, namely:

- Demeter/Ceres
- Dionysus/Bacchus
- Hades/Pluto
- Hecate
- Hermes/Vulcan
- Persephone (for one-third year only)

Circe: Demigoddess. Patron of female mages and heka users.

Cleona: Potency. Daughter of Asopus & Melope.

Clio: Demigoddess. Muse of history. Sister of Calliope, Erato, Euterpe, Melpomene, Polyhymnia, Terpsichore, Thalia, and Urania. Her symbol is a laurel and scroll.

Clodones: A nymph-like quasi-deital goddess servant of Dionysus. One of the four Maenads. The other three are: Bacchae, Mimallones, and Thyiades

Clotho: Balance (agathocacological, chaotic). Lesser goddess. Youngest of the Morae (Fates). Spinner of the thread of life. Sister of Atropos and Lachesis.

Clymene: Balance (agathocacological, chaotic). Oceanid Titaness and minor goddess. Mother by Iapetus of Atlas. Daughter of Oceanus & Tethys. Sister of Callirrhoe, Clytia, Doris, Eidyia, Electra, Europa, Meliboea, Metis, Perseis, Pleione, Proteus, and Styx *et al.*

Clytie: Quasi-deital goddess nereid Nymph. Protectress of flowering water plants

Coelus: Shadowy Darkness (agathocacological, chaotic). Greater god. Roman name for Uranus (q.v.)

Coeus (Ceus): Moonlight (agathocacological, intermediate). Major god. Titan and father of Asteria and Leto.

Concordia: See Pax.

Consus: Moonlight (benign, intermediate). Roman minor god of spring fields and of sowing, lord of good counsel. One of the Numinia. His sacred days are 21 August and 15 December. An associate of Ops.

Corcyra: Potency goddess. Daughter of Asopus & Melope. Cottus: Balance (malign, chaotic). Minor god. A giant son of Uranus & Gaea. One of the three giants with 100 arms and eyes, the Hecatoncheires. Brother of Briareus and Gyges.

Crimisus: Moonlight (agathocacological, chaotic). Roman minor god of the rivers of Sicily.

Crius: Balance (agathocacological, chaotic). Greater god. Titan and father of Astraeus, Pallas, and Perses.

Cronos (Cronus, Kronos): Balance (agathocacological, ordered). Roman: Saturn. Greater creator god. Youngest of the Titans. Son of Uranus and Gaia. Husband of Rhea. Father of Demeter, Hades, Hera, Hestia, Posidon, and Zeus.

Cupid: Moonlight (agathocacological, chaotic). Grecian: Eros. Lesser god of erotic love.

Cybele: Shadowy Darkness (agathocacological, intermediate). Roman minor goddess and protectress of the city of Rome.

Cyclopes, The three: Minor gods and Monsters. Three offspring of Uranus & Gaea. They were confined to Tarterus by Uranus, freed by Zeus to fight the Titans. The three are:

- Arges, the lightning bolt
- Brontes, the thunderer
- Steropes, the blinding flash

D

Daemon: (Roman Genius) Potency. Creature part-deity and part human. They are servants of Zeus and the Olympian deities. Daemons also are guides for men, although some might be sent to punish them.

Daphne: Moonlight (benign, chaotic). A naiad Nymph and minor goddess concerned with herbs and flowers and plants. A servant of Artemis.

Dardanus: Balance (agathocacological, intermediate). Minor god and protector of Azir Minor. Son of Zeus & Electra.

Deimos: Gloomy Darkness (malign, chaotic.) Roman Pavor. Minor god of Terror. Son of and attendant to Ares, and brother of Phobos (q.v.).

Deino: (The terrible.) One of the three quasi-deital guardians of the Gorgons, those guardians together being called the three Graeae. These three possess between them a magickal eye and a magickal tooth.

Demeter: Shadowy Darkness (benign, intermediate). Roman: Ceres. Lesser goddess of grains, the harvest, and fertility. One of the 12 Olympian gods/goddesses. Daughter of Cronos & Rhea. Mother of Plutus by Iasim, Persephone by Zeus. She is depicted as a mature woman clad in a flowing gown and riding in a chariot.

Sacred Things: Honeycomb; fruit, grain ears, wheat; fruit; cows and sows; snake shedding its skin.

Symbol: Torch or sickle.

Diana: Moonlight (agathocacological, chaotic). Roman major goddess who is also of treaties and protectress of women. See Artemis.

Dice: Balance (agathological, intermediate). Demigoddess of justice. Daughter of Zeus & Themis. One of the three Horae.

Dionysus: Shadowy Darkness (benign, chaotic). (Roman: Bacchus) Major god of fertility, ecstasy, revelry, wine, and wisdom. One of the 12 Olympian gods/goddesses. Son of Zeus & Semele. Friend of Demeter. Friend of and protected by wild animals. The ivy is sacred to Dionysus. His magickal staff is called Thyrsus and is tipped by a pine cone. He is always depicted as a young and handsome man holding that staff, and usually surrounded by animals. He is specially served by four nymph-like demi-goddesses called the Maenads. They are: Bacchae, Clodones, Mimallones, and Thyiades

Dis: Gloomy Darkness (agathological, ordered). A minor Roman god of the underworld under Pluto.

Doris: Balance (agathological, chaotic). A lesser sea goddess. Daughter of Oceanus & Tethys. Sister of Callirrhoe, Clymene, Clytia, Eidyia, Electra, Europa, Meliboea, Metis, Perseis, Pleione, Proteus, and Styx, *et al.*

Dreams: Moonlight (benign, chaotic). Lesser god. Son of Nox & Erebus. Brother of Aether, Cer, Charon, Hemera, Hypnos, Momus, Moros, Nemesis, and Thanatos, god of death.

Dryads: Demigoddesses to Potencies. Forest Nymphs.

Dryope: Demigoddess Nymph. Mother of Pan by Hermes.

(Continued next issue and beyond...)

THE TOWN CRIER'S GONE MAD!

by Gary Gyax

Hear Ye, Hear Ye!

Scurrilous Insults and Attempted Assassinations Most Foul!

Hear Ye, Hear Ye!

You have been insulted a lot lately.

Maybe you don't know it, maybe you do. I for one am not going to let it happen without putting up a bit of a fight, as they say, delivering some well-aimed return fire on all our behalf. I often wonder what motivates some critics and those who publish their so-called critical reviews. Is it honest opinion? Or is there some hidden or not-so-hidden agenda at work? More importantly, I wonder what fans of the derided work think... what feel those who happen to disagree with the detractor when they read something nasty hurled at what they happen to like?

There has been a fair amount of scurrilous material printed lately regarding the **Dangerous Journeys*** Game System and the **Mythus*** Game. The most evident has been that piled onto the pages of a couple of otherwise unremarkable gaming publications. Now I don't get angry when somebody says something bad about me or my work. Being an author means I have to put myself in plain view for all to target for pot-shots. I'm fair game. If I was afraid to stand on the work I do, I'd never have the courage to get it published. It is obvious that nothing ever published has or will please everybody. Diversity of taste is, in addition to being the spice of life, what makes the marketplace. Similarly, to knock something is fair enough. In a nation where we still have a fair degree of latitude when it comes to freedom of speech, that's one's right. Yet, when the material is evidently aimed at besmirching, not enlightening, I examine motives, sometimes wondering why it was done, sometimes seeing the obvious motive.

When material of so-called reviewers is published with open admission as to not having actually read or played the game being criticized, this is an obvious attack, not an impartial (let alone informative) review. It makes all the readers of the publication into fools if they accept such stuff at face value and don't check it out for themselves. It insults that readership and it insults all of those who happen to disagree. Only the fools don't know it, and you do. The readership of this magazine, I

assume, constitutes a fair sampling of those knowing and insulted. I'm open to that sort of thing, as I said, but you're not. In fact, I think only a low-down, yellow-bellied coyote would make such attacks upon gamers who happen to like something not furnished by their particular product line.

In truth, attacks reflect not only upon the attacked subject and those who created and purveyed it, but equally upon those who like and support it. When scurrilous criticism or airing of invective-laden opinion occurs, it is a violent and aggressive attack, albeit with words rather than physical actions. In the case where it happens directly and in person, then the responsible or disinterested party can speak up and voice disagreement, thus having equal opportunity to state contradictory views. That's well and good. It's a verbal contest then, not a sort of sniping where the attacker can't be seen. Yet in most cases that isn't possible. I believe that's because most of those who like to make such attacks are basically cowards and fear to face someone in person. In a more or less open forum, where there are others present to share in an exchange, these back-shooters must confront their target, and that means getting fire in return. They like the sniping, one-way form of attack. It's safer.

So what if you can't reply to these snipers? It means you take their fire, that's what. Unanswered, and even ignored, the shot hits nevertheless. That means you are forced to make a highly unpalatable choice. You must either mentally agree with the scurrilous detractor and give up your former position or else suffer the stigma of the attack. How so? Because you can't effectively respond in many ways. The sniping attacker has a vehicle, uses it as a platform to shoot from, and likewise as a shield to prevent any contradictory opinion he chooses not to air. What weapons do you have? Few, and generally not effective ones.

You can send a rebuttal that might well serve to exacerbate the situation unless truly well-written, in which case the offending vehicle probably won't allow the rebuttal to be published. That's a no-win situation. You can boycott the vehicle, but even if you can convince a friend or two to do so as well, it means little. People forget quickly. Besides, a little controversy might actually stir up more readership, so "go for it," they think.

But there's something more you can do. You can associate to promote what you think and enjoy doing. In effect you've done that by securing this magazine. So here I am speaking out, and there you are reading this. Not bad, but it can get better. I'll work harder to make the **Dangerous Journeys*** game system bigger and better, and this magazine likewise. You assist in whatever way you feel serves you best, and together we'll show the roleplaying audience that the game system is worthwhile, and that it's foolish to knock what you haven't tried.

What about the scurrilous detractors? Well, this little editorial piece has served to deflect the stigma that was meant to mark you, and has sent a broadside back at them. That's sufficient. Ignore them. Ignore what they say. You might stop supporting their vehicles, of course, and if you feel so moved, then don't even mention them at all. It is better to be attacked than to be ignored, I assure you! But in all events do tell gamers who ignorantly denigrate the DJ game system that they're wrong. Enlighten them by telling them the truth, or better still get them to try playing. Roleplaying gamers are a savvy lot, and even if left to themselves they'll sort things out well enough in time.

What about using this vehicle as a platform to shoot back, you say? More than this is a waste of your time and the precious space herein. Furthermore, unlike those other publications peddling their own RPG line while knocking competing products, I don't think it's either good journalism or good business to tear down other products to build up your own... a sort of reverse horn-tooting, as it were, that smacks of something most unpleasant. It pollutes the publication and possibly contaminates the associated games too. Far better, I think, to use the space herein to inform; that's what we're here for. If reviews are ever done here, by the by, they will be selected for factual content, and not to grind axes.

There is another insidious thing occurring. It resembles character assassination. Unlike the blatantly prejudiced published material, it's hard to put a finger on. Could it be that after trying to stop the **Dangerous Journeys** game system from ever being published, that someone now is attempting to squelch it, to prevent it from growing and thriving, and to eventually actually destroy and bury it? Could be.

There seems to be a sort of whispering campaign going on. It goes something like this: "The game is too complex. The game is unplayable. The game is too structured. The game is too rigid. Nobody (that means you) likes the game. Nobody is playing the game. Nobody..." Well, you get the idea. This sort of crap makes me a whole lot hotter under the ol' collar than the less-subtle sort of attack. It's nastier in that it's insidious and can be refuted in only one way: one must get out and openly demonstrate that it's hogwash. Of course, one merely looking at copies of the **Mythus** game materials might think there was a modicum of truth in such whisperings. The rules books are big, after all. Then again, so is a dictionary or encyclopedia! Good grief, can't people distinguish between information and rules? Whew! Some can, and you, Perspicacious Reader, are living proof of that.

Hell's bells! The **Dangerous Journeys** game system can be whatever you want in a roleplaying game, and that's the beauty of it. It's the JourneyMaster and players who determine complexity, playability, structure, rigidity of rules, and so forth, not the books or me! Not that the system is perfect, not by a long shot. It will get better with your input, of course, and right now I happen to think it's better than any other roleplaying game system out there. If you agree, show the flag whenever you can. In that regard I'll do the same. Look for me at the big convention I started twenty-four years ago (not twenty-five, mind you; they can't get anything right). I'll be running some totally free-wheeling demos where participants won't even have to put an HP together first before playing, and we'll use Advanced rules too. Piece of cake. By the way, if you do show up too, don't just take up space; come on down and run some demos, too.

The clapper's about worn a hole in the side of the bell, so I'd better stop sounding the ding-dong. By next issue, though, you can be sure that I'll have a new gong to beat, so be ready when next you hear the familiar call...

"HEAR YE, HEAR YE!"

The opinions expressed in this column are solely those of Gary Gygax and do not necessarily reflect those of the Publisher, Editor-in-Chief, or any of the other staff or contributors to this publication.

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Some back issues of the **Journeys*** Journal as well as some various out-of-print magazines and games and game products are available. Send us your want list!

AUDIENCE PARTICIPATION

INFORMATION & IDEAS FROM OUR VALUED READERS

This column can't contain letters yet for the obvious reason that it's the first issue of this publication. However, we can let you know just what sort of material will be found here in future issues.

What we're looking for are corrections to errors found, new rules (optional or suggested standard ones), and helpful tips that all other JMs and players will be interested in sharing. What we don't want to do is make this another typical letters page where readers pat the publication or an author on the back, or kvetch about something they didn't like in an issue. That isn't to say you can't complain about the magazine; we'll be happy to hear your gripes – but they won't get your name in print, only maybe influence us to change something. Rules or system material glitches spotted and corrected, on the other hand, will probably earn you a slot right here. Along those lines we particularly thank Allen Kellogg, Greg Timm, Mark Whitlock, John Troy and Sylvain Couchariere, all of whom have already contributed in that regard.

That brings us quite nicely to the conclusion of this month's column. What is it you want to see in the system? By that I mean, what genres, system material, support, and playing aids are you most interested in having? And is it purely paper material you want – or do you want computer programs to assist in generating campaign details such as OPs and critters? While you're now thinking about that, go a step further and consider this publication. What regular and special features are nearest and dearest to you? Let us know, and we'll do our best to include such information herein!

To make this all a bit easier for you, please answer the questions below and send those answers to us as soon as possible. We will draw one response at random and send that lucky respondent a copy of the SAMARKAND SOLUTION. You may copy this page or simply send appropriate numbered answers to each of the queries without repeating them. Send to:

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1. The next genre for the Dangerous Journeys* Game System should be:
2. The sourcebook I'd like next is:
3. The playing aid I'd like next is:
4. The next adventure scenario should be:
 - A campaign one with lots of source material.
 - A pure action campaign scenario.
 - A collection of several shorter but serial adventures.
 - Other:
5. I am very interested in obtaining JM aid software for a...

PC	Mac	Other
6. What I'd like to have in each issue of **MM*** Magazine:
 - Complete Adventure Scenario (at the cost of losing other information)
 - Serialized Campaign Adventure Scenario
 - Ærth* state details
 - Phæree* world/state/peoples details
 - Computer game information/reviews
 - Book/game reviews
 - Ærth state fiction: short stories; serialized novels
 - Other:
7. MMM should have

more of...
less of..
8. MMM should form a fan organization for system enthusiasts (Yes/No).
9. MMM should sponsor a game convention for its readers (Yes/No).

CROSSING THE LINE

Special Considerations for Cross-Genre play of Game Modules of the **Dangerous Journeys*** Multigenre Roleplaying Game System

by Gary Gyga

Seeing that you will soon have three distinct genres to employ in the system – **Mythus*** Fantasy Game, **Unhallowed*** Supernatural Game, and the **Changeling*** Weird Science-Fantasy Roleplaying Game – it is high time that JMs were apprised of how the various special portions of each genre will operate in the milieu of these genres. Without saying more in prefatory remarks, here is what you need to know!

FANTASY

Androtics: android becomes living
Computers: non-functional & special
Cybernetics: non-functional & special
Diseases: functional/active
Dweomercraft/Magick: unique system (A)
Electric Circuitry/Batteries: non-functional & special
Electronics/Power Armor: non-functional & special
Genetic Engineering: functional special
Gunpowder/Explosives: non-functional
High-Tech Weapons: non-functional & special
Mutations: functional
Probability Travel: “Moderate” DR
Psychogenics: Heka functional special
Robotics: non-functional & special
Time Travel: “Extreme” DR

WEIRD SCIENCE-FANTASY

Androtics: functional
Computers: functional special
Cybernetics: functional
Diseases: incr. effectiveness
Dweomercraft/Magick: unique system (B) & special
Electric Circuitry/Batteries: functional
Electronics/Power Armor: functional
Genetic Engineering: developed
Gunpowder/Explosives: functional
High-Tech Weapons: functional
Mutations: functional
Probability Travel: “Hard” DR
Psychogenics: immunity possible
Robotics: functional special
Time Travel: Extreme DR

SUPERNATURAL

Androtics: functional
Computers: developed
Cybernetics: functional
Diseases: functional
Dweomercraft/Magick: unique system (C)
Electric Circuitry/Batteries: functional
Electronics/Power Armor: functional
Genetic Engineering: functional
Gunpowder/Explosives: functional
High-Tech Weapons: functional
Mutations: functional
Probability Travel: “Difficult” DR
Psychogenics: developed
Robotics: functional
Time Travel: “Hard” DR

EXPLANATIONS OF LINE-CROSSING EFFECTS

Android Becomes Living

This means that once an android has entered the genre's milieu, it assumes full human status (or whatever set of genetic characteristics the JM deems applicable). Some abilities might be gained or lost thereby, but for the duration of its stay in the milieu it is then not an android but a person. The change might or might reverse upon leaving the genre milieu, at the JM's option.

Developed

The particular consideration has reached an advanced state of design or development in the genre.

Difficult DR, Extreme DR, etc.

A modifier, or further modifier, must be applied to any attempt to employ this consideration/operation in the genre.

Functional

The consideration will act/function according to the rules governing it in the genre, or its home genre, whichever is applicable and allows the most use and potential. For example Computers are functional in both the supernatural and weird science fantasy genres.

Functional/Active

This applies to diseases; Active means that the STR rating is increased by 50%. Increased Effectiveness means a disease strength from another genre is doubled.

Functional & Special

With the addition of the ampersand this means the subject functions better in the milieu. The degree of superiority is up to the JM, but in general it will convey something akin to a Heka-engendered power or an immunity or the like.

Functional Special

This means functional, as explained above... and more, of course. If there are aberrations in the genre, they will be probably affect the functioning of even those to whom the genre is home. Computers and robots tend to become self-willed in the weird science fiction genre, and some of each develop what would probably be termed neuroses, psychoses, or delusions in humans. This might affect even small and primitive microprocessors brought to the milieu from other places as well as non-native robots.

Immunity Possible

Some personas and creatures in the genre have an immunity to Heka and its effects or Vril/psychogenic powers. This is articulated in the rules.

Non-Functional

The object doesn't work, the substance is inert, the ability is meaningless, etc.

Non-Functional & Special

The JM here has all the latitude desired in altering the object or material to suit the genre's milieu. For instance computers might or might not become some sort of enchanted device, cybernetic portions might change to normal ones or else be magickal things, or maybe not work at all. Electric circuits and batteries might become living things, Heka devices/reservoirs, or be inert. Electronic gadgetry of all sorts, including powered armor, might become living, magickal, or inert Armor. High-tech weapons are treated as enchanted objects or useless junk. Robots might become living things of a special sort, able to reproduce and so on, just as androids become human.

Unique System

The letter in parentheses following this term indicates the rules system governing employment of the K/S Areas in question, as well as other ones that might enable the practice of casting. Note that system (A) applies to the **Mythus** game and is most powerful, (C) to the **Unhallowed** game and is least potent. (B) applies to the **Changeling** game and is intermediate, functioning specially by enabling fantasy persona Heka capacity and supernatural tool use.

CHANGELING*

WEIRD SCIENCE-FANTASY ROLEPLAYING GAME

INSTALLMENT #1: GENRE & MILIEU

The **Changeling*** Weird Science-Fantasy Roleplaying Game is an independent genre module which is a part of the **Dangerous Journeys*** Multi-genre Roleplaying Game System. It draws the majority of its rules and systems from the **Mythus*** Fantasy Roleplaying Game and **Mythus Magic** book, as well as from the **Unhallowed*** Supernatural Roleplaying Game. You will need these volumes to play this game.

The genre expressed in the **Changeling** game is virtually a new one to roleplaying. Weird Science-Fantasy uniquely blends real technology and likely future advancements in an amalgam with imaginary science, and then enlivens that with the totally fantastic and the magickal. This mixture enables the participants to employ all of their imaginative creativity, to let their minds run wild as they develop a group expression of the basic milieu to form something never before experienced in roleplaying. This genre has a compelling allure if you revel in fantasy, are captivated by science fiction, and can't resist the appeal of the wildly imaginative.

And there is more! It might be hard to believe, but there is, indeed, a greater breadth to the genre than revealed above. This is because of the milieu developed for the game. To explain this, it is necessary to examine the particular setting of the **Changeling** Weird Science-Fantasy Roleplaying Game.

The game is set in a universe parallel to our own, with a solar system pretty much duplicating our own as well. The center of the milieu is likewise a parallel place, a world called Earth by its people. To avoid confusion, we must call it Urth. The world of Urth is more advanced than our own, though. This is dealt with in more detail in the Backstory that follows. When we venture to the universe of Urth we must not only travel across the dimension of probability but go up in time's dimension so as to arrive in the future and the Urth cosmos.

The milieu of the **Changeling** game is not confined to Urth. It includes the solar system and possibly reaches beyond. In addition to the homeworld there is a ring of great satellites around Urth, and the labyrinthine Luña (moon) base, the colony planets Marz and Venuz, and more. All of this will be detailed in a little while; first the history of this milieu must be explained.

The history of Urth was not too unlike our own, so both our world and that one have virtually the same calendar. The year on Urth in which we join the milieu is 2394 Common Era – which year, with a bit of luck, will arrive here on Earth in about four centuries. That is, the date on the parallel world is just about the same as ours will be in that time in the future. We enter the milieu, though, at a time just about two and a half centuries and ten generations after a catastrophic event. But that's getting too far ahead; the game and its milieu are yet to be fully introduced.

The **Changeling** Game has a multi-staged setting that provides the Journey Master and players with an incredible variety and blend of details. Once in the Urth universe, strange probabilities exist without resort to venturing into that dimension. There are past and future time lines without time travel, and the magickal, weird, and eerie too. To be less cryptic, there are cultural and technological starting points from the neolithic to the imagined future. There are magicks and mind powers, swords and sonic blasters, rogues and robots, androids and wild animals, mutants and monsters. In short, this genre packs in science fiction, fantasy, historical action, weird science, space, weird fantasy and even the eerie; and it blends this seemingly impossible mix into a single game and milieu. Yet it remains but a modular portion of an even greater multi-genre system.

It is time to go on to the Changeling game Backstory so you will know the details of the history of Urth and get to understand the adventure milieu it provides.

Backstory

As you know, the universe of planet Urth is a parallel one to our own, but it is very different because...

Urth originally diverged from this world's universe when Leonardo da Vinci actually produced many of his major inventions and then published his works, and more still a bit later when Sir Isaac Newton developed his laws of physics differently and more fully. Urth still remained a relatively close parallel world to Earth, however, until the beginning of the 19th century. Then its Industrial Revolution far outstripped our own, and shortly after that time certain advances brought human progress in the study of the mind and spirit. From the turn of the 20th century onwards the two universes began to

diverge radically, and the separation grew great. Here are the major differences that occurred:

Spiritualism and mysticism functioned to develop the whole person.

There was never a “Great War”, let alone World War II.

The parallel Albert Einstein and Nikola Tesla far exceeded their counterparts' brilliant contributions on our world. Technology leaped even further forward on Urth. So too did political and social institutions, as well as the development of the individual into a balanced one with understanding of all facets of life – not just the physical, but the intellectual and spiritual as well.

Time Line

Here are some of the high points of the technological history of Urth:

1845	Gasoline combustion engines developed
1861	A powered aircraft flown
1866	Radio broadcasts begun
1901	Jet engine invented
1914	Television becomes common
1926	Digital computers invented
1938	Manned expedition of the Confederation of Nations lands on Luña (the moon)
1947	Analog microcomputers in use by the average household
1950	Room-temperature superconducting discovered
1952	Work completed on the first orbiting space station
1963	Manned expedition lands on Marz
1977	First Luña base established
1981	Genetic engineering well-developed
1990	Robotics advance to enable production
1997	First work begins on a ring of what will eventually be 36 great satellite stations, a massive project for solar energy collection and transmission to Urth
2003	Complex cybernetic implants become possible
2017	Androids produced
2025	Manned Marz base established
2033	Three Marz orbital solar-collector satellites begin operation
2041	Primitive atmospheric conversion plant begins operation on Marz
2060	Complete terraforming engineering of Marz undertaken; Marzian civilian colony established. Energy converted to matter, and matter transformed into atmospheric gases and water, makes the planet habitable within five years.

2074	Several large unmanned robotic space craft sent to Venuz, using gravito-magnetic forces to gradually increase the axial spin of the planet and simultaneously begin conversion of the planet's atmosphere to one inhabitable by humans. A super-reflective upper atmosphere layer is amongst these first early steps, absorbing much of the massive weight of the gases (some also converted to surface water)
2088	Manned colonist space craft lands on and begins final terraforming of Venuz
2091	Urth government celebrates the return of the planet to a virtual natural paradise, thanks to the direction of Computer Prime
2104	The approach of a cosmic cloud is noted, and a study of it is undertaken by unmanned probes.
2114	Potential for disaster occurs when the outer system enters the cosmic cloud, and word leaks out all too quickly
2120	Urth's computer network begins construction of a defense against the cloud's radiation
2121	A flood of returning colonists causes Urth's government to ban all travel to the planet
2123	Marz and Venuz Colonies demand the right for their citizens to shelter on Urth, as protection from the cosmic cloud
2125	Bloody riots on Urth against re-immigrants; several ships of colonists are vaporized after refusing to turn back; Marz and Venus colonies declare War against homeworld Urth.
2130	Urth screens seal it from all outside contact; computers take over management of mankind's affairs (including defense against the hostile colonies) to assure survival of humankind on the Urth
2138	The Cataclysm

Some 250 years have passed since that last terrible event in 2138 CE, and it is now 2394 CE on Urth. But before we can enter the milieu as it now exists, we need to know what happened during those two and a half lost centuries.

The Cataclysm and After

Without going into burdensome details, let alone the minutiae of all that happened, let us examine in precis what happened after the cataclysmic passing of the cosmic cloud.

Urth

In the year 2138 planet Urth and its whole solar system entered the nebular cloud of cosmic material, just as had been predicted and prepared for on the homeworld by Computer Prime. That cloud's reaction with the sun caused the emission of strange and deadly radiation to bombard the whole solar system. This reaction was known as the Nebular Flux. The darkening effects of the cosmic dust and gas didn't screen heat radiation from the planets, for the brighter burning of the sun

compensated for the absorption. The cloud passed in little more than a month, but its effects changed the course of history on Urth and the entire solar system forever.

Urth was shielded from the radiation. The computers had been empowered to devise, robotically build and emplace, and even control the screens protecting the planet. In 2124 CE humanity was frightened, and as might children, the leaders gave over authority and responsibility to the “parental” Computer Prime. They allowed themselves to be hidden away from all the rest of mankind, those less fortunately shielded, willingly being isolated after the threats and then attacks from their colonies. “No room on paradisiacal Urth for more people. Rely upon your own ingenuity,” came the terse advice from the leaders. Thus, at the beginning of the following year began the War Against Genocide (as the colonial forces named it; Computer Prime did not bother to give it a name). The ensuing attacks by Marzian and Venuzian space forces were repulsed. Only the computers and their robotic servants managed the bulk of this unjust defense. While human colonists fought and died, the good citizens of Urth covered their heads and pretended they were alone in the solar system. From 2127 CE onwards the shields grew increasingly effective, and by 2130 Urth was completely isolated from all contact with the base on Luña and the colonial worlds of Marz and Venuz. Its citizens were now a people shut off, locked away in the cocoon of the protected environment provided and controlled by Computer Prime.

We'll come back to the homeworld in a bit, but let's go on to the other places where humanity labored and/or dwelled during that fateful time when the cosmic dust cloud approached. We'll begin close to Urth and work our way outward from there.

The Orbital Ring

For two centuries the vast majority of Urth's energy had been drawn from the sun by the ring of solar collectors, “Utilisol Stations” as they were termed, and sent down to the waiting world they orbited. When the eventual need for shielding and isolation of the home world was determined by Computer Prime in 2116, it was not deemed possible to simply abandon the thirty-six great satellites that belted Urth. These stations provided power and communications for the whole planet. Therefore, in 2120 a secret project began which strengthened these satellite stations into fortresses. First each was enlarged and armored and screened more heavily. Then at a later time (c. 2124 CE), when secrecy no longer mattered, a full-scale program of armament for offense and defense was undertaken. Redundant servo-mechanisms, robots, androids, and even human volunteers were posted in them to assure that the satellites remained fully functional and in operation.

In the War Against Genocide (2125-27 CE) each and every one received some damage, and two were temporarily put out of commission at great sacrifice on the part of the colonial

attackers... all to no avail. The war was lost, the orbital satellites remained, and the nebular cloud came. The screens protecting these satellites did a fair job, generally speaking, although some broke down due to previous damage, and others weren't quite sufficient to totally protect the stations. After the Nebular Flux receded, only a dozen remained fully operational and reliable. By the time Computer Prime was able to send robotic repair teams, there were enemies present to contest their presence. Finally a mere ten were secured and returned to full operation by 2140. These were only enough to power a reduced energy demand by Urth. The remaining twenty-six had become strange, dangerous, independent places, or no-man's lands in which crazed things lurked or deadly radiation remained to foil both would-be inhabitants and dutiful inorganic robot operators.

Each of the thirty-six Utilisol Stations is based on the same general model, but all have slight differences now because of the defensive alterations and subsequent events. In the twenty-six satellites not under the control of Computer Prime there are many changes, to be discussed later in the exposition of this milieu. Some stations are devoid of life, some are home to things that make venturing there a death trap. A few are bases for Luñar robots or Marzian forces. The rest are refuges for strange collections of outcast men and machines, places that are something between frontier towns, pirate island bases, and hell.

Luña

The human inhabitants of the great base of Luña Station were certain that they could survive the cloud's effects unscathed. After all, they lived in screened bubble domes and had shields. There were also vast subsurface areas bored into the moon's body in which they could take refuge if the shielding screens failed. In fact, they decided that when the greatest bombardment of radiation struck, they would be safe deep inside Luña. They were screened from the Nebular Flux, but their servants weren't. What occurred to the computers, robots, and androids (thought immune to the radiation of the Nebular Flux) was their undoing. Programming was altered, restraints removed, and total self-will evolved in days if not hours. Some might say that, in those electronic intelligences, psychosis also sprang full-blown into being.

The former servants suddenly perceived mankind as slave masters, inferiors, and foes. There followed a great massacre, and within a month no human being was alive on Urth's moon. Luña became a world inhabited only by self-willed computers, robots, and androids. It continues thus, and its inhabitants (though divided amongst themselves into four separate camps -- computer supremacist, robotic supremecist, androidal supremacist, and non-partisan) are the bane of humanity.

In general, the electromechanical and androidal life forms of Luña war against mankind, seeking to eradicate it from the solar system. They patrol space, send agents to the planets, and

plot the end of humanity. There is, though, an electronic life-form underground opposing them. There are robots and androids who believe that humans are not foes and are equal...

Venuz

As the newer but most promising colony of Urth, the inhabitants of Venuz believed their future a bright one. They were stunned when their homeworld denied them help or refuge. The brunt of the Nebular Flux fell upon this, Urth's near-twin world, for this colony was the newer and smaller, not yet fully established and least able to prepare defenses.

Established in 2088 CE, Venuz colony had had little time to develop and was still involved in the work of turning the wild face of the planet into one akin to Urth's own surface. While the deadly gases had been converted to a breathable atmosphere, and water covered half of Venuz, there was yet rugged land to shape and homeworld flora and fauna to establish. Such work had demanded all the efforts of the colonists until the threat of the cosmic cloud was known; then the fight to win haven on the home world took energy and resources. When that struggle was lost, the Venuzian colonists set up area shields and hoped that their heavy atmospheric cloud cover (which protected the planet from the much-nearer sun) would also help to screen them from the Nebular Flux. Their hopes were not well-founded.

After the Nebular Flux came "The Change." Almost all living things generated mutated offspring. Only a relative handful of kinds remained unaffected. Some few species vanished; most spawned two or more new strains of creatures or plants. It seemed that fecundity was bestowed along with the strange genetic alterations delivered by the passing cloud of cosmic radiation. Humans, animals, and plants were no longer true to the norm known before The Change, but they thrived and spawned. These mutated species bred, and while some offspring were true to the new species they represented, most others continued to mutate. Few species died out. Wild variety of species also became common, as "sports" (compatible and sexually viable with others of the same type) bred and bred again. Eventually there developed two classes of mutated life: that of established form, and that in which each species had many variations but still remained more or less cross-fertile. Some are, in fact, now "native" Venuzian species – intelligent, deadly, or both. Evolution ran wild in this mutational spree, then slowed and possibly halted, but...

Most of the planet Venuz is now a nightmarish jungle filled with horrific creatures and savage mutants of human and animal ancestry. This is no place for a picnic, to say the least. Psychogenic powers abound in humans and humanoids there. As if fang & claw, thorn & root weren't sufficient, the flora and fauna possess weird powers too. Worse still, magickal functions are chaotic here, and castings might backfire, be twice as potent, or who knows what? Yet there are necessary things to

be found on Venuz, ranging from scarce resources unavailable elsewhere to exotic substances of magickal sorts.

So since the Nebular Flux the planet has not been shunned. Robots, androids, and men still travel to and from the planet Venuz. The savagery of life hasn't eliminated humanity, either. Some have mutated and degenerated, some mutated and improved, and there are still some near-human Venuzians with the science and technology of their forebears.

Marz

The older of the two colonies of Urth, Marz was the first to demand homeworld aid and sanctuary. When Computer Prime decreed otherwise, this colony led the fight to win through force what the home planet had refused. When it was realized that the War Against Genocide was hopeless because of the power of Computer Prime, the Marzian government frantically began its own attempts to construct shields to screen the cosmic cloud's radiation. They were not physically defeated by Urth's computers and robots; they merely ran out of time to fight. Although the resources of Marz were scant, and its population tiny in comparison to Urth, the people of the colony wrought a virtual miracle. They managed to construct planet-wide polarized fields, and their defense succeeded in protecting all Marz – its human colonists and the newly established flora and fauna -- to a great extent. Some few genetic mutations occurred, but Marzians had already been advanced proponents of genetic engineering anyway, and they were able to deal quickly with most of the difficulties which arose in the time after the cloud's passing.

Marz colony formally declared its independence, created a constitution, and began to deal with the problems that lay ahead of it. It had become an isolated little world with only its own resources to rely upon. More of the great solar collectors were built, and things were looking better and better, when the first of the Luña robot raiders attacked! Once again Marz was embroiled in war. The colonists gritted their teeth and fought back. They would manage to develop their world even as they fought the crazed machines and constructs of Luña. It is a struggle that has continued ever since.

Now the leading foe of the robots and androids of Luña is Marz Federation. It has a burgeoning society, interplanetary cruisers, a tough military, and cybernetic soldiers. These intrepid folk battle the Luñar forces, seek allies on Venuz, penetrate veiled Urth, and more.

Mercure

Nothing more than probes and robotic missions have been sent to this planet, for it is too hot and the bombardment of solar radiation makes it too dangerous for biological life. The Luña robots, however, sometimes exploit the planet for certain resources they need to maintain their warfare against humanity.

Asteroid Belt to Neptune (and Interplanetary Space)

In the last few decades before the Nebular Flux occurred, Urth and Marz were active in exploring and exploiting the outer portion of the solar system. Mining on the asteroids and some of the moons of the great planets (Jupitar, Saturnuz, Uronuz, and even Neptun and Plutow) was being conducted by government and colonial agencies, and by private enterprises as well. Interplanetary vessels were built at an increasing rate, but then the approach of the cosmic dust cloud was discovered, and resources were devoted to protection – and warfare.

Now there is again some amount of activity in this area, but because of the war between Luña and humankind it is a dangerous and risky business, for the normal hazards of space are compounded by the perils of conflict.

The Chrysalis Project

Humanity strives to reach the stars, and so many robotic probes were launched to scout the nearer ones in the years between 2011 and 2065. In 2087 CE, just prior to mankind's first planetary colony in its own solar system, the government of Urth began a massive project aimed at interstellar travel.

The construction of this incredible vessel began in orbit between Luña Base and Urth: a vast oval, about three kilometers long and deep and two kilometers wide. It contained 20 population decks and another six for drives, shuttles, and so forth. From the main body radiated tubes connecting to smaller (half main-size) ovoids, a total of ten in all. These were meant to carry closed biospheres, the flora and fauns of various select portions of Urth, both as a relief from their surroundings for the colonist passengers and as breeding colonies to plant when a suitable planet was found. Finally, “beneath” the main ovoid and likewise connected were two ovoid “main thruster” pods, with storage bays for anything picked up along the way. It was anticipated that the journey to the nearest star(s) would take somewhere between 50 and 150 years!

Even with the advanced technology and robots available to the undertaking, these shells took over ten years to construct. But before they were equipped with drives, life support, and so forth, an incredible breakthrough was made. In 2098 CE a team of scientists discovered a means of reducing the size of things, whether living or non-living. This happened as a fortuitous accident in the testing of a prototypical long-distance matter transmitter. Their device worked, but the material sent through it materialized at the receiving end at about one percent of normal size! The scientists were jubilant. Computer Prime placed the whole of the new discovery into the Ultimate Secret category. The excess matter left behind was converted to power. The reverse process wouldn't work properly, for there was insufficient energy to restore the lost matter. However, solar collectors and huge batteries eventually

sufficed. When this breakthrough occurred in 2101, the potential of the Chrysalis Project altered radically.

Material, cargo, and equipment was readied on Urth, then transmitted to the vessel. With all that went volunteer technicians and workmen. The process of “terraforming” and readying the Chrysalis had begun. It was only a year before the sighting of the Nebular Flux when the first trees and other flora were rooted in the ship. Work went on even after the approaching cloud was discovered, and in two years (2106 CE) fauna were transplanted into their new habitats. A considerable span of time then elapsed while the ecosystems were carefully established and nurtured.

When the danger posed by the cloud was fully established, Computer Prime directed that work proceed at an accelerated pace; the experiment was to go ahead despite the risks. City construction was completed at Cataclysm-minus-five-years. Undesirables were “chosen at random” or forced to “volunteer” to populate the vessel. This occurred after the initial agricultural and technician colonists were put aboard via transmitter. Then, with the last spate of equipment aboard, the final “selection” process for the four million other colonists began. Unfortunately, that process required over a year. Transmission to the Chrysalis also took time. Robot tugs finally began moving the ship outwards in 2136 CE.

When the vessel finally passed the orbit of Plutow, its massive magnetic drive was to be started. The drive would eventually bring the vessel to a just a bit over one-quarter light speed (50,000 miles per second), its maximum velocity. The vast ship was just at the edge of the solar system, where its acceleration was to begin, when the nebular cloud passed through.

The Nebular Flux destroyed the robot tugs, and it also did something to the computers aboard the interstellar colony vessel. The ship never began its voyage, and since the passing of the cosmic cloud it has remained in its distant orbit just beyond Plutow.

The vessel is now the Chrysalis of the Void. What has happened aboard her in the past two and one-half centuries is anyone's guess.

Back to Urth...

Population on Urth had never been so uncontrolled as our own world's. The people had been more conscious of ecology and nature. At the beginning of its 21st century, Urth had a population of something over four billion inhabitants. By the year 2091 some three billion people lived there. Computer Prime directed that no more than that number of people should ever dwell on the planet, and the citizens of Urth agreed. Negative population growth, even with a life expectancy of 160 years, was attained almost immediately. Urth excelled politically, socially, and economically, so the united planet was able to employ its marvelous science and technology to ensure

that future generations of its children would have their natural heritage – the varied conditions, flora and fauna, of the world before humankind became supreme. With many robots to labor and a few androids to serve, the planet was a paradise. Thus in the year 2091, about one-quarter of the surface of the planet was permanently reserved to nature as wildlands.

In addition to that, government and governed alike decreed that major areas be reserved for additional preservation of species in “natural wilderness” settings. These “Reserves” encompassed large areas in which various non-native flora and fauna could be seen and enjoyed by people without extensive travel to other continents. On all habitable continents (the six standard ones excluding Antarctica), large areas were given over to ecological preserves – each a conservation area, park, and zoo rolled into one. Large areas once barren or otherwise wasteland were restored, terraforming technology enabling the transformation.

The Reserves

While the rivers, lakes, seas, and oceans of Urth were kept free of pollution and maintained more or less as they had always been, the development of the land and its human population (controlled as it was) began to cause environmental concerns in the mid-20th century. By the end of the 21st century, plans for preservation were completed, land areas laid aside, and work on an amazing series of constructions was finished. Each special area were re-formed so that where natural terrain was insufficient for its needs, suitable terrain was created. Although great mountains could not be built thus, anything else – from deep lakes to rivers, bluffs, hills, and valleys – could be sculpted. The resulting terrain was virtually impossible to distinguish from the natural sort.

Force fields were set up, powered by both solar energy from the orbital station ring and thermal energy from planetary core taps. By means of these fields solid matter was prevented from entering or exiting reserves, except at controlled points. Huge areas of land on each continent were thus fenced off and the “Reserves” were established.

Climate within each such area was controlled as necessary, and temperatures and humidity, wind and precipitation kept in the desired range. For example, precipitation of the exact type desired fell at prescribed times. Excitement or occlusion of the covering field of force gave the perfect amount of solar (or simulated solar) radiation for a given area of a Reserve. All this and more was managed by computers' sensors and servos, with but minimal human backup. Nature was otherwise allowed free reign. That within could not wander out, and entrance to each Reserve was permitted only to a limited number of persons each year.

Not surprisingly, such restrictions made the Reserves both popular and sufficiently profitable to return a dividend on their cost. Africa had four Reserves, Asia seven, North America five, Australia and South America four each, and even crowded Europe had three. With the planetary sanctuaries at the poles and the natural territorial parks considered, viable ecosystems protecting all of the unique flora and fauna were assured to the people of Urth. These were the most popular vacation sites on the planet. Computer Prime was lauded for the work...

After the cosmic particle cloud passed, Computer Prime assessed events and decided to act to protect humanity permanently. As it had done with animals and plants, it would do with humans. Perhaps it too was somehow tinged by the radiation of the Nebular Flux, for it had sensors outside the screens; who can say? In any event, Computer Prime decided to more or less reverse things, and established “Reserves” for humans. A fraction of the land, a ninth or an eighth perhaps, would be set aside for separate communities of men. The majority of the surface of Urth would be returned to uninhabited nature.

The leaders of Urth's government were informed of this “suggestion” by Computer Prime, and most agreed it was for the best. How could such surrender occur? Again, no one can say. There were opponents, of course, and these brave ones attempted to re-assert control over the great computer and its network of lesser computers and robotic servants, but to no avail. Most such “rebels” were subjected to psychological reconditioning by Computer Prime and spent the remainder of their lives as “content” near-vegetables. Others were killed, regretfully or not, “for the good of the majority.” Only a very few managed to escape.

So now Urth is a very strange place indeed. There are Reserves for “civilization” on the six continents, and some broader areas for “natural” humanity to “roam freely”. There are android and robot “humans” to keep order. Here and there are underground bases and, in the non-reserve areas, open ones where Computer Prime's servants go about the business of maintaining the perfect world for their charge, “Humanity as it was at its best.” Hidden away are little cells of resisters, able to survive only because of the anomalies in the electronic masters of mankind which the computers are now incapable of detecting.

This then is the story of the milieu of the **Changeling*** Weird Science-Fantasy Roleplaying Game.

PRECIS OF THE MILIEU

The **Changeling*** game is set in a parallel universe, with a parallel solar system and counterpart to our Earth. It provides adventure play in settings ranging from the neolithic to the imagined future. It holds elements of historical action, magick, supernatural, psychic, advanced technology, and super-science. The initial contest of principle centers around free individuals

pitted against Computer Prime and its agents. The secondary conflict pits the robots and androids of Luña against humanity, the latter led by Marzians. The genre also has other contending forces, including men versus machines, humans versus created life, men and robots/androids against killer machines, mutants versus non-altered humans, and all manner of mixtures in between. With so vast an area, so incredible an assortment of life forms and technology, the Changeling game will provide a basis for campaign play lasting decades.

There is as great a variety in choice of personas and vocations as there is in setting. Magick functions throughout the whole milieu, although it is a new form not quite like the others in the game system. Its power functions to the full potential on Urth. (That translates to about half the potency of that found in the **Mythus** game, and about three times as effective as that of the **Unhallowed** game.) On the lifeless moon, magick hardly works at all, while on Venuz it's strong but wildly erratic. The orbital stations are close enough to Urth to allow some magickal power. Marz isn't a potent biosphere yet, so magick is rather limited. But Venuz is wild in many ways...

Psychogenic powers (such as telepathy) and a host of weird mutant abilities also operate throughout the milieu, but they don't have such variables. With the mutant abilities, though, are likely to come strange physical abnormalities and spiritually-based oddities too. Mixed with all that is a futuristic technology encompassing lasers and transporters, power armor, and all the rest. But such primitive things as plate mail and swords can be useful too. And why not some explosive weapons – black powder or late-model assault rifles?!

Knowledge/Skill Areas range from the basics of primitive sort (such as Hunting & Tracking and the ability to ride horseback) to such imagined knowledge as “Androtics” and the piloting of spacecraft. Furthermore, there will be a need and use for just about each and every such skill, from the most primitive to the most advanced, even if campaign play never goes into other genres but stays within the scope of this setting. In fact, the **Changeling** game offers just about everything imaginable within its single-genre milieu!

With an incredible variety of equipment ranging from magickal things to primitive arms and super-technological devices, the players will direct their Heroic Personas through all manner of places to accomplish any of many missions the JourneyMaster might select as desirable for the campaign. Each mission has many of goals, of course, and there are nearly endless possible objectives for adventuring.

Foes range from monstrous Venuzian beasts and mutants to humans and computers to evil androids and malign robots. Action can occur in any setting imaginable, too. Deep space? Sure, or deep under the oceans of Urth or Venuz. The orbital ring has a score of places, one of which might have an eerie race of vampiric sort aboard. A planet or moon? Yes, deserted or inhabited, your choice. An African jungle or a Venuzian one, the wilds of the Great Plains or the Marzian Barrens, or the inner labyrinth of Luña – these and more await the participants. And then there's the enormous lost colony ship Chrysalis of the Void marooned somewhere near Plutow....

Naturally, the great variety is not offered in helter-skelter fashion. It is suggested that play proceed from the setting established in the rules as a starting point. It can then go through some logical combinations which might eventually include the whole gamut possible to this diverse milieu, or else be narrowed according to the JM's and players' wishes. This panorama of culture and persona, knowledge and skill is a nearly endless challenge to JourneyMaster and player alike. The weird and fantastic powers, scientifically advanced equipment, and primitive contrivance all make the Changeling game genre unlike any other, the game itself unlike any ever done. Best of all, its base is the excellence of the **Dangerous Journeys** Multi-genre Roleplaying Game System, so if the participants wish to expand their activity to another genre, it is a very simple matter indeed to do so.

NEXT ISSUE:

Milieu Worlds & Adventure Areas

- Urth
- Luña Base
- Venuz
- Orbital Satellites
- Marz
- Asteroid Belt

With notes for each setting on:

- Environment
- People
- Magick
- Technology
- Conflicts
- Weirdness
- ...and the Chrysalis of the Void

SUBMISSIONS POLICY

At this time the **Mythic Masters*** Magazine is not paying cash for publication of submissions. If you are considering sending something in, all you can expect for your effort is seeing your name in print, a lot of thanks from the editors and readers, and an extension of your subscription by 1 or more issues. This policy may change in the future if circulation enables cash payments.

Material submitted for consideration for publication herein must be in manuscript form and typed or clearly printed. Macintosh disc submissions in plain text (ASCII) or in Microsoft Word (v.3 or later) will receive preferential treatment! Submissions longer than about 500 words must be on Mac disc in ASCII or MsWord; we simply don't have the time and resources to transcribe lengthy typed or hand-written material.

To be returned if unpublished, a mailed submission must be accompanied by a stamped & addressed return envelope. Otherwise unaccepted submissions will be (ahem!) filed away.

"Desirable material" is that similar to what's in this magazine – considered by the editor as likely to be of interest to a broad segment of the readership. We are interested in really great adventure scenarios, whether for inclusion in **Mythic Masters** Magazine or some other form of publication (or both). Short scenarios are probably usable only herein.

Of special note, general messages (Electronic mail, aka E-mail) – most certainly including letters to the Editor – may be sent directly to the Publisher and/or Editor by way of the

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COMING NEXT ISSUE (V1#2):

Feature: Combat & Weapons

Changeling* Game installment #2

Witchcræfter EP and WitchFinder Vocation

And the usuals...

The Daily Deity
Dimension Hopping
Mystical Manifestations
Enchanted Equipment
The Town Crier

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GARY GYGAX'S MYTHIC MASTERS MAGAZINE

For JourneyMasters and players of the **Mythus*** Fantasy Roleplaying Game
and the **Dangerous Journeys*** Multigenre Roleplaying Game System

ISSUE #2
Volume 1, Number 2
October 1993

Publisher: Trigee Enterprises Corporation
Editing & Layout: J. Franklin Mentzer
Proliferation: E. Gary Gygax
Contributing Artwork: Joe Martin
Remaster by R. William Morris, Aug 2024, updated Oct 2024

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ORIGINAL COVER GRAPHIC

Gary Gygax's

Mythic Masters Magazine

Valuable information for JMs and players of the
Mythus™ Fantasy Roleplaying Game
and the *Dangerous Journeys™*
Multi-genre Roleplaying Game System

Volume 1 Number 2

\$5.00

*(Clockwise from top: Youlgar, Wraith,
Kaneung, Loathbeet axes, Halberd, Short sword)*

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Dangerous Journeys

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Version History

Date	Rev.	Change
August 31, 2024	1.0	Original Release of Mythic Masters Magazine #2 – Remastered
October 21, 2024	1.1	Some basic formatting fixes and a few typos corrected here and there.

FROM THE EDITOR'S PIT

Autumn is a time of change, and of introspection. Life's roller-coaster tops the summery crest and begins its steep plunge into winter, but tarries overlong at the peak – giving too much time to ponder, and to remember... This equinox seems to prompt recollections of times gone by, the past living brightest in our memories. So it seems with Gary; his personal ruminations in this volume are oriented toward his youth, and the first role-playing experiences that ultimately led to the creation of our hobby.

But enough of such maudlin antemortem exequies; Autumn also brings thoughts and events of high fantasy. Herein lurks (perhaps in honor of Samhain?) a WitchFinder as our regular Vocation, and an EP Witch as this month's CHOP. The latter is fully spec'd, including extensive notes on Magickal powers and castings (in contrast to the persona in issue #1), plus notes on the various blood-curdling activities common to practitioners of this ilk... and even our Enchanted Equipment reeks of Apotropaism. Early on you'll find our opening volley of news from the Phæree* realm. This kicks off a series from the poetic pen of Dave Newton, co-author of the **Mythus*** Game itself.

Our Feature this month is, as you doubtless know by now, Combat & Weaponry. And on this topic few would debate Gary's expertise; his interest is obvious in previous creative works, and the arsenal compiled for this new game system is comprehensive indeed. What? You say you have no need of a Lion's Tooth (Spetum-Ranseur Partisan-Guisarme), or a Savoyard Glaive? You've obviously not met an opponent wielding one... better turn to page 14.

Last month's preview of the **Changeling*** Weird-Science-Fantasy Game genre prompted quite a bit of talk amongst DJ fans. Its preview continues both here and in future issues. Settings are the topic this month, and K/S comes next.

Finally, this issue we wanted to debut "Treading the Boards," which we hope to make a regular column -- excerpts from ideas and comments posted on computer network bulletin boards. There's a lot of DJ activity in that medium, of course (and MMM is the only professional game magazine that offers electronic distribution). But alas, we just plain ran out of room, and it didn't make the cut. So watch for it next issue, I promise!

Frank Mentzer

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DIMENSION HOPPING

Game System News from Gary Gygax

This seems to be a time for me to reminisce about my youth, as you'll see from my "editorial" herein. Going with the flow, I direct the attention of all Astute Journeymen to the dedication in the **Mythus*** Game book. It was neatly boxed in the original manuscript and in much larger type, I must add, but the editor had his way... In any event, I have wondered if it was noted, let alone understood. Did you see it? If so, good! Do you know what it alludes to? If not, too bad for you. Too bad, I say, because that means you missed some of the best boys' books ever written!

The "Lodge of the Secret and Mysterious Order of the Freckled Goldfish" was created by author Leo Edwards. He devised several series, Jerry Todd being my favorite one. Not only did the Excellent Mr. Edwards dwell right here in Wisconsin, but he included in his books an invitation for all readers who happened to be in his neck of the woods to drop in and see him for lemonade and swimming. Better still, his stories were about a group of boys who played pirates, camped out on islands, found mummies, discovered who stole elephants, and all sorts of other marvelous and wonderful adventures too. The novels were easy for a boy to read, funny, and right up the alley of any twelve-year-old who happened to think Tom Sawyer tales great stuff (which ended all too soon, but thank you Mr. Twain!).

Both Mark Twain and Leo Edwards contributed a lot to the mindset that made me write the **Dungeons & Dragons™** Game and keep on, so as to move on up to the new **Dangerous Journeys*** game system with its boundless horizons for creative gaming. Now don't you wish you belonged to the Lodge? Well, maybe you can join the Order and be Secret and Mysterious too, old Freckled Goldfish. If you can think of any excuse, go out and see if you can't find some of the Jerry Todd books in your local used book store. That's growing harder and harder here in Wisconsin. I suspect that collectors are at work, blast 'em! Reading one such will make you feel like a tad once again, and allowing a real youngster to peruse one is tantamount to condemnation to a life in which imagination is a key part. My son Alex now has about a dozen awaiting his attention when he's ready for such exciting adventures.

Under the circumstances, I decided it was high time to hie myself back to the **GenCon™** game convention. I haven't been to one for several years, including last year's combined GenCon/Origins event (which allegedly hosted 18,000 attendees). Because the Mecca Convention Center is large, and events are spread around, it was difficult to tell how many enthusiasts were there, but I'd guess there were more than

10,000 different gamers there over the four days of the show. It was fun, colorful, and enjoyable. I went for a few hours each day, signed autographs, gave demos, and took part in a panel on the **Dangerous Journeys** Game System.

Although my decision to attend came too late for any program announcement, plenty of people learned about it, either by stopping at the GDW booth, or by word of mouth, or by spotting me. (I confess: I love loud and colorful shirts! Wait until you see my airbrushed Bevis and Butthead T-shirt, though; had it done at the con.) It gave me considerable satisfaction to be able to deface lots of books – at least half of which were new works, not old-time relics of a superannuated game system. Many thanks to all who came to see me! I'll be back in 1994.

The demos I gave were aimed at showing how easy it is to play the **Mythus** game. I started the players out in just a few minutes with only very sketchy Heroic Persona information. Despite conditions in the demonstration area (noise, confusion, various guys stopping to ask questions or get a signature) I think things went well. I know I had fun. Anyway, the point of what I meant to show was certainly clear. If the JM knows the system, the participants can begin roleplaying almost immediately. Game details, statistics, and all that can be set aside for determination as needed. The play's the thing. I hope that by issue number 4 of MMM I'll have this method written up for all to see, and in the process turn out a dozen or so adventure premises for JMs to use when conducting such illustrative sessions for prospective new players. The latter is rather a tall order, though, so I might cop out and provide fewer. Time will tell.

Not surprisingly, even though the panel was on Sunday morning from 10 to noon (a pretty slack day and time at best), the seminar area in which it was to be held seemed to experience difficulties. The original place was changed to the most remote location in the convention, and the change was not posted. The location was virtually unilluminated by electricity. Nonetheless, a few dozen Intrepid Journeymen sussed the matter out and found Allen Kellogg, Dave and Michele Newton, and me. We all talked and had a great time. Again, next year I'll make sure that I get into the program book and do at least two seminars. There are so many comments and questions I don't want to miss the opportunity of meeting with as many of my fellows as possible.

In the course of the convention I discovered that GDW was wavering about the release of the **Unhallowed*** game. The **Mythus Bestiary** "Ærth Animalia" work missed convention release by three weeks. The **Ascalon*** boxed city/adventure

magazine. We had it there at the GDW booth as a convention special, with a cover noting it was for the event – which cover will be different on regular subscription issues, although the contents will remain the same. Anyway, quite a number of JMs and players picked up the issue and were highly enthused. However, the event being busy, there was insufficient time to peruse the publication at length, so I received no incisive or pithy responses to any of its contents then and there. Do let us hear from you, please. Also, get all those you know who play the system to subscribe if they can afford it. We want to break even, but in the long haul a lot of readers will mean even more information and maybe even a real cover illustration! Think about it.

Space being precious, and there being no time yet for readers to have commented on the proposed **Changeling*** game module as the third genre in the system, I'll stop pecking away at this keyboard and let you get on to more informative material. See you next issue!

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enough for me! I've finally enrolled myself into college, and I'd really like to apply that knowledge here.

If there is anything you need in the way of help for this magazine, feel free to write me. If you just need filler space, I can sit about and generate a few CHOPs (great name!) or whatever. I'd appreciate just to be a part of MM* Magazine

Randy S.

You're hired. Have some peanuts.

Please if at all possible save me copies of **Role Playing Mastery** and **Master of the Game**. I've been hunting everywhere trying to find them. I'll be sending out my order for these and my subscription to **Mythic Masters* Magazine** on Friday.

Please and thank you!

Chad A.

Your copies are on the way – but there aren't many of the books left. And as noted in the original ad, when they're gone they're gone.

I like it. I'll reserve the word love for later. I think it's what most people were hoping **Journeys*** Magazine would be. Right now that magazine has too much other stuff. I don't really want a mag about multi-genre RPGing, I want a mag about DJ.

Tom H.

And that's exactly why we exist. By the way, when are you sending us a submission?

SUBMISSIONS POLICY

At this time the **Mythic Masters* Magazine** is not paying cash for publication of submissions. If you are considering sending something in, all you can expect for your effort is seeing your name in print, a lot of thanks from the editors and readers, and an extension of your subscription by 1 or more issues. This policy may change in the future if circulation enables cash payments.

Material submitted for consideration for publication herein must be in manuscript form and typed or clearly printed. Macintosh disc submissions in plain text (ASCII) or in Microsoft Word (any version) will receive preferential treatment! Submissions longer than about 500 words must be on Mac disc in ASCII or MsWord; we simply don't have the time and resources to transcribe lengthy typed or hand-written material.

To be returned if unpublished, a submission must be accompanied by a stamped & addressed return envelope. Otherwise unaccepted submissions will be (ahem!) filed away.

“Desirable material” is that similar to what's in this magazine – considered by the editor as likely to be of interest to a broad segment of the readership. We are interested in really great adventure scenarios, whether for inclusion in **Mythic Masters Magazine** or some other form of publication (or both). Short scenarios are probably usable only herein.

Of special note, general messages (Electronic mail, aka E-mail) – most certainly including letters to the Editor – may be

sent directly to the Publisher and/or Editor by way of either of two computer networks, America Online (AOL) and GENie. On AOL, address such missives to logon name “GaryGygax” or, if to the Editor, logon “Mythic” (the latter being more often checked). The Editor (only) is available on GENie at logon “F.Mentzer.” When sending messages via the InterNet and/or from other networks, address all Email to “Mythic@aol.com”. Please note that the InterNet Gateway does not, as yet, permit transgateway file transmission, so manuscripts may be submitted electronically only within the AOL or GENie networks themselves. For more information on the America Online network and its “Online Gaming Forums” (OGF), please call: (1) 800-827-6364.

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Submissions must be marked as “MMM Submission” on the envelope and sent to:

Trigee Enterprises Corporation
Post Office Box 388
Lake Geneva, WI 53147

PHÆREE TALES

...by Dave Newton

(Greetings, **Dangerous Journeys**™ game fans! This article is the first in my series of sneak previews of upcoming supplements for the **Mythus**™ Fantasy Roleplaying Game. Even though the game rules themselves have been available for some time now, it is a new system. There is much left to be covered for you detail-hungry connoisseurs who have digested all we've served up so far.)

One of the most important aspects of any game system is the native inhabitants of its specific universe. With any luck, you've already had a chance to peruse Gary Gygax's **Epic of Ærth**™ Companion Volume, the campaign setting that goes hand-in-glove with the **Mythus** game rules. In that book, Gary not only introduces us to a parallel version of our own Earth, but also a glimpse of the magickal world of Phæree and its denizens. Phæree – a world of myth and wild magick; a place where the creatures and legends lost in the shadows of time still thrive... a mystical land to which only the most adventurous may travel and seek their destinies.

The **Ærth**™ book tells us much of what we may find there, but it is necessarily lacking in certain details, such as statistics. If you have seen any previews of the **Ærth**™ **Bestiary**, then you know the amount of material that must be covered to present the natives of Phæree in a proper manner. And such a task takes time for us to do it right. Rest assured that a second bestiary is being written and playtested even as you read this article.

However, we realize that there are many of you who just can't wait to get your hands on such valuable source material for your campaign milieux. So when Gary asked me if I would be willing to present some of the Phæree entries early, I wholeheartedly agreed to accept his request. This then will be the focus of the next several articles. Starting here, and throughout the months ahead, we will journey together in the realms of Phæree. I will introduce you to many of the creatures that are found there, both benign and benighted. If at times you aren't sure whether to laugh out loud or flee in terror, don't worry – such is the way of Phæree and those who dwell there. And after all, there is no place like home...

PHÆREE AND ITS INHABITANTS

Before we start, we should briefly discuss the world of Phæree itself. As much a world of magick as our Earth is of technology, Phæree is the opposing parallel in relation to the **Ærth**™ realm. Like the latter, Phæree is made up of three distinct regions – the Exterior world, the Interior realms, and the Subterranean demesne. These three regions correspond to the courts ruled by the Seelie, the Unseelie, and the Borderer lords. But more on this in a moment.

To avoid the possibility of anyone getting the wrong impression, it should be noted at the start that travel in Phæree can be most hazardous. Dealings with those of Phæree are most problematic, and a standard response should not be expected from any of the inhabitants of this world – even those of benign temperament! I liken the experience to that of a mundane tourist in a foreign country. Many travelers carry with them a false (and arrogant) assumption that everyone else is a “foreigner”, even when it is the other person's homeland! On Phæree this is not only wrong, it can be deadly. Even the most benign of beings possesses a set of moral values that (to humans, anyway) is quite alien in nature. This type of attitude, coupled with the extreme mutability of Phæree terrain features and the chaotic nature of Heka Portals, should provide for quite a heart-pounding experience. Thus, any excursion to Phæree undertaken lightly by a party of humans could (and should) result in a rather harrowing adventure indeed!

And now, let us begin this month's trip by introducing three of the primary races of Phæree. Each of these entries represents one of the ruling classes to be found there, each an archetype of its domain.

Fay

Our trip begins at the swirling mists of a magickal portal that slowly clears to reveal a deep emerald glade, dappled in sunlight. From the other side we hear the vibrant sounds of springtime and life. A soft breeze blows through from beyond, carrying with it the fresh scent of blooming wildflowers and the rich smell of moist soil. At the far end of the glade is a wonderfully crafted villa, one so in tune with its environs that it appears nearly to be a natural growth.

From the cool shade of the nearby trees, a brief movement catches our attention. Moving gracefully toward us, a slender female form pauses as we lock eyes with hers. The ageless, beautiful Fay stops, examining us in peaceful curiosity. She is dressed in diaphanous robes of multi-colored pastel. Her thin wings flutter behind her in the faint breeze, as she peers carefully at us. Before we can address her properly, she turns in a fluid motion, a wistful smile on her lips - and rapidly metamorphoses into a small fox, darting into the cover of the trees.

Wondering what made her depart so suddenly, we realize she must have noticed the ferrous metal we wear. That which we take for granted is harmful to the Fay, as it is indeed to most Phæree dwellers. Ah, well, next time we will know better, and perhaps the most beautiful of the Seelie will be more inclined to meet us. With a sigh, we allow the view to fade, and the portal closes...

Fay

Identifier: Humanoid, Faerie
Habitat: Occidental Phæree (Exterior)
Size: 1x human-size (5' tall)
Number Appearing: 3-18 (3D6)
Modes & Rates of Movement: (Human Standard)

Walk: 120 yards/BT

Run: 360 yards/BT

Fly: 480 yards/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Full Practitioner ability in one of the following Vocational combinations at 8D10+60 STEEP for main K/S Areas, 6D10+40 for secondary ones, and 4D10+20 for tertiary ones:

- Dweomercraft (Green School), Diviner, Wisewoman/man, or
- Priestcraft (Balance), Astrologer, Healer, or
- Alchemist, Explorer, Sage

Joss Factors: 7-14 (1D8+6)

Dodging/Avoidance: 23 and 70/50/75

Attractiveness: 18+

Inner Beauty/Ugliness: +5

Invulnerabilities: Nil

Susceptibilities:

Insinuation: Ferrous metal (x2)

Contact: Ferrous metal (x1)

Allergy: 1 BT of exposure to ferrous metal (100 pounds in 10 feet) inflicts 1 point PD/CT thereafter.

Average Armor Protection: Spider silk (varies)

Quirks: Nil/as HP (optional)

Attacks

Attacks	BAC	Damage Type	Damage
By weapon	Special	By weapon	Special (enchanted)

Powers

1D3 Minor and 1 of Moderate or Major kind

Animal form

<i>Area of Effect:</i> Individual	<i>Time:</i> Instant
<i>Delivered by:</i> Thought	<i>Duration:</i> While concentrating
<i>Range:</i> Self	<i>Frequency:</i> At will

This power reflects the innate ability of this race to assume “Fey” form – typically that of a small woodland creature such as a fox, hare, squirrel, etc. The effects of this power are similar to the CG III Dweomercraft (Green School) Casting *Wolf-Stag* Formula.

Flight

<i>Area of Effect:</i> Individual	<i>Time:</i> Instant
<i>Delivered by:</i> Thought	<i>Duration:</i> While concentrating
<i>Range:</i> Self	<i>Frequency:</i> At will

This power is similar to the Grade III General Dweomercraft Cantrip of the same name.

Heka Shield

<i>Area of Effect:</i> Individual	<i>Time:</i> 1 CT
<i>Delivered by:</i> Word and gesture	<i>Duration:</i> 10 ATs
<i>Range:</i> Self	<i>Frequency:</i> Once per day

Similar to the Grade VI General Dweomercraft Spell of the same name, this power enables the individual to erect a personal magickal force field capable of blocking up to 10D6 points of Physical and Heka-based Damage.

Illumination Spheres

<i>Area of Effect:</i> 10' radius	<i>Time:</i> 1 CT
<i>Delivered by:</i> Thought	<i>Duration:</i> 1 AT
<i>Range:</i> 200 feet	<i>Frequency:</i> At will

This power is similar in nature to the Basic Priestcraft Casting, Phosphor Spell (CG I). It provides up to 10 phosphorescent spheres of light within the area of effect, and these may be motive or not, as the Fay desires.

Immunity, Mental Assaults

<i>Area of Effect:</i> Individual	<i>Time:</i> 1 CT
<i>Delivered by:</i> Gesture	<i>Duration:</i> 10 ATs
<i>Range:</i> Self	<i>Frequency:</i> Once per day

This power is very similar to the Grade II General Dweomercraft Cantrip *Armor, Mental*. It creates a personal shield which is capable of blocking 210 points of Mental Damage directed at the Fay.

Statistical Detail

Base Scheme (M: +/- 1D10, P: +/- 1D6, S: +/- 1D10 per ATTRIBUTE)

M: 210, EL: 168	P: 120, WL: 90, CL: 108 S: 225, EL: 180
MR: 105	MM: 105 PM: 60 PN: 60 SM: 75 SP: 150
MRCap: 35	MMCap: 35 PMCap: 25 PNCap: 25 SMCap: 25 SPCap: 50
MRPow: 35	MMPow: 35 PMPow: 10 PNPow: 10 SMPow: 25 SPPow: 50
MRSpd: 35	MMSpd: 35 PMSpd: 25 PNSpd: 25 SMSpd: 25 SPSpd: 50

Armor Scheme (Spidersilk Armor, Averaged)

	Pierce	Cut	Blunt	Fire	Chem	Stun	Elec
Half	12	12	4	0	0	4	0
Three quarters	18	18	6	0	0	6	0
Full	24	24	8	0	0	8	0

Spidersilk armor worn under other armor is impractical because of the necessity of it being loose and free to move about. Cost of spidersilk is the same as for plate armor.

Commentary & Description

Members of this humanoid race must be treated as one would a Heroic Persona. That is, each is an individual. Here are generalities which apply:

Fay in small groups dwell in palaces and sylvan manors in the occidental realms of exterior Phæree. A typical Fay is about 5 feet tall and very slender. They have dragonfly-like wings, so in addition to movement at human standard rate they can also fly. They are the most beautiful and powerful of all the fair folk of the Seelie Court, having an average Attractiveness of 18. Each Fay has 7-14 Joss Factors (1D8+6).

Their Physical Speeds enable them to avoid much. Average clothing of the Fay, stuff spun of Phæree spiders' silk, conveys Average Armor protection equal to the amount of clothing they wear, i.e. Half to Full. Castings can provide magickal defenses, and their warriors have special armor and arms forged by their weapon smiths. Such are made from alloyed non-ferrous metals, which is then enchanted by Heka-forgers.

Like most Phæree races, Fay are Susceptible to ferrous metals, such doing double normal damage if insinuated or brought into physical contact. They have Allergy of Contact sort, the touch of ferrous metal inflicting 1 point of Physical Damage each BT it continues, and if 100 Pounds of this sort of metal is within 10 Feet the same occurs after 1 AT of such exposure.

A typical adult Fay has 1D3 Heka-engendered powers of Minor sort, and 1 of Moderate or Major kind. Heka available for Castings is equal to the total of all three TRAITS, plus double Full Practitioner human norm for K/S Areas.

The Fay race presides over the Great Court of Occidental Seelie at Troynovant, the capital of Cleopolis. They are the mortal enemies of the Unseelie race of the Slaugh (q.v.).

Centaurs

The swirling mists of the portal soon begin to take shape again, and we find ourselves peering at a large grassy field bathed with the first rays of dawn. The field is punctuated with a series of rocky hillocks, and as our eyes adjust to the growing light, we see in one the mouth of a cave.

All is still, and for a moment it appears that the area is uninhabited. Then, from the direction of the cave, we hear a sound. Although faint at first, it quickly grows louder, until we can tell it is the sound of many hooves. Suddenly several equine shapes burst out of the cave and into the field, where they pause to collect in a group. Each of the creatures has the body of a large, powerful horse, topped by the torso of a man or woman. We recognize them as the Borderer race of Centaurs. Though a few of them wear chain or leather shirts and bear shields, most are unarmored. There are approximately two dozen individuals in the group – male, female, and young.

We know that Centaurs live underground at night in sheltered caves. They come above during daylight hours, roaming the plains to hunt and forage. Each bears at least one weapon, preferring spears and longswords. The bearded and hirsute males look rather primitive.

As we watch in amazement, we are noticed by one of them: an exceptionally large male centaur, whose face and upper body are covered with tattooed lines and symbols. In addition to his spear and sword, this one also has a large composite bow slung around his neck.

In response to a gruff command from him, the herd gathers behind their apparent leader. Ranging out in a loose semicircle, the adult centaurs place themselves in front of the younger members of the herd, weapons poised and ready. The leader reaches into a pouch hanging at his side, and draws forth

Phree Tales

some type of Materia as he simultaneously begins to chant. The others raise their spears in unison, as they wait for the signal to strike. Knowing that centaurs are quite capable Priestcrafters, and this shaman has begun directing a casting our way, we rapidly close down the portal, thankful for the ready means of escape.

Centaur

Identifier: Centauroid

Habitat: Subterranean and Exterior Phæree

Size: 6x human-size

Number Appearing: 1 or 3-30 (3D10)

Modes & Rates of Movement:

Walk: 110 yards/BT

Trot: 220 yards/BT

Canter: 330 yards/BT

Run: 440 yards/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

All Centaurs have the following K/S Areas:

- At 60+6D10: Combat, Hand Weapons; Combat, Hand Weapons, Missile; Hunting/Tracking
- At 40+4D10: Endurance; Mountain Climbing; Nature Attunement; Perception, Physical; Survival

In addition, one in every 30 individuals will be a Shaman of sorts, possessing the following K/S Areas as well:

- At 40+4D10: Priestcraft (Ethos of Moonlight); Religion; Leadership
- At 20+2D10: Animal Handling; Herbalism; Mysticism

Joss Factors: 5-10 (4+1D6)

Dodging/Avoidance: Nil/12, 16, 16

Attractiveness: 3-18 (3D6)

Inner Beauty/Ugliness: 0

Invulnerabilities: Nil

Susceptibilities:

Insinuation: Ferrous metal (x2)

Contact: Ferrous metal (x1)

Allergy: 1 BT of exposure to ferrous metal (100 pounds in 10 feet) inflicts 1 point PD/CT thereafter.

Average Armor Protection: 4

Quirks: Nil

Attacks

Attacks	BAC	Damage Type	Damage
Spear	STEEP	P	3D6+12
Sword, Long	STEEP	C/P	4D6+12
Kick (forehoof)	45	B/I*	2D3+12
Kick (hindhooves)	50	B/I*	3D6+12
Trample**	40	B/I*	4D6+12

* Impact Damage cannot be absorbed by any type of armor except full plate armor.

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

Powers

Converse with animals

Area of Effect: 2-12 living subjects, 15' radius
Time: 1 CT
Duration: 1 AT
Delivered by: Thought
Frequency: At Will
Range: Sight or perception

In addition to bestowing the ability to communicate with animals of all sorts, this power is similar to the *Spellsong Casting Forestfriend Couplet* Spell.

Endurance Increase (Physical)

Area of Effect: Individual
Time: 5 CTs
Delivered by: Thought
Duration: While concentrating
Range: Self
Frequency: Thrice per week

This innate Heka-Engendered power functions very much like the Grade I *Dweomercraft (White School)* Casting *Endurance* Formula. It provides the individual with a 20 point STEEP bonus toward the Endurance K/S Area for up to 5 hours.

Groom

Area of Effect: One subject
Time: Instant
Delivered by: Word and gesture
Duration: Immediate
Range: Touch
Frequency: At will

The effects of this power cause the hair, mane, fur, etc. of the subject to become neat, clean and untangled, removing any and all items such as burrs and leaves in the process.

Inspire Confidence

Area of Effect: 2-7 living subjects, 20' radius
Time: 1 CT
Delivered by: Word and gesture
Duration: 1 Hour
Range: Centered on individual
Frequency: Once per day

The function of this power is similar to the Grade III *Spellsong Casting Bravery Measure* Spell. Note however, that the chanted verse, when performed in unison by several centaurs, is not cumulative.

Castings: By individual (Shaman only)

Statistical Detail

Base Scheme (+/-1D5 per ATTRIBUTE)

M: 44, EL: 36 P: 220, WL: 165, CL: 198S: 62, EL: 50
 MR: 22 MM: 22 PM: 110 PN: 110 SM: 22 SP: 40
 MRCap: 9 MMCap: 9 PMCap: 48 PNCap: 48 SMCap: 9 SPCap: 16
 MRPow: 7 MMPow: 7 PMPow: 24 PNPow: 24 SMPow: 7 SPPow: 14
 MRSpd: 6 MMSpd: 6 PMSpd: 48*PNSpd: 48*SMSpd: 6 SPSpd: 10
 *divide by 6x man-sized modifier for an effective PMSpd and PNSpd of 8.

Armor Scheme

	Pierce	Cut	Blunt	Fire	Chem	Stun	Elec
Ultra	4	4	12	0	0	12	0
Super	3	3	9	0	0	9	0
Vital	2	2	6	0	0	6	0
Non	1	1	3	0	0	3	0
Average	2	2	7	0	0	7	0

Commentary & Description

Centaur's are a Hobgoblin race, part horse and part human. They typically gather in herds and alternately stay on the plains by day and find shelter below ground at night. Their Vocational K/S Areas are similar to Primitive human ones. They possess only Moderate Heka powers at best, but this is offset by their physical strength and battle prowess.

Adult centaurs are capable of carrying up to 300 pounds of gear, including weapons and armor. On rare occasions, centaurs dress for battle in barding, with leather or chain mail shirts and shields. When encountered in herds, however, their upper torsos will nearly always be bare, sporting tattoos (indicating their rank, if anything).

Slaugh

Once again we watch in anticipation as the portal is activated. This time, however, the mists seem to resist us, becoming sluggish and dark. When finally they part, the effect is more like that of a thick black cloud being sucked inward, as the next tableau is revealed.

The sight is unsettling – a broad dark plain of cracked stone, lit by a strange purplish glow. All at once we realize that we have a glimpse of the interior world of Phæree, lit by the plum-colored darkling sun of the goblin-realms. Far away through the gloom we see the ground rise up into a great crag of ebon stone, and atop the peak sits a massive, brooding castle of the same material. And wheeling about the towers are a number of ebon-hued creatures, circling on leathery wings.

As we peer anxiously at the huge structure, we can pick out more details. The main entrance to the stronghold lies through a pair of wide gates, and even as we watch, they begin to slowly slide open. What follows next fills us with cold waves of dread, for issuing forth from the castle is a veritable army of black-garbed humans. Some are afoot, but many are mounted on great, misshapen dog-like beasts – Yeth. This is the host of the Slaugh, and they are on the march. Knowing that the distance between us is no shield against these evil mages, we willingly close the portal as quickly as possible!

Slaugh

Identifier: Humanoid

Habitat: Occidental Phæree (Interior)

Size: 1x human-size

Number Appearing: 4-24 (4D6)

Modes & Rates of Movement:

Walk: 130 yards/BT

Run: 390 yards/BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

All Slaugh possess the following K/S Areas:

- At 60+8D10: Dweomercraft (Black School); Magick; Multiversal Planes & Spheres
 - At 40+6D10: Influence; Leadership; Perception, Mental
 - At 20+4D10: Combat, Hand Weapons
- In addition, each individual will have (at 40+6D10) either:
- Demonology, Sorcery; OR
 - Priestcraft (Gloomy Darkness), Religion

Joss Factors: 7-14 (6+1D8)

Dodging/Avoidance: 13/40,40,25

Attractiveness: 1-10 (1D10)

Inner Beauty/Ugliness: -5

Invulnerabilities: Nil

Susceptibilities:

Insinuation: Ferrous metal (x2)

Contact: Ferrous metal (x1); Rock Crystal / Wounding Contact

Allergy: 1 BT of exposure to ferrous metal (100 pounds in 10 feet) inflicts 1 point PD/CT thereafter.

Average Armor Protection: 0

Quirks: Nil/as HP (optional)

Attacks:

Attacks	BAC	Damage Type	Base
by weapon	per STEEP	by weapon	* +8

Powers

Gloomcloud

Area of Effect: 60' diameter *Time:* 5 CTs

Delivered by: Word and gesture *Duration:* 1 AT

Range: 150' *Frequency:* Once per day

This power produces effects identical to the Grade VII *Priestcraft (Gloomy Darkness)* Casting of the same name.

Illumination

Area of Effect: 10' radius *Time:* 1 CT

Delivered by: Thought *Duration:* 1 AT

Range: 150' *Frequency:* At will

This power is similar in nature to the Basic *Priestcraft* Casting, *Phosphor Spell* (Grade I). It creates a single phosphorescent sphere of light, which may be motive or not, at the individual's direction.

Dark Vision

Area of Effect: Individual

Time: 1 CT

Delivered by: Thought

Duration: While concentrating

Range: 75'

Frequency: At will

This power functions per the Grade I *Priestcraft (Gloomy Darkness)* Casting of the same name. Note that Dark Vision allows the being to see equally well in darkness or daylight.

Steal Heka Energy

Area of Effect: One living subject *Time:* 5 CTs

Delivered by: Word and gesture *Duration:* 1BT

Range: Touch *Frequency:* Once per week

This ability functions like the Grader IX *Dweomercraft (Black School)* Casting *Heka Drain* Formula. The individual may, while this power is invoked, drain 75 points of Heka energy per CT from the subject.

Castings: Based on individual's K/S Areas

Statistical Detail

Base Scheme (+/-D3 per ATTRIBUTE)

M: 150, EL: 120 P: 130, WL: 97, CL: 117 S: 90, EL: 72

MR: 75 MM: 75 PM: 65 PN: 65 SM: 30 SP: 60

MRCap: 30 MMCap: 30 PMCap: 25 PNCap: 25 SMCap: 10 SPCap: 20

MRPow: 25 MMPow: 25 PMPow: 20 PNPow: 20 SMPow: 5 SPPow: 20

MRSpd: 20 MMSpd: 20 PMSpd: 20 PNSpd: 20 SMSpd: 5 SPSpd: 20

Armor Scheme: By individual

Commentary & Description

The Slaugh are an Evil race of magick-using humans who migrated to Phæree long ago. They are devoted to the various black arts of the arcane, have Moderate innate Heka powers, and possess the normal human range of Heka use and magick. They are of Superior strength and intelligence, and average spirituality. Their individual Vocational choices are based on those of the vilest humans, and typically lean heavily toward *Black Dweomercraft*, *Evil Priestcraft*, *Sorcery*, and *Witchcraft*. Note that Slaugh can use steel, but the touch of pure iron causes an Allergic Reaction in 1 AT, inflicting 1 point of PD per BT thereafter.

The castle of Shubblagh is the seat of power for this race, which demands to be called the Lords of Darkness. Though the Black Faction of the Occidental Unseelie Court is but half of the ruling class (the race of Drow preside over the Red Faction), the Slaugh lead vast numbers of Duerger, gargoyles, giants, Theriocephali, vampires, and Yeth.

Well, there you have it. As you can see from the entries we've just covered, the ruling classes of native inhabitants of the realm of Phæree cannot be considered pushovers, by any stretch of the imagination. And as we cover more in coming months, it should become painfully apparent just how difficult a sortie to the parallel Ærth™ world will be!

Next Month: GIANTS!

FEATURE SECTION

COMBAT & WEAPONS

HAND WEAPONS

All weapons listed in CAPITAL LETTERS are detailed in the "New Weapons" file. Notes are explained on pages 23 and 26. On the Notes lines, braces and brackets indicate specific usage as follows: []: Specific to use of weapon for Piercing, { }: Specific to use of weapon for Cutting.

Hand Weapons										
Weapon	Sub-Area	WP	Comp	SF	Dam Type	Dam.	Reach	Price	PMP Min	Notes
Aclis	Club	5	C	6	B	2D6	1	50	--	--
ALBISH BILL (Guisarme-Bill)	Pole Arm	7	C	10	C/P	4D6	3	125	17	B, H, [Q]
ARLES FORK (Demi-Partisan Fauchard-Fork)	Pole Arm	5	C	8	C/P	4D6	4	175	16	B, [A], {I}
Assegai	1H Sword	5	C	3	P	3D6	1	50	13	--
ATLANTLAN FAUCHARD (Double Fauchard Partisan)	Pole Arm	5	C	8	C/P	5D6	4	200	18	A[x2], B, {I}
Axe, Hand	Axe	5	C	4	C	3D6	1	100	13	--
Axe, Battle, 2H	Axe	8	C	6	C/P	4D6	2	150	16	A, B
Bagh Nakh (Tiger's Claw)	HTH (L)	3	M	1	C	2D6	1	60	--	C
Bardiche	Pole Axe	3	C	8	C	5D6	2	250	17	H
Bec de Corbin	Pole Axe	3	C	9	P	3D6	2	160	16	Ax4
BERBER SPEAR (Spear-Guisarme)	Spear	5	C	7	P	3D6	5	100	16	D, Q
Bill-Guisarme	Pole Arm	4	C	10	C/P	4D6	4	80	15	B, D, H, [Q]
Bill Hook	Pole Arm	6	C	10	C/P	4D6	4	150	14	B, D, H, [Q]
BILLY/MARLIN SPIKE	Club/HTH (L)	2	W	2	B/S	2D6	1	10	--	B, L
Blackjack	Club	2	W	2	S	3D6	1	25	--	--
Bludgeon	Club	5	W	3	B	2D6	1	10	--	--
Bludgeon, 2H	Club	6	W	6	B	3D6	2	25	--	--
Bo Stick	Spear	3	W	2	B/S	3D6	3	40	--	B
BRASS KNUCKLES (CESTAS)	HTH (L/NL)	2	M	1	B	2D6	1	50	--	L
BRETON FAUCHARD (Fauchard-Bill Fork)	Pole Arm	7	C	9	C/P	4D6	4	200	18	B, H, [I]
CALTROP	--	0	M	0	P	1D2	0	1	--	b, c
CANE	Club/HTH (L)	3	W	2	B/S	1D6	2	50	--	L
Chain	Whip	4	M	7	B	2D6	2	5	--	E, F
Chopper/Cleaver	Axe	6	M	4	C	3D6	1	60	--	--
Dagger	Dagger	5	M	2	P	2D6	1	100	--	G
DEATH STAR	Pole Arm	10	C	8	P	5D6	3	300	16	A=15, I, J, Q
Fang (Zaghna)	Axe	4	M	5	C/P	3D6	1	100	15	B
FARZIAN GLAIVE (Glaive-Fauchard)	Pole Arm	7	C	8	C	4D6	4	150	17	H, I
Fauchard	Pole Arm	5	C	5	C	4D6	4	70	15	H
Fauchard-Fork	Pole Arm	5	C	9	C/P	4D6	4	125	15	B, H, [I]
Feather Staff	Spear	3	C	3	B/C/P	3D6	2	350	--	B, I, J
Flail	Whip	5	C	7	B	3D6	2	150	15	A
Flail, 2H	Whip	7	C	8	B+P	5D6	3	200	17	Ax2
Foot	HTH (L/NL)	0	K	3	B/S	1D6	2	--	--	B, K, L
Fork, Military	Spear	7	C	4	P	3D6	5	75	14	D, E
FRANCIAN FAUCHARD (Fauchard-Glaive Guisarme)	Pole Arm	10	C	10	C/P	4D6	4	225	17	B, H, [J], [Q]
Garrote	HTH (L)	0	W	1	*	4D6	1	10	--	M
Glaive	Pole Arm	6	C	5	C/P	3D6	4	70	15	B, H

Hand Weapons

Weapon	Sub-Area	WP	Comp	SF	Dam		Reach	Price	PMP	
					Type	Dam.			Min	Notes
Glaive-Guisarme	Pole Arm	5	W	10	C/P	4D6	4	115	16	B, H, [Q]
GLAIVE SERJEANT (Glaive-Fork)	Pole Arm	7	C	7	C/P	4D6	4	125	16	B, H, [I]
Guisarme	Pole Arm	6	C	7	C	4D6	4	80	16	D, H
Guisarme-Voulge	Pole Arm	5	C	10	C/P	4D6	4	100	17	B, H, [Q]
Halberd	Pole Arm	8	C	6	C/P	5D6	3	200	16	B, [D], L{x3}
Half-Moon	Spear	8	C	6	P	3D6	4	175	15	D, N
Hammer, Maul	Club	4	C	6	B	3D6	1	30	16	A, O
Hammer, Maul, 2H	Club	7	C	10	B	4D6	2	50	18	A, O
Hammer, War	Club	4	C	5	P	3D6	1	135	15	A
Hammer, War, 2H	Club	7	C	9	P	4D6	2	200	17	A x2
Hand	HTH (L/NL)	0	K	1	B/S	1D3	1	--	--	B, K, L
Harpoon	Spear	6	C	6	P	3D6	2	125	15	P
Hoko	Pole Arm	7	W	7	C/P	4D6	4	110	16	B, H, [Q]
Hook	HTH (L)	2	M	3	P	2D6	1	25	--	L
Hook Fauchard	Pole Arm	4	C	8	C	4D6	3	80	15	D, H
Jo Stick	Spear	2	W	1	B/S	2D6	2	15	--	B
KAMA (pair)	Axe	3	C	3	C/P	3D6	1	75	--	K
KHAZIRIAN FORK (Demi-Lune Fork)	Pole Arm	8	C	7	P	4D6	4	200	15	A, N
Knife, Small	Dagger	5	M	1	C/P	1D6	1	50	--	B
Knife, Large	Dagger	5	M	2	C/P	2D6	1	100	--	B
KUSARIGAMA	Axe + Whip	4	C	4	C/P	3D6	1	125	12	B
	Axe + Whip	3	M	6	B	2D6	1	--	--	D
	(Whip)	3	C	7	C+P	2D6	3	--	--	E, Q
	(Whip)	3	M	8	B	2D6	3	--	--	E, F
Lance, Light Horse	Spear	7	W	4	P	4D6	3	85	10	A, R
Lance, Medium Horse	Spear	10	W	5	P	5D6	4	150	12	Ax2, R
Lance, Heavy Horse	Spear	12	W	6	P	6D6	4	150	15	Ax2, R
LION'S TOOTH (Spetum-Ranseur Partisan-Guisarme)	Pole Arm	9	C	7	C/P	4D6	3	200	17	B, H, [I, J, Q]
Lochaber Axe	Pole Axe	3	C	9	C	4D6	3	105	16	A, D
LOMBARD AXE (Voulge-Fork)	Pole Axe	5	C	10	C/P	4D6	4	150	18	B, H, [I]
Lucern Hammer	Pole Arm	5	C	7	P	3D6	3	120	15	A x2, D
Mace	Club	5	M	5	B	3D6	1	140	14	A
Mace, 2H	Club	9	C	8	B	4D6	1	180	17	A x2
Machete	Knife	5	M	6	C	3D6	2	60	14	--
MAGYAR GLAIVE (Glaive-Guisarme Spetum)	Pole Arm	8	C	10	C/P	4D6	4	250	16	B, H, J, [Q]
Man-Catcher	Pole Arm	10	C	10	P	1D6	3	165	16	D, J, N
Manopole	1H Sword	4	M	3	C/P	3D6	1	95	10	B J
Morningstar	Club	5	C	6	B/P	3D6	1	80	15	A
Morningstar, 2H	Club	9	C	7	B/P	4D6	3	120	16	A
Naginata	Pole Arm	6	W	5	C/P	4D6	3	110	9	B
NECK BREAKING	HTH (L)	0	--	3	B	M	1	--	--	--
NEUSTRIAN CLAW (Fauchard-Fork Glaive)	Pole Arm	5	C	6	C/P	4D6	4	100	15	B, H, [Q]
Nunchaku	HTH (L)	0	W	3	B	1D6+1	1	120	--	E, L
O-no	Pole Axe	7	C	9	C/P	4D6	3	140	17	A
Partisan	Pole Arm	6	C	8	C/P	4D6	4	190	14	A, E, Q
Pick, Military	Axe	3	M	7	P	3D6	1	110	14	A x2

Hand Weapons

Weapon	Sub-Area	WP	Comp	SF	Dam		Reach	Price	PMP	
					Type	Dam.			Min	Notes
Pick, Military, 2H	Axe	5	C	9	P	4D6	2	150	16	A x3
Pigs Feather	Spear	0	M	7	P	2D6	2	25	--	S
Pike	Spear	5	C	10	P	3D6	6	150	15	A, S, U
Pike, Awl	Spear	3	C	10	P	3D6	6	125	15	A x2, S, U
PIKE, BOARDING	Spear	6	W	6	P	3D6	3	125	12	Q
PITCHFORK	Spear	0	C	8	P	3D6	3	50	--	--
Pole Axe	Pole Axe	6	C	9	C/P	4D6	3	150	17	A, B
Ransuer	Spear	6	C	7	P	4D6	5	140	15	`
Sabre Axe	Pole arm	7	C	7	C/P	4D6	3	320	17	A, B
Sai(s)	HTH (L)	0	M	2	B/P	2D6	1	60	--	B, E, L, V
SAVOYARD GLAIVE (Glaive-Guisarme Voulge)	Pole Arm	5	C	10	C/P	4D6	4	200	17	B, Hx2, [J, Q]
SCYTHE	Pole Arm	0	C	10	C/P	3D6	3	50	12	K
Shield, Adaga	Shield	0	M	6	P	3D6	1	1000	14	W
Shield, Buckler	Shield	5	M	2	B	1D3	1	200	10	--
Shield, Buckler, Spiked	Shield	4	M	4	P	2D6	1	250	10	--
Shield, Kite, Small	Shield	3	M	4	B	1D3	1	500	13	--
Shield, Kite, Large	Shield	0	C	7	B	1D6	1	300	16	--
Shield, Round, Small	Shield	0	M	3	B	1D3	1	400	13	--
Shield, Round, Large	Shield	0	C	6	B	1D6	1	300	16	--
Shield, Tower, Small	Shield	0	M	4	B	1D3	1	350	15	--
Shield, Tower, Large	Shield	0	C	8	B	1D6	1	500	17	--
SHINOBE ZUE	Spear	4	W	4	B	3D6	3	200	12	e
	+Whip	3	M	12	B	4D6	4	--	--	E, F, J
SICKLE	Axe	2	C	4	C/P	3D6	1	50	10	B
Spear (4' to 6')	Spear	5	W	4	P	3D6	2	85	6	--
Spear (7' to 9')	Spear	5	W	5	P	3D6	3	90	9	--
Spear (10' to 12')	Spear	5	W	6	P	3D6	4	100	12	--
Spear (13' to 15')	Spear	5	W	7	P	3D6	5	115	15	--
Spetum	Spear	7	W	8	P	4D6	5	145	15	D, J
Spontoon	Spear	6	C	5	P	3D6	3	100	12	--
Staff, Quarter	Spear	5	W	3	B	3D6	3	20	--	--
STRANGLE HOLD	HTH (L)	0	--	3	B/C	2D6	1	--	--	a
Sword, Bastard (Hand-and-a-Half)	1H/2H Sword	8	M	7	C	5D6	3	450	16/15	B, X, Y
Sword, Broad	1H Sword	7	M	6	C	4D6	2	325	15	--
Sword, Cutlass	1H Sword	4	M	6	C	4D6	2	200	15	A
Sword, Epee/Foil	1H Sword	6	M	2	P	3D6	2	275	--	C
Sword, Falchion	1H Sword	4	M	6	C	4D6	2	500	15	Ax2
Sword, Gladius/Short	1H Sword	6	M	3	C/P	3D6	1	200	12	B
Sword, Great/Claymore	2H Sword	3	M	8	C	6D6	3	500	20	Ax3
Sword, Katana/Tachi	1H Sword	7	M	4	C/P	4D6	2	900	12	B
Sword, Khopesh	1H Sword	4	M	7	C	3D6	2	250	16	--
Sword, Long	1H Sword	5	M	5	C/P	4D6	2	350	15	B
SWORD, NINJA-TO	1H Sword	5	M	4	C/P	3D6	1	350	10	B, Z
Sword, No-Dachi	1H/2H Sword	7	M	6	C	5D6	3	500	16/15	Y
Sword, Odachi	2-H Sword	4	M	7	C	6D6	3	625	18	Ax2
Sword, Rapier	1H Sword	10	M	4	C/P	4D6	3	400	--	B, Z
Sword, Sabre, Dueling	1H Sword	7	M	4	C/P	3D6	2	375	13	B
Sword, Sabre/Yatagan	1H Sword	4	M	6	C	4D6	2	350	13	--
Sword, Scimitar	1H Sword	10	M	4	C	3D6	2	425	14	--
Sword, Small/Dress	1H Sword	4	M	4	P	3D6	1	300	--	--
Sword, Tulwar	1H Sword	6	M	7	C	4D6	2	375	15	A
Sword, Wakizashi	1H Sword	4	M	4	C/P	3D6	1	600	10	B

Hand Weapons

Weapon	Sub-Area	WP	Comp	SF	Dam		Reach	Price	PMP	
					Type	Dam.			Min	Notes
TALMARKL AXE (Battle Axe-Guisarme)	Pole Axe	7	C	8	C/P	4D6	3	200	17	B, D, [A], {Q}
Trident	Spear	3	C	6	P	3D6+1	2	105	14	J
Tui Fa	HTH (L)	0	W	2	B	1D6	1	40	--	L
Voulge	Pole Axe	4	W	12	C	4D6	4	100	17	A
Whip	Whip	1	W	7	C	1D6	4	50	--	F, J

NOTES

[]: Specific to use of weapon for Piercing

{ }: Specific to use of weapon for Cutting

A: With each and every hit the weapon negates 5 points of the target's normal armor, or the weapon's Weapon Points, whichever is greater. For instance, a bill-guisarme negates 5 points of armor each time it hits, while a battle axe negates 8 points of armor when it hits. Whenever there is a notation with an "x" after A, this means there is a greater number of points of armor negated than 5 or Weapon Points. With the notation x2, the basic armor negation is doubled; x3, trebled, and so forth. For example, the lance (med. horse) negates 10 x2 = 20 points of the target subject's normal armor.

B: Before making an attack, the player must declare what Damage Type the persona wielding the weapon intends to inflict. In most cases the choice will be Cutting or Piercing, but there are others, such as Blunt or Stunning. In the case of dual use pole arms (e.g. halberd), to gain maximum use of the weapon the persona must have both of the *Combat, Hand Weapons* Sub-Areas: *Pole Arms*, *Cutting* and *Spears/Pole-Arms, Thrusting*. Otherwise only one attack form can be utilized.

C: To attack an opponent in hard armor (chain, plate & chain, plate, etc.) the attacker must roll for the attack at DR Extreme (0.1 x FAC). For example, a persona armed with a bagh nakh and having a 30 FAC in *Combat HtH, Lethal* has only a 3% chance (01-03 on D%) to successfully strike the opponent in hard armor.

D: A Special Success in Combat strike determination means the target subject has been caught by the weapon and been dismounted and/or thrown down prone.

E: The wielder may disarm the opponent by succeeding in a roll against FAC at DR Extreme. This attempt requires the use of an attack opportunity or is applicable as a bonus to parrying. If the persona is successful in the latter case, the roll for disarming is a bonus opportunity and separately rolled – unless a Special Success in parrying was scored, in which case disarming is automatic!

F: This weapon may be used to entangle an opponent's limbs. To succeed, the attacker must make the roll against FAC

at DR Difficult (0.5 FAC). The attacker must specify whether attempting to entangle arms or legs:

Arms: Should this attack succeed, then the attacker and the target subject must make a PMPow vs. PMPow in a K/S vs. K/S contest. If both fail or both succeed, then the contest continues into the next CT, where it begins immediately again. If the attacker succeeds, the defender is helpless and can take no actions. If the defender succeeds, the weapon is pulled from the attacker's grip, and the defender can use or discard it as desired.

Legs: If a leg entangling attack succeeds, roll the attacker's PMPow vs. the defender's PNPow at DR Difficult (0.5 PNPow). If the attacker succeeds, the target subject is yanked down to fall prone; if the defender succeeds, the weapon is pulled from the attacker's grip and thrown somewhere nearby on the ground or floor.

G: When employed against a human or humanoid opponent no larger than 8x human size that is helpless/unable to defend itself and not magically protected, the weapon automatically does sufficient Physical damage to kill the target subject.

H: When used for Cutting damage, the weapon negates normal armor equal to the Weapon Points. For example, a glaive used for Cutting Physical damage will negate 6 points of the target subject's normal armor (if it succeeds in striking), while a fauchard would similarly negate 4 points.

I: The weapon can be used in an attempt to keep the opponent at bay, i.e. at the end of the weapon's Reach. To both inflict damage and hold the opponent at bay, the attacker must score a Special Success; otherwise, if a roll against FAC at DR Hard succeeds, the target subject takes no Physical damage from the attack but is held at bay. If at bay, the target subject can make no attack until the next CT (or for 30 "beats" if that system is used). Note: If the successful attempt was made before the target subject could attack, then that subject loses all attack capability that CT. If the successful attempt was made after one or more attacks by the target subject, then that subject loses any remaining attacks in that CT as well as those in the following CT.

J: The weapon may be used to disarm an opponent and/or destroy the opponent's weapon. To do so the attacker

must succeed in a roll against FAC at DR Difficult. If a Special Success is scored, the opponent is disarmed and the weapon is destroyed. Otherwise the attacker must then succeed in a PMPow vs. PNPow K/S vs. K/S contest with the defender to disarm, and/or succeed in an attempt to damage the weapon at DR Easy (3x normal chance) to destroy the opponent's weapon. (See the Parrying rules, pages 225 and 228-229.)

K: When a hand or foot is used to parry an attack by anything other than a hand or a foot, the parrying defender will take Physical damage. The amount of damage so taken depends on the parried weapon's Damage Amount, this amount to be rolled normally but without Strike Location, i.e. 1x damage scored. Optional: To parry a weapon without receiving Physical damage, the defender may attempt a FAC roll at DR Difficult for *Combat HtH*, *Lethal* or *Non-Lethal*. Failure indicates Physical damage +1 per die is taken, while a Special Failure indicates 2x base damage has been suffered.

L: This is the base Physical damage done by the attack or weapon. If the attacker has sufficiently high STEEP in *Combat HtH*, *Lethal*, the attacker can do greater damage with the attack form. See *Combat*, *Hand-to-Hand*, *Lethal*, pages 162-163 and the *Martial Arts Attacks* Tables, page 163.

M: See the K/S Area description of *Combat*, *HTH*, *Lethal*, pages 162-163 to learn how the damage applies. Note that a special success with this weapon indicates that the victim is dead (jugular vein severed, windpipe crushed, or neck broken) unless the target subject has some form of armor protecting the neck from such immediacy. Any thick cloth or the like will suffice to prevent most such – but not strangulation damage, which is warded off only by leather or better armor protection.

N: In addition to its normal attack mode, the weapon may be used to either keep an opponent at bay or to dismount/throw down the opponent. (This is a popular arm employed by pirates/kidnappers, police, footmen opposing cavalry, and forces meant to keep order in communities wherein there is a tumultuous population.)

Keep at Bay: This roll is made at a DR Moderate against FAC. Special Success indicates the opponent has also taken Physical damage from the attack; regular Success means held at bay for 1 CT, as detailed in "I" above.

Dismount and/or Throw Down an Opponent: This occurs automatically on a regular attack when a Special Success is scored. The attacker must otherwise succeed in a roll against FAC at DR Difficult (0.5 FAC). A Special Success indicates Physical damage from the weapon is also inflicted, and regular success that the opponent is dismounted and/or thrown down and is prone.

O: Hard metal armor values (for plate & plate mail) are doubled versus this weapon.

P: The head of this weapon is detachable and connected by a line to the shaft (and then on to the wielder, or to a store

of additional line). If an attack with this weapon succeeds, the attacker can use the line to pull the target subject down and then towards the attacker's location. To accomplish this, the attacker must succeed in a PMPow vs. PMPow K/S vs K/S contest with the defender. Special Success means the defender is helpless on the following CT. Failure means the head and line are loose. Special Failure means the target subject took only the minimum possible damage. Optional: The Physical damage scored by the attacker can be subtracted from the dice roll for success.

Q: This weapon can be used to dismount and/or throw down the target subject if the attacker rolls against FAC at DR Difficult (0.5 FAC). In a regular attack the weapon automatically dismounts and/or throws down an opponent if a Special Success is rolled.

R: This weapon is treated as a spear when used dismounted. The statistics used are specific to the type of lance, as indicated by the mount. Light-horse lancers employ a 10-12' long spear (lance), while medium- and heavy-horse lancers use a 13-15' long spear (lance). In addition, armor negation applies only when the weapon is used from the back of a horse moving at a pace equal to at least a canter (canter, gallop/charge).

S: These weapons are normally set in the ground slanted so as to point away from the user towards the direction of the enemy. When so used they inflict 3+3D3 Physical damage against infantry (or similar bipeds) moving towards them at a rate of a trot or faster, or 6+6D6 against horses (or similar quadrupeds) moving at them at such a rate. When so used against horsemen there is a 1/3 chance of dismounting the rider if an attack succeeds, with a 1 on D# indicating the rider has been dismounted, is thrown down, and is prone. Note that normal-sized weapons employed against target subjects 12x human size or larger will not have any effect other than to have the chance to inflict non-vital damage.

T: When used en masse this weapon automatically keeps the opponent at bay and can dismount and throw down an opponent automatically on a Special Success, or if a roll against FAC at DR Difficult (0.5 FAC) is successful. En masse means that at least three ranks deep by four files wide (12 pikes) are facing the target subject, and generally is useful only in company-sized formations (200 pikemen in square).

U: In the initial CT of confrontation, this weapon is automatically accorded first strike unless opposed by a weapon of this same kind.

V: The attacker must declare whether the attack is to be Blunt or Piercing.

W: This shield also requires a minimum PNSpd of 14 to employ it effectively.

X: This weapon negates its Weapon Points in target subject armor when used two-handed.

Y: The two numbers are for using the weapon one- and two-handed, respectively, given before and after a slash (/).

Z: The attacker using this weapon adds its Weapon Points to all parrying attempts, and also subtracts the Speed Factor penalty from the dice score rolled. Assuming a normal FAC of 50, for example, the FAC in parrying attempts is 50+WP; the attacker's SF penalty factor (of from 1 to 6 or more) is then deducted from the score (this is an excellent parrying weapon!).

a: This attack delivers Continuing Physical Damage until the victim succeeds in breaking it or else is killed by the attack form. See *Combat, Hand-to-Hand, Lethal* on pages 162-163.

b: This weapon is simply placed, dropped, and/or scattered along the path on which enemies are expected to move. The FAC for scoring a hit with one is 20 minus 10 for heavy-soled (leather) footwear (or horses/animals hooves/feet), 5 for moderate to light, or 0 for having cloth covering or bare feet. One check is made for each 2-6 caltrops in a square yard of path.

c: If damage occurs, and if Strike Location indicates a Super or Ultra Vital location, the victim is unable to continue pedal movement for as many days as points of damage scored.

d: This weapon can be used as a single one only unless the wielder is ambidextrous or possesses the *Weapons Special Skill (Florentine)*. But in such a case it can be used as both an axe-like and flail (whip)-like pair of weapons. The weapon also can be spun/whipped out (whip skill) in either of two fashions: one inflicting cutting and piercing damage (thus using the lower armor protection against such damage, if different), the other inflicting blunt damage. Either form of such attack might entangle the foe.

e: This weapon can be used as a bo stick only, but at the option of the wielder a 5' length of chain can be released from inside the staff. The weapon is then a staff-chain with the second set of statistics shown. Note that after release of the chain the weapon must be employed only in this mode, and can be restored to staff-weapon function only after an undisturbed period of 2 BTs.

MISSILE WEAPONS

Missile Weapons

Name	Sub-Area	WP	Thrown	SF	DT	Damage	Price	ROF	Point blank	Short	Medium	Long	Extreme	PMPow	Notes
Aclis	Club	5	Y	6	B	2D6	50	1/2	--	2	4	6	--	--	--
Aklys	Darts	2	Y	3	P	2D6	10	1	--	10	20	30	50	--	--
Assegai	Spear	5	Y	3	P	3D6	50	1	1-5	10	15	20	30	13	--
Axe, hand	Axe	5	Y	4	C	3D6	110	1	1-4	8	12	116	20	13	--
Blowgun, Short	Blowgun	0	N	6	P	1D6	50/0.25	1	1-4	8	12	16	20	--	h, q
Blowgun, Long	Blowgun	0	N	6	P	1D6	50/0.25	1	1-5	10	15	25	40	--	h, q
Bolas	Sling	6	Y	9	B	2D6	70	1	--	1-5	10	15	25	12	i, s
Boomerang	Boomerang	1	Y	5	C/B	4D6	40	1	1-5	10	20	40	60	--	--
Bow, Self (Short)	Bow	3	Y	3	P	2D6	100/3	1.5	1-10	20	50	70	110	6	h
Bow, Self (Medium)	Bow	6	Y	4	P	3D6	150/3.5	1	1-20	40	100	160	220	12	h
Bow, Self (Long)	Bow	9	Y	5	P	4D6	300/4	1	1-30 x6	60 x5	150 x4	240 x2	330 x1	18	h, j
Bow, Self, Gulial (Pellet)	Bow	5	Y	6	B/P	3D6	175/5	1	1-15	30	50	80	100	6	h, k
Bow, Composite (Short)	Bow	3	Y	3	P	2D6	250/3	1	1-10	20	50	120	180	10	h
Bow, Composite (Medium)	Bow	5	Y	4	P	3D6	275/3.5	1	1-20 x2	40 x2	90 x1	160	240	14	h, m
Bow, Composite (Long)	Bow	7	Y	5	P	4D6	550/4	1	1-40 x4	60 x3	120 x2	240	360	18	h, m
Bow, Foot (Long)	Bow	9	Y	9	P	5D6	450/6	1/2	1-70 x7	80 x5	160 x3	320 x1	440	16	h, n
Cho-ko-nu	Crossbow	0	N	3	P	2D6	300/1	2	1-5	10	20	30	50	13	h
Club	Sling	2	Y	4	B	2D6	25	1	1-2	4	6	10	15	7	--
Crossbow, Hand (Bolt)	Crossbow	7	N	2	P	2D6	100/0.5	1	1-3	9	15	21	30	6	h
Crossbow, Hand (Pellet)	Crossbow	6	N	2	B	4D3	100/0.5	1	1-3	15	15	18	27	6	h, k
Crossbow, Hand (Stone)	Crossbow	5	N	2	B	3D3	100/0.5	1	1-3	6	12	15	24	6	h
Crossbow, Small (Bolt)	Crossbow	6	N	4	B	2D6	150/1	1	1-15	30	60	90	120	8	h
Crossbow, Small (Pellet)	Crossbow	5	N	4	B/P	4D3	150/5	1	1-15	30	60	80	100	8	h, k
Crossbow, Medium (Bolt)	Crossbow	7	N	6	P	3D6	200/1.5	1/2	1-30 x3	50 x2	100 x1	160	240	12	h, m
Crossbow, Large (Bolt)	Crossbow	8	N	7	P	4D6	250/2	1/5	1-40 x5	70 x3	120 x2	240 x1	360	16	h, n
Crossbow, Repeating (Pellet)	Crossbow	0	N	3	B	4D3	300/5	2	1-7	15	25	40	80	12	h, k
Dagger	Knife	2	Y	2	P	2D6	90	2	1-2	4	8	12	20	--	--
Dart (Small)	Darts	6	Y	1	P	2D3	1	2	1-3	6	12	18	30	--	--
Hammer	Axe	4	Y	4	B	3D6	30	1	1-4	8	12	18	20	15	--
Harpoon	Spear	6	Y	7	P	3D6	125	1	1-5	10	15	20	25	15	--
Javelin	Spear	4	Y	4	P	3D6	60	1	1-4	8	16	32	64	--	--

Missile Weapons

Name	Sub-Area	WP	Thrown	SF	DT	Damage	Price	ROF	Point blank	Short	Medium	Long	Extreme	PMPow	Notes
Javelin (Thonged)	Spear	6	Y	6	P	3D6	65	1	1-5	10	20	40	80	--	--
Javelin & Atlatl	Spear	8	Y	8	P	4D6	80	1	1-6 x2	12 x1	24	50	120	--	o
Knife (Small)	Knife	3	Y	1	P	1D6	45	2	1-2	4	6	8	10	--	--
Knife (Large)	Knife	3	Y	2	P	2D6	85	2	1-3	6	9	12	15	--	--
Knife, throwing	Knife	3	Y	1	P	2D6+2	100	2	1-4	8	12	16	20	--	--
Net (Weighted)	Sling	0	N	9	--	--	100	1/2	1-2	4	6	8	10	--	f
Rock	Darts	1	Y	1	B	2D3	--	2	1-4	8	16	32	64	--	--
Sling (Bullet)	Sling	0	Y	8	B/P	4D6	5/6	1/2	--	5-25 x2	75 x2	150	250	--	h,m,p,q
Sling (Stone)	Sling	0	Y	8	B	3D6	5	1/2	--	5-20	40	80	160	--	--
Spear (4'-6')	Spear	0	Y	4	P	3D6	85	1	1-4	8	16	24	32	6	r
Spear (7'-9')	Spear	0	Y	4	P	3D6	85	1	1-3	6	9	12	15	12	r
Staff Sling (Stone)	Sling	0	Y	6	B	6D6	25	1/2	--	10-20	50	100	150	15	--
Throwing Star (Small)	Throwing Star	2	Y	1	P	2D3	5	2	1-3	6	9	12	18	--	g
Throwing Star (Large)	Throwing Star	3	Y	2	P	2D6	10	2	1-4	8	12	24	36	--	G

NOTES

Footnotes A-Z and a-e are given in the Hand Weapons information.

f: If a successful strike is made, a target subject of up to 3x human size is entangled in the net and cannot free itself nor do anything for a time period as follows:

Strike Location is:

Non-Vital	1 CT only
Vital	1+1D3 CTs
Super-Vital	1+2D3 CTs
Ultra-Vital	1+3D3 CTs

g: Against soft armor (leather, padded, studded leather), make the FAC roll to strike successfully against DR Difficult. Against hard armor the FAC roll is made at DR Extreme.

h: The number before the slash (/) is the price of the weapon, while the number after the slash is the price of the ammunition.

i: The attacker may opt to attempt entangling instead. So used, the bolas do no Physical damage but entangle the legs for a duration as follows. Note that bola thongs can be cut.

Strike Location is:

Non-Vital	1D5 CTs
Vital	2D5 CTs
Super-Vital	3D5 CTs
Ultra-Vital	4D5 CTs

j: The weapon negates its Weapon Points in target subject armor up to Extreme Range. The number following an "x" is the multiplier to armor negation at that range.

k: The number after the slash is the cost for 20 units of ammunition.

(There is no footnote "l" -- lower-case L -- due to possible confusion with the number one "1".)

m: The weapon negates its Weapon Points in target subject armor up to Medium Range. The number following an "x" is the multiplier to armor negation at that range.

n: The weapon negates its Weapon Points in target subject armor up to Long Range. The number following an "x" is the multiplier to armor negation at that range.

o: The weapon negates its Weapon Points in target subject armor up to Short Range. The number following an "x" is the multiplier to armor negation at that range.

p: Sling bullets do both Piercing and Blunt damage up to Medium Range, using whichever form of target subject armor protection is the lesser. Beyond that range damage is always Blunt. In addition, up to Medium Range a sling bullet negates 10 points of target subject armor. The number after the slash is the price for 12 lead sling bullets.

q: The number after the slash is the price for 12 blowgun darts.

r: Spears greater than 8' length are melee weapons only.

s: The weapon also requires a minimum PNSpd of 15 to use.

NEW & EXPANDED WEAPONS

Albish Bill (Guisarme-Bill): More than a simple reversal of names (cf. Bill-Guisarme, also Bill Hook), this battle implement of Albish design is actually quite different from other pole arms of similar name and employing the same principles. The top spike is a bit longer than the Bill Hook's, the angled blade of the bill portion almost halberd-like, and the counter hook opposing the blade is large and sharp of point and edge. It shears armor, can dismount, and only its 5' or so length makes it less than useful at all times. The PMPow needed to wield this weapon is 17.

Arles Fork (Demi-Partisan Fauchard-Fork): Another unusual pole arm is the Demi-Partisan Fauchard-Fork seen principally in Arles. If the sickle-like fauchard portion of this 8' weapon misses, the little partizan-like axe blade strikes the foe inside the longer blade's range – or else the fork threatens if the foe is beyond the Reach. A minimum PMPow of 16 is needed for plying this pole arm.

Atlantlan Fauchard (Double Fauchard Partisan): Francia and the surrounding states utilize this 8' long pole arm. The heavy blades on either side cleave through armor, those corresponding pointed portions pierce, and its forking upper end can be employed to keep foemen at a distance. The weight of the long head requires a strong man, and the minimum PMPow required is 18.

Billy: This small wooden club is typically about a foot long, and on shipboard the marlin spike is the usual billy. Law enforcement patrolmen employ this weapon. In the hands of a trained martial artist, it is far more dangerous than it appears.

Berber Spear (Spear-Guisarme): Although this is merely an adaptation of the common long spear, the 10' long Spear-Guisarme (used mainly in western North Afrik) is a very potent weapon when employed in massed formations. It pierces, can keep foes at bay, and can be used to dismount foes by yanking back when they are in range of the hooking guisarme projection. The weapon requires a minimum PMPow of 12 for its use.

Bretton Fauchard (Fauchard-Bill Fork): While also heavy-headed and somewhat unwieldy, this pole arm of the Teutonic lands and central Æropa is an effective weapon nonetheless. Most of its edges cut, and there are four separate piercing points, including the long tine that projects from the base of the head to make it a fork. While efficient at keeping an opponent at a distance, it is not useful in dismounting a foeman inside its range. It likewise requires a potent PMPow of 18 to use.

Caltrop: This is an iron device which looks like a child's jack for playing ball and jacks. One typically has 4-6 points of

1' length, radiated in such a manner that no matter how the caltrop lands one of these sharp points projects upwards. Dropped so as to scatter along the path of advancing foes, Caltrops pose a hazard to the unaware, or otherwise make moving through the area in which they are littered at a pace of "Cautious," thus slowing advance or pursuit. The FAC for scoring a hit is 20 minus 10 for heavy-soled (leather) footwear (or a horses/animals hooves/feet), 5 for moderate to light, or 0 for having cloth covering or bare feet. One check is made for each 2-6 caltrops in a square yard of path, providing the victim is unaware of them or cannot avoid moving through the area at a walk or faster. If damage occurs, roll normally for Strike Location; if this indicates a Super or Ultra Vital location, the victim is unable to continue pedal movement for as many days as points of damage scored.

Cane: The walking stick or cane is a rod of wood about 30 inches long and an inch in diameter. Its handle is usually rounded in the case of one employed as a fighting instrument, but not necessarily so. It is also a martial arts instrument.

Death Star: A pole arm of Atlantlan origination, this weapon is surprisingly not much favored in Iberia, and is seldom encountered outside Atlantl save in mercenary companies. It is rather like a long-handled (7') morningstar with a metal ball head having elongated radiating spikes. The Deathstar is particularly dangerous in the hands of a very strong user. It typically has an upper spike a foot long, plus 12 other spikes of some nine inches length. Of the latter, 4 point to the cardinal directions, and the other 8 are in a pair of X-shapes set at opposing oblique angles, projecting up and down. The Deathstar can be used to dismount, keep an opponent at bay, or even to catch (and, by twisting, disarm or break) opposing weapons. It requires a PMPow of 18 to use.

Farzian Glaive (Glaive-Fauchard): This rather artistic-appearing pole arm is principally employed in the west of Azir, the Farzians probably developing it first. It delivers a vicious cut when the wielder chops with its long-bladed end, and if the foeman is not slain or disabled thus, the hooking fauchard portion can be used with an inward pull to dismount or upset. This weapon requires a strong PMPow of 16 at minimum.

Francian Fauchard (Fauchard-Glaive Guisarme): This pole arm is a favorite of Savoyards and is also found in some of the surrounding lands. It stabs, cuts, pierces armor, dismounts, and can be used to disarm opponents or break their weapons. The metal head is a bit over three feet in length, while the pole is usually kept to a 5-6' size, to make it some 8+ feet in average in total length. If a foe gets past its deadly business end, though, there might be trouble for one using this weapon. The wielder must have at least a PMPow of 17.

Glaive Serjeant (Glaive-Fork): A simple pole arm much used by militia in western Æropa for centuries, the Glaive-Fork remains popular today. Its two-foot long head is usually set atop a pole of eight or more feet length. The warrior plying it can stab with the long blade, cut with its edge, or set/thrust to catch a foeman in the fork and pierce with the pointed tine at the glaive's back. The minimum PMPow for employing this weapon is 16.

Hook: This metal weapon has a sharply pointed end about three inches long, curving in typical hook fashion around half a circle to a shank a bit longer, and also a hand grip. Typical of this instrument is the cargo hook employed by stevedores; it is also a martial arts instrument. Of other note, some individual missing a hand may have a hook attachment fitted for the arm.

Kama: An Oriental weapon adapted from the sickle, and used in pairs by martial artists (see *Combat, Hand-to-Hand, Lethal*), this weapon otherwise compares to the fang or the simple farmer's sickle. It requires no above-average strength to use.

Khazirian Fork (Demi-Lune Fork): This is a most useful sort of pole arm, often 10' or more in length, used by Khazirians and others in the Mare Ostrum's eastern regions. The jagged inner edges of its hooking blades tend to ensnare and wound foes, easily holding at bay or dismounting any rider moving towards the wielder, while the straight central blade of the Demi-Lune Fork will pierce and slay. The length and relative heaviness of the weapon's head means that a persona must have at least a 15 PMPow to use it.

Knife, Throwing: This is a specially crafted weapon balanced for perfect accuracy. Typically it is actually dagger-like, sharply pointed and having a double edge. Flat, with little grip for the hand, it is not particularly useful as a hand-to-hand-combat weapon, but is an easily carried and deadly missile in trained hands.

Kusarigama: This Oriental weapon requires skill in both *Axe* and *Whip* Sub-Areas. It consists of a sickle-like blade set on a haft of about 10-20" long, with a light metal chain of about 4' to 6' length fastened to the butt of this handle. To the other end of the chain is secured an ovoid iron weight of two or so pounds weight. The hafted hook portion of the kusarigama can be used as a fang-like weapon, or whipped out to inflict damage, entangle, and/or throw down an opponent. The weighted end of the chain can be used as a second *Florentine* flail weapon at the same time the hook is wielded. It can otherwise be employed alone as a flail, whipped to inflict damage, entangle, and throw down an opponent. The minimum PMPow required for full use of this weapon is only 12.

Lion's Tooth (Spetum-Ranseur Partisan-Guisarme): This is a fairly recent development in pole arms, now used principally by Lyonesian light infantry companies. It serves all major functions – i.e. piercing, cutting, keeping at bay,

dismounting, disarming, and breaking enemy weapons. However, it is not as effective as could be wished when used against the well-armored foeman. A 16 PMPow is needed to use this implement.

Lombard Axe (Voulge-Fork): A Milanese pole axe, the Voulge-Fork has been used by levies and regulars alike. The cleaver blade shears armor fairly well, the top spike pierces foes, and the back projection (with its angling point) serves admirably as a fork for slaying or keeping the adversary at bay. It is a heavy implement, though, so the wielder must have a PMPow of 18 or greater.

Magyar Glaive (Glaive-Guisarme Spetum): The Bohemians and Magyars are prone to equip formations with this multipurpose pole arm. It delivers cutting and piercing attacks, dismounts foemen, and even has a projecting blade to disarm or break weapons. Its sharp points and back-spike make it useful against heavily armored opponents too. One must have at least a 16 PMPow to use this weapon.

Neck Breaking: See added details in "Mystical Manifestations."

Net, Weighted (See Missile Weapons table): This is a very strong mesh of cord similar to the hand net employed by a shallow-water fisherman. The net is circular, with lead weights set symmetrically around its edge, and a heavy line onto which its wielder holds fast. The net spreads open when hurled, and the weights draw it down as it settles. A tug on the line closes the net as a drawstring does a pouch. When used as a weapon it can be quite deadly, for once it settles over its target it can't be removed, and its confining mesh makes arm movement virtually impossible. Furthermore, the trapped subject can be tugged from his feet and thrown down prone.

Neustrian Claw (Fauchard-Fork Glaive): Another of the Francian pole arms which have spread to much of Æropa, the Fauchard-Fork Glaive has both convex and a concave cutting edges, its pointed ends can pierce, and the branching portion forks to make it fairly efficient at keeping an opponent at bay. It is both inexpensive and relatively easy to forge, and can be mounted on a shaft of 10' or more length if desired. A minimum PMPow of 15 is needed to employ the weapon.

Pike, Boarding: This nautical weapon is a much-shortened version of a broad-headed pike, with a shaft about six feet long and a head 1' in length. There is a crossbar at the base of the pike's head, one end of this bar being elongated and curved to form a gaff-like hook. Boarding sailors equipped with these weapons can thus simply thrust and stab, or use the hook portion to secure the opposing vessel or snag an enemy. An opponent caught by the hook will be pulled down and thrown prone. The weapon requires a minimum PMPow of 14 for its use.

Pitchfork: The farm implement consists of a handle shaft and two or more metal tines. These are generally used for

moving hay or straw, but can also serve as weapons, though of course none are of above Average quality. No strength requirement applies.

Savoyard Glaive (Glaive-Guisarme Voulge): This form of pole arm is seen from Iberia to Neustria, and eastwards beyond the Rhine as well. It pierces, cuts through armor, and dismounts opponents. Typically set on a six- or seven-foot shaft, the weapon is usually mixed with longer ones in a formation. The wielder needs a hefty PMPow of 17 or more to ply this weighty tool.

Scythe: The reaping instrument of the agrarian for cutting swathes of grain or hay, this farm tool can be pressed into service as a weapon of fair sort, albeit cumbersome, slow, inflicting moderate damage only, and requiring at least a PMPow of 12 to use. Two handles and a long slightly curved blade all project from a warped staff having a surprisingly ergonomic shape, considering its ancient origins.

Shinobe zue: This Oriental (ninja) weapon seems a plain bo stick or staff. It has a hollow center, however, containing a 5' to 6' length of chain, and becomes a staff-chain -- a far more deadly instrument -- on the release of same. The chain can be returned to its hiding place in one minute, but until this is done the staff portion can serve as nothing more than a handle for the chain.

Sickle: This agricultural tool is usually nothing more than a curved blade on a short wooden handle, used for cutting grain, clearing weeds, etc. There are military versions of this weapon, especially in the Orient; such variants have a less curved blade and sometimes a longer handle. The sickle needs only a minimum PMPow of 10 to use to full effect.

Strangle Hold: See added details in "Mystical Manifestations."

Sword, Ninja-to: This is a relatively short straight-bladed Oriental weapon. While it has only normal damage capacity commensurate with similar swords, the Ninja-to is an excellent parrying weapon because it is fast. Add its weapon points to the parrying chance, and from the roll made to parry deduct the Speed Factor of the opponent's weapon. The Ninja-to requires a minimum PMPow of only 12.

Talmark Axe (Battle Axe-Guisarme): This double-bitted pole-axe is most frequently seen in the Skandian lands and the states around the Baltic. It has a top spike, and can thus be used to thrust as needed. But its main attack functions are its axe blades, and a supporting guisarme-like lower back space is useful for hooking and pulling down mounted opponents. It requires a PMPow of no less than 17 to wield.

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ENCHANTED EQUIPMENT

EXCELLENT BLACK EYE

by Gary Gygax

History

This form of protective device is thought to have been devised in the Balkan kingdoms, albeit there is a great deal of controversy if it was in Roumania-Transylvania or in Carinthia-Dalmatia. In any event, the Excellent Black Eye Talisman is well known to Apotropaists and others having to contend with witchcrafters, and so it is not an altogether uncommon item of enchanted sort which can be located in certain of the larger magick bazaars and those rare shops which provide real Heka-imbued things of this sort.

Description

The Excellent Black Eye Talisman is always crafted to appear as a normal object. Most frequently it is concealed as a decorative brooch, clasp, necklace, or pin; although it might be a cap or hat decoration, earring, fancy button, head band, etc.

Powers

The operation of the Excellent Black Eye Talisman is continuous and will function up to once each Battle Turn,

seven times total in any given week. It automatically negates the activation of any Eyebite casting directed at the one wearing the Excellent Black Eye Talisman, and in the process of so doing, the negative Heka so disjoined by the talisman leaves a fuliginous residue encircling the would-be caster's offensive eye. There are weak ones which operate up to only Grade V, and some which operate against only actual Eyebite castings of up to Grade IX, but not charms sent as Eyebites. The sooty remainder of failed Heka causes no pain, and is otherwise undetectable to the Eyebiter, but anyone observing that individual will certainly see the black circle marking his or her face, for it appears to be a comic black eye.

Command

The talisman functions automatically without need for a command.

BUC Value

Grade V (Eyebite or charm as Eyebite) operation only: 35,000 to 60,000 depending on form and materials.

Grade X (Eyebite only) operation: 50,000 to 75,000 (all Eyebites) depending on form and materials.

Mystical Manifestations

Addenda & New Material for the Mythus* Fantasy Game Rules

The preceding weapon articles notwithstanding, our Feature section (Combat & Weapons) continues even further, extending through this regular feature. The following collection of rule addenda is presented in the order in which it modifies the published game rulebook. All of it is Official, and is entirely by E. Gary Gyga. (c) Copyright 1993 Omega Helios Limited. All rights reserved.

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COMBAT, HAND-TO-HAND, LETHAL

Add to pages 162-163.

Martial arts-related weapons and holds (Sub-Areas) employable by the trained persona include:

1. Foot
2. Hand
3. Bagh Nakh
4. Billy
5. Brass Knuckles
6. Cane
7. Hook
8. Kama (pair of)
9. Knife, Small
10. Nunchacku
11. Sais
12. Tui Fa
13. Neck Breaking Hold
14. Strangle Hold

Bagh Nakh: The "tiger claws" described under the *Combat, Hand Weapons* section of the rules are also an instrument employed by the individual skilled in lethal hand combat.

Billy: The small, round club which is also described under in the *Combat, Hand Weapons* section of the rules can be made far more deadly an instrument when employed by a martial artist.

Brass Knuckles: Yet another addition to the fist, when used by a trained person the weapon becomes greatly dangerous. Information on this weapon is found in the *Combat, Hand Weapons* section of the rules.

Cane: The seemingly harmless, or at best light defense weapon is indeed as potent as a sword in the hand of the individual steeped in the use of the cane as an attack instrument. Information on this weapon is found in the *Combat, Hand Weapons* section of the rules.

Hook: A dangerous weapon but one which is slow changes to something entirely different when the one wielding it is able to use the weapon properly. Information on this weapon is found in the *Combat, Hand Weapons* section of the rules.

Kama: A pair of these 18-inch hafted, curved-blade headed weapons are used to defend and attack with terrible execution from their cutting and/or piercing blades (adaptations of the simple sickle). Game information on this weapon is found in the *Combat, Hand Weapons* section of the rules.

Neck Breaking Hold (see *Hand Weapons Table*, pages 236-237): This attack is an attempt to obtain a lethal grip on the target subject and break that subject's neck. A Special Success indicates that the attack succeeds immediately, while a Special Failure indicates that the attacker has lost the hold and been thrown down prone. Otherwise the attacker must engage in a K/S vs. K/S contest pitting *Combat, HTH-L STEEP* against the victim's *STEEL* in *Combat, Hand-to-Hand, Lethal or Non-Lethal K/S*. In the event neither of these abilities are possessed, the victim's must rely upon *PMPow*. All contest checks are made with additions for height and weight as indicated to the attackers K/S roll, while the defender subtracts a like amount from his or her K/S roll. Special Success and Special Failure are treated as indicated above.

This attack form can be applied only against human/humanoid opponents of relatively the same height and weight as the attacker. Height of the target subject may up to 3" greater, or 6" if the opponent is sitting down or prone or totally surprised. Weight of the target subject may be up to from 22 pounds greater if the opponent is sitting down or prone or totally surprised. For each inch or height and/or

pound of weight above the indicated range, the attacker must add 1 to the dice roll for success.

Strangle Hold Attack (see Hand Weapons Table pages 236-237): This is essentially an attack equal to that of a Garrote weapon without using such an aid and sans any opportunity for immediate death of the victim. (See Garrote under Combat, Hand Weapons.) This attack form can be applied only against human/humanoid opponents of relatively the same height and weight as the attacker. Height of the target subject may up to 3" greater, or 6" if the opponent is sitting down or prone or totally surprised. Weight of the target subject may be up to from 22 pounds greater if the opponent is sitting down or prone or totally surprised. For each inch or height and/or

pound of weight above the indicated range, the attacker must add 1 to the dice roll for success.

This attack is an attempt to obtain a lethal grip on the target subject and kill the victim by suffocation by preventing air from reaching the subject's lungs. The attacker rolls against FAC to determine success. If there is a Special Success, then the target subject suffers both maximum Physical damage and is immediately Dazed. A failure indicates that the hold fails and no damage is inflicted. If there is a Special Failure the attacker has lost the hold and been thrown down prone.

A regular success indicates that the attacker has the hold, delivers damage, but must then engage in a non-standard K/S vs. K/S contest pitting Combat, HTH-L STEEP against the

MARTIAL ARTS WEAPONS: ATTACK TABLES

Bagh Nakh

STEPP Attacks/CT Base Damage

1-15	2	2D6
16-30	2	2D6+1
31-40	3	2D6+2
41-50	3	3D6
51-60	4	3D6+1
61+	4	3D6+3

Billy

STEPP Attacks/CT Base Damage

1-15	1	2D6
16-30	2	2D6+1
31-40	3	2D6+2
41-50	3	2D6+3
51-60	4	3D6+1
61+	4	3D6+2

Brass Knuckles

STEPP Attacks/CT Base Damage

1-15	2	2D6
16-30	2	2D6+1
31-40	3	2D6+2
41-50	3	2D6+3
51-60	4	2D6+4
61+	4	2D6+5

Cane

STEPP Attacks/CT Base Damage

1-15	1	2D6+1
16-30	2	2D6+2
31-40	2	3D6
41-50	3	3D6+1
51-60	3	3D6+2
61+	4	3D6+3

Kama

STEPP Attacks/CT Base Damage

1-15	1	3D6
16-30	2	3D6
31-40	3	3D6
41-50	4	3D6
51-60	4	3D6+1
61+	4	3D6+1

Knife, Small

STEPP Attacks/CT Base Damage

1-15	1	2D6+1
16-30	1	2D6+3
31-40	2	3D6
41-50	2	3D6+1
51-60	3	3D6+2
61+	3	3D6+3

Hook

STEPP Attacks/CT Base Damage

1-15	1	2D6
16-30	1	2D6+2
31-40	2	2D6+3
41-50	2	2D6+4
51-60	3	2D6+5
61+	3	2D6+6

victim's STEEP in Combat, Hand-to-Hand, Lethal or Non-Lethal K/S. In the event neither of these abilities are possessed, the victim's must rely upon PMPow. All contest checks are made with additions for height and weight as indicated to the attackers K/S roll, while the defender subtracts a like amount from his or her K/S roll. Special Success and Special Failure are treated as indicated above. The K/S vs. K/S contest is ongoing from CT to CT if neither party succeeds – both fail or both succeed. In such event action moves to the following Critical Turn, there is a Physical damage roll for damage inflicted on the target subject, and then another K/S vs. K/S roll is made. This continues until the hold is broken (Special Failure or failure by the attacker without the same from the defender, Special Success or success by the defender without the same by the attacker), or else the continuing damage from the Strangle Hold reduces the target subject to below CL, in which case the defender is unconscious for 2D3 BTs time, and attacker may at option release the hold or slay the opponent automatically in the following CT.

Page 163, sidebar, ADD:

- Foot Attack (SF 3)
- Hand Attack (SF 1)
- Nunchakus (SF 3)
- Sais (SF 2)
- Tui-Fa (SF 2)

NEW SPEED FACTORS

Add to Speed Factors table, page 210.

Action	Speed Factor*
Attacking (per each)	2
Casting, to begin/activate	2
Casting, to Ready	10
Changing Action	2
Changing Target of Action	6
Enchanted Object Use (Minimum time)	1*
Heka-Engendered Power Use	3
Natural Weapon use	**
Using staff-like magickal device	6 or item's Speed Factor
Note that Dazed personas have a +5 penalty to their total Speed Factors in each CT	
*Small items such as wands are at SF penalty 1, others have penalties equating to weapons, etc.	
**See page 310 for modifications to this.	

NEW COMBAT RULE (OPTIONAL)

Add to page 211, with rewrites as indicated.

Optional Spacing of Actions: Normally, when a persona's Initiative point comes up, that persona takes all actions and/or makes all of his or her attacks for that Critical Turn at once. Similarly [continue as printed now] ...those effects. Note that in this option the standard CT (not that for Total Surprise) is divided into tenths of seconds, so there are 30 "beats" total in the three-second-long Critical Turn. Here are the guidelines:

1. A persona acts once at his or her Initiative score "beat", then once again thereafter depending on the number so Speed Factors required to complete the first action. Say the persona was to rise (4), turn (2+3: changing action and turning), and then attack with a drawn dagger (2+3+2: changing action, attacking, use of dagger). To each of the Speed Factors shown, however, must be added any penalties accruing for any reason, including armor worn. Thus, in the above example, if there was a +2 SF penalty for armor, the total would be: 6, 7, and 8 -- at least 22 "beats" of the 30 possible in the CT. If the persona in the example were "slow" in beginning activities in the CT, as indicated by a high score on the 1D10 roll, then the end of the CT might come before the last action, the dagger attack, could be taken.
2. Note that the Weapon Speed Factor is considered in regards to attack action (Combat, Physical) during the CT. Thus attacking with a hand has a 1 +3 Speed Factor, 1 for hand, 3 for attacking. In theory then, as many as 7 blows from the same persona's hands could be struck during a three-second-long Critical Turn.
3. Even Missile Weapons are included, and the Speed Factor shown is applied accordingly.
4. In the event of Total Surprise, use a 20 "beat" CT division, and assume all HPs begin their activity at the same time, and no individual Initiative roll needs be made. The timing of any additional actions is then calculated by adding SFs to find when they occur, with the beginning of the CT on "beat" +1 and ending at the end of +20.

Example: A mercenary named Konrad... hands (SF 1 normally, but these are Unalive things who are effectively Dazed, so their SF is actually 6). For... armor. The various

NATURAL WEAPONS

Add to page 225:

Speed Factor (new second paragraph):

Natural Weapons of creatures have a base Speed Factor of 1, just as do human hands. However, details of the many possible variations to such speed are found on page 310, Natural Weapons List.

Natural Weapons Speed Factor Table (Optional):

Add to page 310

Ratio: Size of Attacking Creature vs. Human Size

Attack Type	0.1	0.25	0.5	1	2	3	6	12	18+
Bite	0	1	1	2	3	4	5	6	7
Bite, Snake	0	0	0	1	1	2	3	4	5
Claw/Talon	0	0	1	1	2	3	4	5	6
Constricting	--	--	2	4	6	8	10	12	14
Horn/Tusk	1	1	2	2	3	4	5	6	8
Smash	-	-	1	2	3	4	5	7	9
Trample	-	1	2	3	4	6	8	10	12

STRIKING WITH PRECISION MISSILE WEAPONS

Physical Combat, Lethal, Final Attack Chance (page 226)

Add the following at the end of this section:

When a persona is employing a missile weapon of precision sort, such as a throwing knife or star or using a blowpipe, the JourneyMaster may allow the following rule:

When the opponent is wearing armor which would be likely to prevent any Physical damage from occurring in the event of a successful strike, then FAC is not the true final attack chance in such case. The attacker utilizing a precision weapon then finds actual attack chance (AAC) by finding the target subject's armor and reducing the FAC according to these DRs:

Actual Attack		
Armor	DR	Chance
Half	Difficult	½ FAC
¾	Very Difficult	¼ FAC
Full	Extreme	⅒ FAC

Make a normal dice roll, and if the AAC or less is scored, the precision weapon hits an exposed place and inflicts either a non-vital or vital strike -- no super or ultra-vital locations, so 01-40 equals vital.

Note that this rule makes poisoned weapons far more dangerous...

D10 Roll

Participant	Init Attribute	Result	Action	SF	Final Init.
HP "A"	SMSPd -22	+2	Casting	+2 =	-18
HP "B"	MMSPd -20	+4	Enchanted item use	+2 =	-14
HP "C"	PNSpd -18	+6	Weapon SF	+3 =	-9
Konrad	PMSpd -16	+3	Weapon SF	+7 =	-6
Zombie #1	PMSpd -6	+1	Hands	+6	
			Natural Weapons	+3 =	+4
Zombie #2	PMSpd -6	+8	Hands	+6	
			Natural Weapons	+3 =	+11

personas and OPs concerned score Initiative as shown in the table above.

This CT begins on "beat" -18 and ends after "beat" +12 (there is no 0 "beat," of course, and counting goes from -1 to +1). On "beat" -6 Konrad strikes with his Sabre Axe. If he is entitled to two attacks, his next one will occur on "beat" +5, (attacking 3 + weapon SF 7 = 10 "beats"). Zombie #1 will have the opportunity to attack before Konrad's second attack, but Zombie #2 will not.

Note that in the case where the Zombies were Totally Surprised, the 30 "beat" division would allow all the HPs to act in concert at beat +1, so Konrad would strike then and 10 "beats" later on +11, but because of his slow weapon he would not get a third attack even if his STEEP otherwise enabled this.

COMBAT, HAND-TO-HAND, NON-LETHAL

Add after page 221 and following "Attack to Overpower DRs.":

For each point of PMPow Physical Damage Bonus possessed by the persona, the effective greater weight difference of the defender is reduced by 25 pounds. Thus, for example, a +4 PD bonus due to PMPow means that the persona subtracts 100 pounds from the weight of the individual he is attacking, if that defender is heavier than he. Thus, the table above is adjusted for great strength, but never to a DR better than "Hard."

Attack to Stun (Add):

The attacker rolls 1D6 or fraction thereof of STEEP points possessed. To that total he adds all bonuses for High Steep Damage Bonus and Damage Bonus for High PMPow.

Example (Insert)

...and he rolls a 16 which is a Special Success for an automatic 24 points (4D6 at 6 each = 24) plus his bonuses. The poor...

(and continue as printed)

PARRYING RULE

Amend & Add To pages 228-229.

Correction to second paragraph:

The durability of a weapon has to do with its likelihood of breaking when impacting another weapon, and the percentage chance of it taking damage is indicated by the number before the slash (/). The number of points of damage the weapon can withstand in indicated by the number following the slash. Exactly what these numbers mean is explained fully on page 228. For now, find the correct numbers for your HPs weapons on the Weapon Durability table below...

(Remainder of paragraph as is.)

ADD:

When an edged metal (M) weapon (such as a chopper or sword) which is larger than a dagger parries a weapon of wood (W) or of Wood and Metal in Combination (C), the Weapon Points of the Metal weapon are deducted from the dice roll made for that weapon to damage the opposing one. This reflects the greater likelihood of the edged Metal of destroying the other sorts.

Example: A chopper and spear meet in parry. The usual chance for being damaged for average quality weapons is: chopper durability 5/20 and spear 10/20. A roll of 6 or less damages the chopper, a roll of 8 or less damages the spear. When the roll for the spear is made the result is reduced by the weapon points of the chopper, 6, so that any result of 16 or less indicates the spear has been damaged in the parrying action.

APPLYING PHYSICAL DAMAGE

Add to pages 229-230; insert just prior to the paragraph beginning "Wound Level."

Physical Damage and Armor: No non-magickal armor is perfect, nor does the best of it make the wearer invulnerable. Thus, even if armor protection exceeds the total possible Physical Damage deliverable by an opponent's weapon, whenever a Special Success is rolled, that hit will inflict Physical Damage on the otherwise invulnerable opponent. There are two cases:

5. In the case where there is no bonus to PD for PMPow and/or high STEEP, then the amount of Damage inflicted is 1D6 with no Hit Location modifier.
6. In the event there is a bonus to PD for PMPow and/or high STEEP, then the amount of Damage inflicted is the bonus amount with a modifier for Ultra-Vital, Super-Vital, Vital, or Non-vital.

This rule reflects sheer chance but also considers the strong and skilled by allowing some considerable PD to pass the armor, through a combination of good fortune and ability on the part of the attacker.

QUICKER LARGE-SCALE COMBAT

Add between pages 234 and 235.

Quick Large-Scale Combat Rules

Heroic Personas: All combat activities for HPs will be carried on by their respective players as if combat were standard, but any Special Success in hitting automatically slays a weak foe or else scores automatic Super Vital damage (x3) as well, so no need for a Strike Location roll.

OP Foes: The JourneyMaster will roll 1D3 or 1D6 to find the initiative number for the mass of OP foes of the HPs. Any HP actions prior to it will occur before all OPs have their go. Then, for each group of foes, the JM will roll a single die to find out how many hit. Use the following rule of thumb:

4-6 weak foes, 2-3 strong, 1 very strong	1D6, 1-2 = hits
5-6 strong, 3-4 very strong	1D6, 1-3 = hits
5-6 very strong foes or 1-2 monsters	1D6, 1-4 = hits

All OP hits are scored at mean damage amount, plus additions if applicable:

3D3 = 6	3D6 = 10	5D6 = 18
2D6 = 7	2D10 = 11	6D6 = 21
4D3 = 8	4D6 = 14	4D10 = 22
5D3 = 10	3D10 = 17	

If hits are indicated, roll D% for each to see if any are Special.

Find damage amount, regular or special.

Roll Strike Location and multiply.

Reduce total by target armor protection.

Apply remaining points as loss to target subject's P TRAIT.

REALISTIC COMBAT

Add between pages 234 and 235.

Facing

Use a standard hexagon grid for combat, as this develops clear-cut cases. In all examples that follow, it is assumed that the individual in question is right-handed and has a shield. A persona both able to and actually fighting Florentine can weapon-parry as if such were a shield as regards to position.

Front

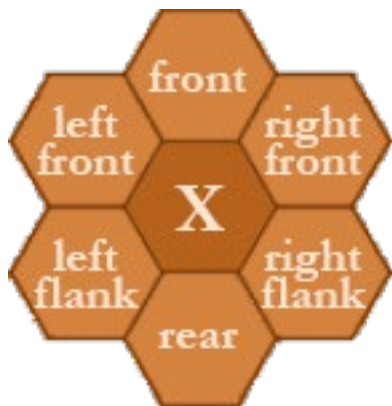
All weapon and shield parries possible. Dodging possible. All attacks possible.

Left Front

Shield parries only if there are attackers also at FRONT and RIGHT FRONT positions. Dodging possible.

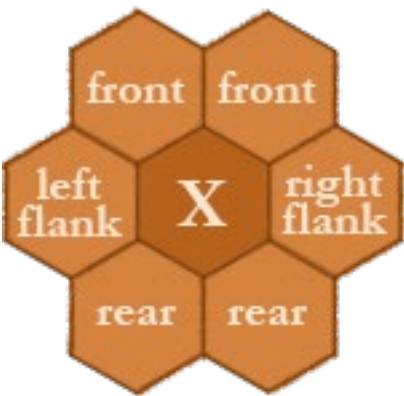
Right Front

Weapon parries only if there are attackers also at FRONT and LEFT FRONT positions. Dodging possible.



Rear Attack Hit Location

It must be assumed that the attacker is able to use more care in striking a blow from the rear position. Thus, there



Flank (both)

Degree of advantage for a flank attack depends on if the number of other attackers. If there is only one other, then there is advantage only if the flank attacker attains Surprise. If there are two or more others attacking from a front and any other position then:

Flank attacker(s) STEEP bonus is +10 and DR is “Moderate”, not “Hard.”

Left Flank

No parries or attacks possible. Defends with shield Armor Factors if applicable. No dodging possible.

Right Flank

No parries or attacks possible. Defends without shield's Armor Factors. No dodging possible.

Rear

No parries or attacks possible. Defends without shield's Armor Factors. No dodging possible.

Degree of advantage for a rear attack is as follows: STEEP bonus is +20. Assailant's DR for Final Attack Factor is typically “Easy”, or “Very Easy” in the case of flank and rear or rear and rear attacks in combination. Alternatively, rather than moving the DR from “Moderate” to “Easy” or “Very Easy” the JM can give a -10 or -20 on the dice roll(s) to determine if is a hit is scored, for this increases the chances for a Special Success quite dramatically and obviates any chance for Special Failure.

is a greater likelihood of scoring additional Physical Damage. Use the following table instead of the one printed in the rules book:

Strike Location, Rear Attack

D% Roll	Area	Damage Modifier
01-25	Ultra-Vital	x4
26-60	Super-Vital	x3
61-90	Vital	x2
91-00	Non-Vital	x1

Surprise Rear Attack

Assume +20 STEEP bonus and a Difficulty Rating of “Easy” – “Very Easy” if the defender is absolutely unprepared for such an assault, i.e. dozing, concentrating on something else, etc. If the attacking persona has regular K/S ability with the weapon through *Combat* or *Hunting/Tracking*, then also allow a -10 on the dice roll so as to increase the probability of a Special Success and disallow a Special Miss. Use the special Strike Location, Rear Attack table above if a hit is scored.

Multiple Ranks of Attackers

It is possible for two or more ranks of attackers to assail a defender, but there are several cases:

1. All rear ranks in a file have the same sort of piercing weapon – such as spears or pikes. The length of the weapons must be such that front and rear ranks are able to attack simultaneously.

Example: Front rank employs some sort of thrusting weapon, second rank uses a spear of at least 7-foot length, and rear rank is employing a spear or thrusting (piercing) polearm with at least a 10-foot length.

2. Diverse weapons are employed by back ranks, but because they are taller/mounted they are able to see over and thus employ their arms. This is a JM call for sure. In most cases some penalty for rear rank weapon SF must be awarded.

Example: A gnome with an axe is in the front rank, a human with a hand-and-a-half sword behind the gnome, and a mounted crossbowman is in the rear rank. In this case the gnome's attack will be made normally according to initiative. If third rank has lower initiative scores, then he discharges normally, but if either of the others go before him, then he must wait as many beats as they went before him to make his attack thereafter, so as to give them a chance to clear. The same is true with regard to second rank as regards first. Neither are affected by earlier discharge of missiles.

A missile discharged/hurled at the same time another attack is going home has an equal chance of hitting friend as foe!

Mounted Opponent(s)

Assuming that the opponent (shown as X at left) is mounted, then the following modifications apply:

Facing: Rear attacks on such an individual aren't possible unless the attacker is likewise mounted or has a weapon with a reach of 3 or higher. (Rear attacks against the mount are possible, of course.)

Multiple Ranks: Multiple rank attacks are somewhat easier if attackers are dismounted; however, front rank attack must usually be against mount, while successive attacks from the file can hit only the rider.

Special Notes

In regards to opponents with long body length, even a bull, for example, then all positions beyond the FLANK are considered REAR, unless the subject is able to see and defend against such attacks. Example: A bear on all fours, thus:



In regards to non-human and/or very tall opponents, the JourneyMaster must first determine how high up attackers can strike, then make a decision as to whether or not its lower portions have locations which are above Non-Vital status. This will affect Strike Location multipliers. A long body might have only N-V locations. A giant might have only U-V and S-V locations in his legs with respect to rear attack (arteries and hamstrings).

IN VOCATIONS

(Although Gary has furnished us with several new Vocations, I'd like to see what other JMs are doing. If you have an interesting new Vocation you'd like to share with other readers, be sure and send it to us!)

Vocation	TRAIT	SEC Range	SEC Range at Start
WitchFinder	Mental	3-7	5

There can be little doubt that amongst of the commonplace evils plaguing much of Ærth, those dedicated to dark Witchcraft rank high. In fact, the greater of such malign persons cause great harm indeed. Thus there are special ones dedicated to the hunting down and extermination of witches and warlocks. The player who is considering selection of this Vocation will have a persona committed to expunging such wicked practise and all associated evil. Note that such an HP might indeed make a Vow in this regard. To engender the proper mindset for roleplaying a WitchFinder one should think of rooting out evil, wicked covens, malign tricks being played, unexplained illnesses, destructive storms, and so forth. This sort of a persona is very much of a detective and protector of the innocent.

Note that this Heroic Persona will be well versed in the signs of witch or warlock present – such as flames burning blue, horses breaking into a sweat without exercise, the souring of milk and cream, and the failure of yeast to rise. They will notice such behavior as avoidance of salt (a poison to such evil persons) or shunning blessed/consecrated objects, and know to seek the telltale witchmark somewhere on the skin of a dedicated witch or warlock.

SUGGESTIONS FOR ADDING BONUS K/S AREAS

If the Witch Finder is employed by some agency, then Law is important. Otherwise:

Mental: Botany; Criminal Activities, Mental; Games, Mental; Influence; and Toxicology.

Physical: Combat, Hand Weapons; Combat, Hand Weapons, Missile; Disguise; Police Work.

Spiritual: Herbalism, Leadership, Yoga; or else

Necromancy, Sorcery, Yoga. (The former two broaden the base of knowledge of evil activities to combat, of course.)

WITCH FINDER (MENTAL TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Apotropaism*	28	½(MMCap + MRCap) •
Criminology	20	MRCap
Witchcraft*	20	SMCap •
Divination*	16	SPCap •s
Hunting & Tracking	16	PNCap
Mysticism*	16	SPCap
Perception, Physical	16	MRCap s
Surveillance & Security	16	PNCap
Biology/Genealogy	12	MMCap
Current Events	12	½(MMPow + MRPow)
Demonology*	12	MMCap
Pantheology*	12	SMCap •
Combat, HtH, Non-Lethal	8	½(PMCap + PNCap) s
Criminal Activities, Physical	8	½(PMCap + PNCap) s
History	8	MMCap
Metaphysics*	8	SMCap •
Occultism*	8	SMCap
Smithing & Welding	8	PMCap
Foreign Language (Arcane, Magickal)	4	MMCap •
Foreign Language (Arcane, Magickal)	4	MMCap •
Handicrafts/Handiwork	4	PNCap
Base STEEP Total:	256	

CHOPS: COMPLETE HEROIC (OR OTHER) PERSONAS

WITCH

A Naughty Little Girl From Gary Gyga

EP Name: Lurilla

Vocation: Fortune Teller*

SEC: 3

Age: 25

Current Joss Factors: 9

APs Unused: G 3 S X

Mental: 74

Physical: 72

Spiritual: 102

EL: 66

WL: 54 *CL:* 64 *RL:* 7

EL: 91

MD Now:

PD Now:

SD Now:

Mnemonic: 35

Muscular: 30

Metaphysical: 45

MMCap: 13

PMCap: 11

SMCap: 19

MMPow: 11

PMPow: 8

SMPow: 13

MMSpd: 11

PMSpd: 11

SMSpd: 13

Reasoning: 39

Neural: 42

Psychic: 57

MRCap: 13

PNCap: 16

SPCap: 20

MRPow: 13

PNPow: 10

SPPow: 19

MRSpd: 13

PNSpd: 16

SPSpd: 18

Attractiveness: 17 (Inner ugliness 5 =12) +1 for **Movement**

Charismaticism

Quirks: Unreadable aura which also prevents reading/occurrence of those things that usually typify presence of a witch/warlock (blue flames, sour milk, etc.).

Counter-Quirks: Pathological liar who will prevaricate about even small things as well as create false stories, etc.

Walking: 102

Swimming: 34/68

Running: 306

Crawling: 10.2

Evasive: 30

Jumping: 3'/6'

Cautious: 51

Trotting: 204

K/S Area Information

Mental

Apotropaism*: 27

Appraisal: 29 (General Goods & Workmanship; Jewelry & Gemstones)

Current Events: 32

Deception: 39

Demonology*: 41

Etiquette & Social Graces: 33

Foreign Language (Arach. Sc.): 27

Foreign Language (Y'dragi R.): 38

Influence: 24

Native Tongue: 39

Trade Phoenician: 27

Physical

Clothwork: 27

Combat, Hand Weapons: (36)

Dagger/Knife: 54

1H Swords: 18

Combat, HW, Missile: (32)

Dart: 16

Knife/Dagger: 48

Criminal Activities, Physical: 34 (Hiding,

Pick-Pocketing, Sneaking)

Endurance*: 23

Handicrafts/Handiwork: 33

Perception, Physical: 32 (Hearing,

Noticing, Searching)

Riding: 22 (Horses et al.; Teamstering)

Weapons, Special Skill: 29 (Fast Draw, Dagger/Knife & Dart)

Spiritual

Astrology*: 31

Charismaticism: 39

Conjuration*: 34

Fortune Telling*: 47 (Crystal Gazing, Palmistry)

Herbalism*: 32

Impersonation: 37

Judgement: 29 (Occupation, Situation)

Occultism*: 43

Street-wise: 47 (city slums, city officials, village folk, witch finders)

Thespianism: 39

Witchcraft*: 51

* Heka-Producing K/S Area

Armor, Weapons & Attacks

Handedness: Right

Armor Type, Protection, & SF: Enchanted spidersilk cloak = full leather armor; Ave. Armor 12, SF penalty 0.

Heka Physical Armor:

Mental Armor:	Automatic: 0	Heka Generated: 13
Spiritual Armor:	Automatic: 0	Heka Generated: 13

Hand-to-Hand, Lethal

Attack	Attacks	SF	DT	PD/Attack	BAC
None	N/A	N/A	N/A	N/A	N/A

HTH, Non-Lethal:

	SF	BAC 0 + PMCap 11 = 11
Disable	3/5	Overpower or Stun first, then roll STEEP
Overpower	5	Roll STEEP to succeed
Stun	3	5D6 to exceed opponent PNC

Hand Weapons

Weapon	Sub-Area	WP	C	S	Type	PD	Reach	BAC	Dur
Dagger	dagger	5	M	2	P	2D6+3	1	69	5/20
Small Sword	1H sword	4	M	4	P	3D6	1	24	5/20

Missile Weapons

Missile Weapons	Sub-Area	WP	T	S	Type	PD	Range	ROF	BAC
Dagger	knife	2	Y	2	P	2D6+2	1-20	6	60
Dart	dart	6	Y	1	P	2D3*	1-30	2	23
Knife, Throwing	knife	3	Y	1	P	2D6+4	1-20	6	61

* Poisoned with STR 10 (10/10/5) toxin acting in 3 CT delays

Perception & Neural - Attack Bonus (Perception, Physical

32 [+ STEEP] + PNPow + PNSpd 26) = 58

Dagger/Knife: 58 + 54 = 112 = +10

1H sword: 58 + 18 = 76 = +2

Dart: 58 + 16 = 74 = +1

Knife/Dagger: 58 + 48 = 106 = +8

STEPP PD Bonus: (41 onwards) = 54

dagger = +3, thrown +2

PMP Physical Damage Bonus: (8) = 0

Dodging: (subtraction from opponent FAC; PMSpd +

PNSpd = 26 - armor SF 0) = +2

Avoidance: M 24; P 27; S 31.

Heka Generation:

TRAIT Base	102
Apotropaism (27 + 13)	40
Astrology (31 + 20)	51
Conjuration (34 + 16)	50
Demonology (41 + 13)	54
Endurance (23 + 9)	32
Fortune Telling (47 + 19)	66
Herbalism (32 + 45)	79
Occultism (43)	43
Witchcraft (51 x6 = 316 + 19)	335
TOTAL	852

Heka Aperture: 51 + (5 x 10 = 50) = 101

Practitioner Status: Partial (Pact)

Heka-Engendered Powers: See Witchcraft section.

Heka Abilities/Favored Castings:

See sections on castings at conclusion of profile. Lurilla is cunning and employs mostly Witchcraft Eyebites and charms sent in this manner when not likely to be suspected or detected, or caught in the case of a lone victim!

Total Personal Heka: 852

Reservoirs: see Special Equipment

Current Personal Heka Available:

Financial Information

Net Worth	Bank Accounts	(Cash on Hand)	Disposable MI
95,000	nil	(217,857)	nil*

Possessions & Equipment

(see also Special Equipment)

Item	Cost	Item	Cost	Item	Cost
Wagon (caravan)	10,000	Sword, Small (in cane)	400	Misc. small furniture	5,000
Team of horses	10,000	Trunk, hampers, & cases	1,200	Jewelry	100,000
Draft harness, etc.	1,000	Misc. traveling equipment	2,200	Astrology items	10,000
Dagger	100	Crystal sphere	6,000	Conjuration items	16,000
Darts, poisoned (6)	100	Ordinary wardrobe	2,000	Fortune Telling items	8,000
Knives, throwing (6)	2,000	Impersonation costumes	10,000	Herbalism items	6,000

Special Equipment & Possessions

Spidersilk Cloak: This Faerie garment was stolen by a rogue and then the poor chap met Lurilla, and she now possesses the protective cloak. It has a value of 50,000 BUCs.

Parrot (Familiar): The Familiar is a least sort of spirit dweller in the Netherrealms delivered to the Witch/Warlock to serve as commanded (and watch and report all that she/he does). The spirit must assume the form of some animal, in this case a parrot.

Whenever the Familiar is within 13 Feet distance of the Witch/ Warlock, it can lend 13 points of Heka to her, but this operates only once per Day. The familiar can be commanded to “prowl” and act as a spy, or do whatever else it can within its animal form to obey. Whenever the Witchcræfter desires, Heka force can be expended to experience the sensory input of the Familiar if it is within 1 league's distance. The cost is 1 point per CT of such information input. Of course the Familiar is there for consultation and advice, and it will provide (usually) helpful (but not always the most favorable) assistance when so required. (Remember, the Familiar will be freed, possibly given greater power if it did well, when the Witch/Warlock is no more...)

Bell: This instrument of Witchcraft must be rung whenever the Witch/Warlock is working with his Book, Cauldron, or Skull. The individual may use the Bell no more than three times per Week, and from its ringing the Witch/Warlock can draw forth up to a maximum of 13 Heka points per use, i.e. 39 points maximum per Week.

Book: The Book of the Witch/Warlock is not his Grimoire – that tome which contains Witchcraft Castings. It is instead one which lists the rites and names for Summoning/Calling one of the following:

1. **Netherimp:** A Summoning which the Imp cannot avoid. The Imp must serve as the Witch/Warlock bids for as many ATs of time as the individual expends points of Heka in the Summoning. Some or all of the Heka can come from the ringing of the Bell, for instance.
2. **Netherbeast:** The Summoning of a non-to semi-intelligent, possibly very strong and ferocious, dweller of the Netherrealms. The length of service is equal to 1 AT per point of Heka expended.
3. **Nethersteed:** This Summons a riding Beast of some horrid and potent sort which the Witch/Warlock then uses as a mount. The steed will remain for as many ATs time as the persona expends in Heka when Summoning it.
4. **Netherbeing:** This Calls Up a dweller of Medial rank. For flattery, fawning, wheedling, the promise and payment of some reward (such as a sacrifice for its consumption), and the giving of 1 point of Heka per point of S TRAIT of the Netherrealms dweller, the one Called Up will perform some service. Heka must be expended on the Calling Up, and the amount depends on the length of time that will be required to perform the service and the difficulty or danger of the service: 25 points for an easy service, 50 for a moderate one, 100 for a hard one, 250 for a difficult one, 500 for a very difficult one, and 1,000 for an extreme one.

Broom: This seemingly common item enables the persona to do a number of things when holding or touching it:

1. Become Æthereal,
2. Become Invisible (to human norm eyesight),
3. Diminish Size (including the Broom, to one-tenth normal,
4. Fly (during nighttime only at up to 130 MPH speed when sitting astride the Broom) sans need for a Casting

5. Create Dust Cloud (around persona in up to a 13 Yard radius – the cloud remains for 1 BT even in a strong wind and all save the Witchcrafter cannot see inside of it)

Candle: (403 points of Heka remaining) The ebon-hued Candle of Witchcraft never burns down unless the Witch/Warlock draws Heka from it. Thus, the Candle is both useful and potent. The “master” of the persona will imbue the Candle with from 366 to 613 points of Heka, and the possessor may draw from it up to 39 points whenever she wishes. However, when the Candle is gone, the Witchcrafter’s Pact is forfeit! Note, though, that per-forming some particularly wicked deed might cause the “master” to restore 13 Heka points to the Candle (JMs will be strict about allowing this as unlikely at best, for the Pact is what it is!). Finally, note that under Cauldron, below, there are certain things for which Heka from the Candle must be expended.

Cape: The Cape of the Witch/Warlock enables that individual (and she or he alone) to survive in hostile environments – airlessness, cold, fire, heat, or water – as detailed below:

1. *Airlessness:* The wearer can survive without breathing for as many ATs of time as she possesses points of STEEP in this K/S.
2. *Cold:* The Cape protects its wearer against as many degrees of degrees Fahrenheit below zero as she has points of STEEP in *Witchcraft*, i.e. 39 STEEP equals - 39 degrees F.
3. *Fire:* The wearer is protected against flames as hot as those of a large bonfire or pyre, and for the expenditure of 1 point of Heka per BT or CT the wearer can withstand hotter fires – that of a normal wildfire counting as the 1/BT rate, very large and hot fires or magickal ones counting as the 1/CT rate. Without the Heka, the Cloak and wearer will perish in the flames.
4. *Heat:* The Cape provides protection against temperatures in excess of 100 degrees Fahrenheit as it does against cold, i.e. 66 STEEP means the wearer can function normally in temperatures up to and including 166 degrees F.
5. *Water:* The wearer of the Cape can breathe normally when submersed in water, just as if she were a fish, for instance, but there is a cost of 1 point of Heka per AT (or fraction thereof) of time so spent.

Cauldron: With this instrument, the Witch is able to brew or concoct Philtres and Potions of various sorts. The huge kettle will be capable of making from 4 to 6 of the following sorts, at the rate of one per week:

1. *Beauty:* A Philtre which brings 3+2D3 points of added Attractiveness (maximum of 20) for as many Weeks of time as the Witch invests points of Heka up to a maximum of 13. At least 1 point of this Heka must come from the Witch's Candle.
2. *Darkness:* A Potion which enables the one quaffing it to breathe out a cloud of inky darkness covering an area of up to 30 Feet in all directions. It will last for as many CTs time as there are points of Heka invested in it, regardless of wind, etc. The creator of the Potion and its consumer too can see normally within it, but all other forms of vision are impaired by the blackness. The Potion must be used within 24 Hours after drinking it, or else its powers become diluted, and it will not function.
3. *Influence:* This Philtre is one which enables its imbiber to convince and persuade listeners. For every point of Heka – up to a maximum of 100 spent on it the concoction – will Influence 1 person for 1 AT time, so for 5 points 1 person could be persuaded for 5 ATs or 5 people for 1 AT. At least 1 point of Heka in this Philtre must be from the Candle.
4. *Loveany:* This Philtre operates so that the next person (human or humanoid) viewing the one who quaffed it seems as a desirable, treasured love object. The maker must invest at least 13 points of Heka in its making, and the strength of the attraction drops by 1 each Month, so after 13 or more Months its power is gone.
5. *Loveone:* This operates exactly the same as the Loveany Philtre, but the one drinking it may select the person to affect. The Heka cost is triple, and it expires at triple rate (3/month).
6. *Luck:* This Potion gives its consumer as many points of Luck (percentage points on the d%) as the Witch/Warlock has expended Heka in its brewing. It can give no more than 13%, expended all at once, to the individual. The Witch must spend 1 point of Heka from her Candle when making this Potion.
7. *Plague:* This is a vile trickery, a drink falsely identified by the Witchcrafter as another sort of Potion altogether, which slays the imbiber within a fortnight. However, prior to that time the infected person spreads a Plague amongst others (to which the maker is immune, of course) without knowing he is so doing. The Plague will slay a score of hapless victims for every point of Heka invested in its foul concoction (for the JM's information, the stuff is equal to a Mundane Curse with a con-R of about 66!).

8. *Poison Cloud*: The one imbibing this Potion can breathe out a cone of foul toxic smoke, 20' long and 3' in diameter at its terminus. It inflicts Physical Damage points upon all it touches, 1 point of PD for each point of Heka the Witch/Warlock expended in its brewing. Up to a maximum of 66 points of Heka can be expended in the making of a Poison Cloud Potion, but at least 1 must come from the Witches' Candle. It must be breathed out within 24 Hours of time after quaffing, though, or else it loses all of its strength.
9. *Shrinking*: The Effect of this Potion lasts for as many Days as the Witch/Warlock invests points of Heka in distilling the stuff. The imbiber decides on what size is desired, says the operative word, and then Shrinking occurs (and lasts quite a while too!). The stuff remains active for 24 Hours. To activate its power, the imbiber must name the size he desires: "Demiling" makes the one half normal size, "Ratling" a mere 1' tall, and "Atomie" all the way down to 1" height.
10. *Stealth*: A Philtre which enables the one drinking it to perform Criminal Activities, Physical with a 1 point of STEEP increase for each point of Heka the Witch/Warlock invested in the making of it, up to a maximum of 13 points. Its effects last for 13 Hours.
11. *Theriomorphy*: This Potion causes the one drinking it to turn into omnivorous or carnivorous predatory animal after a delay of as many ATs time as there are points of Heka invested in it. It will last for a like period of Days, and the Witch/Warlock can spend up to 13 points of Heka in its concocting. The animal form of the imbiber will be up to the Potion's maker at time of concoction. Typical forms are hyena, wolf, wild boar, etc.
12. *Trickery*: This Philtre enables the one who has consumed it to pass himself off as someone else altogether (but not Impersonate [q.v.] another persona). His true appearance, motives, abilities, and so on will be masked by the power of the Philtre for as many Days' time as there are points of Heka invested in the Philtre. The Witch/Warlock can expend up to 13 points of Heka brewing it, but at least 1 point of the energy must come from his or her Candle.
13. *Witheringfire*: A Potion which enables its imbiber to belch forth a gout of flames up to 13' long and 5' wide, the fiery exhalation inflicting Physical Damage equal to 1 point per point of Heka invested in the concoction. All touched by the flames will suffer the appropriate "Fire" PD, and easily combustible substances will be set on fire from exposure to the Witheringfire. As many as 66 points of Heka can be invested in this substance, but at least 1 point of any total so spent must come from the maker's Candle.

Hat: The Hat of the Witch/Warlock appears as any sort of chapeau she/he desires, so the traditional image of the tall, pointed, brimmed black one is entirely misleading – save if viewed in its true form at a Coven meeting or the like. The Hat can appear to be a chaplet, hair ribbon, comb, hair ornament, bonnet, cap, hat, scarf, etc. When wearing the Hat the Witchcræfter can alter personal appearance (but never have a higher Attractiveness) or that of apparel, sex, physical form, age, size, etc. to any degree within human average limits. Radical changes, however, cost 1 point of Heka per AT to maintain – altering sex is a radical change, appearing young when old is also radical, etc. If the Hat (in whatever its form) is removed from the wearer's head, the Witchcræfter instantly resumes true appearance.

Skull: This item always appears to be a human skull, but in reality the Skull of Witchcraft is a manifestation of a very Evil being of the Nether-realms, a potent Fetish (q.v.). It must always be placed somewhere within its possessor's abode. The Witch/Warlock will know one of its name, and by speaking it aloud the Skull will employ a Power to whisk the practitioner from wherever he is at that moment back to where the Skull rests. If the Candle of the Witch is burning, such transportation will consume 3 points of its Heka, but otherwise there is no cost – up to three such "free" rides. If a fourth occurrence should transpire, the Netherbeing will have just cause to make forfeit the Pact, and the hapless Witch will be slain, her soul gone to the depths... The Skull is an observer and a Watcher (q.v.) as well.

In the absence of the Witch it "sees" and can report to her all that occurred in her abode and environs up to a distance of 33 Yards from its actual position, regardless of normal barriers.

The Skull will serve as a Watcher guard of the Witch's Altar, the place she must store her Bell, Book, and Candle and other objects as desired. All things prepared by the Witch must be Heka-engendered on the Altar, and she will make sacrifices there too. As a Watcher guardian, the Skull will send forth a black, shimmering ray from its eyeless sockets each Critical Turn of time some intruder is within range of its Power of attack. The one nearest the Altar will be subjected to the black ray. This beam is 13' long and can focus on any one target in a 45-degree arc in front of the Skull. The individual struck will suffer 13 points of Mental, Physical, and Spiritual Damage from the attack. The Skull can make 9 such attacks before its Power is exhausted. When the moon is in its "dark" phase, the Skull Fetish regains all Power lost in guarding the Witch's Altar.

The JourneyMaster might wish to add to, subtract from or alter any of the above to suit his campaign, personal conception of this K/S Area, or upon mere whim.

Quick-Scan Personal Profile

Date of 1st Game Adventure:

Age Then: 25

Sex: female

Race: Grecian (W)

Complexion: fine, light

Current Age:

Height: 5' 3"

Weight: 100#

Build: Slender, feminine

Hair: chestnut

Hair Style/Length: shoulder length

Eyes: dark hazel

Ears: average

Nose: pert, average

Mouth: full, smiling

Distinguishing Marks: Small red skull-mark on inner left thigh

Birth Date: 9 March 9

Birth Place: Corinth

Citizen: Achaea

Current Residence:

Pantheon: Greco-Roman

Deity: Hecate

Devotion: Understandably intense

Family SEC: 3

Politics: None

Honors: Nil

Conformity: Lurilla is ostensibly conformist but obviously anti-social and anti-establishment

Personality: Covetous, cruel, debauched, envious, greedy and treacherous.

Likes: Seeing others suffer, controlling others, precious things, power, deceiving and lying. Also enjoys flowers and handsome men.

Dislikes: Seeing in others: happiness, contentment, success, health, etc.; children, cute animals, merrymaking, and so on.

Usual Dress: As a gypsy-like fortune teller, a common seamstress, or any of a handful of other guises she assumes.

Aliases: Alishia, Noreen, Seeress Sally.

Quote: "Fate can be uncertain, but my power can alter that."

Special Connections

1. Head of a coven (Warlock)
2. Corrupt petty official in city
3. Rural bandit leader

Background

Lurilla was born in a normal peasant family. Her father was a hard-working Grecian, her mother a kind and once-pretty woman of Roumanian heritage. She was the sixth of nine children, and quickly evidenced a difference from the others. Because she was so lovely a child, she was doted upon by her parents and both envied and loved by her siblings. Lurilla, however, was never interested in anything but herself. She was ill-tempered, demanding, and selfish from the first.

Seeing the relative poverty of her family, Lurilla determined she would have better. When her demands upon her family produced nothing in this regard, she tried stealing. That wasn't successful, and it took a lot of lying and wheedling and pleading to get out of several scrapes she got into thus. The punishments she received for her dishonest behavior hardened Lurilla's heart still further. She met many people in the lower-class section of Corinth, and from an old woman in particular learned much of what she would later expand and use. The crone who spent time teaching and encouraging Lurilla in her bad ways was, of course, a witch herself.

When she became older, Lurilla saw that her good looks had a powerful effect on boys. After learning just what she needed to know, Lurilla determined to captivate a rich young man of the merchant class, marry, and live a life of luxury and ease. Her family had meanwhile realized that she was a most malign and evil person, and so they disowned her and threw her out.

Lurilla cursed them and swore vengeance. On her own she managed to get by through all manner of wickedness and

trickery, never earning an honest living unless forced. In a short time she met a handsome young fellow who was slumming in a tavern she frequented. Lurilla used her charms, and the youth was smitten. He would marry her! Fortunately for the young man, his parents managed to intervene, and Lurilla was sent packing. Again Lurilla vowed revenge.

Returning to the crone, Lurilla asked to be taught all, and the ancient witch agreed if Lurilla would, in turn, serve Hecate and make a Pact with the same devil with whom the crone had, many decades before. This was fine with the young Lurilla, and in due course she too was a witch (and for that the crone was given another 13 years, and as many points of Heka restored to her life's candle, too). The Netherrealms were pleased indeed to have Lurilla, for she held great promise for wickedness. She proved this.

The house of Lurilla's family soon burned to the ground, and parents, brothers, and all but one sister died therein. Then an accident killed the young man who hadn't married her. The young man's family also suffered misfortunes, and the mother mysteriously died immediately after the son. Then the father spoke out, and city officials began to search for a witch. Lurilla disappeared from Corinth.

With some small amount of money she had gained, Lurilla began traveling in Grecia and the lands north and west, pretending to be a fortune teller, seamstress, sight-seeing daughter of a wealthy ship owner, and various other roles as suited her. With such villainy as theft, extortion, murder, and

who can say what else, Lurilla progressed and grew ever more able and well off.

She now feels confident in her ability to gain truly great wealth and power as she wreaks misery and havoc about her.

She has managed to gain the devotion of a skilled assassin who is her companion and bodyguard; he is totally in her power. Furthermore, when in the city she has both a young apprentice would-be witch and a gang of vile little street-urchins at her beck and call (as the JourneyMaster chooses).

Additional Details

APOTROPAISM Abilities/Castings

Current STEEP: 27 50 Total Castings

Grade I Castings (6): Base Heka Cost: 20; DR: Moderate
Abram's Safekeep Formula Protection from Blindness Spell

Iron Nails Charm Protection from Fire Cantrip
No Surprise Spell Safe Passage Ritual

Grade II Castings (6): Base Heka Cost: 35; DR: Hard
Harn's Hidden Passage Spell Protection from Deception Cantrip

Minor Consecration Formula Protection from Paralysis Charm

Protection from Animal Attack Spell Warning Alert Formula

Grade III Castings (6): Base Heka Cost: 50 DR: Difficult
Alchindus' Sigil Formula Protection from Poison Spell

Eviltrack Agony Charm Protection from Venomous Creatures Spell

Full Consecration Ritual Unseen Sentinel Spell

Grade IV Castings (6): Base Heka Cost: 75; DR: Very Difficult

Backbiting Cantrip Protection from Disease Spell

Disrupt Casting Effect Cantrip Protection from Drowning Charm

Invisibility to Undead Cantrip Protection from Fear Spell

Grade V Castings (6): Base Heka Cost: 100 DR: Extreme
Adjure Spell Protection from Curses Spell

Chant of Guarding Cantrip Protection from Petrification Spell

Invisibility to Werethings Cantrip Protection from Storms Spell

Grade VI Castings (6): Base Heka Cost: 125

Abjure Cantrip Protection from Natural Accidents Spell

Alruy's Spiritguard Ritual Protection from Subversion Spell

Doublesalt Charm Undead Bane Formula

Grade VII Castings (5): Base Heka Cost: 150

Invisibility to Heka Spell Protection from Theft Charm

Ironspikes Charm Unseen Guardian Cantrip

Protection from Madness Spell

Grade VIII Castings (5): Base Heka Cost: 200

Hallowing Ritual Protection from Impact Charm

Prevent Formula Silveriron Cantrip

Protection from Evil Spirits Spell

Grade IX Castings (4): Base Heka Cost: 250

Invisibility to Netherbeings Cantrip Protection from Ill-Luck Charm

Netherbottle Spell Spirit Trap Cantrip

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 Eyebiting (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 assailing Heka.

Marking Of Safety: STEEP 21-30. The Apotropaist creates a magical sigil for warding against hostile evil creatures and spirits. While touching the marking, personas will be practically invisible to those intent on harming them, and 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 attack 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 in less than a Full Physical Manifestation. Such spirits must roll versus their S TRAIT at a DR of "Difficult" 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.

Things to Deter: STEEP 41-50. The Apotropaist is able to take whatever substances with repelling powers of natural sort which 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 or 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 else 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 M TRAIT over 100 of an evil thing threatening entry, however, there is a like reduction in the ATs of deterrence. For example, a Vampire with a Mental TRAIT 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 80 points of Heka, thinking to have 8 hours safety (80 ATs time) thus, but the Vampire is too clever, so 25 ATs 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 time of safety by two and one-half hours due to its Mental power.

Charm Of Protection: STEEP 51-60. This Heka-engendered power utilizes a Rune of Power to bring into effect a potent personal shield which seeks to negate Mental and/or Spiritual links 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 forge a Mental link with an Apotropaist who has activated such protection, or to another persona the Apotropaist so protected, with an investment of 25 points of Heka would subtract as many points from the initial amount used to forge the link. Any Heka in excess of that figure would then be applied toward the link.

Talisman of Security: STEEP 61-70. This allows the Apotropaist to create an area of effect which absorbs Physical Damage within up to a 15 foot radius of his person. The Apotropaist can make the radius from 3 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 around him. 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 Heka spent by the Apotropaist minus the spirit's TRAIT score. This gives the Apotropaist or his 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 2-4 (1+D3)

beneficent spirit guardians to defend the caster and his associates. It requires 3 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 upon the inside surface of the object. For more information on Spirit Traps, see Section 11. 33.5.

ASTROLOGY Abilities/Castings

Current STEEP: 31 44 Total Castings

Grade I Castings (6): Base Heka Cost: 20; DR: Easy

Astromancy Spell	Know Disposition Cantrip
Heka Sense Spell	Minor Horoscope Formula
Influence of Scorpio Spell	Star Chart Place Formula

Grade II Castings (6): Base Heka Cost: 35; DR: Moderate

Best Time Formula	Influence of Venus Cantrip
Chart Alchemical Operation Spell	Influence of Virgo Ritual
Elementscan Spell	Star Chart Item Spell

Grade III Castings (6): Base Heka Cost: 50; DR: Hard

Ascendant Cantrip	Influence of Mars Spell
Chart Heka Forging Formula	Know Truth Charm
Influence of Cancer Formula	Major Horoscope Formula

Grade IV Castings (6): Base Heka Cost: 75; DR: Difficult

Heka Sight Spell	Influence of Mercury Spell
Influence of Aquarius Cantrip	Influence of the Moon Cantrip
Influence of Libra Spell	Kayyam's Wisdom Ritual

Grade V Castings (5): Base Heka Cost: 100; DR: Very Difficult

Aetherscan Cantrip	Influence of Gemini Spell
Arago's Influence of the Sun Cantrip	Influence of Sagittarius Cantrip
Influence of Aries Cantrip	

Grade VI Castings (5): Base Heka Cost: 125; DR: Extreme

Decan Cantrip	Nostradamus' Circle of the Zodiac Ritual
Detect Evil Influence Formula	Trevyn's Star Portents Ritual
Influence of Jupiter Spell	

Grade VII Castings (4): Base Heka Cost: 150

Discover Gate Spell Influence of Capricorn
Formula

Incantation of Saturn Ritual Influence of Taurus Spell

Grade VIII Castings (3): Base Heka Cost: 200

Discover Portal Ritual Nostradamus' Forewarning
Ritual

Influence of Leo Ritual

Grade IX Castings (3): Base Heka Cost: 250

Astralscan Spell Shadzur's Foredooming
Ritual

Influence of Pisces Formula

CONJURATION Abilities/Castings

Current STEEP: 34 62 Total Castings

Grade I Castings (10): Base Heka Cost: 20; DR: Easy

Conjure Animal Formula Ring of Truth Cantrip

Energy Gift Charm Receptive Circle Cantrip

Miniature Pentacle Ritual Sigil of Avoidance Spell

Pullout Charm Spellbind Cantrip

Recall Spirit Ritual Symbol of Suggestion
Cantrip

Grade II Castings (10): Base Heka Cost: 35; DR: Moderate

Alruy's Phantom Spell Nature Spirit Service
Formula

Cipher of Protection Spell Phæree Cord Cantrip

Circle of Invisibility Charm Shadow Belt Cantrip

Detect Malign Aura Charm Symbol of Deceit Spell

Elementary Circle Formula Symbol of Summoning
Ritual

Grade III Castings (6): Base Heka Cost: 50; DR: Hard

Chokecloud of Balaam Spell Glyph of Harm Cantrip

Deadspirit Summoning Spell Symbol of Influence Spell

Exclusive Pentacle Ritual Waterdrops Formula

Grade IV Castings (6): Base Heka Cost: 75; DR: Difficult

Cipher of Shielding Charm Glyph of Terror Spell

Conjured Fountain Cantrip Symbol of Madness Ritual

Firewand Formula Thunderbird Formula

Grade V Castings (6): Base Heka Cost: 100; DR: Very Difficult

Conjure Lightning Stroke Rune of Weakness Formula
Formula

Heka Seeing Cantrip Symbol of Coercion Spell

Inclusive Pentacle Ritual Windbag Ritual

Grade VI Castings (6): Base Heka Cost: 125; DR: Extreme

Conjure Ghosts Ritual Elementary Array Ritual

Conjure Phæree Creatures Oath Spell
Formula

Dee's Spirit Charm Cantrip Symbol of Control Cantrip
Ritual

Grade VII Castings (6): Base Heka Cost: 150

Conjure Storm Ritual Painmist of Balaam Spell

Fix Elemental Effect Power Pentacle Ritual

Formula

Loophole Charm Sigil of Abjuration Cantrip

Grade VIII Castings (6): Base Heka Cost: 200

Alruy's Abomination Merlin's Entropical Links
Cantrip Spell

Circle of Expulsion Spell Possession Ritual

Conjure Heka Bolt Cantrip Rune of Capture Formula

Grade IX Castings (6): Base Heka Cost: 250

Conjure Heka Elemental Egar's Three-Ring Circuit
Spell Ritual

Deathmist of Balaam Symbol of Banishment
Formula Ritual

Dimension Trap Formula Ærthboots Spell

Notes on Conjurations

Conjuration DRs

Conjuration	Base Heka	
	Cost	Base DR
Disembodied spirit	25	Easy
Semi-corporeal spirit or minor being	50	Moderate
Corporeal spirit or medial being	75	Hard
Major being	100	Difficult
Greater being	150	Very Difficult
Entital being	200	Extreme
Knowing <i>Truename</i>	--	-1 DR (easier)

Disembodied Spirit: This class includes weaker spirits of the dead, nature spirits (Elementaries), and such non-corporeal things as Poltergeists and the like.

Semi-Corporeal Spirit: This class includes the strong spirits of the dead, lesser spirits of all Preternatural sort, and the weakest of Supernatural spirit creatures. All can form a semi-material body at will but not otherwise have such.

Minor Being: This is a minor Preternatural or weak Supernatural creature who has the power to take spirit form. Average imps fall into this class, for instance.

Corporeal Spirit: A corporeal spirit are those most powerful non-material creatures able to form a solid body at will. Preternatural Vampires and Ghosts, for example, fall into this category.

Medial Being: This is a more powerful form of Preternatural or Supernatural being. Average demons, for example, fall into this group.

Major Being: These are very powerful Preternatural and Supernatural creatures.

Greater Being: Those Preternatural and Supernatural ones of near-maximum power fall into this class. Elemental princes, for instance, are greater beings, as are Powers, Quasidities, and Demigods.

Entital Being: These are the most powerful of Preternatural and Supernatural ones, and the great of the Entital planes and spheres. There are few of the Preternatural sort, more of Supernatural kind, but most are from the highest or lowest places.

FORTUNE TELLING Abilities/Castings (Prime Area)

Current STEEP: 26 30 Total Castings

Grade I Castings (5): Base Heka Cost: 20; DR: Moderate

Augur Change Spell	Omen Ritual
Background Spell	Sense Vitality Spell
Influences Spell	

Grade II Castings (4): Base Heka Cost: 35; DR: Hard

Dreams Ritual	Instruction Formula
Find Lost Object Spell	Motivation Spell

Grade III Castings (4): Base Heka Cost: 50; DR: Difficult

Aural Sight Cantrip	Know Ethos Spell
Detect False Presence Cantrip	Nemesis Spell

Grade IV Castings (4): Base Heka Cost: 75; DR: Very Difficult

Chance of Success Formula	Foresee Danger Formula
Conjure Smoke Spell	Psychomancy Cantrip

Grade V Castings (4): Base Heka Cost: 100; DR: Extreme

Crystal Gaze Formula	Oracle of Bigois Ritual
Monition Cantrip	Second Sight Spell

Grade VI Castings (3): Base Heka Cost: 125

Belit's Minor Arcana Formula	Visions Formula
Soulmirror Cantrip	

Grade VII Castings (2): Base Heka Cost: 150

Past Life Memory Ritual	Premonition Spell

Grade VIII Castings (2): Base Heka Cost: 200

Predict Event Ritual	Seeing Eye Cantrip

Grade IX Castings (2): Base Heka Cost: 250

Imhotep's Major Arcana Formula	Limited Omniscience Ritual

Current STEEP: 32 43 Total Castings

Grade I Castings (6): Base Heka Cost: 20; DR: Easy

Auraread Spell	Detect Poison Charm
Botanomancy Spell	Healing Poultice Spell
Chiromancy Spell	Love Potion Spell

Grade II Castings (6): Base Heka Cost: 35; DR: Easy

Detect Disease Spell	Parasitesrid Cantrip
Identify Disorder Spell	Pestrid Cantrip
Identify Poison Cantrip	Sleep Potion Formula

Grade III Castings (6): Base Heka Cost: 50; DR: Moderate

Adjust Chi Ritual	Paralyzing Oil Formula
Herbal Poison Formula	Resist Disease Formula
Ointment of Speed Formula	Resist Poison Formula

Grade IV Castings (6): Base Heka Cost: 75; DR: Hard

Animal Attractant Formula	Ointment of Strength Formula
Identify Potion Charm	Painkiller Formula
Minimize Poison Spell	Spikesprout Charm

Grade V Castings (6): Base Heka Cost: 100; DR: Difficult

Antitoxin Formula	Hekaberry Spell
Flying Potion Formula	Oil of Infection Formula
Healing Infusion Formula	Truth Serum Formula

Grade VI Castings (5): Base Heka Cost: 125; DR: Very Difficult

Add Chi Ritual	Oil of Invisibility Formula
Arrest Disease Spell	Psychic Infusion Formula
Neutralize Potion Spell	

Grade VII Castings (4): Base Heka Cost: 150; DR: Extreme

Beast Repellant Cantrip	Mystic Oil Formula
Effluvium of Delusion Formula	Powercrystal Spell

Grade VIII Castings (2): Base Heka Cost: 200

Balm of Regeneration Formula	Elemental Oil Formula

Grade IX Castings (2): Base Heka Cost: 250

Effluvium of Æthereality Formula	Rejuvenating Draught Ritual

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. For every day after the substance becomes exposed to air, there is a 1% cumulative chance that the substance will lose all magickal properties.

HERBALISM Abilities/Castings

Abilities/Powers:

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 at a DR of "Moderate".
2. Heal Mental Damage at a rate of STEEP x 0.2 per day if a successful roll against the K/S at DR "Hard" 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 x 0.1/day if a successful roll against the K/S at DR "Difficult" is made. This is otherwise the same as healing Mental Damage.
4. Cure disease at double normal rate at a DR of "Very Difficult." Treatment of a disease at normal rate is only "Moderate" DR if the disease is known to the Herbalist, "Extreme" if it is unknown, as shown in the *Cure Disease DR* table.
5. Immunize against disease weekly at the DRs for curing in 4), above, i.e. "Moderate" for a known disease, "Extreme" for an unknown one.

Cure Disease DR (Herbalist)

Commonness of Disease	DR
Common to area	Moderate
Uncommon to area	Hard
Rare to area	Difficult
Uncommon everywhere	Very Difficult
Rare everywhere	Extreme

WITCHCRAFT Abilities/Castings

(See also Special Equipment)

Current STEEP: 51 95 Total Castings

Grade I Castings (13): Base Heka Cost: 20; DR: Easy

Batsears Spell	Rotfiber Cantrip
Blueburn Cantrip	Stare Eyebite
Catseyes Spell	Witchmark Cantrip
Creepie-crawlies Spell	Witchride Formula
Makeface Eyebite	Witchtongue Charm
Mumble Eyebite	Witherplant Eyebite
Pang Eyebite	

Grade II Castings (13): Base Heka Cost: 35; DR: Easy

Auraswitch Charm	Mal Omens Cantrip
Bodinoises Eyebite	Slamlock Eyebite
Doubt Charm	Sourwine Eyebite
Fireflare Eyebite	Stirhatred Cantrip
Firesmoke Charm	Trip Eyebite
Flameleap Charm	Witchspeak Charm
Fumbleslip Eyebite	

Grade III Castings (13): Base Heka Cost: 50; DR: Easy

Anger Eyebite	Poisondrink Cantrip
Blightcrop Spell	Reversed Pentagram Ritual

Drunkhead Eyebite	Sicken Charm
Gluttony Charm	Spoilfood Charm
Hex Eyebite	Stun Animal Eyebite
Lightsout Eyebite	Tumblefall Eyebite
Netherspeak Charm	

Grade IV Castings (13): Base Heka Cost: 75; DR: Moderate

Avarice Charm	Lust Eyebite
Callstorm* Formula	Oilfire Spell
Doublewitch Cantrip	Poisonspit Charm
Doze Eyebite	Rotwood Cantrip
Envy Eyebite	Talkingfrog Formula
Hexagain Spell	Witchbolt Eyebite
Liespeaking Charm	

Grade V Castings (13): Base Heka Cost: 100; DR: Hard

Badluck Ritual	Jealousy Eyebite
Damaging Winds* Spell	Maggots Ritual
Evil Eye Eyebite	Poisonbreath Charm
Fadeinks Charm	Prettylooks Formula
Fainting Eyebite	Rustmetal Spell
Heavy Precipitation* Spell	Witching Hour Spell
Hex Trap Cantrip	

Grade VI Castings (9): Base Heka Cost: 125; DR: Difficult

Cacklefear Charm	Seagale Spell
Damaging Hail* Spell	Slowdeath Eyebite
Hidehut Formula	Waterscry Formula
Nighthide Spell	Vomit Flames Charm
Poisonfare Eyebite	

Grade VII Castings (9): Base Heka Cost: 150; DR: Very Difficult

Breach Circle Spell	Scorpionsting Cantrip
Bringlightnings* Spell	Throwflames Charm
Inanimation Charm	Toadstool Spell
Panicksteed Eyebite	Whichwitch Charm
Ratpack Formula	

Grade VIII Castings (6): Base Heka Cost: 200; DR: Extreme

Blindness Cantrip	Frogform Spell
Breaklimb Cantrip	Haghaunt Formula
Evilspirit Spell	Knifewound Eyebite

Grade IX Castings (6): Base Heka Cost: 250

Evilbeast Spell	Spiritforge Cantrip
Frogprince Spell	Timeflies Charm
Ghostblight Cantrip	Triplespace Formula

* The Grade IV Casting *Call Storm* Formula can be augmented by one or more of the various others likewise marked by an asterisk, i.e. *Damaging Winds*, *Heavy Precipitation*, *Damaging Hail*, and *Bringlightnings*. Of course, if there is already a storm in progress then these Castings can be used to augment that condition, thus assuring the maximum devastation for a minimum Heka expenditure. In like vein, bad weather can be intensified and retained in the area if the Witch/Warlock uses *Call Storm* to so do.

Witches/Warlocks Esbats & Sabbats: An Esbat is a monthly meeting of Witches and/or Warlocks. A Sabbat is another, less frequent and more important such meeting. At Esbats all members of the Witch's/Warlock's Coven (see below) of 13 such individuals gather together. At Sabbats 13 Covens (or 6 if there are insufficient Covens in the area) meet for a special ceremony. All meetings must take place in isolated and private locations, typically outdoors and at night or underground. These meetings convene at the stroke of midnight and end one hour before dawn. During the course of such a gathering the Witches/Warlocks acknowledge their Evil overlords, engage in a dark ceremony of service to the malign, and revel in vileness.

Attending a monthly Esbat gains the Witch/Warlock an extra 39 Heka points which must be used to wreak badness of some sort prior to the next gathering of the Coven. Failure to attend an Esbat will result in the individual losing the use of some of her special Instruments or the loss of a Power until she undergoes punishment at a future meeting and regains the loss(es).

Attending a Sabbat brings the individual 66 extra Heka points to use in working vileness prior to the next Sabbat meeting. If specially honored for Evil works, the Witch/Warlock will receive still more Heka awards in multiples of 13 to a maximum of 169 (13 x 13). Failure to be at the Sabbat brings loss of all Witchcraft Casting ability but does not lift the onus of the Pact! The grand celebrations of Evil known as Sabbats are held four times per year, each occurring on the eve of a season, i.e. the Vernal Equinox, The Summer Solstice, the Autumnal Equinox, and the Winter Solstice.

The Coven: Each Witch/Warlock must belong to a Coven, a group of individuals similarly compacted to the Netherrealms and dedicated to Evil and the working of malevolent things. The number of a Coven is always 13, with one of that number the chief persona (who gains a multiplier of 3 times the Covens number of points of Heka at each Esbat and Sabbat in addition to other such awards because of holding the position as the most vile of the group). If for any reason one or more members of the Cover are lost, then its members must find new Witches/Warlocks to restore the Coven to 13, or else the group falls into disfavor. A disfavored group gains no extra Heka, and unless its members perform extra bad deeds of great vileness to make up for their shortcoming, they will fall into total disfavor – a counting off of days below the required number of 13 Coven members, each day shortening the time of foreclosure on their Pact and the collection of their black souls to be brought down to the Netherrealms and the tender mercies of their masters dwelling there. If ever a Coven should have exactly 7 members for even so short a time as 7 hours, the remaining members are lost, for their Pacts are foreclosed thus, and each and every one is doomed! Obviously, Witches/Warlocks work hard to assure full-strength Covens.

Powers of Witchcraft

A Witch/Warlock will have the following two special Powers granted to them by their Pact: Eyebite and Beastform.

Eyebite: This is the Power to deliver any Charm by merely staring fixedly at the subject of the Casting and willing the effect to occur. The Eyebite, requires 1 CT of time so staring to function. The cost to the user is only 3 additional points of Heka over that of the Archetypal Charm Casting cost shown. (See below for full details of Charms and base Heka costs.)

Beastform: This is the Power of being able to transform into a savage animal which is bestowed upon the Witch/Warlock upon making the Pact. The Beastform must be that of a vicious carnivore or omnivore such as a bear, boar, leopard, lion, tiger, wolf, etc. There is no Heka cost for assuming Beastform, but the Witch can do so only between midnight and dawn bon nights when the moon is full or dark.

The Witch will also have some form of Grimoire containing her various Cantrips, Charms, Spells, Formulas, and Rituals. All Witchcraft Castings will be inscribed in the work, but some might not be usable by the individual.

Although not detailed within the following list, there are some score or two of Eyebite Castings of Grade I and 1 Yard per 10 STEEP point Distance range which lay Days-long (1/STEPP point) or Permanent afflictions in the form of a Hex or Evil Influence on the subject victim.

Hex-type Castings afflict the subject with some Physical problem. Influence-type Castings play on existing weaknesses or bad habits, tendencies, feelings, or emotional propensities.

The general list of such Grade I singular Effects are stated below by Casting type:

Hex Casting Effect (lasting for Days): Acne, body odor, boils, coughing, dandruff, excessive ear wax, fever (recurring, low-grade), food allergy, hair loss, halitosis, headaches, hiccoughs, indigestion, nasal congestion, neuritis, neuralgia, psoriasis, ringing in the ears, runny nose, shingles, sneezing, toothache, and warts.

Influence Casting Effect (Permanent):

Moral Effect: betraying, cheating, drinking to excess, eating to excess, gambling, lying, slothfulness, slovenliness, stealing, and wastefulness.

Temperament Effect: aestheticism, changeability, coldness, crudeness, fussiness, haughtiness, hedonism, inferiority, irascibility, loquacity, melancholia, prankishness, pridefulness, solitariness, superiority, taciturnity, uncertainty, and wantonness.

THE TOWN CRIER'S GONE MAD!

Commentary by Gary Gyax

Where does roleplaying originate? Well and good I get credit as the father of the game... perhaps! About all I can actually claim is to have created and codified a form of roleplaying for paper game activity. Where did it originally come from? Children playing, pretending to be someone or something they were not. In this case, then, roleplaying is older than mankind's history.

I certainly grew up doing it in "live" roleplaying situations. My childhood home was Chicago. My side of our middle part of the (very long) block of 4100 North Kenmore Avenue where I lived was the "Pirates" side. John Shally, Bob Kessane, Dave Dimery, Wayne Goode, Junior Jones and I were Pirates. Opposite us were Johnney Barrett, Wally Murphy, and Jerry & Jimmy Paul, the smaller "Indian" team (but Jerry Paul, toughest and best-armed of us all, made up for it). We had snowball fights and other sorts of strife unless there were "outsiders" around; then we were all Pirate-Indians or something, standing shoulder to shoulder.

After school and weekends we played in our innocence at being cops & robbers or cowboys & badmen or Indians, and various other "live roleplaying" pursuits as varied in concept as whatever impressed us the most at the matinee at the Mode' Theater on Sheridan Road the most recent Saturday afternoon – or else which radio program we liked best. I personally recall being the Lone Ranger, Tennessee Jed, the Black Whip, Yellow Hand, Blackbeard the Pirate, and sundry soldiers, cavalymen, cops, and crooks.

Now it so happened that we summered in Lake Geneva where my maternal grandparents spent the warm half of the year. (Being both wise and able, in October they left Wisconsin for Florida or California and didn't return until late April.) That meant I had a good share of chums in Lake Geneva as well as Chicago. It was a benison indeed when, just as I turned eight years old, we moved from the city and settled (for what was to be a brief time) in Wisconsin. (Dad eventually decided not to go on to California and sold the property he owned in La Jolla. Ah well, I was pleased at the time. Anyway...) Being well-steeped in roleplaying at age eight, I was in for a rude awakening. I didn't really know anything about it at all, you see.

What I had been doing was "kid's stuff," mere "let's pretend" or "you be... and I'll be..." It was time for "realistic games." By that I mean a sort of a let's pretend game mastered by an older guy. Next door on Dodge Street in Lake Geneva lived my buddy John Rasch. He was the youngest child and had several older brothers (I but one). The next older was Jim, fully seven years our senior; to us eight-year-olds, "Slim Jim" Rasch was an incredibly mature and sophisticated fifteen. It so

happened that Jim was just recovering from rheumatic fever, so he had to stay in and rest a lot. He was into airplanes and plane model building, photography, and reading; but the time cooped up in his house must have been very boring indeed and hung heavily upon him. I know because he would regularly deign to play with us, sort of.

The games would be about crime photographers (Casey, Crime Photographer), "private eyes" (Sam Spade), the old west, and a fair number of other genres and milieux too. We would name the genre or setting, and Jim would take over and set up the scenario, telling us only as little as we needed to know to get the game going. We could be really good at one thing only. As photographer you had a way of getting into places and a sharp eye for clues. As a PI you were tough and a good shot with your heater. A cowboy was good at cards and with a six-shooter or rifle. A pilot could "fly" one of the "airplanes" (he'd tell you how once, and then watch thereafter – one mistake and you "crashed and died!") and knew a lot about geography and faraway places. Any "modern" guy could drive the "car," but that was usually the prop for when we played cops, and we chased bank robbers "driving" it.

Cars and planes? Again, sort of. For props Jim had all sorts of nifty things he's found or created. In the cellar an auto dashboard cut from wood had a real steering wheel, and dials that could be set; three different airplane instrument boards (Piper Cub, Grummon Widgeon, and a third I can't recall) like those for the car, hooked up to a control stick/half-wheel and complete with rudder pedals that actually tilted the instrument board; and lastly nail keg seats around a "saloon table," for the gritty damp of that cellar was always the cowboy's watering hole. Upstairs were millions of dollars in play money (including wooden "coins") kept in a tin "strongbox" beside an array of glass jewelry and gemstones, wooden replica holsters, sheaths, bladed weapons, pistols, rifles and machine guns (most of which he and his cousin Dick Sanger had cut from planks using an old foot-pedal jigsaw; the "Indian" rifle was an old broken BB gun that even had "scalps" nailed to the stock, and several of the bayonets, knives and daggers had red paint "blood" on their blades), and an array of other great stuff too. Jim had toy handcuffs, discarded wallets, old hats, broken cameras and some he made himself to resemble a Leica or Speed Grafix, and lots of like props for us to use. Then he'd ply his pen nibs and India ink to create identification forms, blank licenses, and so forth.

John and I, and sometimes even Don Kaye, would make up our characters' names and fill in the data as to height, weight, hair and eye color, etc. (My most frequent one as I recall was

Jack Slade, 6'1", 200 pounds, black hair and gray eyes.) You couldn't carry a gun without a permit, nor get onto the crime scene without an ID, of course. Whatever the story line was, we'd play the scenario as we went, Jim Rasch playing a main character and all the miscellaneous ones we'd encounter in the course of the game. I learned then never to sell the same negatives to two different news services. When I refused to return the money paid I got hauled to court!

Sometimes we (John and I) actually won – getting our man, money, fame, or whatever. Pretty rarely, though; most often we were “foxed” and outsmarted by the bad guys (aka Jim Rasch). The truly hard part of the “realistic” play though was getting killed. If your persona was dead it was all over for you. “That's it for you. Your guy's dead. Get out!” Jim would say. You got; otherwise you'd get a few lumps. As my arms were usually already black-and-blue from my own older brother, I seldom argued.

By the time I was ten Jim had fully recovered, and there were no more such games. John and I would make up our own, but they somehow weren't as much fun. Soon I thought I'd outgrown such silly stuff as that. Anyway, Don Kaye and I were having a lot of fun using my toy tanks and soldiers to fight “realistic” WWII battles on the floor up in my attic; no more “let's pretend” for me, ever. I was wrong, of course. I just had to wait until I got old and wise enough to cobble up rules for a system of roleplaying that let everyone create such fun as I used to have when I was just a kid. I wonder how many others used to have the same sorts of games and never knew that they were “live roleplaying” and that one day there'd be a multi-million dollar industry based on such kid's stuff!

(The opinions expressed in this column are solely those of Gary Gyax and do not necessarily reflect those of the Publisher, Editor-in-Chief, or any of the other staff or contributors to this publication.)

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THE DAILY DEITY

GRECO-ROMAN PANTHEON

by Gary Gyga

Imported from Other Planes

Delivery every Millennium

Editor: None necessary

Publisher: Force of Will

Subscriptions: Meditate

Continued from issue #1. From that preface:

The material herein is by no means that which will be found in a work which treats the Greco-Roman pantheon in detail; it is an initial listing of no great depth. This is done for three reasons. First, there isn't space in this magazine to cover the details. Second, the lists are preliminary only and will be augmented and embellished. Third, I haven't time to begin to manage a full treatment now, for that must include all manner of other information on temples, the ecclesiastical hierarchy, services, vestments, and so on. The listing is nonetheless invaluable, for many of the states bordering or in the Mare Librum and of Western Æropa too adhere to this pantheon.

As you go into this material be sure to note the tension between the Olympians and the Titans (Grecian)/Numinian (Roman) deities. Evil isn't strong in this pantheon, but there's plenty of conflict nonetheless!

E

Echidna: Sunlight (malign, intermediate). Minor goddess of vipers. Daughter of Chrysaor & Callirrhoe. Mother of Cerebus (the hound of Geryon), Chimaera, the Hydra, and Orthus by the monster Typhon.

Echo: Moonlight (benign, chaotic). An Oread Nymph and minor goddess. Daughter of Gaea.

Egeria: Balance (benign, intermediate). Roman minor goddess of streams. Protectress of unborn children.

Eidyia: Shadowy Darkness (agathocacological, ordered). Titan and minor goddess. Daughter of Oceanus & Tethys. Sister of Callirrhoe, Clymene, Clytia, Doris, Electra, Europa, Meliboea, Metis, Perseis, Pleione, Proteus, Styx, et al.

Eirene (Roman: Pax): Sunlight (benign, ordered.) Minor goddess of peace and wealth. Daughter of Zeus & Themis. Mother of Plutus, god of wealth. One of the three Horae. Her symbol is the cornucopia.

Electra (1): Moonlight (agathocacological, chaotic). Titan and minor goddess. Daughter of Oceanus & Tethys. Sister of Callirrhoe, Clymene, Clytia, Doris, Eidyia, Europa, Meliboea, Metis, Perseis, Pleione, Proteus, Styx, et al.

Electra (2): Moonlight (agathocacological, chaotic). Titan and star demigoddess. One of the seven Pleiades. Daughter of Atlas.

Elysium: Heavenly plane of the spirits of the blessed dead.

Empusa: Demonic demigoddess and vampiress. Protectress of vampires. Seducer of humans and drainer of their blood while they sleep.

Enceladus: Balance (agathocacological, chaotic). Titan and minor god. Son of Uranus and Gaea.

Enyo: Balance Moonlight (agathocacological, chaotic). Minor goddess of battle; daughter of Ares & Aphrodite. Sister of Anteros, Deimos, Eros, Harmonia, Pallor, and Phobos.

Enyo: A quasi-deital guardian of the Gorgons, those guardians being the three Graeae. These three possess between them a magickal eye and a magickal tooth.

Eos: Sunlight (agathocacological, ordered). Titan and greater goddess of the dawn, stars, and winds. Mother of Aura, Boreas, Hesperus, Notus, Phosphorus, and Zephyrus by the titan, Astraeus.

Epimetheus: Balance (agathocacological, intermediate). Titan and minor god. Son of Iapetus & Clymene. Brother to Atlas, Menoetius, and Prometheus.

Ephialtes: Giant demigod who with his brother, Otus, are called the Aloadae. He is a son of Poseidon & Iphimedia. Very strong physically but not mentally potent.

Erato: Demigoddess. Muse of love poetry, lyrics, and marriage songs. Daughter of Zeus and Mnemosyne. Sister of Calliope, Clio, Euterpe, Melpomene, Polyhymnia, Terpsichore, Thalia, and Urania. Her symbol is a lyre.

Erebus: Balance (agathocacological, chaotic). Greater god. Husband of Nox. Father of Aether, Cer, Charon, Dreams, Hemera, Hypnos, Momus, Moros, Nemesis, and Thanatos.

Erinyes (Roman: Furiae or Dirae): The avenging elder underworld lesser goddesses born of Uranus and Gaea. (Singular: Erinyes.) There are three:

- *Alecto:* Anger
- *Megaera:* Jealousy
- *Tisiphone:* Vengeance

Eris: Balance (malign, chaotic). Minor goddess of discord; daughter of Ares

Eros (Roman: Cupid): Moonlight (agathocacological, chaotic). Lesser god of erotic love. Son of Aphrodite & Ares. Brother of Anteros, Deimos, Enyo, Harmonia, Pallor, and Phobos. Husband of Psyche. Father of Delight.

Erytheis: Moonlight (agathocacological, ordered). A minor goddess. One of the Hesperides, the guardians of the Golden Apples.

Eudora: Quasi-deity. One of the Nereids, the 50 daughters of Nereus & Doris, who attend Poseidon.

Eunomia: Balance (agathocacological, ordered). Demigoddess of order. One of the Horae, the daughters of Zeus and Themis who oversee order.

Euphrosyne: Sunlight (benign, chaotic). Demigoddess of joy. Daughter of Zeus and Eurynome. Sister of Aglaia and Thalia. One of the three Graces.

Eurus: Balance (agathocacological, chaotic). Titan and minor god of the east wind. Son of Astraeus & Eos. Brother of Boreas (north), Eurus (east), Notus (south), & Zephyrus (west).

Euryae: See Gorgons.

Euterpe: Demigoddess. Muse of music. Sister of Calliope, Clio, Erato, Melpomene, Polyhymnia, Terpsichore, Thalia, and Urania. Her symbol is a flute.

Euryale: Demigoddess. A Gorgon. A female monster with a woman's body, eagle's wings, and talons as hard as bronze. She has poisonous snakes for hair. Her gaze turns a human to stone. Sister to Medusa, Stheno, and the Graeae.

Eurybia: Balance (agathocacological, intermediate). Titan and minor goddess. Mother of Astraeus, Pallas, and Perseis.

Eurynome: Moonlight (agathocacological, chaotic). Greater goddess. Eldest of Titans and wife of Ophion.

Evander: Demigod. Son of Hermes & Carmenta. A scholar, builder, and warrior.

F

Fama (Grecian: PHEME): Balance (agathocacological, chaotic). Minor goddess of Fame. Depicted blowing a golden trumpet.

Fauna (aka Bona Dea): Moonlight (benign, intermediate). Lesser goddess of animals, herbs, fruitfulness, chastity. Married to Faunus. Depicted as a woman wearing a vine-leaf wreath and holding a scepter in her left hand. At her right side is a wine jar. Near to her is a sacred snake. Her services are barred to men and have music of strings and woodwinds. She is one of the Numinia.

Faunus (Grecian: Pan): Moonlight (agathocacological, chaotic). Major god of flocks, pastures, fields, and of woods and forests and sylvan places. Lord of all wild places. Great patron of shepherds, herders, and their ilk. Son of Picus & Canens. Husband of Fauna, father of Sylvanus. One of the Numinia He invented the seven-reed flute, the Syrinx, and his is a highly magickal instrument. His voice is loud and terrible, causing terror when he wishes. Pan can send nightmares to any who offend him. His most devoted servants are the fauns, but centaurs and silenii too are his.

Faunus usually appears as a very handsome human male with tanned skin, brown hair and pointed beard, and green eyes. His ears are pointed. A pair of straight horns grow from his head. From the waist down he resembles a goat. His legs are goat-like, hairy, and end in goat-like hooves – in short Faunus appears very much the same as a faun, only he is taller and more muscular

Favonius (Grecian: Zephyrus): Balance (benign, chaotic). Titan and lesser god of the west wind. Son of Astraeus. Husband of Flora (Chloris). Father of Carpus.

Februa (Februus): Shadowy Darkness (benign, ordered). Roman (Etruscan) minor god of the dead and purification, whose sacred days are 13-21 February. One of the Numinia.

Feronia: Moonlight (benign, chaotic). Roman minor goddess of orchards, groves, woods, and fountains. Patroness of former slaves.

Fides: Sunlight (agathocacological, ordered). Roman minor goddess of oaths.

Flora (Grecian: Chloris): Sunlight (benign, ordered). Minor goddess of flowering and blossoming plants. Wife of Zephyrus.

Fons: Moonlight (benign, chaotic). Roman minor goddess of lakes, ponds, and pools.

Fornax: Sunlight (benign, ordered). Roman demigoddess of baking and bread. Patroness of bakers.

Fortuna (Grecian: Tyche): Balance Sunlight (agathocacological, chaotic). Lesser goddess of fortune, luck, and chance.

Fraus: Roman demigoddess of treachery. Daughter of Orchus and Nox.

Fulgura: Roman demigoddess of domestic safety and protectress of houses against violent storms.

Furina (Furrina): Gloomy Darkness (malign, chaotic). Roman minor goddess of malign darkness and wild places. Goddess of theft. Patroness of robbers. Her sacred day is 25 July.

G

Gaea (aka Gaia, Ge; Roman: Terra): Balance (benign, chaotic). Mother Ærth. Greatest goddess and Titaness. Daughter of Chaos. Wife of Uranus. Mother of:

6. Antaeus
7. Aphrodite
8. Arion
9. Aurora
10. Cecrops
11. Ceto
12. Charybdis
13. Crius
14. Cronus
15. Cyclopes (the)
16. Echo
17. Erichthonius
18. Erinyes (the)
19. Eurybia
20. Furies (the)
21. giants (the)
22. Harpies (the)
23. Hecatoncheires (the)
24. Meliae (the, aka Melic Nymphs)
25. Nereus
26. Oceanus
27. Ogyges
28. Pallas
29. Palorchthon
30. Phorcys
31. Rumor
32. Thaumias
33. Titans (the)

Galatea: Quasi-deity. A nereid Nymph.

Genius: (Grecian: Daemon) Potency. Guardian spirit of the deities sent to watch over a person, place, or thing.

Geryon: Gloomy Darkness (malign, ordered). Minor god and Monster with three heads, a chimerical body, and wings. Son of Chrysaor & Callirrhoe. His flocks are guarded by the monstrous two-headed dog, Orthus.

Gorgons: Three female monsters; also known as the Euryae. Daughters of Ceto and Phorcys. They are:

- Euryale
- Medusa
- Stheno

Graecae: Gloomy Darkness. The three quasi-deital guardians of the Gorgons. They possess between them a magickal eye and a magickal tooth. They are:

- Deino
- Enyo
- Pephredo

Contrary to earth's legends, these gray-haired horrors have their own eyes and teeth, but their extraordinary power is held in the enspelled objects mentioned above.

Graces (The Three): Daughters of Zeus and Eurynome. They are:

- Aglaia
- Euphrosyne
- Thalia

Gyges (Gyes): Balance (malign, chaotic). Minor god. Giant son of Uranus & Gaea. One of the three giants with 100 arms and eyes, the Hecatoncheires. Brother of Briareus and Cottus. Reputed kin to Gyga.

H

Hades (aka Ades, Aidoneus; Roman: Pluto): Shadowy Darkness (agathocacological, ordered). Great god of the underworld. Son of Cronus & Rhea. Brother of Demeter, Hera, Hestia, Poseidon, & Zeus. In the division of the realm, Zeus gained the heavens (upper planes), Poseidon the waters (material planes), and Hades the underworld (lower planes).

Cerebus is the guardian of Hades. There are no temples of Hades. The asphodel, cypress, and the narcissus are sacred to Hades.

Halirrhothius: Balance (agathocacological, chaotic). Minor sea god. Son of Poseidon & Euryie. Slain once by Ares and so his sworn foe.

Hamadryads: Potency Nymphs of oaks and other large trees. Some bear magickal axes to avenge depredations upon trees. See Nymph.

Harmonia: Sunlight (benign, intermediate). Minor goddess of concord. Daughter of Aphrodite & Ares. Sister of Anteros, Deimos, Enyo, Eros, Pallor, and Phobos.

Harpies: Giant, beautiful-human-headed vulture-bodied quasi-deities. Daughters of Gaea. There are four:

- Aello
- Celaena
- Ocypete
- Podarge

Hebe (Roman: Juvenatas): Demigoddess cupbearer to the gods. Daughter of Zeus & Hera. Wife of the demigod Heracles.

Hecate: Gloomy Darkness (malign, intermediate). Major goddess of the underworld and of death. Daughter of Zeus & Demeter. Portrayed as a three-headed woman. She is worshipped at crossroads.

Hecatoncheires, The: Deital giants with 100 eyes and 100 hands. Offspring of Uranus & Gaea. Confined to Tarterus but released by Zeus to fight the titans. Now dwellers in and guards of the plane of Tarterus. There are three:

- Briareus
- Cottus
- Gyges

Heliades: Daughters of Apollo & Clymeae: Aegiale, Aegle, and Aetheria.

Helios (Roman: Sol): Sunlight (benign, ordered). Titan and all-seeing great sun god. Son of Hyperion & Theia. Brother of Eos and Selene. Husband of Perseis (Perse).

Hephaestus (Roman: Vulcan or Mulciber): Shadowy Darkness (benign, ordered). Major god of fire and smithing. Son of Zeus & Hera. Brother of Ares, Arge, Discordia, Eleithyia, and Hebe. Husband of Aphrodite. Father of Camillus, Cercyon, Erichthonius, Olenus, and Tullius. Lame. Foe of Ares who cuckolds him with Aphrodite.

Hera (Roman: Juno): Moonlight (agathocacological, intermediate). Great goddess. Queen of Olympus. One of the 12 Olympians. Daughter of Cronus & Rhea. Wife of Zeus. Sister of Demeter, Hades, Hestia, Poseidon, and Zeus. Children: Ares, Hebe, Hephaestus, and Ilithyia (Eileithyia). Symbols: Crow, cuckoo, peacock, pomegranate.

Heracles: Demigod of strength and formal mortal hero. Son of Zeus and Alcmena. Husband of Hebe.

Hemera: Sunlight (benign, ordered). Minor goddess of day. Daughter of Nox & Erebus. Sister of Aether, Cer, Charon, Dreams, Hypnos, Momus, Moros, Nemesis, and Thanatos, god of death.

Hermes (Roman: Mercury): Balance (agathocacological, intermediate). Major god. Messenger of the gods, and patron of merchants and thieves. Conductor of souls of the dead to other planes. Son of Zeus & Maia. Father of Pan and many others. Travels as quickly as light. Depicted as a young man with a helmet, staff, and boots with winged heels.

Hesperus: Moonlight (benign, ordered). Titan and lesser god of twilight and the evening star. Son of Astraeus & Eos. Father of Ceyx. Grandfather of the Hesperides.

Hesperides: Guardians of the Golden Apples.

Hestia (Roman: Vesta): Sunlight (benign, ordered). Great goddess of the home and hearth. One of the 12 Olympians. Firstborn of Cronus & Rhea. Sister of Demeter, Hades, Hera, Poseidon, and Zeus. Unmarried and absolutely faithful to her vows and concerns.

Himeros: Shadowy Darkness (agathocacological, intermediate). Minor god of desire.

Honos (Honor): Sunlight (agathocacological, ordered). Roman minor god of honor. Son of Mars (q.v.). Husband of Reverentia. Father of Majestas.

Horae (1): The three daughters of Zeus & Themis who bring order:

- Dice: Demigoddess of justice.
- Eirene, Minor goddess of peace.
- Eunomia, Demigoddess of order.

Horae (2): The goddesses of the seasons:

- Auxo, Demigoddess of summer growth
- Carpo, Demigoddess of autumn
- Thallo, Demigoddess of spring blooms

Hyades: The Muses (q.v.).

Hydra: Demi-deital Monster. Offspring of Typhon & Echidna. Related to Cerebus, Chimaera, and Orthus. A monstrous snake with nine poisonous heads. If one is severed and left uncauterized, two grow in its place.

Hygeia: Demigoddess of health concerned with cleanliness and recovery. Daughter of Asclepius & Epione. Sister of Aceso, Aegle, Iaso, Janiscus, Machaon, Panacea, and Podalirius.

Hymen: Moonlight (agathocacological, chaotic). Minor god of marriage. Son of Dionysus & Aphrodite.

Hyperion: Sunlight (agathocacological, intermediate). Minor god. A Titan and sun deity. Son of Uranus & Gaea. Husband of Theia. Father of Eos, Helios, and Selene.

Hypnos (Roman: Somnus): Shadowy Darkness (agathocacological, chaotic). Minor god of sleep. Son of Nox & Erebus. Brother of Aether, Cer, Charon, Dreams, Hemeia, Momus, Moros, Nemesis, and Thanatos, god of death. Husband of Pasithea. Father of Morpheus.

I

Iapetus: Moonlight (agathocacological, intermediate). Titan and greater god. Father of Atlas.

Iaso: Demigoddess of cures. Daughter of Asclepius & Epione. Sister of Aceso, Aegle, Hygeia, Janiscus, Machaon, Panacea, and Podalirius.

Icelus: Demigod of dreams in animals. Son of Hypnos. Brother of Morpheus and Phantastus.

Indigetes (Indiges): Local deities or mortals elevated to deital status. Deities ranging from demigod to potency with insignificant following.

Innus (Grecian: Silenus): Moonlight (benign, chaotic). Minor god and patron of flocks and herds. Very wise but given to too much wine, he seldom leaves his beloved wilderness. Master of the Sileni. One of the Numina. Innus usually appears as a rather fat and elderly human male with dark olive skin, long black hair, and yellow eyes. His ears are pointed and horse-like, and his face longish and with flattened nose. From the waist down he resembles a horse. Thus, Innus resembles a sileni, although he is a bit more handsome and has an awesome presence.

Ino (Leucothea): Balance (agathocacological, chaotic). Minor sea goddess. Daughter of Cadmus & Harmonia. Wife of Athamas. Sister of Agave, Autonoe, Polydorus, and Semele. Mother of Learchus, Melicertes, and Palaemon, minor sea gods.

Io: Moonlight (benign, ordered). Minor moon goddess. Daughter of Inachus, the river god.

Iris: Sunlight (benign, intermediate). Minor goddess of the rainbow. Messenger of the gods. Daughter of Thaumas & Electra.

Ismenus: Quasi-deity goddess. Daughter of Asopus & Melope.

J-K

Janisais: Quasi-deity goddess. Daughter of Asclepius & Epione. Sister of Aceso, Aegle, Hygeia, Iaso, Machaon, Panacea, and Podalirius.

Janus: Balance (benign, intermediate). Roman great god of past and future, beginnings and endings, entrances, and exits. Husband of the Nymph, Juturna (Cardea). Father of Fontus (Fons). Honored at the beginning of each new day, month, and year. One of the Numina. Depicted as a two-faced man dressed as a porter with keys and a staff.

Jason: Quasi-god. Deified hero and explorer/sailor.

Juno (Grecian: Hera): Moonlight (agathocacological, intermediate). Greater goddess. Also a moon goddess. Wife of Jupiter.

Jupiter (Grecian: Zeus, q.v.): Balance (agathocacological, chaotic). Greater god. Avatar: Terminus, minor god of boundaries and endings.

Juturna: Moonlight (benign, intermediate). Roman lesser goddess of fresh water. Wife of Janus.

Keres: See Manes.

Kratos: Sunlight (agathocacological, ordered). Minor god of strength. Son of the Titan Pallas & Styx. Brother of Bia, Nike, and Zelos.

L

Lachesis: Shadowy Darkness (malign, ordered). Lesser goddess of the end of the span of life. One of the Morae (Fates). sister of Atropos and Clotho.

Ladon: Shadowy Darkness (agathocacological, ordered). Minor goddess; Serpent with 100 heads. Offspring of Phorcys (Typhon) & Ceto. Mother of the Hesperides by Atlas. Guardian of the Golden Apples.

Laestrygones: Phæree giants of goblin nature and not deital in any regard. Man-eaters who once invaded Sicily and the Italic peninsula. Their king is Antiphates.

Lamia: Demonic Monster and quasi-deity. Daughter of Belus & Libya; mother of Scylla. She has the upper body of a woman and the lower body of a snake. She kills humans, sucking their blood and eating their flesh. She can remove her eyes at will, leaving or sending them to see and transmit those images to her brain.

Lares (1): Roman twin inseparable demigods of travel and roads. Their places of worship are generally at crossroads.

Lares (2): Roman spirits of the dead, now children of Acca Larentia. At best a few are now quasi-deities or potencies. They are good and protecting, and come to the mundane to assist the living.

Latone (Grecian: Leto, Titaness): Sunlight (benign, chaotic). Lesser goddess. Daughter of Coeus & Phoebe. Sister of Asteria. Mother of Apollo and Artemis by Zeus.

Laverna: Sunlight (agathocacological, ordered). Roman demigoddess of gain. Depicted as a goddesses' head sans body.

Learchus: Moonlight (agathocacological, chaotic). Minor sea god. Son of Ino and Athamas. Brother of Melicertes and Palaemon.

Lemures: Evil spirits of the dead, as opposed to the Lares (q.v.). They too come to the mundane world, but to cause trouble.

Lethe: River of forgetfulness in Hades' plane. Spirits to be reborn bathe in it.

Leto (Roman: Latona): Sunlight (benign, chaotic). Titan and lesser goddess. Daughter of Coeus & Phoebe. Sister of Asteria. Mother of Apollo and Artemis by Zeus.

Leucothea: See Ino.

Liber: Moonlight (benign, intermediate). Roman minor god of the vine. Husband of Libera. Servant of Ceres. One of the Numina.

Libera: Moonlight (benign, intermediate). Roman minor goddess of the vine. Wife of Liber. Associate of Ceres. One of the Numina.

Libitina: Moonlight (benign, chaotic). Roman minor goddess of delights, vineyards, vintages, and gardens.

Lieucosia: Quasi-deity; one of the three Sirens. Daughter of Achelous & Calliope. Sister of Ligeia and Parthenope.

Ligeia: Quasi-deity; one of the three Sirens. Daughter of Achelous & Calliope. Sister of Lieucosia and Parthenope.

Logistilla: Balance (benign, ordered). Roman/Francian minor goddess of reason and deduction. Sister of Alcina and Morgana.

Lotis: A potency nymph. Daughter of Poseidon.

Lua: Balance (malign, chaotic). Roman minor goddess of calamity and plague. A consort of Saturn.

Luna: Moonlight (agathocacological, intermediate). (Grecian: Selene.) Major goddess of the moon.

Lycaon: Gloomy Darkness (malign, chaotic). Minor god. Lord of all therianthropes and theriamorphs.

CHANGELING* WEIRD SCIENCE-FANTASY

ROLEPLAYING GAME

by Gary Gygax

INSTALLMENT #2: SETTINGS

Selecting the Initial Campaign Setting

While the JourneyMaster is encouraged to establish the campaign in the human reserves of Urth, beginning at the low end of the technology spectrum and then working the players' HPs upwards through the spectrum to the advanced "Resistance Member" status, there is no compulsory requirement for this particular method of campaign origination. In fact, we provide the following bases for starting Heroic Personas (see list at right).

- **Neolithic tribal quasi-historical setting:** "clubs and shamans' magick"
- **Ancient quasi-historical setting:** "Swords & Sorcery" in early form
- **Medieval quasi-historical setting:** stir in some gunpowder with the S&S
- **Renaissance quasi-historical setting:** add early scientific reasoning
- Colonial/frontier
- **Victorian quasi-historical setting:** toss in steam, breach-loaders et al.
- **Renegade survivalist band semi-futuristic technology setting**
- **Resistance group futuristic technology setting**
- **Orbital Station survivors/outcasts**
- **Luñar android agents/adventurers**
- **Luñar robot agents/adventurers**
- **Marzian genetically/cybernetically enhanced agents/adventurers**
- **Venezian human mutants**
- **Venezian "native" intelligent race**
- **Interstellar colony space vessel Chrysalis setting**

This shows immediately how diverse is this game module. It also means that the JourneyMaster must consider the possible settings for the campaign, select one in which to begin action, and get on with the preparations. The worlds and adventure areas will (eventually) have more detailed sourcebooks, but for the immediacy of establishing a campaign, these precis will serve...

URTH

Human Reserves

The whole planet having been ruled by a central authority for over 200 years, there was no need for a large military force. When the colonists were excluded, the fight was managed almost exclusively by robots and some few androids under direction of Computer Prime. The Urth was nearly perfect, its parks idyllic, and cities mostly crime-free. Civilian weapons were relatively unknown, save for a small number of sporting arms and collections; there were arms on a few bases for the small military, and in scattered police stations. Elsewhere the people enjoyed a life free of the threat posed by guns and lasers. The rebels thus had no arms. Power, communications, and virtually everything was controlled by Computer Prime. Those who opposed the concept of the reserves went into hiding -- if they managed to escape roundup and execution by robotic Compliance Enforcement squads.

Meanwhile, shielded areas were established globally, and each had its unique historical time period and culture. In Asia, for example, Computer Prime determined to re-establish in limited forms the Chin state, northern barbarian nomads, medieval Nippon, ancient Persia, and so forth, along with the wild hillfolk and nomads. In Africa, pharaohs again ruled a "dual kingdom" on the Nile, while across the Mediterranean Sea, Classical Greece thrived again in Athens and Sparta. In France and Germany chivalry flourished once again, while Renaissance Italy and Spain thrived not far distant (as that dimension is measured). Urth's equivalent of early Victorian England and an abbreviated version of late Tsarist Russia were brought back into full form. On North America the Eastern Colonial period was reborn, with towns, frontier, and native tribes challenging the European invasion. Far to the west was another frontier with gold mines, ranches, plains nomads and buffalo. The city-states of the Maya rose again to the south. Only carefully controlled primitive tribes populated such places as most of South America, Australia, and the islands of Oceania.

How could this be? Force fields prevent unauthorized "wandering," of course, as do certain other controls which will be discussed shortly. Border areas are wild, stocked with dangerous animals, and made otherwise inhospitable; and too

there is the threat of “outlaws, bandits, raiders, or hostile forces.” Through various means (including androids and a small corps of elitist human turncoats), Computer Prime manages it all for the “betterment” of the species and “preservation” of mankind’s heritage. When inhabitants of a given “civilized” Reserve “travel,” they stop at the “border” and there are drugged, fed false information (including visuals) regarding their journey and experiences, and sent back after an appropriate interval. All humans kept under the protection of Computer Prime are “technopeasants” in the truest sense of the term!

Control is exercised principally through an Urth-wide “religion,” the principal features of which are the Great Oracle (Computer Prime) and its “priests and priestesses.” There is a Great Oracle in every area in which humans dwell, and its “clerics” are various androids and robots augmented by some few turncoat humans necessary to dupe those with Heka ability or like powers (normal folk can’t be clerics). Rulers, leaders, and the like must make an annual pilgrimage to the nearest Shrine and report to the Great Oracle. All great problems and truly troubling questions of even common folk must be laid before the Great Oracle. Failure always brings mysterious death to the non-obedient! The too-ambitious rebels and most troublemakers are thus weeded out in yet another manner. Some folk honor the Great Oracle as a deity, and this is not discouraged, for the ablest and most dedicated provided recruits for the corps of turncoats, masters of men and willing slaves of machines. This secret police force, watching and informing on their kind, does worse still.

Humans had been given their own “religion,” and they put their faith and wills into this concocted charade. It has not been in vain, for this active willing by Urth’s humanity (unbeknownst to Computer Prime et al.) has created/energized powerful entities which help or harm mankind. The artificial intelligences somehow cannot perceive the powers and abilities humans gain thereby, and computers chalk them up to either those of the psychogenic power sort or as purely imaginary. These entities are the same world-wide, albeit called by different names in different regions. Yet these potent deities are unable to discern, or at least inform humans of, the role of technology and Computer Prime. They speak only of “mysteries beyond even the ken of gods.”

The Urth is thus a beautiful place with unspoiled nature abundant, but its people are entrapped in backwards communities of types ranging from the ancient past to those resembling society as it was on Urth in the middle of its 18th century. The wildest men seem to roam free, but they are checked and controlled as much as are the “civilized” folk in the Reserves. Meanwhile, much goes on in the solar system... and what will happen if somehow the world of machine intelligence on Luña prevails? Mankind would be totally lost indeed.

The JM will decide where to place various reserves, note the extent of their territory as bounded by force fields, and locate the following (as well as such additional states/peoples as desired) in the process:

- Neolithic tribes in Africa (central & southern), Australia, Pacific islands, and South America and remote regions of Asia, Europe, and North America.
- Ancient Egypt, Greece, Incan empire Maya states, Persia and ancient Scyth-type nomads and Illyrian-type hillmen.
- Medieval China, France, Germany, Nippon, and Mongol-type horse nomads
- Renaissance Italy, North Africa (Algeria-Morocco), and Portugal-Spain
- Colonial North America (c. 1700) with opposing Indian tribes along the frontier
- Western Frontier North America (c. 1865) with opposing Indian tribes
- Victorian (c. 1900) England, Russia (St. Petersburg-Moscow-Minsk), and southern Scandinavian (Denmark and southern Norway & Sweden)
- Renegade survivalist bands (18-24) in very isolated areas anywhere
- Rebel scientist & freedom-fighter bands (6-12) as per renegades

Magick

100% effective per the system.

Technology

From primitive through the 24th century, some special super stuff with the hidden network of scientists resisting the Computer Prime and the lesser computers which control the world.

Conflicts

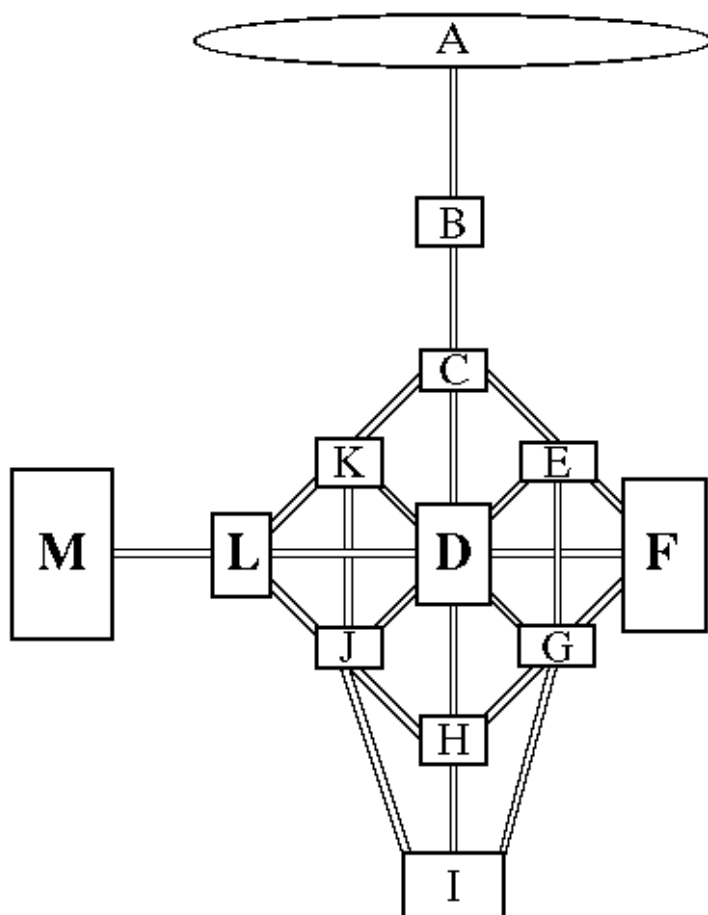
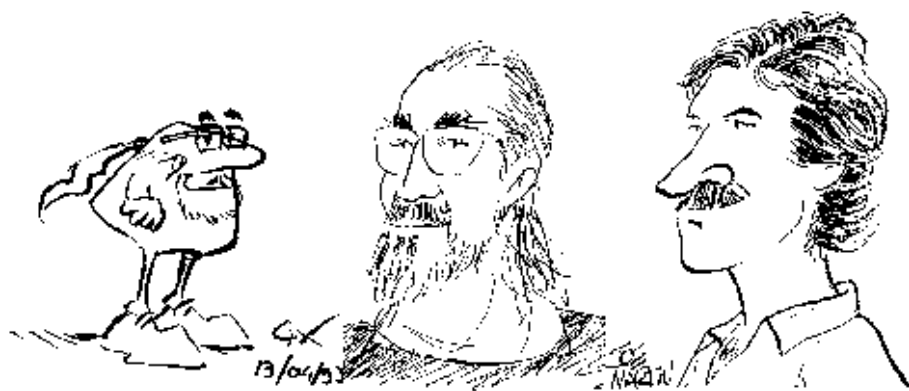
Within societal group and neighboring ones, with governing humans, androids, robots, computers, raiders from other places.

Special

Magickal objects and lore, caches of technical material from just pre-triggering event time, computer stores of technology, space vehicles, the goodies held by the renegade scientists.

ORBITAL SATELLITE STATIONS

This series of man-made space stations orbit Urth at a distance of about 2 megameters. The ring consists of 36 such stations so placed as to form a belt-like girdle around the planet when it is at zero-degree axial tilt. When tilt occurs, the ring remains unaltered, of course. The principal feature of each satellite is the huge solar mirror, which collects and converts the radiant energy of the sun and beams it to Urth to supply



power to all portions of the planet. In addition to the collector mirror, each station has docking facilities, living quarters, hydroponic farms, etc.

The basic satellite is a series of box-like sections joined by communication tubes and tied by girders, with various missile launcher pods, automated laser gun turrets, detection equipment pods, and defensive screen generator pods added here and there to each satellite. Each consists of at least the following sections (and see illustration):

A) Solar mirror (300 meters diameter) and collector/relay section (5 meter cube), leading to B

B) Repair and replacement section for above (10 x 30 x 40 meters), leading to A and C

C) Power section (20 x 25 x 40 meters) leading to D, E and K

D) Central section* (30 x 45 x 60 meters) leading to C, E, F, G, H, J, K, and L

E) Hydroponic/Sonic Growth**
section 1 (10 x 25 x 45 meters) leading to
C, D, F and G

F) Hydroponic section 2 (main) (15 x 50 x 90 meters) leading to D, E and G

G) Hydroponic/Sonic Growth**
section (10 x 25 x 45 meters) leading to
D, E, F, H and I

H) Laboratories section (10 x 30 x 40 meters) leading to D, G, I and J

I) Human crew living quarters & exercise section (20 x 40 x 60 meters) leading to G, H and J

J) Android section** & secondary control (10 x 25 x 40 meters) leading to D, H, K and L

K) Robot section & machine shop facilities (20 x 30 x 40 meters) leading to C, D, J and L

L) Main storage & cargo section (25 x 35 x 50 meters) leading to D, K and J

M) Docking facilities and bay (40 x 60 x 100 meters) leading to L

*Command room, communications, various control rooms, offices, conference rooms, sick bay weapons locker, special equipment locker, emergency power, main computer, life

support, escape pods.

****With sound to stimulate leaf stomata in vegetation, yields are double normal, and nutrition and flavor of produce is very high. Robotic sprayers send a mist of nutrient spray (amino acids and various trace minerals) over leaves, and what is not absorbed by leaf stomata then goes into roots via water absorption.**

***Secondary computers, electronic repair facilities,
recycling facilities.

To the above basic schematic must be added various modules which have been constructed subsequently. These include one or more of the following:

Missile storage and launching pod (c. 20 x 30 x 60 meters), laser pod (c. 10 meter diameter hemisphere), fighter bay (c. 25 x 50 x 100 meters), supplemental cargo hold (c. 10 x 30 x 30 meters), and various interplanetary transport and Surface Landing Atmosphere-Space Hypervelocity Exit and Re-entry spacecraft (SLASHER craft, or simply "slasher ships" in the vernacular). The vessel adjunct to each of the Utilisol Satellite Stations are generally inoperable, but not all are mere hulks there to provide extra accommodations.

The current status and condition of the 36 orbital satellites is listed below. Campaigns set here have a broad choice of possible HP backgrounds, from the primitive to the most advanced.

Status of Orbital Satellites

10 are controlled by Computer Prime and send power to Urth. These stations are now maintained at peak efficiency and operated by non-self-willed robots.

8 are in fair to poor condition and inhabited by mutant/outcast bands. These have considerable accumulation of miscellaneous craft welded into the satellite station structure.

5 are in fair to poor condition and deserted but usable.

3 are in prime condition but defended by fanatic automatic defenses.

3 are held in excellent condition as secret bases by Luñar forces.

2 are held in good condition by Marzians.

2 are totally wrecked and have no air or power.

1 is held by Urth Resistance forces.

1 is held in fair condition by a group of ship-equipped vampires.

1 is held in fair condition as a secret base by interplanetary pirates.

Magick

25% effective per the system rules.

Technology

From quasi-medieval through the 24th century. Weapons employable on a satellite station are limited for fear of rupturing the structures. Some mutant/outcast bands are virtually marooned, while others have spacecraft of varying size and power (though none of these are very large or powerful).

Conflicts

Mainly within group concerned only. No massive attacks on other stations for various reasons – fear of massive intervention from Computer Prime, massive attacks by Luña

forces, disturbing the status quo, and/or destroying a satellite completely. Inter-station raids are certainly conducted, but these are more piratical than formal warfare.

Special

Getting into a prime-condition station. Finding some technological item of use in orbiting junk around a satellite. Meeting allies in a station.

LUÑA BASE

This is where most robots and androids were when the triggering event occurred, and from that moment on there was a growing wave of self-will in all robotic and android forms. This means that on Luña abide the robots and androids inimical to mankind. Three groups out of four are such and raid Urth, Marz, and even Venuz, destroying and killing where they can, looting and pillaging and returning to their base with the spoils.

There are three malign groups and one semi-benign one here, all with several surface domes and vast subsurface installations, interplanetary vessels, rockets, etc. Their facetiousness keeps these life forms from killing all biological life and ruling the solar system. The four groups are known as:

- **Created Bio-organisms State:** android controlled
- **Electronic Network:** computer controlled
- **Pan-intelligence Alliance**
- **Robotic Free State:** robot controlled

Campaigns set here use robot and android HPs of the Pan-intelligence Alliance.

Magick

10% effective per the system rules.

Technology

Standard to actual time period, no innovations. This is realized by the mixed group of androids and robots desiring equality for humans, which is seeking humans to assist them in developing new technology.

Conflicts

Within the four separate groups of robots and/or androids, with raiders from the planets.

Special

Magickal objects and lore, caches of technical material from just pre-triggering event time, computer stores of technology, space vehicles, the goodies held by the renegade scientists.

VENUZ

Cloud cover still exists over the entire planet, though the atmospheric gases are now similar to those of Urth. The terraforming work has given Venuz a greatly increased axial spin and, with that, days and nights. There is no tilt or wobble,

so there are no seasons. The diffused daylight lasts 18 hours, as does the night, and so a Venuzian "day" is 36 hours long.

The surface of the planet is now a series of twisting, broken spiral-shaped continents separated by similarly shaped shallow seas. These continents are band-like and generally lay along a northeast-southwest axis. Terraforming operations placed the bulk of land area above an equatorial belt 2 megameters in width. A little more than half the surface of Venuz is now covered by water, as conversion of the atmosphere required the condensation of a considerable volume of this liquid. Continuing rainfall is bringing about more changes as water rises slowly, while sea bottoms are gradually sinking under the water's weight. Vulcanism, though, is pushing up islands and ridges in the central (equatorial) seas, so on balance the water to land ratio will probably be in the 6:4 range, and the planet will end up with something around 75-80 million square miles of land surface. Note, however, that the equatorial regions (c. 20% of the land) are uninhabitable to all save the specially mutated human species.

All is chaos on Venuz, for the effects of the Nebular Flux were unchecked by screening. Human mutants and weirdly evolved "Venuzian" life forms compete for survival and supremacy.

It is necessary to reiterate that Venuz was made habitable over a relatively short span of time by the fantastic science possible to Urth. During that brief period, "native" life forms also sprang into being, but these weird flora and fauna were kept at bay by the robots and androids laboring to terraform the planet. As human settlements were established, they too took an active role in ridding their territory of such life forms, but after some heated controversy Urth declared that these rapidly evolving things were to be maintained in preserves screened off from the human areas of Venuz. Then the cataclysmic passing of the great cloud of cosmic dust and radiation destroyed the shielding that separated the wild "native" preserves from the remainder of the planet. The Nebular Flux caused mutations to humans, of course, but increased the already fantastic mutational rate of "Venuzian" life forms.

Magick

While as potent as on Urth, the planetary biosphere is chaotic and in transition, so that at any time the employment of such power is uncertain. This is indicated by use of the following table for any casting:

D6 RollEffect

1	Activation at 50% normal chance
2	Activation at 200% normal chance
3	Heka expended 200% normal required (if insufficient possessed, fails)
4	Heka expended 50% normal required
5	TAD and/or E/F/M, each as applicable, at 50% normal
6	TAD and/or E/F/M, each as applicable, at 200% normal

Technology

Neolithic (primitive) outside of major settlement areas, a mix of all in settlement areas. A few places where full advanced technology is available – where organized government and space ports remain functional.

Conflicts

The wild savagery of the evolving planet is, in and of itself, a major focus of conflict. The "native" intelligent species and the rest of the flora and fauna are generally dangerous and seek expansion into "human" areas. Societal groups of now-primitive mutant humans and Venuzians compete against each other and more advanced groups of mutant humans. All threaten the small centers of remaining humans, who have maintained their technologically advanced state. In addition there are robots and androids coming in from Luña, a Marzian base for resource acquisition and recruiting, an Urth scientist-sponsored enclave manned by those who have slipped out from under the tyranny of Computer Prime, and even a base for the dreaded Accursed (who come to prey upon the unsuspecting and recruit the malign).

Thus there are many conflicts and competing groups, all busily messing around... critters and technology, spacecraft, and just about anything else possible in the milieu.

Special

Native drugs and poisons, minerals and materia, caches from cataclysmic period, "native" animal forms as associates/guards/mascots.

Physical Appearance

Naturally, the human/humanoid form is norm, but radical mutation and "native" Venuzian species are another matter entirely. (Pending detailing in a sourcebook, the JM might find Edgar Rice Burroughs' Carson of Venus series an inspiration in this regard.)

Campaigns set here must initially use strictly mutant humans, whether minimally, moderately, or greatly changed. JMs may also opt to include a species or two of “native” sort as well for HPs.

MARZ

By terraforming and superscience the planet has become very much more earth-like than expected. As on Venuz, the process required the installation and use of massive drives to increase axial rotation. Axial spin needed to be increased to produce more frequent periods of sunlight. This was done with relative ease, and a “day” on Marz is now 20 hours long. As this was occurring, satellites similar to the Utilisol stations of Urth were put in place to gather and transmit solar energy to Marz. Next the creation of a breathable atmosphere and water was necessary. Both native matter and that created from solar energy was used to generate the needed gases. By matter alteration and conversion of solar energy to matter, water and a breathable atmosphere were generated.

Gravity was deemed a problem, so most of the effort of terraforming the planet was directed at the conversion of the core of the planet into dense metals and heavy elements; in this process not only was gravity increased to 0.6 Urth norm, but the heart of Marz was returned to molten state again, so the planet now generates more internal heat. Marz, a planet of some 55 million square miles of land surface, now has about 20% of its globe (11 million square miles) covered by little polar ice caps, five relatively shallow little fresh water seas (the depth of the deepest, Hellas Sea, averages 100 meters, with a maximum of 350), and eight big lakes (average depth 30 meters, greatest 100) and some hundred smaller ones (6 meters average depth). Rivers carry water from the ice caps down to the seas as the former melt slowly from periodic heating by laser beams focused from orbiting satellites. Canals likewise channel newly converted water and existing liquid to communities for irrigation of fields and maintenance of “natural” park areas. Equatorial day temperature mean averages 71 degrees F, night 46 degrees.

The Marz colony lost much in the War Against Genocide. After the Nebular Flux there was considerable turmoil, and many small groups set up their own governments. But despite the chaotic period, Marz managed to recover and rebuild. It has managed to increase its technology and make advancements in genetic engineering and cybernetics. The planet is now governed by a confederation of semi-independent states, and is the main bulwark against the forces of Luña.

Magick

Functional at 50% Urth standard due to the smaller and weaker biosphere.

Technology

Genetically altered and cybernetically enhanced citizens defend their own planet even as they seek to destroy the enemies of mankind and restore Urth to humanity's rule. Much of the very high technology possessed by Marzians is unfortunately known to both the computer-ruled Urth Defense Force and the murderous robots and androids of Luña.

Conflicts

With militaristic/separatist states in confederation, raiding robots and androids, and with incursions from just about anywhere (such as the Urth Orbital ring, android belt, etc.).

Special

Enhanced personas and advanced weapons, armor and technology.

Physical Appearance

Base human norm, average height 6' 6", narrow, slender build with fine bone structure, long skull. Long hands/feet and fingers/toes. Genetic engineering and cybernetics allow for human norm and more in all areas.

Campaigns initially established on Marz assume that the emphasis will be on science (fiction) and technology, spacefaring, and a lot of missions to penetrate enemy territory, recruit on Venuz, and so forth.

ASTEROID BELT & OUTER PLANET MOONS

There isn't much to be said about the many areas that lie herein. The JourneyMaster is on his own in this regard. Mining stations in the asteroid belt and/or domed bases on the large moons of the giant planets are the most likely points for locating a campaign starting point. Either or both are possible within the game.

Magick

10% effective per the system rules.

Technology

Probably fairly advanced and at a point between Urth norm at the time of the Nebular Flux and that available on Marz now.

Conflicts

Pirates, raiders, any other desired.

Special

Any desired (such as ancient alien base, special psychogenic power mutation, etc.)

Physical Appearance

Probably at or near human norm, but mutations possible due to Nebular Flux.

CHRYSLIS OF THE VOID

This vast interstellar colonization vessel has the following statistics:

Main Ovoid: 3 x 2 kilometers

- 3 "upper" decks for sensors weapons, shuttles, robotics, androidics, equipment, life support, transmitters, stores, etc., the "uppermost" being the big airlock and bay.
- 20 decks divided into mirror images from the "equator" up and down: Lakes, parks, and recreational; City (service industries) and associated towns; Forests for recreation and lumbering; Animal husbandry/farming and villages; Ranches and villages; Crop farms and villages; Truck and flower gardens, orchards, vineyards, and villages; City (manufacturing industries) and associated towns; Water storage (and recycling) and fish and hydroponic farms; and Yeast farms (Fungi "below").
- 3 "lower" decks for drives, gravity generation, fuel, life support, equipment, transmitters, storage holds, shuttles, etc.

Pod Ovoids (10 total): 1.5 x 1 kilometer

Each pod has 10 main decks and two at "top" and for life support, servo robots, storage, etc. Each "bottom" has a fresh or salt water environment as well. There are cryogenically stored tissues for large breeding populations of fauna, plus viable flora materials, so as to assure both in-ship populations and any planted later. The ten main levels are generally formed to have mountains on the two smallest, then steep hills on the next smallest pair, rolling hills on the next smallest, and undulating plains and plains respectively on the four largest as size progresses. Thus, effective habitat area is increased as follows:

- Mountains: 200%
- Steep hills: 175%
- Rolling hills: 125%
- Undulation terrain: 110%

Disposition of Pods:

- 1) North & South American Habitats (except sub-arctic)
- 2) Siberian-Alaskan-Patagonian, Arctic, Antarctic
- 3) Australian, Tasmanian, New Zealand, New Guinea
- 4) India, Southeast Asia, Indochina, Malay Arch. Is.
- 5) Warm oceans & seas
- 6) Cold Oceans
- 7) Japan, China, Himalayan Mtns.& Tibet
- 8) Asian Steppes, Gobi Desert, Middle East
- 9) Europe & North Africa
- 10) Sahara Desert, Central and South Africa

Magick

Operational per the Unhallowed game rules only.

Technology

Range from Primitive to Advanced (c. 2138 CE).

Conflicts

Any possible, according to JM's theory of vessel's inhabitants.

Special

Any possible.

Miscellany

Campaigns set here assume that the Nebular Flux left the Chrysalis in a state ranging from what happened on Venuz through Marz and Urth, depending on shielding. At the broadest this then becomes a microcosm of the solar system; contrarily it can be made entirely different. The vessel can actually be on an interstellar journey, unharmed, and this used as the beginning of an interstellar campaign of adventure, exploration, and conflict with space hazards, planetary environments, and aliens, of course. The latter assumes a highly creative JM, certainly, for support material in this vein will be a time in coming....

COMING NEXT ISSUE

Feature: MAGICK

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MYTHIC

MASTERS

MAGAZINE

For JourneyMasters and players of the **Mythus™** Fantasy Roleplaying Game
and the **Dangerous Journeys™** Multigenre Roleplaying Game System

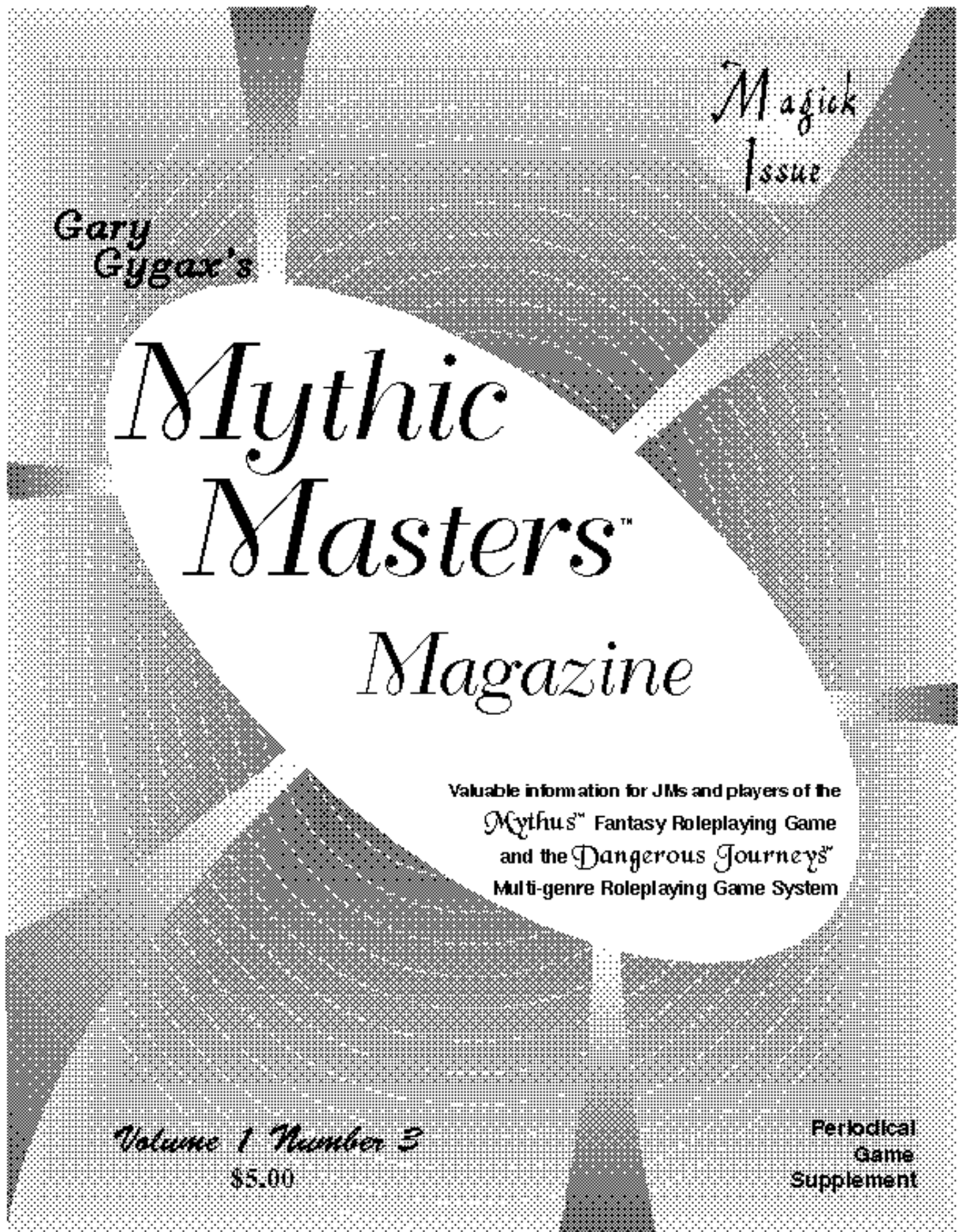
ISSUE #3

Volume 1, Number 3

November 1993

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Publisher: Trigeer Enterprises Corporation
Remaster by R. William Morris, Sept 2024, updated Oct 2024

ORIGINAL COVER GRAPHIC



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Version History

Date	Rev.	Change
September 10, 2024	1.0	Original Release of Mythic Masters Magazine #3 – Remastered
October 22, 2024	1.1	Some basic formatting fixes and a few typos corrected here and there.

FROM THE EDITOR'S PIT

Here are the core rules for a new two-player game that some folks are really big on these days. The game is called *Extermination*.

1.1. You and your opponent are game companies. One is the Big Spender (BS) company, and the other one's the Gasping Defender (GD). This game is played in turns, just like a Play-By-Mail game, and each player pays \$1000 per turn.

1.2. For the opening move, the BS company files a lawsuit against the GD. No good reason is needed. The GD can either vanish, fight, or give up (i.e. give all its property to the BS). But since the GD is hoping to win the game, it hangs in there... first turn is over, everybody pay up. The Bankers (Lawyers) collect and keeps the money.

2.1. The midgame strategy is very simple. The BS company tries to make the game last as many turns as possible – hundreds of turns (\$100,000+) if possible. This is usually done by focusing on every tiny aspect of every minor detail of the lawsuit; if necessary, supplemental BS lawsuits can be filed to make things even more time-consuming. Meanwhile, the GD tries to prove to the Banker that the BS is wasting time. (Since the Banker gets money every turn, instead of paying, that's real hard to do.) The GD may try to win the debates, but this usually has no effect on the game.

2.2. If the GD runs out of money, the BS wins the game regardless of who was right. (Neat, huh?) Otherwise the BS company eventually changes strategy and tries to “settle.” This means that it just wants to quit and go play

with somebody else who's easier to beat. The GD might agree to settle just because it's running out of money, or because it doesn't want to risk a Decision (see below).

3.1. Eventually (in about 10% of the games) the Head Banker (Judge) actually makes a Decision, saying that one side wins the lawsuit. This is a random result, typically determined by whose lawyer talked the most and best, and who passes the most untraceable money to the Head Banker.

3.2. Regardless of the Decision, if the GD and the BS company both have some money left, nobody wins or loses, and both sides can play again. Of course, one of them might not have enough money left, which makes the rematch a lot shorter...

The biggest flaw in this game is that GD and the BS company are playing with real money that you give them when you buy their products. So they don't spend that money on making more and better products; it vanishes into the great black hole of the American legal system.

So if you don't like this game, stop giving money to whoever's running the BS. With less money, the BS company can't play as long, nor as often. On the other hand, if you want nothing but BS products, keep buying 'em; eventually all the GDs will be bankrupt.

The above is a fictional game, and any similarity to real-world persons, companies, or events is a helluva coincidence.

Frank

AUDIENCE PARTICIPATION

Input from our Valued Readers

We have a pile of responses to the Reader Survey (see previous article), but the tabulation of results is a project yet to be addressed, so for now we'll stick with general letters. We're also considering some rules-specific Q&A at some point; anyone interested?

I was delighted to hear about your new magazine for two reasons. First, I enjoy the **Mythus™** game and believe it deserves strong support. Second, I have always enjoyed Mr. Mentzer's creative designs.

I have a few ideas for submissions, but several involve suggesting rule changes (specifically, the HTH, Combat, Lethal K/S areas as an example). Would you consider articles of this kind as proper at this time? The game seems built with an eye towards tinkering, but I don't want to be seen as a know-it-all or rules lawyer.

M.A.H.

Any and all input is appreciated. We're going to run some rules variations soon, contributions from various out-there-in-the-real-world players. Your best approach is to appraise a given rule by its results when you have used it, and then explain the alternative you've developed, tested, and found more suitable for your own game. By publishing your problems and solutions we can help others who may be too shy for (true confessions?) publication.

Is it possible to subscribe with a credit card, and if I do subscribe can I get back issues?

Thanks - S.

Sorry, we don't take plastic yet; we're too small. We have a budget plan, where you pay half now and half later, but that's about it.

You can choose when your subscription starts, within reason. At this point people are still hollering for issues #1 and #2, and we have a few left, so that's rather common. But the supply is dwindling fast.

I just would like to know how articles are handled. From what I hear, Gary has a lot more editorial control than he did back in the old days. Will there be a lot of changes made to the articles submitted? And what about "Official" and "Unofficial" status – do all articles have Gary's approval and thus become a full or at least optional "official" addition, or are all assumed to be "Unofficial"?

Thanks Again... T.M.D.

Gary wears a hat that reads "Game Expert," and I wear one that says "Editor." So I make the editorial decisions, and he rarely complains – and vice versa regarding any & all game details.

*Everything Gary writes is Official, and everything else isn't, until I hear differently. However, anything submitted will certainly be considered for inclusion in the next edition of the **Mythus™** game. Furthermore, many points brought out by reader comments and submissions have helped the planning of what to put in future genres, such as the **Changeling™** Game. So Official or not, what you create has great value to Gary and to the **Dangerous Journeys™** game system. Please remember that nearly every article in MMM to date was written by Gary Gygax, except where noted otherwise.*

I know you support AOL and Genie distribution [of the Electronic version of MMM]. Are there any plans for a full Internet distribution?

M.P.

While we're aiming for Internet distribution, at this point that would require an Internet account. AOL and Genie don't permit the sending of attached files through their Gateways, so we're limited (at present) to those systems for the Emag.

We're also staying abreast of new developments, however, so we'll probably tap into the Internet directly at some point. As a dually-distributed (paper & Emag) pro gaming 'zine – the only one, as far as we know – we have the responsibility of leading the pack... [grin].Dimension Hopping

Game System News from Gary Gygax

Confession time: this Hoary-Headed Author loves to mix fantasy and science fiction. I chose the genre of Weird-Science/Fantasy for the **Changeling™** Game genre because I feared I would end up having to write the vast majority of the game material alone. That might turn out to be prophetic, for as of this date I haven't heard from anyone else who has a desire to co-develop the work(s). I am torn in that regard. I would, in truth, enjoy doing it all by myself. There is a big downside to that, however. If that turns out to be the case, the genre won't be ready for submission to the publisher for many, many months – like late 1995 or so, for a 1996 release. I would prefer that enthusiasts have it sooner. But enough of fretting and back to the point.

The mix of genres to create the unique Weird Science Fantasy nicely rounds out the whole magickal aspect of the **Dangerous Journeys™** Multigenre Roleplaying Game System. With its release, magick will be treated in three genres – fantasy, supernatural, and the combined milieu. If one considers the psychic a sort of offshoot of magick, or at least a

magick-like effect, then there will continue to be such in other genre releases. The system will mitigate that by including resistances, of course, and then toss in “future science” with its magick-like effects. If “matter transmitters” and “beaming up” aren’t magickal, then I don’t author fantasy.

All manner of JMs and players keep querying about which genres will be covered under the system. The proposed **Changeling** game was received with uniform applause. Perhaps those less excited refrained from conveying their dismay, but I think that there is great anticipation. Nevertheless, all fans then asked something to this effect: “What comes after this?”

What comes next is pretty much up in the air at this time. The **Dangerous Journeys™** Game System can do just about anything you desire. Yes, we can handle the Cyberpunk genre nicely, thank you, given a compelling milieu and someone willing to sit down and codify the appropriate information into rules and systems. Science Fiction? Of course. In two or three separate games too, I assert! Is there more? Possibly. How about a realistic post-holocaust game? Is there interest in Super-Heroic Persona crime-busters? And there’s the general genre of crime and mystery too... In short, the whole world of fact and imagination is wide open for development of genre modules for the system.

Now then, which will be done? That’s up to a lot of things, but mostly dependent upon you, the fans. If sufficient numbers call for the publication of a genre, it will be published. “When” is the second factor in the equation; time is very constrained in regards your Obedient Designer. If I sat down at the ol’ Macintosh™ computer and worked assiduously each and every day on production of material for the **Dangerous Journeys** Game System, it would still take me years and years to complete. And aside from the sheer volume, I’ll also have to do considerable research.

That’s why I enjoy sharing creation with others. If there are co-developers, the time required to produce a genre module or any related work might be cut down by nearly half, and certainly it will take far less time in regards research and basic exposition. Because I have other writing commitments, editorial duties, and so forth, it is impossible for me to spend even the majority of my time writing material for the system. With assistance we can manage to produce new game genre and support works in a timely manner. Without, I can possibly do one a year.

The questions of readers’ preference are aimed at finding out what you really like – herein and in regards to new material. Help yourselves by letting us know what you really, really want! This column (besides giving you some insight as to what’s going on with publishers, me, and the game system) also serves as our recruiting office...we hope. Let me put it to you this way. Wanna write? Seriously, if you are able and knowledgeable, and use a Mac with Microsoft™ Word 4.0 or better, maybe we can talk.

In this regard, an Ardent Author did stop by the GDW booth at the GenCon™ game convention to inquire about writing a game module for the **Dangerous Journeys** Game System. I was there to greet him most cordially, to enthuse, and to direct him to contact Trige Enterprises regarding this. Possibly this will develop, and then there will be another set of genre rules and milieu in development. If so, it will probably beat the Changeling Game into print... unless someone is anxious to assist there. What genre was discussed? Never mind. Remember, the walls have ears! It is a good one, popular now too, and with the **Dangerous Journeys™** game system can be a wonderful roleplaying subject. If you hear nothing more about it, that will indicate failed contact or inability to reach accord on design, or terms. Otherwise one of these days maybe they’ll let me surprise Devoted Readers with the first announcement of a fourth genre for the system.

Dave and Michele Newton are likely to soon begin work on a bestiary for the Phæree™ realm. Let’s all give them three (or more) cheers! Greg Timm is nearly finished with his work on a pantheons book for Babylonian and other deities. More cheers! All I need now is a big block of editorial time. Also, an Informed Creative Type was good enough to contact us about development of deital information for the Manitou and related pantheons (Amazonia and the Narrow Land, o’course). Let’s all hope that works out, for that will mean in a couple of years there’ll be hard data for same.

So what else is new? Well, there’s no publisher as yet for the Setne Inhetep trilogy. Being what they are, it might take a year to locate one interested, then another year for the editor to let us know they are interested! Bah. I look forward with unabated enthusiasm to the day when New York book publishers will take a step into modern times and begin using computers, yet I neither hold my breath nor place much hope in this. There are a couple of other fantasy novels in the works too, but they aren’t tied to the **Dangerous Journeys™** Game System as is the **Magister™** Trilogy, so I won’t bother you with details.

What I have been doing of late with most of my work time is developing a milieu for a computer game software publisher. I can’t say a whole lot, but you can rely on this. There’s a lot of fantastic stuff involved, and it is for computer roleplaying. The process is educating me a good bit on what is needed for such a medium, and at the same time is honing my desire to further develop the Changeling Game material. ‘Nuff said.

I must also confess one last thing. The players in my campaign have been grouching mightily. I took them into a rather involved and dangerous quest to discover the whereabouts of the nymph Daphne; seems she’s disappeared, and foul play is suspected. Certain Norse gods and similar entities attempting to muscle into Greco-Roman pantheon territory in Savoy are suspected. However, some trickster of considerable power sent the HPs into Neptune’s realm, and to escape from there they had to perform a small service for that deity. A brief visit to the islands of Alzorax, a brush with the

dreaded Atlantlan Ancient Evil One, Qalkhru, and zap! The team found themselves different personas on a strange planet...with another game system.

I cobbled up some temporary rules to fit the story I was doing for the computer company (another designer is developing the actual rules and systems for the game, but with what he's told me and my fertile mind, this was no difficulty). After long play sessions, they began to band down their **Mythus™** Game rulebooks and demand a return to roleplaying ala that system. By the time you read this I suspect they will have fulfilled their mission and indeed been sent back

“home.” Neptune awaits... In taking on the rather 'hack & slash' portion of the adventure they have really done well, despite some groans and yearning for more complex personas to utilize in interaction with the milieu. JMs take note: I plan to reward their steadfast play and loyalty with a point or two addition to each TRAIT, and some AP/Gs and AP/Ss too. If you conscript your players for involuntary service, then make them proud veterans thereafter.

Whatever is brewing most recently will be covered in this column, so be sure to check us out next month.

SUBMISSIONS POLICY

At this time the **Mythic Masters™ Magazine** is not paying cash for publication of submissions. If you are considering sending something in, all you can expect for your effort is seeing your name in print, a lot of thanks from the editors and readers, and an extension of your subscription by 1 or more issues. This policy may change in the future if circulation enables cash payments.

Material submitted for consideration for publication herein must be in manuscript form and typed or clearly printed. Macintosh disc submissions in plain text (ASCII) or in Microsoft Word (any version) will receive preferential treatment! Submissions longer than about 500 words must be on Mac disc in ASCII or MsWord; we simply don't have the time and resources to transcribe lengthy typed or hand-written material.

To be returned if unpublished, a submission must be accompanied by a stamped & addressed return envelope. Otherwise unaccepted submissions will be (ahem!) filed away.

“Desirable material” is that similar to what's in this magazine – considered by the editor as likely to be of interest to a broad segment of the readership. We are interested in really great adventure scenarios, whether for inclusion in **Mythic Masters™ Magazine** or some other form of publication (or both). Short scenarios are probably usable only herein.

Of special note, general messages (Electronic mail, aka E-mail) – most certainly including letters to the Editor – may be

sent directly to the Publisher and/or Editor by way of either of two computer networks, America Online (AOL) and GENIE. On AOL, address such missives to logon name “GaryGygax” or, if to the Editor, logon “Mythic” (the latter being more often checked). The Editor (only) is available on GENIE at logon “F.Mentzer.” When sending messages via the Internet and/or from other networks, address all Email to “Mythic@aol.com.” Please note that the Internet Gateway does not, as yet, permit transgateway file transmission, so manuscripts may be submitted electronically only within the AOL or GENIE networks themselves. For more information on the America Online network and its “Online Gaming Forums” (OGF), please call: (1) 800-827-6364.

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Submissions must be marked as “MMM Submission” on the envelope and sent to:

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PHÆREE TALES

...by Dave Newton

Greetings, once again! This is the second article in a series of sneak previews of upcoming supplements for the **Mythus™** Fantasy Roleplaying Game. As mentioned in the last issue, we will be concentrating on the creatures of Phæree, as presented in Gary Gygax's **Epic of Ærth™** Companion Volume. The statistics covered in this and upcoming months will be eventually released in the second volume of the **Mythus™** game bestiaries, tentatively entitled **Phæree Beastiary**.

In last issue's article we took a peek at a few of the ruling races on Phæree. While there, we saw what the typical Ærth adventurer might expect, should he or she encounter these dominant forces on that magickal world. This month, we will shift our focus a bit, and look at a few of the more reclusive beings that dwell on Phæree: Giants.

Varieties of giants inhabit each of the three realms of Phæree. These humanoids range from near-human in appearance and disposition to grossly exaggerated monsters of foul temper and horrid visage. Oft solitary and retiring, the giant races of Phæree are typically found atop high, rocky crags, on desolate islands, or deep within hidden subterranean caverns. In this issue we will cover one of each sort, beginning with the Seelie Court.

One final note before we launch into the descriptions. In addition to their PMPow bonus, all giants gain a Physical Damage bonus when wielding weapons, due to their large mass. The *Weapon Damage Bonus for Great Mass* table from **Mythus™** p 225 is reprinted above for reference.

ÆRTH GIANTS

Gathering around the magick portal, we watch the shifting mists as they begin to dissipate, revealing a majestic sight. The locale appears to be high atop a rugged promontory in a mountainous region. It is sometime around noon, and we are afforded an excellent view of the surroundings.

The landscape is incredibly rough, and normal passage through this area would be nearly impossible without mountain climbing equipment.

As we absorb this breathtaking sight, we hear the clatter of loose stones nearby. A glance in that direction reveals the source of the disturbance – a large humanoid picking his way through the crags with apparent ease. He is dressed in skins and

Weapon Damage Bonus for Great Mass*

Type of Projectile	Mass of Creature			
	3x Human-Size (450 – 800 lbs.)	6x Human-Size (900 – 1,500 lbs.)	12 x Human-Size (1,600 – 3,500 lbs)	24x Human-Size (3,600 lbs. & up)
Hand-Hurtled	+1	+2	+3	+5
Device-Propelled**	+2	+3	+4	+6

* Bonus applied *per die* of damage
 ** The wielder must actually be large enough to operate the giant-size device propelling the projectile

ragged clothing, and at his side hangs a monstrous club. The giant (for that is surely what this massive individual must be) is grizzled and ruddy, and seems to be quite at home in this terrain. At one point, his passage impeded by a large boulder, he stops briefly, gesturing at the rock. Within a few moments it begins to crumble into a multitude of small stones, and he nonchalantly continues over the spot.

Though outwardly he appears dull-witted, he is obviously more perceptive than we thought, for suddenly he stops and turns in our direction. In an instant, he grabs up a nearby boulder – and hurls it in our direction with a deft two-handed throw! Luckily, the throw is wide, and we waste no time in closing the portal before his aim improves.

Giant, Ærth

Identifier: Humanoid, Giant

Habitat: Exterior Phæree

Size: 6x human-size (12' tall)

Number Appearing: 1 (or 2-4)

Modes & Rates of Movement:

Walk: 135 yards per BT

Trot: 270 yards per BT

Run: 405 yards per BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Combat, Hand Weapons: 60+6D10

Combat, Hand Weapons, Missile: 60+6D10

Mountain Climbing: 60+6D10

Geology/Mineralogy: 40+4D10

Perception, Physical: 40+4D10

Survival: 40+4D10

Endurance: 20+2D10

Hunting/Tracking: 20+2D10

Masonry: 20+2D10

Joss Factors: 1-3

Dodging/Avoidance: Nil/ 22, 24, 12

Attractiveness: 5-20 (2+3D6)

Inner Beauty/Ugliness: +1

Invulnerabilities: Nil

Susceptibilities:

Dangerous Journeys

Insinuation: Ferrous Metals (x2)

Contact: Ferrous Metals (x1)

Allergy: Exposure to Ferrous Metals (100 pounds in 10 feet) inflicts 1 point of Physical Damage per Critical Turn

Average Armor Protection: 6

Quirks: Nil

Attacks

Attacks	BAC	Damage Type	Damage
Fist (x2)	50	B/I*	2D6+24
Bludgeon	60	B/I*	3D6+24
Boulder	60	B/I*	4D6+26**
* Impact damage may not be absorbed by non-magickal armor			
** Includes damage bonus for great mass			

Powers

Crumble

Area of Effect: Up to 50 cubic feet *Time:* 5 CTs

Delivered by: Gesture *Duration:* 5-50 ATs

Range: 10' *Frequency:* At will

The effect of this power is exactly the opposite of the Grade V Dweomercraft (Elemental School) *Solidification* Spell. All natural or artificial stone surfaces, formations or structures are turned into gravel and/or sand. While ground surfaces will revert to their former state after the duration, most structures will likely collapse when this power is used.

Quagmire

Area of Effect: 25' diameter surface *Time:* 1 CT

Delivered by: Gesture *Duration:* 1 hour

Range: 50' *Frequency:* At will

This power's effects are virtually the same as the Grade III Dweomercraft (Elemental School) *Quagmire* Cantrip.

Statistical Detail

Base Scheme (+/-1D6 per ATTRIBUTE, +2 PN bonus)

M: 40, EL: 32 P: 360, WL: 270, CL: 324S: 40, EL: 32
MR: 20 MM: 20 PM: 180 PN: 180 SM: 20 SP: 20
MRCap: 8 MMCap: 8 PMCap: 72 PNCap: 72 SMCap: 8 SPCap: 8
MRPow: 6 MMPow: 6 PMPow: 36 PNPow: 36 SMPow: 6 SPPow: 6
MRSpd: 6 MMSpd: 6 PMSpd: 72* PNSpd: 72* SMSpd: 6 SPSpd: 6

* divide by 6 for effective PMSpd and PNSpd of 12

Armor Scheme

	Pierce	Cut	Blunt	Fire	Chem	Stun	Elec
Ultra	8	8	8	0	0	8	0
Super	6	6	6	0	0	6	0
Vital	4	4	4	0	0	4	0
Non	2	2	2	0	0	2	0
Average	5	5	5	0	0	5	0

Commentary & Description

Ærth giants are solitary and reclusive beings who dwell high in the mountainous regions of Phæree. Their name comes from their close attunement to the element, and they possess limited Heka powers related to its manipulation (up to 500 points). They are about 12' tall and have Superior strength, though their intellect is only of Low or better. Ærth giants are

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able to throw massive boulders (Rate of Fire: 1 per CT) with the following range guidelines:

PB: 15 yards, Short: 30, Med: 60, Long: 90, Extreme: 120

Although generally benevolent, Ærth Giants resent intrusion and should be approached cautiously. Anyone entering their home territory uninvited will in all likelihood be attacked with a Physical or Heka-based assault.

ETTINS

The foggy shrouds of our portal clear away to reveal a dusky, rocky cave mouth. The darkness is intense here, but somewhere far above we sense the dull purplish glow of the interior "sun" of the Goblinrealms. In addition to the dim light filtering through the portal, we also become aware of some foul-smelling odor from nearby.

With a scuffling sound, a shadowy figure rounds the rocky boulders surrounding the entrance, and suddenly we are face to face with a huge, two-headed humanoid not twenty yards away.

It seems as surprised as we. In rapid succession, the two heads look from us to each other several times, alternately squinting and leering at us before turning back. With an exchange of growling words between the two, followed by a pair of simultaneous grunts, the two heads finally turn back in our direction to fix us with glares from both pairs of the creature's deep-set beady eyes.

Yes, my friends, this is an Ettin – one of the Goblin races of giants. They are ugly and stupid, but also cunning and capable of wielding Heka. Often found in Subterranean Phæree, they mostly dwell in caverns on the fringes of the Interior world. They are almost always solitary, luckily for us.

As the thing starts to take a cautious, measured step towards the portal, it stops abruptly. It has sensed the iron we bear. Yes, it is wise for you to draw your swords, for Ettins – like many Phæree dwellers – are very susceptible to the cold iron of Ærth. Again its heads swivel back toward each other, as if to question itself on whether we are worth the risk.

One hand begins a gesture, and we see the eyes roll back in the head on the left. The other head orients on us, and the hand on the same side draws a large dagger, drawing back as if to throw. Again we close the portal scarcely seconds before the deadly combination attack can be completed!

Giant, Ettin

Identifier: Humanoid, giant

Habitat: Interior Phæree

Size: 6x human-size (15' tall)

Number Appearing: 1 or 2 (very rare)

Modes & Rates of Movement:

Walk: 120 yards per BT

Trot: 240 yards per BT

Run: 360 yards per BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Combat, Hand Weapons: 60+6D10
 Criminal Activities, Physical: 60+6D10
 Perception, Physical: 60+6D10
 Combat, Hand Weapons, Missile: 40+4D10
 Hunting/Tracking: 40+4D10
 Subterranean Orientation: 40+4D10
 Endurance: 20+2D10
 Survival: 20+2D10

Joss Factors: 0

Dodging/Avoidance: Nil/ 12, 20, 6

Attractiveness: 3-5 (2+1D3)

Inner Beauty/Ugliness: -3

Invulnerabilities: Nil

Susceptibilities:

Insinuation: Ferrous Metals (x2)

Contact: Ferrous Metals (x1)

Allergy: Exposure to Ferrous Metals (100 pounds in 10 feet) inflicts 1 point of Physical Damage per Critical Turn

Average Armor Protection: 6

Quirks: Nil

Attacks

Attack	BAC	Damage Type	Damage
Claw x2	45	C	2D6+20
Smash	45	B/I*	2D6+20
Boulder	50	B/I*	3D6+22**
Weapon	50	by weapon	by weapon + 20

* Impact damage may not be absorbed by non-magical armor
 ** Includes damage bonus for great mass

Powers

Air Like Stone

Area of Effect: 100 cubic feet *Time:* 1 BT
Delivered by: Word and gesture *Duration:* 10-30 ATs
Range: 20 yards *Frequency:* 3 times per day
 This power is similar in effect to the Grade III Dweomercraft (Elemental School) *Stonebarrier* Spell (q.v.).

Stone passage

Area of Effect: Individual *Time:* Instant
Delivered by: Word and gesture *Duration:* 5-30 ATs
Range: Self *Frequency:* At will
 Similar to the Grade VI Dweomercraft *Pass Through Stone* Spell (q.v.).

Statistical Detail

Base Scheme (+/-1D6 per ATTRIBUTE, +2 PN bonus)

M: 40, EL: 32 P: 320, WL: 240, CL: 288S: 20, EL: 32
 MR: 20 MM: 20 PM: 160 PN: 160 SM: 10 SP: 10
 MRCap: 8 MMCap: 8 PMCap: 64 PNCap: 64 SMCap: 4 SPCap: 4
 MRPow: 6 MMPow: 6 PMPow: 32 PNPow: 32 SMPow: 3 SPPow: 3
 MRSpd: 6 MMSpd: 6 PMSpd: 64* PNSpd: 64* SMSpd: 3 SPSpd: 3
 * divide by 6 for effective PMSpd and PNSpd of 10

Armor Scheme

	Pierce	Cut	Blunt	Fire	Chem	Stun	Elec
Ultra	8	8	8	0	0	8	0
Super	6	6	6	0	0	6	0
Vital	4	4	4	0	0	4	0
Non	2	2	2	0	0	2	0
Average	5	5	5	0	0	5	0

Commentary & Description

Standing 15' tall, the two-headed ettin giant is a malign and cunning monster that dwells in rocky areas throughout Interior Phæree. Although it is stupid, it still possesses Moderate Heka powers (up to 1700 Heka points), and is capable of utilizing such in conjunction with a simultaneous Physical attack. Ettin giants may occasionally (20% chance) be found in pairs, but are most often solitary.

Ettin giants are able to throw boulders (Rate of Fire: 1 per CT) with the following range guidelines:

PB: 5 yards, Short: 10, Med.: 20, Long: 30, Extreme: 40

STONE GIANTS

Again we part the mists of the portal to reveal the sight of the otherworld of Phæree. This time we appear to be viewing a subterranean cavern complex. The walls are lit dimly by what we call Welcome Lamps, those phosphorescent moss growths of the subterranean world.

As our eyes become accustomed to the gloom, we also begin to hear sounds coming from nearby. Across the broad cavern floor, a pair of stocky humanoids dig carefully at the hard stone wall. Broad and muscular, these beings might be mistaken for exaggerated dwarves, except for their great size.

Deftly working at the wall with picks and shovels, they pause briefly from time to time to examine the material they are so cautiously extracting – stones, minerals, and gems. They appear to be pleased at what they are finding, as much of it goes into the large pouches at their sides. They are engrossed in their work and seem oblivious to our presence – though we suspect that our reception would be much like those of the other giant races should they become aware of us. We observe silently for a few moments more, and then close our enchanted window to the otherworld.

Giant, Stone

Identifier: Humanoid, giant

Habitat: Subterranean Phæree

Size: 6x human-size (10-12' tall)

Number Appearing: 1 or 3-5 (2+1D3)

Modes & Rates of Movement:

Walk: 150 yards per BT

Trot: 300 yards per BT

Run: 450 yards per BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Dangerous Journeys

Geology/Mineralogy: 60+6D10
 Mines and Mining: 60+6D10
 Subterranean Orientation: 60+6D10
 Combat, Hand Weapons: 40+4D10
 Combat, Hand Weapons, Missile: 40+4D10
 Gemology: 40+4D10
 Perception, Physical: 20+2D10
 Speleology: 20+2D10
 Survival: 20+2D10

Joss Factors: 1-3 (1D3)

Dodging/Avoidance: Nil/ 22, 22, 12

Attractiveness: 4-14 (2+2D6)

Inner Beauty/Ugliness: 0

Invulnerabilities: Nil

Susceptibilities:

Insinuation: Ferrous Metals (x2)

Contact: Ferrous Metals (x1)

Allergy: Exposure to Ferrous Metals (100 pounds in 10 feet) inflicts 1 point of Physical Damage per Critical Turn Exposure to sunlight (or equivalent) inflicts 1 point of Physical Damage per Critical Turn

Average Armor Protection: 14

Quirks: Nil

Attacks

Attack	BAC	Damage Type	Damage
Fist (x2)	45	B/I*	2D6+24
Bludgeon	55	B/I*	3D6+24
Boulder	55	B/I*	26**
* Impact damage may not be absorbed by non-magickal armor			
** Includes damage bonus for great mass			

Powers

Alter Substance

Area of Effect: 100 cubic feet *Time:* 5 CTs
Delivered by: Touch *Duration:* Permanent
Range: Touch *Frequency:* Once per day

Similar to the Grade VI Dweomercraft (Elemental School) *Abram's Elemental Manipulation* Formula (q.v.), with the exception that only mineral substances may be so altered.

Stone passage

Area of Effect: Individual *Time:* Instant
Delivered by: Word and gesture *Duration:* 1 AT
Range: Self *Frequency:* At will

Similar to the Grade VI Dweomercraft (Elemental School) *Pass Through Stone* Spell (q.v.).

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Transparent Ærth

Area of Effect: See below *Time:* 1 CT
Delivered by: Thought *Duration:* While concentrating
Range: Touch *Frequency:* At will

Similar to the Grade IV Dweomercraft (Gray School) *Transparency* Formula (q.v.). The area of effect varies with the density of the material: 1000 cubic feet of dirt, 100 cubic feet of stone, 10 cubic feet of metal.

Statistical Detail

Base Scheme (+/-1D6 per ATTRIBUTE, +2 PN bonus)

M: 70, EL: 56 P: 340, WL: 255, CL: 306S: 40, EL: 32
 MR: 35 MM: 35 PM: 180 PN: 160 SM: 20 SP: 20
 MRCap: 13 MMCap: 13 PMCap: 72 PNCap: 64 SMCap: 8 SPCap: 8
 MRPow: 11 MMPow: 11 PMPow: 36 PNPow: 32 SMPow: 6 SPPow: 6
 MRSpd: 11 MMSpd: 11 PMSpd: 72* PNSpd: 64* SMSpd: 6 SPSpd: 6
 * divide by 6 for effective PMSpd of 12 and PNSpd of 10

Armor Scheme

Area	Pierce	Cut	Blunt	Fire	Chem	Stun	Elec
Ultra	16	16	16	8	8	16	8
Super	12	12	12	6	6	12	6
Vital	8	8	8	4	4	8	4
Non	4	4	4	2	2	4	2
Average	10	10	10	5	5	10	5

Commentary & Description

Although these giants are around 10-12' tall, they are broad and muscular as dwarves, so they resemble exaggerated versions of the latter. They are subterranean in habitat, love minerals, and dislike the exotic (anything outside their particular sphere). Very Superior physically, but of average intellect at best, Stone giants have only Limited to Moderate Heka powers (usage of up to 1900 Heka points).

Stone giants are able to throw boulders (Rate of Fire: 1 per CT) with the following range guidelines:

PB: 10 yards, Short: 20, Med.: 40, Long: 60, Extreme: 80

And with that we conclude this issue's glimpse of giants. While we didn't meet all of these races native to Phæree, you should have a good idea of what the others might be like – and 'jolly' is not the first word that comes to mind!

NEXT MONTH: More Humanoids (Drow, Goblins, & Orcs)

FEATURE SECTION

MAGICK

CONVERTIBLES

From Created Castings to Standards

by Gary Gygax

Journey Masters have certainly had to bear the brunt of complaints from those players who are bent on developing their Heroic Personas into the most powerful Heka-wielders of all time and probability. This is not an aspiration to be disparaged, but I hardly need say that it should be a virtually unattainable goal. Nonetheless, each Heka-employing HP with the ability to utilize castings will quickly cobble up new ones of his or her own devising. Then, of course, such individual will begin to bemoan the cruel fate that requires such exorbitant amounts of magickal energy points for using the special Cantrip, Spell, or whatever. Well, once the campaign is underway for a sufficient period there is hope for the beleaguered Mage, Priest, or other practitioner.

Yes, there is a method by which the Journey Master can allow a Specific Casting to be considered as Archetypal or Tutelary! There are seven steps the JM should follow in this process. I'll list them here as a handy reference for the balance of this article and as a clip-and-swipe file for attachment to the campaign if the JM so desires. The seven steps are:

1. The player determines his HP is going to create a Specific Casting, and thoroughly researches the rules to ensure that he wastes neither his nor the JM's time in regard to this creation of a Specific Casting.
2. The player writes down all aspects the Casting as if it were in the rules, i.e. using the format of the book. Appended to this exposition must be a worksheet showing each and every Heka point cost consideration applicable.
3. The Journey Master examines the work with critical care, adjusting TAD, R&D, etc. so that the final version is correct and the approved Heka point cost of the Specific Casting is fair.
4. The Journey Master determines the Grade of the new Specific Casting, basing his rating on commensurate Archetypal/Tutelary ones and the Heka point cost approved for the casting. This process will possibly cause the Grade to increase from the number suggested by the player.
5. Both the JM and player add the Specific Casting to their game material, so that when the HP attempts to use the Casting they each will have the necessary data.

6. Once the HP successfully activates the Specific Casting in a setting that accurately reflects one which is applicable for the general use of the casting, the ACE total of Heka is reduced by 10% when the Specific Casting is next employed. This reduction can be doubled in the case of a Special Success. Each further successful activation of this nature will continue to lower the Heka point cost of the Specific Casting until it is at approximately at the cost of standard castings of the same Grade (such Grade as initially determined by the JM). Note: The JM might opt to keep it higher in Heka point cost by a Grade or two (or 20% above base) until a Special Success occurs, at which point it might drop to the base cost of castings of the Grade assigned.
7. At such time as the HP allows (or otherwise cannot prevent) a copy of the Casting to be held by another individual, then there is dissemination of the Specific Casting. In a year or so it will be known locally. In ten years it will be known nationally, and in a hundred it becomes common Ærthwide.

Step one is the beginning, obviously. Also apparent is the likelihood of the player setting about creating a cheap Casting aimed at answering every dilemma with which his or her HP is likely to be confronted. Why belabor so obvious a point? To discourage the attempt right away. A world-altering casting is going to take tens of thousands of Heka points. Don't bother with the rest of the process if it is an exercise in futility, save for a Great or higher deity! Players, pay attention. Be sensible in what you propose.

The second step has a dual purpose. First of all, by actually sitting down and writing up the casting as if it were "from the book," the player gets a better grasp of exactly what he wishes to accomplish, and at the same time understands the rules better. Be sure that you quantify the effect(s). If a missile is involved, for example, how fast does it travel? What Damage does it do, and what type if PD (Blunt, Cutting, Piercing, etc.)? When the work is finished to the player's satisfaction, the result should be something that might be included in the **Mythus Magick™** book without being noted as aberrant and commented upon by an outside reader. (If you blush when you look at it thus, perhaps the casting needs some modification....) If your Specific Casting passes this test in your eyes, it must then go to the Journey Master.

Step three is certainly the acid test, so to speak. The JM will look at the proposed new Specific Casting as if he were an outsider. By comparing and contrasting it with like castings,

especially within the same K/S Area, the JM can decide the merits of the matter with relative ease. The JM will always keep an eye on the Time, Area, and Distance portions, as TAD is a critical measure of the casting. Even if they are properly paid for, sometimes the desired factors can't be attained when considering the end result. For example, a full-blown storm out of a clear sky can't be generated in a short time. There must be a delay between activation of the casting and the commencement of its Effect/Force/Material (E/F/M). If all seems right, it is then necessary to check the Heka costs, and the JM will do so carefully. Shaving a few points here and there is a likely ploy for the intelligent and creative player, just as is ignoring applicable Heka cost consideration areas. The JM must make certain that all applicable costs and adjustments are included in the total Heka point accounting. Close attention must be given to the Plane/Sphere costs attributed to the casting, for allowing something to slip by here means a far-undervalued final Heka energy (Grade) cost.

The fourth step involves a fair amount of subjectivity. By comparing and considering of the cost, the Journey Master must place the Specific Casting into a Grade. The benchmark of the Archetypal/Tutelary castings provided should be the major factor in such a determination. Actual Heka cost could be anywhere from just a little above such Grade cost to five times greater, or more. Here is a rule of thumb for the JM in regards to Heka cost:

Up to 3x cost can be in the same Grade, i.e. a Grade V Specific Casting at up to 300 points of Heka is probably okay.

If cost exceeds Grade by more than a 3x factor, the Specific Casting should probably be bumped up one or more Grades, i.e. if it costs 400 points, move it from Grade V to VI, and at about 500 it might be Grade VII.

Now, I know that there are Archetypal/Tutelary castings listed in the book to which this rule of thumb doesn't apply. So what? Those magical works are assumed to have been around for centuries, pared to the bone as far as Heka requirements are concerned. Got that? Good! You are the JM, and it's up to you, but there's the extra ammunition to use in this regard if you need it. Of course, you can simply ignore the above rule and make determinations based solely on your campaign.

Moving on to the fifth step, it seems too elementary to mention, but think of this: What happens if the JM doesn't have a copy of the casting when the HP employs it? The potential for abuse is great. The Journey Master must have an exact copy of the Specific Casting. His copy is the "true" one, and anything different on the player's record is null and void until it is reflected in the JM's version. Upon this the Journey Master must insist.

Step six is also one that should be quite self-explanatory. Until the Specific Casting is actually employed successfully in a situation commensurate with the usual application, it can't be known how well it works. That is, "laboratory" tests are fine, but until "field tested," it is experimental! And by the way, the JM might rule that a Special Failure of any Specific Casting not previously successfully activated indicates that HP will never be able to create a casting of that sort. If the initial attempt results in a Special Success, the bonus of 20% reduction to Heka cost on the next successive use of the casting is quite sufficient. The JM might well decide that despite the HP's best efforts, he will never reduce the cost of his Specific Casting all the way to the same as that for an Archetypal/Tutelary casting of the same Grade. In regards partial practitioners or practitioners of the non-Full Practice arts whose STEEP is below 50, this is certainly recommended. Thus, cost might always be one Grade above the stated rating of the casting. For instance, a Specific Casting of Grade I difficulty would then cost 35, not 20 points, one of Grade II 50 not 35, and so forth. Final cost is strictly a matter for the JM's decision.

I have a rule of thumb for this, too. If the HP devising the Specific Casting is Very Highly skilled (STEPP 51+), then the cost will eventually be that of Grade; he is a past master and knows his art. A Highly skilled HP (41-50) might get the cost to the Grade just one step above that of the Specific Casting, Special Success during an initial use indicating its cost is actual Grade. All others will pay a two-Grade penalty without a Special Success in the first attempt; that gains them a one-Grade penalty only. Again, these are my suggestions, not anything the JM must follow.

Finally, the seventh step consideration regarding dissemination of the Specific Casting must be considered. Let's face it, folks, the HP creating the casting has spent a lot of time experimenting and note-taking. When all is complete, he or she has a copy of the material pertaining to his Specific Casting. Whenever it is employed, any observers know something about it. However, until he or she actually distributes written details, or someone manages to get such documentation, the casting remains personal and private. A good casting will certainly elicit considerable interest, and possibly an avaricious desire in some quarters. This can be a matter of considerable fun in the campaign. The slow-spread note is simply a dry matter of fact.

Here is an example of a Specific Casting in process. Let's assume that a certain HPG named Magister Setne Inhetep decides he needs a unique bit of enchantment to employ against those of the Netherplanes. Here's what the finished casting would look like when submitted to the Journey Master (in this case Thoth) by the player to whom this HPG belongs.

Priestcraft, Ethos of Balance

Casting Grade V

Drain Negative Heka Energy (Charm)

<i>Time:</i> Instantaneous	<i>Other Heka Costs:</i>
<i>Area:</i> 1 Subject (up to 1 cubic chain)	<i>R&D:</i> 1:1 above 99*
<i>Distance:</i> Sight (to 1 chain)	<i>Other:</i> 1 pt. per D6 additional**

* Specific to Inhetep, otherwise the caster's SM CATEGORY

** subject to a maximum number of D6 equal to the caster's SM CATEGORY

E/F/M: When this Charm is employed the caster automatically depletes the subject's supply of Negative Heka energy, whether personal or contained in reservoirs or both, by an amount equal to the caster's Spiritual TRAIT. An additional amount of Heka up to the caster's SMCap in points of Heka can be expended to drain more energy from the subject. If additional Heka is invested in the Charm, then it likewise drains away the subject's Negative Heka energy, each 2 points of Heka so invested draining 1D3 points of Negative Heka. The loss can be recovered by the subject only after a period of not less than 1 day and then only through means normal to that subject.

Now let's see what this will cost in Heka points:

ACE Costs	
Time (Instantaneous)	1
Area (up to 1 cubic chain)	15
Distance (up to 1 chain)	15
"ACE" Total	31
Charm	30
Canon employed = Darker Mysteries	100
Plane/Sphere drawn from = Entropical	70
Entry Cost to Supernatural Place	20
E/F/M result = Against subject's nature	5
Augmentation or Reduction of Nature	
Consideration	5
Change of Nature Consideration, moderate	5
Passive/Active Usage = active damage	10
Total Other Costs	255
Final Total Cost	286

Total cost of the Charm, without addition for Resistance and added Heka draining, is thus 286 points. This falls nicely into the Grade V limits, so the JM agrees that that's fine. However, as Heka above the ACE level is 255, he rules that the HP must spend 3 weeks plus (255 divided by 10=) 26 days doing nothing but working on this casting. The player shoots back that the HP is very skilled at not only Priestcraft-Religion but also Dweomercraft-Magick, having K/S STEEP of over 80 in both! The JM grudgingly agrees that the time required will be 1 week plus 26 days, or 33 days total.

R&D cost is then negotiated. The JM finally allows that, because of the Canon and the Plane considered (as well as the HP's STEEP), the casting "as is" should have some power built in. He rules that it will be equal to the HP's Spiritual Metaphysical CATEGORY – in Inhetep's case, 99 points! Of course, because Resistance to be overcome will typically be equal to the subject's total Spiritual TRAIT, the player knows that in dealing with Netherbeings he'll have to add a fair amount to be on the safe side - like about 101 points at least!

To really drain much Heka a whole lot of extra points will likewise have to be cranked into the casting. This will cost about 500+ points of Heka to be effective, but it should be well worth it, and it gets better!

When successfully utilized so as to make it a regular casting in his repertoire, the total cost will drop to 100 points (Grade V) plus 112 added for Resistance, and say 88 for 44D3 extra Negative Heka points drain in the Damage area. The expenditure of 300 points of Heka for a real squelcher of a Netherbeing/malign item is truly energy well expended.

READIED CASTINGS

A version of this article has or will probably appear in the **Journeys™** magazine from GDW. However, because of its importance in regards casting in the game, I have included it in this issue (with some revision).

In the **Mythus Magick™** book on page 26 under the optional STEEP modifiers, there is the cryptic mention of “readied” castings, showing a +10. That bonus is correct. Here is how to have an HP “ready” a casting.

READY CASTINGS

- 1) **Select up to three castings to be “ready.”** From Known castings of the persona select three to be ready quickly, “just in case.” It really doesn't make any difference which K/S Areas are involved, or even which Known castings are selected. The type of casting selected is important. *Example:* Three are chosen. Let's say, for the sake of this exposition, that one is a Charm, one a Cantrip, and one a Spell.
- 2) **Ready them.** It takes as long to ready a given casting as it does to cast one from an unreadied state. Thus, in the example given above it will take 1 CT for the charm to be readied, 5 CTs for the Cantrip, and 1 BT for the spell, a total of 16 CTs of time, or 48 seconds. During this time the practitioner must be totally undisturbed. Any disturbance means the preparation must begin anew. Some Heka could be lost if there is disturbance; see penalty A below.
- 3) **Pay for them.** The Heka needed to activate each and every casting for ready status must be paid for up front. As each casting is readied, the practitioner stores the Heka points required for activation along with the readied casting, more or less in a frontal lobe of his brain, shall we say. The Heka point cost might be relatively low (if all are under Grade V) or quite high. In addition, any R or PD additions must be made at this time and can't be changed later. That is, the practitioner gets exactly what he paid for when the casting or castings were readied. When this is all done, each readied casting must be written down with all Heka costs/additions noted. Heka so expended is removed from the persona's current total Heka.
- 4) **Using a readied casting.** The JM should allow not only the +10 STEEP addition for a readied casting, but should also allow a reduction in activation time as well. This is shown as follows:

Casting "readied"	Activation time is now...
Eyebite	No different
Charm	Same CT as cast, as last event in that CT
Cantrip	1 CT
Spell	2 CTs
Formula	3 CTs
Ritual	5 CTs

You'll notice that having castings readied is a big boon to practitioners as regards the delay for activation. This is offset to some considerable extent by the following.

Penalties for Readied Castings

- A. If the caster is distracted/hit when reading or attempting to activate one of the readied castings, it and all others in readied state are lost. In that loss, all Heka expended to ready them is likewise gone.
- B. If the persona opts to employ a casting other than one in the readied state, all those in readied state are lost as regards being especially prepared. The Heka necessary to activate/reinforce a ready casting or castings is lost, just as in case A, above.

WINDBLAST CHARM

(Correction/Clarification)

Mythus Magick™ book, page 65

In the last paragraph of this Grade III Dweomercraft casting (Elemental School), make the following alteration to make it clear that the Effect of the casting persists for only 1 CT.

"...but 1D3 points Impact PD/CT/5 mph over 55 mph wind speed..."

Change to read as follows:

"...but 1D3 points Impact PD per 5 mph over 55 mph wind speed..."

The '/CT' is erroneous and should be stricken. Damage continuing each CT of exposure does not apply because the effect is not continuous in this casting, only a momentary one.

SPECIFIC CASTINGS

Mythus Magick™ book, page 302
Insert heading column 2 prior to “Examples:”

PASSIVE/ACTIVE MODIFIER

Reactive: This is a sub-category component, one that triggers an Active Effect/Force/Material to a dormant casting established for defensive purposes, such as in a Charm object, for instance. To calculate the cost of a Reactive component, simply use a zero – that is, it is both Passive and Active, so the two balance each other out. For example, assume a casting laid so that whenever the protected subject is assailed by Heka aimed at causing Physical damage, the reactive component of this casting sends forth a Heka-powered counterattack to cause Physical damage to the source directing an attack aimed at inflicting Physical damage.

Casting Use & Armor

Insert in **Mythus™** Game rulebook, page 277,
after “Regenerating Personal Heka:”

CASTING USE WHILE WEARING ARMOR

It is possible for the Journey Master to allow the wearing of armor and/or use of shields for personas able to employ Heka castings. For details of this please refer to page 255, under the heading “Armor and Use of Castings.”

THE MISSING MASCOTS

In the process of completing the **Mythus™** Game and **Mythus Magick™** book manuscripts it is no surprise that I overlooked not a few things... and thus the main focus of these early issues of this magazine, of course! Some brave soul at GDW did a word count on the combined rules plus **Epic of Ærth™** book and came up with a million-word total. Anyway, one of the omissions was a “Mascots Table.” (Space for those who produce and/or like rules with little substance and a lot of puffery to jeer is provided by this parenthetical break.) Without further ado, here is the missing information.

Insert in the **Mythus Magick™** book, Page 334,
Column 2, following “Hands” and prior to
“Periapts:”

MASCOTS

A living and motive Mascot is summoned by the Dweomercraft, General Grade I Casting *Summon Mascot* Ritual or otherwise acquired by use of Heka, capture, purchase, etc. In the former case it is bound to the Dweomercrafter by means of the Ritual of the Heart Ritual. Otherwise it is treated especially as necessary to make it into a potential Mascot – trusting, friendly to its master, loyal, obedient, and so forth. To accomplish the latter, the would-be master must possess the

requisite K/S Areas. In general these will be two or more of the following:

- Agriculture, Animal Husbandry & Horticulture (plant)
- Animal Handling
- Herbalism (mandrake, plant)
- Mysticism (mandrake)
- Nature Attunement, Animal Relationship & Growing Things (plant)

For game purposes it is suggested that the JM limit the definition of a Mascot to an animal or thing that resembles an animal or creature (such as a mandrake root).

The Mascot will have the following powers regardless of its nature, although those objects not actually living are limited in scope of use in noted instances:

Heka Resistance (Mental & Spiritual attacks, castings, etc.): This equals the Spiritual Psychic TRAIT of the Mascot's owner.

Heka Storage: A Mascot can serve as a general Heka reservoir for up to 90 points if living, 50 if unliving. Heka stored in the Mascot by its master cannot be drained off or otherwise by another. However, when the Mascot is destroyed, any store of Heka remaining at the time of destruction inflicts

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Spiritual Damage upon the master on a one-for-one point basis.

Joss Storage: A Mascot possesses 1 JF, which is usable by its master at any time by merely thinking it so. However, the Mascot must be on the person of, touched by, within 10 feet of, in sight of, or Mentally or Spiritually linked to its master at that time. Innate Joss storage of any Mascot is 1 factor, which returns automatically in 1D3 days after being drawn off and used by the Mascot's master. Additional Joss Factors can be placed within a Mascot through a process of taking an existing JF from the master and bestowing it upon the Mascot. This costs 100 Heka points and requires 1 AT of time. A living Mascot can store no more than a total of 5 JFs. A non-living one can store up to 9 JFs.

Luck: In addition to the Joss consideration, the Mascot will convey to its master a continuous minor factor of luck. The Mascot must be within range of normal sight of its master or else within a 10-foot radius if unseen/unseeable. This luck is expressed as -1 in regards to any percentile dice roll needed to be made by the persona. Thus, a roll of 96 becomes 95, 50 becomes 49, and so forth.

Mental Link: The master of the Mascot can at any time desired concentrate solely upon the Mascot and thereby form

Dangerous Journeys

Mental link to the Mascot. This requires the expenditure of 30 points of Heka per BT or fraction thereof of linkage. The master is then able to sense all that the Mascot is able to sense. If the Mascot is not living or otherwise has no senses comparable to those of a human, the master is still able to detect within a 10-foot radius of the Mascot, 20-foot radius in the case of a mandrake, just as if the Mascot possessed the normal five human senses.

Physical Damage: The Mascot can absorb Physical Damage normally accruing to its master. To do so the Mascot must be within range of normal sight of its master or else within a 10-foot radius if unseen/unseeable. If this Mascot is killed/destroyed in this process, then twice the number of points of damage sustained in the process accrue to the master in the form of Mental Damage.

Journey Masters are, of course, quite free to alter the restrictions above in whatever manner they desire. Additions that are campaign-logical are encouraged.

Familiar

A Mascot possessed by a spirit, typically Evil, is a Familiar. It will possess the above characteristics and powers, plus some or all of those of a Fetish (q.v.).

Mascots by Type		
Animal	Type	School, Ethos, and/or K/S Area Excluded
Ape	Large Land Animal	Apotropaism, Mysticism
Badger	Small Land Animal	Sunlight, Apotropaism
Bat	Unusual	Apotropaism, Dweomercraft (White), Priestcraft (Sunlight)
Bear	Large Land Animal	Dweomercraft (Black), Fortune Telling, Priestcraft (Gloomy Darkness)
Boar	Large Land Animal	Dweomercraft (White), Exorcism, Fortune Telling, Priestcraft (Sunlight), Spellsongs
Bull	Large Land Animal	Dweomercraft (Gray), Mysticism, Priestcraft (Moonlight)
Cat	Small Land Animal	Alchemy
Cheetah	Large Land Animal	Dweomercraft (Black, Gray), Priestcraft (Gloomy or Shadowy Darkness)
Crow/Raven	Flying Birds	Apotropaism, Dweomercraft (Elemental), Spellsongs
Dog	Small Land Animal	Witchcraft
Dove/Pigeon	Flying Birds	Dweomercraft (Black), Necromancy, Sorcery, Witchcraft
Eagle	Flying Birds	Dweomercraft (Black or Gray), Priestcraft (Gloomy or Shadowy Darkness)
Falcon	Flying Birds	Dweomercraft (Black or Gray), Priestcraft (Gloomy or Shadowy Darkness)
Ferret*	Small Land Animal	Exorcism
Fish	Unusual	None
Fox	Small Land Animal	Dweomercraft (White)
Goat	Small Land Animal	Dweomercraft (Elemental), Exorcism, Priestcraft (Moonlight)
Hawk	Flying Birds	Astrology
Horse	Large Land Animal	Herbalism, Witchcraft
Leopard/Jaguar	Large Land Animal	Conjuration, Necromancy
Lion/Tiger	Large Land Animal	Conjuration, Necromancy
Lizard	Unusual	Apotropaism, Divination
Lynx	Large Land Animal	Priestcraft (Sunlight)
Mandrake	Unusual	Apotropaism, Dweomercraft (White), Priestcraft (Sunlight)
Monkey	Small Land Animal	Dweomercraft (Gray), Mysticism, Priestcraft (Gloomy or Shadowy Darkness)
Parrot	Flying Birds	Alchemy, Conjuration, Heka-Forging, Mediumship
Other Bird**	Flying Birds	Dweomercraft (Black), Priestcraft (Gloomy Darkness), Sorcery, Witchcraft
Owl	Flying Birds	Priestcraft (Sunlight)
Plant	Unusual	None
Raccoon	Small Land Animal	Mediumship
Rat/Mole	Small Land Animal	Apotropaism, Dweomercraft (White), Exorcism
Scorpion/Centipede	Unusual	Apotropaism, Dweomercraft (Elemental)
Snake	Unusual	Apotropaism
Spider	Unusual	Apotropaism, Dweomercraft (White)
Squirrel	Small Land Animal	Fortune Telling
Swan/Goose	Flying Birds	Herbalism
Toad/Frog	Unusual	Apotropaism
Turtle	Unusual	None
Vulture/Kite	Flying Birds	Apotropaism, Dweomercraft (White), Exorcism, Spellsongs
Wolf	Large Land Animal	Apotropaism, Dweomercraft (White), Exorcism, Priestcraft (Sunlight)
* Fisher, Glutton/Wolverine, Marten, Mink, Polecat, Skunk, Stoat, Weasel		
** Canary, Chicken, Hummingbird, Nightingale, Sparrow, Wren, Etc.		

CALCULATING PERSONAL HEKA

Advice from Gary Gygax

It seems that some considerable number of JMs and players are confused about or uncertain of the Heka rules for personas. To help clarify the matter, here is a simple step-by-step checklist for determination of an individual persona's Heka.

WHO CAN EMPLOY ALL PRETERNATURAL HEKA FORMS?

That is, which personas are able to use the Heka generated from Mental, Physical, and Spiritual K/S Areas?

The **Mythus™** game (Chapter 13, page 276) tells us this: “About 1 individual in 100 is able to control Heka sufficiently to utilize it in castings.” Of those so able, 1 in 10 are able to employ all forms of TRAIT-related K/S Area-generated Heka. The Journey Master can thus make the following assumptions:

HPs: In general, all are capable. 1 in 20 might be limited to one TRAIT form.

HPGs: All can use all Preternatural Heka forms.

EPs: In general, many are capable. 1 in 3 might be limited to one TRAIT form.

FPs: Assuming Heka use, then:

Roll	Heka Use
01-15	Mental Only
16-25	Physical Only
26-50	Spiritual Only
51-55	Mental & Physical
56-65	Mental & Spiritual
66-75	Physical & Spiritual
76-00	All

MPGs: All can use all Preternatural Heka forms.

Modify the 1 in 100 rule, and the FP guideline above, as deemed suitable to the needs of the campaign. Remember, however, that truly mundane individuals haven't a whole lot going for them in this regard.

WHO HAS TRAIT HEKA?

I tend to JM liberally in regards Heka, and allow all HPs to have TRAIT Heka generation for their major TRAIT. If the JM desires to be less generous, then assume that as about 20% of Heka-using HPs are capable of Full Practice, they form a far-above-average sample of the typical Heka-able personas. Chance for possessing TRAIT Heka generation should be in the 35-50% range.

Multiple TRAIT Heka generation is very clear. If single-TRAIT generation is possessed, then there is a 10% chance for two TRAITs generating Heka. That being so, then such personas have a 10% chance for possession of triple-TRAIT Heka generation.

Note: If any persona is a Full Practitioner Mage-Priest, then the chance for generation of Heka from both TRAITs should be increased to the 35-50% range, and to 15-25% for all three TRAITs.

HOW TO CALCULATE FULL-PRACTICE HEKA

1. Determine TRAIT Heka base as applicable.
2. Find the lower of the two applicable K/S Area STEEP for Full Practice (DMC/Magick, PCT/Religion) and multiply this STEEP by 10. (See #3 below in regards to Mages with Vocational Schools.) Add the applicable TRAIT. Total this with the second K/S Area involved (STEPP and TRAIT) to arrive at general Heka generated.
3. For the Mage's Vocational School (Sub-Area) add STEEP and CATEGORY to find Heka generated therefrom. If the Vocational School has a STEEP total higher than DMC (basic K/S), then substitute it for DMC provided that Magick STEEP is not exceeded.

For a Priest's/Priestess's Ethos (Sub-Area) add STEEP and CATEGORY to find Heka generated therefrom. If the Ethoi has a STEEP total higher than PCT (basic K/S), then substitute it for PCT provided that the Religion STEEP is not exceeded.

4. For each additional School (Sub-Area) of a Mage add STEEP and MMCAp ATTRIBUTE.
5. Total all Heka discovered through steps 1 through 4 above. This is the persona's Full-Practice Heka. To it is added such other Heka as is generated from other K/S Areas that generate Heka.

HOW TO CALCULATE PARTIAL-PRACTICE HEKA

1. Determine TRAIT Heka base as applicable.
2. To the applicable K/S Area STEEP add the applicable CATEGORY or ATTRIBUTE to arrive at Heka generated for each such K/S Area and Sub-Area. Note that partial-practitioners of Dweomercraft/Magick use CATEGORY for these Areas, while applying MMCap ATTRIBUTE to STEEP in Sub-Areas. Partial practitioners of PCT/Religion do likewise, but are restricted to a single Ethos and add the SMCap ATTRIBUTE to STEEP.
3. Total all Heka discovered through steps 1 and 2 above. This is the persona's Heka for the K/S Area in question. To it is added such other Heka as is generated from other K/S Areas that so generate Heka.

TWO EXAMPLES

Morgana the Mage:

Base Mental TRAIT Heka	110
Dweomercraft: STEEP 40 +	40
M TRAIT 110	110
Gray School: STEEP 50 x 10 +	500
MM CATEGORY 55	55
Black School: STEEP 30 +	30
MMCap 20	20
Magick: STEEP 50 +	50
M TRAIT 110	110
Total Heka Available	1025

Marvin the Magician:

Base Mental TRAIT Heka	100
Dweomercraft: STEEP 50 +	50
M CATEGORY 50	50
Green School: STEEP 42 +	42
MMCap 18	18
Elemental School: STEEP 32 +	32
MMCap 18	18
White School: STEEP 22 +	22
MMCap 18	18
Magick: STEEP 50 +	50
MR CATEGORY	50
Total Heka Available	450

No additions for various other likely Heka-producing K/S Areas considered.

CORRECTED HEKA-GENERATING K/S AREAS TABLE

Mythus™ Game rulebook, Chapter 13, page 276,
Column 1, correct as follows:

Heka-Generating K/S Areas (Add)

Physical TRAIT Areas	Base Heka Generation
Smithing & Welding	STEEL

Note 3: Dweomercraft and Magick are the two K/S Areas necessary for Full Practice.

Full Practice: If able to channel full Heka, the persona applies a multiplier of 10 to the higher of the following STEEP scores: *Dweomercraft* or Vocational School (Sub-Area). However, if *Magick* K/S STEEP is lower than the one otherwise to be used, it is used instead, i.e. *Magick* STEEP must equal or exceed STEEP in *Dweomercraft* and its Sub-Areas. Then to multiplied STEEP, and STEEP in the other K/S Area and Sub-Area(s), if any, is added Mental TRAIT score for K/S Areas, MR CATEGORY for Vocational School, and MMCap for all other Schools (Sub-Areas).

Partial Practice: The persona adds STEEP to MM and MR CATEGORY scores for *Dweomercraft* and *Magick* K/S Areas, respectively. For *Dweomercraft* K/S Area Sub-Areas STEEP and MMCap ATTRIBUTE is added. Compare *Priestcraft/Religion* details in Note 6.

Note 6: *Priestcraft* and *Religion* are the two K/S Areas necessary for Full Practice (with the Vow [q.v.] required).

Full Practice: If able to channel full Heka, the persona applies a multiplier of 10 to the higher of the following STEEP scores: *Priestcraft* or Ethoi (Sub-Area). However, if *Religion* K/S STEEP is lower than the one otherwise to be used, it is used instead (i.e. Religion STEEP must equal or exceed STEEP in Priestcraft and its Ethos Sub-Area). Then to multiplied STEEP and STEEP in the other K/S Areas is added Spiritual TRAIT score for K/S Areas and SM CATEGORY for Ethos.

Partial Practice: The persona adds STEEP to SM and SP CATEGORY scores for *Priestcraft* and *Religion* K/S Areas respectively. For *Priestcraft* K/S Area Sub-Area Ethoi STEEP and SMCap ATTRIBUTE is added.

Note that whether full or partial practitioners, those individuals with *Priestcraft/Religion* K/S Areas can never have more than one Ethos Sub-Area. Each must select an Ethos, and the remaining four Ethoi are forever sealed to them thereafter. Castings, STEEP, and Heka thus cannot and may not be gained from multiple Ethoi. This is in sharp contrast to the Schools of the *Dweomercraft/Magick* combination as detailed in Note 3.

REGENERATING PERSONAL HEKA

Mythus™ Game rulebook, Chapter 13, page 277,
Column 2: correct as follows.

ACT Heka Regeneration

Heka Source	Means of Restoration	Time
ATTRIBUTE	Sleep	6 hours
	Prayer & meditation	2 hours
	Trance	1 hour
CATEGORY	Sleep	8 hours
	Prayer & meditation	3 hours
	Trance	2 hours
TRAIT	Sleep	10 hours
	Prayer & meditation	4 hours
	Trance	3 hours

Heka Generated Through ACT

Heka generated through TRAIT(s) base and K/S ability due to ATTRIBUTE, CATEGORY, and/or TRAIT addition to STEEP must be regained separately from other (STEEP) Heka and is restored as is shown on the *ACT Heka Regeneration* table above.

NEW & EXPANDED DEFINITIONS

PRIESTCRÆFT K/S

Mythus™ Game rulebook: Insert on page 195, column 1.

Priestcraft: The free and full use of this Area subsumes the individual in question having attended a religious training organization, or has been inculcated in the Knowledge/Skill ability by able Priests and/or Priestesses or similarly dedicated holy person or their equivalent in the social structure of the individual's culture. Those personas of other vocations coincidentally possessing the K/S of Priestcraft (and Religion) do not necessarily conform to this requirement, so there are the following strictures:

1. Priestcraft and Non-Priestcraft Vocation personas who wish to become Full Practitioners (see below) must commit to a Pantheon and deity by taking a *Vow* (see page 10 of the **Mythus Magick™** book). This Vow then aligns the individual to an Ethos (detailed hereafter), with the assumption that the non-Priestcraft persona has used an elective K/S Area slot to acquire the Ethos Sub-Area of *Priestcraft*. Having to use an elective slot for this purpose reflects the need for training, study, etc. Unless such personas do so, they do not have an Ethos Sub-Area and cannot ever attempt to become Full-Practitioner Priests. Otherwise, however, the individual is then able to employ General, and Ethos-related Castings in addition to the Basic ones. Even if Full Practice check fails, this does not then remove knowledge of the General Tutelary Castings or the Ethos Sub-Area ones and the ability to employ the Tutelary Castings of the applicable Ethos as a partial practitioner.
2. Non-Priestcraft partial practitioners do not have ability to employ General Tutelary Castings. These are reserved to trained individuals or those especially committed to a deity by a Vow. The non-Priestcraft partial practitioners know and can employ only the Basic Tutelary Castings. If a partial practitioner makes a Vow, and that is accepted, that individual is thereafter able to use General Tutelary Castings.

3. Non-Priestcraft practitioners do not have ability to employ Tutelary Castings of an Ethos. These are reserved to trained individuals or those especially committed to a deity of that particular by a Vow (again, see page 10 of the **Mythus Magick™** book). If a partial practitioner makes a Vow, and that is accepted, that individual must then acquire the Ethos Sub-Area and only thereafter will be able to know and use Ethos Tutelary Castings.

Continue with the first portion of the text as currently published: Note that an HP expecting to be able to utilize... (etc.).

DWEOMERCRAFT K/S

Mythus™ Game rulebook; insert on page 142, column 2, after second paragraph:

Possession of the *Dweomercraft* K/S Area does not automatically bestow a Sub-Area. Only a persona whose Vocation is Dweomercrafter is assumed to have gone to a college (or to have been trained by a great mage or more able full practitioner) and thus have had opportunity to know a School of Magick – Black, Elemental, Gray, Green, White, or any other – and thus possess a Sub-Area. Any non-Dweomercrafter persona possessing or electing to have *Dweomercraft* and *Magick* K/S Areas, whether Full or only Partial Practitioner, will thus have only the General Castings available. In order to gain a School (Sub-Area), a bonus or otherwise acquired K/S area must be used to accomplish the addition of a *Dweomercraft* Sub-Area (School).

Examples

#1. Roderick the Scholar possesses *Dweomercraft* and *Magick* in his beginning Vocational K/S “bundle.” This applies only to “General” Castings, and does not include a School (Sub-Area). To gain such a Sub-Area it is necessary for a Bonus K/S Area slot to be used to acquire it. Acquisition can be made at some later time, of course, by purchase of the Sub-Area with Award Points.

#2. Tom O’Piper is a Thief persona for whom *Dweomercraft* and *Magick* are desirable additions to his abilities. When these K/S Areas are selected, Tom will have only *Dweomercraft* (General), and no Sub-Areas, unless another Bonus K/S Area slot is used to acquire a School (Sub-Area). This can be done at some later time through purchase of the Sub-Area with Award Points.

HEKA-ENGENDERED POWERS

Refer to **Mythus Magick™** book, Chapter 11.

POWERS TRANSFERRED FROM ALIEN PSYCHOGENICS

(Page 324, insert into table in column 1:)

Spiritual TRAIT, Psychogenic Relationship, Heka-Enabled Casting Powers

Psychogenic Power	Related Casting Effect
Far Seeing	Clairvoyance

Page 322, column 2, insert before "Intuition (Hunch)":

Far Seeing: This Heka-Enabled Casting Power translates to the *Clairvoyance* related Casting Effect/Force/Material, albeit the “sight” thus gained is more of impressions and cloudy shapes than clear “vision.” Vril to Heka conversion is at 1:5 Time, and familiarity with target area/subjects factors are included in the text below.

The individual able to employ the Power of Far Seeing can visualize things that are not within actual sight. The target area can be nearby or very distant. The “sight” is the same in either case, but the cost in Heka is greater the more removed the target area.

What is “seen” by employment of this K/S Sub-Area is not what optical vision perceives. The persona sees as if through a haze, generally noting only large shapes, gross details, motion, lack of motion, and so forth. For example, using *Far Seeing* to observe an area of woodlands beyond a ridge the persona might “see” the following: “There is an open place (clearing) with several pyramid-like shapes in it (four tents), and one bigger and several smaller rectangular shapes (a wagon and horses). There is movement, maybe people, between the pyramids and the big rectangle. (The men are setting up camp, unloading supplies from the wagon.) That’s it.”

The cost for “seeing” thus is a base 1 point of Heka per mile squared per BT of use. Thus the cost to employ *Far Seeing* for 1 BT duration is given in Table 1 below. The progression thereon continues, so for 10 points for Heka a message can be sent 512 miles. Similarly, a 2 BT viewing by Far Sight at 16 miles would have a basic cost of 10 points of Heka. Basic Heka cost

and the Difficulty Rating, however, are increased if the target is unfamiliar to/unknown by the persona, as per Table 2. Failure means the Heka energy expended is lost, and no further attempt at use of *Far Seeing* can be made for a period of 24 hours. Special Failure indicates a false “sight.” Special Success will give unusually clear details of what is within the target area for twice the usual duration or at half the indicated Heka cost.

The JM may adjust DR and base Heka cost for the environment at the time the persona attempts use of this power – including his or her state of mind and other similar factors which might positively or negatively affect the use of *Far Seeing*.

Table 1: Far Seeing Costs

Distance Seen	Heka Cost
1 mile	1 point
2 miles	2 points
4 miles	3 points
8 miles	4 points
16 miles	5 points
32 miles	6 points
64 miles	7 points
128 miles	8 points

Table 2: Far Seeing DR Modifiers

Familiarity to the Persona	Base DR
Well known area or place with one or more individuals therein also well-known to the persona	Easy (1 pt.)
Well known area or place with no known individuals therein	Moderate (2 pts.)
Unknown area or place but with known individuals therein	Hard (3 pts.)
Unknown area or place but with principal feature or features illustrated or fully described to the persona	Difficult (4 pts.)
Unknown area or place but with likely gross principal feature or features illustrated or fully described to the persona	Very Diff. (5 pts.)
Unknown area or place that the persona is viewing without any clues whatsoever	Extreme (6 pts.)

COUNTER-NECROMANCY, COUNTER-SORCERY, AND COUNTER-WITCHCRAFT

Non-Evil Use of these K/S areas for HPs

Add to page 96, K/S Areas, two paragraphs at end of "What a K/S Area Is and Isn't."

Certain of the K/S Areas can seemingly be utilized for wicked ends only. There are three such abilities: *Necromancy*, *Sorcery*, and *Witchcraft*. They need to be included for the sake of allowing these abilities for evil and malign opponents, the Evil Personas (EPs) and Monstrous Personages (MPGs). Yet Heroic Personas can also employ such K/S Areas.

To know the *Necromancy*, *Sorcery*, and/or *Witchcraft* K/S Areas is to have the opportunity to identify such practice and possibly counter the powers and castings involved. How the counter-K/S practice works is found after the K/S Area Descriptions on page 201 under the heading "K/S Area Use as Counter-Necromancy, Counter-Sorcery, & Counter-Witchcraft."

Add to page 193, end of *Necromancy*:

Necromancy can be employed by a good persona to counter the evils possible for this K/S. See "K/S Area Use as Counter-Necromancy, Counter-Sorcery, & Counter-Witchcraft," page 201.

Add to page 198, end of *Sorcery*:

Sorcery can be employed by a good persona to counter the evils of this K/S. See "K/S Area Use as Counter-Necromancy, Counter-Sorcery, & Counter-Witchcraft," page 201.

Add to page 199, end of *Witchcraft*:

Witchcraft can be employed by a good persona to counter the evils possible for this K/S. See "K/S Area Use as Counter-Necromancy, Counter-Sorcery, & Counter-Witchcraft," page 201.

Complete by adding the following prior to "K/S Area Use for Economic Gain" on page 201:

K/S AREA USE AS COUNTER-NECROMANCY, COUNTER-SORCERY, AND COUNTER-WITCHCRAFT

The Heroic Persona need never have used or even actually be able to employ Castings, Powers, and other practices of the K/S Areas in question in order to do manage identification and possible countering. Of course, the HP must have one or more of the Areas in question to do this. The knowledgeable but

non-practicing non-Evil persona can employ the STEEP possessed in the Evil K/S Area to counter the malign workings of these three Knowledge/Skill Area abilities. This is accomplished by checking against possessed abilities as follows:

1. **Identify use of the K/S Area:** STEEP at base DR of "Easy." Has a necromancer, or a sorcerer or a witch/warlock been at work here? Possession of the appropriate K/S Area will enable the HP to try to find this out. If the check succeeds, then the persona will know for sure.
2. **Identify specific practice within the K/S Area:** STEEP at base DR of "Moderate." Was a Casting, Power, or some other sort of action employed by the offender? If not a Casting, the Power of other activity can be identified by succeeding in the check.

Otherwise:

3. **Identify an Archetypal Casting employed from within the K/S Area:** STEEP at base DR as if the persona were actually using such a Grade of Casting. Ignore prohibitions regarding use above STEEP. That is, one able to otherwise employ Castings of given a Grade at DR "Hard" can identify those above that Grade by three steps, at DRs of "Difficult," "Very Difficult," and "Extreme" respectively. With practice found, and a Casting indicated, pinpointing the exact one requires a successful roll as indicated.
4. **Negate an Archetypal Casting employed within the K/S Area:** STEEP at base DR as if the persona were actually using such a Casting, but at one Grade higher than the Casting in question is in actuality – Heka cost for negation paid before check but at same Grade as the Casting is in actuality, however. The increased DR here is because this is a difficult thing to do, identifying and negating all in one, and at the same time expending Heka to manage the negation.
5. **Disjoin or negate a Casting being employed prior to or at the moment of its activation within the K/S Area:** STEEP at base DR as if the persona were actually using such a Casting, but at two Grades higher than the Casting in question is in actuality – Heka cost for disjoining/negation paid before check but at one Grade higher than the Casting is in actuality.

Here the persona is attempting something really difficult, identification and countering of a Casting in progress. The two-step DR increase and the added Heka cost to try to accomplish this reflect the demanding nature of this use of the K/S.

Special Success indicates, as applicable, identification and success at the next higher level of attempt. In regards to 4, it might actually disjoin/negate. In regards to 5, it lowers the Heka cost to one Grade below that of the Casting employed.

Success indicates the correct answer to the question. Failure indicates uncertainty. Special failure indicates a false answer in very positive form.

Examples of these Uses of Counter-Evil K/S

The Mage Lucan possesses STEEP in all three Areas: *Necromancy* (at 37), *Sorcery* (at 43), and *Witchcraft* (at 33). Of course, being right-minded, he would never utilize the actual abilities of these dark, malign practices. He has studied them in order to thwart those foul creatures who would stoop to such wickedness. Someone has been brutally murdered, and there are few clues, save that Heka was used. Lucan tries counter-Sorcery. Was that K/S employed? His base chance of success is 41, and the roll is made at DR “Easy,” so there's a 129% chance of Success. Let's assume that Necromancy was at work, though. Lucan rolls a 12, which indicates Special success. He knows that *Sorcery* wasn't used, and the JM decides that he detects it was indeed *Necromancy*, for he has that K/S at 27 STEEP.

Lucan now tries to discover what sort of Necromancy practice was employed – a Casting, Power, or some other thing. The DR is “Moderate” for this, so a score of 74 or less is needed. The roll is 59, a Success. Lucan discovers that some Undead thing was involved, one sent by the persona employing *Necromancy*.

Later on, Lucan and his comrades track down the Nethercrafter-Necromancer who is guilty of the hideous crimes they have been investigating. This malign foe has placed a *Ghostlyguards* Formula (Grade V) casting in his stronghold for protection. Lucan can theoretically use Grade II castings at DR “Hard.” As this is a Grade V casting, he must use a DR of “Very Difficult” to identify it: 0.25 times 57 yields 14, so Lucan's chance of success is only 14%. He gives it a go, adding 2 JFs to help the process. The JM considers. He could lower the DR to “Hard,” one step easier for each Joss Factor, or else he could allow a -10 per JF on the dice score. He decides on the former, as he doesn't want to allow a big chance (score 01-21) for Special Success. The roll is made, and the score is 52. Because the DR was considered at a mere “Hard,” Lucan has succeeded, and he identifies the casting and knows what is opposing his team.

A bit later on they then confront the villain – who of course has a force of guards – and a major fight ensues. In the course of this conflict, Lucan sees (via a successful *Perception* [*Noticing*] roll) that the vile foe doing something that likely invokes some Heka. Lucan therefore attempts to disjoin/negate this activity. It turns out the Nethercrafter-Necromancer is using a Necromancy Casting, *Arrowbones* Charm (Grade III), the missiles to be directed at none other than Lucan. Although the casting is only Grade III, which Lucan could normally handle at DR “Hard,” the act of disjoining/negating is as if two Grades higher; he must perform as if it were a Grade V casting. Lucan expends 100 points of Heka. The dice are then rolled, hoping for a 14 or lower. Again Lucan expends 2 JFs to help assure success. The JM considers alternatives, rules that the foe in the midst of casting activation is thus unable to expend Joss, and this time allows a -20 on the result rolled. The dice read 19, and that translates to a Special Success! Lucan has managed not only to disjoin the *Arrowbones* Charm, but he did so at the cost of only 35 Heka points, while the other 65 he thought had been spent are actually still there in his reserve!

SPELLSONGS

Some Facts and Theories about this useful K/S area

by John R. Troy

The *Spellsongs* K/S area in the **Mythus™** game is perhaps one of the most powerful and versatile areas of magick in the system. The potential for the creation of powerful bards, skalds, is the dream of many a player. Yet unfortunately, not a lot of detail is given about this K/S area. How do spellsongs work, for instance? What can they do, and what are their limitations? This information is important to players and JMs alike, since it provides background for both proper roleplaying and the internal logic of the milieu, as well as guidelines for expanding the castings in the area. I'd thus like to present a few ideas and clarifications into this K/S area. I hope this (unofficial) information can possibly help fellow JMs out there.

Editor's note: Gary reviewed this submission and his minor changes are incorporated, though he did not comment on Officiality or lack thereof.

THE NATURE OF MUSIC IN LIFE

Before we can discuss *Spellsongs*, we have to first take a look at the generating force behind the K/S area – the song and music used to invoke such power.

Let's start with a definition: the word music is “the science or art of ordering tones or sounds in succession, in combination, and in temporal relationships to produce a composition having unity and continuity; vocal, instrumental, or mechanical sounds having rhythm, melody, or harmony.” That sounds rather technical, doesn't it? Strictly speaking, music is the creation of patterns of sound by humans for specific reasons. Before early humanity developed language, it is likely that music was created by such primitives.

But music is more than that. I'd like to quote from the personal missive of a professional and semi-famous musician/vocalist on what music means to her: “Music is my life. It's a magical thing that brings joy to those who make it and to those who listen. It's a universal language... or so I'm told.” Think about this for a moment. Before you dismiss this as the saccharine adjectives of a romantic, consider where music comes from. The word music comes from the word Muse, the Greek spirit of inspiration and creativity. While the K/S area of music is placed in the Physical category, the nature of song and music comes from the heart, as well as the spirit or soul. Even if a person doesn't create the music or lyrics – even if one just sings the songs of others – there is a special and unique quality to a singer's performance.

Still you doubt? Look at how music is enmeshed within humanity. All cultures on earth have some form or style of music. Music has been used in worship and war, for

entertainment, and even to “soothe the savage breast” (or beast)! Turn on American radio, and what do you hear on most stations? Furthermore, just take a look within your own soul and think about how music has affected your life. It also affects our culture: look at its effects on the youth culture, its placement in movies and television, at attempts to ban or restrict certain types of music, and how profitable it is. Admit it – there is something special about it!

HOW SPELLSONGS GENERATE HEKA

The above quote calls music “a Magical thing.” And of course, Ærth is a Heka-active Milieu! The untappable power of this art becomes tappable on the world of Ærth. Where does this magic come from? Unlike many other forms of “magic,” this does not really come from faith in a deity or knowledge of magical laws, but from the soul of the persona with this skill. Note that the vocation of Poet/Musician is a Spiritual trait; thus, the Trait Heka gained from that vocation is likely to be Spiritual in nature, further proving this point.

You'll note that if *Musical Composition* and *Poetry/Lyrics* are possessed in combination with *Spellsongs* and *Music*, they provide a special pool of Heka that can be utilized for *Spellsong* castings only. This Heka is gained from the creative spiritual energy, the “magic” a songwriter or composer taps!

Spellsongs, however, is a Mental K/S area. Why? Good question. While the Heka energy tapped is (usually) that of Spiritual nature, the ability needed to manipulate the energy generated or tapped by the persona's music requires a good intellect – specifically a quick wit and keen recall – to employ fully. High Mental Speed is thus vital to the success of these castings.

Spellsongs are dependent upon the *Music* K/S area to be effective, and if a singer's skill in music is less than the skill in *spellsongs*, the effective steep of that practitioner is reduced. Simply put, better musicians produce a higher quality of music, and thus a higher quality of Heka. Furthermore, the castings of *spellsongs* seem to be divided into parts: Music and Lyrics. Lyrics are used to enable the effects, similar to the standard incantations used with other Heka K/S areas; and in part they generate the Heka, but another part of the Heka is generated by the rhythm, tones, and melody of the song. Without musical accompaniment, it's not a song, but a poem. Without the music, the effect of the *Spellsong* is lessened. Note as well that the musical instrument usually can't be a Horn or Woodwind, as playing these instruments prevents singing – although it looks like there may be some exceptions to the rule (piper's

prance, for example), so this is the JM's call here. (JMs, be warned; prepare these rules ahead of time, lest players complain vehemently!)

In game terms, the user of Spellsongs must play an instrument along with the castings, else suffer a doubling of the Heka cost as a penalty. But there are two main exceptions to this rule. First of all, those with the *Music* Sub-Area *a Capella* have no penalty when singing alone. What separates a vocalist with a Capella ability from one without? An a Capella singer can manipulate the voice with the skill of a musical instrument – perfect pitch, wide range, rhythm and melody in the voice, and the ability to blend in with other voices. Simply put, those with this K/S sub-area are better singers.

Those with Full Practice can also use Spellsongs without music at no penalty. The logic behind this is twofold. First of all, one of the reasons Full Practitioners have their huge multiplier is because they have superlative skill in incantations and chanting, and are thus able to keep time and rhythm better than others. Secondly, the very fact that FPs are so skilled in Heka manipulation allows them to “squeeze more energy” out of a song with the *Spell song* K/S area.

THE NATURE OF SPELLSONG CASTINGS

Excepting Dweomercraft, Spellsongs are perhaps the most prolific magickal area in terms of development of castings. The nature of music is creation. Thousands of songs are written every year by musicians on our Earth alone. Since spellsongs tap the energy of music, thousands of specific castings are likely to be created, as well as some lesser known archetypal castings as well. It's safe to say that any musician with a Spell song skill has created at least one specific casting in his or her career. JMs and players are likely to create such castings. However, most spellsongs have the following restrictions and/or features.

Spellsongs have a few restrictions as regards casting times. All spellsongs have a minimum casting time of Cantrip; no Charms are allowed. (The nature of a Charm is a word or two, hardly enough to count as a verse, let alone a couplet.) In some cases, particularly where the law of change is involved (see below), the length of the casting time depends on the effect produced.

Additionally, many of the castings of this nature require constant vocalization after the initial casting to maintain the effect, particularly those of the lower grades. Some involve singing for a short period to add to the spell's duration time: for each CT or BT a song is sung, the effect lasts for a corresponding AT or so. Think of it this way... the initial Heka of the casting forms a matrix of energy, which is held into place by the musical accompaniment. Some castings require constant song for the matrix to remain, otherwise it will instantly dissipate. Other castings involved channeling a form of “compressed” Heka into the matrix, which stays for a Spell songs

corresponding time; the matrix then slowly dissipates as the energy is released into the area of effect.

Other Heka-bearing K/S areas (again excepting *Dweomercraft* and *Priestcraft*) have more specialized spheres of influence, and this is true of Spell songs as well. While the K/S area of *Spell songs* has more archetypal castings available than any other individual “other” castings, they can't do everything and are more attuned to certain areas.

Music is a part of nature. Perhaps early man had been influenced by the sounds heard in nature – the roar of the river, the tapping of rain, the sound of the wind... Music does seem to be a part of many life forms, and influences most. Insects and birds use forms of music for primitive communication, and dolphins may use song as a sophisticated form of the same. Music has even been said to influence plant life! So as we can see from some of the archetypal castings, Spell songs can influence the forces of the natural world. Castings can summon and influence all forms of animal life, control and influence plant life, and so forth.

Such magick can also manipulate the preternatural, and can have a minor effect on the four basic elements of nature. Winds can be summoned, fire quenched, weather controlled, etc. (Note that these effects are very similar to those from the *Green School* of magick and the *Ethos of Moonlight*.) It also has some very limited effect over both the Shadow Plane and the Æthereal, as a few castings touch on these spheres.

Since music involves and touches the heart, soul, and spirit, many of the castings influence sentient creatures. Spell song castings are either used for beneficial mental effect on an ally (peaceful rest, bravery, happiness, defense against insanity) or adversarial effect upon an enemy (fear, demoralization, anxiety, fumbling or hypnotic effects). Additionally, it can increase a mental attribute of a persona, and provide such a persona with a skill; think of a casting of this nature as acting as a teacher in this respect. (As children, didn't you memorize things in grade school via songs?) Mnemonic enhancement is one of the key qualities of music, and thus a song about a specific K/S area can transfer such knowledge. Music may also heal mental and spiritual damage, positively reinforcing the mind.

Note that unless there is a specific statement in the casting description, such castings will work even if the recipient personas do not understand the language of the song! In many cases, such castings release their effects on an emotional level, or on a subconscious or unconscious level – based on the body language, context of setting, or other factors. Again, this must be determined by the Journey Master ahead of time, to prevent player misinterpretation.

In addition, many of the Spell song castings make use of one particular Law of Magick over all others, the **Law of Change**. Many involve metamorphic magic, objects being tied or untied, shapeshifting of plants/animals, refining the quality of an object, and such. Why? The nature of music permits a slow or quick change in tempo, rhythm, or melody.

Instruments can be added, pitch can be changed, and it can be all done in a way that makes the song flow smoothly. A song can start out happy, and then slowly change its theme and tone to one of sorrow. Many lyrics “tell stories,” of course, and a story goes from point A to point Z. Most Spell song castings utilize this law in their makeup, above all others.

Motive magick can also be utilized within this K/S area to transport the persona, or even summon mundane animals and spirits, and even such preternatural beings as elementals or guardian spirits – anything within the inner planes. It can also be used to banish or repel creatures from outside the mundane as well, whether from the inner or outer planes.

Spell songs are not designed to conduct or obstruct energy; no blasts of energy, no bolts of force, nothing explosive. Because of this, they also are unlikely to draw Positive or Negative energy directly from the respective inner planes. Spell songs do not draw energy from the Supernatural or Entital planes at all; their castings are based in the mundane.

Note that the general nature of these castings is beneficial. The very nature of music is based upon creativity and inspiration, influence of the spirit. This is anathema to the Entropical plane, and is opposed to that of other Lower planes. Some creatures of Darkness even have an allergy to certain kinds of music, especially bells and gongs (music of Celestial nature). Some castings are thus designed to be inimical to such creatures of vile ilk, damaging them or at least giving them a splitting headache!

None of this means that music is incorruptible; like beauty and charisma, it can be used for ill. Those with this skill can change their nature and, like an evil seductress, such personas become cold and manipulative with their art, using it for selfish or immoral ends. On rare occasions, music can be tapped by malign forces; think of moody Gothic music, war chants, and the like as examples. But for the most part, Spell songs are used by the forces of balance and the supernal.

SPECIAL USES OF SPELL SONGS

Here are some comments on four interesting special uses of this K/S Area.

“Recording” of Spell songs via Magick

Some people may wonder if spell songs can be recorded and played back, invoking the same effect. Well, it’s kind of complicated. Music in and of itself can be recorded and played back, and on Ærth a simple low grade casting can accomplish such a task. That’s a given, and many of the upper class purchase “music players” to reproduce songs upon request.

But the simple recording of a Spell song casting is not enough to generate the magickal effect. While recorded music recreates the tones and sounds of a song, it takes two things to manipulate the Heka. First, an individual sings the song to generate the necessary Heka. (Which is more satisfying – listening to a recording of your favorite musical artist, or

attending a live performance?) And the *Spell songs* skill is needed to manipulate the Heka involved with those castings, and replaying the music alone does not recreate that effect.

However, any of certain magickal items can replay a spell song with the effects intact IF it contains its own Heka reservoir, and if one such with the *Spell songs* K/S area is involved in the item’s manufacture. By using Heka Forging at the very least, an item is created that can store a song and retrieve it. Remember that unlike a standard recording, this effect only works once, and must be recharged in the standard manner. (The *Bucket of Tunes* in the **Mythus Magick™** book is an example of this.)

OTS Castings

Perhaps one of the primary benefits of this K/S area is the potential for a persona to create an On-The-Spot casting. Unlike other Heka-based K/S areas, Spell songs is linked to music, and a truly skilled musician can create a lyric or melody very quickly. If the JM is willing to allow OTS castings, this is perhaps the most applicable area for such castings (some Dweomercrafters might have this K/S area solely to apply this practice), and in some campaigns it might be the only area where such is allowed.

However, using an OTS is no simple feat. The person **MUST** have both *Poetry/Lyrics* and *Musical Composition* to perform such a feat, and the lowest skill should be used when casting an OTS. Thus, if a persona’s STEEP in *Poetry/Lyrics* is 30, with higher ratings in *Musical Composition* and *Spell songs*, the effective STEEP used is but 30. It is also very difficult to create a rhyme right on the spot, and should be at least a “Difficult” DR, whatever the experience of the persona. But it could be made easier if the casting is similar to some prior Spell song (with the same effect on water as another one had on fire, for example). Also, since Spell songs lends itself to this creation, the Heka expenditure for this type of casting could be doubled rather than tripled. It is difficult, but a quick and creative musician might have a lot more flexibility than a Mage!

Allied Spell songs

Music can be a synergistic force. While an opera singer can perform an a Capella solo, it would have much less effect than one combined with an orchestra. Discerning players and JMs may thus be wondering if they could work in tandem.

There are two ways this can work. A group of personas with music skill can combine their ability with a conductor/“front man” who has skill in Spell songs. While no extra ability is added to the Spell song itself, there might be some beneficial effects (JM discretion). Each musician or vocalist might add 1 point of Heka for each point of STEEP in the *Music* K/S area; the musician’s natural Heka is then manipulated by the persona with Spell songs. While this can make for some potent orchestras, and might seem like overmuch, note that large numbers of musicians are not good in combat, and any disruption of one of the musicians would

negate the entire effect. This type of casting would be best used for rituals of a sort.

The other and more potent effect is the combination of several having the *Spell song* K/S Area itself. Such groups would follow the rules in the **Mythus** game for combining their K/S areas. Unlike other magicks, there is no need for a special casting to “link” such personas; as long as they know what to do, and have a specific focus (front man), they can combine their power to attain large levels of skill. Castings of levels higher than normally achievable are possible thereby, using the new effective STEEP. However, there must be a limitation to this: the effective STEEP can be no higher than the “front man’s” mental TRAIT, no matter how much is added. Also, if any one persona of such a group disrupts the casting, all the personas feel the effect of the failure. Nothing ventured, nothing gained!

Multiple Spell songs in the Same Area

Picture it; you're listening to a radio, and the music is suddenly drowned out by someone passing nearby with a radio at full blast. This certainly disrupts your enjoyment of your music, and perhaps your concentration. Now think how this would affect a musician. If another song with a dissimilar beat, tempo, style is going on, the musician often falters. And when magick is added to the equation, POW! The cacophonous sound is likely to create a spectacular (i.e. damaging) energy effect when the Heka patterns collide with each other!

When casting Spell songs, a practitioner must be careful. If two or more personas in a group use this K/S area to create different effects, they will both fail (at least). There are only two ways to get around this: either combine the skills as mentioned above, or perhaps create complementary Specific Castings. Certain Spell song castings can be designed to work in tandem with one another, having the same meter and tempo, but with different effects. Of course this is up to the JM to approve, as always.

In battle, note that usually the first persona to use Spell songs gets to utilize the effect. The opposing practitioner normally can't risk utilizing a vocalized dweomer against a song in progress. However, if the opposing party has finished vocalizing a Spell song, an opposing Spell song can be cast with no penalty. Furthermore, in some cases, certain castings can be developed to specifically oppose certain Heka-laced sound and music. For example, a Bard could develop a dweomer to negate a harpy's Charm power, or protect against a sphinx's roar, but (again) these are special cases and must meet with JM approval.

USING SPELL SONGS WITH OTHER K/S AREAS

Since the magick of spell songs comes from the Spiritual side of a persona, it lends itself well to divine inspiration. The **Mythus Magick** book recommends that Vows be allowed for use with spell songs. In this case, a deital being enhances the

power of the magick of the persona with his or her own energy, thus allowing more potent and powerful Castings to occur.

A similar but more powerful effect occurs when a person with partial practice in Priestcraft makes a vow to a higher being. The persona then utilizes skill in *Priestcraft* in conjunction with Spell songs to channel the energy of the deity, creating a wider variety of effects. While technically the persona can utilize Priestcraft alone, most of the castings will utilize music in some way. By combining the art of Spell songs with the canons of Magick, truly powerful effects can be invoked though verse and note. These personas are called *Bards*.

Two ethoi of Priestcraft are more likely to be conjoined with Spell songs – those of Light. The ethos of Moonlight is the most attuned to Spell songs, as many castings of this ethos involve the manipulation of natural forces and thus complement each other. While Sunlight has less in common with music and nature than Moonlight, it still lends itself to complementing Spell songs. Balance and Darkness don't usually fare as well, but occasionally you can find such practitioners. Also of note, Full Practitioners of Priestcraft don't become Bards or the like. This is due to the nature of Full Practice of Spiritual Bent – such FPs don't have the time to deal with their musical nature, unless perhaps their deity has a musical Aspect.

Conjuration is sometimes combined with Spell songs in some manner. This involves the summoning of beings from other planes. An Enchanter uses the conjunction of Spell songs and Conjuration to summon and control creatures. Rather than utilizing physical pentacles and such, an Enchanter summons by combining song with mental or miniature pentacles (or Special Spell song Castings), and uses songs to control creatures via such influence. Enchanters rarely summon inimical beings of the lower planes; they are more attuned to preternatural and supernal beings, or they concentrate on conjuring animals or energy.

However, the most unique combination of this area involves the use of Magery (Full Practice Dweomercraft) to become a True Spell singer. Such personas have knowledge of all the laws of magick, but work primarily with Spell songs. Rather than utilizing their own Spiritual power solely, or standard rituals, they combine their art with the knowledge and ability to tap into the magickal forces of the multiverse, and manipulate these forces with music. These personas simply don't cast magick without music and/or songs. Even such castings as Charms utilize a note or shout. Spell singers can create castings that involve all spheres, rather than the ones generally limited to spell songs.

There are two types of Spell singers, “Art” oriented, and “Science” oriented. The first ones are the most common; such personas have all the knowledge of a Dweomercrafter, but are musicians by heart. They are likely to be attuned to the *Green School* (as it is quasi-mystical and deals with nature) and the *White School* (as it influences emotion and thought, is beneficial,

and even has certain castings of musical nature), although any casting but the *Black School* could be combined with this area. Such “Art” Spell singers concentrate on their music as the most important aspect of their skills. Note that those who combine their music with Priestcraft are all of this nature.

However, there are a few Spell singers who don't look at music with this insight. Such personas are more intellectual in nature, and don't see the beauty in such skill. They rather see it as a “science,” musical effects to be manipulated. Such personas are more likely to utilize a Spell song as just another form of casting, and are at least very cynical, or truly evil at worst. Think of certain unscrupulous modern-day producers on Earth: those who dominate and control the vocalists (the true spirit of the music), who cynically make music for the effect it has on the crowd, and who are concerned with profit and image over artistry and talent – a vile thing! This disgusting attitude exists in some and, since music can be manipulated as a tool, such personas use their skills in this regard. Certain Spell singers in Pohjola have this attitude, creating evil effects via chants and rhymes.

SPELLSONGS IN ÆRTH

While personas with this skill can be found almost anywhere on Ærth (and there are many minstrels, troubadours, and the like), Spell songs are not highly developed in most of the sophisticated cultures. *Dweomercraft* and *Priestcraft* are considered to be the most powerful, *Alchemy* and *Herbalism* are more practical, and so on. This area is thus underused in many nations, save by entertainers and the like.

However, Spell songs are well-utilized in the Primitive states. The Medicine Men of the Wambak nations of Vargaard and Witch Doctors of the Afrik Congo have a lot of skill in this area. Songs are a part of nature, and primitive society is more attuned to nature. Since these nations don't have a lot of knowledge (and don't produce Full Practitioners) in Magery and Priestcraft, they utilize Spell songs to accomplish many effects. There are two major exceptions to the civilized cultures exempted above. Of greatest note, the Keltic races of Avillonia are the primary producers of Bards. They have many castings not known outside their circles, and their skill with musical Heka is widely known throughout all Ærth. The pantheon and culture of the Kells influenced this culture to develop Spell songs. Kells and Keltic deities are more attuned to the natural world than are those in other cultures, and music

plays more of a role in a Kell's spiritual development, seen as far more than a form of entertainment. It is no surprise that this is the land of Bards and Minstrels. Kells are a major influence on the whole study of Spell songs worldwide. Think of it this way: on Earth, most of popular music worldwide either comes from or is influenced by the English-speaking nations; by analogy, Avillonia is the central capital of Spell songs on Ærth.

The Soumi nations also have a culture that regards music highly, though their skill in Spell songs comes from another area. Historically, Kavalea and other such nations have a more intellectual nature in combination with a musical spirit, and such nations produced a lot of Full Practitioners. Many of these practitioners were also skilled in music and were dedicated to their art, and as such, this nation produced the first true Spell singers. Much of the magickal development of Spell songs and the more powerful related dweomers come from this realm. Even the evil nation of Pohjola utilizes special chants to work evil, while most of the good nations utilize it as a true Art.

Certain other nations display some skill in this area, though not to such a degree. If a populace has a lot of skill in the musical arts, such as in Aechea or the Teutonic states, it is also likely that Spell songs are well-used therein. If some other country gains more skill in Spell songs, the culture would influence the types of practitioners and castings in that realm. If Ægypt were to gain a serious interest in spell songs, for example, they would probably take a more pragmatic and intellectual approach, utilizing such songs as another form of Dweomercraft rather than the Art it should be. The Ægyptians, unfortunately, don't have a high regard for the artistry of musical magick – you could say they lacked “soul” (although I'd better shut up, lest I get a certain Demiurgic Game designer of reputed Philistine ancestry annoyed at me!).

Note that the Seelie of Phæree also display superlative skill in Spell songs, particularly the Elves, Faerie, and Fay. As with *Magick*, *Music* is one K/S area in which these races are said to surpass humanity. Fay have a lot more Heka available, and their Spell songs are thus very powerful, at least equal to the Kells and Soumi. On Phæree, Spell songs are equal in power to the two Full Practice areas of humanity. There are likely to be powerful archetypal and Specific castings developed by these races -- perhaps some on a supernatural level!

I hope this has been of help to inquisitive players and JMs. May your voices carry throughout all milieux!

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THE DAILY DEITY

GRECO-ROMAN PANTHEON

by Gary Gyga

Imported from Other Planes

Delivery every Millennium

Editor: None necessary

Publisher: Force of Will

Subscriptions: Meditate

Please refer to the two previous issues of this magazine for prefatory notes and listings A-L.

M

Machaon: Demigoddess. Daughter of Asclepius & Epione. Sister of Aceso, Aegle, Hygeia, Iaso, Janiscus, Panacea, and Podalirius. Patron of healers.

Maenads: Four nymph-like demigoddesses who attend and serve Dionysus. They are Bacchae, Clodones, Mimallones, and Thyiades.

Maia: Moonlight (benign, ordered). Titaness and minor star goddess. Daughter of Atlas. One of the seven Pleiades. Bringer of spring.

Majestas: Sunlight (agathocacological, ordered). Roman demigoddess of majesty. Daughter of Honor and Reverentia.

Manes (Keres): Roman supernatural potency spirits of beneficent kind who protect burial places.

Mania: Shadowy Darkness (agathocacological, ordered). Roman demigoddess of single-mindedness.

Mars (Grecian: Ares): Sunlight (agathocacological, chaotic). Major god of war. Lord of spring. Son of Juno; father of Bellona, Honos, Pallor, Pavor, Vacuna, Virtus, et al.

These five are sometimes his companions on the battlefield. Sacred things include: horse, wolf, woodpecker and bean, dogwood, fig, laurel, and oak.

Mater Matuta: Balance (benign, chaotic). Roman demigoddess of sea travel.

Medusa: Moonlight (malign, ordered). A minor goddess and most powerful of the three Gorgons. A female monster with a woman's body, eagle's wings, and talons as hard as bronze. She has poisonous snakes for hair. Her gaze turns a human to stone. Sister of Euryale, Stheno, and the Graeae.

Megara: Shadowy Darkness (malign, chaotic). Minor goddess of jealousy. One of the three Erinyes. Her sisters are Alecto and Tisiphone. She is shown as winged bearing a torch and a sickle.

Meliae: The Melic (sea) Nymphs (q.v.). Daughters of Uranus & Gaea.

Meliboea: Balance (agathocacological, intermediate). Titaness and minor goddess. Daughter of Oceanus & Tethys. Sister of Callirrhoe, Clymene, Clytia, Doris, Electra, Eidyia, Europa, Metis, Perseis, Pleione, Proteus, and Styx.

Melicertes: Balance (agathocacological, chaotic). Minor sea god. Son of Ino and Athamas. Brother of Learchus and Palaemon,

Melissa: Moonlight. Roman/Francian quasi-goddess of Dweomercraft. See also Alcina and Melissa.

Melpomene: Demigoddess. Muse of tragedy. Sister of Calliope, Clio, Erato, Euterpe, Polyhymnia, Terpsichore, Thalia, and Urania. Her symbol is a tragic mask and buskins.

Menoetius: Moonlight (agathocacological, intermediate). Titan and minor god. Son of Iapetus & Clymene. Brother to Atlas, Epimetheus, and Prometheus.

Mercury (Grecian: Hermes): Balance (agathocacological, intermediate). Major god of merchants and traders (and patron of thieves...). Messenger of the gods. Son of Jupiter and Maia.

Merope: Moonlight (benign, chaotic). Titaness and minor star goddess. Daughter of Atlas. One of the seven Pleiades.

Metis: Balance (agathocacological, intermediate). Titan and minor goddess. Daughter of Oceanus & Tethys. Sister of Callirrhoe, Clymene, Clytia, Doris, Electra, Eidyia, Europa, Meliboea, Perseis, Pleione, Proteus, and Styx. First wife of Zeus. Mother of Athena.

Mimallones: A nymph-like demigoddesses servant of Dionysus. One of the four Maenads. The other three are: Bacchae, Clodones, Mimallones, and Thyiades

Minerva (Grecian: Athena): Moonlight (agathocacological, ordered). Great goddess of wisdom, arts, and science. A moon goddess unlike Athena. Less interested in warfare than her counterpart. Also called Pallas.

Minos: A demigod and judge of the dead in the underworld. Son of Zeus & Europa. Brother of Rhadamanthys and Sarpedon, likewise underworld deities.

Mnemosyne: Moonlight (benign, intermediate). Minor goddess of memory. Mother by Zeus of the nine Muses (q.v.).

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Momus: Demigod of criticism and of ridicule and faultfinding. He was thrown out of heaven for his speaking out in the latter regard.

Morae: The Fates (or Parcae), i.e. Atropos, Clotho, and Lachesis.

Morgana: Moonlight (malign, chaotic). Roman/Francian demigoddess of lasciviousness. Sister of Alcina and Logistilla.

Mormo: Gloomy Darkness (malign, chaotic). Grecian minor goddess of Evil and patroness of all shape shifters.

Moros (Morus): Shadowy Darkness (agathocacological, ordered). Demigod of lugubrosity. Son of Nox & Erebus. Brother of Aether, Cer, Charon, Dreams, Hemera, Hypnos, Momus, Nemesis, and Thanatos.

Mors: Gloomy Darkness (agathocacological, ordered). Lesser god. Roman name for (Grecian) Thanatos, god of death (q.v.).

Morpheus (Roman: Dreams): Moonlight (benign, chaotic). Lesser god of dreams. Son of Hypnos. Brother of Icelus and Phantastus.

Mulciber: Balance (benign, ordered). Roman lesser god of forging and the smithy. An avatar of Vulcan.

Muses, The Nine: Demigoddess daughters of Zeus & Mnemosyne.

They are:

1. *Calliope* of epic/heroic poetry, laurel and trumpet
2. *Clio* of history, whose symbol is a laurel and scroll
3. *Erato* of love poetry, lyrics, and marriage songs, whose symbol is a lyre
4. *Euterpe* of music, whose symbol is a flute
5. *Melpomene* of tragedy, whose symbol is a tragic mask and buskins
6. *Polyhymnia* of singing, oratory, and rhetoric, whose symbol is a veil
7. *Terpsichore* of dancing, whose symbol is a laurel and lute
8. *Thalia* of comedy, whose symbol is a comic mask and sock shoes
9. *Urania* of astronomy, whose symbol is a glove and two compasses

Muta: Roman demigoddess of silence and quiet.

N

Naenia: Shadowy Darkness (agathocacological, ordered). Roman minor goddess of funerals. Her temples are always outside of a community.

Naiads: Nymphs (q.v.) of rivers, lakes, streams, pools, fountains, etc.

Nemesis: Balance (malign, ordered). Lesser goddess of vengeance. Punisher of those displaying hubris. Daughter of Nox & Erebus. Sister of Aether, Cer, Charon, Dreams, Hemera, Hypnos, Momus, Moros, and Thanatos, god of death.

Dangerous Journeys

Neptune (Grecian: Poseidon): Moonlight (agathocacological, intermediate). Great god of the salt waters and of horses. Husband of Salacia. One of the 12 Olympian gods/goddesses. Symbol is the trident of the water and the whip of horses.

Nereids: Sea Nymphs. Demigoddesses of the Mare Librum. The 50 daughters of Nereus & Doris, who sometimes attend Poseidon:

Actaea, Agave, Amatheia, Amphinome, Amphithoe, Amphitrite, Apseudes, Callianassa, Callineira, Clymena, Creusa, Cymodoce, Cymothoe, Dexamene, Doris, Doto, Dynamane, Erato, Eudora, Galatae, Glaucé, Halie, Iacra, Ianassa, Iancira, Limnoreia, Maera, Melite, Nemertes, Nesaera, Oreithyis, Panope, Pasithae, Pherusa, Proto, Psananthe, Speio, Thalia, Thetis and Thoe.

Nike (Roman: Victoria): Moonlight (agathocacological, intermediate). Lesser goddess of victory. Daughter of the Titan Pallas and Styx. Sister of Bia, Kratos, and Zelos.

Notus: Balance (benign, chaotic). Titan and minor god of the south wind. Son of Astraeus. Brother of Boreas (north), Eurus (east), & Zephyrus (west).

Nox (Nyx): Shadowy Darkness (benign, ordered). Greater goddess of night. Daughter of Chaos & Darkness. Wife of Erebus. Mother of Aether, Cer, Charon, Dreams, Hemera, Hypnos, Momus, Moros, Nemesis, and Thanatos, god of death.

Numen (pl. Numina): A Roman deity of awe, ancient and of special Heka power, including the following:

Saturn (Chief of the Numina), Janus (Commander of the Numina), Acca Larentia, Anna Perenna, Brizo, Carmenta, Ceres, Consus, Fauna, Faunus, Februa, Feronia, Flora, Innus, Juturna, Liber, Libera, Ops, Pales, Pomona, Porrima, Postvorta, Robigus, Telluno, Tellus Mater, Vertumnus, Veritas.

Nymphs: Female deities ranging in power from minor god-desses to potency. They are of natural or elemental things. The types include:

1. *Alseides:* Grove Nymphs, weak to strong potencies.
2. *Auloniads:* Meadow Nymphs, potencies to weak quasi-deities.
3. *Dryads:* Forest Nymphs, quasi-deities to strong demigoddesses.
4. *Hamadryads:* Tree Nymphs, very weak to weak potencies.
5. *Hylaeroae:* Valley Nymphs, potencies to quasi-deities.
6. *Napaeae:* Dell/glen Nymphs, weak potencies to weak quasi-deities.
7. *Naiads:* Water Nymphs, weak potencies to demigoddesses.
8. *Nereids:* Sea Nymphs, potencies to strong demigoddesses.

9. *Oceanides*: Ocean Nymphs, strong potencies to minor goddesses.
10. *Oreads*: Mountain/grotto Nymphs, quasi-deities to minor goddesses/potencies to quasi-deities.

O

Oceanides: Ocean Nymphs. Daughters of Oceanus & Tethys. Strong potencies to minor goddesses.

Oceanus: (Balance (agathocacological, chaotic). Titan and greater sea god. Son of Uranus & Gaea. Husband of Tethys. Father of the 3,000 Oceanides as well as Callirrhoe, Clymene, Clytia, Doris, Electra, Eidyia, Europa, Meliboea, Metis, Reresis, Pleione, Proteus, and Styx.

Ocnus: Shadowy Darkness (malign, ordered). Grecian minor god of entropy. Patron of those who pro-crastinate and are otiose.

Odysseus (Roman: Ulysses): Demigod. Once a mortal. Patron of seafarers and adventurers. Taught the use of Heka by Calypso and Circe.

Ocypete: Quasi-deity. A harpy. Daughter of Gaea. An eater of humans.

Oenone: Quasi-deity Nymph. Daughter of Cebren.

Olympians, The 12: There are actually a dozen plus the ruling deity, as follows:

Zeus/Jupiter, Hera/Juno, Poseidon/Neptune, Aphrodite/Venus, Apollo/Apollo, Ares/Mars, Artemis/Diana, Athena/Minerva, Demeter/Ceres, Hades/Pluto, Hephaestus/Vulcan, Hermes/Mercury, Hestia/Vestia.

Olympus: Plane of the gods of the Greco-Roman pantheon.

Ophion: Sunlight (agathocacological, chaotic). Greater god. Eldest of the Titans. Husband of Eurynome.

Ops: Moonlight (benign, intermediate). Roman minor goddess of fertility and bountiful fields. A wife of Saturn. One of the Numina. An associate of Consus.

Orcus: Gloomy Darkness (malign, intermediate). A Roman minor god of the underworld. A bringer of death.

Oreads: Mountain/Grotto Nymphs. Mountain oreads are quasi-deities to minor goddesses, grotto ones are potencies to quasi-deities.

Orion: Giant and demigod of the moon and a star deity. Son of Hermes & Euryale.

Orpheus: Demigod of poetry, music and spell-singing. Once a mortal.

Orthus: A monstrous, two-headed dog of potency who guards the flocks of Geryon. Offspring of Typhon & Echidna. Related to Cerebus, Chimaera, and Hydra.

Otus: Giant demigod, son of Poseidon & Iphimedia. Very strong physically but not mentally potent. The Aloadae refers to Otus and his brother Ephialtes.

(To be continued...)

ENCHANTED EQUIPMENT

From the diaries of John R. Troy

THE EBON EPEE OF THE ONYX OUTLAW

History

In 900 AAF there was a nobleman by the name of Fryud, of the Bisquirkett family who resided in southern Francia. His main passion (other than the typical distractions of the aristocracy) was fencing, and he became a grand master of the epee. Unlike his siblings, however, he became more concerned with the troubles of the common man, and was concerned about corruption among the aristocracy. Fryud had the ethics and morals of the most noble paladin, and the execution of a swashbuckling outlaw. Under the pseudonym of the “Onyx Outlaw,” this masked highwayman gained a serious reputation within the cities of Francia.

During this time, Fryud became a part of a small fellowship of adventurers known as Kylar’s band, and spent half his time adventuring with them from country to country, outer Ærth to inner, and on Phæree. During this time, Fryud became increasingly aware of the problems of his “slim sabre” versus the well-armed and armored opposition – yet he was woefully unskilled in other combat areas. After Fryud assisted in a major task for a Dwarvish Noble, said personage had the “weapon of the Onyx Outlaw’s dreams” crafted to his specifications – a moderately dweomered blade, giving him all the advantages of an Epee with the potency of a regular broad-sword, as well as a few abilities assisting in his adventuring needs. This weapon, the *Ebon Epee*, became an integral part of the Onyx Outlaw legend. There are still some descendants of Francian natives who remember the occasional conjured beast being obliterated by a powerful bolt of Heka generated by the Onyx Outlaw’s sword.

In 910 AAF the Onyx Outlaw’s identity was revealed publicly in a tavern before he was slain by a covey of doomed witches (they being under forfeit of Pact after Kylar’s band slew some of their number a few days before). His body was stripped, and his *Ebon Epee* disappeared with all his other personal items. While Kylar’s band soon exacted justice on the vile villains, the epee was never found.

The sword was next reported in the hands of an unknown sailor in Atlantis, in 942 AAF. An assassin band known as “The Kraken’s Killer Kultists” had been commissioned to dispatch one Tisar Kocholban, a powerful merchant who angered a noble of Zuivan in years past. Ambushing his boat on the Lake of Artax, a group of eight assassins attempted to fulfill their contract.... The lone survivor of that mission spoke of “...a strikingly handsome man, who fought us wi’ nary but an epee – slicing me boys’ breastplates, damme, and parryin’

longswords wi’ ease! And then he spoke a word o’ pow’r an’ the blade glowed o’ hellfire, an’ he ran the boss through berjibbins. This gal jumped fer it, but na’ tarry here, lad! Me backup crew may be –“ More details could not be obtained, as the deserter was promptly assassinated by others of the “KKK.”

The only other report of the sword came from the kingdom of Hispanola. Apparently in 978 AAF a young woman in a remote village was being assaulted by a corpse-riding Vetala, which was then itself challenged by a mysterious stranger, his facial features opaquely masked by shadow-magick. The stranger shouted in a Lemurian accent, “This Blade smelled your crime – and this Blade will kill you!” While the Vetala laughed sinisterly, the blade was pointed at the foul quasi-goblin, and a bolt slew it instantly! The stranger then vanished.

No reports of the *Ebon Epee* have since come to light.

Description

The *Ebon Epee* is a Preternatural Weapon of moderate power, created via Dwarven Craftsmanship and combined human/dwarven alchemy and Heka. It looks like an epee of unsurpassed quality, with an polished adamantite-Hekalite alloy, and some Elvish runes mark the basket-handle. The sword is otherwise mundane in appearance. Aural reading will reveal Preternatural dweomers of mixed and positive Heka.

Powers

1. Unlike the standard epee, this weapon will work against any type of hard mundane armor, just like other swords. Furthermore, this weapon is not susceptible to breakage in parrying; it is treated as a magickal bastard sword of resilient unsurpassed quality for determining breakability and the like.
2. The weapon confers a magickal +10 bonus to BAC. It furthermore has a damage bonus of +2D6. These powers are always in effect.

3. After a week of being carried by a person, and used in mortal combat at least once, the weapon “attunes” to the user. As long as the attuned sword is either held or carried in a scabbard on the persona, a special limited intuitive detection power is gained. The user can detect any hostile active combat occurring within a furlong's radius; this is a semi-empathic communication, determining direction only. It does not so function when the carrier is in the midst of combat directly, nor can it detect someone with hostile intentions unless that source is attacking someone.
4. Once per day, when a command word is spoken, the user gains a special two Joss Factors (2 JFs), which **MUST** be used in the same CT to either make a successful hit and/or maximize damage, or to make a special attack. This Joss can be used for nothing else.
5. Once per day the *Ebon Epee* may be pointed at a target and a command word spoken. This unleashes a Bolt of Positive Heka (9D6) which will strike the target in the same CT, inflicting Impact damage.

THE TOWN CRIER'S GONE MAD!

Commentary by Gary Gygax

With such Able Apologists as Alan Kellogg standing stalwartly in the forefront facing the benighted foes, I can expend this cherished space in more interesting ways than smiting ogres hip and thigh. I'll do so.

It was perhaps a dozen years ago at a Metro Detroit Gamers convention near that city when it happened. Having done my duty and spoken about the **D&D™** game and game mastered adventures too, I was given a reprieve. A Kind Soul mentioned that there was soon to be a Napoleonic Wars miniatures battle fought out on the tabletop with 25mm miniatures. Would I care to accept a command? But of course! With what must certainly have been a suspicious demeanor I surreptitiously stole off to the lower area where miniatures gaming events were slated. Think of it as the depths of the dungeon.

I was soon commanding a large force of Russian troops, including Cossack cavalry, line infantry regiments, and (joy of joys!) the Pavlov Grenadiers. On the Austro-Russian right the French were pressing hard, so their right wing commander sent three regiments of French horse to do the same to the left – my wing. With volley fire banging into the flanks of the charging cavalry, the Cossacks counter-charged at the last minute. Lancers, dragoons, and hussars were met with brave battle cries. Alas! The Frogs were too much for them. In a brief time their ranks were decimated and more. The Cossacks streamed off to the rear in rout. Still, the stolid foot soldiers behind them stood firm, blazing away with musket and a few cannons too.

Disorganized from their charge, ranks thinned from their triumphant attack, the French cavalry brigade could not withstand the punishing fire. Back across the intervening ground they galloped to escape death, their numbers but half or less original strength when they finally arrived in the safety of their own positions. But what this? The enemy commander goggled and exclaimed in dismay. The Russians dare to advance on the Emperor's troops?! Yes indeed they did. With the French cavalry so roughly handled as to no longer be a factor,

and at the cost of but a few thousand unreliable light Cossack horsemen, the Tsar's own forces were most certainly marching ahead to the attack. At their right were the guard grenadiers, and such execution they did!

In terror and confusion the French fell back, finally moving to their left and finding defensive positions in the center in order to avoid being split from their fellows, pocketed, and destroyed. We had broken the French right and driven it in upon the center, inflicting twice the casualties upon the foe that we had suffered. But alas, the French had somehow managed to do the same to our valiant (Austrian) right wing. A stalemate. Grumbling, I accepted this news and shrugged. Soon there would be another meeting, and then...

“You are playing military miniatures?” I turned to observe the speaker. He was a young fellow from the roleplaying events above, come perhaps to see how the other sorts of gaming enthusiasts lived. “Indeed I do,” I answered mildly, “Although not as frequently as I might.” Shaking his head sadly at such news, the chap went off. It was as if I had blasphemed or given up the true faith. Refraining from calling after the wight “Roleplaying sprang from this!” I shrugged and spent a few happy minutes rehashing the battle. Then I returned to duty above; there were RPG events to run. But as I went I pondered how anyone could wonder at Gary Gygax playing with miniature figurines in wargames.

It was about 1963 when I became actively involved in gaming fandom. Around then I began to contribute regularly to a number of fanzines, most of which were dedicated to boardgames – wargames and Diplomacy. Still, I did get Don Featherstone's Wargamer's Newsletter and a few others that dealt with miniatures. Because I was one of three founders of the International Federation of Wargaming, the organization that originally sponsored my creation and running of the **GenCon™** convention, I actually took over the task for GenCon IV and V, devoting most of my energy to boardgaming.

Yet an odd thing occurred. The **GenCon™** convention (and I) got a reputation for being more a military/naval miniatures convention than a board/wargaming show. I couldn't convince **Avalon Hill** or **SPI** to come and sponsor tournaments, but we ran them nonetheless. The miniatures events were certainly the most visible games at the convention, and I played in a lot of them, ranging from sailing ship and WWII naval engagements to medieval and Napoleonic battles. Those readers in possession of the original version of the **D&D™** game will certainly have noted the underlying assumption therein, that purchasers are intimately familiar with military miniatures rules in general and the **Chainmail™** rulebook in particular -- upon which foundation that fantasy RPG was built.

Somehow, in the few years between the release of the **D&D™** game (1974) and that gathering of gamers in Michigan (c. 1980), my reputation as a military miniatures devotee had disappeared, and vanished so completely that most of the fans attending the MDG event didn't even know I played such games! Well, I did then and I still do now -- a little. There is an old saying: "If you make your hobby into your vocation, get a new hobby." Well, I do mostly fantasy RPG material and game master in that genre too, so I need a hobby to free my mind from work. That's the beauty of gaming. If switching RPG genres isn't sufficient, then there are many boardgames and (best of all in my mind) military miniatures to enjoy. No need to find a different hobby. Gaming has sufficient facets to make it so versatile as to fulfill most such needs.

As a mere boy I had a collection of toy soldiers -- common fare in all the dime stores during and immediately after World War II. These were mostly hollow-cast metal figurines in about 65mm scale, although there were some nearer 60mm scale made by plastic injection. To these were soon added 54mm ones -- Bengal Lancers, American Indians, cowboys, Arabs, commandoes, and others. Indeed I had a very eclectic taste in toy soldiers. When the troops were marshalled for battle, everyone reported for duty, short and tall, old and modern. Of course there were artillery pieces, tanks, jeeps, and halftracks there with wagons and horses. Out-of-scale plastic aircraft flew overhead. Here is a typical battle as fought out by my ten-year-old friends and I during that period:

The attic floor is cleared. Blocks are set up to form terrain features such as hills, ridges, and woods/hedgerows. Troops are selected by the opposing sides, one at a time, beginning with AFVs and big guns, then on down the list through machine guns to sword- or club-wielding anachronisms.

Forces are arrayed on opposing sides of the battlefield, no switching allowed, but some peeking permitted. A set number of aircraft, say six apiece, fly over to bomb and strafe the enemy positions.

Bombs are blocks, and any figure knocked over or touched is out! Some breakage occurs, but that's war. Strafing is a single pass with a handful of matches, and figures touched are dead

(no breakage there). However, to simulate anti-aircraft fire and fighter protection a few planes must be shot down. Two or so are equipped with flashcrackers, the fuses lit, and the doomed aircraft are hurled from windows. Smoke trails from their spinning forms. Then there is a burst of flame and explosion. Pieces of plane scatter. We mourn the loss but briefly; the battle is about to commence!

The 54mm artillery pieces were designed to fire metal "shells," and these are utilized until all are lost in cracks in the floor and like places. Then ladyfinger firecrackers take their place. These are far more satisfactory anyway, because they simulate explosive rounds. Toy soldiers are sent flying from a near hit (more breakage, but...). Tanks and vehicles are judged "knocked out" from a direct hit. After a dozen rounds, though, the artillery falls silent and the infantry and cavalry have at it. For crossing the no-man's-land, each machine gun defending eliminates one or two attackers: toss a coin, tails one and heads two. At close range, hand grenades and sub-machine guns likewise take their toll as determined by coin toss.

The true fight then commences with very close range and hand-to-hand combat. One side is "tails," the other "heads." Each individual combatant gets a coin. Any two matching sides eliminates one from the opposing force (this is pretty silly, because numbers don't really count against the opponent, but after all we were only wee lads...). Not surprisingly, most battles came out a draw. This satisfied us immensely, because each team could then claim victory without really having drubbed the other.

As the force began to diminish from wear and tear, I decided that some less destructive means of combat was called for. The anomaly of the coins had begun to dawn on us all by this time too, so Don Kaye and I stripped dice from our games and tried using them instead of blocks, flashcrackers, and coins. We had worked up a "higher roll wins" system using a pair of dice, and were working on air and AFV combat -- when disaster struck. First my brother-in-law stomped across the set-up battlefield as if he were the dreaded giant Abba-yoyo. Then my young nephews found the trove and proceeded to demolish still more troops and vehicles. The sad little band of survivors were packed off, and military miniatures gaming disappeared from the pastimes of our group for some years. Cards and chess were taking over anyway, and then came beer and girls, but that's a whole other tale.

When I discovered H.G. Wells' wonderful book *Little Wars* in my early twenties, I showed it to Don Kaye. "We were close, Gary," he said with pride after reading it. "Yah, Don, we were -- only about a half-century after the fact." Needless to say, when Don began playing in my RPG game in 1972, he was much delighted. In fact, the original idea for the **Boot Hill™** game was Don's, but he never had a chance to perfect and develop it. If there's a big gaming room in the sky, then I'm sure he's there working on something -- along with a cold beer, of course.

(Editorial Epilogue: At one point when Gary was the President and Chairman of the Board of TSR Hobbies, your humble servant – a mere editor-in-training – found himself opposing The Boss in a complex Napoleonic campaign waged by a weird alternation of figure-battles and corporate memoranda. When negotiating truces, writing battle orders, and facing off across a sand table, company officers and salaried & hourly staff mixed freely, gleefully ignoring the implicit class structure. Business meetings were often followed by strategic discussions, points of the latter oft debated with greater vigor, and at greater length, than the former. And in the

basement of the old Dungeon hobby shop, it was not an uncommon sight to see a shipping clerk lambasting a company Veep for his tactical errors! But alas, that era is a decade past, and I think we shall not again see such pan-corporate camaraderie resulting from our common hobby.)

The opinions expressed in this column are solely those of Gary Gygax and do not necessarily reflect those of the Publisher, Editor-in-Chief, or any of the other staff of or contributors to this publication.

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MYSTICAL MANIFESTATIONS

Addenda & New Material for
the **Mythus™** Fantasy Game Rules

SOCIO-ECONOMIC CLASS AND THE ECCLESIASTICAL HIERARCHY

Both Journey Masters and players of the **Mythus™** game must be cautioned not to draw too close a parallel between ecclesiastics of the world of **Ærth™** and clerics from the medieval period of our own world's history. While there is some resemblance between the two, it is more superficial than actual. The reason for this contrast is simple and goes beyond the mere ability to employ Heka practice.

On **Ærth** the various Supernatural and Entital beings take a far more direct and active role in human affairs. This is especially so in regards to the various pantheons. Deity activity means that ecclesiastics are very much active too, and because of the various Supernatural and Entital beings concerned, roles of abjuration and invocation are certainly paramount in the activities of the greater clergy.

There can be no question that the most powerful ecclesiastics are critical. These individuals and their organizations wield real Spiritual power. They also have temporal power and influence, not to mention a degree of citizen support commensurate with their activities in assuring the quality of health, life, and so forth. In short, on **Ærth** the deities and Entital powers are active and known with certainty, so the “lords spiritual” have proportionately greater force! In fact, were it not for dissensions within pantheons and ethoi, as well as the great Dweomercrafters and other exceptionally able practitioners of other Heka-based arts, the clergy might well have absolutely dominant roles. However, because of the mitigating circumstances mentioned, they are simply a very potent force within the cultural and social organizations of the various peoples and states of **Ærth**.

The table at right is given to illustrate the status of the ecclesiastics of **Ærth**, so the reader will fully understand the overall hierarchy. While this table is not absolute or uniform

across the entire globe, it is relatively accurate. It can thus be seen that the ecclesiastical role is both important and influential in all aspects of life upon **Ærth**. In fact, many a crowned head will defer to a grand priest or priestess at times. Woe to any lesser who should show impropriety or lack of respect for a spokesperson of the forces of the Supernatural or Entital spheres!

1. Monarchs (emperors, priest-kings, kings, other sovereigns, etc.)
2. Greatest clerics (pantheon heads, greatest deities' chief priests, etc.)
3. Great non-palatine nobles and great clerics
4. Major clerics
5. Royal/sovereign high officials (including Heka practitioners)
6. Intermediate clerics
7. Nobles and greatest lords mayor
8. Mages and greatest practitioners of other arts
9. Petty nobles and lords mayor
10. Community ecclesiastics (major including priors, abbots, etc.)
11. Noble officials (including strong Heka practitioners)
12. Non-hereditary aristocrats and greater gentry
13. Gentry, guild masters, minor local clerics, and able Heka practitioners
14. Accepted/active monks, friars, nuns, and recognized holy personae
15. Freeman (etc.)

HEKA APERTURE

Insert in **Mythus™** game rulebook, Chapter 13, page 277, column 2, before “Regenerating Personal Heka.” See also cross-references hereafter.

Heka Aperture Rule

The maximum amount of additional Heka – that is, Heka added to that needed to use a power or activate a casting, including those for a Mental or Spiritual attack – is determined by the Heka Aperture capacity of the individual channeler/practitioner. (In regards to power use assume a level maximum expenditure of 100 Heka points to activate/utilize the power.) The total amount of additional Heka energy that can be used in a Mental or Spiritual attack, or added to a power use or casting, is determined as follows:

Heka Aperture = Channeler's/practitioner's highest STEEP in a Prime Heka-generating K/S Area (x2 if a Full Practitioner) plus 10 per additional Heka-generating K/S Area possessed.

Example: Clovis the Priest is facing off against the Necromancer Borgodod. Clovis' *Priestcraft* STEEP is 47, and he has seven other Heka-generating areas, so he can channel 94 (47 x2) + 70 (10x 7 K/S areas) for a maximum 164 additional points of Heka into a mental or spiritual attack, power, or casting. Borgodod has 90 STEEP in *Necromancy* and nine other Heka-generating areas, so he can channel 90 + 90 (10x 9 K/S areas) for a maximum 180 additional points of Heka into a mental or spiritual attack, power, or casting. This is a fairly even match! Note that even if Clovis chooses to try a Grade IV casting costing 75 points of Heka, this does not affect the Heka Aperture addition of 164; while if Borgodod expended Heka in a Spiritual attack power to equal or exceed one or more of Clovis' ATTRIBUTES or a TRAIT, the Heka required above the 100 maximum for such power use would come from the Heka maximum governed by the Heka Aperture, i.e. Borgodod could use no more than 280 points in such an attack.

For creatures without K/S areas but which possess powers, use the following:

Power	Aperture
Slightly magickal	30-50 (or 15 per ability)
Moderately magickal	70-100 (or 20 per)
Highly magickal	120-170 (or 30 per)
Exceptionally magickal	190-250 (or 45 per)

Finally, insert the following reminder note at each of three points in the **Mythus™** Game rulebook:

page 212, end of column 1

page 214, column 2, before “Attack To Weaken”

page 217, column 2, after first paragraph of “Attack Process”

The amount of additional Heka that can be employed in such attack process is limited by the Heka Aperture of the individual so attacking; this is detailed in Chapter 13, Heka & Magick, on page 277 under the heading “Heka Aperture Rule.”

RULES ON ARMOR

Armor Damage & Repair

Insert in Combat, Chapter 12, page 255, column 1, prior to “Averaged Armor:”

Non-Average Quality Armor: The above assumes that the armor in question is of Item Quality Average. Adjust the number of times armor's protection value can be exceeded as follows for non-average-quality armor:

Quality	Protection Value
Poor	3
Below Average	5
Average	10
Above Average	12
Exceptional	15
Unsurpassed	20

Note: Shields, just as worn armor, likewise absorb damage and are subject to destruction as is they were worn armor. They are assumed within the armor if the JM employs averaged armor, so that shields are made useless concurrent with armor loss.

Armor and Use of Castings

New Heading: Combat, Chapter 12, page 255, column 2; insert prior to “More on Damage to Personas”:

Unless specifically stated otherwise or there is an obvious conflict between the magick and the armor, and subject to the Journey Master's final ruling, the wearing of armor by a practitioner, partial or full, does not prevent the casting of Heka.

There is a caveat, however. Each SF penalty factor adds to the delay in action of the caster in regards initiative. Thus, armor's SF penalty will delay the activation of a Casting, even an Eyebite, albeit only for some fractions of a second of thereabouts.

The use of any sort of a shield while employing any sorts of casting, other than Eyebite castings or those triggered by a glyph or object, is prohibited.

CHOPs: COMPLETE HEROIC (OR OTHER) PERSONAS

HEROIC PERSONA PROFILE

Player: Gary Gyga **EP Name:** Claude, Baron Augustville
Vocation: (Philosopher) Alchemist **SEC:** (8) 6
Current Joss Factors: 5 **APs Unused:** G: 6; S: 0; X:0

Mental: 104	Physical: 91	Spiritual: 94
<i>EL:</i> 83	<i>WL:</i> 68 <i>CL:</i> 81 <i>RL:</i> 9	<i>EL:</i> 76
MD Now:	PD Now:	SD Now:
Mnemonic: 53	Muscular: 46	Metaphysical: 48
<i>MMCap:</i> 20	<i>PMCap:</i> 17	<i>SMCap:</i> 18
<i>MMPow:</i> 16	<i>PMPow:</i> 15	<i>SMPow:</i> 16
<i>MMSpd:</i> 17	<i>PMSpd:</i> 14	<i>SMSpd:</i> 14
Reasoning: 51	Neural: 45	Psychic: 46
<i>MRCap:</i> 19	<i>PNCap:</i> 16	<i>SPCap:</i> 17
<i>MRPow:</i> 18	<i>PNPow:</i> 15	<i>SPPow:</i> 15
<i>MRSpd:</i> 14	<i>PNSpd:</i> 14	<i>SPSpd:</i> 14

Attractiveness: (11) 10 (+5 deep I B/U =15 when very well known) **Movement:**
Walking: 83 *Swimming:* 24.9/49.8 *Running:* 249
Quirks: Toxin resistant; all poisons at 75% STR for him. *Crawling:* 8.3 *Evasive:* 24 *Jumping:* 2.49'/4.98'
Counter-Quirks: Sense of smell only 75% of normal. *Cautious:* 41 *Trotting:* 166

K/S Area Information

Mental

Architecture: 36
Astronomy: 31
Biography & Genealogy: 34
Botany: 29
Chemistry: 34
Demonology: 38
Dweomercraft: 34
Elemental School: 34
Etiquette & Soc. Graces: 42

Foreign Language (Atlantlan): 32
Foreign Language (Latin): 32
History: 36
Influence: 44
Persuasion, Propaganda, Strategic & Table
Journalism: 31
Literature: 28
Logic: 31

Magick: 31
Native Tongue (French): 60
Perception, M.: 36
Anticipating, Noticing, Understanding
Philosophy: 44
Sociology/Culture: 36
Trade Phoenician: 44

Physical

Combat, HTH, Non-Lethal: 23
Endurance: 23
Handicrafts & Handiwork: 20
Heka Forging: 32
Enhanced Object Quality, Enhanced Mechanisms, Heka Reservoirs
Hunting & Tracking: 32
Spear, Crossbow

Mechanics: 33
Music: 28¹
a Capella; Keyboards
Riding: 43
Horses, mules, asses; Racing;
Teamstering
Sports
Ind. Mounted Sports: 36

Ind. Violent Sports: 34
Mounted Team Sports: 36
Survival: 24
Travel: 32

¹¹ There was an obvious omission in the original text. Music was intended (obviously by the presence of Sub-Areas), but someone forgot to include it. I made up a STEEP that was appropriate for the number of Sub-Areas.

Spiritual

Alchemy: 44
Astrology: 41
Conjuration: 41

Divination: 31
Exorcism: 44
Leadership: 25
Metaphysics: 34

Occultism: 29
Pantheology: 34
Religion: 26
Writing, Creative: 30

Armor, Weapons & Attacks:

Handedness: Left

Armor Type & Protection Factors: Leather (hunting) full armor: 12 (SF penalty 1)

Heka Physical Armor:

Mental Armor:	Automatic: 0	Heka Generated: 0
Spiritual Armor:	Automatic: 0	Heka Generated: 0

Hand-to-Hand, Lethal

Attack	Attacks	SF	DT	PD/Attack	BAC
None	N/A	N/A	N/A	N/A	N/A

Hand-to-Hand, Non-Lethal:

SF BAC 23 + PMCap 17 = 40

Disable	3/5	Overpower or Stun first, then roll STEEP
Overpower	5	Roll STEEP to succeed
Stun	3	5D6 to exceed opponent PNC

Hand Weapons

Weapon	Sub-Area	WP	C	S	Type	PD	Reach	BAC	Dur
Spear (7'+, boar)	spear	5	C	4	P	3D6+3	3	21	5/40

Missile Weapons

Missile Weapons	Sub-Area	WP	T	S	Type	PD	Range	ROF	BAC
Crossbow, Heavy	crossbow	8	N	7	P	4D6	40-360	0.5	24
Crossbow, Medium	crossbow	7	N	6	P	3D6	30-240	0.33	23
Crossbow, Small Pellet	crossbow	5	N	4	B	4D3	15-100	1	21
Crossbow, Heavy Pellet	crossbow	6	N	2	B	4D3	3-27	1	22
Spear	spear	0	Y	4	P	3D6+3	4-32	1	16

Perception & Neural - Attack Bonus (Perception, Physical + STEEP+PNP+PNS) = NIL

STEEL PD Bonus: (41 onwards) = 0

Heka Generation:

Mental TRAIT Base	104
Physical TRAIT Base	91
Spiritual TRAIT Base	94
Alchemy	44 + (SM CATEGORY) 48
Astronomy	31 + (MMCap) 20
Astrology	33 + (SPCap) 18
Conjuration	41 + (.5 SMPow + SPPow) 15
Divination	31 + (SPCap) 17
Dweomercraft	34 x 10 = 340 + (M TRAIT) 104
Elemental Sch	34 + (MM CATEGORY) 53
Endurance	23 + (.5 PMPow + PNPow) 15
Exorcism	44 + (SMCap) 18
Heka Forging	41 + (PMCATEGORY) 46
Magick	34 + (M TRAIT) 104
Metaphysics	34 + (SMCap) 18
Occultism	STEEL
Pantheology	STEEL
Religion	26 + (SMPow) 16
Total Current Personal Heka	1590

Dodging: (subtraction from opponent FAC; PMS + PNS = 0 - armor SF 1) = 0

PMP Physical Damage Bonus: (15) = +3

Avoidance: M 17/14 or 31; P 12 or 24; S 14 or 28.

Heka Aperture: 44 + (7x10) = 114

Abilities/Favorite Castings

See appended sections for this data.

Reservoirs:

Current Personal Heka Available:

Financial Information

Net Worth	Bank Accounts	(Cash on Hand)	Disposable MI
6,664,000	164,000	(168,000)	14,400*
* Plus 28,800 per month he earns from businesses and interest, and which is used for living expenses, servants, upkeep, etc.			

Possessions & Equipment

Item	Cost	Item	Cost	Item	Cost
Chateau August	2,000,000	Jewelry	100,000	Divination Items	20,000
Lodge/bldgs./cottages	700,000	Business Interests	600,000	Dweomercraft Items	100,000
Lands	4,800,000	Shares	300,000	Occult Books	140,000
Furniture, Generic	700,000	Alchemical	600,000	Library, Other	300,000
Harpsichord	100,000	Items/Apparatus		Dress Garments	40,000
Horses	180,000	Alchemical Laboratory	100,000	Casual Garments	10,000
Hounds	20,000	Astrological Items	100,000	Wilderness Garments	10,000
Saddles & Tack	20,000	Conjuration Items	40,000		
Hunting Equipment	20,000	Demonologies	200,000		

Background

From his earliest childhood, Claude, only child of the 18th baron of August, Robert, the Sieur D'August, and Lady Blanche, was precocious. Although he liked weapons and hunting well enough, though, the lad quickly showed himself as a thinker, not a fighter. Pressed by his parents, Claude said he would be a philosopher and councilor to the king, but he had no interest in being a chevalier. Off went little Claude to school and then the University of Paris. His father and mother were determined he would make his mark and rise above their own rank. Claude excelled in his studies, but when graduated as a doctor of philosophy failed to aggressively pursue a career in the field by writing and otherwise dazzling the court. There was, not surprisingly, a confrontation then.

It came as a shock to Claude, then some fifteen years younger, that he didn't really want to be a philosopher at all. He told his parents that instead he wished to become an alchemist. They voiced strong objections to such dirty and dangerous calling. Claude countered that he would thus soon become great, for this vocation was his true one, and one day by means of it he would be appointed to the position of Royal Hermeturge. His father, was furious. First his son disappointed him and disdained arms, and now this! His mother mediated, and a truce was reached. Claude went off to study, but he went to Rouen in disgrace. Never was there peace between father and son. Six years after that day, Lady Blanche died. A year later the old nobleman followed her, and Claude became the 19th Baron Augustville. The inheritance was not great in terms of the rich, but it was large, even after the duties paid to the crown.

The first thing he did was to sell of much of the manor lands in order to acquire necessary equipment, books, and alchemical apparatus. Next Claude appointed a seneschal to manage the remaining duties of the barony. Leaving the fellow

in the family chateau, Claude removed to a remote portion of the remaining baronial estates,* refurbished the hunting lodge there, and has remained in this relative isolation most of the time since. He delved into the newly acquired mass of information and material, and in a couple of years assimilated the whole of the mass. He was indeed in his element!

Meanwhile, the baronial lands were doing well enough under the supervision of the man he had appointed as seneschal. If the income generated thus might have been greater, Claude cared not a whit. He was free to conduct his work in peace, and there was more than sufficient money to pay for the often expensive materia he needed. With only a few months spent away, the baron has continued to dwell in his hunting lodge, working and hunting, alone save for a handful of servants.

Claude recently turned age 41. He pondered then as to what he had accomplished. He found himself making but small renown for his work as an alchemist, and his ambition to become a hermeturge slowly slipping away. He knew he was barely an adept, and that was made plain to him whenever he met with others of his vocation, in Paris, for example. He realized that it would be many long years at this rate before he would gain sufficient ability, let alone the fame necessary, to be recognized at court as a hermeturge, let alone become the royal one. Furthermore, he realized he was a lonely, had no heir or even close relative.

He is now at a turning point. He is ready for a change, but what will he do. Only time will tell.

* About 100 acres of vines, 400 acres of farm land, 600 more of pastures, and 1,000 acres of woodlands.

Quick-Scan Personal Profile

Date of 1st Game Adventure:**Age Then:** 41**Sex:** Male**Race:** Æropan (W)**Complexion:** Light, few freckles**Current Age:****Height:** 5' 8"**Weight:** 165**Build:** Stocky**Hair:** Sandy**Hair Style/Length:** Longish, usually unkempt**Eyes:** Light Blue**Ears:** Somewhat large**Nose:** Very gallic**Lips:** A bit thick**Distinguishing Marks:****Birth Date:** 27 Feb. 9**Birth Place:** Chartres, Francia**Citizen:** Francia**Current Residence:** Lodge on estate (see Background)**Honors:****Pantheon:** Greco-Roman (R)**Deity:** Vulcan**Devotion:** Strong**Balance:** Agathocacological**Family SEC:** 8**Politics:** Moderate, was but is not active now**Conformity:** Non-, lost in work**Personality:** Semi-reclusive, studious intellectual**Likes:** Alchemy, books, hunting, music, good food & wine, birds, sunsets**Dislikes:** Formal parties, rigorous schedules not involving his work, sycophants**Usual Dress:** Stained laboratory garments. When "dresses" usually in hunting attire or else slightly-out-of-fashion finery.**Blazon:** Five flaming pots on a gold field**Quote:** "Had only I begun earlier..."**Special Connections:**

1. French marquis
2. Ambassador
3. Foreign nobleman
4. Shipowner (2D3 ships)

Additional Details

ALCHEMICAL Abilities/Castings (Prime Area)

Current STEEP: 44 (64) 48 Total Castings**Grade I Castings (6):** Base Heka Cost: 20; DR: Easy

Alter Complexion Spell Question Elemental Formula

Decipher Writing Charm Reveal Invis. Writing Cantrip

Know Chemical Spell Rope Homunculus Formula

Grade II Castings (6): Base Heka Cost: 35; DR: Easy

Acid Jet Cantrip Alter Hair Properties Spell

Charnok's Corpse Golem Decryption Spell

Formula

Know Chemical Compound Summon Elementary Ritual Spell

Grade III Castings (6): Base Heka Cost: 50 DR: Easy

Alkaline Shower Cantrip Alter Skin Spell

Heka Reading Cantrip Homunculus Ritual

Identify Potion Spell Lightning Rod Charm

Grade IV Castings (6): Base Heka Cost: 75; DR: Easy

Alter Eyes Charm Fludd's Fire Spell

Know Alchemical Work Non-Conductivity Cantrip Spell

Wateracid Spell Wood Golem Ritual

Grade V Castings (6): Base Heka Cost: 100 DR: Moderate

Alter Facial Features Braccesco's Artificial Formula Elemental Ritual

Conductivity Spell Invisibility Cantrip

Leather Golem Ritual Metalgrow Formula

Grade VI Castings (6): Base Heka Cost: 125; DR: Hard

Clay Golem Ritual Control Elementary Formula

Heka Binding Ritual Ironwood Spell

Reduce Heka Flow Cantrip

Grade VII Castings (5): Base Heka Cost: 150; DR: Difficult

Alfabri's Eldritch Fire Change Heka Energy Charm Cantrip

Control Elementary Formula Increase Lifespan Ritual

Stone Golem Ritual

Grade VIII Castings (4): Base Heka Cost: 200; DR: Difficult

Da Vinci's Reverse Motion Metal Golem Ritual Charm

Reverse Result Cantrip Work Tau Ritual

Grade IX Castings (4): Base Heka Cost: 250; DR: Extreme

Alcahest Formula Enchantment Ritual

Remove Years Ritual Simulacrum of Paracelsus Ritual

Standard Alchemical Operations

Alchemical Operation	Materia and Cost in BUCs	Heka Cost	Base DR	Alchemical Operation	Materia and Cost in BUCs	Heka Cost	Base DR
CRYSTAL				Potion of Enlargement	100	40	Hard
Clean	25	20	Moderate	Potion of Fast Reactions	100	40	Hard
Color	50	40	Hard	Potion of Fireform	100	40	Hard
Grow	75	40	Hard	Potion of Forgetfulness	100	40	Hard
Harden	150	75	Difficult	Potion of Health	200	40	Hard
Imbue with Heka	300	100	Very Difficult	Potion of Hekasource	400	100	Very Difficult
Imbue with Mental force	200	100	Very Difficult	Potion of Mental Power	200	75	Difficult
Imbue with Physical force	200	100	Very Difficult	Potion of Metalform	200	100	Very Difficult
Imbue with Spiritual force	200	75	Difficult	Potion of Physical Power	200	75	Difficult
Phosphorescent	50	40	Hard	Potion of Regeneration	300	150	Extreme
GAS				Potion of Spiritual Power	200	75	Difficult
Explosive	150	20	Moderate	Potion of Terraform	100	40	Hard
Hallucinogenic	150	75	Difficult	Potion of Weightlessness	200	75	Difficult
Poisonous	100	40	Hard	OIL			
Sleeping	150	75	Difficult	Cooling	150	75	Difficult
Weakening	150	75	Difficult	Frictionless	300	150	Extreme
GLUES				Inflammable	50	20	Moderate
Contact	100	75	Difficult	Poison	50	20	Moderate
Metal to metal	200	100	Very Difficult	Warming	75	40	Hard
Universal	300	150	Extreme	POWDER			
METAL				Aqua-Respiration	100	40	Hard
Copper to oricalcum	300	150	Extreme	Astrality	500	150	Extreme
Harden bronze	75	40	Hard	Etherality	400	100	Very Difficult
Harden steel	150	75	Difficult	Inflammable	150	20	Moderate
Inflammable	150	75	Difficult	Itching	25	10	Easy
Insinuate Hekalite	500	75	Difficult	Netherhedging	250	40	Hard
Iron to Adamantine	300	150	Extreme	Phosphorescent	25	20	Moderate
Lead to Gold	150	75	Difficult	Poison	25	20	Moderate
Lead to Platinum	300	100	Very Difficult	Pyrorespiration	200	100	Very Difficult
Lead to Silver	80	40	Hard	Sneezing	25	10	Easy
Lighten Adamantine	150	75	Difficult	Terrarespiration	100	75	Difficult
Lighten Bronze	80	40	Hard	SOLVENTS			
Lighten Steel	150	75	Difficult	Crystal/Gem	150	75	Difficult
Transparent Steel	300	100	Very Difficult	Glue	50	20	Moderate
LIQUID				Leather	75	40	Hard
Elixir of Longevity	500	150	Extreme	Metal, Hard	300	150	Extreme
Elixir of Youth	500	150	Extreme	Metal, Soft	200	100	Very Difficult
Poison	25	20	Moderate	Stone	200	100	Very Difficult
Potion of Airform	100	40	Hard	Wood	75	40	Hard
Potion of Æthereality	200	75	Difficult	N.B.: The Alchemist must know the correct time for any Operation. Failure to have an Astrological reading of time means that the Difficulty Rating of the Operation is at least 1 DR harder than indicated. Wise Alchemists have the <i>Astrology</i> K/S Area!			
Potion of Alertness	50	20	Moderate				
Potion of Aquaform	100	40	Hard				
Potion of Diminution	100	40	Hard				
Potion of Elementary Obedience	200	75	Difficult				

ASTROLOGY Abilities/Castings (Prime Area)

Current STEEP: 41 (61) 44 Total Castings

Grade I Castings (6): Base Heka Cost: 20; DR: Easy
 Astromancy Spell Know Disposition Cantrip
 Heka Sense Spell Minor Horoscope Formula
 Influence of Scorpio Spell Star Chart Place Formula

Grade II Castings (6): Base Heka Cost: 35; DR: Easy
 Best Time Formula Influence of Venus Cantrip
 Chart Alchemical Operation Influence of Virgo Ritual
 Spell
 Elementscan Spell Star Chart Item Spell

Grade III Castings (6): Base Heka Cost: 50; DR: Easy
 Ascendant Cantrip Influence of Mars Spell
 Chart Heka Forging Know Truth Charm
 Formula
 Influence of Cancer Major Horoscope Formula
 Formula

Grade IV Castings (6): Base Heka Cost: 75; DR: Easy
 Heka Sight Spell Influence of Mercury Spell
 Influence of Aquarius Influence of the Moon
 Cantrip Cantrip
 Influence of Libra Spell Kayyam's Wisdom Ritual

Grade V Castings (5): Base Heka Cost: 100; DR: Moderate
 Aetherscan Cantrip Influence of Gemini Spell
 Arago's Influence of the Sun Influence of Sagittarius
 Cantrip Cantrip
 Influence of Aries Cantrip

Grade VI Castings (5): Base Heka Cost: 125; DR: Hard
 Decan Cantrip Nostradamus' Circle of the
 Zodiac Ritual
 Detect Evil Influence Trevyn's Star Portents Ritual
 Formula
 Influence of Jupiter Spell

Grade VII Castings (4): Base Heka Cost: 150; DR: Difficult
 Discover Gate Spell Influence of Capricorn
 Formula
 Incantation of Saturn Ritual Influence of Taurus Spell

Grade VIII Castings (3): Base Heka Cost: 200; DR: Very Difficult
 Discover Portal Ritual Nostradamus' Forewarning
 Ritual
 Influence of Leo Ritual

Grade IX Castings (3): Base Heka Cost: 250; DR: Extreme
 Astralscan Spell Shadzur's Foredooming
 Ritual
 Influence of Pisces Formula

CONJURATION Abilities/Castings

Current STEEP: 41 62 Total Castings

Grade I Castings (10): Base Heka Cost: 20; DR: Easy
 Conjure Animal Formula Ring of Truth Cantrip
 Energy Gift Charm Receptive Circle Cantrip
 Miniature Pentacle Ritual Sigil of Avoidance Spell
 Pullout Charm Spellbind Cantrip
 Recall Spirit Ritual Symbol of Suggestion
 Cantrip

Grade II Castings (10): Base Heka Cost: 35; DR: Easy
 Alrue's Phantom Spell Nature Spirit Service
 Formula
 Cipher of Protection Spell Phæree Cord Cantrip
 Circle of Invisibility Charm Shadow Belt Cantrip
 Detect Malign Aura Charm Symbol of Deceit Spell
 Elementary Circle Formula Symbol of Summoning
 Ritual

Grade III Castings (6): Base Heka Cost: 50; DR: Moderate
 Chokecloud of Balaam Spell Glyph of Harm Cantrip
 Deadspirit Summoning Spell Symbol of Influence Spell
 Exclusive Pentacle Ritual Waterdrops Formula

Grade IV Castings (6): Base Heka Cost: 75; DR: Hard
 Cipher of Shielding Charm Glyph of Terror Spell
 Conjured Fountain Cantrip Symbol of Madness Ritual
 Firewand Formula Thunderbird Formula

Grade V Castings (6): Base Heka Cost: 100; DR: Difficult
 Conjure Lightning Stroke Rune of Weakness Formula
 Formula
 Heka Seeing Cantrip Symbol of Coercion Spell
 Inclusive Pentacle Ritual Windbag Ritual

Grade VI Castings (6): Base Heka Cost: 125; DR: Very Difficult

Conjure Ghosts Ritual Elementary Array Ritual
 Conjure Phæree Creatures Oath Spell
 Formula
 Dee's Spirit Charm Cantrip Symbol of Control Cantrip
 Ritual

Grade VII Castings (6): Base Heka Cost: 150; DR: Extreme
 Conjure Storm Ritual Painmist of Balaam Spell
 Fix Elemental Effect Power Pentacle Ritual
 Formula
 Loophole Charm Sigil of Abjuration Cantrip

Grade VIII Castings (6): Base Heka Cost: 200
 Alrue's Abomination Merlin's Entropical Links
 Cantrip Spell
 Circle of Expulsion Spell Possession Ritual
 Conjure Heka Bolt Cantrip Rune of Capture Formula

Grade IX Castings (6): Base Heka Cost: 250

Conjure Heka Elemental Spell	Egar's Three-Ring Circuit Ritual
Deathmist of Balaam Formula	Symbol of Banishment Ritual
Dimension Trap Formula	Ærthboots Spell

Conjuration Abilities

Conjuration DRs

Conjuration	Base Heka Cost	Base DR
Disembodied spirit	25	Easy
Semi-corporeal spirit or minor being	50	Moderate
Corporeal spirit or medial being	75	Hard
Major being	100	Difficult
Greater being	150	Very Difficult
Entital being	200	Extreme
Knowing <i>Truename</i>	--	-1 DR (easier)

Disembodied Spirit: This class includes weaker spirits of the dead, nature spirits (Elementaries), and such non-corporeal things as Poltergeists and the like.

Semi-Corporeal Spirit: This class includes the strong spirits of the dead, lesser spirits of all Preternatural sort, and the weakest of Supernatural spirit creatures. All can form a semi-material body at will but not otherwise have such.

Minor Being: This is a minor Preternatural or weak Supernatural creature who has the power to take spirit form. Average imps fall into this class, for instance.

Corporeal Spirit: A corporeal spirit are those most powerful non-material creatures able to form a solid body at will. Preternatural Vampires and Ghosts, for example, fall into this category.

Medial Being: This is a more powerful form of Preternatural or Supernatural being. Average demons, for example, fall into this group.

Major Being: These are very powerful Preternatural and Supernatural creatures.

Greater Being: Those Preternatural and Supernatural ones of near-maximum power fall into this class. Elemental princes, for instance, are greater beings, as are Powers, Quasi-deities, and Demigods.

Entital Being: These are the most powerful of Preternatural and Supernatural ones, and the great of the Entital planes and spheres. There are few of the Preternatural sort, more of Supernatural kind, but most are from the highest or lowest places.

DIVINATION Abilities/Castings

Current STEEP: 31 33 Total Castings

Grade I Castings (6): Base Heka Cost: 20; DR: Easy

Augury Formula	Chartomancy Cantrip
Detect Glyph Spell	Detect Heka Spell
Geomancy Formula	Sounding Spell

Grade II Castings (6): Base Heka Cost: 35; DR: Moderate

Detect Heka Trap Spell	Dowsing Spell
Hydromancy Formula	Locate Direction Spell
Object Reading Cantrip	Path of Wisdom Spell

Grade III Castings (5): Base Heka Cost: 50; DR: Hard

Detect Displacement Cantrip	Detect Invisible Object Cantrip
Path of Direction Spell	Spiritrede Formula
Universal Tongue Spell	

Grade IV Castings (4): Base Heka Cost: 75; DR: Difficult

Detect Danger Formula	Empathy Cantrip
Heka Reading Cantrip	Identify Spell

Grade V Castings (3): Base Heka Cost: 100; DR: Very Difficult

Penetrate Illusion Cantrip	Psychometry Formula
Seeking Spell	

Grade VI Castings (3): Base Heka Cost: 125; DR: Extreme

Know Properties Formula	Legend Formula
Telepathy Cantrip	

Grade VII Castings (2): Base Heka Cost: 150

Foretell Ritual	Retrocognition Ritual

Grade VIII Castings (2): Base Heka Cost: 200

Prevision Formula	Prophecy Ritual

Grade IX Castings (6): Base Heka Cost: 250

Aura of Awareness Ritual	Precognition Spell

DWEOMERCRAFT Abilities/Castings

Current STEEP: 31 107 Total Castings

Grade I Castings (20): Base Heka Cost: 20; DR: Easy

Armor, Physical Cantrip	Avoid Deadly Attack Formula
Bounce Charm	Detect Heka Spell
Disembodied Voice Formula	Disjunction Charm
Lock Spell	Lockopen Spell
Magick Lock Spell	Quicken Cantrip
Reflections Ritual	Shutfast Charm
Spiderwalk Spell	Summon Mascot Ritual
Tangle/Untangle Cantrip	Trigger Effect Formula
Trudge Cantrip	Understanding of Ur Spell
Vranx's Annoying Itch Charm	Wickaflame Charm
Armor, Physical Cantrip	Avoid Deadly Attack Formula
Bounce Charm	Detect Heka Spell

Grade II Castings (16): Base Heka Cost: 35; DR: Easy

Armor, Mental Cantrip	Buttress Charm
Circle of Magic Ritual	Directed Force Cantrip
Easyspeak Charm	Forcedart Charm
Halefellow Charm	Heka Trap Spell
Hold Effects Spell	Levitate Cantrip
Maximus Spell	Minimus Spell
Prolongation Charm	Ritual of the Heart Ritual
Slow Gravity Charm	Translate Script Formula

Grade III Castings (12): Base Heka Cost: 50; DR: Moderate

Alert Spell	Armor, Spiritual Cantrip
Avoid Heka Attack Ritual	Dispel Invisibility Cantrip
Flight Cantrip	Heka Darts Charm
Implant Spell	Magick Trail Formula
Multilingual Charm	Resist Temperatures Spell
Ritual of the Archer Ritual	Untie Charm

Grade IV Castings (12): Base Heka Cost: 75; DR: Hard

Armor, Heka Cantrip	Attractive Force Charm
Barrier Formula	Bedlam Cantrip
Detect Heka Sources Cantrip	Literate Spell
Mask Heka Spell	Parascopy Cantrip
Thought Message Cantrip	Wound, Mental Charm
Armor, Heka Cantrip	Attractive Force Charm

Dangerous Journeys

Grade V Castings (10): Base Heka Cost: 100; DR: Difficult

Armor, Full Persona Heka Cantrip	Cloud of Magick Spell
Heka Bolt Charm	Invisible Alert Formula
Invisible Chains Charm	Object Teleportation Formula
Pythagoras' Non-Dimension Formula	Reverse Attack Charm
Weapons of Defense Charm	Wound, Spiritual Charm

Grade VI Castings (10): Base Heka Cost: 125; DR: Very Difficult

Æthereal Travel Formula	Arcane Lore Formula
Disperse Heka Flow Cantrip	Double Barrier Spell
Heka Blast Cantrip	Heka Shield Spell
Inhetep's Quickcast Charm	Phase Shifting Spell
Pythagoras' Extra-Dimensional Door Spell	Sphere of Secrecy Formula

Grade VII Castings (10): Base Heka Cost: 150; DR: Extreme

Doublecast Charm	Escape Hatch Charm
Forcewall Cantrip	Heka Shell Cantrip
Juxtaposition Charm	Mind Mask Cantrip
Returning Charm	Scrambletongue Charm
Spirit Alert Spell	Teleport Cantrip

Grade VIII Castings (10): Base Heka Cost: 200

Aura of Spell Failure Spell	Heka Beam Cantrip
Mask Heka Flow Formula	Merlin's Tower Ritual
Needed Things Formula	Object Transformation Formula
Pitfall Charm	Point of Joss Charm
Poisonous Charm	Triple Heka Barrier Cantrip

Grade IX Castings (7): Base Heka Cost: 250

Create Portal Ritual	Full Alert Cantrip
Heka Absorb Cantrip	Heka Binding Spell
Heka Redirection Ritual	Magick Resistance Spell
Setne's Reverse Casting Cantrip	

Grade I or II: Easy Charms

Aural Rainbow: causes a play of false aura colors

Aura of Confidence: cloaks emotions

Blank Thoughts: cloaks thoughts

Defense Alert: identifies Heka directed at one

Diffuse Heka: spread object emanation over wide area

False Thoughts Aura: creates random, strong ones

Neutral Aura: neutralizes aural colors

Good Will: cloaks intent and bolsters Spiritual force

Thought Origination Misdirection: scrambles all in area

True Count: quick tally of small number of item class

Dangerous Journeys

Food & Potable Care, Preparation, Preservation, and Improvement: Aftertaste, Age, Aromaticize, Bouquet, Blend, Carbonate, Chill, Clean, Cool, Color, Crisp, Crystallize, Curdle, Effervesce, Essences, Extract, Ferment, Fill, Firm, Flake, Flavor, Flavorwaves, Freshen, Grind, Heat, Intensify, Jelly, Juice, Knead, Layer, Liquefy, Mix, Mold, Multitastes, Piquancy, Pop-tingle, Powder, Preserve, Press, Puff, Pull, Rise, Roll, Seal, Separate, Set, Sift, Sour, Stir, Sundry, Tang, Tenderize, Twist, Warm, Whip.

Associated Grade I Castings: Cleanse, Deodorize, Dry, Oil, Polish, Sanitize Scour, Shine, Wax

Associated Grade III Castings: Detoxify, Purify, Repel Insects, Repel Rodents, Repel Worms

Manufacturing Grade V (and up) Castings: Alloy, Compound, Fuse, Harden, Homogenize, Malleability, Plasticize, Plate, Resiliency, Tensile Strength

THE ELEMENTAL SCHOOL Abilities/Castings

Current STEEP: 31 72 Total Castings

Grade I Castings (10): Base Heka Cost: 20; DR: Easy

Airbubbles Charm	Commune with Inanimate Ritual
Diffusion/Cohesion Spell	Elemental Shield Formula
Fireknives Charm	Frost Spell
Hotmetal Formula	Icearrows Charm
Slingstones Cantrip	Thermology Cantrip

Grade II Castings (10): Base Heka Cost: 35; DR: Easy

Acidspray Charm	Ærthlore Spell
Alter Gravity Cantrip	Aurora Cantrip
Cold Ray Cantrip	Elemental Armor Cantrip
Elemental Force Formula	Know Element Cantrip
Magnetic Field Spell	Waterspider Formula

Grade III Castings (10): Base Heka Cost: 50; DR: Moderate

Absorb Element Ritual	Elemental Augury Formula
Fireflash Cantrip	Icewall Cantrip
Quagmire Cantrip	Stonebarrier Spell
Summon Elementary Cantrip	Vaporization Spell
Windblast Charm	Zephyrgo Cantrip

Grade IV Castings (10): Base Heka Cost: 75; DR: Hard

Dissipate Spell	Electrify Cantrip
Elemental Hands Charm	Firebarrier Charm
Fireflies Spell	Moletunnel Formula
Pyrokinesis Cantrip	Shatter Cantrip
Summon Elemental Aid Cantrip	Wizardwind Spell

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Grade V Castings (10): Base Heka Cost: 100; DR: Difficult

Elemental Missile Charm	Elemental Pathway Spell
Energy Transfer Spell	Globelight Cantrip
Lavahome Cantrip	Quicklime Spell
Shockbolt Charm	Solidification Spell
Thales' Elemental Cloak Formula	Vortex Spell

Grade VI Castings (6): Base Heka Cost: 125; DR: Very Difficult

Abram's Elemental Manipulation Formula	Cagliostro's Sheet Lightning Cantrip
Elemental Storm Cantrip	Elemental Walk Spell
Lightningbugs Cantrip	Pass Through Stone Spell

Grade VII Castings (6): Base Heka Cost: 150; DR: Extreme

Cloudkin Charm	Energy Drain Spell
Repel Elemental Force Cantrip	Scorpionfire Cantrip
Stoning Spell	Triton Formula

Grade VIII Castings (6): Base Heka Cost: 200

Aristotle's Matter Alteration Spell	dePayne's Disintegration Spell
Fallingstar Cantrip	Lightningwalk Cantrip
Resist Disintegration Cantrip	Work Base Element Spell

Grade IX Castings (7): Base Heka Cost: 250

Deluge Spell	Elementalform Formula
Newton's Negative Gravity Spell	Pythagoras' Heka Diversion Spell

EXORCISM Abilities/Castings

Current STEEP: 44 28 Total Castings

Grade I Castings (4): Base Heka Cost: 20; DR: Easy

Candlemake Formula	Detect Possession Formula
Potentfumes Formula	Ward of Eleazar Spell

Grade II Castings (4): Base Heka Cost: 35; DR: Easy

Abjure Dweller Spell	Chant of Bodin Formula
Goodwash Formula	Imbue Incense Spell

Grade III Castings (3): Base Heka Cost: 50; DR: Moderate

Benediction Cantrip	Detect Curse Formula
Unguentoil Spell	

Grade IV Castings (3): Base Heka Cost: 75; DR: Hard

Abjure Minor Spirit Spell	Malediction Upon Evil Ritual

Reveal Cantrip

Grade V Castings (3): Base Heka Cost: 100; DR: Difficult

Detect Influence Formula Unmasking Cantrip
Wellversed Spell

Grade VI Castings (3): Base Heka Cost: 125; DR: Very Difficult

Frighten Evil Spirit Cantrip Shield of Eleazar Charm
Theriomancy Formula

Grade VII Castings (3): Base Heka Cost: 150; DR: Extreme

Know Influence Spell Netherslay Cantrip
Talisman of Bodin Formula

Grade VIII Castings (3): Base Heka Cost: 200

Confinement Charm Identity Possessor Ritual
Namesseek Ritual

Grade IX Castings (2): Base Heka Cost: 250

Banish Ritual Soul Restoration Ritual

To perform an exorcism, the individual with this K/S will need to have certain things for the ritual that must be performed to accomplish the task. In all there are nine “steps” for an exorcism, six of which involve special items. All of the following items must be employed:

1. Candles
2. Symbol
3. Fumigant
4. Wash
5. Incense
6. Oil

1. Candles: Three or more candles of virgin beeswax, dyed to a color repulsive to the possessing spirit/being, must be set alight in the proximity of the possessed one. Candles must be made by the exorcist, cost 100 BUCs each, and provide 1 Heka point each when needed if they are burning, but each can deliver only 1 point of Heka once. Each candle will burn away to nothing in 10 ATs.

2. Symbol: The exorcist must have a symbol which is repellant to the possessing one. Generally speaking, this symbol is of some deity inimical to the possessing spirit/being. It is consecrated to ends or a nature opposite to those of the possessing one. This symbol must be plainly displayed, thus repulsing the possessing spirit/being and protecting the exorcist. The symbol will cost 500 BUCs (minimum) and generate once per exorcism 5 Heka points for the exorcist when she or he draws upon it. For example, a Fiend obeying the Egyptian deity Osiris is being exorcised, and an ankh consecrated to Ra would repel the being due to the

conflicting natures of the two – Osiris of (benign) Darkness and Ra of sunlight and Light – and also because of the enmity between the two over their positions in the dispute between Heru, Son of Osiris and Set (backed by Ra).

3. Fumigant: This is a substance composed of herbs and chemicals which are repellant to the possessing spirit/being when set alight so as to fume and affect the possessed. The fumigant must be burned during the exorcism's initial stage. The cost of it is 20 to 200 BUCs (2D10x10). It generates no Heka. It will burn away in three ATs.

4. Wash: As the fumigant is burning, and the smoke fills the air, the exorcist must use the wash liberally. A small thing or person is actually laved with the wash, but larger objects or places are sprinkled liberally with the liquid. The wash must be baneful and repugnant to the possessing spirit/being. The liquid is typically of pure, blessed water and might also have attar, essences of herbs, perfumes, etc. to make it more effective. For every 100 BUCs invested by the exorcist in this wash, he or she will be able to draw 1 point of Heka upon need, but for one time only during the rite, and thereafter the wash is useless. New wash must be used if the exorcism has not succeeded.

5. Incense: When the fumigant is nearly exhausted, the exorcist must set alight the specially prepared incense. The smoke of the incense must be of an odor repellant to the spirit/being to be exorcised. It will cost between 30 and 300 BUCs (3D10x10), but if it is burning the exorcist can draw as many points of Heka from it as it cost in 10s of BUCs, i.e., 3 to 30 points of Heka. The energy can be used once, for upon its employment the incense is consumed. The incense burns for only 1 AT, so the exorcist must be quick to work once it is burning!

Exorcist Ability

STEEP of Exorcist	Degree of Spirit/Being Affected by Exorcism
Under 21	1 st : Weak, once-living spirit or a weak Mundane spirit/being
21 – 30	2 nd : Strong, once-living spirit or a strong Mundane spirit/being
31 – 40	3 rd : Elementary or weak Preternatural spirit/being
41 – 50	4 th : Strong Preternatural spirit/being
51 – 60	5 th : Weak Supernatural spirit/being
61 – 70	6 th : Moderate Supernatural being (Power)
71 – 80	7 th : Strong Supernatural being (Quasi-deity)
81 – 90	8 th : Greatest Supernatural being (Demigod)
91 and up	9 th : Weak Entital being

6. Oil: After using the wash, the exorcist must anoint with a special oil the place, thing, or person to be exorcised of the possessing spirit/ being. The exorcist makes the oil him- or herself, but it must then be consecrated to a force/nature inimical to the possessing spirit/being. The oil must be compounded of substances which are repellant to the possessing one. The cost of such oil is 100 BUCs per ounce. Up to five ounces can be employed, and each ounce delivers 1

Heka point for the exorcist's use when needed, but this energy can be used but once.

When all six of the above items have been properly employed in the steps required, the exorcist is ready to commence the remainder of the rite to drive out the possessing spirit/being. This will require the following spoken words, the final three steps of the rite of exorcism:

7. *Naming the Possessor*: At worst, the general nature of (at least one of) the possessing spirit(s)/being(s) needs be known to the exorcist so it can be named, thus directing Heka at it later on. (Think of sighting a weapon, for that is, in effect, what is done thus.) If the exorcist can identify the possessor further, then there might be no Heka penalty. If the exorcist knows the possessing spirit is of a dead human and is strong, there is only a one degree penalty. If the *identity, power, and name* (or at least one of the names) of (at least one of) the possessor(s) is known, there is no Heka penalty, and the full amount of Heka sent to dispossess the spirit/being will strike. Penalties/bonuses are listed on the *Exorcism DR Modifiers for Name* table.

Each degree requires, as noted above, the expenditure of 5 Heka points. Negative degrees require equal Heka for the exorcist to get through to the possessor to drive it forth, but any positive degrees give that amount of power to the exorcist for affecting the spirit/being.

8. *Rebuking the Possessor*: After naming the possessing spirit/being as precisely as possible, the exorcist must deliver rebukes. Rebukes must effectively revile, censure, condemn, castigate, denounce, and execrate the subject. To do so with effect, the nature (benign, neutral, or malign) of the possessing one must be known, or else something of its history. The exorcist may guess, but errors cost Heka, while correct information adds Heka. The JM will need to adjudicate this, but in general a non-specific rebuke will cost between 5 and 10 Heka points wasted, a wrong one as much more in addition, and a correct one gains 10 points as to nature and each detail of history. (The latter can be telling on the spirit/being!)

9. *Reading The Verses*: When naming and rebukes are finished, and while the candles and incense are still burning, of course, the exorcist must then begin reading from a scroll or book containing verses of a nature which are opposed to that of the possessing spirit/being, while supplicating powers of such opposition to aid the exorcist in the exorcism of the subject. If the verses being read are of correct sort as defined above, then the rite is nearing its completion. At this point, *the spirit/ being may attempt to leave willingly*. The JM will announce this to the persona. The exorcist may allow voluntary dispossession, or may immediately attempt to launch a blast of Heka at the

subject. This is chancy with subjects of power, for they might turn and have battle with Heka forces. The HP is cautioned: if in doubt, let the spirit/being leave! The JM will handle all matters of combat if a subject voluntarily giving up possession is assaulted before it can leave.

It is during this reading of verses that the only K/S check needs be made, and that only if the subject has not voluntarily abandoned the possession. All Heka generated by the items of exorcism (candles, incense, etc.) that gained from favorable degrees (in 5-point increments) or lost (ditto), plus Heka from the exorcist at a minimum expenditure of 25 points (no maximum), is totaled to arrive at a final amount which is going into the rite. That is the base amount which will affect the subject if the rite succeeds.

Exorcism DR Modifiers for Name

Name Situation	DR Modifier
Unknown type (spirit or being)	-3 degrees
Unknown nature (malign, neutral, benign)	-2 degrees
Unknown origination (Mundane, Preternatural, Supernatural, Entital)	-1 degree
Unknown power (weak, moderate, strong)	-1 degree
Unknown name	-1 degree
Two names known (not <i>Truename</i> *)	+1 degree
Overlord of possessor known	+2 degrees
Half (only) of <i>Truename</i> known	+3 degrees
<i>Truename</i> * known	+7 degrees
* See Conjuraton and Demonology for details of <i>Truename</i> .	

Assuming the persona is capable of successful exorcism, the DR of the task is determined by consulting the *Exorcism DR* table.

Exorcism DR

Possession is of:	Base DR
Mineral, vegetable or natural object	Easy
Worked, created and/or natural object	Moderate
Small building or area	Hard
Animal	Difficult
Large building or area	Very Difficult
Person	Extreme
Each Degree of superiority of exorcist	-1 DR (easier)
Each Degree of inferiority of exorcist	+1 DR (harder)
Each additional possessor involved	+1 DR (harder)

Multiple Possessors: Only one spirit/being can represent multiple possessors. Whatever happens to the chief one happens to all others. In addition to making the DR worse, these added beings bolster the effective S-TRAIT of their chief by lending their own Spiritual force to that one. Each additional possessor adds 1 point. They cannot lend their Heka to the chief spirit/ being, so multiple possession is rare.

There are certain rare and invaluable objects of power which enhance the ability of exorcists with respect to the Degree of their capacity against powerful opponents. Some will

also enable ability when faced by multiple possessors. Consult with your JM regarding these items.

Any exorcism with a DR of greater ease than “Easy” automatically succeeds and destroys the possessing spirit/being of Supernatural or lesser sort. Any exorcism with a DR above “Extreme” (or is a Special Failure) automatically fails and exposes the exorcist to Spiritual damage and/or the risk of possession. Spiritual damage occurs if the Spiritual TRAIT of the possessor is higher than that of the exorcist. Any difference in favor of the possessor is scored as Spiritual damage against the persona attempting exorcism. (For example, the persona has an S TRAIT of 110 and the possessor's is 150, so the exorcist then takes 40 points of SD.) A K/S versus K/S contest then takes place with S TRAITS of exorcist and possessor being used. The exorcist also counts the Heka expended in the exorcism, and may add additional points; however, the possessing spirit/being may also expend Heka to win the struggle, and therein lies the problem...

Heka which is channeled by the exorcist to the subject, and which is not negated by counter-Heka of the spirit/being, will have an effect described on the *Exorcism Heka Effect* table.

Exorcism Heka Effect

Possessor Spiritual Description	Result
Subject has no ratable S TRAIT	Dispossessed, all Heka causes M or P damage
Heka < S EL	Takes S damage on a 1 for 1 basis but is not dispossessed
Heka ≥ S EL	Dispossessed, takes 1 point of S damage for each point of Heka over S EL
Heka > S TRAIT	Dispossessed, destroyed unless Entital being

A Special Success *doubles* the effective force of the Heka being sent to dispossess the spirit/being; and if dispossession occurs the exorcist automatically gains 1D3 STEEP points in this K/S, double with an extra 1 point if dispossession destroyed the subject or banished it from the plane/sphere. Failure simply means that the exorcism didn't work at all. All items which expend themselves are worthless. All Heka utilized is lost. Special Failure is covered above.

Dispossessed subjects cannot ever again possess the exorcised place, thing, or person. Supernatural beings dispossessed are banished from which they were so dispossessed for as many years as there were points of Heka exceeding their Spiritual Effect Level. Entital beings dispossessed are treated likewise, and if their S TRAIT is exceeded by the Heka blast, they are confined to their own plane/sphere for as many years as their S TRAIT was exceeded, and in that period of time they suffer a Heka power loss of 1% per point of Heka which exceeded their Spiritual TRAIT (ouch!).

HEKA FORGING Abilities/Castings (Prime Area)

Current STEEP: 32 (52) 33 Total Castings

Grade I Castings (6): Base Heka Cost: 20; DR: Easy
 Cleanse Item Ritual Defense Bonus I Formula
 Evaluate Item Formula Prepare Item Ritual
 Touchstone Spell Volition Ritual

Grade II Castings (4): Base Heka Cost: 35; DR: Easy
 Attack Bonus I Formula Charm Forging Ritual
 Damage Bonus I Formula Resiliency Ritual

Grade III Castings (4): Base Heka Cost: 50; DR: Easy
 Clearmetal Ritual Defense Bonus II Formula
 Skill Bonus I Ritual Springblade Ritual

Grade IV Castings (4): Base Heka Cost: 75; DR: Moderate
 Attack Bonus II Formula Damage Bonus II Formula
 General Pool Ritual Purity Spell

Grade V Castings (3): Base Heka Cost: 100; DR: Hard
 Amulet Ritual Defense Bonus III Formula
 Skill Bonus II Ritual

Grade VI Castings (3): Base Heka Cost: 125; DR: Difficult
 Attack Bonus III Formula Damage Bonus III Formula
 Dedicated Pool Ritual

Grade VII Castings (3): Base Heka Cost: 150; DR: Very Difficult
 Item Invulnerability Link Knowledge/Skill Ritual
 Formula
 Skill Bonus III Ritual

Grade VIII Castings (3): Base Heka Cost: 200; DR: Extreme
 Heka Binding Ritual Link Casting Ritual
 Link Mask Ritual

Grade IX Castings (3): Base Heka Cost: 250
 Link Spirit Ritual Permanence Ritual
 Unbinding Formula

Grade	STEPP	Heka-Forging Sub-Areas
1	Under 21	Enhanced Object Quality
2	21-30	Enchanted Mechanisms
3	31-40	Heka Reservoirs
4	41-50	Detection & Information Items
5	51-60	Defensive/Armor
6	61-70	Offensive/Weapons
7	71-80	Casting Storage
8	81-90	Skill Bearing Items
9	91+	Spirit-Holding Devices

Enhanced Object Quality enables the *Heka-Forging* persona to magically improve a static, non-living item. This effect makes items shine brighter, last longer, work better, be less likely to break, etc.

Enchanted Mechanisms allows the persona to imbue mechanical items with energy drawn from one or more of the Laws of Magick. The energy is innate to the device, and does not affect personas using such items. It merely powers the device, enabling smooth operation, whether commanded or automatically engaged.

Heka Reservoirs is the ability to create and charge General or Dedicated Heka Reservoirs.

Detection & Information Items is the ability to create devices which function as divinatory, translator, or enchanted detection items.

Defensive/Armor is the ability to forge defensive items, such as shields, armor, or amulets, et al.

Offensive/Weapons is the ability to manufacture or enchant dweomered weapons or other attack-based objects.

Casting Storage grants the ability to store one or more Archetypical, Tutelary, or Specific Castings within items, charge them with Heka, and specify the command word or phrase required to activate them.

Skill-Bearing Items is a Sub-area which provides the persona with the means to enchant objects with one or more set skills or programmed knowledge. Such devices, if powerful enough, may sometimes appear intelligent, but there is no personality associated.

Spirit-Holding Devices is the final and most powerful Sub-area, granting the *Heka-Forging* persona with the skill to bind lesser spirits and elemental forces to a device.

IN VOCATIONS

(Although Gary has furnished us with several new Vocations, I'd like to see what other JMs are doing. If you have an interesting new Vocation you'd like to share with other readers, please send it to us!)

Vocation	TRAIT	SEC Range	SEC Range at Start
Weaponsmith	Physical	1-6	4

Weaponsmith, a Physical TRAIT Vocation, is for the player who desires a role that involves less adventurous action and more skillful use of abilities in a fixed place. That is, the Weaponsmith will be more useful in his own place, for he is a sort of Physical Heka-master whose specialty is arms and armor.

This is not to say that this Vocation is confined or that such an HP would not be of great assistance in many adventures. This you will note as you read down the K/S list below.

To have the frame of reference for this Vocation, think of such words as metals, alloys, blades, forging, tempering, new arms, proof against attack, penetration, protection, special properties, and enchanted arms.

WEAPONSMITH (PHYSICAL TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Arms & Armor	24	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Smithing & Welding*	24	PMCap
Heka Forging*	20	$\frac{1}{2}(\text{PMPow} + \text{PNPow})$ •s
Gemsmith/Lapidary*	16	$\frac{1}{2}(\text{PMPow} + \text{PNPow})$ s
Alchemy*	12	SMCap •
Chemistry	12	MMCap
Combat, Hand Weapons	12	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Combat, Missile Weapons	12	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Conjuration*	12	$\frac{1}{2}(\text{SMPow} + \text{SPPow})$ •
Endurance*	12	$\frac{1}{2}(\text{PMPow} + \text{PNPow})$
Occultism*	12	SMCap •
Weapons, Military, All other	12	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$ s
Astrology*	8	SMCap •
Biology	8	MMCap
Business Administration	8	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Clothwork	8	PNCap
Economics/Finance/Investing	8	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$ s
Games, Physical	8	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Handicrafts/Handiwork	8	PNCap
Leatherwork	8	PNCap
Mechanics	8	PNCap
Base STEEP Total:	252	
* Heka-producing K/S Area		
s This K/S has a number of Sub-Areas		
• This K/S has special characteristics		

CHANGELING™ WEIRD SCIENCE-FANTASY ROLEPLAYING GAME

INSTALLMENT #3: HP BUNDLES FOR ANCIENT SOCIETIES

HP Descriptions & K/S Area Bundles By Technology Level

Ancient	Renaissance	Android	Resistance
Tribal	Victorian	Robotic	Marzian
Medieval	Renegade	Outlaw	Venezian

Prefatory Notes: The Journey Master will note that many of the Knowledge/Skill Areas are quite beyond the scope of the Technological (and Cultural/Social) Level of many of the sorts of personas. This is particularly so in regards Ancient, Medieval, and even Renaissance starting points, applicable even to the Victorian and possibly some Renegade personas as well. This is taken into consideration in development of the Vocational K/S Bundles. Space restraints prevent us from tailoring the entire K/S lists for each of the possible technological settings.

When Additional (Bonus) K/S Areas are being selected by players for their HPs, the JM should either have special lists tailored to the campaign and Technology Level of the starting HPs therein, or else give some plausible explanation of why “impossible” K/S Areas are included in the rules.

Additional HP K/S Areas – Psychogenics

It is possible for the player to select one, two, or all three of the Psychogenics (Mental, Physical, and Spiritual) K/S Areas as additional, HP unique, abilities. The Journey Master then observes a D% roll based on 40% of the primary TRAIT score applicable for the particular HP, 20% for the other two TRAITS. Thus, an HP with a primary Mental TRAIT and a score of 91 has an 18% chance of actually possessing the Psychogenics, Mental K/S Area. If it was not the primary one, though, the chance would be 9%. If the K/S is gained, then the HP has double the chance to add other Sub-Areas.

Failure: In the event the Psychogenics K/S Area or Sub-Area in question is not gained, then that HP has *Psychogenics Immunity* in that TRAIT unless the Area is already held. In that case, the *Occult Sciences* K/S Area is gained or its STEEP added to. In all events, no further attempts to gain ability in the failed Psychogenic Area are possible.

Success: The player rolls D% to randomly determine which Sub-Area is possessed by the HP. Unless the JM has a specific plan in mind, selection by choice should not be allowed unless called for by random results.

Ancient

The “Ancient” societies of Urth are very much the same as those of Earth’s history. The Journey Master must decide which pseudo-ancient cultures are cultivated by those in control of the planet, then develop the details of SEC (including possessions) accordingly.

In this basic presentation of Vocations, the assumption is made that the society and culture is loosely modeled after the European/ Mediterranean of the Classic to Roman time, say c. 400 BCE to 200 CE or so. However, societies akin to the Aztec, Mayan, Incan, Han or Ch’in China, Persia, or ancient India provide excellent models as well – if the JM is sufficiently knowledgeable in regards such cultures and their organizations.

HP possessions can be based on SEC information drawn from the **Mythus™** game rulebook. However, the Journey Master must use care in selection of items available to the culture in question. Steel is not likely to be available, and certainly plate armor is unknown. Readers familiar with history, though, will know that most other forms of armor and weapons are available, excluding the more sophisticated swords and pole-arms in particular.

As previously noted, the campaign will guide the JM in his allowances of items that can be obtained in the base culture area, and by working with the players, very realistic and reasonable lists will then be developed for this sort of HP.

Literacy: A persona of a Mental and Spiritual TRAIT Vocation is always literate if necessary to that Vocation; otherwise the chance of literacy is a function of the SEC level.

The percentage chance for literacy in a persona of SEC 5 or lower is equal to the SEC level x5, but triple that chance if the Vocation has a Mental or Spiritual base and in which such ability would be highly desirable. The percentage chance for literacy in a persona of SEC 6 or higher is equal to the SEC level x10.

Heroic Personas, Ancient Technology & Culture

Vocation Category	Level Range	HP SEC at Start	TRAIT
Astrologer	6 – 9	6	Spiritual
Philosopher	6 – 9	7	Mental
Priestcræfter	4 – 8	5	Spiritual
Spy	2 – 7	3	Mental
Thief	1 – 6	2	Physical
Warrior	1 – 9	4	Physical

General K/S, Ancient

Perception, Mental: 2D10 + PNCap and +5 if P TRAIT is 101+, and +5 if Voc. is Mental

Riding: SEC x 5 + PNCap if Voc. is Physical

Native Tongue: SEC x 5 + MMCap

Etiquette/Social Graces: SEC x 5

Standard HP Descriptions and K/S Area "Bundles"

Astrologer: This Spiritual TRAIT Vocation is one in which the divinatory use of Heka is foremost. The Astrologer is a reasonably well-rounded Vocation, and with the selection of additional (Bonus) K/S areas, this persona can become a very useful addition to the team. If you are considering this sort of HP, think of the influence of the stars, omens, and ancient wisdom. Direction for government and individuals is also important to you. The combination of spirit and mind must develop true insight into not only what occurs now but the future as well.

Philosopher: Mental TRAIT is paramount to this Vocation, one that is most diverse and knowledgeable. A quick perusal of the basic bundle of abilities will show extensive scope without great depth, and little in the way of the deadly skills needed by the adventurer. The latter must be chosen with care by the player to assure the viability of this most useful sort of HP. If you are considering a Philosopher HP, think of the keen mind directing the all-important spirit, both housed in a fit and healthy body, seeking truth and liberation – for all, not just for the individual so able. Thus, politics are very important to the Philosopher.

Priestcræfter: The Spiritual TRAIT is essential to this Vocation. As with all true ecclesiastics, this sort of persona seeks guidance and wisdom from the powerful unseen forces of the cosmos. Given that knowledge and ability, the fortunes of state and individuals can be directed so as to assure their welfare and continued existence in the afterlife – be it in reincarnation, a spirit realm, or oneness with a greater being. These are the primary things to keep in mind if this Vocation is selected for a Heroic Persona.

Spy: Obviously this Vocation relies on the Mental TRAIT. It is one employed as much at home amongst political rivals and disaffected segments of the populace as it is in foreign lands. In many cases the motivation for this Vocation is highly altruistic. The successful spy must, however, have at least a little longing for danger, excitement, and adventure. A third

motivating force could be revenge or acquisitiveness (high rewards), or the like.

Thief: This is a Physical TRAIT Vocation to which desperate folk of the lower SEC levels typically resort, but which might indeed be practiced by those of higher original SEC. Aside from danger, consider such things as lack of motivation, indolence, resentment, thrills, revenge, greed, and even egalitarianism. Developing a thief HP with base motivations to be overcome is indeed an exciting challenge to roleplaying ability, and too an uncertain note added to the adventuring team at times. In the latter regard, be careful not to create a persona who is disruptive and counter-productive overall.

Warrior: As another Vocation based on the Physical TRAIT, little needs be said in regards such an HP. However, in this game system there are no cardboard cutout personas, so in addition to the direct-action means of overcoming obstacles and solving problems, the Warrior can have depth, being able in Mental and Spiritual K/S Areas as well. In no event, though, should you lose sight of the basic Vocation when broadening the Warrior persona, save in such cases where a carefully reasoned “background history” explains logically the reason that such an individual might be a logician and poet too, for example.

Astrologer Vocation (Spiritual TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Astrology*	24	SMCap
Astronomy*	16	MMCap
Divination*	16	SPCap •
Judgement	16	½(SMCap+ SPCap) s
Metaphysics*	16	SMCap
Perception, Physical	16	MRCap s
Current Events	12	MMCap
Drawing	12	PNCap
History	12	MMCap
Mathematics	12	MMCap
Mysticism*	12	SPCap
Theology	12	SMCap
Architecture	8	MMCap
Biography/Genealogy	8	MMCap
Combat, HTH (NL)	8	½(PMCap+PNCap)
Cultured Palate	8	PNCap s
Foreign Language (Choice)	8	MMCap •
Games, Physical	8	½(PMCap+PNCap) s
Handicrafts/Work	8	PNCap
Sports	8	½(PMCap+PNCap) s
Demonology*	4	MMCap
Dweomercraft*	4	MMCap •s
Foreign Language (Choice)	4	MMCap •
Magick*	4	MRCap •
Base STEEP Total:	248	

Dangerous Journeys

Philosopher Vocation (Mental TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Philosophy	24	SMCap
Metaphysics*	20	SMCap
Education	16	$\frac{1}{2}$ (MMCap+MRCap)
Sports	16	$\frac{1}{2}$ (PMCap+PNCap) •s
Current Events	12	MMCap
Foreign Language (Choice)	12	MMCap •
Games, Mental	12	MRCap s
Literature	12	MMCap
Apotropaism*	8	$\frac{1}{2}$ (MMCap+MRCap) •
Astronomy*	8	MMCap
Biology	8	MMCap
Botany	8	MMCap
Foreign Language (Choice)	8	MMCap •
Geography/Cartography	8	MMCap
Handicrafts/Work	8	PNCap
History	8	MMCap
Logic	8	MRCap
Mathematics	8	MMCap
Musical Instrument	8	PNCap •
Perception, Physical	8	MRCap s
Physics	8	MMCap •
Writing, Creative	8	$\frac{1}{2}$ (SMCap+ SPCap)
Zoology	8	MMCap
Chemistry	4	MMCap
Dance	4	$\frac{1}{2}$ (SMCap + SPCap) •
Drawing/Painting	4	$\frac{1}{2}$ (SMCap+ SPCap)
Ecology	4	MMCap
Foreign Language (Choice)	4	MMCap •
Herbalism*	4	SMCap
Law	4	$\frac{1}{2}$ (MMCap+MRCap) •s
Leadership	4	SMCap
Mechanics	4	PNCap •s
Sculpting	4	SMCap
Theology*	4	SMCap
Thespianism	4	SPCap
Base STEEP Total:	292	

Mythic Masters Magazine #3

Priestcraft Vocation (Spiritual TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Priestcraft*	20	SMCap •s
Religion*	20	SMCap
Theology*	16	SMCap
Apotropaism*	12	$\frac{1}{2}$ (MMCap+MRCap) •
Demonology*	12	MMCap
Handicrafts/Work	12	PNCap
Leadership	12	SMCap
Agriculture	8	MMCap s
Charismaticism	8	SPCap •
Divination	8	SPCap •
Domestic Arts & Sciences	8	$\frac{1}{2}$ (MMCap+MRCap) •s
Education	8	$\frac{1}{2}$ (MMCap+MRCap)
Exorcism*	8	SPCap
First Aid	8	PNCap •
Foreign Language (Choice)	8	MMCap •
Games, Physical	8	$\frac{1}{2}$ (PMCap+PNCap) s
History	8	MMCap
Judgement	8	$\frac{1}{2}$ (SMCap+ SPCap) s
Medicine	8	MMCap •s
Medicine, Veterinary	8	MMCap •s
Metaphysics*	8	SMCap
Musical Instrument	8	PNCap •
Animal Handling	4	SPP
Botany	4	MMCap
Clothwork	4	PNCap
Construction	4	PMCap
Ecology	4	MMCap
Herbalism*	4	SMCap
Logic	4	MRCap
Nature Attunement	4	SPCap •s
Base STEEP Total:	256	

Spy Vocation (Mental TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Combat, HTH (Lethal)	20	½(PM _{Cap} +PN _{Cap}) s
Espionage	20	½(MM _{Cap} +MR _{Cap}) s
Acrobatics/Gymnastics	12	½(PM _{Cap} +PN _{Cap}) s
Charismaticism	12	SP _{Cap} •
Criminal Act., Mental	12	MR _{Cap} •s
Criminal Act., Physical	12	PN _{Cap} s
Deception	12	MR _{Cap} •s
Escape	12	PN _{Cap}
Gambling	12	MR _{Cap} •
Legerdemain	12	PN _{Cap}
Perception, Physical	12	MR _{Cap} s
Street-Wise	12	SP _{Cap} •s
Thespianism	12	SP _{Cap}
Combat, (Ptv.) Hand W.	8	½(PM _{Cap} +PN _{Cap}) s
Combat, (Ptv.) Missile W.	8	½(PM _{Cap} +PN _{Cap}) s
Cryptography	8	MR _{Cap}
Foreign Language, Conversational (Choice)	8	MM _{Cap} •
Foreign Language, Conversational (Choice)	8	MM _{Cap} •
Games, Mental	8	MR _{Cap} s
Games, Physical	8	½(PM _{Cap} +PN _{Cap}) s
History	8	MM _{Cap}
Influence	8	MR _{Cap} s
Judgement	8	½(SM _{Cap} + SP _{Cap}) s
Foreign Language, Conversational (Choice)	4	MM _{Cap} •
Handicrafts/Work	4	PN _{Cap}
Base STEEP Total:	260	

Notes

*: Heka-producing K/S Area

s: This K/S has a number of Sub-Areas

•: This K/S has special characteristics; see the description for details.

COMING SOON

Gary wants to get a lot more of his **Changeling™** Game notes into this magazine within the next few issues. Currently on tap: all other cultural areas (see list on page 58), K/S Area lists & cross-feeding chart, Weapons & Armor, Magick, Urth data, a Glossary, and more... so get ready for the avalanche!

Thief Vocation (Physical TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Criminal Act., Physical	24	PN _{Cap} s
Street-Wise	20	SP _{Cap} •s
Combat, HTH (Lethal)	16	½(PM _{Cap} +PN _{Cap}) s
Deception	16	MR _{Cap} •s
Appraisal	12	MR _{Cap}
Charismaticism	12	SP _{Cap} •
Combat, (Ptv.) Hand W.	12	½(PM _{Cap} +PN _{Cap}) s
Criminal Act., Mental	12	MR _{Cap} •s
Disguise	12	PN _{Cap} s
Escape	12	PN _{Cap}
Fortune Telling*	12	SP _{Cap} •s
Gambling	12	MR _{Cap} •
Judgement	12	½(SM _{Cap} + SP _{Cap}) s
Perception, Physical	12	MR _{Cap} s
Rarities	12	MM _{Cap}
Thespianism	12	SP _{Cap}
Combat, (Ptv.) Missile W.	8	½(PM _{Cap} +PN _{Cap}) s
Combat, HTH (NL)	8	½(PM _{Cap} +PN _{Cap}) s
Games, Physical	8	½(PM _{Cap} +PN _{Cap}) s
Gemology	8	MM _{Cap}
Survival	8	PM _{Cap} •
Handicrafts/Work	4	PN _{Cap}
Law	4	½(MM _{Cap} +MR _{Cap}) •s
Base STEEP Total:	268	

Warrior Vocation (Physical TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Combat, (Ptv.) Hand W.	20	½(PM _{Cap} +PN _{Cap}) s
Combat, (Ptv.) Missile W.	16	½(PM _{Cap} +PN _{Cap}) s
Games, Physical	16	½(PM _{Cap} +PN _{Cap}) s
Military Science	16	½(MM _{Cap} +MR _{Cap}) s
Arms & Armor	12	½(PM _{Cap} +PN _{Cap}) s
Biography/Genealogy	12	MM _{Cap}
Current Events	12	MM _{Cap}
Foreign Language	12	MM _{Cap} •
Fortification & Siegecraft	12	MR _{Cap} •s
Handicrafts/Work	12	PN _{Cap}
History	12	MM _{Cap}
Leadership	12	SM _{Cap}
Sports	12	½(PM _{Cap} +PN _{Cap}) s
Street-Wise	12	SP _{Cap} •s
Survival	12	PM _{Cap} •
Weapons, Military	12	MM _{Cap}
Combat, HTH (Lethal)	8	½(PM _{Cap} +PN _{Cap}) s
Combat, HTH (NL)	8	½(PM _{Cap} +PN _{Cap}) s
Endurance*	8	½(PM _{Cap} +PN _{Cap}) s
First Aid	8	PN _{Cap} •
Gambling	8	MR _{Cap} •s
Clothwork	4	PN _{Cap}
Leatherwork	4	PN _{Cap}
Base STEEP Total:	260	

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TREADING THE BOARDS

THIS MONTH: HACKING

Quite a large volume of discussion on the **Dangerous Journeys™** game system (and of course the **Mythus™** Fantasy Game genre) is taking place on computer networks, the “information highway” that has been much-heralded of late by the news media. Since we at MMM maintain regular contact with the America Online and GENie networks, as well as (to some extent) the Internet, it is only logical that we form a bridge of sorts between the electronic and paper information modes. When patrons of these networks place a message there (“post” it), the contents may be read by anyone who happens to reach its location. While some postings are little more than graffiti or other irrelevancies, others are valuable sources of information.

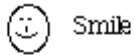
So without further ado, we offer the premiere of this regular column featuring tidbits from the electronic arena... with our sincere thanks to (and permission from) GENie patrons Michael "Capn Scarlet" Hopcroft (the Perpetrator), John R. "Mad Demiurge" Troy (the Critic), and Steve "Snorky" Mueller (the Bystander). Thanks also to Scorpia, who runs the gaming division (bulletin board, conferences, etc.) of the GENie network.

For more information on GENie, call their consumer service folks at 1-800-638-9636.

** Chop (n): A persona; from “Complete Heroic/Other Personas,” a magazine column.
Welcome to GENie!

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- > **Set Category 20 GDW**
- > **Read Topic 18 DJ**

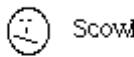
LETTER FACES



Smile



Wink
& grin



Scowl



Glare &
Frown

These and other handy notations are often found in computer network messages. Here are the four from above, turned 90° left (i.e. typed normally, as they appear online):

:-) :-D :-/ 8\

A CHOP**

> **Message 288 Fri Sep 17, 1993**

> **From: M.Hopcroft (Capn Scarlet)**

What do people think of this guy?

Silvianus Gelba, Conqueror

Dweomercrafter, Black (partial)

M: 112, EL: 89 P: 99, WL: 74, CL: 89 S: 87, EL: 69
MR: 56 MM: 56 PM: 51 PN: 48 SM: 43 SP: 44
MRCap: 19 MMCap: 20 PMCap: 18 PNCap: 19 SMCap: 16 SPCap: 17
MRPow: 19 MMPow: 18 PMPow: 17 PNPow: 17 SMPow: 14 SPPow: 16
MRSpd: 18 MMSpd: 18 PMSpd: 16 PNSpd: 12 SMSpd: 13 SPSpd: 11

K/S Areas: Dweomercrafter, Black 60; Magick 59; Deception 45; Demonology 45; Exorcism 40; Occultism 40; Alchemy 28; Cryptography 30; Divination 30; Necromancy 26; Toxicology 38; Pantheology 26; Handicrafts/Handwork 23; Survival 22; Political Science 37; Espionage 35; Heka-Forging 32; Arms & Armor 27; Leadership 30; Magnetism 23; Charismaticism 29; Military Science 32.

Languages: Arcane Magickal 38; Trade Phoneycian 37; Brytho-Keltic 36; French 36; Hiero-Aegyptian 37 (and Latin is native).

Combat Skills: Hand Weapons 30; HTH Non-Lethal 30.

Silvianus Gelba is a man who wants to be king. Any kingdom will do. And since he isn't in line for a crown he will have to seize one, which is what he intends to do.

He has learned a great deal of magick, and is a formidable plotter. His goal is to stage a successful coup in some country and gain the throne. Sane monarchs want him nowhere near their lands!

Gelba is usually seen in black leather armor and with a manopole on his hand. Both benefit from his skill as a Heka-forged. Oh yes, he also holds a grudge... really holds a grudge.

> **Message 294 Fri Sep 17, 1993**

> **From: J.Troy (Mad Demiurge)**

Mike,

It's hard for me to judge Gelba with so little background and data, but I'll make a few assumptions. First of all, based on your statement “Sane monarchs want him nowhere near their lands,” I'll assume he's already become persona non grata in some nation in Western Aeropa or the Italic States. He either lives on the outskirts of civilization as a bandit leader or the like in such an “outlaw” camp (pirate cove, subterranean /Erth, forest fortress), or is a member (under alias or disguised) of a community with a covert agenda.

I'm assuming this is not a player's AHP [shudder] (Anti-Heroic Persona – my phrase here for an "Evil HP")! Rather, you're creating a villain, perhaps for long-term campaign use as an adversary... perhaps a member of the Accursed.

Anyway, from what I've gleaned, I think the EP is too weak for this purpose. His ATTRIBUTES are fine for such a villain, but the other stuff is lacking. Based on his STEEP levels, K/S areas, and PP status, he doesn't rate very high – an OP III. Such a villain would be good at perhaps covert action regarding a town's guilds, government, and perhaps court intrigue in an minor lord's domicile, but outside these areas, he falls short; if he acted overtly, the country would send a brigade of soldiers and special OPs (FP level Heka-wielders) and make short work of such a persona. Since HPs start at OP level III anyway, he may be able to go tete-a-tete with one such HP, but a fellowship or free company of adventurers would make short work of him. I don't think that's what you were intending here.

To really be a formidable foe (OP IV), you'll have to make some changes. I think first of all Gelba should be upgraded to a Full Practitioner. My reasoning for this is the "commonality" of Heka. Despite the fact that Full Practice is rare, there are a lot of FPs within a country. On average, 1 in every 10,000 people is an FP. That means in Francia, there are 4,000 FPs in the country! I am certain that at least a tenth of them work for the government directly, say 400; and perhaps another tenth of all these are of the very powerful Magister sort... 40 Wizard-Priests! With all this competition, if you really want Gelba to have an edge, you've got to make him a FP, especially if he's a master villain. Furthermore, he needs a little more STEEP in Heka-Forging and Alchemy to truly make worthwhile magick items. Perhaps you could add Conjuraction (due to his high steep in Demonology/Occultism) and Astrology -- the former to add to his armies, spy network and the like, the latter to assist in choosing times to act. If he is acting covertly in society, perhaps another school (Gray or Elemental) would be needed as well, as a cover.

To make him a truly viable foe, he'll need more STEEP and K/S areas in the areas needed for a conqueror. He should have higher STEEP in Political Science, Military Science, Leadership, Espionage: Mid-40s to low 50s. If he's gained a rep, you should give him the K/S areas of Disguise and Escape, as well as more STEEP in Survival, for those times when his plans fail. Such a cad should also have a high score in Influence, as that will be needed to rally troops and supporters, and Criminal Activities (Mental) to supplement espionage and intrigue. Geography/Foreign Lands, Current Events, and Fortification/Siegecraft would all be excellent additions.

With these modifications, now you have a truly worthy foe. (Of course, he'll need some form of power base – officers/henchmen, mercenaries, capital, Heka items, allies, spies, and the like -- but I can't help you here, too many variables). My advice: use the guidelines set up in the Mythus* game book for OPs, especial where it indicates STEEP levels

for Primary and Secondary K/S areas. If you have the Necropolis* setting, review the various EPs in the book. This EP you're creating should be of a power level similar to that of, say, the High Priest of Set in Part 6 of the adventure.

I hope I don't come across as too critical. :-) Seriously, I'm very hard in critiques, including my own stuff (I look over material with a microscope, so don't take this advice the wrong way), and I would need a lot more data and history to see everything... what you intend to do with him, how involved will he be in the campaign milieu, and the like. The persona and concept is sound and well. It can be hard to get used to the fact that Ærth is a hard place to conquer unless you involve Supernatural or greater forces – too many Heka-wielders, Armies, and the like. It would take something like a Minor Deity, such as a restored Rahotep, to bend a place like Aegypt to his will. The Mythus game is based on "low" (or very logical and well thought-out) fantasy, and Low Fantasy is like that, even at heroic or S&S levels. Conquering the World is hard work! ;-)

> Message 300 Sat Sep 18, 1993

> From: S.Mueller [Snorky]

Actually, I disagree with you. Some of a person's best characters (and most often their favs) are "retired" and used as OPs. We have always done this, no matter what FRPG format we used. Luckily, for this game it can work out even better. The format of Journeys allows a person to take a "stable boy," work him through the ranks, let him learn about life, pickup a vocation or two, and talents, and by the time he's ready to retire, you have one hell of an OP or EP to use. Custom and fully developed. The added plus is that the persona is a very familiar one. Since it is the job of the "story-teller" (I like that name better than the others) to run the OPs and EPs, etc., it helps to have some that are familiar – if not your own, maybe someone else's that you have played with for a while. If you haven't played before or very much, you can't understand this. :-/

I'm going to go out on a limb here. I'll bet it's an HP that he plans to develop, or just a minor league OP that he plans to have harass the group. Fair, experienced and good GMs that do the latter create a character that looks like that. Most people, when developing a major character (you know, the evil-bad-meanie), max them out completely. Nothing gives more satisfaction than when the characters come up against a foe and begin the task of finding out how "bad" he really is. :-D

I think you're missing the whole purpose behind the game. It's to be played; that's why it was created, designed and written. I understand that you have your reasons, and I'm not faulting them (whatever they may be), but you can memorize all the information, study, write dissertations on it, whatever, and not be able to understand the game because you have no practical experience of the real purpose of the game. Playing! I think you probably do have some experience, that I wouldn't doubt.

What really gives it away is flying off onto why this would not make a good member of the Accursed and what Mike would have to do to make him thus. He has no intention of doing that at this time, he just wanted a general opinion. (Plus, a partial practitioner as a member of the Accursed??!!)

Mike: He looks good. Does he have any other vocational desires besides being a king? (Like that wouldn't be enough!) :-D

> Message 302 Sat Sep 18, 1993

> From: J.Troy [Mad Demiurge]

My comments on Gelba were based on the fact that he's listed as a "conqueror," and the fact that not enough detail could be given. If I had a full background on the persona, I'd know more about what Mike would be trying to do, here.

Mike, you'll have to answer both of us here...

> Message 305 Sun Sep 19, 1993

> From: M.Hopcroft [Capn Scarlet]

John & Snorky (sounds like a middling-poor Liverpool band, doesn't it?):

I originally made some decisions on Gelba to tone him down. I want him to be an enemy who relies on cunning, craft and knowledge. Once he is king of somewhere, his greatest challenge will be holding on, because of the way he would seize a crown. He believes that he's far better suited to rule than a hereditary prince because he has "trained himself." (He was actually trained in magick by Malabolgicus, a foul black Dweomercrafter whose name is remembered and cursed throughout Italy.) Gelba's magick is concentrated in direct attacks and subtle alterations of situations and minds.

I'm reluctant to make him an FP because then he'd be blasting people with magick rather than fighting them. And most of the things he Heka-forges are for him own use, like his personal weapons and armor, so he doesn't equip whole armies with magickal stuff.

I also deliberately passed on some of the summoning-related K/S Areas because Gelba is not the sort of person who summons foul nethercreatures to solve all his problems. He is served by mercenaries or men who have been subtly programmed to follow his banner, supplemented by rebel groups in his current target country that he can persuade or trick into joining him.

Keep in mind that I would be running a campaign where FPs are not quite as common as John says they are, and I'm sort of concerned about FP HPs being able to dominate a situation with limitless spellcasting.

Do you have a better idea now?

> Message 306 Sun Sep 19, 1993

> From: S.Mueller [Snorky]

Well John... looks like I won. Hmmmmmm? ;-)

Mike, Gelba looks perfect for the use that you described. He's a challenging goal for the players to reach, but not unattainable. I have also found that FP HPs tend to complicate a game. That's why they are given a one-time-only 10% chance. They are really bad and overshadow other players' characters. I don't know if you have noticed, but you can custom-design the difficulty level and what mix of rules you want to use. Really flexible game.

> Message 307 Sun Sep 19, 1993

> From: J.Troy [Mad Demiurge]

Mike,

Since I now know the whys and wherefores, I understand.

Just a few comments. I think you've got the right idea. The only thing I think you might want to do is boost the STEEP in those areas dealing with the "conquest" K/S areas – Military Science, Leadership, and the like. That would make him more successful and powerful "behind the scenes," a master strategist, yet wouldn't turn him into a walking combat powerhouse.

The only reasons I suggested boosting "Heka-Forging" was because of what I understand about this K/S area. It's not well documented, but I didn't think you could do much in terms of creating magick items without high skill levels.

My comments on the amount of FPs were based on what I understand of the /Erth milieu. One of the things I love about Gygax's design work is the fact that he tries to make his campaigns as logical as possible. I like the fact that magick is common: Taverns have witchlighted signs, herbalism is common even among the peasants, and the like. I like to promote this way of thinking in my answers... although at times I forget that other people may think differently.

Anyway, I'm sure this guy would be very formidable in your campaign – and could cause HPs a lot of trouble.

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2. The sourcebook I'd like next is...
3. The playing aid I'd like next is...
4. The next adventure scenario should be:
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MYTHIC

MASTERS

MAGAZINE

For JourneyMasters and players of the **Mythus™** Fantasy Roleplaying Game
and the **Dangerous Journeys™** Multigenre Roleplaying Game System

ISSUE #4
Volume 1, Number 4
December 1993

ORIGINAL COVER GRAPHIC

Gary Gygax's

Odds 'n' Ends Issue



MYTHIC MASTERS

Magazine

Periodical
Game
Supplement

Valuable information for JMs and players of the
Mythus™ Fantasy Roleplaying Game
and the *Dangerous Journeys™*
Multi-genre Roleplaying Game System



Volume 1 Number 4
\$5.00

December
1993

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Version History

Date	Rev.	Change
September 16, 2024	1.0	Original Release of Mythic Masters Magazine #4 – Remastered
October 22, 2024	1.1	Some basic formatting fixes and a few typos corrected here and there.

FROM THE EDITOR'S PIT

G: Frank, what's the Feature in the December issue?

F: Gary, you didn't give me any, you swine. I only have this pile of notes on various topics, left over from the last 3 issues. And you're behind 'cause of that CD project.

G: Well, I don't have time to write anything more right now.

F: So boss, what IS the feature?

G: Just call it "Odds and Ends," so we can get that stuff off your desk. We've got to get caught up on the **Changeling™** Game material next.

F: Hey, while I think of it, you've GOT to give me more material. I've only got enough to last another 3, maybe 4 issues.

G: Shaddap and get to work. Get some more submissions to run.

F: No, seriously. You can take time out from your other stuff to do *Dimension Hoppings* and *Town Criers*, but I need a backlog of meaty stuff. Hey, we've got subscribers now; I can't afford to wait for you to get between projects.

G: I don't have time. GDW is waiting for my finals on this Unhallowed* game manuscript. Ask Troy.

F: Hey, how about that? Can I run some previews of the Unhallowed* game?

G: (Grumble gnash rend snarl mutter.) Well, okay, but [list of 4,320 cautions omitted].

F: Okay, I'll look this over and give it a shot. Oh, yeah, one other thing... I got a scanner last week. You got a few dozen Elmore originals laying around, or anything else that we can use in the mag? We need to spruce this thing up.

G: Um, lemme find out. (Gary communes with the Overlords of Creation.) Yeah, you can use the illustrations from the books; Omega Helios will give permission.

F: Great. This is a Microtek IIxe flatbed, so it works great with the Mac IICI and Adobe Photoshop. I can do the line art scans at 360 or 400 dpi, so we should have pretty good quality. Need 12 meg memory to handle the TIFFs, but...

G: Look, all I've got is this little Mac Plus, but it does fine for me, and I don't need to hear your silly computer lingo.

F: All right, sorry. Hey, when are you gonna step up to a better Mac, anyway?

G: When we can afford it. Get out and sell more magazines.

F: Sheesh, bite my head off, why don't ya? All right, lemme turn this thing on...

Frank

Credits

Publisher: Trige Enterprises Corporation

Editing & Layout: J. Franklin Mentzer

Author Primus: E. Gary Gyga

Remaster: R. William Morris, Sept 2024

Contributing Authors

Dave Newton, B.R. Schoen, Atleg Murad & Ernst Grumbold; and thanks to America Online patrons (logons) Bishop 69, Cerebus000, E40, Havatar, Iron Czar, J Womack, MarkAHart, and Vlad (for comments quoted in *Treading the Boards*).

Illustrations

Sketches by Joe Martin (pp. 4-5, 57) and Gieserix (pg. 22). Title logotype, spot headers (pp. 4, 30, 54, 63), scans, and graphic modifications (pp. 18-19, 57) courtesy of FPC Publishing. All other graphics are excerpted from the **Mythus™** game books with the permission of Omega Helios Limited. Credited artists (some of whose creations are reproduced in the paper version of this publication):

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Material submitted for consideration for publication herein must be in manuscript form and typed or clearly printed. Macintosh disc submissions in plain text (ASCII) or in Microsoft Word (any version) will receive preferential treatment! Submissions longer than about 500 words must be on Mac disc in ASCII or MsWord; we simply don't have the time and resources to transcribe lengthy typed or hand-written material.

To be returned if unpublished, a submission must be accompanied by a stamped & addressed return envelope. Otherwise unaccepted submissions will be (ahem!) filed away.

"Desirable material" is that similar to what's in this magazine – considered by the editor as likely to be of interest to a broad segment of the readership. We are interested in really great adventure scenarios, whether for inclusion in **Mythic Masters Magazine** or some other form of publication (or both). Short scenarios are probably usable only herein.

Of special note, general messages (Electronic mail, aka E-mail) – most certainly including letters to the Editor – may be sent directly to the Publisher and/or Editor by way of either of two computer networks, America Online (AOL) and GENie. On AOL, address such missives to logon name "GaryGygax" or, if to the Editor, logon "Mythic" (the latter being more often checked). The Editor (only) is available on GENie at logon "F.Mentzer". When sending messages via the Internet and/or from other networks, address all Email to "Mythic@aol.com". Please note that the Internet Gateway does not, as yet, permit transgateway file transmission, so manuscripts may be submitted electronically only within the AOL or GENie networks themselves.

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THE TOWN CRIER...

Commentary by Gary Gygax

In Memoriam: Hugh E. Burdick Died 20 November 1993

Most readers will be more familiar with my cousin Hugh under the name in which he has appeared in RPG material I wrote. That is, Heward. He died of cancer. Although he had been under treatment for some time – and two weeks prior to his dying I had a dream premonition in which he appeared to me as a young man, so I knew that things were bleak – his passing is nonetheless a blow.

Hugh was five years older than I, and when I moved to Lake Geneva we lived less than a block from each other. We weren't buddies, but we were close in many ways. As a kid I loved to see his collection of hand-painted watches, the marvels of a repeater clock, and try to find the secret compartments hidden in other time pieces he had collected. Hugh let us younger guys use the "fort" in which he no longer had interest, a neat place above his parent's garage. He owned a pair of original pinball machines (ball bearings and pins, of course), which were a special feature of the club my friends and I had in the attic of my house when I was in high school. He introduced me to the musical fun of Victor Borge, allowed me the pleasure of hearing my first high fidelity recording and later the marvels of binaural sound and then stereo, FM music when hardly anyone knew that there were frequency modulated broadcasts. On the more active side he would take a bunch of us out in a Model A Ford, opening the wind screen and bouncing along rutted, puddle-dotted back roads. You better believe those splashing and head-banging rides were uproarious outings!

In game terms he was a metaphysical and spatial reasoning guy, while I was more a psychic and instinctive sort. At about age seven, Hugh got a non-functioning pocket watch from somebody, took it apart, and when he reassembled it, it worked. He could make just about anything mechanical run. He was musically talented, had perfect pitch, taught himself about the workings of the pipe organ, and made a profession of building, repairing, tuning, buying and selling these instruments for churches and theaters too. In my teens I worked for him as an assistant doing this sort of work in Wisconsin, Iowa, and Minnesota. He could, of course, repair and tune pianos and reed organs too, but he was most happy working with grand old Wurlitzers and that ilk.

Hugh and I were quite different in many aspects. I played games. He tinkered with clocks and locks for amusement. I listened to music, but he played it. While I was hunting with bow and arrow or rifle or shotgun, rambling around with a fishing rod, camping out, he was building motorbikes, tuning a piano, making some clock or watch work right, refining his

electronic music equipment, or laboring over the engine of an automobile he owned so that it would run better – or maybe for the first time in years. Hugh was valedictorian of his high school graduating class. I never finished. He studied medicine and dentistry in college, I took courses in English and social sciences. When I worked as a farm hand, a busboy, porter, stock clerk, theater usher, even a mover, Hugh was already running his own business. As I said, I eventually worked for him, and I needed every bit of muscle developed by weight lifting and laboring jobs to manage keeping up with him. Disassembling and hauling pipe organ around, or assembling them, is really heavy and hard work.

We had a lot in common too. Blood relationship wasn't all. Hugh and I were akin in several areas. Both of us were nonconformists, both radical in our own ways, and both intellectual – but, again, from different directions as I mentioned. As a boy I delighted in deviling him, while he in turn enjoyed disdaining me. As we grew older we had many a spirited argument, he from the left, so to speak, I from the more pragmatic right. Hugh believed very much in mystical, I more in the physical, although in regards potential unknowns we concurred.

Over the many years since then, Hugh and I had maintained the same sort of approach to life. He followed his road, I mine. He never married, although Hugh was once very serious once about an opera singer, but after a couple of years that ended. So Hugh didn't have any children, looked on mine more as might an uncle than a first cousin once removed. For family occasions such as Thanksgiving, Christmas, and the like, he was a part of the gathering in my home. It came as a true shock to me when he told me he had bone cancer. Hugh was one who believed in organic foods, vitamins, minerals, and holistic medicine. He never smoked, drank minimally if at all, and did all the things now popularly held to assure health, long life, and vigor. In truth, I suspected he would be around to see me off on the long voyage into the unknown. When we visited him a few days before the end, he said he was glad he hadn't missed Thanksgiving dinner with us, and he wanted to be out the hospital in time to come to our place.

So yet another chapter in my life has closed with the departing of my cousin. It is a very sad thing for me, but a good reminder of mortality, the absolute lack of assurance as to anything standing between one and termination. In response I turn with greater verve towards the production of such writing as I have inside my head and heart. Time is uncertain and a precious resource. There's yet much I wish to pass along. Hugh chose to exercise his creativity in bringing people the sounds of the majestic pipe organ as they should be

heard. For many decades at least, probably far longer, there will be pipe organs with little brass plates with his name on them hidden somewhere which issue forth their music because Hugh E. Burdick repaired, rebuilt, or built them. Hugh directed his efforts towards lifting the soul of mankind and building the metaphysical side of those around him. I hope I am as successful in encouraging the reasoning and creative portions of the minds of those I reach through my writings.

My life is lessened because my cousin is no longer here to make me consider other approaches to life, to prod me into pondering such things from past lives and reincarnation to the whole of Gaia. In fact, it was there, at least, where he and I shared common ground. I “feel” the oneness of all life on this planet, and possibly even the greater entity encompassing the many parts. Of that he was positive. Be that so, then the loss is but transition, and in other ways Hugh will be with me and

all to continue contributing towards betterment and understanding. So as long as I remain able, you can be assured I will work with renewed diligence and attempt to touch the metaphysical a bit more frequently in that process. That is something Hugh would certainly agree was beneficial, and a process which you might find interesting. Without abandoning individuality, quite impossible, of course, I'll try to bring a facet of that part of human conceptualization to my writings.

The name, Heward, remains in the game system of a company who now claims it as their property. This by no means disallows the reappearance of his special persona in fantasy game terms, or in other genres for that matter, by another name. What a Heka-forger and crusty character!

Farewell, then, Hugh. Thank you for being with me for a while.

DIMENSION HOPPING

Game System News from Gary Gygax

Before reading further, get out **Mythic Masters™ Magazine #1** and turn to page 9. In the second column, under Criminal Activities, Mental, insert (alphabetically):

Counterfeiting

Extortion

Sorry 'bout the gaffe, bros. Somehow those two vital Sub-Areas were dropped. Some infozine, eh? Surprised none of you have caught it before this. Now quit loafing and read on.

All things come to he who waits. At least so goes the old Chinese proverb. So we have to wait awhile longer for more stuff. Did anybody ever tell you that GDW was fast? Met deadlines unerringly? So do be patient; new material will be forthcoming, and in the meantime you have this publication....

You undoubtedly know that the **Mythus™ Bestiary** is out now. GDW tells us that the **Mythus™ Prime™** book is on the way next, maybe even in December, and that the **City of Ascalon™** Setting is well on target, said release now slated for January. I believe a good support product for the **Prime™** game will be done fairly soon, that to be based on a pair of scenarios by another designer and my “Village of Arvale” material. Thus, the product will provide action linking to “High Time at the Winged Pig” in an additional set adventures. Meanwhile, the buyer will have the map of the island of Lyonnnesse, a map of the County of Myffed thereon, a detailed map of the village – with information on all the residents – plus springboards for a dozen more adventures the Journey Master can develop to expand play in the area detailed. Will this be usable by those JMs playing the Advanced version of the game? Of course, although they'll have to develop the stats for that.

Current planning at GDW is still for a late winter or early spring publication of the **Unhallowed™** Supernatural Roleplaying Game. I haven't checked with Mike McCulley in a few weeks, but as far as I know he's hard at work developing a super scenario to follow up on the release. His descriptions of the action and presentation of material seemed really fresh and innovative. I'll certainly have my players' HPs get switched over to this universe to face some horror-type problems when the releases are made. (Hurry up Mike!)

There is yet more solid new material coming. Dave and Michele (with one "L") Newton are at work on the bestiary for the Phæree™ realm. It is a big task, for it has nearly as many entries as that for Ærth™, and details of sapient life forms demand more than mere animal descriptions. Still, it is underway. I inadvertently included some entries in the **Epic of Ærth™** Companion Volume that were more properly pantheon-related creatures/beings. Such life-forms will not be in the bestiary unless they also inhabit Phæree™; otherwise they'll be picked up in the various pantheon collections as we get to them. All in all, however, the roster in the Ærth book for the counter-world will be pretty much followed in the bestiary. I expect that I'll be receiving it for my input sometime about six to nine months after the date of this issue of the magazine.

Dave and Michele are also have the Keltic pantheon material in their court. Before, after, or between those two, I assume we'll be pleased to look at a book presenting the Babylonian, Phoenician, and Persian pantheons in scholarly detail but altered to fit the game system, of course – the work Greg Timm has undertaken. And two enthusiasts have contacted Trigea about development of the Aegyptian deities. I hope we'll be able to shift one of the two to another mythology set - Greco-Roman maybe? Who knows...

Potentially interested contributors keep in mind that all work on the project is done "on spec" (as the patois of writers puts it). That is, no advances or payments even when a complete manuscript is accepted. Publication and sales generates payments. It's thus a long time between finishing work and seeing any remuneration. Such is life in RPG creation for small publishers. Should that change, I'll let you know herein, of course.

Now, with that in mind, I thought it was a great time to call upon Creative Readers – and who amongst such Exalted Company is not?! – for their interpretations of the non-human Heroic Personas listed in the **Mythus** game rules. I ask each interested person to submit details of a race, culture, and society based on European Mythology and the mythical name employed in the game. Of course Alfen are a sort of Anglicized dwarf/elf (Norse) cross, perhaps with a good bit of brownie thrown in for leavening. Those interested in the Alfar need to consult Norse mythology, checking the Liosalfar. Remember, if you are moved to contribute, do send the stuff on Mac diskette in Word 4.0 (or an earlier version), or to Frank by E-mail.

Now for something entirely different.

So many enthusiasts have asked about how the **Dangerous Journeys™** game system came about, why its name was changed, and where the computer games are, that I thought I'd finish off this issue's column with that history. Here 'tis!

I began thinking about a multigenre skill-based system way back in the 1980s. For various and sundry reasons, however, I didn't get around to any game development until around 1987. I had not been working for many months on compiling the **Ærth** material and drafting game material when I met Mike McCulley. That was at DragonCon in Atlanta in the same year, 1987. (Free plug time for DragonCon. It is a great convention which, in my opinion, gamers should attend above any other major one. It is a hotel con with a great mix of SF, gaming, etc.) Anyway, Mike had created the convention's **Call of Cthulhu™** tournament scenario. I met him, had a chance to peruse his work, and I was impressed.

Seeing as how I was, in fact, working on a supernatural-horror game as the first genre module for the overall multigenre game system, I asked the Unsuspecting Fellow if he might enjoy co-authoring same. He allowed as he might be.

It was late that year, or early in 1988, that everything was in place and we got going. I sent Mike around 100-200 pages of material and my direction for the tenor and content of the game system. In due course he sent back an outline and sample stuff. I was delighted. He and I thought a lot alike, and his writing style was, and is still, similar to mine! (Yes, Frank, down to sentence structure, misspellings, etc. Shudder, all devilish hackers of pearl-laden prose; our work will resist all triflings and desecrations alike.) So the upshot was a happy co-creation which began life as the **Accursed™** game rules and is now the

Dimension Hopping

Unhallowed™ Supernatural Roleplaying Game... still awaiting final revision to match the **Mythus** game rules and editing as of this writing.

McCulley sent back about 450 pages, and then I added and revised and so forth. Soon the manuscript was at over 600 pages. It took about twelve months to get it all done, but in the end result was a fun game. In fact, the first **Dangerous Journeys™** campaign I ran (I'd run some very early tests using the same genre, of course, back in 1987) was based on the draft material for the **Unhallowed** game. The players had fun, and so did I. Enthusiasm abounded. We went forth to market the first genre game module.

It was the summer of 1989, and NEC decided that it too was enthused. They contracted for a computer game based on the **Unhallowed** game. That was great! I went to work to get everything finished in the rules so some scenarios could be readied.

Then in 1990 JVC joined NEC in the deal. However, JVC said that while a modern-times here-and-now heroic supernatural-horror game was okay, it wasn't the best selection for immediate production. They wanted fantasy. (Groans from Gary. At that time all I had for fantasy were the world milieu, **Ærth**, a yet-to-be-system-specific **Necropolis™** campaign scenario, and a small pile of notes on hand.) What to do? I was busy with other things too, and to create a whole new genre module demanded a lot more time that JVC was talking about.

Back to DragonCon again. (I told you it was a swell event!) I had also met Dave and Michele Newton there; I think it was also in 1988. They had meantime sent in some adventure scenario manuscript material. I had gone over it and liked it, but it wasn't created for the new multigenre system, of course. Nevertheless, it was good, and I thought they could do other creative work. Dave agreed to get involved, and I think he was at least as excited as was I. Anyway, he soon received three diskettes – the **Unhallowed** game manuscript material, and a stack of additional ones, the **Epic of Ærth** draft and **Mythus** game stuff. I think I might also have sent along a few hundred pages of notes which I'd labeled as the **HekaLord™** game, the working title I had chosen before the **Mythus™** logo was selected for the final name.

The systems and rules were for modern play of course, and the magick system was very limited and slow – far too much so for a fantasy game. In addition to developing the **Unhallowed** game rules for the new genre's use, Dave also had to think much about the operation of Heka in the **Mythus** game universe. I sent the K/S list along with details of the various casting-enabling abilities. With that I submitted a list of casting names and types. Dave had to create the substance to go along with the names. I thought it would be a fairly easy task... but I had written almost all of the thousand or so used in the **D&D™** and **AD&D™** games. Fortunately, I am not a telepath, not is Dave, so I can't say what Dave was thinking about that, and me, at the time.

The 600+ pages of the **Unhallowed** game came back as 1,000+ pages of the **Mythus** game. I went to work and made that grow to 1,500 or thereabouts. Then in the summer of 1991, Dave sent in the last draft material due from him. The manuscript now had its Heka-based castings, and it was 1,800+ pages long. I revised, edited, and added a couple of hundred new castings too. Back to Dave and Michele for a final polish from them, then return to me for my last pass. The work now numbered over 2,000 pages. With the manuscript for the **Epic of Ærth** book included, it was a tall stack of somewhere in the neighbor-hood of 3,000 pages containing over one million words!

So later in 1991 Game Designer's Workshop was contacted, they expressed interest, and were then shown the manuscripts. At that point I am sure their editor was cursing, but they contracted to produce the system. Everything was set at last. NEC and JVC would do the computer games, and told us that the summer of 1992 was ripe. The Roc division of Penguin Books would do three Magister Setne Inhetep Novels with the first released in the launch period of July to September 1992. GDW would release the paper RPG material in that timeframe too. Lots of cross-promotion, and soon everyone would know that a truly new and different game system had arrived.

Moving back a little, while Dave was developing the **Unhallowed** game work into the **Mythus** game, I was at work on the **Necropolis** scenario. I had to get it finalized quickly, because JVC was to use it as the basis for the computer roleplaying games which would be done. DSI of Vancouver was selected to develop the game from the written material. I went there, met the staff, and all seemed well indeed. Many of them were RPG buffs, and I had a great time talking with writers, programmers, and artists about the content of the game. I has seen a couple of milestones by the end of 1991.

Personally, I dislike the cold and dark of Wisconsin winters. In January of 1992 we decided to do something about it. Gail, Alex, and I packed up the vehicle and motored south to Louisiana. We stayed with relatives there for a couple of weeks, decided we liked it just fine, and found an apartment in Mandeville – just across Lake Pontchartrain from New Orleans. The trusty Macs were set up and operating, we made an offer on a house on “Old Mandeville,” and in general we were enjoying ourselves a lot. Our place in Lake Geneva didn't sell quickly enough, though, and so the house we'd hoped to buy in Louisiana went to another buyer.

My daughter Cindy and wife Gail had triumphed over this Humble Author in regards to the name of the game system. I had thought Infinite Adventures the most accurate and evocative name. They opted for **Dangerous Dimensions™** Multigenre Roleplaying Game System, and thus it was styled. This was announced at the GAMA show in Las Vegas in the early spring of 1992, which convention we attended to assist in

the launch. TSR didn't seem too enthused about the new release... not a bit.

TSR filed suit in May of 1992 to stop its release, claiming that the **Dangerous Dimensions** mark infringed on their **Dungeons & Dragons™**. Interestingly, just before that legal action was filed an attorney at the U.S. Patent Office had given a written opinion on the mark, saying it was not similar to nor likely to cause confusion in regards to any other mark. It was approved by the Patent Office pending final notice and objections. No matter; NEC, JVC, and GDW didn't object to a name change. Neither did anyone else, let alone me. Too late for Infinite Adventures, though. We changed to the **Dangerous Journeys™** logo, and informed TSR of the fact. They could rest easy, drop the legal action now, right? Wrong! Could it be that they don't want a competing Gygax work on the market even though they have expunged my name from the old material they publish in “revised” form? The suit remains active.

Anyway, hearing that legal action has occurred, we decided to return to Wisconsin to be closer to things. After a few weeks' vacation on the east coast visiting Gail's sister and then her father, we drove back to Lake Geneva. Vulture-like, a wily process-server swooped down and delivered the lawsuit material from TSR. Of course it was June, I was sitting on my front porch as I had been for a week since our return, but it was a true accomplishment. After all, TSR asserts I was a “fugitive.” (Is there then a real danger of losing touch with reality from mere association with roleplaying games? Think about it. Detractors of the game form claim this occurs.)

Well, the GDW material came out almost on time. TSR decided not to try to enjoin its release. They did, I understand, show up at the Electronic Arts booth at **GenCon™** that year and ask that the prototype of the **Dangerous Journeys™** computer roleplaying game not be shown. I wasn't there, but I understand that EA complied. Those who saw the game said it looked great. Why did EA knuckle under to the demand for removal? Nobody from that company spoke to me, but I suppose it was the lawsuit – and maybe that they distribute for SSI, who happens to do TSR-licensed computer game stuff. Could be, but I don't know for sure.

The Roc books came too, but I was not pleased. Their editing was not good, they were sold as fantasy (not fantasy-mystery as I has asked), and the covers were likewise aimed at a fantasy action-adventure audience – not at all what the novels were written to please! In truth, I was appalled at the Boris cover on *Death in Delhi*; no approval had been asked of me, and I saw the whole direction of the series fly into the wild blue yonder. Bah! When Penguin/Roc didn't option the next three books I breathed a sigh of relief. I look forward to a new publishing house soon for the Magister Trilogy in progress, this time an action-adventure one.

What happened to the computer games, you might wonder? Well you might; so do I. 1992 passed uneventfully in regards details of this matter. DSI had in the meantime been acquired by Electronic Arts, I understand. Regardless of this, they were now "late." As far as I know, DSI (now EA Canada) didn't complete the program until mid-1993. It turned out to be too large for Nintendo and the like. Reportedly, it would cost over \$100 if done, so JVC opted to drop the project, I guess. NEC's U.S. division (TTI) couldn't go forward either, supposedly because EA (Canada's programmer for their system) quit and they couldn't find another developer at a cost-effective price.

So, there remains only the IBM version alive, right? Wrong again. EA having acquired Origins Systems, the former had the

latter look at the game and comment. Origins Systems, having been in litigation with TSR I hear, seemed less than enthused. (Also, in my opinion, the **Dangerous Journeys** game might prove to be competition for their own line, so why borrow trouble from two sources?) I understand that no IBM version will be produced by EA/Origins. So the status of the project is currently informally dead. I assume that when that when the whole demise is formalized by the licensees NEC and JVC, some new producer can be solicited.

Under the cloud of TSR's litigation, a taker is unlikely until the sunshine of the courtroom dispels the darkness. That is an event I long for with considerable anticipation.

History class dismissed. Be in your places next issue for something else designed to elucidate, inform, and amuse.

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PHÆREE TALES

...by Dave Newton

(Welcome again, friends, to yet another installment of Horde Processing – the monthly preview of unpublished **Mythus™** game supplements! As those of you who have been with me so far know, this is the place to find statistics for some of the beasts to which Gary Gygax alluded in his **Epic of Ærth™** companion volume.)

For those kind souls who have been here before, welcome back! I hope you've all had a chance to play with some of the previous entries. And to those of you who are joining us for the first time, you couldn't have picked a better issue. In any case, we have yet another batch of Phæree beings to visit, several of which may be slightly familiar.

This month we are going to review some of the most common nasties found on the counter-world of Ærth™ -- three of which were incompletely covered in the **Mythus™** game rulebook. Because the following beasts are so common, it is quite likely that the expanded information will prove valuable indeed.

DROW

Our magick portal to the Phæree™ realm opens now to the bright sunlight of the exterior world. To our surprise, we see a pair of dark-skinned figures regarding us from thirty feet away. Slight of build, with pointed ears and high, arched eyebrows, their elven features immediately identify them as members of the Drow race.

The two of them, a male and a female, wear clothes of tightly meshed, silk-like material, and each bears a backpack. They are armed with longsword, dagger, and crossbow. The male smiles and spreads his arms magnanimously.

"Well met," he says. "I am Serimak, and this is my companion Coranthia. We are advance scouts," he says with an unabashed grin.

The sages' tomes report that Drow are rarely seen in groups numbering less than a dozen, so we may assume that he is telling the truth. She reaches gracefully and scratches the back of her neck, her lips forming a seductive little smile. He tosses off his pack and sits where he is. Pulling his feet up under himself in a cross-legged fashion, he leans back on his palms in the grass. She shrugs and drops down beside him, hugging her knees to her chest and placing her long chin on her knees.

He says, "Please, talk with us a while. We have just finished a march, and our feet are weary. I've seen so few humans in my time; I would love to learn more about your people. Tell us, who are you, and where are you from?"

She cocks her head and grins at our caution, eyeing us inquisitively. "What's the matter, cait sith got your tongue?"

We stammer a bit, and tell them a little about ourselves... but only a little, for we are still suspicious of beings that have always been represented as one of the consummate evils of the dark underworld.

When we ask what they are doing on the surface world of Phæree, they both laugh. "Silly people, we dark elves dwell throughout the realms. The majority of our race prefer the interior world, though, for there our keen darksight is a definite advantage, and there are plenty who serve us without hesitation."

"Frankly, we're not surprised that your legends have us painted as Evil. After all, most of you only know of us from what our pale-skinned cousins tell." They grin at each other. "We are, after all, a cultured people - skilled in the arts of magick, poetry, religion; and capable fighters, too."

And then, without proper thought, one of us makes the mistake of comparing them to the Seelie. A grim scowl hardens his face into an obsidian mask, and his eyes narrow.

"Never, ever, compare us with those ignorant faeries. Their ways are not our ways, and we hate them and all their ilk."

Seeming to ignore him, she fixes us with a blank stare, and then smiles. Spreading her arms, her back stiffens, and she says, "Would you like to hear an example of our culture? I shall sing for you a song of our homelands in the Interior."

Without waiting for an answer, she begins singing in a lilting, melodic voice. Almost too late, we understand what it is that she's doing. As they said, Drow are poetic, and have full command of Spellsongs. Her attempt to lull us into passivity would have given them the tactical advantage...

Uncrossing his legs, he slowly rises to his feet and focuses his malign gaze on us. Cold waves of terror begin to wash over us, freezing us in place. She continues her song as she stands up beside him. They exchange a knowing glance, and we see them draw their weapons and sprint for our location. Without hesitation, we drop the veil.

Drow

Identifier: Humanoid, Elf

Habitat: Interior Phæree, Occidental

Size: 1x human-size (5-7' tall, slender)

Number Appearing: 3-8 (2+1D6) or 10-60 (1D6 x10)

Modes & Rates of Movement: Human Standard

Walk: 100 yards per BT

Trot: 200 yards per BT

Run: 300 yards per BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Full Practitioner ability, if applicable, in one of the following Vocations at 5D6+50 STEEP for main K/S Areas, 4D6+40 for secondary ones, and 3D6+30 for tertiary ones:

- Dweomercraft (Black School) with 1D3 Combat K/S Areas (rarely), or
 - Poet/Musician with Spellsongs and 1D3 Combat K/S Areas, or
 - Explorer and Primitive Hunter with Mysticism, or
 - Priestcraft (Gloomy Darkness) and Primitive Seer
- Heka available is Full Practitioner human norm

Joss Factors: 2-7 (1+1D6)

Dodging/Avoidance: 3 / 30, 30, 35

Attractiveness: 14

Inner Beauty/Ugliness: -5

Invulnerabilities: Nil

Susceptibilities:

Insinuation: Ferrous metal (x2)

Contact: Ferrous metal (x1)

Allergy: 1 BT exposure to ferrous metal (100 pounds in 10 feet) inflicts 1 point PD per CT thereafter

Average Armor Protection: Armor or Spidersilk (see below)

Quirks: Nil

Castings: By Vocation

Attacks

Weapon	BAC	Damage Type	Base	Bonus
Longsword	*50	C/P	*4D6	+3
Dagger	*50	P	*2D6	+3
Crossbow, Med.	*50	P	*3D6	0

* Drow weapons have a 25% chance of being enchanted, providing bonuses to STEEP and/or Physical Damage.

Powers

Dark Vision

<i>Area of Effect:</i> Self	<i>Time:</i> Instantaneous
<i>Delivered by:</i> Thought	<i>Duration:</i> While concentrating
<i>Range:</i> 50 yards	<i>Frequency:</i> At will

This power is essentially the same as the Priestcraft Cantrip of the same name (CG I, Gloomy Darkness).

Fear

<i>Area of Effect:</i> 1 Subject	<i>Time:</i> 1 CT
<i>Delivered by:</i> Gaze	<i>Duration:</i> 5D6 ATs
<i>Range:</i> 50 yards	<i>Frequency:</i> 3 per day

The effects of this power mimic those of the Dweomercraft Charm Fright (CG I, Black School).

Gloomcloak

<i>Area of Effect:</i> Self	<i>Time:</i> 1 CT
<i>Delivered by:</i> Thought	<i>Duration:</i> 5 ATs
<i>Range:</i> n/a	<i>Frequency:</i> 3 per day

This power is otherwise the same as the Priestcraft casting of the same name (CG IV, Gloomy Darkness).

Statistical Detail

Base Scheme (+/-1D3 per ATTRIBUTE)

M: 90, EL: 72	P: 100, WL: 75, CL: 90	S: 120, EL: 96
MR: 45	MM: 45	PM: 50
PN: 50	SM: 50	SP: 70
MRCap: 15	MMCap: 15	PMCap: 20
PNCap: 20	SMCap: 20	SPCap: 30
MRPow: 15	MPow: 15	PMPow: 15
PNPow: 15	SMPow: 15	SPPow: 20
MRSpd: 15	MMSpd: 15	PMSpd: 15
PNSpd: 15	SMSpd: 15	SPSpd: 20

Armor Scheme (Spidersilk Armor, Averaged)

	Pierce	Cut	Blunt	Fire	Chem	Stun	Elec
Half	12	12	4	0	0	4	0
³ / ₄	18	18	6	0	0	6	0
Full	24	24	8	0	0	8	0

Spidersilk armor worn under other armor is impractical because of the necessity of it being loose and free to move about. Cost of spidersilk is the same as for plate armor. Drow warriors may also be encountered wearing leather, reinforced leather, or metal & leather armor (half armor).

Commentary & Description

The legendary race of dark-skinned elves known as Drow are similar to their Seelie cousins in most ways, but their evil bent sets them quite apart. Originating in the Interior realm of Phæree, they range over the entire world, and may be found dwelling in some numbers in the subterranean and even the exterior regions.

Sharing control of the Occidental Unseelie with their rivals (the Slaugh), the Drow contingent is known as the Red Faction. These dark-skinned, evil elves command hosts of annis, gaunts, orcs, ogres, trolls, and jotens from the great keep of Rilthundu. The Drow blazon is a flaming sword on a flag of red and purplish-black.

GOBLINS

As we open the portal to our next sight of Phæree, it seems as though a tumultuous storm rages beyond the mists. As they clear, however, the sounds become more sharp and distinct. We soon realize that we are viewing a great battle. From atop a small bluff we look down upon a battlefield, seething with hordes of misshapen humanoids. The figures are similar, but we can make out two separate standards carried through the fray. With a start, we realize that the sight we are witnessing is that of two goblin armies engaged in mortal combat.

Under the light of the purplish inner sun, these ghastly long-limbed beasts appear hideous. Fangs biting and blades chopping, they hew mercilessly at each other. They are completely engrossed in their warfare, with no regard to us. The two forces number nearly a thousand between them. They are armed with all manner of weapons: axes, swords, spears, and clubs. And many times they use no weapons at all in close combat, instead tearing and biting at each other like the beasts they are. The noise from below is horrible – snarling, screaming, and howling they rush back and forth, like huge waves in an ocean.

Here and there we note there are shamans among them, blasting each other with their vile magicks, each seeking to tilt the balance to their side. One of every score of their number seem so empowered, and the streaking bursts of Heka are awesome in frequency.

With a start, we remember that each individual present is able to detect magick, and were they to pause momentarily and glance in our direction, they would know us to be here. That terrible thought sinks home, and though the fierce combat is fascinating, we know we must break the connection to the other world before we are noticed.

Goblin

Identifier: Humanoid, Goblin

Habitat: Interior Phæree

Size: 1x human size (4.5' tall)

Number Appearing: 3-5 (2+1D3) or 300-500 (2+1D3 x100)

Modes & Rates of Movement:

Walk: 60 yards per BT

Trot: 120 yards per BT

Run: 180 yards per BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: All Goblins have STEEP in the following areas:

Combat, Hand Weapons at 40+4D6

Combat, Hand Weapons, Missile at 40+4D6

Hunting & Tracking at 35

Perception, Physical at 35

Survival at 30

Endurance at 30

In addition, 1 in 20 will have the following:

- Priestcraft (Gloomy Darkness) at 30+3D6
- Religion at 30+3D6
- Divination at 20+2D6
- Herbalism at 20+2D6

Joss Factors: 0

Dodging/Avoidance: Nil / 18, 18, 18

Attractiveness: 3-8 (2+1D6)

Inner Beauty/Ugliness: -4

Invulnerabilities: Nil

Susceptibilities:

Contact: Ferrous metals (x3)

Insinuation: Ferrous metals (x3)

Allergy: 1 AT exposure to ferrous metal inflicts 1 point of PD per BT thereafter

Proximity: 1 AT exposure to ferrous metal (1000 pounds in 10 feet) inflicts 1 point PD per BT thereafter

Average Armor Protection: 7

Quirks: Nil

Castings: By K/S Area (Shaman only)

Attacks

Weapon	BAC	Damage Type	Damage
Claw (x2)	50	C	1D6
Bite	40	P	1D6
Broadsword	STEEP	C	4D6
Axe, Hand	STEEP	C	3D6
Spear	STEEP	P	3D6

Powers

Dark Vision

<i>Area of Effect:</i> Self	<i>Time:</i> Instantaneous
<i>Delivered by:</i> Thought	<i>Duration:</i> While concentrating
<i>Range:</i> 20 yards	<i>Frequency:</i> At will

This power is otherwise the same as the Priestcraft casting of the same name (CG I, Gloomy Darkness).

Heka Sensing

<i>Area of Effect:</i> Self	<i>Time:</i> 5 CTs
<i>Delivered by:</i> Word & gesture	<i>Duration:</i> 1 AT
<i>Range:</i> 30 yards diameter	<i>Frequency:</i> 3 per day

The function of this power is similar to the Dweomercraft Spell *Heka Sense* (CG I, Astrology).

Fellow Summoning

<i>Area of Effect:</i> 5-30 subjects	<i>Time:</i> 3D3 ATs
<i>Delivered by:</i> Thought	<i>Duration:</i> Instantaneous
<i>Range:</i> 1 mile radius	<i>Frequency:</i> At will

This power enables the goblin to call up to 30 others of his kind to his presence.

Statistical Detail

Base Scheme (+/-1D3 per ATTRIBUTE)

M: 60, EL: 48	P: 60, WL: 45, CL: 54	S: 60, EL: 48
MR: 30	MM: 30	PM: 30
MRCap: 11	MMCap: 11	PMCap: 11
MRPow: 10	MMPow: 10	PMPow: 10
MRSpd: 9	MMSpd: 9	PMSpd: 9
PN: 30	SM: 18	SP: 42
PNCap: 11	SMCap: 7	SPCap: 15
PNPow: 10	SMPow: 6	SPPow: 14
PNSpd: 9	SMSpd: 5	SPSpd: 13

Armor Scheme

	Pierce	Cut	Blunt	Fire	Chem	Stun	Elec
Ultra	12	12	12	4	4	12	4
Super	9	9	9	3	3	9	3
Vital	6	6	6	2	2	6	2
Non	3	3	3	1	1	3	1
Average	7	7	7	2	2	7	2

Commentary & Description

Goblins are horrid in appearance, with round, oversized heads atop fat, bloated bodies. They have long and spindly limbs and stand approximately 4 ½' tall. Claw-like nails sprout from their gnarled fingers, and these match the long canines and pointed teeth within their wide mouths. Goblins have elongated ears and tongues, contrasted by a short, flattened nose.

Their abilities are in the normal human range (or nearly so), though these creatures possess considerable Heka Power and use. Roughly one in every twenty individuals is a capable shaman, and the rest are skilled in other Primitive Vocations.

A rival court to the Drow/Slaugh rulers of the Occidental Unseelie, goblins are fecund and greedy for power in the Interior realm. The chief places of goblin power are Gogalch and Kek, wherein these wicked creatures hold sway over bodaks, formorians, brags, bugganes, caerbs, dunnies, gnoles, kobolds, and losels.

In battle, goblins form in screaming hordes, and their sheer numbers are enough to cow even the most well-trained army.

ORCS

Our final journey to Phæree opens upon a bright moon-washed tableau. In the distance we see a small walled city. We can smell the campfires, and see the glow of lights from within. We peer in curiosity at the heavily defended settlement, for the surrounding land appears untouched by war.

On the near side of the city we catch a faint glimpse of a sword's flash in the moonlight. Watching patiently, we see stealthy movements, and soon, when our eyes have adjusted, we can make out the shapes of a half dozen figures moving toward the city in the near-darkness.

Listening carefully, we hear guttural whispers, and we recognize the long-armed humanoid orcs. This is, in fact, a small raiding party intent on stealing into the city. Similar to their cousins the goblins, orcs are primitive in nature, though this provides them with heightened senses - keen smell and excellent night vision in particular. We must be extremely careful, for any slight shift in the wind or sudden move on our part will alert them to our presence.

We note that in addition to their thick greasy hides, they wear a varied collection of leather armor. For weapons they bear clubs and spears, and a few possess axes and swords. We know these weapons must be of Phæree make, for orcs – like others of this world – are highly susceptible to iron.

As they skirt the ramparts, we lose sight of them temporarily. Soon enough, though, we hear the hue and cry of the city's guardsmen as the bandits are detected beyond the wall. The shouts that rise from within the walls are soon answered by others, and within moments we hear the clash of arms. We soon see the orcs retreating at a rapid pace in our direction. In their arms they carry sacks and loose items liberated from the city. Though these creatures are somewhat stupid, their keen night senses make them successful at hit-and-run tactics.

One of them stops short, shocked, and points in our direction. As they were running this way, it is easy for them to note our presence. Now they are torn... do they confront us, or turn and face their pursuers? With a grunt and a motion, the leader urges the bandits along at a tangent, and they follow him into the thick brush. Not wanting to be mistaken for the raiders, we close the portal, just as the guards from the city come into view.

Orc

Identifier: Humanoid, Goblin

Habitat: Interior Phæree

Size: 1x human-size (4' tall)

Number Appearing: 5-10 (4+1D6) or 500-1000 (4+1D6 x100)

Modes & Rates of Movement:

Walk: 72 yards per BT

Trot: 144 yards per BT

Run: 216 yards per BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP: All Orcs possess the following:

Combat, Hand Weapons at 35

Combat, Hand Weapons, Missile at 30

Endurance at 30

Hunting & Tracking at 30

Perception, Physical at 25

In addition to the above, 1 in 50 Orcs will have the following at 20+2D6:

- Demonology, Exorcism; and either
- Dweomercraft (Black), Magick; OR
- Priestcraft (Gloomy Darkness), Religion

Joss Factors: 0

Dodging/Avoidance: Nil / 12, 20, 9

Attractiveness: 3-8 (2+1D6)

Inner Beauty/Ugliness: -3

Invulnerabilities: Nil

Susceptibilities:

Insinuation: Ferrous metal (x3)

Contact: Ferrous metal (x2)

Allergy: 11 ATs of exposure to ferrous metals (100 pounds in 10 feet) inflicts 1 point PD per BT thereafter

Average Armor Protection: 5 (Natural armor; see below). In addition, orcs typically wear armor, so their natural armor base is added to this, and no Speed Factor penalty accrues for the latter.

Quirks: Excellent night vision in outdoor environments (ultraviolet spectrum; see Sensory Table)

Castings: By K/S Area (Shaman only)

Attacks

Weapon	BAC	Damage Type	Damage
Claws (x2)	40	C	1D+4
Bite	35	P	1D3
Axe, Hand	35	C	3D6+4
Bludgeon	35	B	1D6+4
Spear	30	P	3D6+4
Sword, Long	35	C/P	4D6+4

Powers

Detect Fear

Area of Effect: 1 subject

Time: Instantaneous

Delivered by: Thought

Duration: Instantaneous

Range: 20 yards

Frequency: At will

This enables the orc to sense fear in other creatures.

Hyperaesthesia

Area of Effect: Self *Time:* 5 CT's
Delivered by: Thought *Duration:* 5 AT's
Range: 60 yards *Frequency:* At will

Similar to the Dweomercraft Formula *Hyperaesthesia* (CG II, Mysticism).

Statistical Detail

Base Scheme (+/-3 +2D3)

M: 46, EL: 36 P: 72, WL: 54, CL: 64 S: 30, EL: 24
 MR: 26 MM: 20 PM: 42 PN: 30 SM: 10 SP: 20
 MRCap: 8 MMCap: 10 PMCap: 16 PNCap: 10 SMCap: 4 SPCap: 8
 MRPow: 6 MMPow: 10 PMPow: 16 PNPow: 10 SMPow: 3 SPPow: 6
 MRSpd: 6 MMSpd: 6 PMSpd: 10 PNSpd: 10 SMSpd: 3 SPSpd: 6

Armor Scheme

	Pierce	Cut	Blunt	Fire	Chem	Stun	Elec
Ultra	8	8	8	0	0	8	0
Super	6	6	6	0	0	6	0
Vital	4	4	4	0	0	4	0
Non	2	2	2	0	0	2	0
Average	5	5	5	0	0	5	0

Commentary & Description

Orcs are long-armed humanoids that appear very similar to goblins, though with shorter legs. They are more stupid than their cousins but have slightly more strength. The thick pocked and warted skin of an orc is bristled in hair ranging from gray

to medium brown, and is frequently mottled in patches of other colors of hair. Orcs have greasy black hair, narrow, beady eyes, and a baboon-like nose above a mouth full of sharp and tusked canines. They wear human-style armor and clothing when they can, but are perfectly comfortable in skins and rough woolen garments.

Though found primarily in Interior Phæree, orcs are also likely to be found in the subterranean realms and the exterior world as well. Although rarely encountered on Ærth, such meetings are usually near some Subterranean opening whence they have issued to raid the outer world. Possessing only Limited Heka use and powers, the orcs make up in numbers what they lack in other capacities. Orcs are communal, troop, and frequently travel in hordes like their goblin brethren. Large groups often (60% chance) include shamans or witch doctors with Heka use similar to humans.

So ends this issue's overview of some of the most common antagonists of the Phæree™ realm. Yet this visit has only shown a small sample of that magickal realm's inhabitants. In the articles to come, we will see many, many more.

NEXT: The Sidhe

FEATURE SECTION (?): ODDS N ENDS

A TINY TRIAD RE WEAPONS & COMBAT

All for the Mythus* Game rulebook.

1. WEAPONS IN HAND

Page 217, column 2: Insert prior to “Attack Process:”

Important Note: Journey Masters and players, please note that the persona involved in any form of casting, other than one delivered as an Eyebite, cannot have in hand a shield or weapon, other than one which is employed in the Knowledge/Skill Area from which the casting is drawn, i.e. an Alchemy or Dweomercraft casting allows the practitioner to utilize a dagger, sword, etc., but Herbalism, for example, does not. As a guideline, assume that both hands must either be unencumbered and free or else they must hold items used in the K/S Area or which are directly beneficial to the activation of the casting, such as a Heka reservoir.

2. DAMAGE VS. GREAT MASS

Page 225: Insert this corrected table. In addition, note that in **Mythic Masters™** Magazine #3, Dave Newton offered much the same as the following, but stopping at 3600 pounds; this extends it a bit.

Weapon Damage Bonus (per die of damage) for Great Mass

Type Of Projectile	Proportion (to human-size)				
	3x	6x	12x	18x	24x
Hand or Hand-Hurled	+1	+2	+3	+4	+5
Device-Propelled*	+2	+3	+4	+5	+6

* A siege engine or a giant sized weapon; in the latter case the wielder must actually be large enough to operate the giant-sized device.

Proportion	Weight Range
3x	450 – 800 pounds
6x	900-1500
12x	1600-3500
18x	3600-4800
24x	4800+

3. DODGING

Page 247, Column 2: This currently says that SF penalty of 5 or higher makes this impossible. That is incorrect, and should read:

Dodging: Each SP penalty factor above 5 subtracts 1 from the dodging factor of the wearer.

...AND A CORRECTION TO "ATTRACTIVENESS"

Mythus™ Game rulebook, page 102, first column, line 10: Change 18 to 20.

There is a misprint regarding maximum score. One rolls 2D12+8 to generate a score between 10 and 20. Thus, a 20 “Striking” is the maximum score for mortals - maybe Helen of Troy and Cleopatra were 20s. The text says 18, and that must be changed to 20.

A TRAVELER'S GUIDE TO ÆRTH: TURKISTAN

by Atleg Murad & Ernst Grumbold

One of the more interesting states of Central Azir is that of Turkistan, a large and wild land of steppes, hills, and mountains. It stretches well over a thousand miles from Lake Balkhash in the east to the eastern of the Mare Ostrum in the west, only a little less distance from north to south. It is not densely populated, because of the wild and hard nature of the land. This rather harsh homeland has made the nomadic Turks who inhabit it into particularly fierce and well-organized warriors. Were it not so, Tartary, Mongolia, Khwarizm, and Samarkand would surely long ago have divided the state between them.

The **Epic of Ærth™** Companion Volume is not entirely accurate in its brief treatment of Turkistan. Readers should make the following correction therein:

Page 176. Important Persons: Change “khans” to “begs”.

Princely heads of tribal of Turcic sort are indeed called beg, not khan.

In addition, those using the cited reference work in their game campaign might wish to add the following details regarding the government of the state (the list at left). The military organization of Turkistan is as given as follows.

Government of Turkistan:

Sultan, the emperor (or padishah).

Chief Officials:

Grand Vizier (prime minister)
Vizier (4 counselor-ministers)
Capadey (chief priest/priestess)
Maglier (Heka-master, wizard)
Defterdar (chamberlain-treasurer)
Kaziaskar (justiciar)

Other Important Officials:

Beglerbeg (province governor and marshal),
commander of 20,000 or more
Pasha (marquis and general), commander of 10,000
Sandjakbeg (colonel), commander of 1,000
Atabeg (judge, magistrate, bailiff)

Nobles:

Beg, a petty prince, chief of a tribe, its leader, the lord of a city or district, bringing 100 or more men.

Emir, a leader of several tribes, one equal to a great duke or even king, bringing 1,000 or more men.

Timar, a lord or baronet, bringing 100 or more men.

Ziamet, a baron or count, bringing 500 or more men.

The military organization of Turkistan:

Regular (standing troops):

A Travelers Guide to rth: Turkistan

Spahis of the Sultan: 12,000 standing cavalry.

Janissaries (infantry of the Sultan): 16,000.

Raised in time of need:

Spahis cavalry (feudal levies): 20,000 as follows:

Heavy cavalry: 4,000 (akin to medium knights).

Medium cavalry: 8,000 (similar to esquires and serjeants)

Light cavalry: 8,000 (lancer-archer mounted men-at arms).

Turspahis (tribal) cavalry: 40,000 (medium-light and light).

Akindjis: 20,000-40,000 light irregular cavalry (raider-scouts).

Azabs: 10,000-15,000 light irregular infantry (skirmishers).

Most of the nomadic people of the state dwell in the north and east. Perhaps 2,000,000 or more such folk drift southwards in winter, northwards in summer. In the western fifth of Turkistan dwell 1,200,000 or so of the more settled folk – a quarter in the cities and towns, the rest in villages. The wild verges of the Pamirs (and mountainous southern portions eastwards) and the western deserts have few inhabitants, 300,000 at an estimate.

Approximately one-quarter of the royal troops are maintained with the sultan. The balance are stationed in various portions of the state where there are fortresses owned by the sultan. Other frontiers are guarded by the feudal “regulars” and levies raised as needed by the beglerbeg (governor) or pasha (marquis) of a threatened area.

Key border towns or strongpoints have 200 to 300 cavalry posted there, with 300 to 500 infantrymen. Garrisons of interior towns number about 100 each horse and 200 foot for each 10,000 of population. Feudatories of the sultan likewise maintain their own much smaller standing forces, their sub-feudatories in turn doing likewise. Nomadic tribes are, of course, well-endowed in regards individuals able and willing to fight.

Central government control is lax in the open interior, rigid in cities and along borders where there are fortresses of the sultan. A typical one might house 100 cavalry and a like number of infantry, the former patrolling while the latter secure the safety of the castle and community around it. Nobles and tribes raid their enemies, sometimes each other, and are in turn raided by peoples of neighboring states. The Mongols to the east are a particular thorn to the sultan, for he would concentrate on the elimination of Samarkand, Khwarizm, and Hyrkania thereafter, so as to both enlarge Turkistan, defeat those of a

despised pantheon, and rejoin those of the Babylonian pantheon to which Turkistan is an adherent.

As it is, though, at least a quarter of the standing forces of the state (that is, 3,000 cavalry and 4,000 infantry) must be positioned eastwards along the border areas when spring comes, and do not return to less strenuous duty until late autumn. The other quarter move westwards to hold border areas there. Thus, the sultan must be content to avoid any but the most swift and well-planned campaign utilizing mainly feudatory troops around the core of his own guards. Unless some special accords have been made, an army of some 30,000, plus irregulars, is the largest which can be concentrated for fear

of leaving other areas undefended and subject to plundering and destruction.

As a final observation, the heavy composite bow used by the Turcic warriors is perhaps the finest in the world, superior to the similar weapons wielded by other peoples surrounding the state. This is due principally to the fact that the others either concentrate on the bow as a weapon for mounted combat or else employ it in mass formations where quantity must take precedence over quality. Half of the sultan's foot soldiers are thus armed. However, many of the feudatory bowmen do not have the advantage of such fine weapon as the Turcic heavy composite bow, and the azab irregulars ply only bows of low quality as a rule.

ENCHANTED EQUIPMENT

A Quartet of Magickal Miscellany
by Gary Gygax

BUC Value: 20,000 (-10% to +50%)

MORGAX'S POCKET LIBRAM

History

Another of the famed mystagogue's magickal devices, the Pocket Libram is treasured by most active Heka practitioners for its all-around versatility. The first record of this device is c. 810, prior to Morgax being at Prague.

Description

This little volume is but 9 inches tall by 7 inches wide by 1 inch deep, with a pliable cover of fine-grained hide of unknown sort which can be of any dark hue ranging from deep maroon through purple-black.

Powers

A book of this sort is waterproof, and resists Physical Damage from Chemicals (including Acid) and/or Fire for 9 Critical Turns of such exposure. Armor-like Resistance of non-conductive sort absorbs 27 points of Electrical Physical Damage before the work is harmed in any way. The Libram contains 127 thin pages, each of which is able to contain all the information and details needed for up to a Grade IV Casting; Grade V through VIII ones thus take two pages, and Grade IX or Special (X) must be inscribed on three pages.

Placing and/or Changing Castings: The Pocket Libram has pages that erase themselves upon command in order to facilitate the inscription of a different casting. While removal is thus accomplished in but a single CT, it requires 100 times the casting time to inscribe one.

Command

This work opens only upon the command word (or code) spoken in the voice of the possessor.

MORGAX'S INDESTRUCTIBLE TOME

History

The Bohemian mystagogue Morgax, who professed at the University of Prague from 838 to 895, developed a large number of magickal and enchanted devices including this specific type of book. The mystagogue never revealed many of his inventions, but this particular one is known generally in the highest circles of Heka practice.

Description

The Indestructible Tome is 2 feet long by 1 foot wide and deep. It appears to be bound in scaled leather similar to drake's hide, and is fastened shut by eight hinged bands of iron with silver and gold inlays. These bands edge the tome and cross it to form a lattice-work in which there are nine rectangles. Within these nine spaces between the banding are inset four plates of horn in the corners and four of ivory between, while in the center is a polished plate of tortoise shell.

Powers

Each plate has the power to store and release a casting upon whatever event trigger the possessor of the tome desires. The Grade of the casting depends upon the quality of the tome, ranging from 4 for that of Average sort to 7 for the Exceptional one – but the central (tortoise shell) plate being two Grades higher than the others.

Horn plates: Apotropism castings

Ivory plates: Dweomercraft castings

Tortoise shell plate: Priestcraft casting

Each tome is totally invulnerable to Acids and other Chemicals, Electricity, Fire, and water. It has protection against Heka attacks equal to 76 points per attack, for 10, 12, 15, or 20 attacks, the number being equal to the quality of the tome. Each has otherwise the equivalent of Plate Armor absorbing 38 points of Physical Damage per attack before being harmed, the number of such attacks being withstood being modified as above for quality.

It has pages that are ideal for containing magickal text and like material, as a single leaf will hold all the information and details needed for up to a Grade VI Casting; thus a Grade IX or Special (X) one can be inscribed on two pages. The Tome also arranges its material alphabetically by class (Alchemy, Apotropaism, etc.), Grade, and entry heading. Average Quality tomes contain 401-500 pages, Above Average ones 551-750, Exceptional 702- 900 pages, and the Unsurpassed bind 1100 to 2000 pages.

Recharging: Each plate has inscribed upon it a non-specific glyph enabling the changing and/or replacement of any casting desired if within the Grade limits of the specific tome. Heka drained in protecting against like attack must be supplied by the possessor at a cost of two points for each one recharged.

Placing Castings: A tome can be inscribed with castings at a rate equal to 100 times normal casting time. Once a casting is placed within the work it is not removable.

Command

A tome of this sort opens only upon the command word (or code) spoken in the voice of the possessor.

BUC Value

Average quality: 50,000

Above Average quality: 100,000

Exceptional quality: 250,000

Unsurpassed quality: 400,000

SPEEDBLADE SWORD

History

There is no proven historical attribute regarding the creation of this sort of device. It is known from Grecia's golden age, and the mighty Heka practitioner Plato is apocryphally credited with its forging. However, it is likely that the weapon enchantment predates him.

Description

This weapon will always be a short or small sword. Its quality will always be unsurpassed.

Powers

This enchanted weapon has upon it the dweomer of *Fast Draw*. If the wielder also possesses the Weapons Special Skill Fast Draw Sub-Area K/S, then there is an Initiative bonus of -5 for this double quickness. The blade has a Speed Factor of 0

(zero). Because of the weapon's quickness, the wielder always gains one extra attack.

Command: No command word is needed.

BUC Value: 20,000 (-20% to +30%)

TESLA'S BATSEARS HOOD

History

The greatest Heka-wielder in Dalmatian annals is Nikolo Tesla, first baron of that name (c.Ê902). It is Baron Tesla who created the first of the devices now known as Batsears Hoods, and his own model and several others he later developed are said to be far superior to the sort now created by Heka-forging mages.

Description

This headpiece is of dark brown or black velvet material. Inside of the hood in the side projections are meshes of fine wires of silver, gold, and other metals. Down, it appears to be a rather ordinary but large hood covering, but once raised the upward and outward projecting side pieces (which give the device its name) are highly visible.

Powers

The hood enables its wearer to hear sound frequencies above those normally audible to the human ear, just as if the individual possessed both his own audial capacity and that of a bat as well. Thus, for instance, sounds normally heard by canines are also discernible by the wearer if within a 1 furlong radius. The persona so equipped will also be able to utter high-pitched sounds much the same as those of a bat, and hear their echoing from objects within a 1 chain radius. This capacity allows the wearer to move in total darkness, able to "see" objects by sonic echo ranging. Naturally, creatures able to detect such sounds will be very well aware of the vocalizer.

Recharging: A fully-charged Batsears Hood has a reservoir capacity of 120 Heka points. The device can operate for up to 1 hour on 12 points of Heka. Raising the hood automatically uses 1 point of Heka, even if it is not employed for the full AT. Any Heka-able individual can restore functioning to the device if its reservoir is "empty", as there is a built-in dweomer that maintains a reserve of 1 point to allow such restoration.

Command

There is no word of command necessary. The device functions when it is raised so as to cover the head.

BUC Value

These are relatively rare items, and because of demand by delvers, the cost of a typical uncharged Batsears Hood is between 5,000 and 10,000 BUCs. Sold to a dealer, about half that amount can be garnered, although in trade they are usually allowed near full value (80-90%) because of the likelihood of quick sale.

ARMOR CATEGORIES

Mythus™ Game Rulebook, page 247, first column, insert the corrected table given here:

Armor Categories	
Category	Areas
1. Jacket, coat	Ultra, Super, Vital
2. Helmet	Ultra, Super
3. Vest, shirt	Ultra, Super, Vital
4. Gloves	Non-Vital
5. Trousers	All
6. Thigh guards	Vital, Non
7. Shin guards (greaves)	Non
8. Shoulder guards	Non
9. Arm guards	Non
10. Groin Cup	Super
11. Gorget	Ultra
12. Camail (coif)	Ultra, Super

Pages 248-9, add the following column to the tables there:

Human(oid) Armor	
Item	Category #
Ailettes (Tartschen)	8
Armet	2
Back-Plate	3
Baju Emperau	1
Banded Mail	--
Banded Chain Mail	--
Bavière	11
Bazu Bands	9
Boots	7
Brassarts	9
Breastplate (Plastron-de-fer)	3
Byrnie (Sark, Hauberk)	1
Camail (Coif)	12
Chain Mail	--
Chausses (Greaves, Jambart)	7
Chukchi	8
Coudière	9
Cuirass (Lorica)	3
Cuissart, Plate	6
Demi-Brassarts	9
Demi-Jambarts	7
Demi-Plate (leg)	7

Item	Category #
Demi-Vambraces	9
Epaulières	8
Gambeson (Akten)	1
Gauntlets	4
Gorget, Plate	11
Helmet (Helm)	2
Helmet Crested (Combed)	2
Helmet, Pot	2
Helmet, Salade	2
Helmet, (Salade) w/Mnetonniere	2, 11
Hoguine	6
Jerkin, (Vest) Boiled Leather (Cuir Builli)	3
Koryak	12
Leather Armor	--
Leather Armor, Studded	--
Plaquet	3
Plastron	3
Plate, Armor Suit	--
Plate Armor Suit w/Pauldrons	--
Plate Armor Three-Quarter Suit	--
Plate, Mail Suit	--
Poleyn (Garde-de-Eras, w/Plate: knee protection)	7
Ring Mail	--
Roundels	8 or 9
Sabbatton (foot plate)	7 ¹
Scale Mail Suit	--
Shield, Adarga	--
Shield, Kite (Small)	--
Shield, Kite (Large)	--
Shield, Round (Small)	--
Shield, Round (Large)	--
Shield, Tower (Small)	--
Shield, Tower (Large)	--
Skull-Cap, Bronze	2
Skull-Cap, Leather	2
Skull-Cap, Iron	2
Splinted Armor	--
Tace (w/Plate)	(6)
Tuilles	6
Visor (Only w/Helmets, Salades & Bascinet)	2

¹ In the original article, the Sabbatton (foot plate) was listed in category 9 – Arm Guards. This made no sense, so your remastering editor made the choice to correct this entry.

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We thank you all VERY much for your indulgence and patience. In return, we ask that you tell us how we can better serve you! Please complete and return the Survey (item 20 of this E-magazine).

BRAVING THE MYTHIC MUD

How to Speed up Game Play While Using Every Rule in the Book
by B.R. Schoen

PERSONA CREATION: A NIGHT OF GAMING IN ITSELF

So you've read the book, and you think you know what you're doing – but do you? Whether you are experienced or not, you're probably missing out on some really neat ways you can “tweak” the system to make gameplay so much easier.

Probably the thing that scares most players away from the **Mythus™** game is the horror stories of people taking hours (sometimes days) to generate a full-fledged Heroic Persona. When I first tried to generate a persona on my own – barely a week after reading (most) of the manual – it took me nearly three hours, and that was for just a mercenary! Now I've concocted a few methods you can use to help cut persona creation time in half, and tweak certain bits of it to make more sense.

Age & SEC

It seems to me that the Heroic Persona section of the game is in the wrong order. The main thing that needs moving is the demand for players to decide on their persona's age before rolling attributes. The persona's selected age carries with it a wide range of modifiers that may change a lot of things you've already written down... such as your K/S Area STEEPs and your finances. The need for selecting your persona's age is thus more for sanity's sake than anything else. It would be quite terrible, for example, for you to have in mind a really young

warrior around the age of 14. Following the order in the **Mythus** rulebook, you would have already selected your K/S Areas and Sub-Areas. Since age modification takes points away from your attributes, you're most likely going to have to change most, if not all, of your STEEPs!

But that isn't all. It's also best to determine your persona's Birth Rank as well, as that has a slight chance of affecting your Characteristics and STEEP as well.

After you've selected your character's age and birth rank, you'll need to roll for SEC as normal. Another clarification needs to occur here: the SEC you're rolling for is for your family, not necessarily for yourself. This SEC comes into play only when narrowing down vocational choice and determining your beginning wealth. The Vocational SEC is your personal SEC, and reflects your future, modified (through roleplaying) by your family's SEC.

The Bundle of Doom

Next you need to decide what Vocation your character will have. Unlike the **AD&D™** classes, this vocation only shows what your character has done up until now, not necessarily what he'll be doing in twenty years. Certain vocations are more focused than others, and this is shown in the **Mythus** game manual.

Generate your attributes after that, placing most of your highest scores in your vocation's TRAIT and the highest of those in that TRAIT's Capacities.

The lengthiest part of persona generation usually follows next, and that is copying your persona's bundle, selecting personal K/S Areas, and then choosing Sub-Areas. This can be shortened quite a bit by using the following method.

Instead of writing down the K/S, then figuring the STEEP, then doing the next, go ahead and copy all of the K/S Areas onto your persona sheet. Then go back and figure up the numbers. Why? It is much easier to find like STEEPs and quickly apply them to different K/S Areas. For example, if two of your K/S Areas have a Base STEEP of 12, modified by $(PMSpd + PNSpd)/2$, then you can get them both done at once instead of figuring out one, doing others, then figuring out the same number again later. Handling personal K/S Areas can't be shortened as much because most players will peruse the K/S Master List for hours, figuring out which K/S Areas to pick (or as one player did, dropping a pencil blindly, believing fate will choose this persona's past).

If you want, however, each time you come across a set of averaged scores (such as $MMCap + MRCap/2$), write that number down beside the relevant ATTRIBUTES. This will save you from having to do it repeatedly later on, and often helps with personal K/S choice, where the Base STEEP is rarely the same. The best way to handle Sub-Area choices is to somehow generate a master list of Sub-Areas, alphabetical by TRAIT. This was done in **Mythic Masters™ Magazine V1#1**, and greatly reduces the usual time necessary for this process. But it shouldn't take too long for you to do it on a word processor and print it out.

The BUC Stops Here

The one obstacle my players encountered during persona generation was finances – not that it was too complex, but that there was so much money, and just not enough to spend it on. A persona generated with a SEC of 7 or higher gets a lot of money to begin with, more than the average player is used to (especially in such a game as **AD&D™**).

To help with this, don't make the players account for every article they may own. It isn't really important to know that the player has a mirror in his bedroom, a sofa in the living area, a set of dishes worth 40 BUCs, etc. Keep to the adventuring stuff. It took us a while to realize that you aren't required to keep track of every BUC of Net Worth.

Use the Possession Categories to your advantage, by utilizing them as pools. For example, if a persona allots 5,000 BUCs of his Net Worth to the Weapons & Armor Category, he already owns 5,000 BUCs worth of weapons and armor. Allow the player to buy the items, counting only half against the pool, until the pool reaches zero. In all actuality it hasn't reached zero; he still has 5,000 BUCs worth of gear, but he's accounted for each BUC. Thus, if he breaks his long sword during an adventure and he still has enough left in his Weapons & Armor Category, he can say that he had another at home.

The same goes for almost anything except Securities and related things, such as Businesses. If he puts aside 15,000 BUCs for a clock-making business and the building burns down, he can't say he has another clock-making business elsewhere. Situations such as those should still be handled during persona creation. Use your best judgement as to what the player can leave as buffer money in a Category.

When a Category Pool has been exhausted, and the unlucky player again breaks his long sword, he can't say he has another one at home; he just doesn't. He's going to have to use his Cash On Hand to buy one at full price... but his Net Worth will go up. This won't create more buffer money; the increase in Net Worth is already accounted for in his new sword.

It is also not wise to make your players increase their Net Worth when they buy a 6 BUC torch; an increase of 3 BUCs to Net Worth doesn't really account for anything, even if it would boost the persona to the next SEC level. They won't consider him a Freeman, for example, if the persona was a Peasant who just happened to buy a torch. An increase of Net Worth should only come about when the persona has bought something that isn't easily disposable, such as another sword or a boat.

And Finally...

All that is left for you to do is to generate Joss and Handedness, and to select Casting and determine the amount of Heka possessed.

These tips will help you shorten the time it takes to generate personas of any sort. We reduced the time it normally takes (two hours or so) down to about 45 minutes. I generated a Full Practitioner of the Green School in about 30 minutes (okay, that was a good day). With luck, this should help you out every day.

COMBAT... ARE YOU FIGHTING NUMBERS OR MONSTERS?

There are some shortcuts that can be taken during combat, too. Actually before combat, as all of these suggestions are for modifying the numbers on your persona's sheet rather than things that occur during combat itself.

When Is Initiative Not Initiative?

When It's $1D10 - PMSpd + \text{Weapon Speed}$.

When copying down your weapon's statistics you'll come across the Speed Factor for your weapon. Now, reading the process of Initiative, it requires you to roll 1D10, add your PMSpd or PNSpd, then subtract your weapon's Speed Factor. Do you want to do that each CT? I didn't think so.

It would be a heck of a lot easier just to subtract the Weapon's Speed from your PMSpd (or PNSpd) and then write that in the S slot of your weapon's profile, wouldn't it? Then you could just subtract that number from D10 each time, saving you some calculations. Wouldn't that be great?

I think you get the idea.

Dodging the Point: Ducking the Issue?

Not really. Even though there isn't a space for your Dodging Ability on your sheet doesn't mean you can't write it down. In fact, it is a good idea for you to write nearly every conceivable number on your sheet somewhere, for easy reference. This saves you from having to refer to a chart and calculate. This can be done with Dodging, all three types of Avoidance, Perception Modifiers to BAC, etc. The sheet that comes with the **Mythus™** book leaves a lot to be desired. It omits such things as Avoidance and Dodge, and Weapon Durability (which can come into play quite often). I've been working on a computerized four-page Persona Sheet using WordPerfect 6.0; you'll soon see it on America Online.

It is also helpful to go ahead and incorporate your BAC Bonuses (for high STEEP and PMPow) into your BAC on your character sheet.

Remember, never make yourself figure out a number twice. If you may have to do it repeatedly, go ahead and write it down. The only exception this rule is for STEEPs and DRs. One player insisted on making a chart that shows all possible numbers from 1 to 100, modified by all six DRs; this made for one heck of a chart (he's a Rolemaster convert, and it makes him comfortable to look at it).

AS THE AUTHOR RIDES OFF INTO THE SUNSET...

If I had my way, and if Frank wouldn't stop me, I'd write a five-page article praising and defending the **DJ™** game; but since I can't, I'll give you an abbreviated version here.

This is one of the greatest game systems you're going to find right now. Although a lot of the game's best points are often buried under Gyax's "literary elephantiasis," there are plenty of hidden gems to be found. I guess that is part of the appeal to me. Even though I've read the **Mythus™** book from cover to cover at least five times, I keep coming across a few really neat things buried deep. I remember being thrilled at the ability Apotropaism confers to the persona. That's what roleplaying is about!

Admittedly the book isn't perfect. It has its fair share of mistakes, and to me the organization leaves a little to be desired... but like most of the **Mythus™** game, it doesn't let you off easy. In a world where most games can be learned in fifteen minutes, this one gives a certain small (but growing!) faction of players what they desire: maximum role-playing, with the perfect balance of realism, but without subtracting from the speed of the game. Where **Rolemaster™** provides the most realistic system available, it also takes hours to complete most combat sequences. **AD&D™** provides a good entry for most beginning roleplayers, and then later gives them great reasons to move on to a different system.

Each RPG has its merits and its downfalls. No game can be perfect, or there wouldn't be a need for house rules, and there wouldn't be a need for this magazine. Ambiguity in the rules allows people to run with their own imaginations, rather than with someone else's. It must be incredibly interesting for an author to see people creating house rules and variants for his game, but it must also make him stop and think: could it actually have been done better...? Should I already begin work on the 2nd edition?

Naah!

ABOUT THE AUTHOR

Most of the information concerning B. R. Schoen has been classified and cannot be revealed to the public at this time. What can be said is that he is 21 years old, lives in Southeast Texas, is an English major, aspires to being a full-time writer, and plays the **Mythus™** game every Sunday afternoon and randomly during the week. He has played nearly every game on the market, or has at least read the rulebooks. He started playing RPGs in 1979 at the age of 7, hasn't quit since, and won't until they bury him. He runs his **Mythus** game campaign in a highly customized version of TSR's **Forgotten Realms™** Setting, but don't hold it against him.

Mr. Schoen can be reached via Internet as cerebus000@aol.com.

AUDIENCE PARTICIPATION

Input from our Valued Readers

We have a pile of responses to the Reader Survey (see above), but the tabulation of results is a project yet to be addressed, so for now we'll stick with general letters. We're also considering some rules-specific Q&A at some point; a couple of simple samples appear herein. But hey, you folks aren't writing to us very much! We want to hear from you; how about it?

In the Epic of Ærth, are the names for Contra Afrik and Contra Magmur switched on the map of Phæree?

T.L.

The locations of Contra Afrik and Contra Magmur on Phæree are correct. Phæree is not a land of consistency or set rules, even for the names of the continents. Or perhaps not...

Can Heka users wear armor? If so, are there any penalties for doing so (other than initiative)?

C. Y.

Yes, they can wear armor; and no penalties apply. This isn't mere AD&D™, after all. Note that the Speed Factor Penalty for armor does not apply to casting. But this notwithstanding, watch for potential problems; for example, headgear might interfere with visibility (producing penalties thereby). And of course the JM is free to apply penalties in extreme circumstances, such as full armor, but any such should be both logical and consistently applied.

I was wondering something about the Electronic version of MMM. In MS-Word, what would be the preferable font and size to use? I let it print in New York size 12, and it turned out to be over 130 pages. I was wondering what the size and font was when it was put together.

jss@bilbo.baylor.edu

Gee, you mean you want LESS in each issue? (Just kidding.) I use a Macintosh, and most of the text is a wide-ish font called Korinna, at 11 point on Auto leading. However, it's laid out in 2- or 3-column format, plus illos. Ours comes to a rather fully packed 64 pages of paper.

I currently get the paper MMM and would like to add the EMail versions, including numbers 1-3. How do I go about it?

And by the way... in what formats can you accept CHOPs? And are you in need of short adventures? Enquiring minds want to know!

R.C.

The double-format idea has become popular lately, so we offer a discount for "Duples" (issues mailed in both paper and electronic formats). Instead of \$3.50 an issue, the electronic form is \$2.50 when you already have a paper version; so that's \$7.50 for a single issue, Duple. When you send payment, be sure to specify your system (AOL or GENIE) and logon name as well as your Real name, and mention that you already have a paper sub. And of course the budget plan (half down) still applies, if you're starting a subscription. The Emag is convenient for printing out the articles individually, for spiral-bound reference and/or insertion into the rulebooks.

The optimum format for a CHOP is the same info (and order of same) that appears in the magazine. Just review the categories covered; you'll see.

Adventures... well, maybe. Send me something and we'll think about it (grin). The best submission mode for THAT sort of thing, however, is different than usual. Ordinarily you send in a CHOP or whatever and it legally becomes somebody else's property; you just get credit for its creation. With an adventure, however, you're putting a lot more creative work into it, and you don't want to lose rights. So send scenarios in printed form to the Lake Geneva PO Box, and specify that you retain the rights to all portions that are not part of the published game system. If it gets approved for publication, THEN forward electronic files to speed the process.

IN VOCATIONS

by Gary Gyga

(Although Gary has furnished us with several new Vocations, I'd like to see what other JMs are doing. If you have an interesting new Vocation you'd like to share with other readers, please send it to us!)

STREET YOUTH

Street Youth Vocation (Player's Choice of TRAIT)

Vocation	TRAIT	SEC Range	SEC Range at Start
Street Youth	Special	1-3 (see below)	1

The player selects the TRAIT which will typify this HP's "Vocation" after examining the bundle of Knowledge/Skill Areas given for the Street Youth. Care must be taken to note the many other unusual things about this sort of persona. Regardless of the SEC rolled by the player, this persona is assumed to have only such financial worth as one from the lowest strata of the Socio-Economic Classes. The HP will be further restricted as follows:

1. The age of the HP must be 16 years.
2. Base STEEP assumes all penalties for age 16.
3. Only the following additional K/S Areas will be awarded:
 - a. Vocational TRAIT: 3 at 4D3 base STEEP, and
 - b. Non-Vocational TRAITS: 2 each at 2D3 base STEEP.
4. ATTRIBUTES are limited to the following maximums:
 - a. Physical 19
 - b. Spiritual 18
5. The persona is illiterate.
6. No Riding (nor Boating) K/S is possessed.

Allow the Physical TRAIT bonuses for age, but do not apply the Spiritual TRAIT penalties, except to limit ATTRIBUTE maximums as noted above.

The player considering a Street Youth is undoubtedly both innovative and daring, one interested in both roleplaying and having an ideal model for long-term play and development of an unusual Heroic Persona. To identify with such a persona consider the following: Slums, danger, filth, hunger, desperation, friendlessness, mistrust, suckers, opportunity, deprivation, fear, authorities, persecution, gangs, and so forth. The many connotations and permutations should be evident.

Depending on circumstances of the campaign, the Journey Master will consider starting Joss Factors between 1 and 5 rather than the usual spread. No beginning Award Points should be allowed in most circumstances. Despite all of the seeming drawbacks, this is truly a fun and challenging role to

play! This sort of urchin could have been a beggar, sneak thief, runner for a gang, or just about anything else in one of Ærth's big-city slums. Now it's time for a change in perspective.

Street Youth (Player's choice of TRAIT)

K/S Area	Base STEEP	ATTRIBUTE
Street-Wise	32	SPCap •s
Escape	20	½(PMCap+PNCap)
Criminal Activities, Mental	16	MMCap •s
Appraisal	12	MMCap s
Buffoonery	12	SPSpd •s
Charismaticism	12	SPSpd •s
Criminal Activities, Physical	12	½(PMCap+PNCap) s
Games, Physical	12	½(PMCap+PNCap) s
Combat, Hand Weapons, Missile	8	½(PMCap+PNCap) s
Combat, Hand-to-Hand, Lethal	8	½(PMCap+PNCap) s
Combat, Hand-to-Hand, Non-Lethal	8	½(PMCap+PNCap)
Current Events	8	½(MMPow+MRPow)
Deception	8	MRCap •
Gambling	8	½(MMCap+MRCap) •s
Influence	8	MRCap s
Thespianism	8	SPCap
Combat, Hand Weapons	4	½(PMCap+PNCap) s
Handicrafts/Handiwork	4	PNCap
Impersonation	4	SMPow
Leadership	4	SMCap
Lip Reading & Sign Language	4	MMCap •s

Base STEEP Total: 212

* Heka-producing K/S Area

s This K/S has a number of Sub-Areas

• This K/S has special characteristics

GAMING SANS RULES

How the Knowledgeable JM can Manage Such a Feat
by Gary Gygax

PROBLEM: THE SYSTEM IS MISPERCEIVED

Perceived difficulty of learning and playing the game seems inordinately high. Someone actually promulgated the opinion that the game is for rich intellectuals. Perhaps such erroneous judgement is due in part to deliberate misrepresentations, in part to inept and ignorant reviews. No matter. The result is that many potential players of the **Dangerous Journeys™** Game System and **Mythus™** Fantasy Game display resistance to learning it for these major reasons:

- 1) **Misconception** – of the game as being unwieldy and complicated. The weighty books reinforce this because the uninitiated do not understand the works are more encyclopedic than rules.
- 2) **Inertia** – they cling to an old system in which they have invested much time, money, and effort.
- 3) **Reticence** -- because with partial information regarding the lengthy Heroic Persona creation time, and not knowing this is to facilitate roleplaying, the system is seen as tedious or unworkable.

Obviously, these are the antitheses of the actualities of the game system. What can be done to correct these misapprehensions and disabuse such persons? The answer is simple.

SOLUTION: PLAY WITHOUT USING THE BOOKS!

Know your rules and forget the printed systems when introducing new players to the game. Perform no special HP creation; play almost immediately, developing information as action progresses. This requires a little bit of additional learning on the part of Journey Masters, but it is well worth the effort. Here is what you must keep in mind when approaching the uninitiated game enthusiast with an eye towards conversion.

FALSE BELIEF: THE MYTHUS GAME IS TOO COMPLEX

Haven't we all heard that before? The ignorant might believe that, if they base their opinion of hearsay or the sheer mass of material to be found in the various rule and source books now available for the **DJ™** game system. Nobody familiar with the game will agree, however. The system is obviously set up to accommodate any level of complexity desired by the JM and players. It is designed to enable any and all sorts of play approaches, and in any genre and style desired.

Major criticisms from knowledgeable participants concern two areas. The first regards material omitted from the works; and this is taken care of reasonably well in these pages. The second plea is for a “fast and easy” introduction system for clear demonstration of how simple the **Dangerous Journeys** game system is in actuality. The material hereafter answers that need in part.

TRUE FACT: HEROIC PERSONA CREATION IS LENGTHY

Because the system is all-encompassing, roleplaying and the other necessary game aspects are provided for in greater depth in the **Dangerous Journeys** game system than in any other RPG I know (yes, fans, one must have random number generation and chance to provide a roleplaying game. Otherwise we have role-assumption and scripted results. Amateur theatrics and a desire to be an actor do not constitute a game.) So in order to create an HP according to the rules, the potential player must spend many hours with the books, and then add a considerable amount of creativity to the development of a suitable background history for the statistically detailed persona.

PLAY SANS RULES

You, Learned Journey Master, must have a good grasp of the major mechanics and functions of the system and of playing. Then add a good helping of winging it. That's all you really need. Just in case, though, keep the books handy (but out of plain view) so if you happen to forget something important you can find the way to handle it via a quick reference. Your major areas of general memorization must be:

- The milieu of your campaign (yes, even if it is *Ærth*)
- HP creation in all aspects
- K/S Areas and salient Sub-Areas (not all K/S's) and K/S system use
- Combat and DR modifiers
- Casting times by type
- Several adventure scenarios based on different story approaches, viz.: action, mystery, intrigue, questing

Perhaps reading that list is too imposing. Let's break down the actual process, and then you will have both a clearer comprehension of what is necessary for the JM and how to go about the introductory game session, and even a few follow-up get-togethers. Here's how to manage.

ASSEMBLE THE UNINITIATED

After seating and a few words of assurance that you master a roleplaying game – in which rules and dice-rolling are secondary to such activity and interaction – make sure each person is supplied with several sheets of clean paper, a writing instrument, and the usual supply of D6 and D10 game dice.

Take a moment to differentiate a character (a caricature or stereotype) and an Heroic Persona, a dramatic creation of a lifelike individual.

Now have each participant title 4 blank sheets of paper as follows:

- A. Notes (steps 1 & 2, and JM information in play)
- B. HP Background (steps 3, 4, 9, and some play additions)
- C. HP Statistics (steps 5 & 6, and JM/player detailing in play)
- D. HP Vocation (steps 7 & 8, and JM/player detailing in play)

STEPS IN SKETCHING OUT HEROIC PERSONAS

Be brief and concise. If you make errors of omission or commission, don't worry. The spirit and play is important, not the literal rules!

1. **World Location:** Locate the general continental area of the campaign world from which each participant's HP will come. Explain very briefly, using examples as needed, the various peoples found there. The player can record portions of this as desired on the piece of paper headed "Notes."
2. **Particular Area:** State the locale in which play will commence. Include the state, region, location, and community as appropriate. ("Notes" again.)
3. **HP Nationality:** Have each participant state the HP's nationality or race of origin based on continental location, and write it down on the paper headed "HP Background."
4. **HP Basics:** Have each player record the following choices for the HP on the "HP Background" sheet, explaining in very brief and general terms the significance, if any, for such selections:
 - a. *SEC:* Socio-Economic Class from 1-9 (Vocational choice limits, wealth, social attitudes)
 - b. *Age* (impact on Mental, Physical, and Spiritual statistics, K/S, and STEEP)
 - c. *Gender* (significance to roleplaying only)
 - d. *Name* (ditto)

Dangerous Journeys

5. **TRAIT Generalization:** Have each player record the general strength of the HP in TRAITS on the "HP Statistics" sheet, explaining in very brief and general terms the significance, if any, for such selections, using each of the three rankings once only (or three Superiors in the case where Exceptional omitted):
 - a. *Mental:* High (80), Superior (90), Exceptional (100) (For Dweomercraft and intellectual abilities)
 - b. *Physical:* High (80), Superior (90), Exceptional (100) (For all abilities demanding strength, agility, precision, etc.)
 - c. *Spiritual:* High (80), Superior (90), Exceptional (100) (For Priestcraft and most other heka use and "inner" abilities)
6. **TRAIT Actuality:** Have each player note, opposite the generalized ranking on the "HP Statistics" sheet, the actual score for each TRAIT (81, 91, 101).
 - a. Mentally adjust each TRAIT for HP age against 1-10
 - b. Have the player roll D10 for each TRAIT, and add the adjusted total
 - c. Have the player record the new TRAIT scores
7. **Vocation Generalization:** Have each player record on the "HP Vocation" sheet the generalized vocation of the persona, guiding as needed based on TRAIT strength. Remember, but don't stress to the player, that Full Practice demands a TRAIT of 101+.
 - a. Record standard Vocations which are exact or near that named by the player
 - b. Underline non-conventional Vocations
 - c. Work with players if Vocation is stated impossibly, to get a more game-realistic one that will fit into the system
8. **K/S Generalization:** Have each player record on the "HP Vocation" sheet a few (3-4 is fine) of the Basic Abilities that suit the Vocation named, and then some (1-2) Special Abilities the participant would like the HP to possess. Don't even worry about these at this point; adjustments will occur in play.
9. **HP Description:** Have the players jot down a few things they think relevant to their persona on the "HP Background" sheet – description of the physical facts regarding the persona, religious devotion, family information, and so forth. Spend little time on this; it is not too important now, and the facts will develop further during play.

You are now ready to begin the game!

ADVENTURE & HP DEVELOPMENT

From your work with the group, you should have a fair impression of what the majority desire from an RPG experience. Suit the adventure sketch to their temper:

- In general, a lot of Physical TRAIT and associated Vocational choices stress combat and action of roguish sort.

- A lot of interest in the Mental TRAIT and associated Vocational choices similarly indicates a preference for adventures involving mysterious events and magical happenings.
- Leanings towards the Spiritual TRAIT and associated Vocational choices point towards varied heka powers, struggles of Good and Evil, and intrigues.

So play out the adventure with the above instructions and following notes on hand. Don't be concerned with adhering closely to the rules. You certainly don't have the following details for any of the HPs:

- Funds and Equipment
- Quirks
- CATEGORY & ATTRIBUTE scores
- Knowledge/Skill lists and Sub-Areas
- STEEP
- Heka point total
- Castings usable and known

In fact, what you have is something similar to the actual group of people playing. That is, you know a little about each, but nothing at all really. However, just as association engenders information, your JMing activity will develop the necessary details according to the situation at hand and the players' decision-making in regards to their HPs in the given situation.

Funds & Equipment: Use the SEC in its broadest form. Peasants are poor and have little. Freeman have some or even a fair amount. Aristocrats have much. With that in mind, ask the player about the specific background of the HP, and details, etc. If it's plain that this is an effort to get extra, assign a QUIRK (counter-quirk) then and there: Gambling habit, bad luck with money, or whatever (the HP will have trouble keeping money and possessions). If the player seems too frugal, then allow a bit extra. Strive for balance at the onset of campaign play.

Quirks: Except as noted above, don't just hand them out. If there is detail in background or revealed in play then hand them out as appropriate if you like. Otherwise skip them until you think giving one as a plus or minus will make the game more fun.

Statistical Detail: At such time as a specific need arises, inform the players of the two CATEGORIES into which each TRAIT is divided. Have all note this on the HP STATISTICS sheet, but only those concerned need break the TRAIT into separate scores now.

No CATEGORY may be more than 6 points higher than the other in the TRAIT.

No ATTRIBUTE score can be less than 10, no one can be more than 6 points higher than the lowest of the three, and (of course) Capacity must be as high or higher than the other two scores.

K/S Detail: When a player desires the HP to do something that requires a K/S ability, then a detail of this sort must be developed.

In the case of a base K/S, simply have the player note the actual name of the area. In the case of a Sub-Area, have the player note the name of the ability and the applicable Sub-Area (if you don't have a copy of **Mythic Masters™ Magazine** containing this, get it; it's all in issue #1.)

In the case of an ability not covered in the rules – and by that I mean won't fit under any of the existing K/S - then either it's not possible in the genre or a new area has been developed. Make a decision based on your campaign and the game system. (Remember, we want to know about new skills and knowledge!)

Casting Ability: Pay especial attention to queries re magick and desires for ability. As soon as the topic is brought up, tell all participants that there are many different sorts of Heka-using K/S Areas, ranging from Alchemy, Apotropaism, and Astrology through the “Big Two” (Dweomercraft and Priestcraft, aka DMC and PCT), and also such vile non-HP ones as Necromancy, Sorcery, and Witchcraft (if any HP possesses these, they should have the counter-type ability!). Explain only when absolutely necessary the areas of Conjunction, Divination, Exorcism, Fortune Telling, Heka-Forging, Herbalism, Mediumship, Mysticism, and Spellsongs. Use your own words and be brief!

Allow possession of a Casting-using K/S according to the HP's background, Vocation, and TRAITS. Remember, most personas won't have many such K/S areas to begin with.

Combat & Criminal Activities Ability: Combat K/S and Criminal Activities are always in demand for HPs. This is logical by the adventurous nature of the RPG. Allow some freedom with one or the other, even if the HP is not Vocationally attuned to such activity, provided the player develops background details to support the possession of such ability.

STEEP Detail: Once something is to be performed, then the ability to manage it must be found. Ask the player about the degree of HP talent within the K/S Area in question (note that limits are merely to enable further development of the HP at a later time, through consulting the rules of the HP generation system.)

1. *Novice:* 5-10 (4+1D6): allow no more than 2
2. *Fair:* 11-20 (10+1D10): allow no more than 6
3. *Average:* 21-30 (20+1D10): allow no more than 6
4. *Strong:* 31-40 (30+1D10): allow 6, -1 for each Expert STEEP held
5. *Expert:* 41-50 (40+1D10): allow no more than 2

If Specialization is considered and possible, mention it if appropriate. Principal K/S mandated by Vocational choice should have Strong or Expert STEEP. Secondary mandated K/S Areas and “interests” stressed by the player for the HP

should get Average to Strong STEEP. Additional Common K/S Areas:

1. *Etiquette/Social Graces*: Fair, Average or Strong by SEC group
2. *Native Tongue*: Fair, Average or Strong by SEC group
3. *Perception (M or S)*: Average, Strong if TRAIT/Vocation indicates
4. *Riding (or Boating)*: Fair, Average or Strong* by SEC group
5. *Trade Language*: Fair, Strong or Average** by SEC group

*A seafaring type will fall here too even if lower SEC

**Merchants and tradesmen need this more than nobles...

Heka Generation: Based on TRAIT scores, Vocation, “interests,” and K/S abilities assigned and/or logical, then find:

Rough Base: (100 +50 per heka-generating K/S) 200 to 500

Rough Vow Base: 300 to 600

Rough Full Practitioner Base: 1,000 (double full 1,500)

For our purposes allow a D10 roll that doesn't exceed TRAIT score in excess of 100 to indicate Full Practice, a roll

for both DMC and PCT required to enable full practice in both. Feel free to exclude any FP possibility amongst newcomers if you choose, but be aware of any player desires in that regard, noting such for later adjustment and/or new HP creation.

Castings Known: Let the player whose HP is able name the desired results. Advise only if this is not logical, possible, etc.; otherwise match the general result to the various E/F/M descriptions of the Castings in the **Mythus Magick™** book as well as you recall them on the spot, if at all possible. Arbitrarily assign a Grade and point cost. Note the activation likelihood by stating Difficulty Rating.

DIFFICULTY RATINGS

As soon as this comes up in play, mention the multipliers applicable. Repeat them each time a DR is used. At first do the work of figuring the probability percent for the players. Note Special Success percentage as well as Special Failure. The players will soon have this down pat.

AND FOR REALLY FAST PLAY...

Forget all the above and just wing it from the get-go. JMing by the seat of the pants is demanding but fun! Just be prepared to handle the unexpected and try not to stray too far into unexplored rules fields.

WHOOOPS! (AND HERE IT IS) DEPARTMENT

Could it be that the Gentle Readers are kind and considerate of the shortcomings of author Gary Gygax? Naaah! It is, I think, an aversion on the part of Journey Masters to have to deal with the names of coins. This isn't a criticism of that nor can it be a fault. After all the “BUC System” was created to obviate the necessity of naming metals, let alone complex quasi-historical coin names. Still...

In preparing something I found a reference in the Gazetteer to Phoenician Standard coinage. There is no such listing therein, however; I checked. There are 10 states with such coinage. So, without more finger pointing, here are the missing data:

Epic of Ærth™ Companion Volume, page 24, Standard Coinage Types table, add:

Standard Coinage Types					
Standard	Gold	Electrum	Silver	Copper	Bronze
Phoenician	shushes	semirel	talent	obol	mina

READER SURVEY

Please answer the questions below and get your answers to us as soon as possible. Simply send appropriately numbered answers (without repeating the questions) to:

Trigee Enterprises
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1. The next genre for the Dangerous Journeys* Game System should be...
2. The sourcebook I'd like next is:
3. The playing aid I'd like next is:
4. The next adventure scenario should be:
 - A campaign one with lots of source material.
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5. I am very interested in obtaining JM aid software for a... PC Mac Other
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7. MMM should have:
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8. MMM should form a fan organization for system enthusiasts (Yes/No).
9. MMM should sponsor a game convention for its readers (Yes/No).

THE DAILY DEITY

by Gary Gygax

Imported from Other Planes
Delivery every Millennium
Editor: None necessary
Publisher: Force of Will
Subscriptions: Meditate

GRECO-ROMAN PANTHEON

Concluded!

Please refer to the three previous issues of this magazine for prefatory notes and listings A-O.

P

Palaemon: Balance (agathocacological, chaotic). Minor sea god. Son of Ino and Athamas. Brother of Learchus and Melicertes.

Pales: Moonlight (benign, intermediate). Roman minor goddess of herds and flocks. Patroness of shepherds and herdsmen. One of the Numina.

Pallas (1): See Minerva.

Pallas (2): Moonlight (agathocacological, intermediate). Minor god. Titan, son of Crius. Brother of Astraeus and Perses.

Pallor (Grecian: Phobos): Gloomy Darkness (malign, chaotic). Minor god of fear and weakness. Son of Mars & Venus. Brother of Pavor; the two are companions of Mars on the battlefield.

Pan (Roman: Faunus): Moonlight (agathocacological, chaotic). Major god of flocks, pastures, fields, and of woods and forests and sylvan places. Lord of all wild places; great patron of shepherds, herders, and their ilk. Son of Hermes & the nymph Dryope. He invented the seven-reed flute, the Syrinx, and his is a highly magical instrument. His voice is loud and terrible, causing terror when he wishes. Pan can send nightmares to any who offend him. His most devoted servants are the satyrs, but centaurs and silenoi are his also.

Pan usually appears as a very handsome human male with tanned skin, brown hair and pointed beard, and green eyes. His ears are pointed. A pair of straight horns grow from his head. From the waist down he resembles a goat. Pan's legs are goat-like, hairy, and end in goat-like hooves – in short he appears very much the same as a satyr, only he is taller and more muscular.

Panacae: Sunlight (benign, ordered). Minor goddess of all healing. Daughter of Asclepius & Epione. Sister of Acesis, Aegle, Hygeia, Iaso, Janiscus, Machaon, and Podalirius.

Parthenope: Quasi-deity, one of the three Sirens. Daughter of Achelous & Calliope. Sister of Leucosia and Ligeia.

Pavor (Grecian: Deimos): Gloomy Darkness (malign, chaotic). Minor god of Terror. Son of Mars & Venus. Along with Pallor, sometimes one of the companions of Mars on the battlefield.

Pax (Grecian: Eirene): Sunlight (benign, ordered). Roman minor goddess of peace, also called Salus or Concordia.

Peithos: Demigoddess of persuasion.

Pephredo: A quasi-deital guardian of the Gorgons, those 3 guardians being the Graeae. These possess between them a magical eye and a magical tooth.

Pelagon: Quasi-deity, daughter of Asopus & Melope.

Pelagus: Quasi-deity, daughter of Asopus & Melope.

Penates: Supernatural weak potency spirits of Good sent to human households as protectors.

Perseis: Shadowy Darkness (agathocacological, intermediate). Titaness and minor goddess. Daughter of Oceanus & Tethys. Sister of Callirrhoe, Clymene, Clytia, Doris, Electra, Eidyia, Europa, Meliboea, Metis, Pleione, Proteus, and Styx.

Persephone (Roman: Prosperina): Shadowy Darkness (benign, ordered). Major goddess of the underworld. Daughter of Zeus & Demeter. Consort of Pluto for eight months each year.

Perses: Moonlight (benign, chaotic). Titan minor god, son of Crius. Brother of Astraeus and Pallas.

Phantastus: Demigod of dream-like images projected from inanimate things. Son of Hypnos. Brother of Icelus and Morpheus.

Phlegethon: One of the five rivers of the underworld. A river of fire.

Phobos (Roman: Pallor): Gloomy Darkness (malign, chaotic). Minor god of Fear. Attendant to Ares. Son of Ares and Aphrodite; brother of Anteros, Deimos, Enyo, Eros, and Harmonia.

Phoebe: See Selene.

Phosphorus: Moonlight (benign, intermediate). Titan and minor god. Son of Astraeus.

Picus: Moonlight (benign, ordered). Great (but waning and near-forgotten) Roman god of birds. Son of Saturn. Husband to the Nymph Canens, and father of Faunus.

Pietas: Sunlight (agathocacological, ordered). Roman minor goddess of piety, respect, and duty towards the gods, parents, and country. The stork is sacred to her.

Plataea: Quasi-deity, daughter of Asopus & Melope.

Pleiades, The Seven: Titaness daughters of Atlas & Pleione, namely Alcyone, Celaeno, Electra, Maia, Merope, Sterope, and Tageta.

Pleione: Balance (agathocacological, ordered). Titan and minor goddess. Daughter of Oceanus & Tethys; sister of Callirrhoe, Clymene, Clytia, Doris, Electra, Eidyia, Europa, Meliboea, Metis, Perseis, Proteus, and Styx.

Pluto (Pluton): Shadowy Darkness (agathocacological, ordered). Great god. The Roman name for the chief god of the underworld, Hades.

Plutus: Balance (agathocacological, intermediate). Minor god of wealth and riches. Son of the Titan Iasion & Demeter.

Podalirius: Quasi-deity, daughter of Asclepius & Epione. Sister of Aceso, Aegle, Hygeia, Iaso, Janiscus, Machaon, and Panacea.

Podarge: A quasi-deity harpy, daughter of Gaea. An eater of humans.

Polydorus: Demigod. Son of Cadmus & Harmonia; brother of Agave, Autonoe, Ino, and Semele.

Polyhymnia: Demigoddess and Muse of singing, oratory, and rhetoric. Her symbol is a veil. Sister of Calliope, Clio, Erato, Euterpe, Melpomene, Terpsichore, Thalia, and Urania.

Pomona: Sunlight (benign, intermediate). Roman minor goddess of fruit trees; one of the Numina. Wife of Vertumnus.

Pontus: Moonlight (benign, chaotic). A Titan and minor sea god.

Porrinna (Antevorta): Moonlight (benign, ordered). Roman minor water goddesses (flowing waters) and protectress of the unborn. One of the three Carmentae. A Numina deity.

Portunas: Balance (benign, ordered). Roman minor god of communications, harbors, and portals.

Poseidon (Roman: Neptune): Moonlight (agathocacological, intermediate). Great god of the sea, of horses, and a god of earthquakes. Son of Cronus & Rhea. Brother of Demeter, Hades, Hera, Hestia, and Zeus. Husband of Amphitrite.

Postvorta: Moonlight (benign, ordered). Roman minor water goddess (still waters) and protectress of the newly born. One of the three Carmentae. A Numina deity.

Pothos: Demigod of longing and desire. Servant of Aphrodite.

Priapus: Demigod of generation.

Prometheus: Moonlight (agathocacological, chaotic). Titan and lesser god. A semi-trickster, champion of free will and opposer of tyrants. Son of Iapetus & Clymene; brother to Atlas, Epimetheus, and Menoetius.

Proserpina: See Persephone.

Proteus: Shadowy Darkness (agathocacological, chaotic). Titan and minor god. Patron of shape-shifters. Son of Oceanus & Tethys; brother of Callirrhoe, Clymene, Clytia, Doris, Electra, Eidyia, Europa, Meliboea, Metis, Pleione, and Styx.

Psyche: Moonlight (benign, chaotic). Minor goddess of intuition and like powers. Wife of Eros; mother of Voluptas, goddess of pleasure.

R

Reverentia: Sunlight (benign, ordered). Roman minor goddess of reverence. Wife of Honos; mother of Majestas.

Rhadamanthys: A demigod and one of three judges of the dead in the underworld. Son of Zeus & Eurpoa. Brother of Minos and Sarpedon, likewise underworld deities.

Rhea: Shadowy Darkness (benign, intermediate). Greater mother goddess. Friend of Dionysus.

Robigus (Robigo): Roman demigod of protection of grain from mildew, smut, rust, etc. One of the Numina.

Roma: Roman city demigoddess of the city of Rome. She is shown as an Amazonian female with a winged helmet, spear, and shield.

Rumina: Sunlight (benign, ordered). Roman demigoddess of suckling infants, human and animal. Wife of Ruminus. Their temple is always a sanctuary to all in need. The fig tree is sacred to them.

Ruminus: Sunlight (benign, ordered). Roman demigod of suckling infants, human and animal. Husband of Rumina (q.v.).

S

Salamis: Quasi-deity, daughter of Asopus & Melope.

Salus: See Pax.

Sancus: Sunlight (benign, ordered); an Avatar of Apollo. Roman demigod of oaths, treaties, marriage vows, and hospitality.

Sarpedon: A demigod and judge of the dead in the underworld. Son of Zeus & Eurpoa. Brother of Minos and Rhadamanthys, likewise underworld deities.

Saturn (Saturnus): Balance (agathocacological, ordered). Grecian: Cronus. Greater creator deity. Husband of Rhea. Lua is a consort of his also. Father of Jupiter.

Satyrs/Fauns: Goat-legged humanoid Phæree hobgoblins with small horns on their heads, native to both Phæree and wilderness areas of Ærth. They are bearded and have small, pointed ears, love music and frolicking, and are of highly libidinous nature. Satyrs are of low average intellect but are fast and strong. They have only Limited Heka and use but Moderate Heka powers. They dwell in western and Mid-oriental woodlands of warm temperate clime, and favored sylvan habitats are idyllic. They are typically associated with centaurs, Nymphs, sileni, etc. They are not friendly with others and are prone to violence. All such creatures follow and serve Followers of Pan/Faunus and Dionysus/Bacchus and those lesser deities serving them.

Scylla: Demigoddess and Sea Monster, daughter of Phorcys & Ceto. Her reptilian body has six huge, dog-like heads. She is a devourer of ships and their crews.

Selene (Phoebe; Roman: Luna): Moonlight (agathocacological, intermediate). Titan and major moon goddess. Daughter of Hyperion & Theia; sister of Eos and Helios. Mother of Asteria and Leto. She is depicted as a beautiful woman with long wings wearing a gold diadem and riding in a chariot drawn by two horses.

Semele: Grecian star demigoddess. Daughter of Cadmus & Harmonia; sister of Agave, Autonoe, Ino, and Polydorus. Mother of Dionysus by Zeus. A foe of Hera.

Semones: Generic term for least deities and deified mortals.

Sileni (Urisks): Wildland creatures native to both Phæree and wilderness areas of Ærth of a sort associated with satyrs/fauns. They are ugly humanoids with horse-like ears, long, flattened noses, and horse-like tails and legs (with horse-like hooves). They serve Silenus (Innus).

Silenus (Roman: Innus): Moonlight (benign, chaotic). Minor god and patron of flocks and herds. Very wise but given to too much wine, he seldom leaves his beloved wilderness. Master of the sileni. Friend of Dionysus and Pan.

Silenus usually appears as a rather fat and elderly human male with dark olive skin, long black hair, and yellow eyes. His ears are pointed and equine, his face longish and with flattened nose. From the waist down he resembles a horse. Thus he resembles a sileni, although he is a bit more handsome and has an awesome presence.

Sirens, The: Three daughters of Achelous & Calliope, i.e. Leucosia, Ligeia, and Parthenope.

Somnus (Grecian: Hypnos): Shadowy Darkness (agathocacological, intermediate). Minor god of sleep.

Spes: Roman demigoddess of hope. She is shown with a flower bud in her right hand.

Stata Mater: Demigoddess of protection from fire, an avatar of Vesta.

Sterope (Asterope): Moonlight (benign, ordered). Titan and minor star goddess. Daughter of Atlas. One of the seven Pleiades.

Steropes: Gloomy Darkness (malign, chaotic). Minor god. Cyclops of the lightning flash. Son of Uranus & Gaea; brother of Arges and Brontes.

Stheno: A Gorgon and demigoddess. A female monster with a woman's body, eagle's wings, and talons as hard as bronze. She has poisonous snakes for hair. Her gaze turns humans to stone. Sister of Eurale, Medusa, and the Graeae.

Styx: Gloomy Darkness (malign, intermediate). Titaness and lesser goddess. Daughter of Oceanus & Tethys; sister of Callirrhoe, Clymene, Clytia, Doris, Electra, Eidyia, Europa, Meliboea, Metis, Perseis, Pleione, and Proteus. Mother of Bia, Kratos, Nike, and Zelus.

Styx: One of the five rivers of the underworld.

Summanus: Balance (benign, ordered). Roman minor god of evening and twilight. His holiest day is the vernal equinox.

Sylvanus (Silvanus; Grecian: Silenus): Moonlight (benign, chaotic). Roman minor god of wild places. God of forests, woods, groves, parks, and gardens. Patron of hunters, shepherds, flocks, wild animals, and isolated dwellings. Concerned with agriculture and boundaries. A son and servant of Faunus. A friend of Innus. One of the Numina.

Sylvanus sometimes appears as a strong and handsome woodsman and hunter. At other times he will appear very much as one of his does, in faun-like form.

T

Talassio (Grecian: Hymen): Roman demigod of marriage.

Tarterus: Lowest plane of the Greco-Roman underworld.

Taygete: Moonlight (benign, chaotic). Titaness and minor star goddess. Daughter of Atlas. One of the seven Pleiades.

Telesphorus: Demigod of recovery from injury and sickness. An assistant of Asclepius.

Telluno: Shadowy Darkness agathocacological, (intermediate). Roman minor god of soil, the ground, and caves. Husband of Tellus Mater. One of the Numina.

Tellus Mater: Shadowy Darkness (benign, intermediate). Roman lesser goddess of fertility of soil and all dormant seeds. Wife of Telluno. One of the Numina.

Terminus: Balance (agathocacological, ordered). Roman Minor god of boundaries and endings. An avatar of Jupiter.

Terpsichore: Demigoddess; muse of dancing. Sister of Calliope, Clio, Erato, Euterpe, Melpomene, Polyhymnia, Thalia, and Urania. Her symbol is a laurel crown and a stringed instrument, such as the lyre.

Terra (Grecian: Gaea, q.v.): Balance (benign, chaotic). Greatest Roman goddess of elemental Ærth. Avatar: Tellus Mater.

Tethys (Thethys): Moonlight (agathocacological, intermediate). Titaness and lesser goddess. Daughter of Uranus and Gaea. Wife of Oceanus. Mother of Asia, Europa, etc.

Thalia (1): Sunlight (benign, intermediate). Minor goddess of vitality (and the life's blood). Daughter of Zeus and Eurynome; sister of Aglaia and Euphrosyne. One of the three Graces.

Thalia (2): Demigoddess and Muse of comedy. Sister of Calliope, Clio, Erato, Euterpe, Melpomene, Polyhymnia, Terpsichore, and Urania. Her symbol is a comic mask and sock shoes.

Thalia (3): A quasi-deity Nereid.

Thallo: Demigoddess of spring and blooms. Daughter of Zeus & Themis; sister of Auxo and Carpo. One of the three Horae.

Thanatos (Roman: Mors): Gloomy Darkness (agathocacological, ordered). Lesser god of death. Son of Nox (Nyx) & Erebus; brother of Hypnos (his twin), Aether, Cer, Charon, Dreams, Hemera, Momus, Moros, and Nemesis.

Thebe: Quasi-deity, daughter of Asopus & Melope.

Themis: Moonlight (benign, ordered). Titaness and minor goddess of law and order, justice, and prophecy. Protector of the oppressed. Concerned with hospitality. She is depicted bearing a balance and a cornucopia. Her first husband was Iapetus, a Titan. Her second was Zeus (to whom she is now a close advisor; he divorced her to marry Hera), by whom she bore the Astraea, Horae, and Morae.

Thetis: Moonlight (benign, chaotic). A minor sea goddess. Daughter of Nereus & Doris. Sister of the Nereids.

Thyiades: A nymph-like demigoddesses servant of Dionysus. One of the four Maenads, the other three being Bacchae, Clodones, and Mimallones.

Tisiphone: Shadowy Darkness (malign, chaotic). Minor goddess of vengeance. One of the three Erinyes. Her sisters are Alecto and Megara. She is shown as winged bearing a torch and a sickle.

Titans: Former chief rulers and still deities. There are 12 chief ones and many others.

Tityus: A giant and demigod cast forever into the underworld for his offensive behavior towards Leto.

Trophonius: Shadowy Darkness (benign, intermediate). A minor underworld god, son of Apollo.

Tyche (Roman: Fortuna): Balance (agathocacological, chaotic). Grecian lesser goddess of fortune, luck, and chance.

Typhon: Gloomy Darkness (malign, chaotic). Evil great god and Monster. Master of volcanoes. Son of Uranus & Gaea. Husband of Echidna; father of Cerebus, Chimera, and Hydra. He has 100 fire-breathing serpentine heads.

U

Urania (1): Quasi-deity goddess, avatar of Aphrodite.

Urania (2): Demigoddess and Muse of astrology, astronomy, and celestial forces. Sister of Calliope, Clio, Erato, Euterpe, Melpomene, Polyhymnia, Terpsichore, and Thalia. Her symbol is a glove and two compasses.

Uranus (Ouranos; Roman: Coelus): Shadowy Darkness (agathocacological, chaotic). Greatest creator god. Husband of Gaea (q.v.).

V

Vacuna: Sunlight (agathocacological, chaotic). Roman minor goddess of war. Daughter of Mars (q.v.). Sometimes one of the companions of Mars inspiring Latin troops.

Venus (Grecian: Aphrodite, q.v.): Moonlight (agathological, chaotic). Venus is especially honored on the first day of April.

Veritas: Sunlight (agathocacological, ordered). Roman minor goddess of truth. Daughter of Saturn; mother of Virtus by Mars. She is most reclusive. One of the Numina.

Vertumnus (Virtumnus, Vortumnus): Moonlight (benign, ordered). Roman minor god of fruit and the seasons. Husband of Pomona. He can change his aspect to almost any guise, but his actual form is that of a handsome young man. One of the Numina.

Vesta (Roman: Hestia): Sunlight (benign, ordered). Great goddess of the hearth, warming fires, and sacrificial fires. Patron of cooks, bakers, and millers. Her special day is the ninth of June. Her temples are attended mainly by priestesses, vestal virgins, and are round and have a sacred flame inside.

She is depicted as a veiled woman with a scepter and torch and near to her are a chalice and palladium. Her avatar is Stata Mater.

Victoria (Grecian: Nike): Moonlight (agathocacological, intermediate). Roman lesser goddess of victory. Daughter of Pallas & Styx. She is winged, wears a crown of laurels, and bears a palm branch.

Viriplaca: Roman demigoddess of family peace and reconciliation.

Virtus: Sunlight (agathocacological, ordered). Roman minor god of virtue and inspirer of Latin troops to valor. Son of Mars & Veritas. Sometimes one of the companions of Mars on the battlefield.

Vitula (Vitelila): Roman demigoddess of triumph, especially in war. She follows Mars in ceremonial victory parades, as does Victoria.

Volturnus: Moonlight (agathocacological, chaotic). Roman minor river god (of the Tiber).

Voluptas: Moonlight (agathocacological, chaotic). Minor goddess of pleasure. Daughter of Eros & Psyche.

Vulcan (Grecian: Hephaestus): Shadowy Darkness (benign, ordered). Major god. Husband of Maia. His special day is 25 May. Avatar: Mulciber, god of forging and the smithy.

Z

Zelos: Sunlight (agathocacological, ordered). Minor god of zeal. Son of the Titans Pallas & Styx. Brother of Bia, Kratos, and Nike.

Zephyrus: Balance (benign, chaotic). Titan and minor god of the west wind. Husband of Chloris and father of Carpus. Son of Astraeus; brother of Boreas (north), Eurus (east) & Notus (south).

Zethus: A quasi-deity hero (warrior, engineer, and mason). Brother and twin of Amphin.

Zeus (Roman: Jupiter): Balance (agathocacological, chaotic). Greater god and ruler of Olympus; chief of the gods of the pantheon.

Next mythos: Ægypt!

JOURNEY MASTER'S PURVIEW

IN THE PRESS OF MELEE: AN AVERAGE DAMAGE/KILL SYSTEM

by Gary Gygax

A half-dozen Heroic Personas and some valiant mercenaries in their employ find themselves suddenly combatting a horde of foes. The enemy are close, come rushing in. Missile weapons are plied, and a handful of the attackers fall dead or seriously wounded. That phase is over quickly, for after a couple of Critical Turns or so the foe are too near for such work. Hand-to-hand fighting begins. It will be long, hot, and dangerous work...

In game terms, this means what?

Well, a team is ambushed by a lot of lesser creatures. Let's say by a three hundred goblins armed with their usual array of junk weapons. As they come bounding to attack, it's a fairly simple matter for the players to roll for the use of their HP's missile weapons, activate castings, and manage the FP mercenary soldiers' rolls as well. The JM too has it pretty easy, for a 1D6 roll will determine how many missiles from the goblins are aimed at each defender, and some fast rolling will determine hits and missile. So a CT of such combat doesn't take more than five minutes real time. Let's be generous, for there's always much discussion and peering at persona records and rules in such a situation. After half an hour has passed, the whole picture is clear to the players, they've had their personas react and pot off a dozen or more of the swarming mass of screaming and howling goblins. But now the rotten little monsters will be getting in their licks too. Play will bog down as the JM rolls dice endlessly for dozens of attacking goblins... or will it?

Certainly this ambush is one which assumes that the bad guys don't really know much about the strength of the HP team. The masters of the malign reason thus: Quickly toss whatever stuff is handy at the intruders, wipe them out, and prevent them from being a spoiling factor our Evil plot. What if the good guys are too tough for the force sent to attack them?

So what?! Goblins are expendable, and if they don't succeed we'll learn what we need to really squash these do-gooders. The fight will be hot and heavy for a bit, and then the goblins should break and run off. Okay. Based on that the Journey Master decides on the following:

1) The front-line fodder: 270 goblins will have 54 P TRAIT (9s per ATTRIBUTE), a 35% chance to hit with missile or weapon, one attack/CT, all damage dice for weapons will be 3D6, and average armor of 4 points.

WL: 40 CL: 49

2) The tough guys driving the company on: 27 goblin "serjeants" will have 74 P TRAIT, have 40% probability of successful weapon use, strike 1.5 times per CT, and ply weapons doing 4D6 +1, and have 8 average armor.

WL: 55 CL: 66

3) The masters of the bunch: 3 "captains" with 88 P TRAIT, 45% ability, strike 2 times per CT, use 4D6 +5 weapons, and be protected by average armor of 12.

WL: 66 CL: 79

4) Toss out initiative and action order! In this kind of a melee everything will occur near-simultaneously in the CT. In case of some special action it can be checked, but otherwise, its strike or be struck!

5) 10 CTs will pass before any loss impact will force a morale check on the goblins. If their losses exceed 20% (60 dead and/or critically wounded) then there'll be a 50% chance of them retreating, with a +1 on the dice for every figure above 60 they've lost, but -10 for every HP/FP they've put hors de combat.

Now the players can handle their own personas well enough – three checks per player for the HP and the FP means only a few rolls each which can be done simultaneously by the group – trust, dear JM, trust! And a few spot checks for “fudging” will discourage exaggeration of successes – when caught, the offending player’s HP takes an automatic Special Success hit from a goblin, no parries, not mitigation by Joss.

6) So the players find the results for the personas they’re handling, and record successful strikes and damage:

- a) Special Success which critically wound or kill outright remove one goblin each from counter-attack,
 - b) Other critical wounds and kills are noted, and
 - c) Lesser wounds are recorded separately.
 - d) A Special Miss means no further attacks that CT for that persona and possibly a loss of weapon (usual check for that, honor system)
- 7) Meanwhile, the JM must:

- a) Determine the number of attackers per HP/FP

Critical Turn	Size		
	Less than 1x	1x	2-3x
Initial/closing	1	1	1
2 nd	2	1	1
3 rd	3	2	1
4 th and successive*	4	3	2

* Assumes no surrounding possible, otherwise double the total.

- b) Find the following data and note it:

- i. Overall Average Damage/attacker class
- ii. Special Success Average Damage (select one method)

Go to the end of this article for the data, but here’s what it shakes out to be for the goblins used as an example, and assuming Weighted Special Success Average Damage:

Class	Weighted Special Success		Ave Damage	
	Std	Any	or 1-4	5-6
“Troops”	18	31	18	45
“Serjeants”	25	44	24	63
“Captains”	Roll individually as EPs			

If the team has great armor, and it usually will (whether of normal or Heka-based sort), use the weighted method for Special Success; otherwise apply the standard method. Why weighted? Look at the big end result which will be likely to get through any sort of protection, and you’ll understand. We’ll talk about Special Success in a bit.

So let’s look at an example of applying this. Assume it is the 5th CT, and 10 HPs/FPs are engaging 40 goblins (A.A.= Averaged Armor).

Hits Will Score (by type): Weighted

Team Protection	Standard	Special Success
2 HPs have A.A. of 40	0 and 0	0/5 and 0/23
2 HPs have A.A. of 30	0 and 0	0/15 and 0/33
2 FPs have A.A. of 24	0 and 1	0/21 and 1/39
4 FPs have A.A. of 18	0 and 7	0/27 and 7/45

All numbers are Physical damage accruing to the target subject. The first number in a column is for the average goblin, the second for the “serjeant.” The Special Success set is for a roll of 1-4 and 5-6 expresses n/n. This table is an improvement, but it’s still too complicated for quick and easy play.

Now to use the above information one must roll a D10 to see if there’s a “Serjeant” involved. What else can one do? Simplify once again, and assume that these twenty-seven baddies will be moving around and generally in the thick of things. To manage this, simply unify them with the regular goblins by adding 20% of their potential damage to each category. Then, toss out the “Any” determination for Average Special Success damage and use the Weighted form which reflects a 3x damage Strike Location roll thus:

Wtd. Sp. Suc.	Ave. Dmg.	
	1-4	5-6
Goblins (unified)	23*	57

*This number is also Physical damage inflicted by a normal success.

This makes things easier, thus:

Hits Will Score (by type)

Team Protection	Standard	Wtd. Sp. Success
2 HPs have A.A. of 40	0	0 or 17
2 HPs have A.A. of 30	0	0 or 27
2 FPs have A.A. of 24	0	0 or 33
4 FPs have A.A. of 18	5	5 or 39

For every 10 goblins assume there will be 3 or 4 successful strikes. Roll 1D6: 1-2 = 3 successful strikes, 3-6 = 4 successful strikes. We have 40 attackers, so let’s assume 15 successes. Each HP/FP is given 1, and the remaining 5 are randomly distributed by use of D10 to see who gets one, no more than 2 per HP or FP, though. If the persona to be hit has a Dodging Factor, then pass the hit on to another. Parries available may be tried so as to negate success by the goblins.

What about Special Success? There could be one or even two in the group of 15, but that won’t be known until Parries are stated. Here’s how to find is any Special Success hits occurred:

For each 10 Standard roll D%. If the result is equal to or less than STEEP, there is a Special Success hit. How do you find a STEEP for a mixed “Troops” and “Serjeant” group? Use 35 as a base, toss in 40 x1.5 x0.1. That equals only 4.5, of course, and distributed over nine other goblins it doesn’t affect things significantly. Being a typical JM, however, give the benefit of the doubt to the baddies and raise the base chance

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to 36, and that's easier too, for it leaves a clean 18% for half chance. Now you need only roll D% twice. Once for 10, looking for 36 or less, once for 5, looking for 18 or less. If either roll is made, then a Special Success occurred, and a 1D6 roll is made, looking for a result of 5-6 to indicate a Strike Location multiplier applies.

We have 15 successes, and let's assume the checks result in D% rolls of 44 (no Special Success) for the first 10 goblin hits, but an 05 (a Special Success) for the remaining 5 hits. If hits 11-15 have one or more Parries, then the Special Success might not occur at all. Roll 1D5 to find which hit is the special one, and check against Parries. If the hit is unparried, then roll 1D6 and if 5-6 results, then the target subject takes 57 rather than 23 points, less armor protection subtraction, from Physical TRAIT. Now that's an "OUCH!" from even a heavily armored chap, isn't it?

Of course that's not going to occur frequently. Rightly so. In fact, in a protracted melee the knightly types should be exhausted from cutting down goblins long before they themselves are too wounded to continue. Not so the poor FP without such heavy armor, and even the less well-protected HPs will probably be brought low before all the goblins are slain. That's not quite right, and that is why morale is included.

At the end of 10 CT's of melee, a force such as projected for the team should have done for 60 of the goblins – probably with a few to spare, in fact. However, there's probably one or two critically wounded FP's about, so the goblin morale should be at around the 50% to 60% mark. Let's assume that they hold firm and keep at it. After all less than a minute of time has passed. Now, though, there is the effect of minor wounds to consider.

At the end of each CT after 1 BT of melee, check again at a +1 on the goblins' dice for every 10 minor wounds recorded by the team. This accounts for the effect of seeing a lot of one's fellows bleeding all over the place. In truth, the hapless goblins should break and run off before the end of 20 CT's of such melee, for they haven't a prayer of defeating the team without taking horrific numbers of casualties. But of course when they do break and flee they'll take a few more losses, for the +20s to strike should be carries over to Strike Location too, and that means every able team member will lay one or two of these baddies low before the goblins get clear of the fight.

The "captains" might try to rally their fleeing forces. That's up to the JM. It might be a reward for the players too, for then their HP's could confront in single combat these meanies, and at last do more than hew down miserable, frothing fodder-goblins. The story involved dictates this sort of thing. Now the melee has been long and exhausting in game time – about as difficult for the players in terms of their stamina as it would be for real combatants. Your work as Journey Master, though, allows the difficult time to pass in relatively swift and exciting

Dangerous Journeys

manner, though, rather than as an endless chore for all concerned. To enable this effort, and to make it less demanding, we've included the average numbers you need in **Bestiary, Volume II, Phæree™ Realm**, so as to be able to prepare for these sorts of melees. The tables below are the sort used to get to the final data you need to make melees faster and still retain the realistic game facets you find dear in the **Dangerous Journeys™** game system.

Base Overall Average Damage

Resulting Average
D6 damage

D6	damage
1	6 (6.125)
2	12
3	18
4	24
5	30
6	36
7	42
8	49

Average Weapon Damage Addition

Addition by Method Weighted Special Success

Avg Dmg	Bonus	Any Success	1-4	5-6
	+1	1 (1.75)	1	3
	2	3	2	6
	3	5	3	19
	4	7	4	12
	5	8	5	15
	6	10	6	18
	7	12	7	21
	8	14	8	24
	9	15	9	27
	10	17	10	30
	11	19	11	33
	12	21	12	36
	13	22	13	39
	14	24	14	42
	15	26	15	45

Special Success, Average Damage (STEEP chance per 10 like attackers)

Resulting Average Damage		Roll of D6 Result	
#D6	Any	1-4	5-6
1	10	6	15
2	21	12	30
3	31	18	45
4	42	24	60
5	51	30	75
6	63	36	90
7	73	42	105
8	84	48	120

CHOPs: COMPLETE HEROIC (OR OTHER) PERSONAS

Heroic Persona Profile

Player: Gary Gygax **EP Name:** Ruy Duchol Farolo del Lopazal **Attractiveness:** (no I B/U) = 13 -1 for age 41 =
Vocation: Sage **SEC:** (9) 7 11
Current Joss Factors: 10 **APs Unused:** G: 3; S: 0; X:0 **Quirks:** 1) Quick mind. 2) Easy memorization of
Mental: 109 **Physical:** 88 **Spiritual:** 96 written/spoken material.
EL: 87 **WL:** 66 **CL:** 79 **RL:** 8 **EL:** 96 **Counter-Quirks:** Sleeps only when it is dark, and
MD Now: **PD Now:** **SD Now:** then very soundly indeed.
Mnemonic: 54 **Muscular:** 43 **Metaphysical:** 48 **Movement:**
*MMC*ap: 19 *PMC*ap: 15 *SMC*ap: 17 *Walking:* 88 *Swimming:* 29/58 *Running:* 264
*MMP*ow: 18 *PMP*ow: 13 *SMP*ow: 16 *Crawling:* 8.8 *Evasive:* 29 *Jumping:*
*MMS*pd: 17 *PMS*pd: 15 *SMS*pd: 15 *Cautious:* 44 *Trotting:* 176 2.9'/5.8'
Reasoning: 55 **Neural:** 45 **Psychic:** 48
*MRC*ap: 20 *PNC*ap: 16 *SPC*ap: 17
*MRP*ow: 18 *PNP*ow: 14 *SPP*ow: 16
*MRS*pd: 17 *PNS*pd: 15 *SPS*pd: 15

K/S AREA INFORMATION

Mental

Architecture: 31 Foreign Language (Grecian, Class.): 30 Native Tongue (Iberian): 67
Astronomy: 32 Foreign Language (Latin, Imperial): 30 Perception, Mental: 33 (Anticipating,
Biography/Genealogy: 35 Foreign Language (Arcane Magickal): 19 Noticing, Understanding)
Chemistry: 15 Games, Mental: 39 (Croquet/Yd., Darts,
Cryptography: 39 Current Events: 39 Strategy & Table Games)
Demonology: 23 Geography/Foreign Lands: 38 Phæree Flora & Fauna: 31
Dweomercraft: 31 History: 39 Political Science: 23
Ecology: 40 Linguistics: 31 Rarities: 15
Education: 49 Literature: 37 Sociology/Culture: 39
Etiquette/Social Graces: 48 Logic: 32 Subterranean Ærth: 23
Foreign Language (Ægyptian, Hiero.): 30 Magick: 32 Toxicology: 14
Foreign Language (Atlantlan, High): 30 Mathematics: 30 Trade Phonecian: 49

Physical

Combat, HTH, Non-Lethal: 27 Hunting & Tracking: 31 (Spear,
Cultured Palate: 24 Crossbow)
Games, Physical: 23 (Climbing,
Swimming)
Handicrafts/Handiwork 20 Jack of All Trades: 10
Heka Forging: 21 (Enhance Object (Smithing/Welding)
Quality, Enhance Mechanisms)
Occultism: 26 Perception, Physical: 12 (Hearing)
Riding: 48 (Horses, mules, asses;
Difficult/unbroken; Racing;
Teamstering)

Spiritual

Alchemy: 32
 Astrology: 31
 Charismaticism: 25
 Herbalism: 31
 Magnetism: 31
 Metaphysics: 27

Mysticism: 39
 Multiversal Planes & Spheres: 31
 Necromancy: 21
 Pantheology: 27

Phæree Folk & Culture: 31 (Borderer
 Races, Seelie Races, Unseelie races)
 Philosophy: 25
 Witchcraft: 21
 Yoga: 25

ARMOR, WEAPONS & ATTACKS

Handedness: Right

Armor Type & Protection Factors: Leather armor (full, hunting) 12; Half plate armor (dress) 20

Heka Physical Armor:

Mental Armor: Automatic: 7 Heka Generated: 0
Spiritual Armor: Automatic: 2 Heka Generated: 0

HTH, Non-Lethal:

	SF	BAC 27 +4 + PMCap 15 = 46
Disable	3/5	Overpower or Stun first, then roll STEEP
Overpower	5	Roll STEEP to succeed
Stun	3	5D6 to exceed opponent PNCap

Hand Weapons:

Weapon	Sub-Area	WP	C	S	Type	PD	Reach	BAC	Dur
Spear (7'+, boar)	spear	5	C	4	P	3D6+1	3	22	5/40

Missile Weapons:

Missile Weapons	Sub-Area	WP	T	S	Type	PD	Range	ROF	BAC
Crossbow, Medium	crossbow	7	N	6	P	3D6	30-240	0.33	25
Spear	spear	0	Y	4	P	3D6+1	4-32	1	18

Perception & Neural - Attack Bonus (Perc., [1]. + STEEP + PNP + PNS) = +4/+6 (Msl.)

STEPP PD Bonus: (41 onwards) = 0

Dodging: (subtraction from opponent FAC; PMS + PNS- armor SF) = 0

PMP Physical Damage Bonus: () = +1

Avoidance: M 17 or 34; P 15 or 30; S 15 or 30

Heka Generation:

Mental TRAIT Base		109
Alchemy	32 +(SM CATEGORY 48)	80
Astrology	31 +(SPC 17)	48
Astronomy	32 +(MMC 19)	51
Dweomercraft	31*10 +(M TRAIT 109)	419
Heka Forging	21 +(PM CATEGORY 43)	64
Herbalism	31 +(SM CATEGORY 48)	79
Magick	32 +(M TRAIT 109)	141
Metaphysics	27 +(SMCap 17)	44
Mysticism	39 +(SP CATEGORY 44)	83
Necromancy	21 +(SMPow 17)	38
Occultism	26 +(nil)	26
Pantheology	27 +(nil)	27
Witchcraft	21 +(SPSpd 15)	36
Yoga	25 x 2 (Phy Heka use only)	50
Total Current Personal Heka		1295

Heka Aperture: 31+[8*10] = 111

Heka Abilities/Castings: See appended sections for this data.

Total Current Personal Heka: 1295 [1245 w/o Yoga]

Reservoirs:

Current Personal Heka Available:

FINANCIAL INFORMATION

Net Worth	Bank Accounts	(Cash on Hand)	Disposable MI
1,677,000	45,000	(40,000)	6,000*
* Plus various fees and stipends totalling 54,000 BUCs/month necessary for support and upkeep of his property and lifestyle.			

POSSESSIONS & EQUIPMENT

Item	Cost	Item	Cost	Item	Cost
Courser	50,000	Dagger (unsurp.)	10,000	Furnishings	200,000
Racer	50,000	Hunting gear	22,500	Regular Clothing	40,000
Saddles & tack	30,000	Leather armor, suit	7,500	Dress Clothing	60,000
Crossbow, med., bolt	1,000	(unsurp.)		Jewelry	80,000
(exc.) 100 bolts		Plate armor, suit (unsurp.)	200,000	Library	200,000
Acreage (600) & Equip	*1,100,000	Town house	500,000	Miscellaneous	22,000
Spear, boar (unsurp.)	1,000	Furnishings	300,000		
Sword, small (unsurp.)	18,000	Country house	*400,000		

*This is a self-supporting operation whose income covers upkeep and payroll of the various peasants required to maintain the land and estate, but not the household staff

BACKGROUND

Father: Don Carlslo Ernesto del Lopazal, Tenth Marquis (or Derach) of Jerez

Mother: Donna Bianca (daughter of Count) Palomares y Fontana

Brothers: Three elder, one younger

Sisters: One elder, one younger

Ruy Duchol Farolo del Lopazal is the fourth son of the Marquis of Jerez. As such, his holdings are somewhat princely, albeit as a sage he is not truly rich by any means. Because of the laws of the kingdom, Ruy is unable to inherit any titles or lands of his father's, save he is the eldest surviving son. Officially, he is styled "Don," for he is a lord. He is also entitled to be called "Sir," because the king knighted him as an advisor, a "Knight of the Library." This is a small honor and one which Ruy basically ignores.

As a youth Ruy was always more bookish than his brothers and sisters. While he enjoyed riding and the chase, he never cared for the practice of arms. Instead, he found his true talents lay in using magick and the magical effects of knowledge applied in the right way. This suited everyone. His eldest brother would one day become marquis, the next two were slated for the clergy and the navy in that order. What better, then than Ruy becoming a great scholar and counsellor to the throne?

However, that part never eventuated, for Ruy found court intrigue and politics not to his taste, for both got in the way of study, clear thinking, and the unhindered gaining of knowledge. This caused him some difficulty, of course. Eventually his family gave him funds and tacitly removed him from their ranks. Now Ruy dwells apart, seldom sees them, and attends to matters of his own choosing. He is content but not truly happy. Once he had thought himself the most fortunate of men, but then his family's shunning and an unsuccessful courtship of a beautiful noblewoman changed and embittered him deep down inside.

Although he is aware of his proficiency in full practice Dweomercraft, del Lopazal is not keen on magickal work. He views the multiverse as important, Heka as a tool to study it. Despite this, he is frequently called upon to exercise both his magickal abilities and knowledge in the course of everyday affairs. Furthermore, he feels inadequate in many things, wishes to know more, do more, but finds himself tied to routine. Even though he enjoys his work as advisor to nobles, assisting to many important men in critical matters, and being a much sought-after guest at the homes and affairs of the lesser nobility, he is seeking something more. Ruy neither wishes to become neither a court functionary nor master of a college. What does he really seek? He hopes to soon discover that, for the years are slipping away from him...

QUICK-SCAN PERSONAL PROFILE

Date of first Game Adventure:

Age Then: 41

Sex: Male

Race: Iberian/Atlantlan (W/R)

Complexion: Red-tan

Current Age:

Height: 6' **Weight:** 210

Build: Ave, a bit chubby

Hair: Dark brown-gray

Hair Style/Length: Longish, balding in front, spade beard

Eyes: Black

Ears: Largish

Nose: Med. -- a bit broad

Lips: Somewhat thick

Distinguishing Marks: R. eyebrow higher giving a sardonic look.

Birth Date: 9

Birthplace: Jerez, Granada (Iberia)

Citizen: Kingdom of Granada

Current Residence: Cadiz -- also coastal estate

Honors: Knight of the Library

Pantheon: Atlantlan, Sunlight

Deity: Alhuax (Thought, knowledge, etc.)

Devotion: Average

Family SEC: 9

Politics: Moderate, unconcerned

Conformity: Moderate in his profession

Personality: Dominating, intellectually aggressive, keen, argumentative.

Likes: Books, knowledge, the unknown, fancy parties, outdoor idylls, shapely girls.

Dislikes: Stupid ideas, inept performance, dull conversations.

Usual Dress: Clothing to suit his surroundings. Formal wear is stylish but remarkable -- such as in color or unusual cut.

Blazon: Bendy of red and gold, a chief of blue with four white mullets

Quote: "Now see here, this is the proper way."

Special Connections:

1. Ambassador
2. Church official
3. Crime lord
4. Duke
5. Elf noble
6. Guild master
7. Chief magistrate
8. Royal advisor

ADDITIONAL DETAILS

ALCHEMICAL Abilities/Castings (Prime Area)

Current STEEP: 32 48 Total Castings

Grade I Castings (6): Base Heka Cost: 20; DR: Easy

Alter Complexion Spell Question Elemental Formula

Decipher Writing Charm Reveal Invis. Writing Cantrip

Know Chemical Spell Rope Homunculus Formula

Grade II Castings (6): Base Heka Cost: 35; DR: Moderate

Acid Jet Cantrip Alter Hair Properties Spell

Charnok's Corpse Golem Decryption Spell

Formula

Know Chemical Compound Summon Elementary Ritual
Spell

Grade III Castings (6): Base Heka Cost: 50 DR: Hard

Alkaline Shower Cantrip Alter Skin Spell

Heka Reading Cantrip Homunculus Ritual

Identify Potion Spell Lightning Rod Charm

Grade IV Castings (6): Base Heka Cost: 75; DR: Difficult

Alter Eyes Charm Fludd's Fire Spell

Know Alchemical Work Non-Conductivity Cantrip

Spell

Wateracid Spell Wood Golem Ritual

Grade V Castings (6): Base Heka Cost: 100 DR: Very Difficult

Alter Facial Features Braccesco's Artificial

Formula Elemental Ritual

Conductivity Spell Invisibility Cantrip

Leather Golem Ritual Metalgrow Formula

Grade VI Castings (6): Base Heka Cost: 125; DR: Extreme

Clay Golem Ritual Control Elementary Formula

Heka Binding Ritual Ironwood Spell

Reduce Heka Flow Cantrip

Grade VII Castings (5): Base Heka Cost: 150

Alfabri's Eldritch Fire Change Heka Energy Charm
Cantrip

Control Elemental Formula Increase Lifespan Ritual

Stone Golem Ritual

Grade VIII Castings (4): Base Heka Cost: 200

Da Vinci's Reverse Motion Metal Golem Ritual
Charm

Reverse Result Cantrip Work Tau Ritual

Grade IX Castings (4): Base Heka Cost: 250

Alcahest Formula Enchantment Ritual

Remove Years Ritual Simulacrum of Paracelsus
Ritual

Standard Alchemical Operations

Alchemical Operation	Materia and Cost in BUCs	Heka Cost	Base DR	Alchemical Operation	Materia and Cost in BUCs	Heka Cost	Base DR
CRYSTAL				Potion of Enlargement	100	40	Hard
Clean	25	20	Moderate	Potion of Fast Reactions	100	40	Hard
Color	50	40	Hard	Potion of Fireform	100	40	Hard
Grow	75	40	Hard	Potion of Forgetfulness	100	40	Hard
Harden	150	75	Difficult	Potion of Health	200	40	Hard
Imbue with Heka	300	100	Very Difficult	Potion of Hekasource	400	100	Very Difficult
Imbue with Mental force	200	100	Very Difficult	Potion of Mental Power	200	75	Difficult
Imbue with Physical force	200	100	Very Difficult	Potion of Metalform	200	100	Very Difficult
Imbue with Spiritual force	200	75	Difficult	Potion of Physical Power	200	75	Difficult
Phosphorescent	50	40	Hard	Potion of Regeneration	300	150	Extreme
GAS				Potion of Spiritual Power	200	75	Difficult
Explosive	150	20	Moderate	Potion of Terraform	100	40	Hard
Hallucinogenic	150	75	Difficult	Potion of Weightlessness	200	75	Difficult
Poisonous	100	40	Hard	OIL			
Sleeping	150	75	Difficult	Cooling	150	75	Difficult
Weakening	150	75	Difficult	Frictionless	300	150	Extreme
GLUES				Inflammable	50	20	Moderate
Contact	100	75	Difficult	Poison	50	20	Moderate
Metal to metal	200	100	Very Difficult	Warming	75	40	Hard
Universal	300	150	Extreme	POWDER			
METAL				Aqua-Respiration	100	40	Hard
Copper to oricalcum	300	150	Extreme	Astrality	500	150	Extreme
Harden bronze	75	40	Hard	Etherality	400	100	Very Difficult
Harden steel	150	75	Difficult	Inflammable	150	20	Moderate
Inflammable	150	75	Difficult	Itching	25	10	Easy
Insinuate Hekalite	500	75	Difficult	Netherhedging	250	40	Hard
Iron to Adamantine	300	150	Extreme	Phosphorescent	25	20	Moderate
Lead to Gold	150	75	Difficult	Poison	25	20	Moderate
Lead to Platinum	300	100	Very Difficult	Pyrorespiration	200	100	Very Difficult
Lead to Silver	80	40	Hard	Sneezing	25	10	Easy
Lighten Adamantine	150	75	Difficult	Terrarespiration	100	75	Difficult
Lighten Bronze	80	40	Hard	SOLVENTS			
Lighten Steel	150	75	Difficult	Crystal/Gem	150	75	Difficult
Transparent Steel	300	100	Very Difficult	Glue	50	20	Moderate
LIQUID				Leather	75	40	Hard
Elixir of Longevity	500	150	Extreme	Metal, Hard	300	150	Extreme
Elixir of Youth	500	150	Extreme	Metal, Soft	200	100	Very Difficult
Poison	25	20	Moderate	Stone	200	100	Very Difficult
Potion of Airform	100	40	Hard	Wood	75	40	Hard
Potion of Æthereality	200	75	Difficult	N.B.: The Alchemist must know the correct time for any Operation. Failure to have an Astrological reading of time means that the Difficulty Rating of the Operation is at least 1 DR harder than indicated. Wise Alchemists have the <i>Astrology</i> K/S Area!			
Potion of Alertness	50	20	Moderate				
Potion of Aquaform	100	40	Hard				
Potion of Diminution	100	40	Hard				
Potion of Elementary Obedience	200	75	Difficult				

ASTROLOGY Abilities/Castings (Prime Area)

Current STEEP: 31 44 Total Castings	
Grade I Castings (6): Base Heka Cost: 20; DR: Easy	
Astromancy Spell	Know Disposition Cantrip
Heka Sense Spell	Minor Horoscope Formula
Influence of Scorpio Spell	Star Chart Place Formula
Grade II Castings (6): Base Heka Cost: 35; DR: Moderate	
Best Time Formula	Influence of Venus Cantrip
Chart Alchemical Operation Spell	Influence of Virgo Ritual
Elementscan Spell	Star Chart Item Spell
Grade III Castings (6): Base Heka Cost: 50; DR: Hard	
Ascendant Cantrip	Influence of Mars Spell
Chart Heka Forging Formula	Know Truth Charm
Influence of Cancer Formula	Major Horoscope Formula
Grade IV Castings (6): Base Heka Cost: 75; DR: Difficult	
Heka Sight Spell	Influence of Mercury Spell
Influence of Aquarius Cantrip	Influence of the Moon Cantrip
Influence of Libra Spell	Kayyam's Wisdom Ritual
Grade V Castings (5): Base Heka Cost: 100; DR: Very Difficult	
Aetherscan Cantrip	Influence of Gemini Spell
Arago's Influence of the Sun Cantrip	Influence of Sagittarius Cantrip
Influence of Aries Cantrip	
Grade VI Castings (5): Base Heka Cost: 125; DR: Extreme	
Decan Cantrip	Nostradamus' Circle of the Zodiac Ritual
Detect Evil Influence Formula	Trevyn's Star Portents Ritual
Influence of Jupiter Spell	
Grade VII Castings (4): Base Heka Cost: 150	
Discover Gate Spell	Influence of Capricorn Formula
Incantation of Saturn Ritual	Influence of Taurus Spell
Grade VIII Castings (3): Base Heka Cost: 200	
Discover Portal Ritual	Nostradamus' Forewarning Ritual
Influence of Leo Ritual	
Grade IX Castings (3): Base Heka Cost: 250; DR: Extreme	
Astralscan Spell	Shadzur's Foredooming Ritual
Influence of Pisces Formula	

DWEOMERCRÆFT Abilities/Castings

Current STEEP: 35 107 Total Castings	
Grade I Castings (20): Base Heka Cost: 20; DR: Easy	
Armor, Physical Cantrip	Avoid Deadly Attack Formula
Bounce Charm	Detect Heka Spell
Disembodied Voice Formula	Disjunction Charm
Lock Spell	Lockopen Spell
Magick Lock Spell	Quicken Cantrip
Reflections Ritual	Shutfast Charm
Spiderwalk Spell	Summon Mascot Ritual
Tangle/Untangle Cantrip	Trigger Effect Formula
Trudge Cantrip	Understanding of Ur Spell
Vranx's Annoying Itch Charm	Wickaflame Charm
Armor, Physical Cantrip	Avoid Deadly Attack Formula
Bounce Charm	Detect Heka Spell
Grade II Castings (16): Base Heka Cost: 35; DR: Easy	
Armor, Mental Cantrip	Buttress Charm
Circle of Magic Ritual	Directed Force Cantrip
Easyspeak Charm	Forcedart Charm
Halefellow Charm	Heka Trap Spell
Hold Effects Spell	Levitate Cantrip
Maximus Spell	Minimus Spell
Prolongation Charm	Ritual of the Heart Ritual
Slow Gravity Charm	Translate Script Formula
Grade III Castings (12): Base Heka Cost: 50; DR: Moderate	
Alert Spell	Armor, Spiritual Cantrip
Avoid Heka Attack Ritual	Dispel Invisibility Cantrip
Flight Cantrip	Heka Darts Charm
Implant Spell	Magick Trail Formula
Multilingual Charm	Resist Temperatures Spell
Ritual of the Archer Ritual	Untie Charm
Grade IV Castings (12): Base Heka Cost: 75; DR: Hard	
Armor, Heka Cantrip	Attractive Force Charm
Barrier Formula	Bedlam Cantrip
Detect Heka Sources Cantrip	Literate Spell
Mask Heka Spell	Parascopy Cantrip
Thought Message Cantrip	Wound, Mental Charm
Armor, Heka Cantrip	Attractive Force Charm
Grade V Castings (10): Base Heka Cost: 100; DR: Difficult	
Armor, Full Persona Heka Cantrip	Cloud of Magick Spell
Heka Bolt Charm	Invisible Alert Formula
Invisible Chains Charm	Object Teleportation Formula
Pythagoras' Non-Dimension Formula	Reverse Attack Charm
Weapons of Defense Charm	Wound, Spiritual Charm

Grade VI Castings (10): Base Heka Cost: 125; DR: Very Difficult

Æthereal Travel Formula	Arcane Lore Formula
Disperse Heka Flow Cantrip	Double Barrier Spell
Heka Blast Cantrip	Heka Shield Spell
Inhetep's Quickcast Charm	Phase Shifting Spell
Pythagoras' Extra-Dimensional Door Spell	Sphere of Secrecy Formula

Grade VII Castings (10): Base Heka Cost: 150; DR: Extreme

Doublecast Charm	Escape Hatch Charm
Forcewall Cantrip	Heka Shell Cantrip
Juxtaposition Charm	Mind Mask Cantrip
Returning Charm	Scrambletongue Charm
Spirit Alert Spell	Teleport Cantrip

Grade VIII Castings (10): Base Heka Cost: 200

Aura of Spell Failure Spell	Heka Beam Cantrip
Mask Heka Flow Formula	Merlin's Tower Ritual
Needed Things Formula	Object Transformation Formula
Pitfall Charm	Point of Joss Charm
Poisonous Charm	Triple Heka Barrier Cantrip

Grade IX Castings (7): Base Heka Cost: 250

Create Portal Ritual	Full Alert Cantrip
Heka Absorb Cantrip	Heka Binding Spell
Heka Redirection Ritual	Magick Resistance Spell
Setne's Reverse Casting Cantrip	

Grade I or II (Easy)

Aural Rainbow Charm: causes a play of false aura colors
Aura of Confidence Charm: cloaks emotions
Blank Thoughts Charm: cloaks thoughts
Defense Alert Charm: identifies Heka directed at one
Diffuse Heka Charm: spread object emanation over wide area

False Thoughts Aura Charm: creates random, strong ones
Neutral Aura Charm: neutralizes aural colors
Good Will Charm: cloaks intent and bolsters Spiritual force
Thought Origination Misdirection Charm: scrambles all in area
True Count Charm: quick tally of small number of item class

Food & Potable Care, Preparation, Preservation, & Improvement: Aftertaste, Age, Aromaticize, Bouquet, Blend, Carbonate, Chill, Clean, Cool, Color, Crisp, Crystallize, Curdle, Effervesce, Essences, Extract, Ferment, Fill, Firm, Flake, Flavor, Flavorwaves, Freshen, Grind, Heat, Intensify, Jelly, Juice, Knead, Layer, Liquefy, Mix, Mold, Multitastes, Piquancy, Pop-tingle, Powder, Preserve, Press, Puff, Pull, Rise, Roll, Seal, Separate, Set, Sift, Sour, Stir, Sundry, Tang, Tenderize, Twist, Warm, Whip.

Associated Grade I Castings: Cleanse, Deodorize, Dry, Oil, Polish, Sanitize Scour, Shine, Wax.

Associated Grade III Castings: Detoxify, Purify, Repel Insects, Repel Rodents, Repel Worms

Manufacturing Grade V (and up) Castings: Alloy, Compound, Fuse, Harden, Homogenize, Malleability, Plasticize, Plate, Resiliency, Tensile Strength.

HEKA FORGING Abilities/Castings (Prime Area)

Current STEEP: 21 33 Total Castings

Grade I Castings (6): Base Heka Cost: 20; DR: Moderate

Cleanse Item Ritual	Defense Bonus I Formula
Evaluate Item Formula	Prepare Item Ritual
Touchstone Spell	Volition Ritual

Grade II Castings (4): Base Heka Cost: 35; DR: Hard

Attack Bonus I Formula	Charm Forging Ritual
Damage Bonus I Formula	Resiliency Ritual

Grade III Castings (4): Base Heka Cost: 50; DR: Difficult

Clearmetal Ritual	Defense Bonus II Formula
Skill Bonus I Ritual	Springblade Ritual

Grade IV Castings (4): Base Heka Cost: 75; DR: Very Difficult

Attack Bonus II Formula	Damage Bonus II Formula
General Pool Ritual	Purity Spell

Grade V Castings (3): Base Heka Cost: 100; DR: Extreme

Amulet Ritual	Defense Bonus III Formula
Skill Bonus II Ritual	

Grade VI Castings (3): Base Heka Cost: 125

Attack Bonus III Formula	Damage Bonus III Formula
Dedicated Pool Ritual	

Grade VII Castings (3): Base Heka Cost: 150

Item Invulnerability Formula	Link Knowledge/Skill Ritual
Skill Bonus III Ritual	

Grade VIII Castings (3): Base Heka Cost: 200

Heka Binding Ritual	Link Casting Ritual
Link Mask Ritual	

Grade IX Castings (3): Base Heka Cost: 250

Link Spirit Ritual	Permanence Ritual
Unbinding Formula	

Heka-Forging Sub-Areas

Grade	STEPP	Sub-Area
1	Under 21	Enhanced Object Quality
2	21-30	Enchanted Mechanisms
3	31-40	Heka Reservoirs
4	41-50	Detection & Information Items
5	51-60	Defensive/Armor
6	61-70	Offensive/Weapons
7	71-80	Casting Storage
8	81-90	Skill Bearing Items
9	91+	Spirit-Holding Devices

Enhanced Object Quality enables the *Heka-Forging* persona to magically improve a static, non-living item. This effect makes items shine brighter, last longer, work better, be less likely to break, etc.

Enchanted Mechanisms allows the persona to imbue mechanical items with energy drawn from one or more of the Laws of Magick. The energy is innate to the device, and does not affect personas using such items. It merely powers the device, enabling smooth operation, whether commanded or automatically engaged.

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Heka Reservoirs is the ability to create and charge General or Dedicated Heka Reservoirs.

Detection & Information Items is the ability to create devices which function as divinatory, translator, or enchanted detection items.

Defensive/Armor is the ability to forge defensive items, such as shields, armor, or amulets, et al.

Offensive/Weapons is the ability to manufacture or enchant dweomered weapons or other attack-based objects.

Casting Storage grants the ability to store one or more Archetypal, Tutelary, or Specific Castings within items, charge them with Heka, and specify the command word or phrase required to activate them.

Skill-Bearing Items is a Sub-area which provides the persona with the means to enchant objects with one or more set skills or programmed knowledge. Such devices, if powerful enough, may sometimes appear intelligent, but there is no personality associated.

Spirit-Holding Devices is the final and most powerful Sub-area, granting the *Heka-Forging* persona with the skill to bind lesser spirits and elemental forces to a device.

HERBALISM Abilities/Castings

Current STEEP: 31 43 Total Castings

Grade I Castings (6): Base Heka Cost: 20; DR: Easy

Auraread Spell	Botanomancy Spell
Chiromancy Spell	Direct Poison Charm
Healing Poultice Spell	Love Potion Spell

Grade II Castings (6): Base Heka Cost: 35; DR: Moderate

Detect Disease Spell	Identify Disorder Spell
Identify Poison Cantrip	Parasiterid Cantrip
Pestrid Cantrip	Sleep Potion Formula

Grade III Castings (6): Base Heka Cost: 50; DR: Hard

Adjust Chi Ritual	Herbal Poison Formula
Ointment of Speed Formula	Paralyzing Oil Formula
Resist Disease Formula	Resist Poison Formula

Grade IV Castings (6): Base Heka Cost: 75; DR: Difficult

Animal Attractant Formula	Identify Potion Charm
Minimize Poison Spell	Ointment of Strength Formula
Painkiller Formula	Spikesprout Charm

Grade V Castings (6): Base Heka Cost: 100; DR: Very Difficult

Antitoxin Formula	Flying Potion Formula
Healing Infusion Formula	Hekaberry Spell
Oil of Infection Formula	Truth Serum Formula

Grade VI Castings (5): Base Heka Cost: 125; DR: Extreme

Add Chi Ritual	Arrest Disease Spell
Neutralize Poison Spell	Oil of Invisibility Formula
Psychic Infusion Formula	

Grade VII Castings (4): Base Heka Cost: 150

Beast Repellant Cantrip	Effluvium of Delusion Formula

Dangerous Journeys

Mystic Oil Formula Powercrystal Spell

Grade VIII Castings (2): Base Heka Cost: 200

Balm of Regeneration Formula	Elemental Oil Formula

Grade IX Castings (2): Base Heka Cost: 250

Effluvium of Æthereality Formula	Rejuvenating Draught Ritual

MYSTICISM Abilities/Castings

Current STEEP: 39 60 Total Castings

Grade I Castings (10): Base Heka Cost: 20; DR: Easy

Clairaudience Formula	Clairvoyance Formula
Crystalomancy Spell	Faith Healing Ritual
Fakir Cantrip	Hemisphere of Yin Cantrip
Mah Chi Spell	Materialization Spell
Mystic Dreams Spell	Ophidian Hypnosis Charm

Grade II Castings (8): Base Heka Cost: 35; DR: Moderate

Aural Sight Cantrip	Discern Presences Spell
Hemisphere of Yang Cantrip	Hour of the Rooster Ritual
Hyperesthesia Spell	Penetrate Disguise Formula
Sending Ritual	Transfer Consciousness Ritual

Grade III Castings (8): Base Heka Cost: 50; DR: Hard

Ætheric Sight Spell	Astral Projection Formula
Clairsentience Formula	Mah Chi Wind Spell
Mystic Skill Bonus Formula	Mystics Visions Spell
Power of Wood Charm	True Sight Cantrip

Grade IV Castings (8): Base Heka Cost: 75; DR: Difficult

Circle of Balance Cantrip	Heka Sight Spell
Hour of the Goat Ritual	Mass Hypnosis Cantrip
Mystic Bullets Charm	Phase Shifting Spell
Telepathy Cantrip	Torpify Charm

Grade V Castings (6): Base Heka Cost: 100; DR: Very Difficult

Baraka Ritual	Hour of the Cat Ritual
Hour of the Horse Ritual	Mah Chi Flower Spell
Mystic Missile Charm	Power of Ærth Charm

Grade VI Castings (6): Base Heka Cost: 125; DR: Extreme

Expanded Consciousness Cantrip	Hour of the Boar Ritual
Hour of the Dog Ritual	Hour of the Rat Ritual
Mystic Circle Ritual	Power of Water Charm

Grade VII Castings (6): Base Heka Cost: 150

Celestial Sight Formula	Good Fortune Formula
Hour of the Buffalo Ritual	Hour of the Monkey Ritual
Hour of the Snake Ritual	Power of Metal Charm

Grade VIII Castings (5): Base Heka Cost: 200

Hour of the Tiger Ritual	Mah Chi Season Spell
Misfortune Spell	Power of Fire Charm
Sixth Sense Charm	

Grade IX Castings (3): Base Heka Cost: 250

Astral Sight Ritual Dimension Track Ritual
Hour of the Dragon Ritual

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 things. All of these are accomplished through Castings, which are detailed in **Mythus Magick**. First, another capacity of this Area needs to be explained.

Crystals, minerals, and gems (gems, precious, fancy, and ornamental stones) can be used alone or in combination as amulets, for Materia, to generate their innate Heka, as substances for Heka Working, etc. The mystic will which to use in a given situation (DR “Hard”). 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/General 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 an Easy roll. 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 DR “Hard” 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: in combat against 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 DR of the roll made, as detailed in the *M/S Armor from Crystals* table.

The armor lasts for one BT or until the Crystal is used for something else. Re-establishing it requires another roll. Failure means that the HP must wait for one 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 at a base DR of Hard 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: One Heka point can be generated per minute of meditation (maximum of two hours per day; DR “Hard”) 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 “Heka Replenishment” in the **Mythus Magick** book) was performed, and Dweomercraft is the only applicable K/S to roll against for this power.

(Q) Visions: The persona can gaze into the crystal and try to have a vision. One need not be asleep to have the vision, and the DR will be one level easier than normal.

(H) Self-Healing, Body: This is just like Power B, but it applies to Physical damage and has a DR of “Difficult”

(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 base DR for one subject is “Hard”, increasing by one for each additional subject.

(J) Healing Others, Body: As per Power I, but affects Physical damage. Note that each healing power can be used once per day. Through the use of Powers B, H, I, and J, it is possible for user to heal himself four times in the course of one day!

(K) Scrying: A spherical crystal of clear or smoky sort must be used. The former will function to see the material and mundane planes and spheres. A smoky 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 an “Easy” DR roll. Note that the sights of some spirits (especially those originating on

M/S Armor from Crystals

DR	Armor Points
Easy	4
Moderate	8
Hard	12
Difficult	16
Very Difficult	20
Extreme	24

Crystal Quality				
Quality	Cost (BUCs)	Powers	Heka	DR Mod.
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				

the Nether Planes) may require an insanity check!

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 an “Easy” *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. 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 of number of Heka Reservoirs!) An “Unsurpassed” Quality crystal, for example, could hold up to 400 points of Heka. DR lists the modifiers to the DR

of the rolls made to operate the crystal's Powers. If a Power normally had a DR of “Hard,” for example, then practitioners would have to roll against but a DR of “Easy” if they were using an Unsurpassed Quality Crystal. Similarly, the DR would be “Difficult” if using a Poor Quality Crystal.

One must be sane, sober, and not dazed to use a crystal with any degree of success. Also, 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.

NECROMANCY Abilities/Castings

Current STEEP: 21 66 Total Castings

Grade I Castings (11): Base Heka Cost: 20; DR: Moderate

Discover Tomb Wards Formula	Find Corpse Cantrip
Find Skeleton Spell	Imbue Remains with Strength Formula
Open Allbiers Cantrip	Protection from Charnalrats Charm
Protection from Dead Spell	Questiondead Formula
Revitalize Bones Formula	Revitalize Corpse Formula
Skeletalguise Spell	

Grade II Castings (10): Base Heka Cost: 35; DR: Hard

Animate Corpse Spell	Animate Skeleton Spell
Call Corpses Formula	Call Skeletons Formula
Charnelreek Cantrip	Imbue Remains with Speed Formula
Protection from Deadspirits Cantrip	Protection from Deathrot Cantrip
Query Deadspirit Spell	Unhallowed Path Spell

Grade III Castings (6): Base Heka Cost: 50; DR: Difficult

Arrowbones Charm	Disarm Tombtrap Cantrip
Find Deadspirit Cantrip	Locate Hidden Tomb Spell
Pass Through Stonetomb Spell	Protection from Undead Spell

Grade IV Castings (6): Base Heka Cost: 75; DR: Very Difficult

Compatibility with Deadspirits Spell	Find Undead Cantrip
Imbue Remains with Cunning Spell	Necropire Formula
Rotflesh Spell	Stoneskeleton Spell

Grade V Castings (6): Base Heka Cost: 100; DR: Extreme

Compatibility with Undead Ritual	Find Unliving Formula
Ghostlyguards Formula	Shrouds of Iron Spell
Ultrazombie Formula	Wraithform Formula

Grade VI Castings (6): Base Heka Cost: 125; DR: Extreme

Command Corpse Company Compatibility with Unliving Formula	Spell
Ghoulsfeast Formula	Hekasafe Charm
Hide Desecration Spell	Rigormortis Cantrip

Grade VII Castings (6): Base Heka Cost: 150

Command Skeletal Company Formula	Horrrify Charm
Summon Deadspirits Spell	Unsanctify Ground Ritual
Withertouch Spell	Wormsplague Formula

Grade VIII Castings (5): Base Heka Cost: 200

Deathshead Formula	Deathstouch Spell
Feed on Death Spell	Summon Undead Formula
Undead Lieutenant Formula	

Grade IX Castings (5): Base Heka Cost: 250

Compatibility with Netherlife Cantrip	Enter Deadrealms Formula
Reapersblade Cantrip	Summon Unlife Ritual
Unliving Lieutenant Formula	

Special Grade Castings (5): Base Heka Cost: 300

Cheat Death Cantrip	Charnel Juggernaut Ritual
Gravesink Spell	Spectral Form Formula
Unliving Counsellor Formula	

Powers of the Necromancer

There are three “innate” Powers gained when the individual acquires this K/S. These are:

1. Coldbody
2. Darksee
3. Shadowskulk

Coldbody: This Power enables necromancers to have a body temperature below normal and as cold as the surroundings or even colder, down to as low as 35° F. without harm to their physical well-being. Note that this Power might allow the persona to be “invisible” to creatures relying on infrared (visual/detection) senses and similar senses using thermal input. For each 1 point of STEEP possessed, such individuals are able to lower their body temperature by 1° F (remember the minimum limit of 35°, of course). The Power of Coldbody functions for 1 AT per point of STEEP, so a persona who had 20 points of STEEP in *Necromancy* could have the effect last 20 ATs (nearly two hours).

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Darksee: The Power of Darksee enables a necromancer to see in the infrared and ultraviolet spectrums. Thus, using it, the persona's visual ability will extend into regions which are "lightless" to creatures relying on the human-norm visual spectrum to see. For each point of STEEP possessed, the persona can Darksee for one yard as if the surroundings were illuminated by the twilight sky. The Power has no limit on its use, and the necromancer can employ it continually without paying or needing to worry about its expiration.

Shadowskulk: This Power enables necromancers to use the dimness of shadows to conceal themselves. The more and thicker the shadows, the darker the overall conditions, the easier the Difficulty Rating for use of Shadowskulk Power. If the DR is "Moderate" or "Easy," then personas can move as well as conceal themselves, but Physical attack will reveal such an individual's presence, of course. Note that total darkness is always DR "Easy" for necromancers if those from whom they are concealing themselves can use only human-norm visual ability. Again, this is a power with no cost, per se, but it lasts only 1 BT per point of STEEP, and the necromancer needs 24 hours' time to regain used Shadowskulk ability.

WITCHCRAFT Abilities/Castings

Current STEEP: 21 95 Total Castings

Grade I Castings (13): Base Heka Cost: 20; DR: Moderate

Batsears Spell	Rotfiber Cantrip
Blueburn Cantrip	Stare Eyebite
Catseyes Spell	Witchmark Cantrip
Creepie-crawlies Spell	Witchride Formula
Makeface Eyebite	Wichtongue Charm
Mumble Eyebite	Witherplant Eyebite
Pang Eyebite	

Grade II Castings (13): Base Heka Cost: 35; DR: Hard

Auraswitch Charm	Mal Omens Cantrip
Bodinoises Eyebite	Slamlock Eyebite
Doubt Charm	Sourwine Eyebite
Fireflare Eyebite	Stirhatred Cantrip
Firesmoke Charm	Trip Eyebite
Flameleap Charm	Witchspeak Charm
Fumbleslip Eyebite	

Grade III Castings (13): Base Heka Cost: 50; DR: Difficult

Anger Eyebite	Poisondrink Cantrip
Blightcrop Spell	Reversed Pentagram Ritual
Drunkhead Eyebite	Sicken Charm
Gluttony Charm	Spoilfood Charm
Hex Eyebite	Stun Animal Eyebite
Lightsout Eyebite	Tumblefall Eyebite
Netherspeak Charm	

Dangerous Journeys

Grade IV Castings (13): Base Heka Cost: 75; DR: Very Difficult

Avarice Charm	Lust Eyebite
Callstorm* Formula	Oilfire Spell
Doublewitch Cantrip	Poisonspit Charm
Doze Eyebite	Rotwood Cantrip
Envy Eyebite	Talkingfrog Formula
Hexagain Spell	Witchbolt Eyebite
Liespeaking Charm	

Grade V Castings (13): Base Heka Cost: 100; DR: Extreme

Badluck Ritual	Jealousy Eyebite
Damaging Winds* Spell	Maggots Ritual
Evil Eye Eyebite	Poisonbreath Charm
Fadeinks Charm	Prettylooks Formula
Fainting Eyebite	Rustmetal Spell
Heavy Precipitation* Spell	Witching Hour Spell
Hex Trap Cantrip	

Grade VI Castings (9): Base Heka Cost: 125

Cacklefear Charm	Seagale Spell
Damaging Hail* Spell	Slowdeath Eyebite
Hidehut Formula	Waterscry Formula
Nighthide Spell	Vomit Flames Charm
Poisonfare Eyebite	

Grade VII Castings (9): Base Heka Cost: 150

Breach Circle Spell	Scorpionsting Cantrip
Bringlightnings* Spell	Throwflames Charm
Inanimation Charm	Toadstool Spell
Panicksteed Eyebite	Whichwitch Charm
Ratpack Formula	

Grade VIII Castings (6): Base Heka Cost: 200

Blindness Cantrip	Frogform Spell
Breaklimb Cantrip	Haghaunt Formula
Evilspirit Spell	Knifewound Eyebite

Grade IX Castings (6): Base Heka Cost: 250

Evilbeast Spell	Spiritforge Cantrip
Frogprince Spell	Timeflies Charm
Ghostblight Cantrip	Triplespace Formula

* The Grade IV Casting *Call Storm* Formula can be augmented by one or more of the various others likewise marked by an asterisk, i.e. *Damaging Winds*, *Heavy Precipitation*, *Damaging Hail*, and *Bringlightnings*. Of course, if there is already a storm in progress then these Castings can be used to augment that condition, thus assuring the maximum devastation for a minimum Heka expenditure. In like vein, bad weather can be intensified and retained in the area if the Witch/Warlock uses *Call Storm* to so do.

Witches/Warlocks Esbats & Sabbats: An Esbat is a monthly meeting of Witches and/or Warlocks. A Sabbat is another, less frequent and more important such meeting. At Esbats all members of the Witch's/Warlock's Coven (see below) of 13 such individuals gather together. At Sabbats 13 Covens (or 6 if there are insufficient Covens in the area) meet

for a special ceremony. All meetings must take place in isolated and private locations, typically outdoors and at night or underground. These meetings convene at the stroke of midnight and end one hour before dawn. During the course of such a gathering the Witches/Warlocks acknowledge their Evil overlords, engage in a dark ceremony of service to the malign, and revel in vileness.

Attending a monthly Esbat gains the Witch/Warlock an extra 39 Heka points which must be used to wreak badness of some sort prior to the next gathering of the Coven. Failure to attend an Esbat will result in the individual losing the use of some of her special Instruments or the loss of a Power until she undergoes punishment at a future meeting and regains the loss(es).

Attending a Sabbat brings the individual 66 extra Heka points to use in working vileness prior to the next Sabbat meeting. If specially honored for Evil works, the Witch/Warlock will receive still more Heka awards in multiples of 13 to a maximum of 169 (13 x 13). Failure to be at the Sabbat brings loss of all Witchcraft Casting ability but does not lift the onus of the Pact! The grand celebrations of Evil known as Sabbats are held four times per year, each occurring on the eve of a season, i.e. the Vernal Equinox, The Summer Solstice, the Autumnal Equinox, and the Winter Solstice.

The Coven: Each Witch/Warlock must belong to a Coven, a group of individuals similarly compacted to the Netherrealms and dedicated to Evil and the working of malevolent things. The number of a Coven is always 13, with one of that number the chief persona (who gains a multiplier of 3 times the Covens number of points of Heka at each Esbat and Sabbat in addition to other such awards because of holding the position as the most vile of the group). If for any reason one or more members of the Cover are lost, then its members must find new Witches/Warlocks to restore the Coven to 13, or else the group falls into disfavor. A disfavored group gains no extra Heka, and unless its members perform extra bad deeds of great vileness to make up for their shortcoming, they will fall into total disfavor – a counting off of days below the required number of 13 Coven members, each day shortening the time of foreclosure on their Pact and the collection of their black souls to be brought down to the Netherrealms and the tender mercies of their masters dwelling there. If ever a Coven should have exactly 7 members for even so short a time as 7 hours, the remaining members are lost, for their Pacts are foreclosed thus, and each and every one is doomed! Obviously, Witches/Warlocks work hard to assure full-strength Covens.

Powers of Witchcraft

A Witch/Warlock will have the following two special Powers granted to them by their Pact: Eyebite and Beastform.

Eyebite: This is the Power to deliver any Charm by merely staring fixedly at the subject of the Casting and willing the effect to occur. The Eyebite, requires 1 CT of time so staring to function. The cost to the user is only 3 additional points of Heka over that of the Archetypal Charm Casting cost shown. (See below for full details of Charms and base Heka costs.)

Beastform: This is the Power of being able to transform into a savage animal which is bestowed upon the Witch/Warlock upon making the Pact. The Beastform must be that of a vicious carnivore or omnivore such as a bear, boar, leopard, lion, tiger, wolf, etc. There is no Heka cost for assuming Beastform, but the Witch can do so only between midnight and dawn bon nights when the moon is full or dark.

The Witch will also have some form of Grimoire containing her various Cantrips, Charms, Spells, Formulas, and Rituals. All Witchcraft Castings will be inscribed in the work, but some might not be usable by the individual.

Although not detailed within the following list, there are some score or two of Eyebite Castings of Grade I and 1 Yard per 10 STEEP point Distance range which lay Days-long (1/STEEP point) or Permanent afflictions in the form of a Hex or Evil Influence on the subject victim.

Hex-type Castings afflict the subject with some Physical problem. Influence-type Castings play on existing weaknesses or bad habits, tendencies, feelings, or emotional propensities.

The general list of such Grade I singular Effects are stated below by Casting type:

Hex Casting Effect (lasting for Days): Acne, body odor, boils, coughing, dandruff, excessive ear wax, fever (recurring, low-grade), food allergy, hair loss, halitosis, headaches, hiccoughs, indigestion, nasal congestion, neuritis, neuralgia, psoriasis, ringing in the ears, runny nose, shingles, sneezing, toothache, and warts.

Influence Casting Effect (Permanent):

Moral Effect: betraying, cheating, drinking to excess, eating to excess, gambling, lying, slothfulness, slovenliness, stealing, and wastefulness.

Temperament Effect: aestheticism, changeability, coldness, crudeness, fussiness, haughtiness, hedonism, inferiority, irascibility, loquacity, melancholia, prankishness, pridefulness, solitariness, superiority, taciturnity, uncertainty, and wantonness.

YOGA Abilities

Current STEEP: 25

The number under the *Mental* and *Spiritual* columns works just like armor – it indicates the amount of Mental or Spiritual damage deducted from an attack rolled against the yogi. For example, if rolling mental damage against a Yoga Master with a STEEP of 70, deduct 32 points from the roll. That also means that at least 33 points of damage would have to be inflicted to hurt the yogi at all! Note that this armor does not apply to damage due to failed insanity checks.

The dice figure beneath *Healing* lists the amount of Physical, Mental, or Spiritual damage yogis can heal on themselves by making a successful *Yoga* roll. They may do one healing of each type per week.

The column entitled *Insane DR Modifier* lists the modifications that should be made to the DR of any insanity check the yogi has to make.

Using either of the abilities on the second table requires a successful roll. Resistance to hot coals provides an additional and continuous 5 points of armor versus fire, as well as immunity to temperatures as much as 50 degrees warmer than the “tolerable” range, or fires of the “torch” or “candle” size (see the *Fire and Flame Damage* table). The latter function lasts only for the stated duration of the power (one AT or one hour). Resistance to bonfires is as resistance to hot coals, but provides 10 points of such armor and allows the individual to stand temperatures as much as 100 degrees outside of the range.

Yogi Abilities, Table I

STEEP	Mental	Spiritual	Healing	Insane DR Modifier
1 – 10	1	--	None	--
11 – 20	2	1	None	--
21 – 30	4	2	None	-1
31 – 40	8	4	1D6	-5
41 – 50	16	8	2D6	-10
51 – 60	24	12	3D6	-15
61 – 70	32	16	4D6	-20
71+	40	20	5D6	-25

Yogi Abilities, Table II

STEEP	Fire Resistance	Slow Body Functions
1 – 10	None	None
11 – 20	None	6 hours
21 – 30	None	12 hours
31 – 40	Hot coals will not harm for 1 AT	1 day
41 – 50	Hot coals will not harm for 1 hour	2 days
51 – 60	Bonfires will not harm for 1 AT	3 days
61+	Bonfires will not harm for 1 hour	5 days

Yogi Abilities Table III

STEEP	Cold Resistance (°F)
01 – 10	10 degrees below normal for up to 6 hours
11 – 20	20 degrees below normal for up to 7 hours
21 – 30	30 degrees below normal for up to 8 hours
31 – 40	40 degrees below normal for up to 9 hours; cold above 45 degrees will not harm at all
41 – 50	50 degrees below normal for up to 10 hours; cold above 30 degrees will not harm at all
51 – 60	60 degrees below normal for up to 11 hours; cold above 15 degrees will not harm at all
60+	70 degrees below normal for up to 12 hours; cold above 10 degrees will not harm at all

once.

The possession of this ability also enables the individual to resist and endure cold temperatures (see *Yogi Abilities Table III*). “Normal” indicates the temperature and wind condition at which the individual would be healthy and relatively comfortable, considering the clothing worn and the moisture in/on that clothing. In regard to immunities, the individual is considered to be unharmed in such conditions even naked and wet. For instance, a yogi with 41 to 50 STEEP can endure any temperature above 30 degrees Fahrenheit.²

Dangerous Journeys

By slowing body functions, a yogi can assume an almost death-like physical state, with no detectable pulse or heartbeat and breathing very little air. Additionally, the persona cannot go into shock or suffer the effects of poison or disease while in this state, though a persona who was in danger of it before “slowing down” would be again upon waking up.

Both of these abilities are usable once per week. The base DR for the roll is “Moderate” as usual, though it will be higher if the HP has been injured or is assailed while trying to perform one or the other. Assume a “Hard” roll for yogis who have taken over their WL in damage, or a “Difficult” roll if they are over their CL or either EL, and a “Very Difficult” roll if they are over their CL and either of the ELs, or over both of the ELs at

² The Yoga ability to resist cold temperatures was first explained in the “New K/S Areas & Changes in Existing K/S” article from MMM #1.

TREADING THE BOARDS

THIS MONTH: DJ BASHING

Quite a large volume of discussion on the **Dangerous Journeys™** game system (and of course the **Mythus™** Fantasy Game genre) is taking place on computer networks, the “information highway” that has been much-heralded of late by the news media. Since we at MMM maintain regular contact with the America Online and GEnie networks, as well as (to some extent) the Internet, it is only logical that we form a bridge of sorts between the electronic and paper information modes. When patrons of these networks place a message there (“post” it), the contents may be read by anyone who happens to reach its location.

Our sincere thanks to the various AOL patrons represented in the following excerpts (which are lightly edited for spelling and space limitations). Thanks also to Alierha, who runs the OGF (Online Gaming Forums) of America Online, and to OGF Diamond, the hostess of the Gaming Information Exchange wherein these posts were found.

For more information on America Online, call their Consumer Service folks at 1-800-827-6364 or (703) 693-6288.

One additional note: anyone who can receive Email from the Internet (a service that most online networks provide) can subscribe to a mailing list run by Matthew Pearson. To do so, create a one-line Email message that says “Subscribe MYTHUS-L Name” (with your real name) and send that Email to the following Internet address:

listserv@brownvm.brown.edu

Welcome to A m e r i c a Online

- > Keyword OGF
- > Forum: Gaming Info Exchange
- > Folder: General Discussion
- > Folder: Dangerous Journeys™

Subj: Give me a break, please. 93-10-07

From: J Womack

When I bought this system I was under the impression, mainly due to all of the hype, that Gygax had finally given us an alternative to AD&D™. You know, a game that wasn't stupid. I was wrong. Here is the Mythus™ game, where merchants know the use of martial art weapons, demi-humans have superpowers, and everything fantastical is stuck in another realm called fairy, sorry, Phæree. And to top it all off Gygax is tossing pearls with almost every sentence. ARGHHHHHH. Think I'll keep trying to convert everything over to GURPS.

Well, then it hit the fan. Here are seven excerpts from the raging defenders... -- Ed.

Subj: DJ - good stuff 93-10-08

From: MarkAHart

It is indeed too bad you don't understand what you have in your hands, my friend. I'm not certain what you expect out of a fantasy roleplaying game. There are three good fantasy rpgs on the market today: AD&D™, Runequest™, and Mythus™. AD&D is the easiest and quickest, Runequest has Glorantha™, and Mythus has one of the richest magic systems around (the only possibly better one being in Ars Magica™).

Subj: Womack 93-10-11

From: Cerebus000

You say, “Here is Mythus, where merchants know the use of martial art weapons”... let's see. If you're the GM, can't you control that? Surely! I can't think of one merchant in my game that knows martial arts. In fact, very few people know martial arts because there aren't any Oriental people in my campaign! You say “demi-humans have superpowers”... geez, with GURPS and a few advantages, anyone can walk around with all kinds of nifty superpowers...

You say “everything fantastical is stuck in another realm called... Phæree.” Not if you don't want it to be. Are you still one of those sad gamers that can't find it within himself to change the rules? I don't use /Erth™ & Phæree. To me, they're dull. I use my own campaign world.

Subj: I'm really sick of this 93-10-12

From: Vlad

You know, I've been keeping up with discussions on the DJ™ game since it was released, and all along I've been seeing comments like this – totally non-constructive garbage aimed at nothing more than bashing DJ or Gary Gygax. Womack's post was another of these. People with nothing of value to say should keep out of the discussion.

Subj: Mythus rules!!!! 93-10-12

From: BISHOP 69

I think Mythus is the best RPG ever made since AD&D. Anyone who opposes Mythus is a FOOL!!! For once, my mage can use edged weapon. If I was in AD&D campaign, I can't touch edged weapons or I will DIE! (Ha ha).

Subj: On the subject of fools... 93-10-13

From: Vlad

Ain't it funny how people with no constructive comments to offer, nothing of any legitimacy to say, and precious little knowledge of the Mythus system jump into this folder periodically to bash the game?

I for one am sick and tired of reading this trash, tired of hearing this fine game bashed by those who know nothing about it. Don't like Mythus? Tough. Keep your flatulent mouths shut and keep playing AD&D with all your kiddie friends.

Subj: Mythus players unite 93-10-14

From: E40

What is the DJ folder like the greatest place to let off all your frustrations what do people say to themselves "I've just had a terrible day today I know what will cheer me up maybe I'll go into the Dangerous Journeys™ folder say Bash the game say a few meaningless phrases and then leave I heard Gary Gygax was really an evil guy and also my favorite magazine WW said that the DJ game is no good so what I say will be justified. No one will care anyway since no one plays that game." And if that is what all you DJ bashers are thinking every part of it is wrong and like cerebus said none of us are going into your sacred GURPS™ folder to bag on that game even there are probably a few of us (including me) who hate that game.

Subj: Huzzah! Huzzah! 93-10-15

From: Iron Czar

I agree wholeheartedly with E40's post (despite its lack of punctuation).

(Mr. Womack returned to defend his position somewhat, and the exchange continues to this day, to some extent. But one posting summed up the fray rather evenly and succinctly. -- Ed.)

Subj: Enough 93-10-17

From: Havatar

OK, We've seen the DJ bashers. We've seen the loyal fans of DJ overreact by bashing the DJ bashers. Let's take a careful look at why the bashers may be bashing.

#1. They feel let down after the hype. I'm truly sorry if the hype got to you. At GenCon™ I looked at the nice little hype sheet that GDW had about why DJ was revolutionary. As I read each point I was able to think of at least one game that had the same feature. Hype is hype. If you're going to survive in America, you had better learn to get by it and look carefully at what you're doing. If someone who's opinion I trust hadn't recommended it, I never would have bought it (btw, I like it).

#2) The writing style turns them off. What can I say? I think it could have been written in a much more effective style if they had decided it was largely for experienced games (which I believe it is). You do have to work to read it. No novice is ever going to pick up this book and get through it.

#3) They feel it's too complicated. That's at least partly a taste issue. If it's too complicated for your group, don't use it. BTW, everyone who's been GMing for a long time should realize that every rule is optional. There's a lot in Mythus that I don't use. As the players (and I) get more experienced, I'll use more of the chrome. It's amazing how simple DJ can be.

#4) They don't like all the new and strange terminology. Personally, I find it pretty humorous. IMO most of the new terminology has more to do with avoiding lawsuits (which happened anyway) than anything of true substance.

#5) They have a negative opinion of Gary Gygax. If you're going to judge the value of a game by the personalities involved with it, then you will always be a victim of hype and personality cults. Some people bought it because it had Gygax's name on it. Personally, that strikes me as begin as silly as the people who won't even look at it because Gygax's name is on it. A careful browse through the books will tell you a lot about what you're getting into if you've played more than 1 or 2 different systems in your life. What ever happened to being an informed shopper?

#6) They don't like the mood, flavor, etc. of the game. Every RPG has its own unique feel. If that's your problem with Mythus, it's not a reason to bash it. I've bought plenty of games that just don't fit me. It doesn't make me call them bad. They're just not my cup of tea.

I hope that everyone who has an interest in Fantasy Roleplaying will eventually try the Mythus™ game. I also hope that everyone keeps in mind that more often than not, a good gaming session results more from the quality and efforts of the GM and the players than the quality of the game system.

CHANGELING™ WEIRD SCIENCE-FANTASY ROLEPLAYING GAME

INSTALLMENT #4: HP BUNDLES FOR TRIBAL SOCIETIES

HP Descriptions & K/S Area Bundles By Technology Level

Ancient	Renaissance	Android	Resistance
Tribal	Victorian	Robotic	Marzian
Medieval	Renegade	Outlaw	Venezian

(See last issue for prefatory notes, and for the K/S Area Bundles for Ancient societies.)

2. TRIBAL

In such societies SEC is based more upon role and success than upon ownership of things in general or birth. There is no uniform rule, of course. Large herds generally mean more status, but then again special great ability in divination, hunting, warfare, etc. are likewise inclined to bring high status.

The JourneyMaster has no hard and fast information in regards to possessions and money in regards the tribal personas. Basically, each individual will have much the same as in the way of possessions as any other given individual. The lowest class will have fewer and poorer things, the highest more and better. Yet all within a tribe will have those things necessary to survive, i.e.:

- clothing
- heka items appropriate to K/S abilities and culture
- medicinal items appropriate to K/S abilities and culture
- monetary exchange tokens (limited coin or other sort)
- mount(s) or boat with appropriate accouterments
- personal decorative items
- shelter
- survival materials
 - fire-making material
 - handicrafts items (awl, knife, needle & thread, scraper, etc.)
 - sleeping gear (blanket, hammock, etc.)
 - trail rations
 - water container
- trade items (feathers, furs, jewelry, trophies, etc.)
- weapons

The campaign will guide the JM in the prescriptions of equipment and funds, and by working with the players, very

realistic and reasonable lists will then be developed for this sort of HP.

Heroic Personas, Tribal Technology & Culture

Vocation Category	Level Range	HP SEC at Start	TRAIT
Forest Medicine Man	3 – 9	8	Mental
Forest Rover	1 – 7	6	Physical
Hillman Herder	1 – 6	4	Physical
Horse Nomad	1 – 9	6	Physical
Horse Nomad Shaman	3 – 7	6	Spiritual
Jungle Hunter	1 – 8	5	Physical
Jungle Witchdoctor	4 – 9	7	Mental

Standard HP Descriptions and K/S Area “Bundles”

There is no need to explain these “Vocations” in great detail. Each is very much akin to the same sort of tribal position in primitive societies on Earth, past or present.

N.B.: Literacy is virtually unknown to any of these tribal peoples. No Tribal HP can initially read or write; these abilities will have to be gained in the course of adventuring.

General K/S, Tribal

Perception, Mental: 2D10 + PNCap and +5 if P TRAIT 101+ and +5 if Voc is Mental

Boating: 2D10 + PMCap (Includes ability to construct small boats)

Native Tongue: SEC x 5 + MMCap

Etiquette/Social Graces: SEC x 5

Notes:

- * Heka-producing K/S Area
- ** Use the lowest Capacity ATTRIBUTE.
- s This K/S has a number of Sub-Areas
 - This K/S has special characteristics, see the description for details.

Forest Tribes

Use the role model of the North American Indian of the eastern woodlands. Modify this by considering the ancient Teutonic tribes such as the Romans fought. Each tribe is basically an exclusive social unit with few allies, having uneasy truces or open hostilities with most neighbors. Forest tribes will employ barter, and “money” might well be raw metals for weapons, tobacco, furs, salt, etc.

Forest Medicine Man Vocation (Mental TRAIT)

A Mental TRAIT Vocation. The healer and Heka practitioner who assists the hunter-warriors mainly in this role, although fighting is known to some extent. This Vocation has assured psychic ability of the Mental TRAIT kind.

K/S Area	Base STEEP	ATTRIBUTE
Herbalism*	16	SMCap
Apotropaism*	12	½(MMCap + MRCap) •
Combat, (Ptv.) Hand W.	12	½(PMCap + PNCap) s
Combat, (Ptv.) Missile W.	12	½(PMCap + PNCap) s
Ecology/Nature Science	12	MMCap
First Aid	12	PNCap •
Game Animals	12	MMCap
Hunting & Tracking	12	½(PMCap + PNCap)
Hypnotism	12	MMCap
Lip Reading & Sign Language	12	MMCap •s
Nature Attunement	12	SPCap •s
Psychogenics, Mental*	12	** •s
Religion*	12	SMCap
Survival	12	PMCap •
Agriculture	8	MMCap s
Divination	8	SPCap •
Exorcism*	8	SPCap
Handicrafts/Work	8	PNCap
Leadership	8	SMCap
Medicine, Veterinary	8	MMCap •
Mysticism*	8	SPCap
Perception, Physical	8	MRCap s
Toxicology	8	MMCap
Clothwork	4	PNCap
Leatherwork	4	PNCap
Medicine	4	MMCap •s
Priestcraft*	4	SMCap •s
Base STEEP Total:	260	

Forest Rover Vocation (Physical TRAIT)

A Physical TRAIT Vocation. The typical hunter-warrior of the woodlands who, with the addition of *Criminal Activities*, *Physical*, for example, is also an able raider.

K/S Area	Base STEEP	ATTRIBUTE
Combat, (Ptv.) Hand W.	20	½(PMCap + PNCap) s
Combat, (Ptv.) Missile W.	20	½(PMCap + PNCap) s
Game Animals	20	MMCap
Hunting & Tracking	20	½(PMCap + PNCap)
Perception, Physical	20	MRCap s
Sports	16	½(PMCap + PNCap) s
Survival	16	PMCap •
Combat, HTH (Lethal)	12	½(PMCap + PNCap) s
Games, Physical	12	½(PMCap + PNCap) s
Handicrafts/Work	12	PNCap
Lip Reading & Sign Language	12	MMCap •s
Nature Attunement	12	SPCap •s
Apotropaism*	8	½(MMCap + MRCap) •
Arms & Armor	8	½(PMCap + PNCap) s
Divination*	8	SPCap •
First Aid	8	PNCap •
Herbalism*	8	SMCap
Religion*	8	SMCap
Agriculture	4	MMCap s
Clothwork	4	PNCap
Leatherwork	4	PNCap
Base STEEP Total:	252	

Hillman Tribes

Use the role model of the ancient Scots intermixed with the Turkomen, Berber, etc. to gain a basic picture of the culture and society. Some fair amount of money is likely in use by such peoples.

Hillman Herder Vocation (Physical TRAIT)

A Physical TRAIT Vocation. The typical pastoralist and hunter with some fair ability in fighting and the usual assortment of things necessary for such a culture, the Herder is a rough-and-ready sort.

K/S Area	Base STEEP	ATTRIBUTE
Combat, (Ptv.) Hand W.	16	½(PMCap + PNCap) s
Combat, (Ptv.) Missile W.	16	½(PMCap + PNCap) s
Combat, HTH (NL)	16	½(PMCap + PNCap)
Perception, Physical	16	MRCap s
Animal Handling	12	SPPow
Clothwork	12	PNCap
Game Animals	12	MMCap
Games, Physical	12	½(PMCap + PNCap) s
Handicrafts/Work	12	PNCap
Hunting & Tracking	12	½(PMCap + PNCap) s
Leatherwork	12	PNCap
Mountaineering	12	½(PMCap + PNCap) s
Sports	12	½(PMCap + 7PNCap) s
Survival	12	PMCap •
First Aid	8	PNCap •
Gambling	8	MRCap •
Herbalism*	8	SMCap
Lip Reading & Sign Language	8	MMCap •s
Medicine, Veterinary	8	MMCap •
Musical Instrument	8	PNCap •
Nature Attunement	8	SPCap •s
Agriculture	4	MMCap s
Apotropaism*	4	½(MMCap + MRCap) •
Biography/Genealogy	4	MMCap
Base STEEP Total:	252	

Hillman Seer Vocation (Spiritual TRAIT)

A Spiritual TRAIT Vocation. A fairly able divinatory Heka practitioner with assured *Psychogenic*, *Spiritual* ability.

K/S Area	Base STEEP	ATTRIBUTE
Astrology*	20	SMCap
Mediumship*	20	SPCap
Mysticism*	20	SPCap
Astronomy*	16	MMCap
Divination*	16	SPCap •
Apotropaism*	12	½(MMCap + MRCap) •
Biography/Genealogy	12	MMCap
Current Events	12	MMCap
Fortune Telling*	12	SPCap •s
History	12	MMCap
Lip Reading & Sign Language	12	MMCap •s
Mountaineering	12	½(PMCap + PNCap) s
Musical Instrument	12	PNCap •
Psychogenics, Spiritual*	12	** •s
Survival	12	PMCap •
Combat, (Ptv.) Hand W.	8	½(PMCap + PNCap) s
Combat, (Ptv.) Missile W.	8	½(PMCap + PNCap) s
Games, Physical	8	½(PMCap + PNCap) s
Handicrafts/Work	8	PNCap
Leatherwork	8	PNCap
Base STEEP Total:	260	

Horse Nomad Tribes

These peoples are reminiscent of Avars, for instance, with North American Plains Indians overtones. Because of their mobility and coincident contact with other peoples, such peoples are the most sophisticated of the tribal sorts. The horse nomads will certainly be the most prone to utilize money as well as barter with animals.

Horse Nomad Vocation (Physical TRAIT)

A Physical TRAIT Vocation. The typical herder-hunter-warrior with a high reliance on the physical.

K/S Area	Base STEEP	ATTRIBUTE
Combat, (Ptv.) Missile W.	20	½(PMCap + PNCap) s
Combat, (Ptv.) Hand W.	16	½(PMCap + PNCap) s
Hunting & Tracking	16	½(PMCap + PNCap) s
Acrobatics/Gymnastics	12	½(PMCap + PNCap) s
Animal Handling	12	SPPow
Combat, HTH (Lethal)	12	½(PMCap + PNCap) s
Endurance*	12	½(PMCap + PNCap)
Game Animals	12	MMCap
Games, Physical	12	½(PMCap + PNCap) s
Handicrafts/Work	12	PNCap
Leatherwork	12	PNCap
Medicine, Veterinary	12	MMCap •
Perception, Physical	12	MRCap s
Sports	12	½(PMCap + PNCap) s
Survival	12	PMCap •
Biography/Genealogy	8	MMCap
Deception	8	MRCap •
Gambling	8	MRCap •
Leadership	8	SMCap
Nature Attunement	8	SPCap •s
Religion*	8	SMCap
Appraisal	4	MRCap
Foreign Language, Conversational (Choice)	4	MMCap •
Foreign Language, Conversational (Choice)	4	MMCap •
Lip Reading & Sign Language	4	MMCap •s
Base STEEP Total:	260	

Horse Nomad Shaman Vocation (Spiritual TRAIT)

A Spiritual TRAIT Vocation. The diviner and healer for the tribe, this sort of persona is another with assured psychic ability in the Spiritual TRAIT K/S Area.

K/S Area	Base STEEP	ATTRIBUTE
Apotropaism*	12	½(MMCap + MRCap) •
Astrology*	12	SMCap
Divination*	12	SPCap •
Games, Physical	12	½(PMCap + PNCap) s
Influence	12	MRCap s
Medicine, Oriental	12	½(SMCap + SPCap)
Mediumship*	12	SPCap
Musical Instrument*	12	PNCap •
Nature Attunement	12	SPCap •s
Perception, Physical	12	MRCap s
Priestcraft*	12	SMCap •s
Psychogenics, Spiritual*	12	** •s
Religion*	12	SMCap
Survival	12	PMCap •
Combat, (Ptv.) Hand W.	8	½(PMCap + PNCap) s
Combat, (Ptv.) Missile W.	8	½(PMCap + PNCap) s
Combat, HTH (Lethal)	8	½(PMCap + PNCap) s
Endurance*	8	½(PMCap + PNCap)
Foreign Language, Conv.	8	MMCap •
Games, Mental	8	MRCap s
Lip Reading & Sign Language	8	MMCap •s
Toxicology	8	MMCap
Astronomy*	4	MMCap
Drawing	4	PNCap
Ecology/Nature Science	4	MMCap
First Aid	4	PNCap •
Handicrafts/Work	4	PNCap
Base STEEP Total:	260	

Jungle Tribes

This sort of people is akin to the Amazonian Indians, New Guinea natives, and old African tribes initially dwelling in relative isolation in remote areas. They are the most unsophisticated and primitive of the tribal peoples in most regards. Such barter as is conducted by jungle tribes will be in things such as feathers, rare items, and possible useless but prized materials.

Jungle Hunter Vocation (Physical TRAIT)

A Physical TRAIT Vocation. A deadly stalker of game and foes alike, and a reasonably well-balanced persona.

K/S Area	Base STEEP	ATTRIBUTE
Hunting & Tracking	24	½(PMCap + PNCap)
Combat, (Ptv.) Missile W.	20	½(PMCap + PNCap) s
Game Animals	20	MMCap
Games, Physical	20	½(PMCap + PNCap) s
Nature Attunement	20	SPCap •s
Perception, Physical	20	MRCap s
Survival	20	PMCap •
Combat, (Ptv.) Hand W.	16	½(PMCap + PNCap) s
Arms & Armor	12	½(PMCap + PNCap) s
Combat, HTH (NL)	12	½(PMCap + PNCap)
Ecology/Nature Science	12	MMCap
Handicrafts/Work	12	PNCap
Medicine, Oriental	12	½(SMCap + SPCap)
Clothwork	8	PNCap
Herbalism*	8	SMCap
Lip Reading & Sign Language	8	MMCap •s
Religion*	8	SMCap
Apotropaism*	4	½(MMCap + MRCap) •
First Aid	4	PNCap •
Base STEEP Total:	260	

Jungle Witchdoctor Vocation (Mental TRAIT)

A Mental TRAIT Vocation. An able Heka practitioner of the preventative and anti-Evil kind with assured Psychogenics, Mental ability.

K/S Area	Base STEEP	ATTRIBUTE
Exorcism*	20	SPCap
Perception, Physical	20	MRCap s
Apotropaism*	16	½(MMCap + MRCap) •
Demonology*	16	MMCap
Psychogenics, Mental	16	** •s
Combat, (Ptv.) Hand Wpns.	12	½(PMCap + PNCap) s
Combat, (Ptv.) Missile Wpns.	12	½(PMCap + PNCap) s
Influence	12	MRCap s
Medicine, Oriental	12	½(SMCap + SPCap)
Musical Instrument*	12	PNCap •
Religion*	12	SMCap
Toxicology	12	MMCap
Ecology/Nature Science	8	MMCap
Game Animals	8	MMCap
Handicrafts/Work	8	PNCap
Herbalism*	8	SMCap
Hunting & Tracking	8	½(PMCap + PNCap)
Lip Reading & Sign Language	8	MMCap •s
Mysticism*	8	SPCap
Sorcery*	8	SMCap•
Survival	8	PMCap •
Witchcraft*	8	SMCap•
Base STEEP Total:	252	

NEXT MONTH...

Gary wants to get a lot more of his **Changeling™** Game notes into this magazine within the next few issues. So starting next month, we're doubling (roughly) the amount of space devoted to it... starting with general K/S descriptions and Cross-feeding, Medieval & Renaissance K/S bundles, and more.

COMING NEXT ISSUE

In Our Next Issue (#4):

Feature: Changeling™ Game... The avalanche begins!

Phæree™ Tales continued

And the usuals...

1. Daily Deity
2. Dimension Hopping
3. Enchanted Equipment
4. Personas Plus
5. Rule additions & errata
6. Town Crier
7. Treading the Boards

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Subscriptions (1 year, 12 issues): \$50 Paper, \$ 30 Electronic

Duple (both paper & Electronic): \$7.50 single issue, \$75 subscription.

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GARY GYGAX'S

MYTHIC

MASTERS

MAGAZINE

For JourneyMasters and players of the **Mythus™** Fantasy Roleplaying Game
and the **Dangerous Journeys™** Multigenre Roleplaying Game System

ISSUE #5
Volume 2, Number 1
January 1994

ORIGINAL COVER GRAPHIC

For JMs and players of the *Dangerous Journeys™* Multi-genre Roleplaying Game System

MYTHIC MASTERS™

\$5.00

Magazine

*This issue
featuring
the*

Changeling™
Wgird
Science
-Fantasy
game genre

with

Phæree™ Realm
notes
Enchanted
Equipment
Egyptian
Mythos
New Vocation
& Persona
Network news

*...and more,
of course*

*Volume 2
Number 1*

*January
1994*



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Mythic Masters Magazine #5

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Version History		
Date	Rev.	Change
September 23, 2024	1.0	Original Release of Mythic Masters Magazine #2 – Remastered
October 23, 2024	1.1	Some basic formatting fixes and a few typos corrected here and there.

FROM THE EDITOR'S PIT

For any who recently happened to observe a temporal event, Happy New Year... or, if you are one of the lemmings in the Politically Correct mob, hope you had a pleasant Transitional Numerological Event.

This new year already bodes well. My Real Work aka Day Job – communications for an Engineering R&D firm; we make valves for printing presses, among other things – is already picking up, and it's only barely January. (I write the editorial last, you see, after the magazine's 99.9% done.)

I recall another new year when 1980 rolled around; I was impoverished and alone in Chester, Pennsylvania, with neither options nor possibilities. A short while earlier my players (of an AD&D™ campaign) had nagged me into submitting a job application for an obscure company in the Midwest, but I was sure nothing would come of it. Lo and behold, by January 8th a supervisor at that firm called and conducted my job interview by phone – while I was cooking a meager dinner, as it happened. The guy was noncommittal and tried to diminish my hopes, but I was elated; it was the only thing I had going. And sure enough, within a week he called back and offered me a position as a staff editor, even though I had absolutely zero editorial experience and no degrees (!).

So on a Sunday afternoon in late January, 1980, I arrived via Amtrack in Chicago where a long-time friend picked

me up and drove me to Lake Geneva, Wisconsin. We saw that the lake had frozen, and took the opportunity on that brightly moonlight night to walk out onto the ice. I looked at the setting – classically picturesque and brutally cold – and realized that in some weird way I really liked it. After we had a homey dinner in one of the town's few restaurants, Jacques dropped me off at the apartment where I would stay, with two current employees of the company, for the next 5 weeks (until I finally had enough money to leave them in peace; remember, I was utterly broke upon arrival).

Thus did I begin work at TSRT™ Hobbies. Within a couple of months I was working on a game module, and noticed that the author had neglected to put a religious edifice in what was otherwise a thoroughly elaborated Keep. I wrote up a proposed insertion, and it was approved by the author – the President of the company, the legendary E. Gary Gygax. Small as it was, I made a contribution to Keep on the Borderlands. One thing led to another, and I eventually became Gary's creative Right Arm, his personal Aide... conveniently outside the bureaucratic chain of command and able to get the boss's eye and ear when needed.

And 14 years later I look around and realize that I'm still picking on Gary. Moral: Feel free to correct the Boss - but remember the consequences.

Frank

Credits

Publisher: Trigeer Enterprises Corporation

Editing & Layout: J. Franklin Mentzer

Author Primus: E. Gary Gygax

Remaster: R. William Morris, Sept 2024

Contributing Authors

Dave Newton, B.R. Schoen, Atleg Murad & Ernst Grumbold; and thanks to America Online patrons (logons) Bishop 69, Cerebus000, E40, Havatar, Iron Czar, J Womack, MarkAHart, and Vlad (for comments quoted in Treading the Boards).

Illustrations

Sketches (page 5) by Joe Martin and Gieserix. Title logotype, spot headers (pp 4, 11, 19, 60, 63), scans, and graphic modifications courtesy of FPC Publishing. Animal Caps (see separate note on page 5) courtesy of Dover Publications, Inc. All other graphics are excerpted from the **Mythus™** game books with the permission of Omega Helios Limited; credited artists (some of whose creations are reproduced herein):

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Subscription: **Mythic Masters™** Magazine is available in the U.S.A. by subscription at the rate of \$50 per 12 issues (in Canada: \$60 in U.S. funds). Subscriptions will begin with the earliest available back issue, up to a maximum of 3 such issues, and continue from that number onwards for 12 issues.

Single copy: \$5.00 (in Canada: \$6 U.S.). This publication is mailed by United States Postal Service, Third Class Mail. Forwarding postage is not guaranteed. Publisher declines responsibility for issues lost in the mail.

This publication is also available in electronic form to subscribers of the America Online and GENie computer networks. Rates are \$3.50 per single issue, or \$30 for a 12-issue subscription. The standard distribution format is in ZIP compression of ASCII textfiles plus the original cover in Graphic Interchange Format (GIF). Electronic mailings are made after receipt of payment.

All subscriptions and single copy orders must include name, address, and check or money order for the appropriate amount.

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THE TOWN CRIER'S GONE MAD!

Commentary by Gary Gygax

Having long ago resolved never to make New Year's resolutions, I decided to do as everyone else does in this regard and break a resolution. Thus, each of my "editorial" columns under this heading will contain mention of some worthy group of cause. This I will do as a preface or a postscript, beginning this issue. Because I believe the cause is topical and virtually mandatory, the first of this series of calls is presented immediately hereafter.

Americans Supporting Statutes Holding Omnipotent Law Enforcement Sacred need your help. Freedom and liberty are threatened by lack of law and order, and we need more rules and regulations to assure that citizens of the United States are safe. Controls, warning labels, and greater liability for the actions of morons are needed to protect us all. So are more prisons. Let's get everyone who doesn't think the right way off the streets and into a cell! Readers holding this view can send large donations to the named organization in care of their

nearest political representative, major party affiliation being absolutely unimportant in this case as the movement to bring order through a police state is bipartisan.

Remember, freedom comes only through legislation and control. Time to let those in charge think for you and the government be responsible. As Kennedy indicated in his famous "Ask not what the government can do for you but what you can do for your government," sound bite, our political institutions do not exist to serve the people but are there to be served. The idea of government being "for the people" be damned. More laws are better for liberty, and if you don't agree, penal servitude is the alternative. Get in line... now!

Now on to less meaningful matters.

Quite a number of participants in the **Dangerous Journeys™** Multigenre Roleplaying Game System have spotted something the imperceptive have failed to note – that is, the system is truly different from all the others out there. It

isn't a shallow "smoke and mirrors" one that obfuscates a lack of depth or scope through lots of hype about story and fancy art. It isn't a system that boxes the participants into a compartmentalized approach to anything, from the nature of things all the way to play and style of Game Mastering. It can do anything you want it to in roleplaying game terms. Anything.

The system needs a lot more components, of course. To be able to utilize it as a vehicle for all such wants, we must provide more data for genres, the applicable rules and systems, and some details of milieux. That is being done and will continue on for some years to come. As there is such development, more and more enthusiasts will recognize the actual nature of the **Dangerous Journeys** game system and pick it up. In the meantime, you who have recognized the radical new nature of the system are the avant garde. Try not to be condescending to those who are ignorant, be kind even to the less perspicacious critics who see many trees obscuring their view of the forest... or in fact haven't even looked in the general direction of the woods. Time will indeed alter much.

Quite truthfully, the vehicle can even be used as the basis for a no-dice amateur thespianism exercise if that is desired by participants. (Shudder! And some people complain about hack 'n' slash. What about warm-fuzzy storytelling or terrible acting, all at the expense of what this is, a game?!). Anyway, the **Dangerous Journeys**TM game system can provide fast and easy roleplaying action using the principles of the **Prime**TM game, or it can be augmented to be as close a simulation of a "reality" as can be imagined. While I prefer something closer to the former than the latter, I have attempted to include the tools necessary for complexity. The system is all-encompassing, and you drive the vehicle in whatever direction you wish, so to speak.

I bring this up because I am always interested in looking at new maps for gaming territories, as it were. If something has been overlooked or not shown in the scale or perspective you believe it should, let me know – and perhaps the terrain in question can be covered in this magazine and/or new game system. In a system where innovation is the rule and creativity the standard, I certainly value the opinions of the elite intellects able to grasp the concept and understand the infinite scope offered. Being pretty finite myself, I can't manage everything, try as I might.

Don't expect others to have the same insight and understanding you possess. If an analogy is called for, let me suggest this one. To begin to have a grasp of all that is around us, we have to spend a lot of time learning and studying and thinking. The average individual scoffed at the idea that the world was round, that the earth wasn't the center of the universe, that something heavier than air could fly, that humans would ever leave the planet, that machines might be able to think.... The RPGs out there now range from the grammar school to high school types; ours is a university-level-and-

beyond approach. Currently those educated in RPG activity haven't been exposed to such. In truth, regressive "education" seems to be in vogue these days, with story line (remember the teacher reading to you in grade school?) and pretty pictures making up for lack of substance. This might reflect the shortcomings of our educational system in regards the public schools. The same mind-set which seeks learning at no effort derides the **Dangerous Journeys**TM game system.

Of course it is necessary to exert a trifle of effort to gain something from the system. As in life, you get out what you put in. However, as regards our system, I suggest that there is a far better guarantee and a higher reward. That is, to a devotee of roleplaying games the learning experience offered by the **Dangerous Journeys**TM game system assures the very utmost potential to the individual mastering its principles. Furthermore, once known, the return is as stated – better roleplaying in all genres and in all ways, no matter how you choose to engage in the activity.

Really new ideas just aren't understood by most people. They shrug, scoff, or otherwise fail to comprehend what is happening. Only after something new has become accepted by "authorities," or percolated down to many previously unenlightened folk, does it gain general acceptance and become common currency. There are wheels within wheels. Failure to understand is surprising (in regards to roleplaying gamers) in the respect that the whole activity is basically still new for the mass populace to comprehend, so those who engage in it are advanced and apart. Given that this intellectual elite (and I use the term with some trepidation and reservation) is slow in being able to comprehend innovation and advancement, then what can be deduced from this in regards the ability of the general populace to understand much of what happens in the world?

So I close by returning to a far more important topic than amusement. As much as I despise government participation and interference in education, it is time to take a very long and critical look at what can be done to improve the mental fitness of our young people. How can they take care of themselves in an increasingly complex world without being educated properly? Each student needs to be equipped intellectually to provide for his or her own welfare as regards interaction with and development of our culture and society. Thus functioning, the individual is empowered to create and care for a family, cooperate with neighbors, aid the community, and possibly even contribute to culture and society beyond the extent of those limited but most critical ranges. But how can it be done? This is especially thorny when government has already limited our thinking by inculcating us with many "truths." I do what I can in a small way, but otherwise I haven't a clue. If you have an idea in this regard, though, don't hide that light, comrade!

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DIMENSION HOPPING

GAME SYSTEM NEWS

from Gary Gyga

All power to the participants!

A couple of you have asked about what's "official" and what's "unofficial" (i.e. what's bullshit and what's not). Well, it's all as official as the JM™ decides to make it. Of course, I then to find my own stuff fits into the concepts envisaged in the game system. Thus, just about all I write will be in the rule and source books... eventually. Anything else which seems useful, germane, and of interest to devoted enthusiasts will likewise be tossed in. Hopefully, proper credit will be given for such contributions picked up from this magazine and placed into print in the works which comprise the body of the **Dangerous Journeys™** Multigenre Roleplaying Game System. That's a different matter entirely, of course.

In the meantime, and afterwards too, what the Journey Master™ uses is "official," what the JM sets aside is just plain not in his or her campaign and can be considered as superfluous to the rules and source works. Players objecting to that can take it up with the Journey Master and not waste others' time with such things. Make your voice heard where it counts, Astute Player. Thus, in fact, as far as this system and I are concerned, the power is directly in the hands of the participants and not in the purview of publisher, creator, or authors, save indirectly.

Indirectly means this: Authors write what they believe is the best. As I have creative control, I write and edit in the same vein. What I really think not useful, I expurgate. Publishers too have a lot of power in regards to what comes through next, and this includes GDW and Trigea. Then comes our Beloved Editor, Frank Mentzer, who oversees these most active and hard-core pages... the most critical role of all these days. In summation, if stuff is seen herein it is "official" – be it horseshit from me or some priceless gem authored by you or one of your comrades in gaming, or anything in between. At least it's so blessed if you, as JM, or your Wise Campaign Director deems it so by clasping it to the bosom of things.

In regards to the matter of what's right or wrong then, we're all equal when it comes to adding things. Just be careful!

To illustrate the above, I offer the following which I have on file now as regards a revised edition of the fantasy rules:

Revised Edition of the Mythus™ Fantasy Roleplaying Game

Title Page Credits (Addition):

Amongst the many persons who were kind enough to assist in making this new edition of the rules clearer and

broader, I give special thanks to: Alan Kellogg, (extra special kudos) John R. Troy, and Mark Whitlock as well as to Greg Timm and Sylvain Coucharriere.

And now on to other stuff!

Other genres for the Dangerous Journeys game system

Having done about all I want to for now with the working draft of the **Changeling™** game, I can sit back and think about the next genre thereafter, the fourth. I'll happily entertain more of your suggestions in that regard. Moreover, I am looking forward with great anticipation to receiving your additions to the weapons, vehicles, spacecraft, and so on for the Changeling module. If you want to contribute that kind of material, I think the Kindly Editor will cast a favorable eye on such for inclusion in this magazine.

Speaking of that sort of thing, the chaps are sort of nudging me into allowing them to develop semi-HPs based on themselves. They want to use those personas in adventuring in the **Unhallowed™** game genre. Now this can be done, but there will likely be some drawbacks – mostly in the P TRAIT and S TRAIT stats and the K/S Areas. However, if we rely more on articulation of ideas rather than dice rolls to determine outcomes, and fudge a little to compensate for the non-realities of the opponents' stats and abilities, I think it will work well and be really fun. I plan to do this soon – possibly before switching genres to the Changeling game one and dabbling in the Unhallowed game genre too. If so, I'll detail here all that I did to prepare and develop this concept.

In truth, I did something akin to this once before with a campaign group. That is, I dropped the regular AD&D™ campaign I was running back around 1980 in favor of a few nights of action with "Boy Scouts" out on a field trip who happened to discover an old mansion and decided to explore it. Some minor skills were used, low stats, of course, and more determinations of events were based on decisions by players than on dice rolls of the cardboard characters usually played. Everyone had a blast.

In fact, Jim Ward (do pardon the expression), asked if I minded if he wrote something up for a like adventure. I, being magnanimous and giving (like when he forgot to put mounts into Gamma World™, so just before publication with such a stupid gaffe – and embarrassment for him and TSR too, of course – I whipped up all the riding animals found in the original version of that game and asked for no credit or recognition, which lack of Ward generously granted, being

what he is.) Anyway, his “Mansion of the Mad Dr. Ludlow,” or whatever he called it, came directly from my foray into semi-reality-based game figures. Setting aside the less-than-enthusiastic response from the buying public when offered Ward’s creation, it seems a fair and vital step in roleplaying to develop personas based on players’ own persons.

A well-reasoned, thorough, and creative development of this approach will offer participants utilizing a game system capable of handling such a demanding task a unique opportunity. Immediate benefits are roleplaying and near total grasp of the persona and his or her abilities, strengths and weaknesses. Thus, player perspective is far more likely to generate cautious, balanced, and highly realistic play... if you get my meaning (“You mean I’m – I mean my HP – is dead?!”). For instance, late one night when a persona involved in the investigation of a strange set of malign happenings is at home alone, and there is heard a scratching sound coming from behind a closet door, the horripilation caused from such sound just might not be imagined...

Someone asked why the title of the Changeling game was used for the weird science fantasy fiction genre module. It is a working title only, although it might end up as the actual as well. I opted for it because it tells a lot about the genre and the milieu. Androids have altered, robots too, from what they were meant to be. Humans of very changed sort inhabit the planets of Marz and Venuz, and elsewhere too. The Computer Prime has altered the planet and people’s lives. There’s a lot of change going on, and the action of a good team of HP will make that really start to pop! Seems right to me. How about you?

Cursing

Having already admitted I’m a lazy JM who likes to make my players do all the work maintaining persona records and detailing game rules, while I sit back and enjoy developing the story and roleplaying, none of you will be terribly surprised to read this next query from me. Here goes...

Now it so happens that I had a band of Slaugh appear to confront my players. “Give up your silly mission for the weaklings of Good! Here are armor, weapons, steeds too. Ride with us across the kjies of Ærth™, dwell beside us in our castles in Pharee. You can be champions of the Unseelie!” The Slaugh meant it. Well, the lads refused, knocked off a couple of the dark riders in mortal combat, and for their staunchness got themselves placed under a pretty strong curse by the Slaugh lord in charge of the banner as the rest rode into the storm clouds. Not liking the effects of the curse, like a lot of bad things began to happen, and dice rolls to avoid things aren’t as they used to be, the Heka-benders in the group got together and decided to lift the dark sending.

“Hey! What’s this? Curses can be laid, but how are they lifted?” I shrugged. “That, dauntless heroes, is thine own problem and none of the JM’s. Pass the Cheetos™, please.”

Dear Readers, please send in your suggestions as to how your HPs would shed a vile curse. To my way of thinking, if it can’t be done by the HP, then they have to petition a higher power, perform whatever is necessary to gain the benison, and the matter’s taken care of. However, some seem to believe otherwise. Do we need to develop some new castings to handle this? If so, please do and submit the efforts for publication herein. In any case, let’s hear from those who have their intellect piqued by such a thorny, even horrent issue.

Goodie Bag

It is a good idea for all readers of this magazine to read a lot, and one little periodical publication which is worthy of a roleplaying game enthusiast’s attention is **Fate™** Magazine.

Fate Magazine is available on newsstands and magazine racks in many locations, but I recommend that readers go all the way and subscribe to this publication. Why? Well, for example, here’s a sampling of articles that have appeared in the last few issues:

September 1993: “The Bentwaters Incident (proof of UFO cover-up), “Interview with Ed Dames” (psychic power of remote viewing and use by business and government) and “Beyond the Known” (underwater UFOs/ghost submarines).

October 1993: “Night of the Dead” and “Legacy of the Black Cat” (bad luck?).

November 1993: “Death Birds & Dragonets” (mysterious unidentified creatures) and “Beyond the Known” (the problems with the Mars probe).

There’s much more, of course, including commentary on newspaper articles, editorials and really fine reviews of many books of great interest to the fantasy/science fiction RPG enthusiast.

Fate Magazine is only \$18 for 12 issues. You can reach them at 1-800-THE MOON. (Now you gotta like that!) Mailing address is:

Fate Magazine
P.O. Box 1940, 170 Future Way
Marion, OH 43305-1940.

Adventures

Most of you would probably appreciate an adventure scenario in this magazine. Well, as we close on the production of all the material we felt JMs and players really needed to improve their gaming, it is possible that we can indeed begin including such herein. My initial thought is to try for a complete scenario of 32 pages total length (maps included) in every other issue, or else a 16-page “shortie” in every issue.

There is a rub, as was said before by the Bard of Avon. No way I have the time or energy to take care of such a need. Let’s be honest, lads. Creating an adventure scenario is a lot of work. If **Mythic Masters™** Magazine is to carry adventures, then Creative Readers will have to author and them for publication.

Recognizing that this is indeed an effort not truly compensated for by name in print and a copy of the magazine, Generous Publisher, while grumbling at the red ink before them, agrees to the following:

Any reader having a 32 page length **Mythus™** Fantasy Roleplaying Game adventure scenario published herein automatically gets 12 issues of the magazine, i.e. a one-year

subscription or an extension of 12 issues on a current subscription. 16-page scenarios get 6 issues. Hey, I know it isn't much, but it is a start!

I foresee that eventually this offer will be upgraded and expanded to include scenarios for adventures utilizing the rules of other genre modules in the system. More on that when the time is ripe.

OPTIONAL COMBAT RULES FOR THE MYTHUS™ GAME

by Chris Kirschenman

The **Mythus™** game is probably one of the most comprehensive RPGs currently available. But even with that extensive a rulebook, you can always add optional rules. These may be the best type of rules, giving JMs and Heroic Personas the freedom to choose whatever rules work best for them.

Here are three options for combat, as well as a new weapon special skills sub-area (feigned attack). All have been playtested in three different gaming groups. They seem to work well for us - but try them for yourself, and only use them if they're right for you and your gaming group. Feel free to change them (or any of the rules in the game, for that matter!), because the main purpose of playing any RPG is to have fun; you don't have to go strictly by the rules.

OPTIONAL PARRYING ADDITION

In the Mythus game, the attacking persona first rolls for the hit. If successful, the defender may try to parry the attack if he or she has attacks left. If that parry is successful, rolls are made to see if either weapon was damaged. Now, this is a very good way of handling the parrying process, as it combines realism, ease of play, and quickness. But if you like strategy, try this optional rule.

Strategic Parrying (Optional): Before the FAC is rolled, the defender states whether he wants to parry. If the attacker hits, check for parrying normally; otherwise do not. If the attacker gets a Special hit, apply standard rules (i.e. if the parrying defender must also achieve a Special Success). If the parrying defender gets a Special Failure, either the blow inflicts maximum possible damage or (JM's option) the parrying defender loses grip of his weapon or shield (and may spend the next CT picking it up).

If the attacker has a Special hit, always choose the second option.

Thus, instead of just deciding on how many parries to use, you also must account for whether the attack is going to hit or miss, as in real life. As the attacker starts to swing, you're going to have to decide whether you want to parry or not, no matter what the results of that blow.

This is more realistic; in real combat most attacks don't miss by very much. It's hard to tell whether a blow is going to strike you until the very last minute, and by then it's too late to parry; it's already going to either hit you or miss you.

I suggest that you not allow parrying of attacks at the rear. A shield strapped to the back would be a bonus to armor protection, not a parry. In addition, a defender who cannot see should have a severe DR modifier – "Very Difficult" or "Extreme".

OPTIONAL DODGING RULE

In the current rules, you first add your PMSpd and PNSpd, find that total on the Dodging Factor table, and subtract the indicated amount from the attacker's BAC. That's good but slow (unless you have all the numbers memorized), it involves no player participation, and you can't tell whether an attack missed randomly or as a result of dodging. So...

Dodging (Optional): Average your PMSpd and PNSpd (add & divide the total by 2); this is your Dodge number. The defender may check this whenever he is hit. To successfully Dodge an attack, the defender must roll (D%) under the Dodge

Dodging Results

Attack is a...	Dodge Attempt is a...			
	Special Success	Normal Success	Failure	Special Failure
Normal Hit	No hit occurs	Minimum Damage	Normal Damage	Maximum Damage
Special Success	Minimum Damage	Normal Damage	Special Damage	-10 to Location

number; otherwise the attack is handled normally. Special notes: a Defender with a SF penalty of 5 or more may not Dodge; and a Defender may not Dodge and Parry within the same CT.

Special Success (Attacker): If the attacker scores a Special hit, check for Dodging as above. If the defender has a Normal success, reduce the Special hit to a Normal hit ("Just as the sword goes with full force straight for his heart, the noble fighter leans back and to the side; the blow hits, but he's not run through!"). If attacker and defender both achieve Special Successes, either the attack misses or the damage is the minimum possible (JM's option).

If the Dodging defender scores a Special Failure, the result varies by the degree of attacker success. If the attack is Normal, apply maximum possible damage. If the attack is a Special Success, the attacker checks strike location at a -10 bonus (to represent the chance that the defender is accidentally in the direct path of the weapon).

When Dodging missile fire (hurled or from a device), apply a DR of Difficult or worse, at the JM's option based on the direction of such fire relative to the defender (unseen at the rear being either Extreme or with no DR allowed at all).

Dodging Part II

If you decide to use the optional rule above, the following will enhance the realism of dodging an opponent with either high or low STEEP. Find the attacker's BAC on the following table and modify the defender's dodging number by the amount indicated.

BAC Modifier to Dodge	
Attacker's BAC	Modifier to Defender's Dodge score
01-10	+4
11-20	+3
21-30	+2
31-40	+1
41-60	+0
61-70	-1
71-80	-2
80-90	-3
91+	-4

A NEW FAC MODIFIER

I was surprised that I didn't find a Size-Of-Target modifier in the **Mythus™** game. It would seem to be an important factor in determining chances to hit. Since such a modifier would be both easiest and most sensible as a FAC modifier, here's a suggested table (cumulative with any other modifiers applicable):

Size Modifiers

Ratio vs Human- Sized	FAC Modifier
0.1 or smaller	-30
0.11 to 0.3x	-20
0.31 to 0.5x	-10
0.51 to 2x	+0
2.1 to 5x	+10
5.1 to 8x	+20
8x or larger	+30

For help in estimating the size of a target, refer to the **Mythus™** game rulebook, pages 313-335, and compare the size of the target in question to the sizes of the monsters listed therein.

WEAPON SPECIAL SKILLS, SUB-AREA #5: FEIGNED ATTACK

Modify on page 174:

Increase Sub-Areas from 4 to 5; reduce STEEP cost to gain another Sub-Area from 25 to 20.

Add (same page):

Sub-Area 5: Feigned Attack

The attacker may feign an attack towards a parrying weapon, and at the last moment change direction (or use a weapon in the other hand, if applicable). The attacker must have this Sub-Area skill in the weapon being used, and either Florentine (or ambidextrous) Skill or a STEEP of 50+ in the weapon being used. Note also that a Feigned Attack uses 1.5 attacks instead of the usual 1.

Procedure

The attacker first makes a successful hit. If the defender announces an attempt to parry, the attacker may immediately choose the use of this Sub-Area, naming the weapon to be used.

If the defender has a hand weapon only, the attacker makes the DR at "Moderate"; if a small shield, DR "Hard", and if a large shield, DR "Difficult". The results vary by the degree of success, as follows:

Special Success at Feigned-Attack DR: No parry allowed.

Normal Success: Defender may Parry but at 2 DRs harder than usual.

Normal Failure: Defender may Parry at 1 DR easier than usual.

Special Failure: Defender Parries automatically.

Variation when using Optional Rules

When using the optional dodging rules, apply the same modifier to the Dodging attempt as to the Parry with a weapon; for example, a Dodging number of 20 would become 5 (Very Difficult = x0.25).

Chris Kirschenman can be reached via E-mail at E40@AOL.COM.

PHÆREE TALES

...by Dave Newton

Over the next two months we'll look at members of the Phæree™ realm race known as the Sidhe (pronounced shee). While all humanoid Sidhe are classified as Hobgoblins, they dwell among those of the Seelie Court on the surface of Phæree, and one (the Adhshee) is actually highly regarded by all Faeries. Indeed, the Sidhe are close cousins to the Faeries, and are sometimes mistaken for them. It is essentially their attitudes and temperament, rather than bloodline and breeding, that differentiates them from the Seelie.

THE SIDHE

It is said that all of the various races of the Sidhe are descendents of the Daoine (THEE-na) Sidhe, the Phæree race of godlings which is sometimes referred to as the Tuatha de Danann. Although the veracity of this is questionable, it is true that all these Faerie-like humanoids have certain traits and powers in common. The Sidhe (or Shee, if you prefer) dwell in the Occidental regions of Phæree. They are handsome, and often of fair complexion. They are tall and slender, averaging between 6 and 8 feet in height. All have powers enabling them to shift their forms at will and to teleport to some extent. They tend to be solitary, or at least reclusive. And though they are not typically evil, they are often selfish and uncaring with respect to the affairs of humankind.

Adhshee

Identifier: Humanoid (Shee)

Habitat: Phæree, Occidental

Size: 1x human-size (6'-7' tall)

Number Appearing: 1-3 or 10-30 (in communities)

Modes & Rates of Movement: Human Standard

Walk: 1100 yards per BT

Run: 330 yards per BT

Fly: 440 yards per BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Full Practitioner ability in one of the following vocational combinations at 6D10+50 STEEP for main K/S Areas, 5D10+30 for secondary, and 4D10+10 for tertiary ones:

- Dweomercraft (Elemental School), Sage, Warrior, OR
- Dweomercraft (Green School), Wisewoman/man, Hunter, OR
- Priestcraft (Balance), Poet/Musician, Mercenary/Soldier

Joss Factors: 7-12 (6+1D6)

Dodging/Avoidance: 5/32, 36, 32

Attractiveness: 16-18 (15+1D3)

Inner Beauty/Ugliness: 0

Invulnerabilities: Weather-based magick

Susceptibilities:

Insinuation: Ferrous metal (x2)

Contact: Ferrous metal (x1)

Allergy: 1 BT of exposure to ferrous metal (100 pounds in 10 feet) inflicts 1 point PD per CT thereafter.

Average Armor Protection: by armor worn (see below)

Quirks: Nil

Attacks

Weapon	BAC	Damage Type	Base	Bonus
Sword	Special	By weapon	By weapon	+6
Longbow	Special	By weapon	By weapon	+6

Powers:

Great (Preternatural) ability

Animalform

<i>Area of Effect:</i> Individual only	<i>Time:</i> Instantaneous
<i>Delivered by:</i> Thought	<i>Duration:</i> While concentrating
<i>Range:</i> Self	<i>Frequency:</i> At will

Innate ability to assume "Fey" form per the Grade VII *Sorcery* casting *Animalform* Spell.

Teleport

<i>Area of Effect:</i> Individual only	<i>Time:</i> Instantaneous
<i>Delivered by:</i> Thought	<i>Duration:</i> Instantaneous
<i>Range:</i> Self	<i>Frequency:</i> Three times per day

Per the Grade VII *Dweomercraft* casting of the same name.

Weather Control

<i>Area of Effect:</i> 5 leagues radius	<i>Time:</i> Special
<i>Delivered by:</i> Word and gesture	<i>Duration:</i> Up to 24 hours
<i>Range:</i> 50 miles	<i>Frequency:</i> Once per day

Otherwise the same as the Grade V *Dweomercraft* Formula (*Green School*) *Weatherlord*.

Castings: Moderate (Full Practitioner) Heka use; 1400 Heka

Statistical Detail

Base Scheme (+/-1D3)

M: 100, EL: 80	P: 110, WL: 82, CL: 99	S: 100, EL: 80
MR: 50	MM: 50	PM: 55
PN: 55	SM: 50	SP: 50
MRCap: 18	MMCap: 18	PMCap: 19
PNCap: 19	SMCap: 18	SPCap: 18
MRPow: 16	MMPow: 16	PMPow: 18
PNPow: 18	SMPow: 16	SPPow: 16
MRSpd: 16	MMSpd: 16	PMSpd: 18
PNSpd: 18	SMSpd: 16	SPSpd: 16

Armor Scheme: by individual

Commentary & Description

This race of Hobgoblin Sidhes has High abilities, great beauty, and employs Heka with Moderate ability. They also have Great Heka Powers. Although the adhshees are reclusive and prone to a highly neutral posture, they dislike deceit and injustice. If any are of malign temper and evil disposition, the adhshee will do their utmost to destroy them. Thus, this race is

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held in high esteem by the Seelie Court and all Faeries. As are others of their kind, adhshees are of Occidental habitat.

Adhshees are also known as the Aes Sidhe (AHH shee), or “Hosts of the Air.” This name is derived from the adhshees power over the weather, particularly winds and storms.

Adhshees are most like their ancestors in their culture and dwelling sites. They prefer lavish, interconnected homes situated under lakes or hills (the latter being known as brughs). These dwelling places are highly magickal in nature, and require knowledge of the proper enchantment to open them. Since adhshees are so reclusive, such words of power are always kept closely guarded secrets.

Banshee

Identifier: Humanoid (Shee)

Habitat: Phæree, Occidental

Size: 1x human-size (5'-6' tall)

Number Appearing: Solitary (1-3 on very rare occasions)

Modes & Rates of Movement: Human Standard

Walk: 90 yards per BT

Run: 270 yards per BT

Swim: 45 yards per BT

Initiative Modifiers: Human Standard

Outstanding K/S Areas/Sub-Areas & STEEP:

Skills per the Wisewoman Vocation, with Dweomercraft (Gray School) at 6D6+60 STEEP, and Music and Spellsongs at 5D6+50 STEEP

Joss Factors: 5-10 (1D6+4)

Dodging/Avoidance: Nil/28, 28, 31

Attractiveness: 10-15 (1D6+9)

Inner Beauty/Ugliness: 0

Invulnerabilities: Death Magick

Susceptibilities:

Insinuation: Ferrous metal (x2)

Contact: Ferrous metal (x1)

Allergy: 1 BT of exposure to ferrous metal (100 pounds in 10 feet) inflicts 1 point PD per CT thereafter.

Average Armor Protection: Cloak (see below)

Quirks: Nil

Attacks

Weapon	BAC	Damage	Type	Base	Bonus
Claw (x2)	50		C	2D3	Special*
* Successful hit paralyzes opponent for 2D6 ATs					

Powers

Moderate (Full Practitioner) ability

Animalform

<i>Area of Effect:</i> Individual only	<i>Time:</i> Instantaneous
<i>Delivered by:</i> Thought	<i>Duration:</i> While concentrating
<i>Range:</i> Self	<i>Frequency:</i> At will

Innate ability to assume “Fey” form per the Grade VII *Sorcery* casting *Animalform* Spell.

Dangerous Journeys

Teleport

<i>Area of Effect:</i> Individual only	<i>Time:</i> Instantaneous
<i>Delivered by:</i> Thought	<i>Duration:</i> Instant
<i>Range:</i> Self	<i>Frequency:</i> Three times per day
Per the Grade VII <i>Dweomercraft</i> casting of the same name.	

Wail

<i>Area of Effect:</i> 30' radius	<i>Time:</i> Instantaneous
<i>Delivered by:</i> Word	<i>Duration:</i> Permanent
<i>Range:</i> Centered on individual	<i>Frequency:</i> At will

The wail of a Banshee causes death in any individual within range unless he or she makes a successful roll versus the SMCap Attribute at DR “Very Difficult.”

Wish Granting

<i>Area of Effect:</i> Individual	<i>Time:</i> Instantaneous
<i>Delivered by:</i> Word and gesture	<i>Duration:</i> Permanent
<i>Range:</i> Touch	<i>Frequency:</i> Once per day

This power enables the Banshee to bestow up to three wishes upon a single individual. Any such wishes must be used immediately or they will be lost. Of course, the JM should take every opportunity to twist or pervert the intent of such wishes, so that an undesirable result will occur.

Castings: Moderate (Full Practitioner) Heka use; 1900 Heka

Armor Scheme:None

Statistical Detail

Base Scheme (+/-1D3)

M: 90, EL: 72	P: 90, WL: 67, CL: 81	S: 100, EL: 80
MR: 45	MM: 45	PM: 45
PN: 45	SM: 55	SP: 45
MRCap: 17	MMCap: 17	PMCap: 17
PNCap: 16	SMCap: 20	SPCap: 16
MRPow: 14	MMPow: 14	PMPow: 14
PNPow: 15	SMPow: 18	SPPow: 15
MRSpd: 14	MMSpd: 14	PMSpd: 14
PNSpd: 14	SMSpd: 17	SPSpd: 14

Commentary & Description

These Hobgoblins always appear as humanoid females. They possess High abilities and Moderate Heka use and Power. These Sidhe have the capacity to use sonics (their wailing cries) to inflict death upon mortals. Banshees are solitary and nocturnal. They are always encountered on the banks of a river, stream, or lake, washing blood-stained clothing of those about to die. An encounter with the Banshee portends death and evil. It is said that she wails for members of the old families, those of Sidhe and Faerie kin. Although very rare, when more than one are seen, their presence foretells the death of someone great or holy.

In addition to her innate powers, the Banshee is also skilled in music and illusion, and these are sometimes used to lure mortal prey near. In animal form the banshee often appears as a black hound or raven.

There is a legend that any who are able to get between the Banshee and the water will be granted three wishes. Considering the banshee’s magickal abilities and her wail, it is nearly certain that any who attempt such a foolish feat will meet their doom instead.

Banshees are known by many names, among which are Bean Si, Bean Sidhe, Bean-Nighe (pronounced Ben-Neeyah), Baobhan Sith, and “Washing Woman.”

Next month we'll finish our coverage of the Sidhe with a look at Gwyllion, Lannanshee, and Lunantishee. Until then, I wish you all prosperous journeys!

ENCHANTED EQUIPMENT

by John R. Troy

STING'S TWIN RINGS

History

The story of the twin circlets now known as Sting's Twin Rings starts with the fall of Rome. A powerful Roman Wizard, skilled in Empyrean Magick as well as Elemental, fell into debt like so many other citizens of Roma. Being an honest man, Quintus Pomponius surrendered all his possessions to his bankers, including some potent magickal items. The rings he had recently forged were designed as a gift for a worthy prefect, but instead fell into the hands of his creditors – a mercantile family of gnomes. These were of a family that would later play an instrumental role in the affairs of Zurich. The rings' aesthetic and monetary assets were seen as more valuable than its powers, and they lay in the family vault for almost 1600 years.

Fifty years ago (942 AAF), it became known that this family's eldest son had chosen a widely different path from that of a normal gnome, becoming the expatriate "black sheep" of the family. Rather than serve the family business, he chose to take his inheritance – which included Quintus' Rings – and fulfill his need for wanderlust. His name was stricken from the family records, and he adopted the nom de plume "Sting," for his actions were a constant attack on the forces of woe in all of Western Æropa.

Sting became a famed adventurer, and the unique effects and powers of his rings became known to all who encountered him. Since he was more of a benign outlaw and rogue than a practitioner, he used his magick apparatuses to good effect in combatting evil – the most noticeable being the Twin Rings and his Sword. The attunement of the powers of the ring to the Phoenix and Bennu (the Empyrean elements) were unmistakable.

Sting had several adventures where the power of the ring became known fully. In 953, he and (then-) Prince Glydel II of Lyonesse were trapped in a bandit citadel in the deep woods of the same country. In the monarch's words, the villains were "struck down by powerful blasts of thunder and lightning."

Later that same year, a foul witchcræfter attempted to steal Albion's crown jewels with the aid of a foul Deodand. She succeeded in overpowering the garrison at the Tower of London with her malign castings. The weakened guards of the tower were stunned to see Sting, flying via wings of flame, point his right ring finger at the sky – and a flaming bird was summoned and tore the Deodand to pieces, while Sting faced the woman and sent her to her master.

In 959 AAF, the citizens of Paris were stunned to see a powerful fire Drake in their skies. As it began to assault Eiffel's tower, Sting appeared, glowing with the outline of a powerful phoenix. He engaged the creature in combat, and after a few lightning bolts and sabre-stabs were employed, the drake fell into the Seine. This was perhaps Sting's most famed battle.

Two years later, Sting embarked on a mission with a group of adventurers upon a quest to inner Ærth. Unfortunately he never returned. After 20 years, Sting and his friends were given up for dead, mourned, and all estates and assets were dissolved. A statue of him was later done up, and can be found in the good king's palace.

While Sting has never been heard from again, apparently his twin rings were used in a major battle in the land of Kalevala in 972 AAF. Louhi had sent a powerful company of mercenaries, with a small squad of netherhounds, to assault a small village where she knew the King's daughter. The defenders of the town witnessed the sudden appearance of a flaming sun eagle, as well as an unknown Alfar-woman surrounded by a phoenix outline – the same style as that of Sting's effect. Obviously a powerful spellsinger, her songs wreaked havoc on the Pohjolans, and she and her ally defeated the netherhounds. While the princess was saved, Louhi exacted her vengeance instantly, appearing in melee with the Alfar-woman and striking her dead with a touch of her staff – whereupon both she and the Alfar-woman disappeared...

The next place the ring appeared was a eventful day in the history of Ægypt. In 988 AAF, High Mystagogue and Magister Hu Usaur (devoted to Thoth) was teaching in the Secular College of Thebes, when a sudden glowing sphere appeared before him, and a rune known to be that of the "Mad Demiurge of Vargaard" appeared. Sting's Rings appeared in midair, and a message echoed through the school:

"Huey!"

"One of my allies found this double ring; was being kept in some subterranean Pojholan grungesque slime-pit. 'Sting's Rings,' hey hey? (But they don't belong to Earth's Gordon Sumner; I've checked.) And here I thought that you'd give credit to the wizard who created it – there's more to his story than you know. Anyway, this baby is more useful to Ægypt than it is to me. And I know you're into the Magickal works of the High mages of the Pax Romana. Check your records about it. Snazzy pair, here. Don't worry... I did DNA, spectrographic, and metallurgical analysis with the standard Heka jazz; they really did belong to him."

"Sorry for the gnarly message, here. Your students must think it's really groovy. I've never been one for subtlety. Enjoy

the gift – I know you'll appreciate it. We'll have to talk again later, and I'll make sure there's enough Pepsi for you this time. It's too quiet in Vargaard, and that guy in Hy Braseal ignores me, the snob."

"Whacked as always, I bid you farewell. Wanga Wanga!"

After that disruption, and time to study the gift, Usaur decided that the rings would be useful to the court of Ægypt, and turned them over to Pharaoh to do with as he would. At the end of that year, Pharaoh awarded the twins to Roquet Barkatef, a Warrior of Pharaoh and a Shake of Philistia who had been instrumental in checking the forces of Yarbay and Shamash in the past. But six weeks later said knight was found dead, assassinated while visiting Ascalon. The investigation determined that a group of Far-Eastern Ninjas had attempted to kill him in his suite, and working with them was apparently some Supernatural or Entital Force that was what had truly slain him – and the dweomers pointed to those Babylonian practitioners devoted to Tiamat! (There are also traces of castings known to be created by the Slaugh! Why would these parties be working together?) The whole matter has never been solved. After two years of investigation, the Utchatu filed this case as "Unexplainable."

Description

Each ring appears to be a 1" band of platinum, although this is actually a platinum/Hekalite alloy. The top part of each has a pattern inset of a flaming phoenix rampart, holding twin thunderbolts in its talons. The center of the bird contains a small Sunorb in one ring, and a tiny Empyrium gemstone in the other. Tiny runes are engraved in Arcane Magickal style inside the rings, with a few words in Imperial Latin identifying their creator. If scanned for Heka, standard preternatural dweomers are detectable on both rings.

Powers

The rings are linked by a powerful dweomer that prevents them from being separated by a distance of more than 6 feet. If the Sunorb ring is separately carried in a box, teleported, or otherwise removed, the Empyrium ring will magickally appear beside its twin, on the same finger of the opposite hand if the Sunorb is worn. This dweomer cannot be negated by anything less than Supernatural Heka or powers.

The Empyrium ring completely protects the wearer from both Fire and Electricity of both Mundane and Preternatural sort. Only Supernatural or Entital Flame or Electricity can affect the wielder. This field extends to the wearer and any non-living equipment he carrier, wields, or has on his person.

The Sunstone ring is a powerful magickal device which enables the user to invoke certain Empyrean powers. Quintus put a lot of castings into the ring. The Ring stores 400 points of dedicated mixed Heka, which can only be used for invoking its powers. This reservoir regenerates its energy at the rate of 25 points per day, and cannot be recharged by any other means.

Furthermore, there is a limitation to the times a power can be used over a certain period.

For purposes of determining disjunction, resistance, duration, and the like, these castings are (unless otherwise stated) as if from a Full Practitioner with 95 STEEP in *Dweomercraft*. Invoked effects occur on the same CT and require the user do nothing else.

Fire Wings (unlimited): This specialized dweomer (a Grade II Elemental specialized casting) creates a flaming pair of wings, which enable the mage to fly. The flames don't do any damage, and are just a form of special effect – however, the use of cold spells against the caster will negate the wings if more than 40 points of damage are taken.

The cost for this power is 30 Heka, plus 1 per BT or 10 per AT. A fixed duration must be intended at startup. It can be extended by spending 1 CT invoking the Heka.

Heka Darts: This is the same as the Grade III general Dweomercraft casting. The cost is 50 Heka +10 per dart. No more than 4 darts can be released within a CT, and no more than 12 can be summoned per day.

Shockbolt (3 per day): This is the same as the Grade V Elemental School Dweomercraft casting. Cost is 125 Heka.

Suneagle (1 per day): This is the same as the Grade VI White School Dweomercraft casting. Cost is 125 Heka.

Thunderclap (1 per day): This is the same as the Grade VII Green School Dweomercraft casting. Cost is 150 Heka.

Power of the Phoenix (1 per week): This power is similar to the Grade IX Mystic casting "Hour of the Dragon." However, it is based upon a little-known grade IX (White School) Dweomercraft Specific Casting. The power takes 250 Heka to use. When invoked, the power lasts for 1 Hour and conveys the following effects.

In a combat situation, a bright outline of a Phoenix surrounds the ring wielder. It is equal to a *Zoraster's Noonblaze* spell. Furthermore, each attack made with a melee weapon does an addition 1D10 points of electrical damage if successful.

The Wearer can Fly at will - thus surrounding his or her body with the same "Phoenix Field."

In addition to the above:

Immunity to fear/horror effects

Immunity to Insanity checks

Invulnerability to Mundane and Preternatural Heat, Fire, and Electricity

+1D3 Joss

+10 STEEP to Combat, Hand Weapons

+10 STEEP to Perception, Mental

Sight in the Infrared & Ultraviolet Spectra

BUC Value

4,750,000 BUCs (minimum), due primarily to Immunities, outstanding Powers, and net virtual invulnerability to all but Supernatural entities.

THE DAILY DEITY

A SMIDGEON OF ÆGYPTIAN

by Gary Gyax

Imported from Other Planes
Delivery every Millennium
Editor: None necessary
Publisher: Force of Will
Subscriptions: Meditate

Some readers of the Magister Setne Inhetep series expressed wonder at Ra's propensity for support of the malign, namely Set. Earth's Egyptian mythology has this interesting tale for us. It seems that after Set's foul murder and dismemberment of Osiris, there was a war over rulership of the land. Set claimed the dual crown, but Horus (Heru), Son of Osiris was in arms contesting the matter. Because of the bloodshed, the other deities decided they would try and mediate a settlement.

(Ra, a greater being of Sunlight, a god with a quick, not still heart such as that of Osiris, chose himself to play the main role. On one hand were the forces of Shadowy Darkness, opposed to them were those of Gloomy Darkness – both negative heka countered by Ra's positive.)

For whatever reason (possibly the great popularity of Osiris with the people), Ra came down on the side of Set. He decreed that Horus (Heru) should receive treasures and other compensation, and that Set should rule Egypt. Osiris objected in no uncertain terms; he demanded quite the opposite. Horus (Heru), his son, was to have the throne. Set could be paid off and told to go away. In conveying this ultimatum to Ra, Osiris said he was now being diplomatic. If the matter was not settled as required, he had "many savage-faced messengers" to remind Ra in less pleasant ways that his will in this matter was not to be brooked.

Ra decided that Horus should indeed be ruler of the lands. Set got a portion of the Duat and a distant star.

So here, for the edification of Loyal Readers and without additional fanfare, are the major players in the matter, translated as usual into correct Ærth terms.

Heru

Gender: Male

Rank: Great

Avatars: See below

Ethos: Shadowy Darkness

Nature: Intermediate

Consort(s): (To be determined)

Principal Creative/Concern Attribute: Defense of Osiris and Ægypt

Other Concerns: The afterlife and the Duat planes and spheres

Allies: Osiris & Isis (father & mother), Thoth, Nephthys, Chons

Foes: Set and all his allies

Other Data

Dwelling Place: (To be determined)

Special Abilities & Powers: (To be determined.)

Weapons: Uatch, a feldspar Rod of Heru used to combat foes

Armor: (To be determined)

Attendants: (To be determined)

Descriptive & Misc. Information

Heru, son of Osiris and Isis, is depicted in Ægyptian ecclesiastical artwork as an owl-headed man wearing the triple crown and holding an ankh and uas rod. Heru has seven special avatar forms:

- Ān-t, servant informer god (Lesser) of Heru, Consort of Āntit
- Āntit, servant informer goddess of Heru, consort of Ān-t (Demigoddess)
- Ār-t-Āabt, the moon/left eye of Heru, thus a god (Demigod)
- Ba-khati, goddess associated with Heru (Demigoddess)
- M-khenti-ār-ti, a crocodile-headed god (Demigod)
- Uatch-ret, Serpent associate of Heru (Lesser god)
- Urit-m, the right Eye of Heru (Demigod)

Heru has four sons who protect the deceased on the way to the Duat as well as guard the mortal remains. These four are:

- Duamutef (Tuamutef): God of East and that quarter of the night sky who is depicted as a jackal-headed man in mummiform.
- Hapi (Hapy, Hep): God of the direction North and that quarter of the night sky who is depicted as a baboon-headed man in mummiform.
- Kebehsenef (Khebsenuf, Qebh-sunu-f): God of the West and that quarter of the night sky who is depicted as an owl-headed man in mummiform.
- Mestā (Āmset, Gestā, Mes-en-Heru-neb-t-hefiu): God of the South and that quarter of the night sky who is depicted as a man, or owl-headed man, in mummiform.

Osiris (Åsar Ausar)

Gender: Male

Rank: Greater

Avatars: Bennu-ur (Sunlight): The king of the bennu (phoenixes); Sarapis (Serapis): Moonlight. A curly-haired/bearded god crowned by a vase-pot

Ethos: Shadowy Darkness

Nature: Intermediate

Consorts: Isis, Nephthys, Anit, Neb-t nerit

Principal Creative/Concern Attribute: The Duat, judgement of the departed, the afterlife

Other Concerns: Fertility of the Mundane Sphere of Ærth

Allies: Ptah Associates: Anubis, Heru, Ur-heb

Foes: Ra, Set, (Others yet to be determined)

Other Data

Dwelling Place: The Duat (upper Planes of the Pandemonian), Ta Åakhut, the abode of Osiris in the Duat (q.v.)

Special Abilities & Powers: (To be determined)

Weapons: (To be determined)

Armor: (To be determined)

Attendants: See below.

Descriptive & Misc. Information

Osiris is pictured as a green- or black-faced man in mummiform, holding a crook and flail in arms crossed over his chest, while wearing the Atef crown (a white crown flanked by 2 plumes, flat ram's horns to sides) with accompanying uraeus.

Although there are only a few Avatars indicated, Osiris has 36 forms. The four Mundane forms of Osiris are:

- Enen-retui
- Kai
- Meni-ret
- Urt

The children of Osiris are:

- Anubis, his son by Nephthys.
- Baba, Firstborn Monster of Osiris.
- Heru, Son of Osiris & Isis, the greatest of his offspring.

Osiris has "Messengers" who are "savage faced" and able to go from the planes and spheres comprising the Duat to those of the Material and the Concordelysian and Pet, if not all others. These messengers "fear not any god nor any goddess." Osiris can "cause them to go forth and... fetch the heart of whomsoever" he wishes to be with him in the Duat.

The various ones serving Osiris include the following:

Assessors (42, Potencies to Demigods):

Aati (Ati, Anti, Naati, Nati)	Neha-her (Neha-hau),
Am- Khaibetu (Amam-khaibitu)	"stinking face", a god of Restau
Ama-kha-t	Nekhen
Ash-t kheru her met-t	Qerti, cavern god of the
Åhi, attendant to dead in Duat	Nylle caverns
	Ruru-ti
	Skheriu (Sertiu)

Dangerous Journeys

Ån-a-f, Serpent Assessor and Executioner	Stit-qesu (Set-qesu), "breaker of bones"
Ån-hetep-f	Tau retui
År-ti-f-em-tes (År-ti-m-tches), "Flint-Eyes"	Tcheser-tep-f
År-ti-f-em-khet	Tefen, a god, consort of Tefnit
Åri-em-åb-f	Tem-sep
Basti	Tenemi (Thenemi), consort
Dutu-f	Tenemi-t
Fenti, avatar of Thoth	Then-ret
Hept khet	Uamenti, Serpent fettered by Geb to become one of the Assessors
Her-f-ha-f, sin-hater, lover of righteousness	Uatch-Neser-t (Utch-nesr), "fire shooter" Memphis
Heri-åau (Heri-uru)	god
Hetch-åbhu (Neb abui)	Unem-besku
Hi	Unem-snef (qeh-snef)
Kenem-ti	Usekh-nemmat
Khemi	Utch-rekhit
Maa-åutu-f	
Neb Maat	
Neb-heru (Neb nebu)	
Nebå-per-em-khetkhet	

Bodyguards (8 total, Quasi-Deities to Demigods):

Djeshet år-ui, dwelling in	Meri-f-ta (Meri-f-ua)
Het ånes	Netchehnetcheh
Ka n-erta-nef nebå-f	Neter-ka-qetqet
Khenti-kha-t-åmes, one of the 8 "knife-eyed" Guards	Shet-kheru
Menu-åb	

Protectors (Potencies to Demigods):

Ab-sha (Åb-she, Ab-shaåm-Tuat), giant crocodile god guarding Osiris	Hetep-sekhu-s, a fire goddess of Osiris, "burning eye" against foes
Amamti kheftiu, goddess "eater of foes"	M'tchet, an invisible god burning up Osiris' enemies
Åfu-Tem, a god devouring the foes of Osiris	Maa-her-pesh-heteput
Ånku, god with net fettering foes of Osiris	Ut-aui, "fiery hands" a god defender

Reapers (7 total, Quasi-Deities to Demigods):

Åri-khabu, master of scythes of the 7 Reapers	
Åu-her-åptes, a god with lasso destroying dead	
Åbuit, a weeping goddess in the Duat	
Hait, weeping goddesses	
Khemit, a weeping goddess in the Duat, of destruction	
Negit, Weeping goddesses	
Set-åsar, a bull god destroyer of the dead, protector of Osiris	

Osiris

Spirit Guardians (9 total, Demigods to Minor Gods):

Sepa-ur (Sepa-her), Chief of Guardians, "hideous faced"	Maa-åtf-f-kheri-beq-f
Aqetqet (åaqetqet)	N-erta-nef-besf-khenti-heh-f
Ka ter	Neb-her
Kheri-beq-f	Tem
Maa-m-gerh	Ubes-her-per-em-khetkhet

Swathers (Potencies to Demigods):

Ārti, a god	Men-a (Menkh), a god
Deba, a goddess	Neb pat, a god
Demdu, a god	Neha-ta, a god

Watchers (8 total each for day & night?; Quasi-Deities to Demigods):

Aper-pehui	Peri-m-khet-maa-em-her-f
Aq-her-āmi-unnut	Qett-ka
Hebs-ān	Reteb-mut-f, an owl-god
Hes-tchefetch, god of “the fierce eyes”	Skhem en pet khenti utchat, a ram god, watcher at night
Kai	Tebā (Teb), a god with a fierce eye
N-erta-nef-nebt	Ān-nef-em-hu
N-Sent, a goose-god	Āsbu-peri-em-khethket

Miscellaneous (Potencies to Minor Gods):

Auat, a goddess registering the punishments upon the foes of Osiris
 Ākhem-upt-āmkhau, hunter/binder of gods for slaughter
 Qerqer, the god Scribe
 Shesmu, the Executioner
 Ur-senu, Chief Torturer

At Per-ābu/Per-hatu, the Judgement Hall of Osiris:

Heri-qunb-t-f, Chief of the Hall of Maati (Lesser god)
 Abit (Ābait), mantis-god guide of dead to the Hall of Osiris (Potency)
 Āri-aa-em-ās-t-maat, lioness goddess guarding throne (Demigoddess)
 Qab-t-ent-Shu, Herald of the Hall of Maati (Quasi-Deity)
 Sāa-ābu-tchar-khatut, Door-keeper of the Hall of Maati (Demigod)
 Tem, an aged spirit-god Watcher who punishes the wicked (Demigod)
 Temit (Tenemi-t), a goddess giving food and drink, consort of Tem of the Duat (Demigoddess)

At Mesqatt, region of resurrection

Khenti-ān, a gazelle god associated with the Mesqatt (Potency)
 Henit-heteput, a goddess of Mesqatt (Quasi-Deity)
 Hepit-Heru, a goddess of resurrection (Quasi-Deity)
 Maati-khenti-heh, a goddess (Quasi-Deity)
 Neb-t Kheper-Khenti-Tuat, god of Maat of Mesqatt (Demigod)
 Penn-Khenti-āmenti, snake-headed god (Quasi-Deity)
 Āmakhu (nu-āsār), divine serfs in Sekhet-āaru (near-Potencies)

Ra

Gender: Male

Rank: Greater

Avatars: Atmu, Āf (during hours of darkness), Bekh (a black-haired bull god), Chepri, Parru (Nubian sun god).

Ethos: Sunlight

Nature: Ordered

Consort(s): Hathor, Rait

Principal Creative/Concern Attribute: Sunlight, growth, power, etc.

Other Concerns: Light, health, mental power, etc.

Allies: Most other deities of Sunlight.

Associates: Horbehuter, a minor god associate of Ra who wards against the malign. He is depicted as a winged solar disc.

Foes: Aapep, Osiris, Seker

Other Data

Dwelling Place: The planes of Pet and possibly elsewhere

Special Abilities & Powers: (To be determined)

Weapons: (To be determined)

Armor: (To be determined)

Attendants: See below.

Descriptive & Misc. Information

Ra is usually depicted as a falcon-headed man crowned with solar disc and uraeus and holding ankh and was rod.

He is reputed to have fully seventy-five different forms. This is yet to be proven.

Ra's throne is of oricalcum and decorated with lion faces and bull feet.

Children of Ra include:

Ātar, Nubian dwarf god
 Herakhty, a fire/sun god, “Horus of the horizon”
 Pa-nemmā, a son of Ra
 Septu-Shu, a son of Ra
 Ung, a sky/air god
 Ungit, a goddess of the Upper Planes and sister-consort of Ung

The 14 Kau (manifestations) of Ra and their Chief are:

Heri-kau (Heq), the Chief of the 14 Kau = intelligence
 Heka-ur = word of power = magick
 Thehen (Khu) = light
 Nekht = strength
 User (Usr) = power
 Uatch = vigor
 Tchef (Tchefta) = abundance
 Sheps = majesty (wealth)
 Kem (Senem) = burial
 Āri = preparedness
 Tcheta (Tet) = stability
 Maa = sight
 Setchem (Setem) = hearing
 Sāa = feeling-perception
 Hu = taste-smell

Bodyguards of Ra (9 total, Quasi-Deities to Minor Gods):

Ābtka, a god fighter against Aapep
 Hetep-ta
 M'thenu
 Metes-her, a lynx god
 Neb-er-tcher, (Neb-t-er-tcher-t, the goddess consort of Ra)
 Perimu
 Petrā, god riding the winged Serpent god, Tchet-s, in Duat
 Seshta baiu
 Skhen-khaibut
 Chief Protector in the Duat: Mehen, a Serpent (Lesser God) protector of Ra

Serpent Mehen (12, Quasi-Deities to Demigods, bearing him):

Amu
 Āma
 Athpi
 Ermenu, a dawn god
 Fai
 Menhi
 Netru
 Remnu
 Ret-a (Reta)
 Seshemseshem (Semsem)
 Shepu (Shtu, Shetu)
 Skhenu (Sekhenu), a singing god

Miscellaneous:

Attendants/ Servers (Quasi-Deities to Minor Gods):

Am-khu, a Serpent god and servant
 Ashemeth, hawk-headed servant
 Āment-sashemu-set, a goddess of the solar Utchat
 Āpu-t, the messenger god
 Heri-utu-f, a god feeding on the noise of the shadows and souls of Ra's foes
 Kherp-seh, Master of the council hall of Ra
 Netherit, the eye-god, right Eye of Ra, the Vernal Equinox
 Penter, a ram god preparing offerings for Ra
 Seksen, a god Messenger
 Seshsha, a god Herald
 Shapu-neter-ār-t-ka, Ra's 2 Utchats (eye-gods): see Netherit and Sharsherket
 Sharsherket (Ān-Āri-t-Ra), one of Ra's 2 Utchats (eye-gods), the Autumnal Equinox
 Huit-Ra, a class of divine (solar Potencies) beings in service to Ra.

The Herer Boat (Sekt-t)

The name of the celestial boat is herein generalized as Ra-Auf. This magickal barque is large, with a Serpent head at bow and stern. The Eye of Ra named, Netherit, is at the bow, the Eye, Sharsherket, at the stern. It plies the heavens and at night the Pandemonian planes of the Duat. The crew is large and includes:

Boat's Crew (Potencies to Demigods):

Ankh-ta (Ankhtith), human-headed Serpent god of dawn
 Au-matu, a pilot
 Āmi-haf (Āmi-uua), god defender with a harpoon received from Ra
 Āri-nefer, a sailor god
 Debai, a god sailor of Ra/Āf who attacks Aapep
 Desu-em-her-f, star-god Steersman
 Hehu, an owl-headed dawn god
 Hehut, an owl-headed dawn goddess
 Heru-Hekenu, a singing god
 Ka Shu, a pilot
 Kha-a, a god with a bow
 Khennu, a singing/fighting god
 Kherp, Steersman
 Khesfu, a god with a javelin/harpoon
 Muti-khenti-Tuat, a god
 Nasti-khenti-Tuat, a god
 Nebt-au-khent-Tuat, a god
 Nehes-ā, god lookout
 Nehit, the mother of the gods in the boat
 Nekenu, a god with a javelin/harpoon
 Nuth, an owl-headed dawn god
 P-ankhi, a god
 Pesthi, a god with a bow
 Rau, a god with a javelin/harpoon
 Sbait neb-t uāa, the star goddess of the boat
 Sekt-t, the Captain
 Set em her-f, a Serpent god
 Setu, a god with a javelin/harpoon
 Shemerthi, a god with a bow
 Shtai, a sailor god
 Tcha unnut, a star god acting as a guide
 Tcha-t Duat, a sailor god in the Duat
 Thesu, a god with a bow
 Utu, god assisting in sailing the boat

Paddlers/ Rowers of the boat (Potencies to Demi-Deities):

Ākhem-hemi-f, a paddle god
 Ākhem-khemes-f, a rower god
 Ākhem-sek-f, a paddle god
 Ākhem-urt-f, a paddle god
 Duati, a singing star god with a paddle, aid to Ra/Āf
 Hapti-taf, a rower god
 Heri-qat-f, a paddle god in the Duat
 Hetep-uāa, a paddle god
 Khen-n-urt-f, a rower
 Khenu, a rower god
 Neb-t tchet, a goddess rower
 Neba-āakhu, a paddle god
 Nehui, a bird-headed paddle god
 Nesmekhef, Serpent fire god, paddler
 Neter-neteru
 Ni, a god with two bird-heads, with a paddle
 Qa-shefshef, a sailor god attacking Aapep with a paddle
 Tcha-Tuat, a rower god

Tepi, a paddle god, a rower god

Towers of the boat of Ra/Āf (Potencies to Demi-Deities):

Aha-rer

Āu (Āu-ankhiu-f), a god

Beq, a dawn god, tows through the Duat

Bet-nerers, a dawn goddess

Dunn-Maau, a god

Heq-nek-mu

Heri-uaref, a god

Neb-t-āmakh, a god, tows in the Duat

Sebhuf, a god, tows in the Duat

Seki, god

Ser, a god

Thenā, a god

Goddess-Guides of Ra/Āf (Potencies to Quasi-Deities):

Āakhuit

Dendenit

Des-t-baiu

Heri-ābt-uāa-set

Hetit

Khesefit-smait-set

M'ket-āri-s

Maa-it-neferu-neb-set

Netnetit-uhtes-khakābu

Seshit-m'k-t-neb-s

Suatchit ātebiu pet, a fire goddess guide

Dawn Wind Bearers (12 total, Demigoddesses):

Deser-āab-t, wind goddess, 1 of 12 bearing Ra/Āf's boat to the dawn sky

Hetepit-em-āauhu-t-s, one of 12 goddesses of the dawn of Ra

Neb-t ankh, a dawn goddess opening the Gates in Duat

Nebt am, a dawn wind goddess

Qa-t-a, one of the 12 goddesses opening the gates of Ārth

Qa-t-em-āakhu-s (as Qa-t-a)

Sper-t neter-s, a dawn wind goddess towing Ra/Āf's boat into dawn

(And 5 additional yet to be determined)

Other Guides (Potencies to Demigods):

Uha-ha-t, a Guide of Ra through the Saa-Set GATE of the Duat

Abenti, benign Serpent guide of Herer boat of Ra/Āf

Abtu, a divine fish, pilot of Ra's boat with An-t

An-t (Ant), a divine fish, pilot of Ra's boat with Abtu

Deshut, a fish god Pilot of Ra/Āf's boat

Set (Āasha, Setesh, Setekh, Typhon)

Gender: Male

Rank: Greater

Avatars: Kapu: A Fiend and Lesser god; Nakā: A Serpent Fiend and Minor deity

Ethos: Gloomy Darkness

Nature: Lawful

Consort(s): None

Principal Creative/Concern Attribute: Evil, rebellion, sin, murder, sorcery (patron of that art)

Other Concerns: Eclipses, cold, fog/mist, tempests, thunder, Ārthquakes, darkness, the face of the heavens at night, the far north

Allies: Aapep, Sebk, Seker, Serquit; various Serpents, fiends etc.

Foes: Osiris his brother, Isis his sister, Nephtys his sister and former wife, Heru the son of Osiris, Chons, and many others

Other Data

Dwelling Place: Sirius, infrequently the Duat's lower planes

Special Abilities & Powers: (To be determined)

Weapons: (To be determined)

Armor: (To be determined)

Attendants: (To be determined)

Descriptive & Misc. Information

Set is now a star god, lord of the polar sky and the constellation we know as Ursa Major. He is depicted as an ass-headed, boar-headed, camel-headed, okapi-headed or bearded-human-headed man... each form having a tail. His hair and eyes are always red – unlike most other deities who have dark hair and green eyes.

Set's special animals are the ass, crocodile, hippopotamus, swine, and turtle; but all manner of snakes and reptiles, desert beasts, and water creatures serve him. In a spirit avatar Set controls arachnids, insects, and myriapods too.

He has a single son, Mak (M'k, M'ga, Māg), a crocodile god of Minor sort.

Set is the lord of the most wicked of demons, devils, and fiends. Not only does he steal the (waning) sun's light, but he attempts to destroy the (waning) moon so that it will never return.

In closing, allow me, Attentive Reader, to remind one and all that I have spent far too many hours in painstaking research on the Egyptian deities. Despite this, the mass of material needs to be codified, quantified, and fleshed out with the details of Ārth's reality. I am thus most interested in gaining a co-developer in this undertaking. If any of you are steeped in Egyptian myth and inclined towards working on the authorship

of a pantheon sourcebook, do contact the publisher of this vehicle (Trigee Enterprises) forthwith!

However, if any have solid material to add to the deities treated above, by all means send it along to me. Set is particularly short of mythical details, and I would like to rectify that.

IN VOCATIONS

Contributed by Chad Auld, Cary Walter and Bill Dufour

FORESTER

Forester (Physical TRAIT Vocation)

Vocation	TRAIT	SEC Range	SEC Range at Start
Forester	Physical	1-6	4

Existence within society's boundaries is not for everyone; the lure of tranquility and solitude is a strong call for some people. The Forester is one such person, preferring the company of animals and trees over humans. Foresters are often hired to protect and maintain an area of land, a job that they take very seriously. Problems they are on watch for include unlicensed wood cutting, poachers, squatters, outlaws, fires, diseased animals and plants. A strong dislike of bureaucracy, waste, and laziness also typifies this Vocation.

In roleplaying such a persona, think of freedom, open skies, preservation, predators, prey, natural balance, animal companionship, and natural beauty.

Suggested Bonus K/S Areas

Mental: Phæree Flora & Fauna; Subterranean Ærth; Dweomercraft (Green School)

Physical: Drawing; Music; Speleology; Surveillance/Security

Spiritual: Poetry/Lyrics; Religion

K/S Area	Base STEEP	ATTRIBUTE
Animal Handling (1)	20	SPPow •s
Combat, HW, Missile	20	½(PMCap+PNCap) s
Hunting/Tracking	20	PNCap
Ecology/Nature Science	18	MMCap
Nature Attunement	18	SPCap •s
Botany	16	MMCap
Combat, Hand Weapons	16	½(PMCap+PNCap) s
Medicine, Veterinary	16	MMCap
Survival	16	PMCap •
Zoology	16	MMCap
Endurance *	12	½(PMPow+PNPow) •
Handicrafts/Handiwork	12	PNCap
Herbalism *	12	SMCap •
Leather Work	12	PNCap
Agriculture	8	MMCap s
First Aid	8	PNCap •
Judgement (1,2)	8	½(SMPow+SPPow) s
Mountaineering (1)	8	½(PMPow+PNPow)
Biology	4	MMCap
Swimming/Diving	4	½(PMCap+PNCap)
Base STEEP Total:	264	

* Heka-producing K/S Area

s This K/S has a number of Sub-Areas

• This K/S has special characteristics

(1) See MMM #1 for new K/S areas and changes to existing ones

(2) Specialization in the Animals Sub-Area is strongly recommended

CHOPS: COMPLETE HEROIC (OR OTHER)

PERSONAS

PIRATE

Player: Gary Gygax

Vocation: Pirate

Current Joss Factors: 13

Mental: 92

EL: 73

MD Now:

Mnemonic: 46

*MMC*ap: 16

*MMP*ow: 15

*MMS*pd: 15

Reasoning: 46

*MRC*ap: 16

*MRP*ow: 15

*MRS*pd: 15

Physical: 107

WL: 80 *CL:* 95 *RL:* 10 *EL:* 71

PD Now:

Muscular: 54

*PMC*ap: 20

*PMP*ow: 17

*PMS*pd: 17

Neural: 53

*PNC*ap: 19

*PNP*ow: 17

*PNS*pd: 17

EP Name: Ilbar of Serai

SEC: (1) 1

APs Unused: G: 9; S: 0; X: 0

Spiritual: 89

EL: 71

SD Now:

Metaphysical: 44

*SMC*ap: 16

*SMP*ow: 13

*SMS*pd: 15

Psychic: 45

*SPC*ap: 16

*SPP*ow: 14

*SPS*pd: 15

Attractiveness: 16 (no I B/U) = handsome

Quirks:

1. Special Quirk, Blarney (Funny Stories/Male Audience); see K/S lists
2. Heals PD at 2x normal rate
3. Disease resistance (75% normal STR)
4. Imitate animal sounds.

Counter-Quirks:

1. Allergy to pollens = +10 on all Perception rolls when present.
2. Can't read or write.
3. Arrest warrants outstanding in one state and one city (JM's choice).

Movement:

Walking: 107 *Swimming:* 35/70 *Running:* 321

Crawling: 10 *Evasive:* 32 *Jumping:*

Cautious: 53 *Trotting:* 214 3.21'/6.42'

K/S AREA INFORMATION

Mental

Criminal Activities, Mental: 24 (Con Games; Gambling Operations)
Deception 20
Domestic Arts & Sciences (C): 32
(Cooking & Nutrition; Management; Sewing/Tailoring)

Etiquette/Social Graces: 5
Foreign Language (Babylonian): 23
Foreign Language (Grecian): 23
Foreign Language (Persian): 21
Gambling: 28 (Cards; Dice)
Native Tongue (Khazirian): 21

Navigation: 31
Perception, Mental: 38 (Anticipating; Detecting; Understanding)
Trade Phonician: 56
Weapons, Mil. All Other: 23

Physical

Acrobat/Gymnastics: 38 (Swinging; Tight-Rope Walking; Tumbling)
Arms & Armor: 27
Boating: 13
Clothwork: 32
Combat, HTH, Lethal: 35 (Feet; Hands; Tui-Fa)
Combat, HTH, Non-Lethal: 41
Combat, Hand Weapons: 35
(Dagger/knife; One-handed swords; Spear)

Combat, HW, Missile: 35 (Crossbows; Daggers/knives; Spear/Javelin)
Construction, Naval: 32
Criminal Activities, Physical: 35
(Ambushing; Mugging & Robbery; Sneaking)
Escape: 31
First Aid: 31
Games, Physical: 35 (Boxing; Climbing; Wrestling)
Handicrafts/work: 31

Music: 29 (Keyboard (Concertina); Woodwinds/Reeds)
Perception, Physical: 27 (Hearing; Noticing)
Seamanship: 38 (Combat & Boarding; Masts, spars, rigging; Vessel Identification)
Survival: 35
Tolerance: 24

Spiritual

Fortune Telling: 24 (Cards)
Jury Rigging: 28

Street-Wise: 29 (Dock area residents; Urban tavern patrons)

ARMOR, WEAPONS & ATTACKS

Handedness: Left

Armor Type & Protection Factors: Nil

Heka Physical Armor:

Mental Armor: Automatic: 0 Heka Generated: 0

Spiritual Armor: Automatic: 0 Heka Generated: 0

Hand-to-Hand, Lethal:

	Attacks	SF	DT	PD/Attack	BAC
Feet	2	3	B	3D6+5	35+8 = 43
Hands	4	3	B	2D6+5	35+8 = 43
Tui-fa	4	3	B	2D6+5	35+8 = 43

Hand-to-Hand, Non-Lethal:

SF BAC 41 + 8 + PMCap 20 = 46

Disable	3/5	Overpower or Stun first, then roll STEEP
Overpower	5	Roll STEEP to succeed
Stun	3	5D6 to exceed opponent PNCap

Hand Weapons:

Weapon	Sub-Area	WP	C	S	Type	PD	Reach	BAC	Dur
Dagger	dagger	5	M	2	P	2D6+5	1	48	5/20
Spear	spear	5	W	4	P	3D6+5	2	48	5/20
Sword, Cutlass	1-h sword	4	M	6	C	4D6+5	2	47	5/20

Missile Weapons:

Weapon	Sub-Area	WP	T	S	Type	PD	Range	ROF	BAC
Crossbow, Medium	crossbow	7	N	6	P	3D6	1-240	½	42
Dagger	knife/dagger	2	Y	2	P	2D6+5	1-20	2	37
Spear	spear	0	Y	4	P	3D6+5	1-32	1	35

Perception & Neural - Attack Bonus: (Perc [1] + STEEP +

PNPow + PNSpd) = 107 + 8

STEPP PD Bonus: (41 onwards) = 0

Dodging: (subtraction from opponent FAC; PMSpd + PNSpd - armor SF 0) = 3

PMPow Physical Damage Bonus: (17) = +5

Avoidance: M 15 or 30; P 17 or 34; S 15 or 30.

Heka Generation:

Physical TRAIT Base	107
Fortune Telling	24 + (SPPow 16)
7 th Son of a 7 th Child (Father)	7
Total Current Personal Heka	154
*A generous JM allows this for being a 7th son, i.e. it is optional.	

Heka Abilities/Castings: See appended sections for this data.

Heka Aperture: 40 + (1* x 10) = 50

Reservoirs:

Current Personal Heka Available:

FINANCIAL INFORMATION

Net Worth	Bank Accounts	(Cash on Hand)	Disposable MI
120	Nil	(280)	Nil

POSSESSIONS & EQUIPMENT

Item	Cost	Item	Cost	Item	Cost
Dagger	90	Trousers	30	Loincloth	6
Sheath	20	Shirt	30	Bandana	4
Belt	30	Sandals	30		

BACKGROUND

Father: Unknown – recalls “Tilgon”

Mother: Unknown – recalls “Yareen”

Brothers: Unknown

Sisters: Unknown

Ilbar of Serai is the seventh son of a seventh child and thus has some few special advantages which have been more than offset by his circumstances. Turcic raiders caused havoc in his home village, and at age five years Ilbar was separated from his family. Although “rescued” by somebody, he was sold into slavery immediately thereafter in the town of Kulzera. At age ten he ran away, and after a harrowing time managed to arrive in the city of Serai, capital of Khaziria. It was hardly less dangerous there, and things were looking bleak for him. Yet after a few months in the waterfront slums, young Ilbar got the second “lucky” break of his life. A tough sea captain from Trebizond took a liking to the boy, for Ilbar reminded him of his own dead child. Thus, the lad became a ship’s boy aboard his benefactor’s ship. That time lasted only a bit more than two years, however. Then Ilbar’s luck turned sour. Pirates took the Trebizondian vessel. Because he was young, very brave, and already had a fair knowledge of seafaring, Ilbar was spared. He was set to work as ship’s boy and trainee seaman on the cruiser, a xebec whose captain was a Median and whose crew as mixed a lot as imaginable. In such circumstances Ilbar grew to early

manhood, learning strange tongues more fluently than he spoke his own native language.

Not surprisingly, Ilbar did well on the xebec, albeit he hated the pirate leader and many of the crew. Bent on charting his own course, Ilbar eventually got his chance. In a close action with a rival pirate vessel of Grecian origination, he fought and bested the xebec’s first mate as the two ships’ crews were locked in melee. Calling on his handful of friends to join him, Ilbar then joined with the rival freebooters. His action turned the tide. When the Grecian-based vessel’s crew triumphed, Ilbar was made a full-fledged member of that band.

After a successful cruise in the Mare Ostrum, the ship slipped back into the Aegean for the winter months. Shortly thereafter, the pirates headed for the waters around Crete, then sailed westwards in the Mare Librum. A storm brought disaster. The vessel foundered, and young Ilbar was again amongst the fortunate in that he managed to survive the wreck. Clinging to a spar, he drifted for several days, then was washed ashore.

At this moment Ilbar possesses only what he wears and a couple of hundred BUCs he managed to glean by using his wits. What is he to do? Return to sea aboard another raider? The prospect doesn’t appeal to Ilbar at all, but it is about all he knows...

QUICK-SCAN PERSONAL PROFILE

Date of 1st Game Adventure:

Age Then: 20

Sex: Male

Race: Mixed Aeropan-Azirian

Complexion: Tan, tanned, fine skin

Current Age:

Height: 5’ 11”

Weight: 160

Build: Lanky

Hair: Blue-black, wavy

Hair Style/Length: Shoulder length, tied back, no beard

Eyes: Blue

Ears: Average

Nose: A bit hooked

Lips: Thinnish

Distinguishing Marks: Several scars on arms, legs, and back

Birth Date: 16 January 9

Birth Place: Khaziria

Citizen: None

Current Residence:

Honors: (You gotta be kidding...)

Pantheon: Persian, Moonlight

Deity: Ramman, Rustum

Devotion: Indifferent

Family SEC: Unknown

Politics: Apolitical, ignorant

Conformity: Independent

Personality: Hardened by adversity, basically self-assured but immature

Likes: Being quite young, merely a good time, or at worst, no hard work

Dislikes: Orders, a bad time, hard work

Usual Dress: Seamen’s garb

Blazon: None

Quote: “Now there’s a prize worth taking!”

Special Connections:

1. City guard
2. Master beggar
3. Monk
4. Shipwright
5. Shopkeeper
6. Tavern keeper
7. Thief (cutpurse)

ADDITIONAL DETAILS

FORTUNE TELLING Abilities/Castings

Current STEEP: 24 30 Total Castings

Grade I Castings (5): Base Heka Cost: 20; DR: Moderate

Augur Change Spell	Omen Ritual
Background Spell	Sense Vitality Spell
Influences Spell	

Grade II Castings (4): Base Heka Cost: 35; DR: Hard

Dreams Ritual	Instruction Formula
Find Lost Object Spell	Motivation Spell

Grade III Castings (4): Base Heka Cost: 50; DR: Difficult

Aural Sight Cantrip	Know Ethos Spell
Detect False Presence	Nemesis Spell
Cantrip	

Grade IV Castings (4): Base Heka Cost: 75; DR: Very Difficult

Chance of Success Formula	Foresee Danger Formula
Conjure Smoke Spell	Psychomancy Cantrip

Grade V Castings (4): Base Heka Cost: 100; DR: Extreme

Crystal Gaze Formula	Oracle of Bigois Ritual
Monition Cantrip	Second Sight Spell

Grade VI Castings (3): Base Heka Cost: 125

Belit's Minor Arcana	Visions Formula
Formula	
Soulmirror Cantrip	

Grade VII Castings (2): Base Heka Cost: 150

Past Life Memory Ritual	Premonition Spell

Grade VIII Castings (2): Base Heka Cost: 200

Predict Event Ritual	Seeing Eye Cantrip

Grade IX Castings (2): Base Heka Cost: 250

Imhotep's Major Arcana	Limited Omniscience Ritual
Formula	

ERRATA & ADDENDA

ARMOR ADDITIONS

Mythus™ Game Rulebook, Page 230, column 1: insert prior to "Wound Level:"

Special Success Strikes

No non-magickal armor is perfect, nor does the best of it make the wearer invulnerable to normal weapons. Thus, even if its protection exceeds the total possible Physical Damage deliverable by an opponent's weapon, whenever a Special Success is rolled, that hit will inflict Physical Damage on the otherwise invulnerable opponent. There are two cases:

1. In the case where there is no bonus to PD for PMPow and/or high STEEP, then the amount of Damage inflicted is 1D6 with no Hit Location modifier.
2. In the event there is a bonus to PD for PMPow and/or high STEEP, then the amount of Damage inflicted is the bonus amount with a modifier for Ultra-vital, Super-Vital, Vital, or Non-vital, i.e. roll for Strike Location.

This rule reflects not only sheer chance but also considers the strong and/or skilled attacker by allowing some considerable PD to pass the armor through a combination of good fortune and ability on the part of the attacker.

Page 249, column 2:

Plate Armor with Pauldrons: cost should be 35,000 (not 55,000).

Page 254, column 2: Insert new table.

Weapon & Armor Cost Multipliers, Armor Durability

Armor Quality	Price Multiplier	Durability
Poor	0.25	3 hits
Below Average	0.5	7 hits
Average	1	10 hits
Above Average	2	12 hits
Exceptional	5	15 hits
Unsurpassed	8	20 hits

Page 255, column 1: insert before "Averaged Armor:"

Damage to and Repair of Armor

(Add at end of current text:)

It is assumed in the text above that the armor in question is of Average item quality, and thus takes 10 hits before falling away in relative uselessness. Adjust the number of times armor's protection value can be exceeded as follows for non-average armor:

Poor	-7 (3)
Below Average	-3 (7)
Average	+0 (10)
Above Average	+2 (12)
Exceptional	+5 (15)
Unsurpassed	+10 (20)

Note: Shields, just as armor worn, likewise absorb damage and are subject to destruction as if they were armor worn.

AUDIENCE PARTICIPATION

Input from our Valued Readers

We have a pile of responses to the Reader Survey (see item #27), but the tabulation of results is a project yet to be addressed, so for now we'll stick with general letters. We're also considering some rules-specific Q&A at some point; a couple of simple samples appear herein. But hey, you folks aren't writing to us very much. We want to hear from you; how about it? Send those rule questions in!

So far I love the magazine and can't think of much you can do to make it better; save give info on the **Unhallowed™** game which you've promised (!!!) to do.

I've had the game for awhile now but haven't had much time to play it (all my faithful players screamed either Dark Sun™ or Kult™). But this year (semester in fact) I plan on playing it more... a lot more.

I have a little question though (of course). With the untimely demise of **Journeys™** Magazine (brief moment of silence), will **Mythic Masters™** Magazine be advertised in back pages of future DJ products as was the former? I've only seen one ad for it (in Shadis™ magazine, I should note) and I think that if more people knew it was out there subscriptions would go through the roof. I personally know a couple of **Mythus™** game players who were completely flabbergasted when I told them about the magazine.

T.H.

Given our extremely limited budget, we're in the process of negotiating trades with several magazines: they get to run one of Gary's pieces if they include our ad as "payment" for the article. So the word's getting out, albeit slowly. Luckily none of us depend on the mag for our income... As to what's in GDW products, that's up to GDW.

Is **MM™ Magazine** going to be available in stores?

Well, now, that's an interesting question. Most of the products of the entire roleplaying game industry pass through distributors to get from the manufacturer to the retailer. But this magazine isn't large enough in circulation as yet to warrant any distributor attention. With all the products available in the industry, distributors have to be careful in allocating their funds and time, so they have to stick with the larger, better-advertised items.

However, we have been contacted by some game stores directly; some of the owners and/or staff are DJ fans, have heard of MMM, and want to carry it. We're decided to start sending small amounts (roughly a dozen or less) to any store who wants to participate in this way.

So if you want your local store to carry MMM – or if you want to carry it in your own store – contact the publisher, Trige Enterprises, to arrange terms and other details.

Boy am I ready for MMM #4. As to the first three... awesome. I don't think there is a magazine on the market packed with as much useful information. It's worth every cent. It is exactly what the system needs. Mr. Gygax has cleared up and clarified many of the questions we had, plus really adding to the rules and flavour of the game.

I must also say that in the 5 years that I have owned my game store, I've been involved and talked to a lot of different companies about their roleplaying systems – and never have I encountered a company that is so personal, involved and helpful with the players of the system. From messages on the BBS, to letters from Allen on rules, to the staff at GDW answering release questions... we all really appreciate the support.

E.K.

Thanks.

SUBMISSIONS POLICY

At this time the **Mythic Masters™ Magazine** is not paying cash for publication of submissions. If you are considering sending something in, all you can expect for your effort is seeing your name in print, a lot of thanks from the editors and readers, and an extension of your subscription by 1 or more issues. This policy may change in the future if circulation enables cash payments.

Material submitted for consideration for publication herein must be in manuscript form and typed or clearly printed. Macintosh disc submissions in plain text (ASCII) or in Microsoft Word (any version) will receive preferential treatment! Submissions longer than about 500 words must be on Mac disc in ASCII or MsWord; we simply don't have the time and resources to transcribe lengthy typed or hand-written material.

To be returned if unpublished, a submission must be accompanied by a stamped & addressed return envelope. Otherwise unaccepted submissions will be (ahem!) filed away.

"Desirable material" is that similar to what's in this magazine – considered by the editor as likely to be of interest to a broad segment of the readership. We are interested in really great adventure scenarios, whether for inclusion in Mythic Masters Magazine or some other form of publication (or both). Short scenarios are probably usable only herein.

Of special note, general messages (Electronic mail, aka E-mail) – most certainly including letters to the Editor – may be

sent directly to the Publisher and/or Editor by way of either of two computer networks, America Online (AOL) and GENie. On AOL, address such missives to logon name "GaryGygax" or, if to the Editor, logon "Mythic" (the latter being more often checked). The Editor (only) is available on GENie at logon "F.Mentzer." When sending messages via the InterNet and/or from other networks, address all Email to "Mythic@aol.com." Please note that the InterNet Gateway does not, as yet, permit transgateway file transmission, so manuscripts may be submitted electronically only within the AOL or GENie networks themselves. For more information on the America Online network and its "Online Gaming Forums" (OGF), please call: (1) 800-827-6364.

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Submissions must be marked as "MMM Submission" on the envelope and sent to:

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FEATURE:
CHANGELING
WEIRD SCIENCE/FANTASY ROLEPLAYING GAME

HP DESCRIPTIONS & K/S AREA BUNDLES BY TECHNOLOGY LEVEL

Ancient *VICTORIAN Robotic
Tribal *RENEGADE Outlaw
*MEDIEVAL *RESISTANCE Marzian
*RENAISSANCE Android Venuzian
(See previous issues for K/S Area Bundles for Ancient & Tribal societies.)

(Riding for Ancient, Tribal, Medieval, Renaissance;
Driving for Victorian, Renegade, Resistance)
Perception, Physical: 2D10 + MRCap
and +5 if M TRAIT 101+
Perception, Mental: 2D10 + PNCap
and +5 if P TRAIT 101+
and +5 if Voc. is Mental

GENERAL NOTES

Psychogenics (Additional HP K/S Areas)

It is possible for the player to select one, two, or all three of the Psychogenics (Mental, Physical, and Spiritual) K/S Areas as additional, HP unique, abilities. The Journey Master then observes a 1D% roll based on 40% of the primary TRAIT score applicable for the particular HP, 20% for the other two TRAITS. Thus, an HP with a primary Mental TRAIT and a score of 91 has a 36% chance of actually possessing the Psychogenics, Mental K/S Area. If it was not the primary one, though, the chance would be 18%. If the K/S is gained, then the HP has a like chance to add other Sub-Areas.

Failure: In the event the Psychogenics K/S Area or Sub-Area in question is not gained, then that HP has Psychogenics Immunity in that TRAIT unless the Area is already held. In that case, the Occult Sciences K/S Area is gained or its STEEP added to. In all events, no further attempts to gain ability in the failed Psychogenic Area are possible.

Success: The player rolls 1D% to randomly determine which Sub-Area is possessed by the HP. Unless the JM has a specific plan in mind, selection by choice should not be allowed unless called for by random results.

Footnotes (throughout):

- * Heka-producing K/S Area
- @ Use the lowest Capacity ATTRIBUTE.
- s This K/S has a number of Sub-Areas
- This K/S has special characteristics; see the description for details.

Also apply throughout:

Etiquette/Social Graces: SEC x 5
Native Tongue: SEC x 5 + MMCap
Riding or Driving: SEC x 5 + PNCap if Vocation is Physical

3. MEDIEVAL

The “Medieval” societies of Urth are very much the same as those of Earth’s history, although with the biosphere generating Heka, they now have a growing likeness to Ærth™. The Journey Master should refer to the **Mythus™** game rules unless specifically directed otherwise in regards to all aspects of these societies. Naturally, the use of JM discretion based on the campaign milieu and historical knowledge is paramount.

This basic presentation of Vocations also employs the assumption that the society and culture is loosely modeled after the European Mediterranean of the Thirteenth through Fifteenth Centuries. However, medieval societies akin to the Arabic, Chinese, Japanese, and Persian provide excellent models as well – again if the JM is sufficiently knowledgeable in regards such cultures and their organizations.

HP equipment and the like can be based on SEC information drawn from the Mythus game rule book. The Journey Master should adjust for Earth-like technology, including early, crude gunpowder weapons.

Literacy: As in the Mythus game but without any Trade Language consideration.

Heroic Personas, Medieval Society & Culture

Vocation Category	Level Range	HP SEC at Start	TRAIT
Animal Trainer	1-6	3	Spiritual
Friar	1-7	4	Spiritual
Dweomercrafter	5-9	5	Mental
Knight	6-9	7	Physical
Mountebank	2-7	1	Mental
Outlaw Forester	1-8	2	Physical

Standard HP Descriptions and K/S Area “Bundles”

Animal Trainer (Spiritual TRAIT)

This Spiritual TRAIT Vocation which assumes not just a horse trainer but one who might also handle raptors, canines, and possibly wild bears and the like. There is the assumption of dealing and trading as well. If you are considering the selection of this Vocation for your Heroic Persona, think of the care of animals, rapport with even wild creatures, training creatures, the outdoors, gaining by outwitting sellers and buyers, and eventually serving a noble lord.

K/S Area	Base STEEP	ATTRIBUTE
Animal Handling	28	SPPow
Street-Wise	24	SPCap •s
Judgement	20	½(SMCap+SPCap) s
Nature Attunement	20	SPCap •s
Combat, HTH (NL)	16	½(PMCap+PNCap)
Endurance*	16	½(PMCap+PNCap) •
Appraisal	12	MRCap s
Deception	12	MRCap •
Handicrafts/Work	12	PNCap
Hunting & Tracking	12	½(PMCap+PNCap) •
Medicine, Veterinary	12	MMCap
Survival	12	PMCap
Agriculture	8	MMCap s
Apotropaism*	8	½(MMCap+MRCap)
Combat, (Ptv.) Hand W.	8	½(PMCap+PNCap) s
Combat, (Ptv.) Missile W.	8	½(PMCap+PNCap) s
Criminal Act., Mental	8	MRCap s
Leatherwork	8	PNCap
Perception, Mental	8	PNCap s
Base STEEP Total:	252	

Friar (Spiritual TRAIT)

Another Spiritual TRAIT Vocation, but whose concern is caring for the people in all ways, mentally and physically as well as guiding them in regards to spirituality. The HP of this sort has the following interests: directing people to the spiritual truth, caring for the poor, helping those in need, healing and curing injured and sick, educating those ignorant, and seeing that justice is done.

K/S Area	Base STEEP	ATTRIBUTE
Priestcraft*	16	SMCap •s
Religion*	16	SMCap
Theology*	16	SMCap
Apotropaism*	12	½(MMCap+MRCap) •
Divination*	12	SPCap •
Exorcism*	12	SPCap
First Aid	12	PNCap •
Herbalism*	12	SMCap
Jack-Of-All-Trades	12	PMCap •s
Medicine	12	MMCap •s
Nature Attunement	12	SPCap •s
Psychogenics, Spiritual*	12	@ •s
Agriculture	8	MMCap s
Biography/Genealogy	8	MMCap
Botany	8	MMCap
Demonology*	8	MMCap
Drawing	8	PNCap
Education	8	½(MMCap+MRCap)
Endurance*	8	½(PMCap+PNCap) •
Foreign Language (Choice)	8	MMCap •
Handicrafts/Work	8	PNCap
Musical Instrument	8	PNCap •
Perception, Physical	8	MRCap s
Base STEEP Total:	244	

Dweomercrafter (Mental TRAIT)

The practitioner of the magickal arts is, as usual, a Mental TRAIT Vocation. In the milieu of Urth, however, the HP is more of a down-to-earth and hands-on sort of Heka-crafter. Think of the usual things associated with magick, however, in developing such a role for the Heroic Persona.

K/S Area	Base STEEP	ATTRIBUTE
Dweomercraft*	28	MMCap •s
Magick*	28	MRCap •
Handicrafts/Work	16	PNCap
Perception, Physical	16	MRCap s
Smithing/Welding	16	PMCap
Astrology*	12	SMCap
Astronomy*	12	MMCap
Botany	12	MMCap
Chemistry	12	MMCap
Cryptography	12	MRCap
Demonology*	12	MMCap
Foreign Language (Choice)	12	MMCap •
Foreign Language (Choice)	12	MMCap •
Foreign Language (Choice)	12	MMCap •
Jury-rigging	12	SMCap
Occultism*	12	SMCap •
Philosophy	12	SMCap
Base STEEP Total:	248	

Knight (Physical TRAIT)

This Physical TRAIT Vocation is again similar to the **Mythus™** game's "Cavalier." There are differences in the K/S Bundle to reflect the less magickal milieu and the more direct supervision of estates and lands.

K/S Area	Base STEEP	ATTRIBUTE
Combat, (Ptv.) Hand W.	28	½(PMCap+PNCap) s
Combat, (Ptv.) Missile W.	16	½(PMCap+PNCap) s
Games, Physical	16	½(PMCap+PNCap) s
Hunting & Tracking	16	½(PMCap+PNCap)
Sports, Individual	16	½(PMCap+PNCap) s
Weapons, Special Skill	16	PNCap •s
Arms & Armor	12	½(PMCap+PNCap) s
Combat, HTH (NL)	12	½(PMCap+PNCap)
Perception, Physical	12	MRCap s
Agriculture	8	MMCap s
Animal Handling	8	SPPow
Biography/Genealogy	8	MMCap
Business Admin.	8	½(MMCap+MRCap)
Combat, HTH (Lethal)	8	½(PMCap+PNCap) s
First Aid	8	PNCap •
Foreign Language	8	MMCap •
Foreign Language, Conv.	8	MMCap •
Fortification & Siegecraft	8	MRCap •s
Judgement	8	½(SMCap+SPCap) s
Leadership	8	SMCap
Military Science	8	½(MMCap+MRCap)
Religion	8	SMCap
Handicrafts/Work	4	PNCap
Base STEEP Total:	252	

Mountebank (Mental TRAIT)

Once more the reader is referred to the **Mythus™** game for details of the Mountebank persona described therein. On Urth, though, this Mental TRAIT Vocation is as concerned with non-Heka-based flummeries as those of the seeming magical sort.

K/S Area	Base STEEP	ATTRIBUTE
Criminal Act., Mental	16	MRCap •s
Appraisal	12	MRCap s
Domestic Arts & Sciences	12	½(MMCap+MRCap) •s
Gambling	12	MRCap •
Hypnotism	12	MMCap
Influence	12	MRCap s
Lip Reading & Sign Lang.	12	MMCap •s
Street-Wise	12	SPCap •s
Acrobatics/Gymnastics	8	½(PMCap+PNCap) s
Combat, (Ptv.) Hand W.	8	½(PMCap+PNCap) s
Criminal Act., Physical	8	PNCap s
Disguise	8	PNCap
Escape	8	PNCap
Handicrafts/Work	8	PNCap
Jack-Of-All-Trades	8	PMCap •s
Juggling	8	½(PMS+PNS) •s
Medicine, Veterinary	8	MMCap •
Perception, Physical	8	MRCap s
Psychogenics, Mental	8	@ •
Apotropaism*	4	½(MMCap+MRCap) •
Buffoonery	4	SPSpd •s
Charismaticism	4	SPCap •
Cultured Palate	4	PNCap s
Drawing/Painting (Artistic)	4	½(SMCap+SPCap)
Dweomercraft*	4	MMCap •s
Foreign Language, Conv. (Choice)	4	MMCap •
Foreign Language, Conv. (Choice)	4	MMCap •
Foreign Language, Conv. (Choice)	4	MMCap •
Fortune Telling*	4	SPCap •s
Herbalism*	4	SMCap
Judgement	4	½(SMCap+SPCap) s
Legerdemain	4	PNCap
Magick*	4	MRCap •
Medicine	4	MMCap •s
Mediumship*	4	SPCap
Musical Instrument	4	PNCap •
Base STEEP Total:	256	

Outlaw Forester (Physical TRAIT)

The Physical TRAIT Vocation of Outlaw Forester is similar to the Mythus game “Bandit” but has important differences. Here, the persona is assumed to be a former member of society who has become disaffected and has resorted to crime in protest more than from a criminal bent.

K/S Area	Base STEEP	ATTRIBUTE
Combat, (Ptv.) Missile W.	20	½(PMCap+PNCap) s
Combat, (Ptv.) Hand W.	16	½(PMCap+PNCap) s
Combat, HTH (NL)	16	½(PMCap+PNCap)
Criminal Act., Physical	16	PNCap s
Escape	16	PNCap
Survival	16	PMCap •
Leatherwork	12	PNCap
Perception, Physical	12	MRCap s
Appraisal	8	MRCap s
Arms & Armor	8	½(PMCap+PNCap) s
Charismaticism	8	SPCap •
Combat, HTH (Lethal)	8	½(PMCap+PNCap) s
Criminal Act., Mental	8	MRCap •s
Deception	8	MRCap •
First Aid	8	PNCap •
Gambling	8	MRCap •
Game Animals	8	MMCap
Handicrafts/Work	8	PNCap
Influence	8	MRCap s
Judgement	8	½(SMCap+SPCap) s
Leadership	8	SMCap
Lip Reading & Sign Lang.	8	MMCap •s
Nature Attunement	8	SPCap •s
Street-Wise	8	SPCap •s
Combat, (Ptv.) Missile W.	20	½(PMCap+PNCap) s
Combat, (Ptv.) Hand W.	16	½(PMCap+PNCap) s
Combat, HTH (NL)	16	½(PMCap+PNCap)
Base STEEP Total:	252	

4. RENAISSANCE

The “Renaissance” societies of Urth are very much the same as those of Earth’s history, although with the biosphere generating Heka they now have a growing likeness to Ærth™ in that magickal forces are operative. The Journey Master™ should refer to the **Mythus™** game rules unless specifically directed otherwise in regards to all aspects of these societies. Naturally, the use of JM discretion based on the campaign milieu and historical knowledge is paramount.

This basic presentation of Vocations also employs the assumption that the society and culture is loosely modeled after the European Mediterranean of the Thirteenth through Fifteenth Century. However, medieval societies akin to the Arabic, Chinese, Japanese, and Persian provide excellent models as well – again if the JM is sufficiently knowledgeable in regards such cultures and their organizations.

HP equipment and the like can be based on SEC information drawn from the **Mythus™** game rule book. The

Journey Master should adjust for Earth-like technology, including early, crude gunpowder weapons.

Literacy: As in the **Mythus™** game but without any *Trade Language* consideration.

Heroic Personas, Renaissance Society & Culture

Vocation Category	Level	HP SEC	TRAIT
	Range	at Start	
Artist	4-9	4	Spiritual
Gambler	1-7	3	Mental
Guardsmen	3-7	5	Physical
Medico	5-8	6	Spiritual
Minstrel	2-7	2	Physical
Scholar	4-9	4	Mental

Standard HP Descriptions and K/S Area “Bundles”

Artist (Spiritual TRAIT)

This Spiritual TRAIT Vocation is very much the persona-about-town as well as being creative. The player considering this particular sort of HP will certainly note a high base starting STEEP, then see that in adventuring terms this persona is not so strong at all. This is a roleplaying challenge in many regards. With care in selection of added K/S Areas, this persona can be anything from a roguish rakehell to a polished spy – and whatever lies in between as well. To get the proper frame of mind consider fame, creation of master works, noble patrons, culture, capturing subjects in some artistic medium, scenes and people and light, court life and intrigue, parties, travel to see new places, challenges.

K/S Area	Base STEEP	ATTRIBUTE
Drawing/Painting (Artistic)	24	½(SMCap+SPCap)
Drawing	20	PNCap
Nature Attunement	20	SPCap •s
Sculpting	20	SMCap
Spatial Reasoning	20	½(SMCap+SPCap)
Street-Wise	20	SPCap •s
Combat, (Ptv.) Hand W.	16	½(PMCap+PNCap) s
Perception, Physical	16	MRCap s
Rarities	16	MMCap
Cultured Palate	12	PNCap s
Games, Mental	12	MRCap s
Architecture	8	MMCap
Biography/Genealogy	8	MMCap
Biology	8	MMCap
Current Events	8	MMCap
Games, Physical	8	½(PMCap+PNCap) s
Musical Instrument	8	PNCap •
Printing	8	½(PMCap+PNCap)
Weapons, Small Arms	8	PNCap s
Base STEEP Total:	260	

Gambler (Mental TRAIT)

This is a very straight-forward sort of persona. To wager in games of chance, bet upon the outcome of sporting and other events is uppermost. However, a social gathering and gossip, or better still a fancy party, are very attractive too. There are subtle ways to make this sort of persona entirely different than appearances. Consider the following to get into the basic role: Calculating the temper of opponents, luck, odds, squandering winnings, besting a cheat, salons and low dives, dangerous night streets, boon companions and avowed foes, and above all the thrill of risk be it in game or living.

K/S Area	Base STEEP	ATTRIBUTE
Gambling	24	MRCap •
Criminal Act., Mental	20	MRCap •s
Deception	16	MRCap •
Games, Mental	16	MRCap s
Appraisal	12	MRCap s
Current Events	12	MMCap
Foreign Language, Conv. (Choice)	12	MMCap •
Judgement	12	½(SMCap+SPCap) s
Legerdemain	12	PNCap
Perception, Physical	12	MRCap s
Statistics/Probability	12	MMCap
Street-Wise	12	SPCap •s
Charismaticism	8	SPCap •
Combat, (Ptv.) Hand Weapons	8	½(PMCap+PNCap) s
Foreign Language, Conv. (Choice)	8	MMCap •
Games, Physical	8	½(PMCap+PNCap) s
Lip Reading & Sign Lang.	8	MMCap •s
Mathematics	8	MMCap
Psychogenics, Mental*	8	@ •s
Tolerance	8	PNPow
Base STEEP Total:	236	

Guardisman (Physical TRAIT)

This Physical TRAIT Vocation is another lean on K/S Areas and very much to the point (pun intended). In putting such an HP into play consider something similar to one of the Four Musketeers, perhaps the Scarlet Pimpernel and then the rest of the typical arms-reliant persona in roleplaying – but only if that's the direction you take in adding personally to the K/S areas. In truth, this base can be taken in a number of directions...

K/S Area	Base STEEP	ATTRIBUTE
Combat, (Ptv.) Hand W.	24	½(PMCap+PNCap) s
Weapons, Small Arms	24	PNCap s
Combat, HTH (NL)	16	½(PMCap+PNCap)
Perception, Physical	16	MRCap s
Street-Wise	16	SPCap •s
Games, Physical	12	½(PMCap+PNCap) s
Hunting & Tracking	12	½(PMCap+PNCap)
Sports	12	½(PMCap+PNCap) s
Weapons, Special Skill	12	PNCap •s
Animal Handling	8	SPPow
Arms & Armor	8	½(PMCap+PNCap) s
Engineering, Military	8	½(MMCap+MRCap)
Espionage	8	½(MMCap+MRCap) s
First Aid	8	PNCap •
Fortification & Siegecraft	8	MRCap •s
Leadership	8	SMCap
Lip Reading & Sign Lang.	8	MMCap •s
Military Science	8	½(MMCap+MRCap)
Tolerance	8	PNPow
Weapons, Military, Other	8	MMCap
Base STEEP Total:	232	

Medico (Spiritual TRAIT)

A Spiritual TRAIT Vocation with a strong Mental ability too, the Medico is only quasi-Renaissance. That is, there is a great deal of the Oriental in the persona make-up, including medicinal practice and the yogi too. As an HP the prospective player must have in mind his or her own direction as well as that of the campaign when completing the persona through personalized K/S Area additions. There are crucial abilities for adventuring which are lacking, so too intrigue. Interesting choices... To roleplay such a persona think of health, healing, improvement of the whole person, natural remedies, insight, meditation as well as medication.

K/S Area	Base STEEP	ATTRIBUTE
Medicine, Oriental	24	1/2(SMCap + SPCap)
Herbalism*	20	SMCap
Medicine	20	MMCap •s
Yoga*	20	SMCap •
Hypnotism	16	MMCap
Magnetism	16	SPCap
Divination*	12	SPCap •
First Aid	12	PNCap •
Games, Physical	12	1/2(PMCap + PNCap) s
Perception, Physical	12	MRCap s
Sports	12	1/2(PMCap + PNCap) s
Biology	8	MMCap
Botany	8	MMCap
Chemistry	8	MMCap
Drawing	8	PNCap
Foreign Language	8	MMCap •
Metaphysics*	8	SMCap
Nature Attunement	8	SPCap •s
Psychology	8	1/2(SMCap + SPCap)
Base STEEP Total:	240	

Minstrel (Spiritual TRAIT)

Just who this persona is is very much up to the player who selects the Spiritual TRAIT Vocation for development of an Heroic Persona. Not particularly long in the Mental Areas, but solid in the Physical and great in the Spiritual, such a persona can be shaped into a splendid all-round HP for virtually any challenge presented by the campaign. Consider the following: Entertaining, amusing, befuddling, profiting, learning, duping, astounding, and generally enjoying oneself in creating story and song.

K/S Area	Base STEEP	ATTRIBUTE
Musical Composition*	20	1/2(SMCap+SPCap)
Musical Instrument	20	PNCap •
Current Events	16	MMCap
Buffoonery	12	SPSpd •s
Judgement	12	1/2(SMCap + SPCap) s
Mysticism*	12	SPCap
Poetry/Lyrics*	12	SMCap •
Acrobatics/Gymnastics	8	1/2(PMCap + PNCap) s
Biography/Genealogy	8	MMCap
Charismaticism	8	SPCap •
Combat, (Ptv.) Hand W.	8	1/2(PMCap+PNCap) s
Criminal Act., Mental	8	MRCap •s
Criminal Act., Physical	8	PNCap s
Disguise	8	PNCap
Fortune Telling*	8	SPCap •s
History	8	MMCap
Juggling	8	1/2(PMSpd + PNSpd) •s
Legerdemain	8	PNCap
Nature Attunement	8	SPCap •s
Perception, Physical	8	MRCap s
Philosophy	8	SMCap
Street-Wise	8	SPCap •s
Thespianism	8	SPCap
Weapons, Small Arms	8	PNCap s
Foreign Language, Conv. (Choice)	4	MMCap •
Foreign Language, Conv. (Choice)	4	MMCap •
Base STEEP Total:	248	

Scholar (Mental TRAIT)

This is a Vocation which while heavy on its primary Mental TRAIT also has a fair amount of Spiritual abilities but is weak in the Physical. In general the Scholar has no special depth but solid knowledge in the many of the areas we might call liberal arts, plus some Heka generation and use. This persona is one for the player who wants a general non-combatant sort who is a generalist. Judicious selection of additional abilities is necessary to develop a viable HP. To get into the mindset of such a persona consider knowledge, debate, new discoveries, enlightenment, stimulating company, and truth above all.

K/S Area	Base STEEP	ATTRIBUTE
Astronomy*	12	MMCap
Biography/Genealogy	12	MMCap
Ecology/Nature Science	12	MMCap
Education	12	½(MMCap + MRCap)
Foreign Language (Choice)	12	MMCap •
Games, Mental	12	MRCap s
History	12	MMCap
Linguistics	12	MRCap •
Literature	12	MMCap
Sociology/Culture	12	MRCap
Astrology*	8	SMCap
Charismaticism	8	SPCap •
Cultured Palate	8	PNCap s
Foreign Language (Choice)	8	MMCap •
Foreign Language, Conv. (Choice)	8	MMCap •
Foreign Language, Conv. (Choice)	8	MMCap •
Geography/Cartography	8	MMCap
Judgement	8	½(SMCap + SPCap) s
Metaphysics*	8	SMCap
Mysticism*	8	SPCap
Perception, Physical	8	MRCap s
Philosophy	8	SMCap
Political Science	8	½(MMCap + MRCap)
Sports	8	½(PMCap + PNCap) s
Writing, Creative	8	½(SMCap + SPCap)
Games, Physical	4	½(PMCap + PNCap) s
Jack-Of-All-Trades	4	PMCap •s
Jury-rigging	4	SMCap
Occult Sciences	4	SMCap
Base STEEP Total:	256	

5. VICTORIAN

The “Victorian” societies of Urth are also very much the same as those of Earth’s history, although with the biosphere generating Heka, they too now have a growing likeness to Ærth™. The **Mythus™** game rules generally govern in regards to all aspects of these societies except where noted or when the technology takes precedence. JM creativity and historical knowledge overrides all rules, of course.

This basic presentation of Vocations also employs the assumption that the society and culture is loosely modeled after the Anglo-European of the Nineteenth and very early Twentieth centuries. Whatever modifications are made for adaptation to the campaign will certainly work, and the JM has free rein as usual.

Heroic Persona SEC information is best drawn from the **Unhallowed™** Game rule book, as modified by a century’s time, i.e. lean a little on the class distinctions found in the **Mythus™** game rules on the subject. The Journey Master must adjust for Earth-like technology, including gunpowder weapons, steam, combustion engines, and the telegraph.

Literacy: Assume all persons from an advanced society who are of SEC 6 or above are literate. Those of SEC 4 and 5 have a 40% and 50% chance of literacy, otherwise they are only semi-literate and can read and write only at about a 5th grade level or thereabouts. Chances for literacy or semi-literacy for SEC 1 through 3 are 10% to 30% respectively, second roll needed to check for semi-literacy if not fully literate. Failure means illiteracy. In less advanced societies, use SEC level in ten-percentile expression to determine literacy/semi-literacy/illiteracy.

Heroic Personas, Victorian Society & Culture

Vocation Category	Level Range	HP SEC at Start	TRAIT
Actor	2-6	3	Spiritual
Consultant Investigator	5-9	4	Mental
Fortune Teller	1-5	2	Spiritual
Inventor	4-7	5	Mental
Mystic	3-8	6	Spiritual
Soldier	2-9	2/4/6*	Physical
Sportsman	4-8	6	Physical

* Dependent upon family SEC. See Vocation description on the following page.

Standard HP Descriptions and K/S Area "Bundles"

Actor (Spiritual TRAIT)

Most certainly this a Vocation which centers on the Spiritual TRAIT of the game persona. It is a splendid one upon which to base an HP, as a quick scan of the K/S Bundle should reveal to the prospective player seeking to develop an able individual to manage the campaign challenges. Think of a roleplayer playing the role of a player, as it were. Think of what a daring actor might do in regards to intrigue, adventure, and all. Nothing more needs be said.

K/S Area	Base STEEP	ATTRIBUTE
Thespianism	24	SPCap
Charismaticism	20	SPCap •
Street-Wise	20	SPCap •s
Current Events	16	MMCap
Dance	16	½(SMCap + SPCap) •
Impersonation	16	SMP
Poetry/Lyrics*	16	SMCap •
Judgement	12	½(SMCap + SPCap) s
Juggling	12	½(PMS + PNS) •s
Literature	12	MMCap
Acrobatics/Gymnastics	8	½(PMCap + PNCap) s
Clothwork	8	PNCap
Combat, (Ptv.) Hand W.	8	½(PMCap + PNCap) s
Construction	8	PMCap
Disguise	8	PNCap
Foreign Language	8	MMCap •
Foreign Language, Conv. (Choice)	8	MMCap •
History	8	MMCap
Legerdemain	8	PNCap
Musical Instrument	8	PNCap •
Perception, Physical	8	MRCap s
Biography/Genealogy	4	MMCap
Foreign Language, Conv. (Choice)	4	MMCap •
Base STEEP Total:	260	

Consultant Investigator (Mental TRAIT)

No question, this author is a devoted enthusiast of Mr. Holmes and his ilk, so this Mental TRAIT Vocation is a bit heavy in base STEEP. Despite that, the resulting persona in no way reflects the abilities of Sherlock – not by a long shot. That will only come with a lot of successful adventuring, but the player thinking about this HP has a great start... Nothing I can say will conjure the necessities of this role as well as what the reader has seen and has in mind. Enjoy!

K/S Area	Base STEEP	ATTRIBUTE
Criminology	20	MRCap
Judgement	12	½(SMCap + SPCap) s
Law	12	½(MMCap + MRCap) •s
Lip Reading & Sign Lang.	12	MMCap •s
Methods & Systems	12	½(MMCap + MRCap)
Police Work	12	PMCap s
Street-Wise	12	SPCap •s
Thespianism	12	SPCap
Toxicology	12	MMCap
Appraisal	8	MRCap s
Combat, HTH (NL)	8	½(PMCap + PNCap)
Criminal Act., Mental	8	MRCap •s
Criminal Act., Physical	8	PNCap s
Cryptography	8	MRCap
Current Events	8	MMCap
Disguise	8	PNCap
Espionage	8	½(MMCap + MRCap) s
Games, Mental	8	MRCap s
Hunting & Tracking	8	½(PMCap + PNCap)
Legerdemain	8	PNCap
Linguistics	8	MRCap •
Perception, Physical	8	MRCap s
Rarities	8	MMCap
Sociology/Culture	8	MRCap
Spatial Reasoning	8	½(SMCap + SPCap)
Sports	8	½(PMCap + PNCap) s
Weapons, Small Arms	8	PNCap s
Games, Physical	4	½(PMCap + PNCap) s
Occult Sciences	4	SMCap
Base STEEP Total:	268	

Fortune Teller (Spiritual TRAIT)

This Spiritual TRAIT Vocation was quite popular in actual Victorian times, far more so than today. The bent of this persona wavers between the actual and the falsified. It is up to the player to develop the HP in the direction deemed desirable for the campaign and roleplaying. To fully “feel” this persona think of seeing the future, prediction, growing Heka, scorn and mistrust, unanswered questions, personal interaction, and temptation.

K/S Area	Base STEEP	ATTRIBUTE
Fortune Telling*	24	SPCap •s
Appraisal	16	MRCap s
Astrology*	16	SMCap
Criminal Act., Mental	16	MRCap •s
Current Events	16	MMCap
Influence	16	MRCap s
Legerdemain	16	PNCap
Charismaticism	12	SPCap •
Judgement	12	½(SMCap + SPCap) s
Magnetism	12	SPCap
Mediumship*	12	SPCap
Metaphysics*	12	SMCap
Mysticism*	12	SPCap
Occultism*	12	SMCap •
Thespianism	12	SPCap
Apotropaim*	8	½(MMCap + MRCap) •
Biography/Genealogy	8	MMCap
Criminal Act., Physical	8	PNCap s
Perception, Physical	8	MRCap s
Base STEEP Total:	248	

Inventor (Mental TRAIT)

This Mental TRAIT Vocation should evoke in the prospective player's mind images of the inventor as typified in the literature of the time – something between Tom Swift and a “mad professor.” Those readers familiar with Papa Schimmelhorn (Grendel Briarton) might indeed use this Vocation to create a wonderful HP to wreak merriment and mayhem on the campaign milieu. Again, no words I can supply will suffice for picturing this role, but it could be a superb base for the highly able player!

K/S Area	Base STEEP	ATTRIBUTE
Mathematics	20	MMCap
Physics	20	MMCap •
Jury-rigging	16	SMCap
Engineering, Mech.	14	½(MMCap + MRCap)
Architecture	12	MMCap
Architecture, Naval	12	MMCap
Arms & Armor	12	½(PMCap + PNCap) s
Chemistry	12	MMCap
Drawing	12	PNCap
Engineering, Electric.	12	½(MMCap + MRCap)
Engineering, Other (Choice)	12	½(MMCap + MRCap) •s
Engineering, Other (Choice)	12	½(MMCap + MRCap) •s
Engineering, Other (Choice)	12	½(MMCap + MRCap) •s
Explosives/Demolitions	12	PNCap
Handicrafts/Work	12	PNCap
Judgement	12	½(SMCap + SPCap) s
Perception, Physical	12	MRCap s
Smithing/Welding	12	PMCap
Spatial Reasoning	12	½(SMCap + SPCap)
Weapons, Military, Other	12	MMCap
Occult Sciences	8	SMCap
Base STEEP Total:	270	

Mystic (Spiritual TRAIT)

The true Heka-machine of this genre, the Mystic Vocation is one with a Spiritual TRAIT as primary, and the K/S Areas reflect a very heavy bent towards such abilities. The player should be aware that this persona is modeled after the dedicated sort of Victorian individual, one who seeks to know all about the unseen world around us, the many planes and spheres beyond. Think of Madam Blavatsky and Sir Arthur Conan Doyle sort of rolled into one, if you can. In or out of this genre, the HP based on this Vocation will provide a great deal of entertainment for all, and especially so for the player of such a persona, providing he or she is knowledgeable.

K/S Area	Base STEEP	ATTRIBUTE
Mysticism*	20	SPCap
Mediumship*	16	SPCap
Astrology*	12	SMCap
Demonology*	12	MMCap
Divination*	12	SPCap •
Exorcism*	12	SPCap
Herbalism*	12	SMCap
Metaphysics*	12	SMCap
Nature Attunement	12	SPCap •s
Occultism*	12	SMCap •
Priestcraft*	12	SMCap •s
Sorcery*	12	SMCap •
Witchcraft*	12	SMCap •
Apotropaism*	8	½(MMCap + MRCap) •
Botany	8	MMCap
Cultured Palate	8	PNCap s
Dweomercraft*	8	MMCap •s
Endurance*	8	½(PMCap + PNCap) •
Magick*	8	MRCap •
Perception, Physical	8	MRCap s
Religion*	8	SMCap
Theology*	8	SMCap
Current Events	4	MMCap
Ecology/Nature Science	4	MMCap
Base STEEP Total:	248	

Soldier (Physical TRAIT)

This Physical TRAIT Vocation isn't the model of the ignorant regular soldier of the time but rather more like the officer of the British Raj, perhaps. The player intending to develop the persona into an HP must keep this in mind when selecting and then fleshing out the persona with added K/S Areas. The Victorian Soldier presented by the abilities base is for adventure, action, exploration, and intrigue – not for stolid marching and fighting. The note regarding SEC is key here. If the persona starts from SEC 2 or 3 family background, then level will be 2, if beginning at family SEC 4 to 6, then the HP will have SEC 4, and if the family is SEC 7 or higher, then the persona will begin as SEC 6.

K/S Area	Base STEEP	ATTRIBUTE
Games, Mental	12	MRCap s
Games, Physical	12	½(PMCap + PNCap) s
Sports	12	½(PMCap + PNCap) s
Weapons, Small Arms	12	PNCap s
Animal Handling	8	SPP
Boating	8	PNCap
Combat, (Ptv.) Hand Weap.	8	½(PMCap + PNCap) s
Combat, HTH (NL)	8	½(PMCap + PNCap)
Disguise	8	PNCap
Endurance*	8	½(PMCap + PNCap) •
Engineering, Military	8	½(MMCap + MRCap)
Escape	8	PNCap
Explosives/Demolitions	8	PNCap
First Aid	8	PNCap •
Foreign Language, Conv.	8	MMCap •
Fortification & Siegecraft	8	MRCap •s
Game Animals	8	MMCap
History	8	MMCap
Hunting & Tracking	8	½(PMCap + PNCap)
Judgement	8	½(SMCap + SPCap) s
Jury-rigging	8	SMCap
Leadership	8	SMCap
Military Science	8	½(MMCap + MRCap)
Perception, Physical	8	MRCap s
Public Administration	8	MRCap
Riding	8	PNCap •s
Survival	8	PMCap •
Weapons, Heavy Arms	8	PNCap s
Weapons, Military, Other	8	MMCap
Arms & Armor	4	½(PMCap + PNCap) s
Base STEEP Total:	252	

Sportsman (Physical TRAIT)

The bundle of abilities bestowed as the basis of this Physical TRAIT Heroic Persona is indicative of a gentle upbringing. This is reflected in the starting SEC as well, and the player should assume that a lower family SEC means a foster family or the like. In tailoring the persona to fit an HP ideal, consider exploration (lost civilizations or mineral treasures perhaps?), political intrigue, and other outdoor or subterranean sports/activities besides merely big game hunting. With such direction determined, roleplaying the developed persona should be truly exhilarating.

K/S Area	Base STEEP	ATTRIBUTE
Hunting & Tracking	20	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
Weapons, Small Arms	20	PNCap s
Riding	16	PNCap •s
Sports, Individual	16	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Combat, (Ptv.) Missile W.	12	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Perception, Physical	12	MRCap s
Survival	12	PMCap •
Animal Handling	8	SPPow
Archeology	8	MMCap
Biography/Genealogy	8	MMCap
Boating	8	PNCap
Combat, (Ptv.) Hand Weap.	8	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Endurance*	8	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
Foreign Language	8	MMCap •
Foreign Language, Conv.	8	MMCap •
Gambling	8	MRCap •
Game Animals	8	MMCap
Games, Mental	8	MRCap s
Games, Physical	8	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Gemology	8	MMCap
Leadership	8	SMCap
Lip Reading & Sign Lang.	8	MMCap •s
Mountaineering	8	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
Nature Attunement	8	SPCap •s
Rarities	8	MMCap
Street-Wise	8	SPCap •s
Base STEEP Total:	260	

6. RENEGADE

The Journey Master™ can add the following Urth human group to the mix if desired:

Wandering around in the wilds, dwelling in small, hidden communities of generally temporary sort, the Renegades are escapees and those born to this society. There are also some Outlaws (q.v.) who have managed to get to Urth, and even former Resistance people who have given up and become Renegades. Other human groups shun the Renegades, and the Urth Authorities hunt them attempting to exterminate such aberrant folk.

Their society has three basic divisions: The lowest level is basically a sort of captive-slave-serf sort. Through the course of time these individuals are either eliminated or else absorbed. Most others are simply free (middle class) members who retain their status through use of their own capabilities – or die. Above are those who are masters because of their ability to dominate.

Heroic Persona details should assume either a childhood background in one of the low technology societies, a Victorian or Resistance one, or else birth into the Renegade society.

Technology is a mix of primitive and low-technology with some few high-technology things stolen or stripped from dead foes. Trading and social contact between Outlaws and Renegades is fairly common.

Literacy: Illiteracy can be assumed for most born into the Renegades. Otherwise, semi-literacy or literacy depends on the background devised by the player of the HP.

Heroic Personas, Renegade Society

Vocation Category	Level Range	HP SEC at Start	TRAIT
Green	1-9	4	Spiritual
Rowdy	1-9	4	Physical
Thinker	1-9	4	Mental

Standard HP Descriptions & K/S Area "Bundles"

Green (Spiritual TRAIT)

This Spiritual TRAIT Renegade Vocation of a survivalist sort with more interest in self-preservation than saving nature, of course. A bit of cynicism is required in order to survive as a Renegade. Because this persona has a fair idea of what's going on, the player considering an HP of this kind should consider this persona as not at peace with anything, and one who needs something more in life to give it meaning.

K/S Area	Base STEEP	ATTRIBUTE
Nature Attunement	20	SPCap •s
Yoga	20	SMCap •
Medicine, Oriental	16	½(SMCap + SPCap)
Herbalism*	12	SMCap
Jury-rigging	12	SMCap
Perception, Physical	12	MRCap s
Psychogenics, Spiritual*	12	@ •s
Street-Wise	12	SPCap •s
Boating	8	PNCap
Clothwork	8	PNCap
Combat, (Ptv.) Hand Weapons	8	½(PMCap + PNCap) s
Combat, (Ptv.) Missile Weapons	8	½(PMCap + PNCap) s
Combat, HTH (NL)	8	½(PMCap + PNCap)
First Aid	8	PNCap •
Game Animals	8	MMCap
Handicrafts/Work	8	PNCap
Hunting & Tracking	8	½(PMCap + PNCap)
Jack-Of-All-Trades	8	PMCap •s
Leatherwork	8	PNCap
Lip Reading & Sign Lang.	8	MMCap •s
Mechanics	8	PNCap •s
Riding	8	PNCap •s
Survival	8	PMCap •
Weapons, Small Arms	8	PNCap s
Arms & Armor	4	½(PMCap + PNCap) s
Ecology/Nature Science	4	MMCap
Medicine, Veterinary	4	MMCap •
Mountaineering	4	½(PMCap + PNCap)
Base STEEP Total:	260	

Rowdy (Physical TRAIT)

With martial arts-like K/S Areas as the principal ability, this is of course a Physical TRAIT Vocation. It is a very tough and fighting-oriented one which can be developed in only limited directions otherwise, save in long-term play. The player might think of this persona as a rebel with cause but not yet a cause. The character of this HP could be wild, bitter, introverted, or just about anything else except non-violent.

K/S Area	Base STEEP	ATTRIBUTE
Combat, HTH (Lethal)	20	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Combat, HTH (Non-L)	20	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
Street-Wise	20	SPCap •s
Acrobatics & Gymnastics	16	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Combat, (Ptv.) Hand Weapons	16	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Combat, (Ptv.) Missile Weapons	16	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Weapons, Small Arms	16	PNCap s
Weapons, Special Skill	16	PNCap •s
Escape	12	
Judgement	12	$\frac{1}{2}(\text{SMCap} + \text{SPCap})$ s
Mechanics	12	PNCap •s
Perception, Physical	12	MRCap s
Survival	12	PMCap •
Criminal Activities, Phys.	8	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Explosives/Demolitions	8	PNCap
First Aid	8	PNCap •
Gambling	8	MRCap •
Riding	8	PNCap •s
Tolerance	8	PNP
Weapons, Heavy Arms	8	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Weapons, Military, Other	8	MMCap
Criminal Act., Mental	4	MRCap •s
Lip Reading & Sign Lang.	4	MMCap •s
Base STEEP Total:	272	

Thinker (Mental TRAIT)

A Mental TRAIT Vocation using principally wits to prosper, the name is purposely misleading. This persona is not necessarily intellectual but one of more scheming kind – not surprising considering the environment in which he or she must exist. Again, the player must keep in mind the milieu and the society, the Renegade one not opting to commit to anything even though aware of at least some of what is going on. A challenging role, this...

K/S Area	Base STEEP	ATTRIBUTE
Computer Science	16	MMCap •s
Criminal Act., Mental	16	MRCap •s
Influence	16	MRCap s
Appraisal	12	MRCap s
Deception	12	MRCap •
Disguise	12	PNCap
Games, Mental	12	MRCap s
Judgement	12	$\frac{1}{2}(\text{SMCap} + \text{SPCap})$ s
Lip Reading & Sign Lang.	12	MMCap •s
Psychogenics, Mental	12	@ •s
Sociology/Culture	12	MRCap
Street-Wise	12	SPCap •s
Survival	12	PMCap •
Weapons, Military, Other	12	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Weapons, Small Arms	12	PNCap s
Boating	8	PNCap
Combat, (Ptv.) Hand Weapons	8	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Combat, (Ptv.) Missile Weapons	8	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Criminal Activities, Phys.	8	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Jury-rigging	8	SMCap
Perception, Physical	8	MRCap s
Charismaticism	4	SPCap •
Escape	4	PNCap
Leadership	4	SMCap
Riding	4	PNCap •s
Weapons, Heavy Arms	4	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Base STEEP Total:	260	

7. RESISTANCE

This particular society has only three basic divisions: The field agent (soldiers, scouts, spies, etc.), the technicians, and the scientists and some few other sorts of leaders. All personas have few starting possessions personally, but are given such things as are necessary to fulfill their mission. Naturally, in the course of adventuring such things as are acquired and not needed for the betterment of the movement as a whole can be retained by members of this dedicated society.

Heroic Persona details should assume either a background in the Resistance or a lower-technology one and recruitment.

Technology is a mix of all less developed kinds with a leavening of material from something akin to our current technology all added to the futuristic Urth science. Of course, the Resistance doesn't have the materials or equipment available to the government, Luña, or Marz, but what they have is a shade better than much of the Venuzians generally possess, save for spacecraft and the like.

Literacy: Assume all persons in the Resistance are completely literate.

Heroic Personas, Resistance Society & Culture

Vocation Category	Level Range	HP SEC at Start	TRAIT
Enlightened	1-9	7	Spiritual
Raider	1-4	2	Physical
Programmer	4-7	6	Spiritual
Scientist-Leader	6-9	8	Mental
Scout-Spy	2-5	3	Physical
Techno-Scientist	3-6	5	Mental

Standard HP Descriptions and K/S Area "Bundles" Enlightened (Spiritual TRAIT)

This Spiritual TRAIT Resistance Vocation is rather similar to cleric in that the persona is there to encourage as well as to employ psychic powers on behalf of fellows. Consider the name of the Vocation and peruse the basic K/S bundle to gain insight into proper completion and then roleplaying of such a figure an Heroic Persona.

K/S Area	Base STEEP	ATTRIBUTE
Endurance*	16	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) \bullet$
Games, Mental	16	MRCap s
Metaphysics*	16	SMCap
Perception, Physical	16	MRCap s
Psychogenics, Spiritual*	16	@ •s
Yoga	16	SMCap •
Ecology/Nature Science	12	MMCap
Games, Physical	12	PNCap s
Genetics	12	MMCap
Judgement	12	$\frac{1}{2}(\text{SMCap} + \text{SPCap}) \text{ s}$
Leadership	12	SMCap
Magnetism	12	SPCap
Medicine, Oriental	12	$\frac{1}{2}(\text{SMCap} + \text{SPCap})$
Nature Attunement	12	SPCap •s
Occult Sciences	12	SMCap
Parapsychology	12	SMCap
Psychogenic Immunity, Physical	12	@ •
Psychogenics, Mental	12	@ •s
Sociology/Culture	12	MRCap
Base STEEP Total:	252	

Raider (Physical TRAIT)

A Physical TRAIT Vocation which is quite uncomplicated in basic activity but who can be made most interesting through personalization. Consider why such a persona would want to go out and risk life and limb, what motives brought the HP into the Resistance, how the individual was shaped, and so forth.

K/S Area	Base STEEP	ATTRIBUTE
Weapons, Small Arms	20	PNCap s
Combat, HTH (Lethal)	16	½(PMCap + PNCap) s
Criminal Act., Physical	16	PNCap s
Explosives/Demolitions	16	PNCap
Sports	16	½(PMCap + PNCap) s
Sports, Winter	16	½(PMCap + PNCap) s
Combat, (Ptv.) Hand Weapons	12	½(PMCap + PNCap) s
Endurance*	12	½(PMCap + PNCap)
Games, Physical	12	½(PMCap + PNCap) s
Hunting & Tracking	12	½(PMCap + PNCap)
Perception, Physical	12	MRCap s
Weapons, Heavy Arms	12	½(PMCap + PNCap) s
Weapons, Military, Other	12	MMCap
Arms & Armor	8	½(PMCap + PNCap) s
Combat, (Ptv.) Missile Weapons	8	½(PMCap + PNCap) s
Engineering, Military	8	½(MMCap + MRCap)
Escape	8	PNCap
First Aid	8	PNCap •
Military Science	8	½(MMCap + MRCap)
Street-Wise	8	SPCap •s
Surveying/Topography	8	MRCap
Survival	8	PMCap •
Leadership	4	SMCap
Base STEEP Total:	260	

Programmer (Spiritual TRAIT)

With principal emphasis on the Spiritual TRAIT, this Vocation still has considerable ability in the Mental K/S Areas. This is another of the Vocations which is ripe for personalization and active and intelligent roleplay.

K/S Area	Base STEEP	ATTRIBUTE
Jury-rigging	24	SMCap
Psychogenics, Spiritual (Intuition)*	24	@ •s
Computer Science	20	MMCap •s
Divination*	16	SPCap •
Electronics	16	MMCap
Games, Mental	16	MRCap s
Spatial Reasoning	16	½(SMCap + SPCap)
Comm. & Broadcasting	12	½(SMCap + SPCap)
Drawing	12	PNCap
Games, Physical	12	½(PMCap + PNCap) s
Library Science	12	MMCap
Logic	12	MRCap
Mathematics	12	MMCap
Methods & Systems	12	½(MMCap + MRCap)
Perception, Physical	12	MRCap s
Weapons, Small Arms	12	PNCap s
Writing, Creative	12	½(SMCap + SPCap)
Base STEEP Total:	252	

Scientist-Leader (Mental TRAIT)

A Mental TRAIT Vocation which is self-explanatory. The prospective player of such an HP probably already has the proper mindset for developing a rounded persona and then adventuring. Remember that this is a fledgling leader, not an acknowledged one!

K/S Area	Base STEEP	ATTRIBUTE
Political Science	24	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Influence	20	MRCap s
Law	16	$\frac{1}{2}(\text{MMCap} + \text{MRCap}) \bullet s$
Leadership	16	SMCap
Public Administration	16	MRCap
Sociology/Culture	16	MRCap
Computer Science	12	MMCap $\bullet s$
Current Events	12	MMCap
Deception	12	MRCap $\bullet$
Games, Physical	12	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
History	12	MMCap
Logic	12	MRCap
Physics	12	MMCap $\bullet$
Sports	12	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) s$
Sports, Winter	12	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) s$
Charismaticism	8	SPCap $\bullet$
Combat, HTH (NL)	8	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
Judgement	8	$\frac{1}{2}(\text{SMCap} + \text{SPCap}) s$
Perception, Physical	8	MRCap s
Psychology	8	$\frac{1}{2}(\text{SMCap} + \text{SPCap})$
Weapons, Small Arms	8	PNCap s
Base STEEP Total:	264	

Scout-Spy (Physical TRAIT)

The second of the Physical TRAIT Vocations, but one more given to sneaking and indirect action rather than direct combat. Otherwise, look at the Raider paragraph for inspiration as to developing and playing this sort of HP.

K/S Area	Base STEEP	ATTRIBUTE
Combat, HTH (Lethal)	20	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) s$
Weapons, Small Arms	20	PNCap s
Criminal Act., Physical	16	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) s$
Survival	16	PMCap $\bullet$
Criminal Act., Mental	12	MRCap $\bullet s$
Disguise	12	PNCap
Espionage	12	$\frac{1}{2}(\text{MMCap} + \text{MRCap}) s$
Explosives/Demolitions	12	PNCap
Games, Physical	12	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) s$
Perception, Physical	12	MRCap s
Sports	12	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) s$
Appraisal	8	MRCap s
Computer Science	8	MMCap $\bullet s$
Current Events	8	MMCap
Deception	8	MRCap $\bullet$
Electronics	8	MMCap
Impersonation	8	SMP
Judgement	8	$\frac{1}{2}(\text{SMCap} + \text{SPCap}) s$
Jury-rigging	8	SMCap
Leadership	8	SMCap
Military Science	8	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Street-Wise	8	SPCap $\bullet s$
Weapons, Military, Other	8	MMCap
Base STEEP Total:	252	

Techno-Scientist (Mental TRAIT)

This Vocation is the other of the Mental TRAIT Renegade ones with a great base upon which to work, because of the abilities in regards androids, cyborgs, and robots. This sort of persona is ideal for the player who wants to go out and have fun with advanced technology. A scan of the bundle of K/S Areas will direct the prospective player into the right channel in regards development and roleplaying.

K/S Area	Base STEEP	ATTRIBUTE
Computer Science	20	MMCap •s
Engineering, Other (choice)	16	$\frac{1}{2}$ (MMCap + MRCap)
Jury-rigging	16	SMCap
Spatial Reasoning	16	$\frac{1}{2}$ (SMCap + SPCap)
Androtic Repair	12	PNCap •
Androtics	12	$\frac{1}{2}$ (MMCap + MRCap) s
Chemistry	12	MMCap
Cybernetics	12	$\frac{1}{2}$ (MMCap + MRCap) s
Genetics	12	MMCap
Jack-Of-All-Trades	12	PMCap •s
Library Science	12	MMCap
Magnetic Drive Operation	12	MMCap
Mathematics	12	MMCap
Mechanics, Mag. Drive	12	$\frac{1}{2}$ (PMCap + PNCap)
Mechanics, Robotic	12	$\frac{1}{2}$ (PMCap + PNCap)
Parapsychology	12	SMCap
Perception, Physical	12	MRCap s
Physics	12	MMCap •
Robotics	12	$\frac{1}{2}$ (MMCap + MRCap) s
Weapons, Small Arms	12	PNCap s
Base STEEP Total:	260	

TREADING THE BOARDS

This month: On the InterNet

Quite a large volume of discussion on the **Dangerous Journeys™** game system (and of course the **Mythus™** Fantasy Game genre) is taking place on computer networks, the "information highway" that has been much-heralded of late. Since we at MMM maintain regular contact (to some extent at least) with computer-related sources, it is only logical that we bridge the electronic and paper information modes.

This month we take a brief look at some samples from the InterNet – the intercontinental behemoth of all computer networks, reaching millions of computer users worldwide. Specifically, these samples were contributed to the InterNet Mythus game ListServ. Anyone who can receive Email from the InterNet (a service that most online networks provide) can subscribe to this mailing list, which is run by Matthew Pearson. To subscribe, create a one-line message that says "Subscribe MYTHUS-L Name" (with your real name) and send that Email to the following InterNet address:

listserv@brownvm.brown.edu

> **Subscribe Mythus-L Gary Gygax**
>> **You are now on the Mythus™ Game ListServ**
> **Read new Email**

Date: 93-11-17 13:19:01 EST

Subj: One Player-One JM sessions.

There is a section of the book describing one-player-one-JM sessions before the party plays together. I had already been doing this before I read the book, but I got some good ideas from it, and was glad to see it in print.

I just want to say that I can't recommend this system enough. It really help develop good character personality and motivations, and brings out the roleplaying in quiet or power-gaming players. It allows you to give attention to individuals that you wish you could in the group games.

I've tried assigning a separate day for these games, so that I can give each player 1 1/2 to 2 hours each, but the motivation and atmosphere gained is partially lost in the next group session. I have found that 15 to 20 minute sessions for each player, followed by a normal gaming session on the same day, really works well. I've even thought of trying to work 5 to 10 minute NPC interaction sessions with each individual PC before the start of every game (but haven't tested that out).

If you haven't tried this yet, please arrange it for your next campaign. It creates a real enthusiasm and atmosphere for the group game like I haven't felt since my first couple of gaming years.

Tony "Tarle" Martin

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Wollongong University, Australia.

Date: 93-11-20 03:22:45 EST

Subj: Question about Steep

This is a question concerning Heka from Heka-producing K/S areas. Do you have to use the Heka from your Heka-generating skills only to cast spells in that skill – and what if the skill has no specific spell list to draw on, like Pantheology?

Date 93-11-22 17:25:52 EST

Subj: Answer about STEEP

It is official, from Gyga himself (in that latest Journeys magazine, I believe, though I don't have it here):

Heka generated from STEEP, traits (& categories & attributes), reservoirs, and whatnot may all be used as a general pool for any castings or other magickal efforts which call for personal Heka. There are a few exceptions with regard to STEEP Heka, but these are carefully noted. Poetry/Lyrics, Musical Composition, Music STEEP may only be used for Spellsongs castings; and Astronomy may only be used for Astrology castings. There is also some kind of bonus for Heka Forging if you only have Physical Heka-generating areas. Although there are various circumstances under which certain K/S areas will generate Heka, that Heka should always go in the general pool except for the noted cases.

Rick Blair

(Rick_Blair@taligent.com)

Date: 93-11-24 15:30:36 EST

Subj: TPO to Mythus Conversion

Here are my notes (sketchy and not playtested) for using TPO in the **Mythus™** game. I reserve all rights to the ideas presented within.

Lucifer (Rodney Morris)

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(Editorial insertion: The Primal Order™ [TPO] is one of many excellent products from Wizards of the Coast, Inc™. TPO is designed for ease of use in multiple roleplaying game systems. For more information, please contact the Wizards at P.O. Box 707, Renton, WA. Tell them we sent you.)

Using the Primal Order with the Mythus Game

Resistance Rolls

The Mythus™ game system has no real equivalent to the resistance roll. However, a deity gains 10 Joss points upon Ascension, and adds five more per raise in level. Furthermore,

every 24 hours the deity regenerates Joss equal to 5% of its Primal Base (not cumulative, however!).

Adjustments to Attributes

The normal human ATTRIBUTE range is about 4 to 22. When The Primal Order calls for an increase of 5% in one attribute, this equals one point in the Mythus game. When generating a character of divine level, add six points to all ATTRIBUTES.

Power Levels for Characters

All deities are considered Full Practitioners in every casting K/S Area they possess. Furthermore, they have Heka comparable to 100 times the amount they would normally receive from these K/S Areas, in addition to a base 1000 Heka points. The Power levels of TPO are equivalent to the following for the **Mythus™** game (see page 307 of the **Mythus™** book for more information on OP Power Class):

Amateur	Class I OP, Minor Ability Persona
Veteran	Class II OP, Standard Ability Persona
Professional	Class III OP, Important OP
Master	Class IV OP, Climactic Persona
Legendary	Class IV OP, Climactic Persona (at the highest end of mortal achievement)

Primal Blast Effects

The Primal Blast always hits the target, inflicting its damage regardless of magickal or physical protections. Such damage is at a rate of 10 points of physical, mental, or spiritual damage per primal flux used.

Primal Shield Effects

A Primal Shield protects against all physical, spiritual, and mental attacks. No magick can penetrate the Primal Shield. Physical damage depletes the shield by one point for every twenty points of damage. Magickally based damage depletes the shield by one point for every 30 points of magickal damage. Spiritual attacks are deflected and do not deplete the shield at all.

When hitting an external shield, roll as if the weapon had parried another weapon, with the commensurate possibility of weapon damage. If the damage is enough to break the shield, roll against the appropriate Combat K/S Area again and, if successful, apply the damage to the deity. When a skin-tight shield is hit with damage that is more than could deplete it, apply all remaining damage automatically. When an internal shield is being used, allow damage to the point of the deity's CL. (At this point, damage is done to the shield.) No mental or spiritual attacks will succeed against the shield.

Spells

As mentioned before, all deities are Full Practitioners and gain 100 times the normal Heka from relevant K/S Areas. The cost of supporting a priest or holy warrior is an amount of primal flux equal to the highest grade of spell they can cast per day. Supporting Vows cost the gained multiplier (regardless of whether it is a Vow of Priestcraft or a Vow of Service) multiplied by the highest grade of spell they can cast. A Pact costs the same multiplier, but the reclamation of the soul at the end of the Pact gives double the normal Primal received from a sacrifice.

Throwing Spells Primally

The Spells are cast at the same Heka cost; it is the overall Heka Total that is changed.

Date: 93-11-30 14:02:03 EST

Subj: Re: Missile Fire

I suggest you guys go to your local Renaissance festival or the local SCA and ask for a proper archery demonstration. I did just that yesterday after reading all the messages about missile fire, and the guy who did the demonstration for me (I asked about speed & accuracy and told him why I needed to know) told me to play RuneQuest. I told him where he can put RuneQuest.

Anyway, the guy got off about 4 arrows off in 3 seconds and was almost entirely accurate. The target was about 175-200 yards off (I'm not very good with visualizing & understanding distance) and only one of the four arrows was out of the bull's-eye.

He told me that a properly trained archer is expected to do no less than that. He said that archers were one of the most feared regiments of a medieval army, and were usually sent in first to soften up the first ranks of an approaching enemy. After that, they'd retire by flanking back to both sides then behind the foot soldiers (first rank with long spears, second rank sometimes with small bows then swords/spears) and fire volleys over their heads until the melee became too convoluted. I know that what he was saying wasn't entirely accurate, but his demonstration of archery was very impressive.

So we're probably going to keep the missile rules as written, but make the equipment very scarce and expensive and continue to make called shots at a nasty DR (not necessarily a DR of "Extreme" but at least Difficult).

Cerebus
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STILL MORE STUFF!
FOR THE CHANGELING WEIRD SCIENCE-
FANTASY ROLEPLAYING GAME

K/S Area Lists, Descriptions, and Cross-Feeding Chart plus
Modifications for Cross-Play (Cross-Genre, -World, -Culture, and -Society)

K/S AREAS ALPHABETICALLY BY TRAIT

MENTAL KNOWLEDGE/SKILL AREAS

Area	ATTRIBUTE	Area	ATTRIBUTE
Agriculture	MMCap s	Gemology	MMCap
Androtics	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$ s	Genetics	MMCap
Anthropology	MMCap	Geography/Cartography	MMCap
Apotropaism*	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$ •	Geology/Mineralogy	MMCap
Appraisal	MRCap	History	MMCap
Archeology	MMCap	Hypnotism	MMCap
Architecture	MMCap	Influence	MRCap s
Architecture, Naval	MMCap	Journalism	MRCap
Architecture, Spacecraft	MMCap s	Law	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$ •s
Astrogation	MMCap	Library Science	MMCap
Astronomy	MMCap	Linguistics	MRCap •
Biography/Genealogy	MMCap	Lip Reading & Sign Language	MMCap •s
Biology	MMCap	Literature	MMCap
Botany	MMCap	Logic	MRCap
Business Admin.	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$	Magick*	MRCap*
Chemistry	MMCap	Magnetic Drive Operation	MMCap
Computer Science	MMCap •s	Mathematics	MMCap
Criminal Act., Mental	MRCap •s	Medicine	MMCap •s
Criminology	MRCap	Medicine, Veterinary	MMCap •
Cryptography	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$	Meteorology/Climatology	MMCap
Current Events	$\frac{1}{2}(\text{MMP} + \text{MRP})$	Methods & Systems	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Cybernetics	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$ s	Military Science	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Deception	MRCap •	Native Tongue	MMCap •
Demonology*	MMCap	Navigation	MMCap
Domestic Arts & Sciences	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$ •s	Perception, Mental	PNCap s
Dweomercraft*	MMCap •s	Physics	MMCap •
Etiquette/Social Graces	MMCap	Political Science	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Ecology/Nature Science	MMCap	Psychiatry	MMCap •
Economics	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$	Psychogenic Immunity, Mental	@ •
Education	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$	Psychogenics, Mental*	@ •s
Electronics	MMCap	Public Administration	MRCap
Engineering, Electric.	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$	Rarities	MMCap
Engineering, Mech.	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$	Robotics	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$ s
Engineering, Military	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$	Sociology/Culture	MRCap
Engineering, Other	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$ •s	Statistics/Probability	MMCap
Engineering, Spacecraft/Self-contained	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$	Surveying/Topography	MRCap
Espionage	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$ s	Toxicology	MMCap
Finance & Investing	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$	Venezian Flora & Fauna	MMCap
Foreign Language	MMCap •	Weapons, Military, All Other	MMCap
Foreign Language, Conversational	MMCap •	Zoology	MMCap
Fortification & Siegecraft	MRCap •s	* Heka-producing K/S area @ Use the lowest Capacity ATTRIBUTE s This K/S has a number of Sub-Areas • This K/S has special characteristics; see the description for details.	
Gambling	MRCap •		
Game Animals	MMCap		
Games, Mental	MRCap s		

PHYSICAL KNOWLEDGE/SKILL AREAS

Area	ATTRIBUTE	Area	ATTRIBUTE
Acrobatics/Gymnastics	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) \text{ s}$	Mountaineering	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
Acupuncture	PNCap	Musical Instrument	PNCap •
Androtic Repair	PNCap •	Parachuting	PNCap
Arms & Armor	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) \text{ s}$	Perception, Physical	MRCap s
Boating	PNCap	Photography	PNCap
Clothwork	PNCap	Piloting	PNCap •s
Combat (Primitive), Hand Weapons	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) \text{ s}$	Police Work	PMCap s
Combat (Primitive), Missile Weapons	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) \text{ s}$	Printing	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
Combat, HTH (Lethal)	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) \text{ s}$	Psychogenic Immunity, Physical	@ •
Combat, HTH (NL)	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$	Psychogenics, Physical*	@ •s
Construction	PMCap	Riding	PNCap •s
Criminal Activities, Physical	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) \text{ s}$	Scuba Diving	PNCap •
Cultured Palate	PNCap s	Smithing/Welding	PMCap
Disguise	PNCap	Space Flight	PNCap •s
Drawing	PNCap	Speleology	PMCap
Driving	PNCap	Sports	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) \text{ s}$
Endurance*	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$	Sports, Winter	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) \text{ s}$
Escape	PNCap	Surgery	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) \text{ •s}$
Explosives/Demolitions	PNCap	Survival	PMCap •
First Aid	PNCap •	Tolerance	PNP
Games, Physical	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) \text{ s}$	Travel	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
Handicrafts/Work	PNCap	Weapons, Heavy Arms	$\frac{1}{2}(\text{PMCap} + \text{PNCap}) \text{ s}$
Hunting & Tracking	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$	Weapons, Small Arms	PNCap s
Jack-Of-All-Trades	PMCap •s	Weapons, Special Skill	PNCap •s
Juggling	$\frac{1}{2}(\text{PMSpd} + \text{PNSpd}) \text{ •s}$	* Heka-producing K/S area @ Use the lowest Capacity ATTRIBUTE s This K/S has a number of Sub-Areas • This K/S has special characteristics; see the description for details.	
Leatherwork	PNCap		
Legerdemain	PNCap		
Mechanics	PNCap •s		
Mechanics, Magnetic Drive	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$		
Mechanics, Robotic	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$		

SPIRITUAL KNOWLEDGE/SKILL AREAS

Area	ATTRIBUTE	Area	ATTRIBUTE
Animal Handling	SPPow	Occultism*	SMCap •
Astrology*	SMCap	Parapsychology	SMCap
Buffoonery	SPSpd •s	Philosophy	SMCap
Charismaticism	SPCap *	Poetry/Lyrics*	SMCap •
Cinematic Arts	SMCap	Priestcraft*	SMCap •s
Comm. & Broadcasting	½(SMCap + SPCap)	Psychogenic Immunity, S.	@ •
Dance	½(SMCap + SPCap) •	Psychogenics, Spiritual*	@ •s
Divination*	SPCap •	Psychology	½(SMCap + SPCap)
Drawing/Painting (Artistic)	½(SMCap + SPCap)	Religion*	SMCap
Ethnology	SMCap	Sculpting	SMCap
Exorcism*	SPCap	Sorcery*	SMCap*
Fortune Telling*	SPCap •s	Spatial Reasoning	½(SMCap + SPCap)
Herbalism*	SMCap	Street-Wise	SPCap •s
Impersonation	SMPow	Theology*	SMCap
Judgement	½(SMCap + SPCap) s	Thespianism	SPCap
Jury-rigging	SMCap	Venezian Folk & Culture	½(SMCap + SPCap)
Leadership	SMCap	Witchcraft*	SMCap •
Magnetism	SPCap	Writing, Creative	½(SMCap + SPCap)
Medicine, Oriental	½(SMCap + SPCap)	Yoga*	SMCap •
Mediumship*	SPCap	* Heka-producing K/S area @ Use the lowest Capacity ATTRIBUTE s This K/S has a number of Sub-Areas • This K/S has special characteristics; see the description for details.	
Metaphysics*	SMCap		
Musical Composition	½(SMCap + SPCap)		
Mysticism*	SPCap		
Nature Attunement	SPCap •s		
Occult Sciences	SMCap		

K/S AREA DESCRIPTIONS

MENTAL TRAIT KNOWLEDGE/SKILL AREAS

Agriculture

See **Mythus™** Core Rulebook page 137.

Androtics

This ability enables the HP to identify androids, know their kind or assess their basic potential if an unknown model, assist in healing/repairing them (regeneration, regrowth/reprogramming, replacement of parts), and possibly even in creating new sorts of androids at very high level of knowledge. The individual skill knows android anatomy, parameters (limitations, strengths, weaknesses, etc.), history, aberrations, growth processes, programming, and so forth. This K/S area cross-feeds *Androtic Repair* and *Cybernetics* by 10%.

Anthropology

The HP with this K/S is assumed to have broad general as well as specific knowledge regarding cultural, social, and physical anthropology. The identification of ancient human remains and artifacts, the dating and culture of a find, and

primitive life and culture are known to that individual. The HP will have knowledge of ancient and modern civilizations, their artifacts and characteristics, and so forth. He or she will also be familiar with the locales of primitive groups existing today.

Apotropism

See **Mythus™** Core Rulebook page 137, but each Grade of Casting requires steps of 20 STEEP to attain, i.e. 1-20 = Grade I, 21-40 = Grade II, etc. Furthermore, no Casting above Grade V is ever possible.

Appraisal

See **Mythus™** Core Rulebook page 138.

Archeology

This field of K/S is similar to *Anthropology*, but deals with the ancient structures and communities constructed by man, as well as the artifacts left by such peoples. It centers on the cities, buildings, tombs, and other such things rather than on beliefs, dress, customs, and so forth – items central to Anthropology. The HP with this K/S will know of ancient cities, ruins,

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monuments, burial places, and so forth, as well as being likely to have ideas as to the locations of yet undiscovered remains and a general knowledge of important finds and the artifacts uncovered in them. The JM might wish to broaden this K/S to cover paleontology as well.

Architecture

See **Mythus™** Core Rulebook page 139.

Architecture, Naval

See **Mythus™** Core Rulebook page ??¹.

Architecture, Spacecraft

The knowledge of how to design and build interplanetary spacecraft. With this Area the persona also knows the details of any such craft, can assess its strengths and weaknesses, and even assist in such things as repairing, restoring, or modifying these vessels. This Area cross-feeds *Engineering*, *Spacecraft* by 10% of STEEP.

Astrogation

This is the ability to navigate a space vessel, whether on a short run or a long one. It assumes knowledge of *Astronomy* and cross-feeds with that K/S Area by 10%.

Astronomy

See **Mythus™** Core Rulebook page 139, but this ability also covers spectrum analysis, stellar observation, mapping, and the study of unknown objects such as pulsars, quasars, and black holes. It assumes both radio telescope, refractive, and reflective techniques as well. The advanced technology-based HP with this Area will be familiar with the geography of the moon and have data on various satellite observations of the planets, as well as which planets, stars, and constellations are visible at certain times of the year.

Biography/Genealogy

See **Mythus™** Core Rulebook page 139.

Biology

See **Mythus™** Core Rulebook page 139

Botany

See **Mythus™** Core Rulebook page 139

Business Administration

See **Mythus™** Core Rulebook page 139

Chemistry

See **Mythus™** Core Rulebook page 139, but the HP with this K/S from an advanced technology could also do such things as run a chemical analysis, make acids or explosives, and create other special devices of a chemical nature. This sort of HP will also be familiar with current research trends in chemistry (such as that for drugs, cures, and rarities such as a room-temperature superconductor), and might be able to reproduce certain substances not approved for sale by the

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government. The HP might even be able to invent whole new items using this K/S, though the usual DR for even a minor technological advice would probably range from “Very Difficult” to “Extreme,” and would involve months of research, experimentation, and lots of money! The quality of the HPs laboratory, the time and materials available, and the importance of the discovery will all serve to modify a *Chemistry* DR.

Computer Science

The HP with this K/S will be familiar with the general operation and use (loading and running programs, working the printer, monitor, modem, etc.) of all major microcomputers as well as perhaps one or two types of mainframe machines. The Sub-Areas of this K/S involve knowing a number of the machine-specific languages listed hereafter.

1. Luñar Androtic
2. Luñar Hybrid
3. Luñar Robotic
4. Marzian Basic
5. Marzian Government
6. Urth Basic
7. Urth Government
8. Urth Military
9. Urth Old Type (Satellite Ring and Chrysalis)
10. Venuzian

Feel free to choose other languages. The most common rolls against this K/S over the course of the game will involve writing programs and using very unfamiliar machines, such as mainframes and supercomputers. Writing programs is, of course, a hassle. The JM should base both the DR and the length of time necessary to write the program on the program's complexity. The player should write down exactly what the program can do, and the JM will decide from that. An “Easy” program might require but two or three weeks to write and debug. A “Moderate” one may take a month or so, and harder ones may need from one to six additional months for every level of DR above “Moderate”. At the end of this period make the roll. A failure means that the program has some major problem, but isn't completely worthless. The HP should then spend an amount of time equal to half of what he spent on it originally to go back over it and figure out what's wrong, and, at the end of this period, make another roll. If he fails again, then repeat the process again, using 1/2 of the original programming time until he succeeds or gives up. A Special Failure at any point along the way will, of course, ruin the program entirely. Throw it away and start over!

Criminal Activities, Mental

See **Mythus™** Core Rulebook page 139.

Criminology

See **Mythus™** Core Rulebook page 139.

¹ The reference to “Architecture, Naval” existing in *Mythus* core in the original article is erroneous, but this editor has no idea where to send you for information on this K/S Area.

Cryptography

See **Mythus™** Core Rulebook page 140.

Current Events

See **Mythus™** Core Rulebook page 140.

Cybernetics

This is the knowledge of the various electronic and electromechanical parts that can be implanted in a biological organism to interface with that organism's body so as to create a cyborg; also the skill to design and construct such parts. A persona with this Area knows various standard types and can assess unknown cyborgs by observation of their performance. Actual implantation of cybernetic components requires this ability plus *Medicine* and *Surgery* K/S Areas. This Area cross-feeds *Androtics*, *Electronics*, and *Robotics* by 10% of STEEP.

Deception

See **Mythus™** Core Rulebook page 140.

Demonology

See **Mythus™** Core Rulebook page 141.

Domestic Arts & Sciences

See **Mythus™** Core Rulebook page 142.

Dweomercraft

See **Mythus™** Core Rulebook page 142, but there is no such thing as Full Practice, and each Grade of Casting requires steps 20 STEEP to attain, i.e. 1-20 = Grade I, 21-40 = Grade II, etc. Furthermore, no Casting above Grade V is ever possible.

Ecology/Nature Science

See **Mythus™** Core Rulebook page 143.

Economics

See **Mythus™** Core Rulebook page 143, but excluding *Finance and Investing*.

Education

See **Mythus™** Core Rulebook page 143.

Electronics

This K/S allows the HP to examine and repair electrical devices of all kinds, from batteries and computers to radios, televisions and communicators. It includes Radar, Sonar, and the like too! One roll should cover about a day's worth of work on a project of moderate complexity. Note that this K/S does not allow the actual construction of such objects, nor does it allow work to be performed on such items as transformer boxes or complex wiring systems in buildings. Those sorts of projects are the domain of the *Engineering, Electrical* K/S (q.v.). This K/S Area cross-feeds both *Cybernetics* and *Engineering, Electrical* by 10% of STEEP.

Engineering, Electrical

This K/S deals with such things as the wiring of buildings and the design, construction, operation, and inspection of such devices as sub-stations, generators, transformer boxes, etc. In short, anything utilizing electricity is covered hereunder. The HP with this K/S would know how to turn the power on and off in various parts of a building or vehicle, of a city, or even of a country. With this K/S, an HP will be able to note problems with the above electrical systems, diagnose the trouble, and come up with solutions. When inspecting a system, one successful roll should be sufficient to give the HP a good idea what's going on, and when performing actual work, one roll will cover about a day's labor on a task of moderate complexity. This Area cross-feeds *Electronics* by 10% of STEEP. *Physics* adds 10% of its STEEP to any *Engineering* ability.

Engineering, Mechanical

This K/S assumes a knowledge of how machines with moving parts work, as well as how to design, inspect, and repair them. Such machines include cars, airplanes, and other vehicles, as well as factory machines, printing presses and the like. The HP with this K/S can both diagnose problems and repair them, or even design and build such a device from scratch (at a very high DR!). As with the *Electronics* K/S (q.v.), the DR will have a great deal to do with the available resources, and one roll covers about the same amount of work as the *Engineering, Electrical* K/S. This Area cross-feeds *Robotics* by 10% of STEEP. *Physics* adds 10% of its STEEP to any *Engineering* ability.

Engineering, Military

Such activities as modifying terrain to suit the needs of an army, and placing and building bridges, roads, dumps, airfields, bases, and camps are covered by this K/S. One roll will allow the user to figure out how to accomplish one small task (such as building a bridge), or part of a big one (such as altering the course of a river or draining a swamp). Even more importantly, this K/S also assumes the knowledge of how to build, detect, and disarm an array of (non-electronic) indoor and outdoor and indoor traps/booby-traps, minefield laying and removal, as well as how to construct simple shelters, towers, and the like using only trees and small hand tools. Just as with terrain projects, a single roll can build (or detect and disarm) one small trap or part of a large one. The same applies to natural shelters.

The following is a list of some sample outdoor traps that can be built by the use of this K/S, as well as how much damage they can do. Note that armor provides no protection against "Impact" damage and that all such damage should be multiplied by 1D3 (not 1D6) Exposure Roll. "Stunning" damage, however, uses a normal 1D6 roll, and "Piercing" damage should be rolled on the *Strike Location Table*.

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See the Combat Chapter for further details regarding armor and damage:

Trap Type	Damage Type	Damage Amount
Deadfall	Impact	8D6 + 8
	Piercing	4D6 + 1D6 per stake or spike
Pit	Impact	As per falling
	Piercing	+1D6 per stake or spike
Snare	Stunning	3D6 + trapped unless a “Hard” PM roll is made
Spring/Swing	Piercing	2D6 + 2D6 per spike

Physics adds 10% of its STEEP to this *Engineering* ability.

Engineering, Other

While the above lists the types of engineering that will be the most common and important to the game, there are a few others an HP might wish to take or the JM might wish to assign an OP. Such fields can include aerospace engineering, light wave engineering (laser beams and illumination) and the like. When choosing this K/S, you must select one such field and note it on your HP sheet as Engineering, (field). If you wanted your HP to be skilled at designing armored fighting vehicles, for example, you would select *Engineering, Vehicle, Military*. Each of these other *Engineering* K/S Areas covers about a similar amount of work on a roll. Here is a partial list from which to select:

Aerospace, Civil, Light Wave, Logging, Mining, Nautical, Vehicle/Military.

Physics adds 10% of its STEEP to any *Engineering, Other* ability.

Engineering, Spacecraft/Self Contained

This is the ability to create and check specifications of and construct from architectural plans vessels for space flight or similar self-contained vessels and the various systems necessary for their operation – drive, environment (atmosphere, gravity, light, etc.), lifeboats and shuttles, recycling, weapons, and so on. It also enables the persona to The K/S also enables the individual to operate and maintain such systems. This Area cross-feeds *Architecture, Spacecraft* by 10% of STEEP. *Physics* adds 10% of its STEEP to any *Engineering* ability.

Espionage

See **Mythus™** Core Rulebook page 144, with the following additions to Sub-Areas:

1. Copying/photography
2. Electronic Surveillance
3. Safe Houses

Etiquette/Social Graces

See **Mythus™** Core Rulebook page 144.

Finance & Investing

See **Mythus™** Core Rulebook page 143 but excluding *Economics*.

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Foreign Language

There are many languages, and depending on the technology/culture one or more of the following can be known by an HP. Of course, a computer translator can take care of language differences rather easily.

1. Luñar* Android
2. Luñar Human
3. Luñar Robotic
4. Marzian
5. Outcast
6. Urth Archaic (suggested language base)
 - a. Ancient (Chinese, Greek, Latin, Phoenician)
 - b. Medieval (French, German, Spanish)
 - c. Renaissance (Arabic, Slavic, Italian)
 - d. Victorian (English, Hindi, Japanese,)
 - e. Tribal (separate for each group)
7. Urth Modern
8. Venuzian Colonist
9. Venuzian Mutant
10. Venuzian Native

Foreign Language, Conversational

As described in **Mythic Masters™** Magazine #2.

Fortification & Siegecraft

See **Mythus™** Core Rulebook page 144.

Gambling

See **Mythus™** Core Rulebook page 150 with the added Sub-Area of *Electronic/Computer Gambling Games*. Furthermore, at higher STEEP levels (51+) the persona will have such information as the JM deems suitable regarding the following:

- Casinos & clubs
- Regular & Professional Gamblers
- Private Group/Club Gambling
- Inside Information (Tips)
- Illegal Gambling/Betting
- Gambling “Fixes”

Game Animals

Knowledge of the habitat, range, food, habits, breeding cycles, social organization, migrations (if any), predators, and prey (if applicable) of small and large game animals. Unless formally studies, of course, this knowledge will extend only to such animals as are native to the individual’s own area, as well as those empirically observed for a period of months so as to add such information to the ability. This ability cross-feeds *Hunting & Tracking* by 10% of STEEP.

Games, Mental

See **Mythus™** Core Rulebook page 150 with the following two Sub-Area additions:

1. Computer Games
2. Electronic Games (such as pinball)

Gemology

See **Mythus™** Core Rulebook page 150.

Genetics

This K/S assumes knowledge regarding the study and manipulation of genes and the current trends and advances in that field. It includes Genetic Engineering and identification of the type and powers of mutated humans.

Geography/Cartography

See **Mythus™** Core Rulebook page 150.

Geology/Mineralogy

See **Mythus™** Core Rulebook page 150.

History

See **Mythus™** Core Rulebook page 150.

Hypnotism

See **Mythus™** Core Rulebook page 150.

Influence

See **Mythus™** Core Rulebook page 151. Note that *Psychology* feeds 10% of its STEEP to this Area.

Journalism

See **Mythus™** Core Rulebook page 154.

Law

See **Mythus™** Core Rulebook page 154.

Library Science

This might seem to be a rather unpromising Area until you consider the benefits of having such an ability. This category enables the HP to find information in libraries and to locate objects in museums or other places. As STEEP points grow, the HP will know which libraries, museums, collections, etc. have what sorts of articles, including rare books, manuscripts, scrolls, tablets, artifacts, relics, and so forth. At upper levels (51+) the HP will be recognized and respected by chief librarians and curators of museums, and thereby have or gain access to the rarest works.

Linguistics

See **Mythus™** Core Rulebook page 154.

Lip Reading & Sign Language

See **Mythus™** Core Rulebook page 154.

Literature

See **Mythus™** Core Rulebook page 154.

Logic

See **Mythus™** Core Rulebook page 154

Magick

See **Mythus™** Core Rulebook page 154, but there is no such thing as Full Practice, and each Grade of Casting requires steps 20 STEEP to attain, i.e. 1-20 = Grade I, 21-40 = Grade II, etc. Furthermore, no Casting above Grade V is ever possible.

Magnetic Drive Operation

This is the ability to plan and construct the most advanced form of drive for land, water, aerospace, and space vessels, the magnetic drive. It also enables the persona to actually operate a vessel using such drive. Possession of this K/S Area also enables the individual to discover malfunctions and direct their repair. It cross-feeds *Mechanics*, *Magnetic Drive* and *Piloting* by 10% of STEEP.

Mathematics

See **Mythus™** Core Rulebook page 155.

Medicine

The HP is knowledgeable in all aspects of diagnosing and treating physical problems in humans and possibly Androids. *Medicine* STEEP applies to *First Aid* (q.v.), even if one does not have that K/S Area per se. With the proper equipment, broken bones can be set, diseases treated, medicines proscribed, etc. Note that one must have a minimum STEEP of 41 in this Area to qualify as a Medical Doctor. One successful roll will allow the patient to recover from wounds at the full rate (see Healing) as well as reduce the Strength rating of a disease by 10% of the doctor's STEEP (see Disease). Possessing this K/S allows you to add 10% to your First Aid K/S, if you have it. The JM may also add Sub-Areas to reflect the great complexity of this field, the following of which are minimum:

1. Androtic Medicine
2. Forensic Medicine
3. Neurology
4. Pathology
5. Venuzian "Native" Medicine

Medicine, Veterinary

See **Mythus™** Core Rulebook page 155, but with five Sub-Areas as follows:

1. Marine
2. Marzian
3. Urth Avian
4. Urth Mammalian
5. Venuzian.

Meteorology/Climatology

This is the science of weather (short range, what is happening now and the near future) and climate (what will be the long-range weather, temperature, etc.). The persona with this K/S Area can read weather maps, predict weather with a high degree of accuracy (even without details from other places, satellites, etc.), and so forth. There are other very useful applications of this ability, including those of navigation of aircraft, boats, etc. That is, while the persona might not be a navigator, he will know about winds, rain, storms, and other conditions affecting a vessel's navigation. This might enable the craft to avoid severe weather, mitigate its conditions, travel at optimum speed, and/or avoid delays.

Methods & Systems

This K/S Area involves the study and analysis of the most efficient ways to accomplish things. Whether establishing new

ones or studying existing ones, the K/S Area provides the ability to institute procedures most efficient for gaining a specified objective. Possession of this ability reduces time required to create or operate complex things by 10%. It also can increase the likelihood of success in creation or operation, each 10 STEEP points equaling a reduction on the dice results for such a roll.

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. The HP will know details of weapons and armored fighting vehicles, facts on artillery and bombs, and atomic, biological, and chemical warfare – and about spacecraft too if of a sufficiently high technology level. A successful roll against this K/S will allow the HP to identify a given weapon or fighting vehicle (and state the various characteristics of such a vehicle, including weaponry, speed, range, crew, etc.), or get an idea how to plan some mission for maximum ease and efficiency. One roll should cover one weapon or vehicle, or a relatively short (less than 1 day) portion of an actual military operation.

Native Tongue

See **Mythus™** Core Rulebook page 155.

Navigation

See **Mythus™** Core Rulebook page 155.

Perception, Mental

See **Mythus™** Core Rulebook page 155.

Physics

This K/S Area measures the HP's knowledge regarding the scientific branch of Physics. The HP will be able to solve various physics problems and will be aware of current trends and advances in the field of physics. One useful aspect of this K/S Area is that it may be used in a manner similar to that of the *Deception* K/S (q.v.) to double one's effective STEEP for a single roll with another K/S by making a successful roll with this one. The Areas that can so benefit from a round knowledge of Physics are those of "hard" scientific sort, such as *Architecture*, *Astronomy*, *Electronics*, and all the *Engineering* Areas (amongst others). Note that if this is attempted and the Physics roll fails, then the effective STEEP for the second roll will be halved! See the *Deception* K/S for further details on this method. This K/S Area feeds any and all *Engineering* Areas by 10% of its STEEP.

Political Science

See **Mythus™** Core Rulebook page 158.

Psychiatry

This specialized area of the *Medicine* K/S is separate. In order to be able to acquire it, the persona must have a *Medicine* STEEP of 41 or more. *Psychiatry* deals with the working of not only the human mind and various means (including chemicals, diet and exercise-related changes) that will alter the brain, but also the android and robotic thought processes as well. The persona with this K/S can treat behavioral problems in other ways, of course. For game purposes the individual making a successful *Psychiatry* roll (typically at DR "Moderate") can repair Mental Damage in the same way a roll against *Medicine* K/S can be used to repair Physical Damage.

Psychogenics, Mental

Psychogenics are Psychic Powers. While everyone theoretically has such powers, only a few gifted individuals have them developed to the point where they are actually usable. All these psychic operate on a special type of energy called Vril, a sub-class of Heka, and while many of their effects may strongly resemble magick, they are in fact quite different. Whereas magick controls power gained from outside oneself, Psychogenics originate with the human psyche – the power of mind, body, and spirit. The following table lists the Mental Psychogenic Sub-Areas, each of which must be rolled for randomly on D%:

Mental Psychogenic Sub-Areas

Roll	Mental Psychogenic Power
01-05	Apports
06-10	Cryogenesis
16-20	Dermo-Optical Perception (DOP)
26-30	Empathy
36-40	Levitation
46-50	Parakinesis (Extended)
51-55	Psychic Hypnotism
56-60	Psychokinesis (Any Non-Living Matter)
61-65	Psychokinesis (Living Targets)
66-70	Psychokinesis (Any Target)
71-75	Pyrokinesis
76-80	Telepathy
81-85	Telepathy
86-90	Teleportation (Limited)
91-95	Teleportation
96-00	Mental Combat Sub-Area: Roll Again

Mental Combat Sub-Area Table

Roll	Mental Combat Psychogenic Power
01-30	[Combat Sub-Area] Mind Drain
31-50	[Combat Sub-Area] Mind Warp
56-80	[Combat Sub-Area] Mind Control
81-90	Choose one
91-99	Choose two
00	Gain all three

How each Sub-Area works and what it does is explained under the chapter on Psychogenics, and the three combat Sub-Areas (Mind Drain, Mind Warp, and Mind Control) are

described in the chapter on combat. Also, it is important to keep in mind that this K/S is harder to improve than other K/S Areas, and that Accomplishment Points spent here have a chance of winding up some place else. If a new Sub-Area is failed, then the APs go towards *Psychogenic Immunity*.

Psychogenic Immunity, Mental

This ability enables the persona possessing it to resist any attempt at use of a psychic power of mental sort directly against him or her. The chance for success in this regard is expressed as a percentage equal to the individual's STEEP.

Public Administration

See **Mythus™** Core Rulebook page 158. In addition this may ability come in handy for knowing how to deal with government officials or programmed intelligence – to obtain certain information, get in to see the right individuals, etc. Someone who succeeds in an “Extreme” roll, for example, might be able to pry open a tight government cover-up or figure out how to see the chief executive officer!

Rarities

See **Mythus™** Core Rulebook page 158, with the following added categories of knowledge:

Exotic items, coins, stamps, old technology.

Robotics

Possession of this ability enables the persona to identify standard robots, assess their basic potential if an unknown model, assist in assessing damage and repairing (reprogramming, replacement of parts) of robots, and possibly even in creating new designs at very high level of knowledge. The individual with the skill knows android anatomy, parameters (limitations, strengths, weaknesses, etc.), history, aberrations, growth processes, programming, and so forth. To program a robot, the individual must have *Computer Science* K/S. This Area cross-feeds by *Cybernetics*, *Engineering*, *Mechanical* and *Mechanics*, *Robotic*.

Sociology/Culture

See **Mythus™** Core Rulebook page 158. It cross-feeds with *Anthropology* and *Ethnology* at 10% of STEEP.

Statistics/Probability

The persona with this K/S Area is able to gather or analyze existing information regarding any given activity. By studying the results, the persona is then able to identify certain likely events, actions, outcomes, etc. For instance, life insurance

actuaries can predict with greater accuracy the probabilities of death occurring in any random group of people. With sex, occupation, and other information added, predictions can be refined further. If minute data on a person is provided, the risk of that person's early death can be accurately assessed (and this is, in fact, life insurance underwriting practice). Without such intimate personal details, exact predictions regarding a single individual are not possible, but general predictions will hold true provided enough statistical evidence is on hand and aberrant curve is included in the probability prediction. In play, let's assume that one HP utilized his *Methods & Systems* K/S to establish an information collection apparatus regarding activities of Luñar robotic raiders. At a later time, when sufficient data has been accumulated, it can be analyzed and by statistical analysis predictions regarding the probability of action by these evil foes can begin to be made.

Surveying/Topography

See **Mythus™** Core Rulebook page 159.

Toxicology

See **Mythus™** Core Rulebook page 161.

Venuzian Flora & Fauna

The knowledge of the various mutant and non-human life forms on Venuz. Until the individual has actually undergone a field trip to the planet, STEEP in this Area can't exceed 30. Actual exposure to the wilderness areas and the mutants will add from 1 to 5 points of STEEP per week, no more than 5 per region, to a maximum of 60 additional STEEP, however. Thereafter STEEP must be gained in the usual manner.

Weapons, Military, All Other

See **Mythus™** Core Rulebook page 161, plus the following. This also deals with a wide assortment of complex electronic weapons employed by modern military forces. Anything from special weapons to missiles to rocket-launcher systems on fighters aerospace craft. All manner of guns and weapons – almost anything not covered by the other weapon or combat K/S Areas – can be handled under here. This Area enables the use and/or command of them, however, not the aiming, firing, reloading, servicing, etc. The latter is covered under the K/S Area *Weapons, Heavy Arms* which cross-feeds with this Area by 10% of STEEP.

Zoology

See **Mythus™** Core Rulebook page 161.

PHYSICAL TRAIT KNOWLEDGE/SKILL AREAS

Acrobatics/Gymnastics

See **Mythus™** Core Rulebook page 162.

Acupuncture

See **Mythus™** Core Rulebook page 162.

Androtic Repair

This is the ability to replace and/or repair those portions of an android that are neither bio-organisms nor organic. This means that each successful application of this ability can restore 1D6 of Physical Damage sustained by an android, to a maximum of 20% of total P TRAIT. This Area cross-feeds *Androtics* (q.v.).

Arms & Armor

See **Mythus™** Core Rulebook page 162.

Boating

See **Mythus™** Core Rulebook page 162.

Clothwork

See **Mythus™** Core Rulebook page 162.

Combat, HTH (Lethal)

See **Mythus™** Core Rulebook page 162, including those additions found in **Mythic Masters™ Magazine V1 #2**.

Combat, HTH (Non-Lethal)

See **Mythus™** Core Rulebook page 163.

Combat, (Primitive) Hand Weapons

See **Mythus™** Core Rulebook page 163. (See also additional weapons on the *Hand Weapons* Table.)

Combat, (Primitive) Missile Weapons

See **Mythus™** Core Rulebook page 164.

Construction

See **Mythus™** Core Rulebook page 164.

Criminal Activities, Physical

See **Mythus™** Core Rulebook page 164

Cultured Palate

See **Mythus™** Core Rulebook page 165.

Disguise

See **Mythus™** Core Rulebook page 165

Drawing

See **Mythus™** Core Rulebook page 165

Driving

The ability to drive a wide assortment of land-based vehicles is covered in this K/S. The following types of vehicles are included as Sub-Areas:

1. ATVs (All Terrain Vehicles, including snowmobiles)
2. Automobiles (including pickup trucks, vans, etc.)
3. Hover vehicles
4. Motorcycles
5. Racing Cars
6. Tracked (bulldozers, tanks, etc.)
7. Trucks (large, tractor-trailer, huge, etc. – not small ones!)

Endurance

See **Mythus™** Core Rulebook page 165

Escape

See **Mythus™** Core Rulebook page 165

Explosives/Demolitions

This K/S measures one's ability to both use explosives and to recognize weak points in a building or other object (like a car) where explosives might be put to the best use. The HP with this skill can both design and build explosive set-ups including bundles of dynamite, shaped plastique charges, and arrangements with timed, wired or radio detonators. This is also the K/S covering attempts to defuse a bomb, and thus may come in very handy!

First Aid

See **Mythus™** Core Rulebook page 165.

Games, Physical

See **Mythus™** Core Rulebook page 166 as expanded in **Mythic Masters™ Magazine #1**, but in addition there is another Sub-Area (#9):

Sports Games (badminton, bowling [all varieties], horseshoe pitching table tennis, etc.).

Handicrafts/Handiwork

See **Mythus™** Core Rulebook page 166.

Hunting & Tracking

See **Mythus™** Core Rulebook page 168. *Game Animals* K/S cross-feeds with this Area at 10% of STEEP.²

Jack-Of-All-Trades

See **Mythus™** Core Rulebook page 168 as expanded in **Mythic Masters™ Magazine V1 #1**, and with the addition of *Cement Work* to the list of Sub-Areas to make a total of 13.

Juggling

See **Mythus™** Core Rulebook page 169.

² In the original text of MMM #5, this cross-application was listed under Handicrafts/Handiwork. That made no sense, so I suspect there was a typo and it was meant for Hunting & Tracking, so I've made the appropriate edits.

Leatherwork

See **Mythus™** Core Rulebook page 170.

Legerdemain

See **Mythus™** Core Rulebook page 170.

Mechanics

The ability to understand the workings of and to repair mechanisms, engines, motors, and similar devices. At higher levels of STEEP the individual might be able to devise better systems, ranging from anything as simple as a pulley to a complex reciprocating/combustion engine and beyond. This is a very useful skill with respect to things from clocks and gun mechanisms and music boxes to automobile or aircraft engines and even more advanced technology too.

Mechanics, Magnetic Drive

This Area cross-feeds *Magnetic Drive Operation* by 10% of STEEP.

Mechanics, Robotic

This Area cross-feeds *Robotics* by 10% of STEEP.

Mountaineering

See **Mythus™** Core Rulebook page 170 (where it is called *Mountain Climbing*).

Musical Instrument

See **Mythus™** Core Rulebook page 171.

Parachuting

This Area covers one's skill at normal parachute jumping, skydiving, para- and hang-gliding. It considers both the latter aspects specially. All these acts are a little dangerous, so a roll will be necessary for each attempt, but routine ones will probably have a DR of "Easy." Failure could mean that the persona got hung up on a tree, landed roughly and was injured, got way off course, etc. A Special Failure will likely result in the death of the persona – the chutes didn't open, he got tangled up in high-voltage power lines, he landed in the wrong place and was impaled, etc.

Perception, Physical

See **Mythus™** Core Rulebook page 171.

Photography

This K/S measures one's proficiency with cameras, both with the standard, single lens reflex models as well as video cameras and all more advanced forms of visual recording. Rolls against this K/S will allow one to obtain clear, sharp pictures in tough conditions, and to develop difficult ones properly once taken. It also enables the development, enlargement, and so forth of film and the like if there is equipment and a proper place (dark room). Note that this K/S covers only the physical act of photographing. To produce a masterful creative work, an additional roll against one's SP CATEGORY at DR "Extreme" is in order.

Piloting

Possession of this K/S enables the HP to fly various forms of aircraft, including aerospace vehicles. This K/S applies both for chases in the sky as well as staying on course and landing safely under difficult conditions. The types of aircraft considered hereunder are listed below.

This ability cross-feeds *Magnetic Drive Operation* by 10% of STEEP.

Piloting Sub-Areas:

1. Aerospace Craft (fighters must also have that Sub-Area)
2. Fighter Planes
3. Gliders
4. Helicopters (combustion or jet engine)
5. Instrument (blind) Flying
6. Large Multi-Engine Aircraft (combustion engine)
7. Large Multi-Engine Aircraft (jet/rocket engine)
8. Small Aircraft (combustion engine)
9. Small Aircraft (jet/rocket engine)
10. Ultra-Light Aircraft

Police Work

See **Mythus™** Core Rulebook page 171.

Printing

See **Mythus™** Core Rulebook page 171, with the addition of more advanced enabled by electronics and computers. The persona with this knowledge and skill can go from simple duplicating to mimeographing to offset printing in black and white and color to photo-engraving and then on to much more advanced means of duplication. This ability enables all manner of useful things, including the production of special periodical publications (underground newspapers, bulletins, etc.), phoney newspapers, false documents, counterfeit documents and instruments, and so forth.

Psychogenics, Physical

This K/S is handled just like *Psychogenics, Mental* (q.v.), but represents a different group of powers. The following table gives the ones that can be rolled for using D%, and their specific descriptions can be found in the **Mythus™** game (and eventually in the book of rules for this game module too, of course).

Physical Psychogenic Sub-Areas

Roll	Physical Psychogenic Power
01-05	Cell Regeneration (Self & Others)
06-10	Dowsing
11-14	Hyperesthesia (Sight)
15-18	Hyperesthesia (Smell)
19-22	Hyperesthesia (Hearing)
23-26	Hyperesthesia (Taste)
27-30	Hyperesthesia (Touch)
31-35	Hyperesthesia (Taste & Touch)
36-40	Hyperesthesia (Taste, Touch & Smell)
41-45	Hyperesthesia (Hearing & Sight)
46-50	Hyperesthesia (All Five Normal Senses)
51-55	Hyperesthesia (Vibratory)
56-60	Monition
61-65	Nictalopy
66-70	Parascopy (Living Matter Only)
71-75	Parascopy (Non-Living Matter Only)
76-80	Parascopy (All Matter)
81-85	Phase Shifting
86-90	Premonition
91-00	Physical Combat Sub-Area: Roll Again

Physical Combat Sub-Area Table

Roll	Physical Combat Psychogenic Power
01-30	[Combat Sub-Area] Physical Armor
31-50	[Combat Sub-Area] Physical Speed
56-80	[Combat Sub-Area] Physical Performance
81-90	Choose one
91-99	Choose two
00	Gain all three

Psychogenic Immunity, Physical

This ability enables the persona possessing it to resist any attempt at use of a psychic power of physical sort directly against him or her. The chance for success in this regard is expresses as a percentage equal to the individual's STEEP.

Riding

See **Mythus™** Core Rulebook page 171, with the following addition to Sub-Areas (#8): *Venusian animal mounts*.

Scuba Diving

The ability to utilize properly all manner of self-contained breathing apparatuses, including knowledge of the limitations of equipment and diver alike. Without this skill, the persona attempting to dive and go underwater in such equipment will have to make DR rolls for what is normal activity to a skilled persona.

Smithing/Welding

See **Mythus™** Core Rulebook page 172.

Space Flight

This is the ability to prepare and operate a spacecraft, including takeoff, orbiting, landing (if applicable) etc. The Sub-Areas for this K/S are:

1. Command
2. Computer & Electronic Systems
3. Crew, Passengers, & Quarters
4. Defense Systems
5. Drive Systems
6. Holds, Cargo, Storage, etc.
7. Lifeboats, Shuttlecraft, Yachts, etc.
8. Life Support & Environmental Systems
9. Offensive Systems
10. Orbiting & General Piloting
11. Takeoff & Landing

Speleology

See **Mythus™** Core Rulebook page 172.

Sports

See **Mythus™** Core Rulebook page 172 but with the understanding it is an expanded Area that includes in the *Individual Non-Violent* Sub-Area such things as bicycling, golf, jai-alai, tennis, and so on.

Sports, Winter

Activities covered hereunder include the following:

1. Ice Boating
2. Ice Skating
3. Skiing (downhill, cross-country, etc.)
4. Sledding (bobsledding, luge, tobogganing, and so forth)

Note that the movement rates for these forms of travel range from about as fast as a trot (cross-country skiing) through a run (ice skating) to a double- or triple-speed run (sledding, tobogganing, downhill skiing and bobsledding/luge) to something much faster – ice boats can travel at 100+ m.p.h.!

Surgery

In order to possess this Area, a persona must already have 41 or more STEEP points in either *Medicine* or *Veterinary* (q.v.). This K/S is necessary for the performance of surgery and the implantation and repair of cybernetic implants. In general, skill check rolls should be required only for the more difficult, non-routine operations or operations. This K/S is of limited use only in the field – Difficulty Ratings for outside of the operating room tend to be high.

Survival

See **Mythus™** Core Rulebook page 173.

Tolerance

See **Mythus™** Core Rulebook page 173.

Travel

See **Mythus™** Core Rulebook page 174.

Weapons, Heavy Arms

This K/S Area includes the ability to load and service all manner of heavy weapons including the following sorts: Cannons, flame throwers, guns, howitzers, machine guns, mortars, recoilless rifles/rocket launchers, rocket batteries, triggered mines (claymore, etc.) and the like. These range from gunpowder weapons to those employing laser and sonic attack forms. This Area cross-feeds *Weapons, Military, All Other* by 10% of STEEP. Note that there is no damage bonus for high PMPow with these weapons, but the one high STEEP applies. Also, the attack rate of firearms does not vary with STEEP levels. All firearms of the same type fire at the same rate, regardless of who wields them.

Weapons, Small Arms

This K/S is similar in all ways to *Weapons, Heavy Arms*, but covers the following sorts of instruments of death:

1. Grenade Launchers
2. Hand-Loading and Repair, Gunpowder Arms
3. Pistols
4. Rifles & Shotguns
5. Sub-Machine Guns

The *Hand Loading and Repair* Sub-Area includes knowledge of muzzle-loading and cap-and-ball firearms. It enables the HP to alter ammunition, cast special bullets, and make repairs on jammed or malfunctioning weapons. Duds and blanks can be made, firing pins removed, silencers made, sear pins filed or other adaptations made to convert semi- to full-automatic weapons, etc.

Note: Hurlled bayonets and hand grenades do not fall under this Area. Bayonets are covered under either *Combat, Hand Weapons (Spears)* (when affixed to the firearm) or *Dagger/knife* when hand held. Hand grenades are covered under *Combat, Hand Weapons, Missile (Dart)*, just as is a rock.

Weapons, Special Skill

See **Mythus™** Core Rulebook page 174.

SPIRITUAL TRAIT KNOWLEDGE/SKILL AREAS**Animal Handling**

See **Mythus™** Core Rulebook page 177.

Astrology

See **Mythus™** Core Rulebook page 179, but with Casting Grades gained in increments of 20 STEEP, i.e. 21 = Grade II, 41 Grade II, and no Grade above V (at 101+ STEEP) possible.

Buffoonery

See **Mythus™** Core Rulebook page 179.

Charismaticism

See **Mythus™** Core Rulebook page 182.

Cinematic Arts

The ability to direct as well as to appreciate and critique films and similar visual presentations are covered under this K/S. The persona with this skill and knowledge will be able to produce and edit such work for viewing by others. For example, a successful roll will allow the HP to make a short (up to about 30 minutes) visually recorded presentation that might inspire or otherwise create a strong emotional impression on an audience, such as a documentary, propaganda piece, or even a really memorable rock video. Longer works can be directed successfully with more rolls, at generally the rate of 1 roll per 10 to 30 minutes of presentation length. The DR will vary greatly depending on the skill of the actors (see the *Thespianism* K/S) and/or the quality and quantity of the resources available.

Communications & Broadcasting

Similar to other creative areas, this K/S enables the individual to determine the most effective delivery technique and method to get across the desired message – and naturally such other abilities as *Influence* and *Charismaticism* come into play, as might *Cinematic Arts* and *Creative Writing*. Commercials, propaganda, and various forms of news and reporting rely upon *Communications & Broadcasting* ability. Media included are print, radio, television, film, and advanced technology media as well. A persona with this K/S Area can effectively get a message across, be believed by some, with a successful roll against STEEP for the less trusting or otherwise jaundiced.

Dance

See **Mythic Masters™** Magazine V1 #1.

Divination

See **Mythus™** Core Rulebook page 183, but with Casting Grades gained in increments of 20 STEEP, i.e. 21 = Grade II, 41 Grade II, and no Grade above V (at 101+ STEEP) possible.

Ethnology

For game purposes this K/S Area is concerned mostly with primitive people, their society, myth, religious beliefs, and so forth. Thus, the persona with *Ethnology* K/S will know a lot about strange cults, exotic magick, poisons, and so forth which are common to some out-of-the-way tribe. It does not furnish in-depth knowledge of any specific group, but *Ethnology* allows a broad, more general ability to recognize and identify by

Dangerous Journeys

geographical region and probable source. This Area cross-feeds with *Sociology/Culture* at 10% of STEEP.

Exorcism

See **Mythus™** Core Rulebook page 184 but with Casting Grades gained in increments of 20 STEEP, i.e. 21 = Grade II, 41 Grade II, and no Grade above V (at 101+ STEEP) possible.

Fortune Telling

See **Mythus™** Core Rulebook page 187 but with Casting Grades gained in increments of 20 STEEP, i.e. 21 = Grade II, 41 Grade II, and no Grade above V (at 101+ STEEP) possible.

Herbalism

See **Mythus™** Core Rulebook page 187 but with Casting Grades gained in increments of 20 STEEP, i.e. 21 = Grade II, 41 Grade II, and no Grade above V (at 101+ STEEP) possible.

Judgement

This is the ability to be able to assess varying things having involvement with personas or animals. There are the following Sub-Areas of this K/S:

1. Animals
2. Background
3. Business
4. Character
5. Honesty
6. Motive
7. Occupation

Animals: This deals with the general quality as well as friendliness and capacity of an animal to respond to training, signals, kindness, etc. It lends 10% of its STEEP to the *Animal Handling* K/S Area

Background: This is the capability of judging what sort of SEC and family background a persona had. *Etiquette/Social Graces* feeds 10% of its STEEP to this Sub-Area.

Business: This is the ability to assess what chances for success a business deal has. All the facts of the sort of business, the agreement, and the personas involved must be known in order to make a judgement at even DR “Hard.” It cross-feeds 10% of STEEP with *Economics/Finance/Investing*.

Character: This concerns the general ethics, morals, strengths, and weaknesses of a given persona. Is he greedy? cowardly? reactionary? This Sub-Area will give the individual the opportunity to make an assessment in this regard. *Psychology* lends 10% of its STEEP to this Sub-Area.

Honesty: This is simply a judgement ability in the area of whether or not someone who is dealing with the persona is being open, forthright, and above-board, i.e. totally honest, reserving something, or false. *Psychology* lends 10% of its STEEP to this Sub-Area.

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Motive: Motive deals with the persona's reasons for doing something. It is a sort of inductive assessment of why one is behaving as he does. *Psychology* lends 10% of its STEEP to this Sub-Area.

Occupation: As it suggests, this Sub-Area enables the persona to see an individual and have some idea as to what he or she does for a living. For instance, a street-wise criminal will use this sort of ability to judge of the individual approaching is a mark, a law officer, or something else. This Area cross-feeds 10% of STEEP with *Street-Wise*.

Note: This is an expansion of the K/S Area as presented in **Mythic Masters™ Magazine** V1 #1.

Jury-Rigging

See **Mythus™** Core Rulebook page 189.

Leadership

See **Mythus™** Core Rulebook page 189.

Magnetism

See **Mythus™** Core Rulebook page 189.

Medicine, Oriental

See **Mythus™** Core Rulebook page 189.

Mediumship

See **Mythus™** Core Rulebook page 189 but with Casting Grades gained in increments of 20 STEEP, i.e. 21 = Grade II, 41 Grade II, and no Grade above V (at 101+ STEEP) possible.

Metaphysics

See **Mythus™** Core Rulebook page 190.

Musical Composition

See **Mythus™** Core Rulebook page 190 but without the *Spellsongs* connection.

Mysticism

See **Mythus™** Core Rulebook page 191.

Nature Attunement

See **Mythus™** Core Rulebook page 193.

Occultism

See **Mythus™** Core Rulebook page 193

Occult Sciences

This K/S Area covers the many fields considered supernatural, paranormal, inexplicable, or immeasurable by most of the scientific means currently available. This skill includes knowledge regarding the workings of the occult fields and persons currently known for their work and contributions to the field. It also concerns itself with modern, current developments in occult areas and makes the HP familiar with many facts drawn from written works and oral accounts and so forth. Subjects include Heka arts, unseen entities, supernatural phenomena and demonology.

Painting (Artistic)

See **Mythus™** Core Rulebook page 194.

Parapsychology

This K/S deals with the close scientific examination of psychic abilities and also supernatural occurrences, their identification and classification, and the construction and operation of equipment for this task. The HP with this K/S would, for example, have to be able to arrange an experiment to capture “hard data” about the presence of an invisible entity, including ultrasonic sound waves, special photographs, etc.

Philosophy

See **Mythus™** Core Rulebook page 194.

Poetry/Lyrics

See **Mythus™** Core Rulebook page 194 without the Spellsongs connection.

Priestcraft

See **Mythus™** Core Rulebook page 195 but with Casting Grades gained in increments of 20 STEEP, i.e. 21 = Grade II, 41 Grade II, and no Grade above V (at 101+ STEEP) possible.

Psychogenics, Spiritual

The following Sub-Areas are covered under this K/S and must be randomly rolled for when one is selected for an HP. See *Psychogenics, Mental* (q.v.). Roll D%:

Spiritual Psychogenic Sub-Areas

Roll	Spiritual Psychogenic Power
01-05	Astral Projection
06-15	Aural Reading
16-20	Clairaudience
21-25	Clairvoyance
26-35	Extra-Retinal Vision
36-40	Far Seeing
41-45	Intuition (Hunch)
46-50	Precognition
51-55	Prevision
56-65	Psychic Healing
66-75	Psychometry
76-80	Rapport
81-85	Retrocognition
86-90	Telesthesia
91-95	Tellurism
96-00	Spiritual Combat Sub-Area (Roll Again)

Spiritual Combat Sub-Area Table

Roll	Spiritual Combat Psychogenic Power
01-30	[Combat Sub-Area] Soul Drain
31-50	[Combat Sub-Area] Soul Block
56-80	[Combat Sub-Area] Soul Charm
81-90	Choose one
91-99	Choose two
00	Gain all three

Psychogenic Immunity, Spiritual

This ability enables the persona possessing it to resist any attempt at use of a psychic power of spiritual sort directly against him or her. The chance for success in this regard is expressed as a percentage equal to the individual's STEEP.

Psychology

This K/S Area is similar to *Psychiatry* (q.v.), but it can be acquired without having the *Medicine* K/S Area. Although in actuality there are many fields of Psychology, for game purposes only that which treats mental disturbance, imbalance, and aberrant behavior is primarily considered here. In addition, while a Psychiatrist can treat and repair Mental or Spiritual Damage repair is at a DR of at least “Hard” for this K/S Area as opposed for “Moderate” as the base for repair by *Psychiatry*. A successful roll against the *Psychology* K/S repairs such damage in the same way a roll against *Medicine* STEEP repairs Physical Damage. *Psychology* feeds *Influence* by 10% of Area STEEP.

Religion

See **Mythus™** Core Rulebook page 196 but with Casting Grades gained in increments of 20 STEEP, i.e. 21 = Grade II, 41 Grade II, and no Grade above V (at 101+ STEEP) possible.

Sculpting

See **Mythus™** Core Rulebook page 196.

Sorcery

See **Mythus™** Core Rulebook page 196 but with Casting Grades gained in increments of 20 STEEP, i.e. 21 = Grade II, 41 Grade II, and no Grade above V (at 101+ STEEP) possible.

Spatial Reasoning

The ability to not only see what shapes are related and fit where, but also the ability to understand various components of things as they relate to a whole operating apparatus. This ability enables the individual to look, see, and sense the form or and/or operations of something and understand what is not functioning as it should. For example, a persona with this K/S Area could look at a clock and tell what gears did what and know if one of them, or a spring, perhaps, was not properly working, with a successful roll at a Difficulty Rating of “Moderate” to “Difficult,” depending on circumstances and his other abilities.

Street-Wise

See **Mythus™** Core Rulebook page 198.

Theology

This K/S is similar to *Religion* and includes comparative religion and a wide spectrum of philosophical thought on the subject of God, deities, good, evil, unseen beings, and the adjuncts to religion such as scripture, miracles, laws and customs, etc. In general, the bent of this K/S will be towards the particular faith of the individual.

Thespianism

See **Mythus™** Core Rulebook page 198.

Venuzian Folk & Culture

This is the knowledge of the history and current state of human and mutated humans (as opposed to “native” mutant humanoids) on the planet in question. Until the individual has actually undergone a field trip to the planet, STEEP in this Area can’t exceed 30. Actual exposure to the people and their various societies and cultures will add from 1 to 5 points of STEEP per week, no more than 5 per locale or society area, to a maximum of 60 additional STEEP, however. Thereafter, STEEP must be gained in the usual manner.

Witchcraft

See **Mythus™** Core Rulebook page 198 but with Casting Grades gained in increments of 20 STEEP, i.e. 21 = Grade II, 41 Grade II, and no Grade above V (at 101+ STEEP) possible.

Writing, Creative

See **Mythus™** Core Rulebook page 199.

Yoga

See **Mythus™** Core Rulebook page 200, as elaborated in **Mythic Masters™ Magazine V1 #1**.

K/S AREA CROSS-FEEDING

All at 10% STEEP unless noted otherwise.

A double arrow (↔) indicates cross-feeding, and a single arrow (← or →) points at the K/S area being fed.

astrogation ↔ astronomy
 electronics ↔ cybernetics ↔ engineering, electrical
 engineering (any and all) ←physics→ electronics ↔
 engineering, electrical
 engineering, mechanical ↔ robotics
 ethnology ↔ anthropology ↔ archeology ↔
 sociology/culture ↔ ethnology
 game animals ↔ hunting & tracking
 influence ← psychology
 piloting ↔ magnetic drive operation ↔ mechanics, magnetic
 drive ↔ piloting
 physics → robotics ↔ electronics ↔ androtics ↔ androtic
 repair ↔ cybernetics ↔ androtics
 robotics ↔ cybernetics ↔ engineering, mechanical ↔
 mechanics, robotic ↔ robotics
 weapons, heavy arms ↔ weapons military, all other

CROSS-GENRE AND CROSS-WORLD, -CULTURE, & -SOCIETY PLAY

EXCLUSIONS & MODIFICATIONS TO STEEP REDUCTION

The following table deals with some of the K/S Areas that might be transferred from another milieu to this one. The Journey Master is herewith given a brief guideline to follow for the more thorny ones that could come into question. Clearly, Agriculture on Urth would be the same as on Ærth or Earth, but transference to Venuz or Marz would incur penalties... while Yoga works just fine anywhere.

Mental K/S Area Exclusions & Modifications to STEEP Reduction

Mental K/S Area	Modification
Apotropaism	as operational
Demonology	as operational
Ecology/Nature Science	as operational
Foreign Language	if operational
Foreign Language, Conversational	if operational
Game Animals	in class
Games, Mental	in class
Military Science	in class 90-70
Political Science	90-70
Rarities	in class

Physical K/S Area Exclusions & Modifications to STEEP Reduction

Physical K/S Area	Modification
Arms & Armor	in class
Driving	in class
First Aid	90-50
Games, Physical	90-70 as operational
Handicrafts/Work	100-80 as operational
Riding	as operational
Scuba Diving	in class
Weapons, Heavy Arms	in class
Weapons, Small Arms	in class

Spiritual K/S Area Exclusions & Modifications to STEEP Reduction

Spiritual K/S Area	Modification
Animal Handling	in class
Astrology	as operational

Spiritual K/S Area	Modification
Divination	as operational
Exorcism	as operational
Fortune Telling	as operational
Herbalism	as operational
Medicine, Oriental	100-70
Mediumship	as operational
Musical Composition	90-50
Mysticism	as operational
Nature Attunement	80-50
Priestcraft	as operational
Religion	as operational
Sculpting	100-80
Sorcery	as operational
Theology	70-40
Thespianism	100-80
Witchcraft	as operational
Writing, Creative	100-80

as operational

This means that the K/S will function to STEEP according to the genre rules and the laws of the milieu, possibly with some adjustment of ability. Religion, for instance, might not produce Heka or be immediately useful in the milieu, as the particular faith might not exist there, so the persona will have to find the equivalent and study/gain STEEP there.

if operational

This is similar to “as,” and its implication is the same, save that if the K/S operates, it will probably function very similarly to or exactly the same as its counterpart elsewhere. Thus little or no STEEP adjustment will occur.

in class

The K/S covers various sorts of abilities, and a change in milieu doesn't remove the ability as regards particular classes of things. For instance, the ability to operate a particular class of device or weapon will not change, i.e. gunpowder pistols.

(numbers)

The K/S will probably be unaffected (100) or else not be grossly impacted (90 and down). Furthermore, recovery of STEEP will be accelerated.

K/S STEEP PENALTY FOR VARIANT TECHNOLOGY LEVEL

Object Technology

Subject Technology	Ancient	Medieval	Modern or Resistance	Outcast	Renaissance	Renegade	Tribal	Victorian
Ancient	100	70	10	30	50	20	80	40
Medieval	90	100	20	40	80	30	70	60
Modern/Resistance	50	60	100	90	70	100	40	80
Outcast	20	40	70	100	60	80	10	80
Renaissance	60	80	30	50	90	40	40	100
Renegade	60	70	90	100	80	100	50	90
Tribal*	70	50	5	15	30	10	100	20
Victorian	40	60	40	60	80	50	20	100
Venuzian Colonist	20	40	70	100	60	80	10	80
Venuzian "Native"	70	50	5	15	30	10	100	20
Venuzian Spacer	60	70	90	100	80	100	50	90
Venuzian Tribal	100	70	10	30	50	20	80	40

All numbers are net percentages of K/S applicable.

* for Tribal adjustments, see the table below

Tribal Adjustments Table

NATIVE	TERRAIN IS		
	Jungle	Forest	Hill et al.
Jungle	nil	-20%	-40%
Forest	-20%	nil	-40%
Hill	-40%	-20%	nil

Urth – Venuz 50% of applicable STEEP

READER SURVEY

Please answer the questions below and get your answers to us as soon as possible. Simply send appropriately numbered answers (without repeating the questions) to:

Trigee Enterprises
P.O. Box 388
Lake Geneva, WI 53147

1. The next genre for the **Dangerous Journeys™** Game System should be...
2. The sourcebook I'd like next is...
3. The playing aid I'd like next is...
4. The next adventure scenario should be:
 - a. A campaign one with lots of source material.
 - b. A pure action campaign scenario.
 - c. A collection of several shorter but serial adventures.
 - d. (Other?)

5. I am very interested in obtaining JM aid software for a... PC Mac Other
6. What I'd like to have in each issue of **MM™ Magazine**:
 - a. Complete Adventure Scenario (at the cost of losing other information)
 - b. Serialized Campaign Adventure Scenario
 - c. Ærth™ state details
 - d. Phæree™ world/state/peoples details
 - e. Computer game information/reviews
 - f. Book/game reviews
 - g. Ærth state fiction: short stories; serialized novels;
 - h. other:
7. MMM should have: more of... less of...
8. MMM should form a fan organization for system enthusiasts (Yes/No).
9. MMM should sponsor a game convention for its readers (Yes/No).

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IN OUR NEXT ISSUE (#5)

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GARY GYGAX'S

MYTHIC

MASTERS

MAGAZINE

For JourneyMasters and players of the **Mythus™** Fantasy Roleplaying Game
and the **Dangerous Journeys™** Multigenre Roleplaying Game System

ISSUE #6
Volume 2, Number 2
February 1994

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For JMs and players of the *Dangerous Journeys™* Multi-genre Roleplaying Game System

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Magazine #6

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PUBLISHER'S STATEMENT

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Subscriptions: Mythic Masters™ Magazine is available in the U.S.A. by subscription at the rate of \$50 per 12 issues (in Canada: \$60 in U.S. funds). Subscriptions will begin with the earliest available back issue, up to a maximum of 3 such issues, and continue from that number onwards for 12 issues. Single copy: \$5.00 (or \$6.00 U.S. in Canada). This publication is mailed by United States Postal Service, Third Class Mail. Forwarding postage is not guaranteed. Publisher declines responsibility for issues lost in the mail.

This publication is also available in electronic form to subscribers of the America Online and GEnie computer networks. Rates are \$3.50 per single issue, or \$30 for a 12-issue subscription. The standard distribution format is in ZIP compression of ASCII textfiles plus the original cover depiction in Graphic Interchange Format (GIF). Electronic mailings are made after receipt of payment.

All subscriptions and single copy orders must include name, address, and check or money order for the appropriate amount. Send your order to:

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Lake Geneva, WI 53147

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Credits

Publisher: Trige Enterprises Corporation

Editing & Layout: J. Franklin Mentzer

Author Primus: E. Gary Gyga

Remaster: R. William Morris, Sept 2024

Contributing Authors: Mike McCulley, John R. Troy, Luke Gyga, Wayne MacLaurin, and Ernst Grumbold

Cover: Adapted from works created by Allen Nunis and David O. Miller (previously published in the **Mythus™** game rulebooks)

Interior Illustrations: Gyga sketch (p. 5) by Joe Martin. Title logotype, spot headers (pp 4, 22, 60, 63), scans, and graphic modifications courtesy of FPC Publishing. New art (pp 39, 40, 41, 61) by Frank Mentzer, based on various inspirations. All other graphics are excerpted from the **Mythus™** game books with the permission of Omega Helios Limited; credited artists (some of whose creations are reproduced in the paper version of this magazine): Chris Appel, Janet Aulisio, Jeffery Barker, Paul Daly, Elizabeth Danforth, Daniel Gelon, Rick Harris, Rob Lazzaretti, Bradley McDevitt, Darrell Midgett, David O. Miller, Elisa Mitchell, Lee Moyer, Allen Nunis, Scott Roema, Jack Snider, Tony Szczudio, and Randy Zimmerman

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SPECIAL NOTE: For various reasons, Dave Newton was unable to provide us with Phaeree Tales (Sidhe Part 2) by press time. We hope to include that piece in the next issue, and offer our sincere apologies to all readers for this inconvenience.

SUBMISSIONS POLICY

At this time the **Mythic Masters™ Magazine** is not paying cash for publication of submissions. If you are considering sending something in, all you can expect for your effort is seeing your name in print, a lot of thanks from the editors and readers, and an extension of your subscription by one or more issues. This policy may change in the future if circulation enables cash payments.

Material submitted for consideration for publication herein must be in manuscript form and typed or clearly printed. Macintosh disc submissions in plain text (ASCII) or in Microsoft Word (any version) will receive preferential treatment! Submissions longer than about 500 words must be on Mac disc in ASCII or MsWord; we simply don't have the time and resources to transcribe lengthy typed or hand-written material.

To be returned if unpublished, a submission must be accompanied by a stamped & addressed return envelope. Otherwise unaccepted submissions will be (ahem!) filed away.

"Desirable material" is that similar to what's in this magazine – considered by the editor as likely to be of interest to a broad segment of the readership. We are interested in really great adventure scenarios, whether for inclusion in **Mythic Masters Magazine** or some other form of publication (or both). Short scenarios are probably usable only herein.

Of special note, general messages (Electronic mail, aka E-mail) – most certainly including letters to the Editor – may be sent directly to the Editor and/or Publisher by way of either of two computer networks, America Online (AOL) and GENie. On AOL, address such missives to logon name "GaryGygax" or, if to the Editor, logon "Mythic" (the latter being more often checked). The Editor (only) is available on GENie at logon "F.Mentzer." When sending messages via the InterNet and/or from other networks, address all Email to Mythic@aol.com. Please note that the InterNet Gateway does not, as yet, permit transgateway file transmission, so manuscripts may be submitted electronically only within the AOL or GENie networks themselves.

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THE EDITOR'S PIT

Game Conventions that focus on roleplaying games can only succeed if good GMs attend. If the gaming experiences are positive, word-of-mouth spreads about how great the convention is – producing more attendees next time, and greater success for the con's sponsors and staff. A con that suffers from mediocre organization, location, and other peripheral factors can still receive acclaim if its gaming experiences are of high caliber. And conversely, a well-run con can be a dismal flop if it has no good GMs.

But the sponsors and staff of some RipOff conventions seem to have lost sight of this obvious point.

Most cons are intensely aware of the need for good GMs, and waive the normal entrance fees for them. The con staff figures out how much all these GMs are "costing" them (in admission fees not paid) and spreads that across all the paying players.

Most folks who run game conventions are trying to get through it simply without losing money; they're often merely

local clubs or stores. In planning, you add up the costs: the site, promotional materials & ads, program books, insurance, paid personnel (like bonded cashiers), bank fees (such as for credit card handling), tickets perhaps, cleanup crews, security, repairs (don't scoff; accidents happen), etc.

Guesstimate the total number of paying players that will attend, and divide the total costs by that number; round up slightly to add a margin of error. And if you do your planning correctly and your attendance is pretty much what you figured, and you break even or perhaps make a few shekels. Now, you may run into one major problem: if your costs are so high that your admission charge is prohibitive, nobody will come. That means you have to cut back somewhere, like using a cheaper facility.

My bottom line here is that SOME conventions are refusing to cut back, and are instead trying to charge GMs for attending. In other words, you go to the con, work for them for 3 or 4 days straight – running tournaments, helping their

image, building their success – and they let you pay them for the privilege.

I don't know about YOU, but while I might volunteer some free work for a worthy cause, I certainly won't pay someone for the privilege of working for them. That's bass-ackwards; they're supposed to pay ME if they can.

And lo and behold, these RipOff cons – who are either so ineptly run that they have to charge GMs to make ends meet, or are so greedy that they want to squeeze the last buck out of every warm body that walks in (and I think it's the latter) – are getting away with it. Seems reasonable the way they argue it: their costs are high, so GMs have to “pay their share.”

OH YEAH? The GM's “fair share” is the work he does for the con. Without the GMs these clowns don't HAVE a con. What's next, charging guest speakers?

I don't attend such game conventions, and you shouldn't either (that's why I was absent from a con in January, here in Milwaukee, just 40 blocks from my house). If enough GMs and players put their collective feet down and refuse to endorse such a twisted and greedy (or incompetent) view of game conventions, the abusers will wake up to the fact that they need good GMs, and can't afford to rip them off like this.

I hope to see you at the next good game convention up our way, Concentric (Chicago area, March 11-13). But don't look for me at RipOff cons.

HEY! READ THIS!

(Subscription Drive)

If you're easily bored, skip to "Here's the First Step" about 2/3 of the way down.

In Robert A. Heinlein's 1950 novel "Farmer in the Sky," Bill Lerner (the hero) learns how to plant ground. No, not seeds – GROUND. The location is Ganymede; the atmosphere is now generally compatible (though thin), but the native terrain is barren rock. They take turns with communal rock-crushing machines and turn the upper layer of their "farm" into fine powder, to which they must add Terran loam, microorganisms, and the like. It turns out that the best way to do this is to plant "starter" areas, and let 'em grow outwards.

Back to reality. At this point in time, the above is an exact parallel to the **Dangerous Journeys™** game system. Current players know firsthand how flexible and comprehensive it is, and how easy it is to play. But we have a problem – everyone else thinks it's too complex, too difficult, too whatever. We've dragged novice recruits kicking and screaming away from their nice, comfortable systems of (former) choice and introduced them. We've seen them stare in horror at the voluminous rulebooks, but reluctantly give it a shot (just to shut us up, most likely)...and then we've seen the metamorphosis as their attitudes reverse in just one or two play sessions.

So one problem is altering the current **Dangerous Journeys™** game rules presentation to reduce, if not eliminate, the perception that the learning curve is an insurmountable hurdle. The appropriate people are working on that. If you have suggestions, feel free to send 'em in – but that task must be laid at the feet of the publishing professionals.

But your task is one of Spreading The Word. The Journey Master™ can quickly turn DJ haters into DJ players by demonstrating the system's assets while leapfrogging the hurdles. That's both recruitment and publicity, on the local level. On the national level, however, the companies involved – GDW, Trige Enterprises, and Omega Helios – simply don't have the resources to heavily publicize the game (let alone this magazine). At present, the quarterback's limping; you're carrying the ball. And we are making careful note of those of you who are contributing this crucial part. You'll hear from us later, once we're past these early marketing problems.

It is quite natural for each of us, gazing helplessly at the quarter-billion-dollar business of roleplaying games, to think we can make no difference. And for an aging and outdated behemoth from the last decade, perhaps so. But not for this game; the comparatively small number of DJ players and JMs are the vanguard of an ever-growing system that could, in time, become a major force. There is no lack of will here; there is a

temporary lack of funding at the top, whence comes the publishing and advertising and other national actions.

So here's the bottom line. If you get others to try the DJ game system, it benefits you and all other DJ players. As sales and circulation increase, so do print run quantities, thereby reducing their cost and/or increasing their quality. This very publication is priced at \$5 per issue because in its current small print runs, the cost of getting it in your hands is too damn near that amount. Those of us on the creating end aren't losing money, but we're sure not paying the rent with the proceeds.

But if we were printing, say, 5000 copies, the printing & mailing costs would amount to a dollar an issue or less. With less costs on that end we could start paying contributors of articles and artworks, get some distribution (the middleman must get his share, else he simply won't carry it), and we might even be able to reduce the subscription price once those ends are covered. I can't promise that last item – there are too many variables to be covered – but it's what I personally favor.

Here's the first step. We must ask you to convince others not merely to try the game, but also to subscribe to this publication. Thus, we offer a contest. The duration is through GenCon™ (August 1994) or until the supply of prizes runs out.

If you're a subscriber, and if you bring in another one, you'll each receive an autographed copy of a book by Gary Gygax. The new subscriber gets item #1 on the following list; you get your choice of any of the four:

- Anubis Murders
- Samarkand Solution
- Roleplaying Mastery
- Night Arrant

Just as in a roleplaying game, everybody wins. Furthermore, anyone bringing in 10 or more new subscribers gets all four of the books above, all personally dedicated as well as autographed. And finally, the #1 recruiter (as of August 15, 1994) will win the grand prize: the new DJ Presentation Set, dinner and a game session with Gary Gygax & Frank Mentzer, plus your profile (photo and biographical article) in this magazine. Dinner's on us, but transportation costs are the responsibility of the winner, unless we're unexpectedly successful by then. But the date is utterly flexible, so something can doubtless be worked out.

Important: When you recruit a new subscriber, be sure both of you (both you and that newbie) notify us of the fact, so you can get proper credit.

On your mark... get set...

Hey, where'd everybody go?

DIMENSION HOPPING

Game System News, Views, and More from Gary Gyax
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There are always a lot of inquiries regarding the next products due for release – as well as suggestions as to which special ones would be truly helpful to the system. I am most appreciative of these communications, and I do urge readers to keep on with this useful correspondence. It is sometimes frustrating to me, though, to find I have precious little to say with regard to the whens and whats.

GDW is most willing to produce, but it is a matter of resources. They have quite limited ones... especially these days. Small wonder. Who deserves the credit and who the blame is a matter long dealt with. I will deal with the practical side of things as they stand.

To be relatively assured of a solid slot in the production schedule, it seems best if **Dangerous Journeys™** game works should be brought into shape prior to submission to the game publisher. That is, each product needs to be edited and put into "typeset" format on diskette. That way it won't be set aside and have to wait in the file of products pending first a GDW-assigned editor and then GDW's layout and the printer's typesetting. All that needs be done with such a work is to drop in headers and interior art, design a cover, and have it printed.

What it means is something else, however. Trigee handles the contracting, and I am told that there is only one individual in the known multiverse who is capable of both editing and formatting works in the manner required. That single adept is none other than the Kindly Editor of this publication. Oddly, Frank isn't champing at the proverbial bit to undertake the challenge*. He keeps muttering about overwork, lack of time, and something about earning a living by engaging in remunerative endeavors. We shall see.

Meanwhile, Enthusiastic Reader, if you are another of those rare adepts, get in touch with the Demanding Publisher of this journal. Trigee is indeed looking for skilled and highly talented editors & formatting persons able to deliver the work on Macintosh™ in Aldus™ PageMaker™, I think. If you can't manage the task, drop subtle hints to our Reluctant Editor, or find a cohort who can accomplish what we need.

Interestingly, GDW wasn't taking advantage of the desktop publishing capabilities of the Mac to enable a clever fellow (see Town Crier herein about "Politically correct language") to generally bypass the typesetter and thus save a fair amount of production time and cost. Back in the days of New Infinities, Ace Books was shocked that the **Gord the Rogue™** books done in PageMaker™ were ready to go. That didn't surprise me, for the big New York publishing houses are saurian in their development. I was startled, though, when I learned that GDW hadn't attempted this cost-saving and direct-control measure.

Back, then, to what needs doing: The **Unhallowed™** Supernatural Roleplaying Game still awaits editing. No one is pushing Dave and Michele Newton to finish the Phæree Bestiary in a big hurry, for it too would languish while awaiting editing and layout. I suspect the same is generally true in regards a Mythus™ Prime™ campaign scenario. Pantheon works also move ahead but slowly for this reason.

Now I hear from many who are eager to get more genre rules. Me too! The system is absolutely able to accommodate just about anything. Toss it into the rules hopper, and out comes the proper material...after lots of labor. Yes, even Superheroic Personas of comic book sort can be accommodated. There'll need to be special rules for the powers, of course, but otherwise I can foresee no problems. Is this the next genre on the list? Not if I'm going to be the principal force behind it. I haven't kept in touch with the genre in the past couple of decades, so I'm far too inexperienced to undertake the task.

"Here & Now" genre and the Realistic Heroic Persona is what I'm working on. Mainly that's because the chaps who play in my campaign demanded same, as you know from my previous ramblings on this subject. So next issue I hope to have their RHP Profile Sheets in shape to publish herein so as to give all readers an idea of how it was done (and how soft a JM I really am to allow such gross distortions of truth to occur on paper). The problems facing the lads are a mix of real ones and some supernatural/science fiction ones. Again, Fate Magazine comes in handy for the harried Journey Master!

My own order of preference for new genres after the publication of the **Changeling™** game is something like this:

1. Science Fiction with time travel component
2. Historical "mini-genres" – campaign settings with specific rules for them (perhaps about four to start).
3. Super science with probability travel component.
4. Strange SF "mini-genres" – campaign settings with specific rules for them (about 4 "planets" and 2 "different universes").
5. Other stuff from the perspective allowed by then.

Not that I have time to begin on any of that now, and who knows when there will be opportunity. When there is, those are my likely directions. Certainly, if there are avid fans of other genres who are determined to get something therein sooner than the time table indicates, firm indication of such desire and ability, along with production of material, goes a long way with publishers. There is always a kicker of course, and by that I'm not referring to the effort necessary to deliver the basic genre material. Support is often key, albeit less of a problem in this system. Certainly, each new genre fits with all others, so that the system is supported not merely through scenarios and

source works and aids... and fluff. However, it is nice to have some additional genre-related material along with the rules and campaign setting. In fact, most of you keep asking for this.

That means for every new genre work published there has to be some support every year, a couple of products relating to it, the more directly the better, right? I can't possibly keep up with that, GDW isn't likely to be able to expand its production schedule to encompass a geometrically growing demand, and fans aren't likely to find a minimum budget for system products which keeps growing at such a rate very palatable either. There is an answer for all of that. but I'll hold off discussion until next issue. Now on to other requests from me to you...

Get your name in lights! Become a named member of the deities of the Atlantian Pantheon – or at least be mentioned prominently in appropriate form. You want the Atlantian Pantheon? The Lemurian too? Well, before I do all the creative work, I offer an opportunity to the Ingenious Reader. I have developed only a score of deities for each of the pantheons mentioned, those gods and goddesses, demons and demonesses necessary for action in my own campaign. Now that you've seen quite a bit of material on how working notes for development of a pantheon are put together, here's the deal:

Send in your deity – no more than three or four please (or a half-dozen... maybe a score or so!), to give everyone a chance – and I'll take a look. If it's acceptable, then it will be in the pantheon. Put your name on it in some clever fashion (an anagram is possibly good in this regard). Otherwise, some associated deity might have a name similar to your own, the first letter of the name of each of this deities' offspring might spell your name, and so forth. Be careful in regards to mention of added deities, though. You use such a name, you furnish the details.

Be logical but creative with areas of power and concerns. That is, let's not all choose sky, sun, storm, sea, war, luck, etc.,

gods to detail. In fact, I just happen to have done a few of those myself. So I'm not always so unique. So what?! Scan the lists of deities already published herein for areas and the like. The Greco-Roman is pretty broad, albeit some game-necessary ones aren't featured highly therein, that's for sure, and even my clever little additions will have to be augmented eventually.

The Atlantian Pantheon has two competing groups of deities, the High Ones and the Ancient Masters, who are more-or-less evil and demonic in nature. I have fewer of the latter than the former to date.

Finally, don't worry about missing out because of duplication. If the basis for the deity is sound, I'll switch whatever is necessary around to make it fit into the whole. I won't mess up the name recognition part, but rank or area or the like might get altered. Anyway, here are a couple of examples of what I have done to date:

Alhuhax (High One): Sunlight (agathocacological, ordered). Greater god of light. Lord of thought, bringer of knowledge. Husband of Gancha Va (goddess of renown), father of Hychalta (moon goddess) and Pul-Araz (sun god). His symbol is the sun in its splendor above an open scroll.

Qalkhru (Ancient Master): Gloomy Darkness (malign, chaotic). Great Kraken God of oceans and the perils of the sea. Master of marine man-eaters. Manipulator of Probability. Bringer of Misfortune. Patron of pirates. Consumer of human lives. Qalkhru's symbol is a twelve-tentacled black kraken on a greenish amber field.

With that I'll close until next issue. Holler if you need anything special, and I'll try my best to manage. Next time, though, I'll cover such stuff as a fan club, convention, and the thorny problem of support material. See you then, so to speak.

* Indicates a subjective and moot opinion.

THE DAILY DEITY

CH'INSUNG PANTHEON

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by Gary Gygax

Imported from Other Planes

Delivery every Millennium

Editor: None necessary

Publisher: Force of Will

Subscriptions: Meditate, fool!

With the lengthy Greco-Roman listing finally completed, and the Egyptian entries showing how a more detailed exposition will appear, I believe it is time to cover as much ground as possible in pantheons not likely to be included soon in a source work.

Again, the lists are preliminary only and will be expanded, detailed, augmented and embellished when eventually put into book form.

Finally, as with the Greco-Romans, consider that in this pantheon the tension is between the standard deities and those of the Tibetan (Bon Cult) ones. Evil is quite strong in the latter...

Bon: The Tibetan division of the pantheon, a cult based on propitiation of Evil, if not on outright service to it.

Chang Chiu: Moonlight (benign, intermediate nature). Sage demigod of thaumaturgy. Patron of all partial practitioners of the magickal arts.

Chang Fei: Shadowy Darkness (agathocacological, chaotic). A minor military god, servant of Kuan Ti and friend of Liu Pei. He is depicted as a man eight feet tall with a panther's head and a swallow's neck.

Chang Hsien: Sunlight (benign, ordered). Lesser god of heavenly food and of barley. Once a mortal hero. Protector of the peasants and boys. One concerned with childbearing. Depicted as a warrior shooting a bow skyward to send an arrow at the dog star. He is a foe of Erh Lang.

Chang Kuo-lao: Balance (agathocacological, intermediate nature). A demigod. One of the Eight Immortals (q.v.), noted for wizardry. He possesses a folding mule which becomes paper and is restored by a little water as well as magickal a bamboo drum. A patron of mages.

Chao San Niang: Moonlight (benign, ordered). Minor goddess of wig makers and patron of all barbers, hairdressers, etc.

Ch'áng Sang-chun: Balance (benign, ordered). Minor god of medicine. Patron of those practicing the Oriental healing arts.

Ch'eng Huang: Sunlight (agathocacological, intermediate nature). Major god of walled cities and fortifications. A spiritual magistrate observing all such places and reporting to Shang Ti and Yen Lo. His assistants are called Horse-face, Ox-head, Master Black, and Master White.

Cheng San-kung: Moonlight (benign, intermediate nature). Demigod and patron of river fishermen.

Cheng Wu: Moonlight (agathocacological, intermediate nature). Lesser god of the north pole, guardian of the north.

Ch'én Nan: Shadowy darkness. A quasi-deity and conjurer evoker of dragons. Patron of conjurers.

Chiang T'ai Kung: Moonlight (benign, chaotic). Minor god of fresh water fishermen.

Chiang Tzu-ya: Sunlight (benign, chaotic). Minor god of salt water fishermen.

Chiao Kuan: Sunlight (benign, ordered). Minor god of food especially concerned with bean curds. An ally of Huai Nan Tzu and Kuan Yu.

Ch'ih Ching-tzu: Balance (agathocacological, chaotic). Major god of elemental fire. One of the five Wu Lao (q.v.).

Chih Nu: Moonlight (benign, ordered). Minor goddess of the stars and of weaving, patroness of weavers. The magpie is sacred to her.

Ch'ih Sung-tzu: Moonlight (agathocacological, intermediate nature). Lesser god of rain. One of the five sovereigns of the land. Foe of Shen Nung.

Chin Chia: Sunlight (benign, ordered). Demigod and patron of scholars. Foe of all wicked scholars and cheats.

Ch'in-kuang Wang: Shadowy Darkness (agathocacological, ordered). Minor god of the first "hall," the 1st plane, of Ti Yu.

Chiu-t'ien Lei Kung: Moonlight (agathocacological, chaotic). Minor god of thunder. He protects the faithful against disasters.

Ch'os-skyón (Bon): The potency race sometimes called the Demon Generals. These are huge (12'), broad, and hugely strong. They have High intellect and Heka power but have Moderate Heka use. Their heads are very big and have three eyes, huge tusks, and protruding tongue (compare the Hindic Dharmapal).

Ch'uang Kung: Moonlight (benign, ordered). Minor god of the bed and pregnancy. Patron of male tea drinkers. Husband of Ch'uang Mu.

Ch'uang Mu: Moonlight (benign, ordered). Minor goddess of the bed and pregnancy. Patron of female wine drinkers. Wife of Ch'uang Kung.

Chuan-lun Wang: Shadowy Darkness (agathocacological, ordered). Great god of the 10th and lowest "hall" (plane) of Ti Yu, the underworld. The lord of all underworld gods.

Chu Jung: Sunlight (benign, ordered). Lesser god of fires and their warmth. Lord of law and order. He is typically portrayed as seated on a tiger. His symbols include the fire snake and the fire wheel.

Chu-ko Liang: Balance. Demigod of warfare. A philosopher and military general, eight feet tall and very strong.

Ch'u-kuang Wang: Shadowy Darkness (agathocacological, ordered). Minor god of the 2nd "hall" (plane) of Ti Yu, the underworld.

Chung K'uei: Moonlight (benign, ordered). Lesser god of exorcism, patron of exorcists and apotropaism. His special days are the 15th day of each month and the fifth full moon of the year.

Chung-li Ch'uan: Balance. A demigod of healing able to revitalize the dead. One of the Eight Immortals (q.v.). He is depicted as a fat man carrying a peach of immortality in one hand and a fan in the other.

Chun T'í: Sunlight (benign, ordered). Major goddess of the dawn light and clear daylight. She is opposed to war and strife. She is depicted as having eight arms, and in two of her hands she bears the sun and moon.

Da (Bon): Spirit helpers assigned to mortals by Dab-lha, the Tibetan god of protection and triumph over enemies.

Dab-lha (Bon): Balance (agathocacological, intermediate nature). Tibetan major god of protection and triumph over enemies. He is depicted as a man in golden mail armed with a blue-bladed, flame-edged spear which has a pair of eyes on it. From his shoulders spring a tiger and a lion. He is shown riding a magickal white horse. His companions are potencies – a black monkey, god, and bear. His spirit helpers assigned to mortals are called Da.

dMu (Bon): Tibetan potency-strength fiends of Evil who are bloated and dark purple in color.

Eight Immortals (in Chinsungese, the Pa-Hsien): Each is a powerful demigod. The members of this band are:

- Chang Kuo-lao
- Chung-li Ch'uan
- Han Hsiang Tzu
- Ho Hsien-Ku
- Lan T'sai-ho
- Li T'ien-kwai
- Lu Tung-pin
- T'sáo Kuo-chu

Erh Lang: Balance (malign, ordered). Major god of strong Heka and its use in governing. Nephew of the Jade Emperor, Yu Huang Shang Ti. He is the enforcer of heavenly commands, master of the "heavenly dog," Tien Kou. He is a foe of Chang Hsien.

Fang-chang: A sphere of those elevated to demigod status. See San Hsien Shan.

Fan-Wang: Balance (benign, intermediate nature). Greatest god. Creator deity concerned with the whole of the cosmos and removed from the mundane.

Feng Po: Balance (agathocacological, chaotic). Great god of the winds. He is portrayed as an old man with a long white beard, wearing a yellow cloak and a red cap and holding a bag of winds.

Fu Jen: Moonlight (benign, intermediate nature). Minor god of insight. Son of Tung Wang Kung and Wang Mu. Brother of Hua Lin.

Hai K'áng: Gloomy Darkness (malign, chaotic). One of the Ch'i-Hsien (q.v.). He is a demigod and formerly a demonurgist.

Han Hsiang Tzu: Balance. Demigod. One of the Eight Immortals (q.v.). He is concerned with flowers, plants, and poetry. Depictions show him with a basket of flowers and his magickal jade flute of summoning and influencing sea dragons.

Hannya: Gloomy Darkness (malign, ordered). A female demon with minor deity power and who is a devourer of children.

Heng-E: Moonlight (agathocacological, ordered). Major goddess of the moon. Wife of the Divine Archer, Hou-I.

Ho Ho Erh-Hsien: Sunlight (benign, intermediate nature). The twin lesser gods Harmony and Togetherness. They are the patrons of merchants, potters, and lime burners. They are depicted as two short, fat, laughing men.

Ho Hsien-Ku: Balance. One of the Eight Immortals. A demigoddess and a patron of the home and housekeeping. Her symbol is a lotus blossom.

Hou Chi: Sunlight (benign, chaotic). Minor god of agriculture and especially concerned with millet.

Hou-I (Yi): Balance (agathocacological, intermediate nature). Major god of archery, the hunt, and protection. Divine Archer to the deities. Husband of Heng-E, the moon goddess.

Hou T'u: Moonlight (benign, intermediate nature). Lesser god of soil and its fertility.

Hsiao Kung: Shadowy Darkness. Demigoddess of rivers, once a mortal woman.

Hsi-Shen: Sunlight (benign, ordered). Major god of joy. He is depicted carrying a basket into which are thrust three magickal peachwood arrows.

Hsi-Shih: Moonlight (agathocacological, intermediate nature). Minor goddess of perfumes and scents. She was once a mortal.

Hsi Wang Mu: Balance (agathocacological, ordered). Great goddess and Queen of the West. In her garden grows a peach tree which bears fruit but once every 3,000 years. The peaches confer immortality.

Hu: Balance (agathocacological, chaotic). Great god of the Northern Ocean.

Huai Nan Tzu: Sunlight (benign, ordered). Lesser god of all legumes and creator of bean curds. An ally of Chiao Kuan and Kuan Yu.

Hua Lin: Balance (agathocacological, ordered). Minor god of longevity. Son of Tung Wang Kung and Wang Mu. Brother of Fu Jen.

Hung Sheng: Balance (agathocacological, chaotic). Great god of the southern ocean, i.e. that bordering Sung.

Khen-Pa (Bon): Sunlight (benign, ordered). Great god. Tibetan master of the sky. He is depicted as an old man with a flowing white beard and like robes. He holds a crystal wand and rides a huge white foo dog.

Khon-ma (Bon): Moonlight (agathocacological, intermediate nature). Protectress of Tibet. She is depicted as an old woman with a noose of gold riding a huge, golden ram. Her chief attendant is Sa-thel-nag-po.

Kuang Ch'éng-Tzu: Balance. Demigod who was once a mortal sage and diviner. Also concerned with war strategies and tactics. His medallion bears trigrams from the I-Ching. He can bring victory in battle. He is a strong controller of Evil spirits and thus honored by apotropaists.

Kuan Kung: Balance (malign, chaotic). The great god of war and one of the 24 Assessors of Heaven.

Kuan Ti: Balance (agathocacological, intermediate nature). Major god of averting battles. Protector of the direction south. Once a scholar and general. Patron of military officers. He is accompanied by Chang Fei and Liu Pei.

Kuan-Yin (Kuan Shih-Yin): Sunlight (benign, ordered). Great goddess of mercy. Patroness of children. Bringer of fertility and children to women. She has 33 forms. She is typically depicted with a lotus (purity). Kuan-Yin possesses a healing water and a jewel of granting wishes.

Kuan Yu: Sunlight (agathocacological, intermediate nature). Minor god of war who sold bean curds in his youth as a mortal. An ally of Chiao Kuan and Huai Nan Tzu.

K'uei Hsing: Moonlight. Demigod, once a philosopher and sage. Lord of literature and the patron of the intelligentsia and of endeavor. He is portrayed as a ugly little man with a sea dragon under his feet.

Kuei Shang: Balance (agathocacological, ordered). Major god of literature, poetry, writing, etc. Master of all lesser deities of literature.

Kuo Tzu-i: Sunlight. Demigod, once a scholar and minister. Lord of happiness.

Lan Ts'ai-ho: Balance. Demigoddess. One of the Eight Immortals (q.v.). Patroness of herbalists and flower sellers. Depicted as a woman in blue clothing with one foot bare, the other shod.

Lei Kung: Gloomy Darkness (malign, intermediate nature). Great god of thunder and Evil. He is depicted as black, with a horrible, demonic visage, bat's wings, a monkey's head, eagle's beak, and clawed feet. He holds a hammer and chisel in his hands. His assistant is the goddess Tien Mu.

Lha (Bon): Gloomy Darkness. Tibetan minor demons of potency sort who serve the pantheon's deities of Gloomy Darkness.

Lha-mo (Bon): Tibetan demoness of death of greater deital sort. She is depicted as a horrible old woman riding a white-faced mule which is surrounded by flames. She is clad in a freshly-flayed human skin, seated upon another human, and eats brains and blood from a human skull.

Li T'ien-kuai: Balance. Demigod and handsome hero. One of the Eight Immortals. He is patron of those who travel Astrally or otherwise enter other planes. He is depicted as an old man blowing from his mouth in a puff of wind a small, handsome form of a man as he rides either a staff, horse, or frog into the clouds.

Liu Ling: Gloomy Darkness. Quasi-deity of drunkenness and patron of necromancy. One of the Seven Immortals of Evil (q.v.).

Liu Pei: Moonlight. A military demigod, companion of Chang Fei and servant of Kuan Ti.

Lung: Generic term for all dragons. However, these other names also apply:

- *Lung Chiao:* Dragons of fresh water or of mountains.
- *Lung Li:* Dragons of the oceans and seas
- *Lung Lung:* Dragons of the heavens and air.
- *Lung Wang:* Dragon king.

Lung Chiao: Moonlight (benign to agathocacological, intermediate to ordered natures). Dragons of fresh water (including rain) or of mountains with potency to demi-deital powers. Dragons of the (5) cardinal directions (north, south, east, west, and center).

Lung Li: Balance (benign agathocacological, intermediate nature). Dragons of the oceans and seas with power ranging from quasi-deital to lesser deital.

Lung Lung: Sunlight (benign agathocacological, ordered nature). Dragons of the heavens and air. Their powers range from demi-deital to major deital. Dragons of the seasons (spring, summer, autumn, winter).

Lung Wang: Moonlight (benign agathocacological, ordered nature). The greater deity and king of all dragons. He is lord of elemental water and a bringer of rain

Lu Pan: Sunlight (benign, ordered). Minor god of architecture. Patron of builders and all who are in construction trades.

Lu-tsu: Shadowy Darkness (agathocacological, chaotic). Minor god of barbers, beggars, and those who are of low and despised sort. He is shown armed with a sword. He is dissolute and patron of others who are likewise given over to such self-indulgence.

Ma-mo (Bon): Gloomy Darkness (malign, intermediate nature). Tibetan she-devils of potency to quasi-deital strength. Bringers of sickness and disease. Consorts of demons, devils, and fiends.

Ma Tzu P'o: Sunlight (agathological, intermediate nature). Greater goddess of weather and Queen of Heaven. Protectress of sailors.

Mu Kung: Balance (agathological, intermediate nature). Major god of the plane of Elemental Earth. One of the Wu Lao (q.v.), the Five Elemental Gods.

Na Cha: Moonlight (agathological, intermediate nature). Great god and guard of the entrance to the heavenly spheres. Commander of heavenly warriors. He is known as the Third Prince.

Nan-Iha (Bon): Lesser god (benign, ordered). Tibetan god of the household. He is depicted as having a pig-like head.

Pa Cha: Sunlight (benign, intermediate nature). Lesser god of birds, protector of crops, and foe of plague insects such as locusts and grasshoppers. He is depicted as a human with a bird's beak and feet. His color is blue-green, and his hair is red. He holds a gourd which contains an infallible insecticide.

Pa-Hsien: See the Eight Immortals.

Pak Tai: Moonlight (agathological, ordered nature). Major god of astrology and divination, protector of the direction north. He is of the dark altar (seeking of information).

Palden Lhamo (Bon): Gloomy Darkness (malign, chaotic). Tibetan great goddess of Evil. She is depicted as a horrible-looking old woman with long fangs and three legs. In her hand she holds a skull from which she drinks blood. She rides a chestnut-hued mule girded by live snakes and a copper belly band which is shown trampling a human.

P'ang Ch'é: Shadowy Darkness (agathocacological, ordered). Lesser goddess. The white goddess judging the deceased spirits. One of three such.

P'ang Chiao: Shadowy Darkness (agathocacological, ordered). Lesser goddess. The red goddess judging the deceased spirits. One of three such.

P'ang Chu: Shadowy Darkness (agathocacological, ordered). Lesser goddess. The green goddess judging the deceased spirits. One of three such.

P'an-ku: Balance (agathocacological, intermediate nature). Greatest creator deity and gigantic god. He is often depicted as a dwarf wearing a bearskin upon which the symbol of yang and yin is shown.

Pao Kung: Balance (agathocacological, ordered). Great god of law, order and justice and magistrate of the celestial planes. He administers government and judges the lesser deities who have infringed.

Pe Har (or Pe Kar; Bon): Gloomy Darkness (malign, intermediate nature). Tibetan fiend and king of all fiends with great deital power. He is the patron of all Evil and destructive conjuration, divination, necromancy, and sorcery.

P'eng-lai: A sphere of the demigods. See San Hsien Shan.

Pien Ch'iao: Sunlight. Demigod and patron of herbalists. Once a mortal innkeeper and healer.

P'ing-Teng: Shadowy Darkness (agathocacological, ordered). Lesser god. Lord of the 8th plane of the underworld, Ti Yu.

rGal-po (Bon): Gloomy darkness (malign, chaotic). Tibetan king fiends of demi-deital power. They are dead white in color.

San Chou Niang Niang: Moonlight (benign, intermediate nature). Great goddess and queen of the three spheres of San Hsien Shan. She is called "Jade Lady."

San Hsien Shan: The three spheres of the deified ones, the immortals, often referred to as the "three mountains of the immortals." The ruler of these spheres is San Chou Niang Niang (above).

The three spheres are:

- *Fang-chang*
- *P'eng-lai*
- *Ying-chow*

Sao Ch'ing Niang: Sunlight (benign, ordered). Major goddess of clearing skies and fine weather, sometimes called the "Broom Goddess" because she cleans the skies of clouds.

Sa-thel-nag-po (Bon): Gloomy Darkness (malign, chaotic). Tibetan minor god of slaughter and chief attendant of the goddess Khon-ma.

Seven Immortals of Evil: In Chinsungese, the Ch'i-Hsien. Each of the Seven Immortals of Evil is a quasi-deity. They are:

- *Hai K'ang*
- *Lin Ling*
- *Shan T'ao*
- *Wang Jung*
- (plus 3 others yet to be discovered...)

Shang-Ti: Sunlight (agathocacological, ordered nature). Greater god. The ruler of skies and space called the Emperor Above.

Shan T'ao: Gloomy Darkness. Demigod and one of the Seven Immortals of Evil, the Ch'i-Hsien. Patron of unscrupulous ambition. Depicted as an old man with a staff.

Shen Nung: Sunlight (agathocacological, chaotic). Lesser god of agriculture and sender of the burning wind. One of the five sovereigns of the land, foe of Ch'ih Sung-tzu. He is depicted as an ox-headed man.

Shou Hsing: Sunlight. Demigod of longevity. Once a mortal sage named Tung Fang So. He is depicted as an official with one to three peaches of immortality seated upon a deer.

Shú: Shadowy Darkness (agathocacological, chaotic). Lesser god of the Southern Ocean.

Shui Ching-tzu: Balance (agathocacological, chaotic). Major god of elemental Water. One of the five elemental deities, the Wu Lao.

Tag-Mar (Bon): Gloomy Darkness (malign, intermediate nature). Devil and Tibetan major deity of Evil. The "Red-Tiger Devil" He is depicted as a tiger-headed humanoid.

T'ai Shan: See Yu Huang.

T'ai-shan Kun Wang: Shadowy Darkness (agathocacological, ordered). Minor god of the 7th plane of the underworld of Ti Yu.

Ta-Lo: Highest (36th) celestial plane. Home of Yu Huang.

Tam-Din (Bon): Gloomy Darkness (malign, intermediate nature). Devil and Tibetan deity of Evil. The "Horse-Headed Devil" He is depicted as a horse-headed humanoid.

Tao Fu: Moonlight (agathocacological, chaotic). Minor goddess of time and servant of the goddess of the north star, Tou Mu, companion of Yu Pi.

Tao Chu: Balance (agathocacological, intermediate nature). Greater god of Yang and Yin, master of the positive and negative planes.

Tao Hua Hsien Nui: Moonlight (benign, intermediate nature). Great goddess of spring, spring flowering, and of marriage. Called the “Peach Blossom Girl.”

Tien Hou: Shadowy Darkness (agathocacological, chaotic). Minor goddess of the sea and of rivers. She was once a mortal and wizardress.

Tien Kou: Balance (malign, ordered). The “Heavenly Dog” with power of a lesser deity. It is a ferocious, dog-like being which is both guard and enforcer for the celestial deities. Its master is Erh Lang (q.v.).

Tien Mu: Gloomy Darkness (malign, intermediate nature). Minor goddess of the lightning. She is the assistant of Lei Kung (q.v.).

Tin Hau: Sunlight (benign, intermediate nature). Major goddess of the dawn and bringer of insight (and inductive reasoning and psychic powers as well).

Ti Yu: The underworld of ten planes of many spheres, where certain spirits of the dead must dwell. The rulers of the 10 planes are:

- 1st: Ch’in-kuang Wang
- 2nd: Ch’u-kuang Wang
- 3rd: Sung-ti Wang
- 4th: Wu-kuan Wang
- 5th: Yen-mo Wang
- 6th: Pien ch’eng
- 7th: T’ai-shan Kun Wang
- 8th: P’ing-Teng
- 9th: Tu-shi
- 10th: Chuan-lun Wang

Tou Mou: Balance (agathocacological, ordered). Great goddess of measure and the three basic dimensions of length, breadth, and height/depth.

Tou Mu: Great goddess of the north star, lady of the universe, often depicted simply as a lotus flower. She is served by Tao Fu and Yu Pi.

Ts’ai Shen: Shadowy Darkness (benign, chaotic). Lesser god of wealth. Once a mortal sage named Pi Kan.

Tsao Chun: Sunlight (benign, ordered). Lesser god of the hearth and warming fires. Protector against fires in buildings.

Ts’ao Kuo-chu (Tsao Kuo-chiu): Balance. Demigod and one of the Eight Immortals. Patron of nobles.

Tsao Shen (Tsao Wang): Moonlight (benign, ordered). Minor god of the kitchen. Patron of all cooks and chefs.

Ts’ien K’eng: Moonlight (agathocacological, ordered). Lesser god of waves; patron of those seeking agelessness. Once a mortal.

tTa-mgrim (Bon): Gloomy Darkness (malign, chaotic). The Evil major god of dread, slaughter, and vengeance. He is shown with a horse’s head sprouting from his hair and an axe in his hand.

Tung Wang Kung: Sunlight (agathocacological, intermediate nature). Great god of the direction west and protector of the west. Of yang and lord of the Immortals. Consort of Wang Mu. Father of Fu Jen and Hua Lin and many other lesser deities.

Tu-shi: Shadowy Darkness (agathocacological, ordered). Major god of the 9th plane of the underworld, Ti Yu.

T’u Ti: Sunlight (benign, ordered). Major god of growth of plants, patron farmers and all agriculturalists. Concerned with husbandry and fertility.

Van-xuong: Balance (agathocacological, ordered). Major god. Literature deity of the south. Patron of Indochina. He is shown as a man standing with a writing brush in his hand.

Wang Jung: Gloomy Darkness. Demigod of greedy pleasure and selfishness. One of the Seven Immortals of Evil.

Wang Mu (Hsi Wang Mu): Moonlight (agathocacological, chaotic). Greater goddess of elemental Heka. Lady of Yin and the western heavens. Consort of Tung Wang Kung. Mother of many deities, including Fu Jen and the god of longevity, and Hua Lin. One of the five elemental deities, the Wu Lao. She is served by five demigoddesses (of the cardinal directions and center) called “Jade Ladies.” She is depicted as riding on a magickal giant crane (a symbol of longevity).

Wei To: Moonlight (benign, ordered). Lesser god who is the guardian of holy places.

Wen Chang Ti-chun: Balance (agathocacological, ordered). Major god of literature of the north. A deified mortal once named Ya-Tzu.

Wong Tai Sin: Moonlight (agathocacological, chaotic). Minor god of gambling. Depicted as a young, boyish figure and sometimes called the “Red Pine Fairy.”

Wu-kuan Wang: Shadowy Darkness (agathocacological, ordered). Minor god of the 4th plane of the underworld, Ti Yu.

Wu Kung Ching: Gloomy Darkness (agathocacological, chaotic). The black centipede devil and major god of poisonous insects, arachnids, ant myriapods. He is depicted as a warrior with a black beard and moustache, clad in black armor and bearing two swords.

Wu Lao: The five deities of the Elemental Planes. They are:

- *Ch’in Ching-tzu:* God of elemental Fire
- *Huang Lao:* God of elemental Earth
- *Mu Kung:* God of elemental Air
- *Shui Ching-tzu:* God of elemental Water
- *Wang Mu:* Goddess of elemental Heka

Wu ta chia: The five big families, i.e. the five kinds of animals in which potency therianthropes are experienced in the lands. These animal kinds are: fox, hedgehog, rat, snake, weasel.

Yang Ching: Balance (agathocacological, intermediate nature). Major goat god of wild animals, protector of those dwelling in the wilderness.

Yao: Sunlight. Demigod and patron of government officials. A deified scholar and hero.

Yao Wang: Sunlight (agathocacological, ordered). Greater god of healing, lord of all such deities.

Yen Kung: Moonlight (agathocacological, chaotic). Minor god of sailors. A deified mortal.

Yen-mo Wang: Shadowy Darkness (agathocacological, ordered). Minor god of the 5th plane of the underworld, Ti Yu.

Yi: See Hou-I.

Ying-chow: A sphere of the demigods. See San Hsien Shan.

Yuan-Shih T'ien-Tsun: Balance (agathocacological, intermediate nature). Greatest creator god and unfathomable deity. Dwells on the "jade mountain" plane called Yu Shan, the highest of astral planes.

Yu Huang (Yu Huang Shang Ti): Sunlight (benign, ordered). Greater god called the Jade Emperor. God of purity and perfection. He is also referred to as T'ai Shan, the Jade Emperor. His plane is Ta-Lo, the plane of jade.

Yu Pi: Moonlight (agathocacological, chaotic). Minor goddess of space and servant of the goddess of the north star, Tou Mu, companion of Tao Fu.

Yu Shan: High plane of astral sort, the "jade mountain," and home of Yuan-Shih T'ien-Tsun.

Yu Shih: Moonlight (agathocacological, chaotic). Great god of weather. Master of rain. He is shown in scale armor of yellow hue striding amongst the clouds.

Author's Note: Any reader interested in developing this pantheon -- and probably that of the Nipponese and Mongolian as well (or any other in the fantasy genre as set forth in the **Epic of Ærth™** companion volume) -- should contact the publisher of this magazine and so inform them. List your qualifications and send a sample of your work as well.

IN VOCATIONS

Contributed by John R. Troy

ACTOR/ENTERTAINER

Vocation	TRAIT	SEC Range	SEC Range at Start
Actor/Entertainer	Spiritual	1-6	4

This vocation deals with the type of entertainment that doesn't concentrate on music first (like the poet/musician). Based on Æropan styles of entertainment, this vocation assumes that the Actor/Entertainer is diversely skilled in such areas as thespianism, buffoonery, and other skills used to entertain a crowd (while this may seem a little like the mountebank, it is more "legit").

Despite the mundane role in life, a persona developed with this vocation is suited well to urban adventuring, and is highly mutable for adventuring personas. When roleplaying such a persona, concentrate on key areas such as Comedy, Drama, Plays, Performance, Illusion, Feats of Skill, Juggling, Acting, the Arts, the Urban Crowd, Circuses/Carnivals/Fairs, and Traveling troupes.

An entertainer would probably start around SEC 4, being a Freeman, although not of great status. The entertainer would either wander from town to town, job to job, on a tour, or whatever, or would be more or less permanently based in a large town or city, and would be entertaining primarily peasants and/or freemen, having in touch with them than with any of the aristocracy.

K/S Area	Base STEEP	ATTRIBUTE
Buffoonery	20	SPSpd s
Thespianism	20	SPCap
Deception	16	MRCap
Influence	16	MRCap s
Literature	16	SMCap
Acrobatics/Gymnastics	12	½(PMCap + PNCap) s
Combat, HtH, Non-Lethal	12	½(PMCap + PNCap)
Current Events	12	½(MRPow + MMPow) s
History	12	MMCap •
Juggling	12	½(PMSpd + PNSpd) •s
Writing, Creative	12	MMCap
Disguise	8	PNCap
Dweomercraft, Gray School*	8	MMCap •s
Escape	8	½(PMCap + PNCap)
Hypnotism	8	MRPow •
Impersonation	8	SMPow
Jack-of-All-Trades	8	PMCap •s
Legerdemain	8	PNCap
Sports	8	½(PMCap + PNCap) •s
Travel	8	½(PMCap + PNCap)
Fortune Telling*	4	SPCap •s
Music	4	PNCap •s
Musical Composition*	4	SMCap •
Poetry/Lyrics*	4	SMCap •
Printing	4	PNCap
Street-Wise	4	SPCap •s
Survival	4	PMCap
Base STEEP Total:	260	

CHOPS COMPLETE HEROIC (OR OTHER)

PERSONAS

CAVALIER

Player: Luke Gyga	EP Name: Sir Ulrich Karl von Schweinheim	Attractiveness: 16 (no I B/U) = handsome
Vocation: Cavalier	SEC: 7	Quirks: Ambidextrous. Keen Mental Perception.
Current Joss Factors: 10	APs Unused: G: 5; S: 0; X: 0	Very difficult to fool.
Mental: 99 <i>EL:</i> 79	Physical: 112 <i>WL:</i> 83 <i>CL:</i> 100 <i>RL:</i> 10 <i>EL:</i> 70	Counter-Quirks: Cheapskate. Dislikes strangers. Lacks a sense of humor.
MD Now:	PD Now:	Movement:
Mnemonic: 50	Muscular: 57	<i>Walking:</i> 112 <i>Swimming:</i> <i>Running:</i> 336
<i>MMC<i>ap</i>:</i> 19	<i>PMC<i>ap</i>:</i> 20	<i>Crawling:</i> 11.2 28/56/84 <i>Jumping:</i>
<i>MMP<i>ow</i>:</i> 16	<i>PMP<i>ow</i>:</i> 18	<i>Cautious:</i> 56 <i>Evasive:</i> 33 3.3'/6.6'
<i>MMS<i>pd</i>:</i> 15	<i>PMS<i>pd</i>:</i> 19	<i>Trotting:</i> 224
Reasoning: 49	Neural: 45	
<i>MRC<i>ap</i>:</i> 18	<i>PNC<i>ap</i>:</i> 19	
<i>MRP<i>ow</i>:</i> 16	<i>PNP<i>ow</i>:</i> 18	
<i>MRS<i>pd</i>:</i> 15	<i>PNS<i>pd</i>:</i> 18	
	SD Now:	
	Metaphysical: 44	
	<i>SMC<i>ap</i>:</i> 16	
	<i>SMP<i>ow</i>:</i> 14	
	<i>SMS<i>pd</i>:</i> 14	
	Psychic: 44	
	<i>SPC<i>ap</i>:</i> 17	
	<i>SPP<i>ow</i>:</i> 14	
	<i>SPS<i>pd</i>:</i> 13	

K/S AREA INFORMATION

Mental

Agriculture: 27 (Animal Husbandry; Viticulture)	Fort. & Siegecraft: 29 (Besieging; Escalade Attack)	Military Science: 30
Biography/Genealogy: 31	Gambling: 30 (Animal Fighting; Dog/Horse Racing)	Native Tongue (Deutsch): 56
Econ./Finance/Investing: 30 (Finance; Investing)	Games, Mental: 31 (Pool; Strategy & Tactics games; Wargames)	Perception, Mental: 44 (Anticipating; Detecting; Noticing; Tracking)
Etiquette/Social Graces: 44	Influence: 26 (Oration; Persuasion)	Political Science: 30
Foreign Language, French: 27	Literature: 28	Spellsongs: 36
		Trade Phoenician: 43

Physical

Arms & Armor: 37	Cultured Palate: 31 (Beers/brewing; Spirits; Wines/Winemaking)	Perception, Physical: 41 (Hearing; Noticing; Searching; Tracking)
Combat, HTH, Lethal: 32 (Feet; Hands; Tui-Fa)	Endurance: 38	Riding (all Sub-Areas): 62
Combat, Hand Weapons: 52 (2 attacks per CT; All)	Handicrafts/handiwork: 27	Sports: 31 (Individual Non-Violent; Mounted Individual; Team)
Combat, HW, Missile: 37 (ROF x 1.5 per CT; Crossbows: 41; Knives/daggers; Spears/javelins: 39)	Hunting/Tracking: 39	Survival: 35
	Mountaineering: 31	Swimming/Diving: 27
	Music: 37 (a Capella; Percussion; Strings, plucked)	

Spiritual

Animal Handling: 21	Musical Composition: 30	Priestcraft: 28
Leadership: 29	Poetry/Lyrics: 24	Religion: 24

ARMOR, WEAPONS & ATTACKS:**Handedness:** Ambidextrous (fight Florentine)**Armor Type & Protection Factors:**

Full (3/4 or 1/2) 40 (30/20) points average protection.

SF penalty: 2 (2/1)**Heka Physical Armor:****Mental Armor:** Automatic: 3 Heka Generated: 0**Spiritual Armor:** Automatic: 0 Heka Generated: 0**Hand-to-Hand, Lethal:**

	Attacks	SF	DT	PD/Attack	BAC
Feet	2	3	B	3D6+6	32+2 = 34
Hands	4	3	B	2D6+6	32+2 = 34
Tui-fa	4	3	B	2D6+6	32+2 = 34

Hand-to-Hand, Non-Lethal:

SF BAC 41 +8 + PMCap 20 = 46

Disable	3/5	Overpower or Stun first, then roll STEEP
Overpower	5	Roll STEEP to succeed
Stun	3	5D6 to exceed opponent PNCap

Hand Weapons:

Weapon	Sub-Area	WP	C	S	Type	PD	Reach	BAC	Dur
Dagger	dagger	5	M	2	P	2D6+9	1	69	1/50
Lance, Heavy *1 (x4)	spear	12	C	6	P	6D6+9	4	76	3/40
Mace *1	club	5	M	5	B	3D6+9	1	69	5/30
Shield, Kite, Sm.	shield	0	M	4	B	1D6+9	1	64	3/80
Spear (7")	spear	5	W	4	P	3D6+9	3	75	8/20
Sword, Falchion *1 (x2)	1H sword	4	M	6	C	4D6+9	2	68	1/50
Sword, Hand & 1/2 *1(2h)	1H sword	8	M	7	C/P	5D6+9	3	72	5/30
Sword, rapier*	1H sword	10	M	4	C/P	4D6+9	3	74	1/50

Missile Weapons:

Weapon	Sub-Area	WP	T	S	Type	PD	Range	ROF	BAC
Crossbow, Medium	crossbow	7	Y	6	P	3D6+1	30-240	@3/4	58
Dagger	knife/dagger	2	N	2	P	2D6+6	2-20	@3	49
Spear (7")	spear	0	Y	4	P	3D6+6	4-32	@1.5	47

Perception & Neural - Attack Bonus: (Perception, Physical + STEEP + PNPow + PNSpd) = +12/8**STEEP PD Bonus:** (41 onwards) = +3/+1 (crossbow)**PMPow Physical Damage Bonus:** (18) = +6**Dodging:** (subtraction from opponent FAC; PMSpd + PNSpd - armor SF 2 [or 1]) = 4 (5)**Avoidance:** M 15 or 30; P 19/18 or 37; S 14/13 or 27.**Heka Generation:**

Physical TRAIT Base		112
Endurance	38 + (PMPow + PNPow = 19)	40
Music	37 + (PMSpd + PNSpd = 18)	55
Musical Comp.	30 + (SMPow = 14)	44
Poetry & Lyrics	24 + (SMSpd + SPSpd = 13)	37
Priestcraft	28 + (SM CAT = 44)	72
Religion	24 + (SMPow 14)	28
Spellsongs	36 + (MMCap + MRCap = 18)	54

Heka Abilities/Castings: See appended sections.**Heka Aperture:** 36 + (2 @10 = 20) = 56**Total Current Personal Heka:** 459**Reservoirs:****Current Personal Heka Available:**

FINANCIAL INFORMATION

Net Worth	Bank Accounts	(Cash on Hand)	Disposable MI
378,000	39,000	(20,000 + 14,000*)	Nil*
*Given 14 gold coins to cover 1 year's expenses while seeking his fortune			

POSSESSIONS & EQUIPMENT (SEE ALSO APPENDIX)

Item	Cost	Item	Cost	Item	Cost
Horse, destrier	80,000	Books, paper, etc.	4,000	Sword, rapier	4,000
Horse, garron	18,000	Fur cloak, marten	10,000	(Unsurpassed)	
Saddle & tack	6,000	Jewelry	10,000	Sword, hand-and-a-half	4,500
Saddle bags, etc.	1,000	Plate armor, full	500,000	(Unsurpassed)	
Harness & pack (garron)	1,000	(Unsurpassed)		Dagger (Unsurpassed)	1,000
Clothing, outdoor	2,000	Kite shield, small	2,500	Mace (Above Average)	300
Clothing, dress	10,000	(Unsurpassed)		Spear (Above Average)	200
Outdoor equip.	3,000	Lance, heavy	1,400	Crossbow (Average)	300
Misc.	1,000	(Unsurpassed)		2 cases with 40 bolts	100
Provisions	300	Sword, falchion	5,000	Barding, demi-chanfron	9,000
Mandolin	2,000	(Unsurpassed)		(Unsurpassed)	

BACKGROUND

Father: Bruno Otto, Waldgraf von Schweinheim, age 50

Mother: Truhilde Clara, age 48

Eldest Brother: Gunther Rollo, age 30; **Brother:** Walter Fritz, age 28; **Sister:** Ermatrude Hulda, age 26. Married to Baron Frederich von Gorlung und Lowe

As a lad Ulrich was quite typical of a young, German aristocrat. He spent his time from 6 years of age on in study, arms practice, hunting, and sporting games. As the third son, it soon became apparent to his quick mind that although the lessons regarding the running of the estates and castle of the fief held by his father was important, these things would not be likely to apply to his life directly. Gunther, or possibly Walter, in the event of some ill befalling his oldest brother, would inherit the title of Waldgraf of Schweinheim.

By age 12 Ulrich had made up his mind. He would become a priest. Until then he had received instruction from various tutors, including a Friar named Alberich who had been taken in at Schloss Schweinheim. Now things changed. Off he went to the Temple of Wotan in Ulm. He soon made up his mind that while the chief of all might be Wotan, it was Saxnot (Tyr in the Skandian speech) that he wished to serve, for that deity was the principal one for aristocrats those who bore arms and sought glory and honor in battle.

He was 13 years old, and spending his summer at the family's castle, when he was introduced to the Savoyard Troubadour, Sir Wolfgang D'Annecy, a fellow-campaigner of the Waldgrafs from his younger days, when Bruno had been a knight arrant, not lord of a waldgravate. The two took to each other instantly, and the troubadour treated Ulrich as his own son. During that brief period of weeks the adolescent lad

learned to play a mandolin and voiced his first casting through song.

Back at the temple school, Ulrich requested and was accepted in studies of the art of Spellcasting. Of course, this was in addition to his usual curriculum. It stretched him, but through much effort Ulrich managed to gain not only the ability to perform such work but also that of true musical accomplishment in playing and composing. At age 18 he had to decide. Was he to remain in Ulm and move into the seminary for his final training as a priest? Or was he not...?

Until he was 17 Ulrich had met the troubadour each time he had returned home for the summer, and that influence was strong in him now. He would be a troubadour too, just as Sir Wolfgang. However, before he could claim such status, Ulrich must prove himself a worthy knight. He declined, then to become a priest. Returning to the schloss, young Ulrich announced his decision to his family. His father was lukewarm, his mother quite opposed to the plan, but his siblings supported him strongly. In the end, it was agreed. Bruno made the arrangements, and Ulrich rode off to serve as an esquire. In two years he was knighted. He gained much prestige as a warrior, and by the time he was age 25 he had fought in countless tournaments and in a scores of real combats too. He had on his own acquired much, and it was now ripe, he thought, to seek out Sir Wolfgang and with his aid become a true troubadour.

With all he possessed in the way of worldly goods, a considerable profusion of the finest arms and armor, and accompanied by a trusted household retainer named Hans (see below), Ulrich set out for Annecy in Savoy.

QUICK-SCAN PERSONAL PROFILE

Date of 1st Game Adventure:	Height: 5' 9 ½"	Eyes: Pale blue
Age Then: 25	Weight: 195	Ears: Average
Sex: Male	Build: Broad, very muscular	Nose: Thin, somewhat aquiline
Race: Teutonic	Hair: Black, straight	Lips: Thinnish
Complexion: Fair, ruddy cheeks	Hair Style/Length: Shaved at sides, about 1" long on top	Distinguishing Marks: Sickle-shaped scar on cheek
Current Age:		
Birth Date: 7 August 9	Citizen: Germania	Pantheon: Norse (Teut)
Birth Place: Schloss Schweinheim, Germania	Current Residence:	Deity: Saxnot (Tyr), [Sunlight Ethos]
	Honors:	Devotion: Strong, but flexible
Family SEC:	Conformity: Average, ethnocentric in views	Personality: Exacting, somewhat stern, vengeful
Politics: Conservative but not much interested		
Likes: Good brew, stout hearts, bravery on the field, sport	Blazon: A black boar armed red, passant, regardant on a field lozengy white and green	Special Connections:
Dislikes: Non-Teutonic humor, those who cross him, slavery, lawlessness, traitors, foreigners	Quote: "There is one right way to do things... and it is my way."	1. Duke
Usual Dress: In leather garments with some armor and always armed. Favors gauntlets, broad belts, and green hats with feathers.		2. Mayor
		3. Troubadour, Sir Wolfgang D'Annecy residing in Annecy, Savoy.

Retainer: Manservant, cook, and groom

Age: 56

Mount: Garron

With all clothing, equipment, and miscellaneous needed for his person. This individual is named Hans. He served the waldgraf for many years, and for some time he has been Ulrich's manservant. He was sent with Ulrich, but he was happy to accompany his longtime charge/master.

Hans does not fight, but he is a good bargainer, camp-maker, and so forth.

ADDITIONAL DETAILS

SPELLSONGS Abilities/Castings (Prime Area)

Current STEEP: 36 (56) 116 Total Castings

Grade I Castings (21): Base Heka Cost: 20; DR: Easy

Acclumséd Ode Cantrip	Avies Warble Spell
Bar Couple Cantrip	Calm Aire Spell
Camaraderie Chorus Spell	Convince Harmony Spell
Discover Ditty Spell	Dreamhaunter Melody Formula
Drowsiness Lullaby Spell	Drying Oratorio Cantrip
Farvoice Yodel Cantrip	Faunacare Warble Spell
Faunalter Dissonance Spell	Flat Ode Spell
Florachange Pastoral Spell	Misdirect Limerick Cantrip
Ready Canon Charm	Sharp Ballad Spell
Sorrow Lament Spell	Sour Ditty Spell
Warming Peal Cantrip	

Grade II Castings (15): Base Heka Cost: 35; DR: Easy

Alto Aire Spell	Amplification Aria Spell
Bramblepath Refrain Cantrip	Bravery Measure Spell
Chancefix Motif Charm	Cliffclimb Bravura Spell
Fairwind Chanty Formula	Freemuscles Strain Spell
Gooddrink Measure Cantrip	Goodfeast Carol Formula
Longwalk Strain Spell	Newcloth Motif Formula
Notable Aire Spell	Shelter Aria Formula
Sleepheal Nocturne Formula	

Grade III Castings (12): Base Heka Cost: 50; DR: Easy

Animalfear Pibroch Spell	Conceal Ditty Spell
Cowardice Refrain Formula	Darting Dags Adagio Spell
Distractionless Tune Spell	Forestfriend Couplet Spell
Freenerves Strain Spell	Major Chord March Spell
Poisongone Tocsin Cantrip	Puissance Canticle Spell
Revitalize Paeon Spell	Safeplace Aria Spell

Grade IV Castings (12): Base Heka Cost: 75; DR: Moderate

Battlesong Bravura Formula	Blue Prospects Ballad Spell
Falseview Ditty Spell	Freebreath Chant Spell
Freemind Aire Formula	Full Stop Refrain Spell
Hekahedge Refrain Spell	Ironsteed Ballad Spell
Lightlygo Aire Spell	Volunteer Chorus Spell
Walklong March Formula	Warningcall Peal Cantrip

Grade V Castings (12): Base Heka Cost: 100; DR: Hard

Alleymazes Ode Spell	Faet Fiada Canticle Spell
Headwrench Chorus Spell	Inspire Bravura Spell
Javelin Volley Ditty Spell	Monstersfear Pibroch Cantrip
Piper's Prance Adagio Cantrip	Quaver Pibroch Spell
Shielding Song Spell	Spirithedge Refrain Spell
Staff Verse Formula	Sympathy Lament Spell

Grade VI Castings (10): Base Heka Cost: 125; DR: Difficult

Arrowstorm Aire Spell	Bonfire Ballad Cantrip
Cry of the Valkyrie Aria Spell	Doublequick March Cantrip
Fogveil Barcarolle Formula	Jangle Jingle Spell
Merriment Limerick Spell	Quenchfire Limerick Cantrip
Rallyround Bravura Spell	Sirensong Lay Spell

Grade VII Castings (10): Base Heka Cost: 150; DR: Very Difficult

Beastcharm Serenade Cantrip	Bridging Measure Spell
Cacophony Chorus Spell	Creepingcord Serenade Cantrip
Deepditch Rondo Spell	Deepseas Chanty Formula
Freebonds Strain Spell	Icespears Canon Cantrip
Shadowdance Couplet Spell	Smoothway Lyric Spell

Grade VIII Castings (10): Base Heka Cost: 200; DR: Extreme

Aerial Refrain Spell	Bringhunters Yodel Spell
Chasmleap Madrigal Cantrip	Firebrand Ballad Spell
Formguise Tune Spell	Pikehedge Refrain Spell
Rondo Susicato Formula	Unbarring Jingle Cantrip
Vocal Cords Strain Spell	Winddarts Canon Cantrip

Grade IX Castings (7): Base Heka Cost: 250

Boulderbring Barcarolle Cantrip	Cloudwalker Aire Spell
Coolflames Ditty Spell	Distantdoor Yodel Spell
Flyingblade Canon Cantrip	Sleepsteal Nocturne Spell
Weathermage Tune Formula	

Special Grade Castings (7): Base Heka Cost: 200

Faraway Song Spell	Firebeing Rhapsody Spell
Noplace to Hide Chant Formula	Portalopen Aria Cantrip
Quicktree March Spell	Safesleep Aria Spell
Shadowling Motif Spell	

Dangerous Journeys

PRIESTCRÆFT Abilities/Castings

Current STEEP: 28 (24) 100 Total Castings

General Tutelary Castings 9 Total Castings

Grade I Castings (1): Base Heka Cost: 20; DR: Moderate
Rites Ritual

Grade II Castings (1): Base Heka Cost: 35; DR: Hard
Blessing, Minor Spell

Grade III Castings (1): Base Heka Cost: 50; DR: Difficult
Consecration Formula

Grade IV Castings (1): Base Heka Cost: 75; DR: Very
Difficult
Blessing, Major Ritual

Grade V Castings (1): Base Heka Cost: 100; DR: Extreme
Guidance Spell

Grade VI Castings (1): Base Heka Cost: 125
Excommunicate Ritual

Grade VII Castings (1): Base Heka Cost: 150
Enter Sanctum Formula

Grade VIII Castings (1): Base Heka Cost: 200
Anathema Ritual

Grade IX Castings (1): Base Heka Cost: 250
Enter Deital Realm Spell

Basic Tutelary Castings 42 Total Castings

Grade I Castings (10): Base Heka Cost: 20; DR:
Moderate

Alms Cantrip	Awe Charm
Influence Formula	Lightsee Charm
Phosphor Spell	Prayer Cantrip
Produce Meal Ritual	Pronouncement Spell
Resist Physical Harm Cantrip	Smokecloud Formula

Grade II Castings (6): Base Heka Cost: 35; DR: Hard

Draw Heka Formula	Healing, Minor Charm
Heal Mental Damage Ritual	Meditate Spell
Rightcourse Cantrip	Smiting Charm

Grade III Castings (5): Base Heka Cost: 50; DR:
Difficult

Bounds of Action Spell	Enhance Spiritual Power Ritual
Enlightenment Formula	Heka Defenses Cantrip
Resist Paralysis Spell	

Grade IV Castings (4): Base Heka Cost: 75; DR: Very
Difficult

Forcestaff Charm	Protection From Lightnings Spell
Sanctification Ritual	Wound, Spiritual Charm

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Grade V Castings (4): Base Heka Cost: 100; DR:
Extreme

Heal the Soul Spell	Holy Terror Cantrip
Thunderbolt Cantrip	Word of Command Charm

Grade VI Castings (4): Base Heka Cost: 125

Entital Guidance Ritual	Iron Will Cantrip
Sanctum Ritual	Symbol of Entital Power Spell

Grade VII Castings (4): Base Heka Cost: 150

Minor Miracle Ritual	Questing Spell
Return to Sanctum Charm	Willpower Cantrip

Grade VIII Castings (3): Base Heka Cost: 200

Entital Aid Ritual	Retribution Formula
Total Recall Spell	

Grade IX Castings (2): Base Heka Cost: 250

Intervention Ritual	Miracle Spell

Ethos of Sunlight 49 Total Castings

Grade I Castings (6): Base Heka Cost: 20; DR: Moderate

Alleviation Ritual	Discover Bane Cantrip
Lightstaff Formula	Remove Pain Spell
Shelter Spell	Warmbreeze Charm

Grade II Castings (6): Base Heka Cost: 35; DR: Hard

Circle of Entital Protection Spell	Clear Direction Cantrip
Cure Phobia Formula	Positive Corona Spell
Protection from Netherforces Charm	Ripecrop Ritual

Grade III Castings (6): Base Heka Cost: 50; DR:
Difficult

Antidote Charm	Combust Cantrip
Divine Light Charm	Feathersteel Spell
Magick Pane Formula	Shield of Belief Spell

Grade IV Castings (6): Base Heka Cost: 75; DR: Very
Difficult

Aerial Chariot Charm	Cure Disease Cantrip
Hauberk of Dedication Spell	Know K/S Formula
Light of Peace Spell	Restore Purpose Formula

Grade V Castings (6): Base Heka Cost: 100; DR:
Extreme

Auspice Spell	Cure Insanity Spell
Hawkeyes Charm	Helm of Conviction Formula
Pillar of Faith Ritual	Remove Blindness Cantrip

Grade VI Castings (6): Base Heka Cost: 125

Atone Ritual	Clearskies Formula
Light of Understanding Spell	Rainbow Spectrum Charm
Sundog Charm	Sunray Cantrip

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Grade VII Castings (6): Base Heka Cost: 150

Faygrace Cantrip	Netherslay Charm
Psychic Balm Spell	Regeneration Formula
Summon Good Ritual	Wyrd Formula

Dangerous Journeys

Grade VIII Castings (4): Base Heka Cost: 200

Remove Madness Ritual	Stillalive Spell
Sunstroke Formula	Wind of Hope Cantrip

Grade IX Castings (3): Base Heka Cost: 250

Astral Journeying Spell	Light of the Avatar Spell
Restoration Ritual	

READER SURVEY

Please answer the questions below and get your answers to us as soon as possible. Simply send appropriately numbered answers (without repeating the questions) to:

Trigee Enterprises
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1. The next genre for the **Dangerous Journeys™** Game System should be...
2. The sourcebook I'd like next is...
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4. The next adventure scenario should be:
 - a. A campaign one with lots of source material.
 - b. A pure action campaign scenario.
 - c. A collection of several shorter but serial adventures.
 - d. (Other?)
5. I am very interested in obtaining JM aid software for
 - a... PC Mac Other

6. What I'd like to have in each issue of **Mythic Masters™ Magazine**:
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 - a. more of...
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8. MMM should form a fan organization for system enthusiasts (Yes/No).
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STRONGHOLDS OF ÆROPAN ÆRTH

by Ernst Grumbold

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PART 1: GENERAL NOTES

The following article from this inveterate traveler and author of much invaluable information pertaining to Ærth is offered for two principal reasons:

First, it will reveal to the perspicacious reader some considerable amount of enlightenment as to the state of fortification and siegecraft on Ærth – and the weapons used there at this time.

Second, as it is an obviously incomplete work in regards to roleplaying games use, it is presented in hopes that some more ambitious reader will be moved by a desire to create a sourcework for the **Mythus™** game, a book detailing castles and other strongholds, complete with rules for conducting attacks upon such places, and with collateral ratings for siege equipment employed against living targets as Mr. Grumbold suggests in his writing.

Any work aimed at informing the reader of this publication must perforce be of relative compactness, not rely on extensive art and illustration (saving that for book publication of an expanded resource), and in all cases refer to historical comparisons found on Earth in order to establish the general model for the current, one could say modern, permanent fortification of Æropan Ærth. Thus, before you begin to peruse this article please find and read the following work:

Military Architecture. Viollet-le-Duc, E.E.
(Trans. M. Macdermott)
Lionel Levanthal Limited 1990

This is certainly a “must-read” work. The following quotes therefrom sum up the siting and value of the castle:

“The Feudal castle is invested with its true defensive character only when it is isolated, at a distance from great, wealthy, and populous cities, and when it over-awes some little town, village, or hamlet. It then takes every advantage of the configuration of the country, and surrounds itself with precipices, moats, and water-courses. When it forms a part of a city, it becomes the citadel, and is obliged to keep its defenses subordinate to those of the city walls, to place itself at some point from which it can remain master of the parts beyond its walls and within them” (page 72).

“...the distinction... between (those) castles serving as refuges, or as citadels to the garrisons of towns, and the isolated castles which commanded some village, hamlet, or small open town, with which they were only connected by intermediate

works (has already been noted). These latter castles were of several kinds: there was the simple keep or donjon, surrounded by a fortified wall, with quarters for soldiers attached; [various stages in between leading up to the largest;] and there was the castle, which occupied a vast space, closed in by strong walls, and containing detached forts and one or more donjons. Placed on the high-road, or on the bank of some river, castles of this importance could intercept all [local] communications; they formed so many strong places, vast in dimension and of great importance, considered from a military point of view; requiring for their blockade a numerous army, for their subjection a considerable siege train and much time (pages 79 and 80)”

“We have seen in the case of Carcassone a town of small dimensions well defended by art and by the nature of the ground; but the castle there forms a portion of the city, is no more than its citadel, and has none of the characteristics of a feudal castle; while at Coucy, for example, although the castle is annexed to the town, it is completely independent of it, and preserves its character of a feudal castle (page 76).”

“Those cities [such as Coucy] in which the defences were thus divided were considered, and justly, as of great strength... Had feudalism only been united, it is certain that no system was so well calculated to arrest the progress of an invasion as this subdivision of the defense; and herein lies the explanation of the incredible facility with which provincial conquests were then lost; for it was not possible at that time, as it is now, to secure the results of a campaign by the centralization of the military power and by an absolute discipline. If the conquered country was divided into a number of lordships or baronies, which defended themselves each on its own account... (page 77).”

“[Liberal feudalism leads nobles] to introduce into their armies troops of foot soldiers taken from the towns, who (are) already well disciplined, skilled in the use of the bow [or other weapons], and who [historically] decided the fate [of many critical] battles... (page 78).”

“[Failure to introduce community soldiery leads the noble to] isolate his castle from the town placed under his protection...not allow him to give arms into the hands of the burghers, or to familiarize them with military exercises...put his trust in his own men, in the goodness of his horse and of his coat of mail, and more than all in his own personal courage; and (hold) in disdain the [citizen-levy/militia] foot-soldier. [This develops a large, excellent heavy cavalry, and] is favorable to the development of military architecture... finer feudal fortifications... the feudal castle... developed with a profusion

of precautions and an abundance of means alike extraordinary. (pages 78 and 79).”

That established, please note the some brief and highly informative facts about historical construction on Earth of fortifications of extensive size and strength:

The entire works of Chateau-Gaillard and environs was built under the direction of Richard I of England in one year’s time. That includes the castle (Chateau-Gaillard), two fortresses, a fort, a stone-faced rampart of over one and a half miles length, and various other smaller works and palisades.

The keep tower of the Castle of Coucy is slightly more than 100 feet in outer diameter, 200 feet high from its basement level with the moat bed to its water-table surmounting the cornices at its summit. It was constructed by building an external spiral ramp supported by scaffolding so as to move stones up. The ramp and scaffolding were affixed to the constructed portion by transverse beams fitted into square holes in the tower’s face, with braces beneath to assure strength. This keep had lower vault (basement?), vaulted ground floor, two vaulted stories, and a battlemented (and hoarded) summit.

In newer fortifications lower portions of walls and towers are stories and pierced by loopholes for missile discharge against pioneers. In a successful sapping occurs, the breached portion is walled off, if need be, and defended thus from the new facing wall, as well as possibly from the sides and above. To progress without sapping another wall, attackers must first proceed upwards, the only exits being narrow, spiral stairs. These are iron-grilled, have small and stout doors, easily blocked, easily defended.

Now let us examine the political conditions in which the building of such strongholds was accomplished.

COMPARATIVE FEUDALISM

The feudalistic societies of Earth tended to be ponderous, slow in accepting and accommodating change. This is historically demonstrable. However, those of Ærth developed under considerably different conditions, the greatest differences being that of Heka energy and working magick.

The existence of these factors on Ærth forced all societies and their governmental expressions, including feudalism, into understanding change and not only accepting it, but in anticipating it, innovating when possible in advance of a foreseen change.

Thus, for instance, while the chivalry of Æropan and like feudal states is valorous in the extreme, it does not trust on such valor, the use of skill at riding and arms, to prevail in warfare. Even the greatest and haughtiest nobles accept these positive qualities as a portion of the formula for victory.

FORTIFICATION

All manner of strongholds from the small sort best likened to a moat house or small chateau/castle or fort to grand castles and fortresses, as well as walled communities, are found everywhere on Ærth. Unfortunately, this writer lacks and detailed knowledge of those in the East (Azir) and beyond the Lantlan Ocean in the West. As to the remainder, however, this sums up well enough:

All construction is at least equal to that of Earth in the late 14th century. More advanced strongholds utilize engineering more comparable to that of the 17th century in regards strength and complexity of defenses. However, without threat of gunpowder bombardment, but with the continual and real threat of Heka-based attack, the stronghold development has followed quite familiar lines, i.e. the resemblance of the most modern constructions is still most akin to the castle of the late medieval period of Earth’s history.

Let us now touch briefly on the devices, the machinery of siegecraft, the siege engines used to attack and defend the stronghold in Æropan and the lands surrounding the Mare Librum. Details of such machines are given in the glossary that follows (next issue).

Siege Engines and Fortification Strengths

tension & torsion	
missile weights	10-60 pounds
range, arcing	100-200 yards
range, flat trajectory	50-100 yards
apogee of arc of trajectory	c. 50 yards
counterpoise	
missile weights	100-300 pounds
range, arcing	200-400 yards
range, flat trajectory	75-150 yards
apogee of arc of trajectory	c. 75 yards
pneumatic	
missile weights	5-15 pounds
range, arcing	n/a
range, flat trajectory	50-150 yards
apogee of arc of trajectory	c. 10 degrees above aiming point

Missile Siege Engines

Ballista	T/T
Catapult	T/T
Donnerblitz	P
Mangonel	T/T
Onager	T/T
Scorpion	T/T
Springald	T/T
Trebuchet	C
Trebuchette	C

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To this list must be added all of the other various engines that cause proximate damage or operate to disable other machines or the attackers.

Next, one able to convert such data into game rules and information must determine at least the following in regards the machinery of siege warfare:

1. Rate of Fire or Operation
2. Range by Size & Weight of Projectile, with minimum indicated
3. Damage to creatures and fortifications by the following:
 - a. C-type (Acid) Missiles by Weight
 - b. F-type Missiles by Weight
 - c. I-type Missiles
 - d. P-type Missiles

With regard to fortifications, the following sorts of defense materials & structures must be considered:

- Dirt, rammed or packed in gambions
- Dirt, reinforced by timber
- Timber planks average
- Timber planks average, metal reinforced
- Timber planks heavy

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- Timber planks heavy, metal reinforced
- Timber palisade, small logs
- Timber palisade, medium logs
- Timber palisade, large logs
- Masonry:
 - Sedimentary rock, soft or mud brick
 - Sedimentary rock, medium or firebrick, soft
 - Sedimentary rock, hard or firebrick, hard
 - Metamorphosed sedimentary rock
 - Igneous rock, average
 - Igneous rock, very hard

As damage by siege engines is established for defensive construction type, a value for these materials will be likewise set. Premised upon historical efforts to bring down a defensive work by one type of engine, a benchmark is established for all others.

However, to construction strengths of basic sort must be then added a bonus of castellation and fortification. This information will be found in the work cited above and explained as well hereafter.

Next: A Glossary of Fortification & Siegecraft

JOURNEYER’S GUIDE TO ÆRTH

THE FIVE CROWNS EXPEDITIONARY FORCE

by Ernst Grumbold

What would happen if Francia had imperial designs? This question was posed to me by Gary Gygax, who said a friend wished to play out the following steps in a game where his persona was the king of that state:

First, a system of conscription to raise huge armies. This causes huge difficulties in that it will deprive the labor force necessary for agriculture and industry. Effects of the shortage of workers will begin in three months, cause extreme problems in the national economy in six months. Training of these peasant levies would take months. This work, along with the cost of equipment for them and pay would bring the state treasure down about 2% to 3% per month. Coupled with lack of productivity from worker shortage, the net effect is likely bankruptcy in two years maximum.

Second, use these forces, along with diplomacy to acquire the adjoining states, to wit: Burgundy in the east, Savoy in the southeast, Arles in the south, Navarre in the southwest, Brittany in the northwest, Neustria in the north, and Flanders in the northeast. This is far, far too ambitious! Such moves, successful or not, would be bound to bring all the neighboring states into opposition. A long and destructive conflict would surely erupt, and the outcome would bring disaster to most of the west of Æropan.

In fact, Francia did manifest territorial ambitions of a more modest sort in the recent past. Its nobles bordering Brittany began to raid into Breton territory, and on one pretext or another a war was declared. The big kingdom could, of course, bring far more troops to the field than Brittany might ever hope to raise. Certain Francian developments in Heka practice, based on the work of the great practitioner of old, Leonardo da Vinci, were sufficient to neutralize the force otherwise available from Ys – recalcitrant only when not threatened by a stronger government than that native to the state.

There were 10,000 gendarmes in the field, and their support of crossbowmen and foot, then only about a like number, was soon increased to 6,000 and 20,000 respectively. Francian feudal levies were somewhat larger than that, so the total of troops amassed eventually came to nearly 75,000. The Bretons manned their border fortresses strongly, placing some 11,000 troops[a] (mostly levies and local militia) in them. The areas between were left open, with a mobile field force ready to strike at any exposed enemy entering Brittany.

[a] Approximately 5-7% of a given Æropan population is both fit and able for military duty. Training and equipment are not the only limiting factors. The need to maintain daily

activities necessary for the continuing society and economy are at least as critical. In theory, not less than 10% of the population of a civilized state can be mobilized, but the cost is astonishing. Granted the ability to bear such expense, the time necessary to mobilize replacement workers is longer than that for the training and arming of military forces.

The Prince’s army in the field consisted of the following (approximate numbers, the totals rounded for convenience):

a Knights of the Household	100
b Breton Hobilars	200
a Noble heavy cavalry	400
b Noble medium cavalry	800
c Crossbowmen of the Household	100
c Country militia crossbowmen	400
d Footmen of the Household	200
e Breton Foresters, 4 companies (Lt. Crsb.)	400
d Noble heavy infantry	600
d Levied (medium) footmen of the cities	1,200
e Country militia (light infantry)	600

These units were grouped together as follows:

a Heavy cavalry squadron (500)
b Medium cavalry brigade (1,000)
c Crossbow battalion (500)
d 2 mixed regiment of armored foot (2,000)
e Mixed regiment of light foot/light crossbowmen (1,000)

The intent of aggression being public, and with a bit of time available, Brittany further acted by calling for help. At the request of Prince (Æthel) Alain III an emergency convocation of the Five Crowns Alliance was held only a week later. Francian troops were only beginning to lay siege to border strongholds at this point. The convocation agreed the Keltic kingdoms would send immediately an expeditionary force to that state in order to assure that Francia did not succeed in its attempt at forceful annexation. Orders for fleet assembly went out forthwith, and in one month’s time the first of the troops were at sea.

Each kingdom sent a contingent of men from its standing army and feudal household troops. This initial wave was then reinforced by additional regulars and levied units within one more month. All forces were transported by state navy forming convoy and joint fleet with its neighbor or neighbors as the case might be. The forces of Hibernia joined with those of Lyonesse and landed in Brest. A few days later combined forces of Albion, Caledonia, and Cymru landed in Malo.

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Unit organization of all Keltt armies follows the following general pattern:

Banneret (cavalry) or platoon (infantry)	20
Banner or company	100
Squadron or battalion	500
Regiment (cavalry)	1,000
Regiment (infantry)	2,500

Allied forces sent to join the Brettons were as follows, those in the first contingent indicated by asterisk (*).

Albion:

Heavy (knightly) cavalry	500
Medium cavalry	1,500
Light cavalry*	1,000
Longbowmen*	3,500
Heavy infantry	3,000
Medium infantry*	1,000
Sappers*	400
Engineers*	200
Artillerists*	400
TOTAL	11,500

Caledonia:

Heavy (knightly) cavalry	100
Medium cavalry	400
Medium archers*	100
Crossbowmen*	400
Heavy infantry*	2,500
Medium infantry	1,000
TOTAL	4,500

Cymru:

Light cavalry	500
Longbowmen*	2,500
Light infantry	1,000
TOTAL	4,000

Hibernia:

Heavy (knightly) cavalry	100
Medium cavalry	200
Light cavalry*	700
Longbowmen*	1,500
Medium infantry	2,000
Light infantry*	1,500
TOTAL	6,000

Lyonnesse:

Heavy (knightly) cavalry	500
Medium cavalry	1,000
Light cavalry*	500
Longbowmen*	1,500

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Heavy infantry*	2,000
Medium infantry	1,000
Sappers*	200
Engineers*	100
Artillerists*	200
TOTAL	7,000

To the totals above must be added officers and various ecclesiastics and practitioners of various Heka crafts. Thus, in round numbers we have:

Cavalry	7,000
Archers	9,500
Infantry	14,000
Eng., Sappers., & Artillery	1,500
Officers & heka-practitioners	3,000
Grand Total of the Five Crowns Expeditionary Force:	35,000

Druidical ecclesiastical contingents of consisting of aspirant guards, bards, and druids and druidesses to a total of 400 were supplied by each state.

Officers and headquarters units totaled approximately 1,000. These included various alchemists, astrologers, conjurers, diviners, herbalists, magicians, etc. as well as the royal wizards of the states concerned.

The initial waves being mostly archers and infantry, with some light cavalry included, they were deployed in defensive positions or held back to serve as a reserve against a serious incursion. The reinforcement was quite sufficient to secure the defenses, certainly.

Then, with the second wave, a more aggressive defense could be undertaken. This was done, and several small castles which had fallen were retaken. In order to be safe against counter-attack, the attackers had to mass their own scattered forces. The front narrowed considerably. Any battle fought now would be too costly for the aggressors.

In short, although the expeditionary force, even combined with the Bretton field army, numbered under 50,000, it was quite sufficient to halt the advance of the much larger Francian armies gathered to enforce King François claims to the throne of the sovereign principality. Between cavalry, archers, and the solid base of men-at-arms backed by such great potential in Heka, Francia decided it would be better to pursue other claims. Negotiations commenced, and soon the war was over.

Readers will note that the troops sent to aid Brittany represented about 50% of the forces readily available for self-defense in time of war. That is, each of the states of the Five Crowns retained about as many able troops at home as they sent abroad. These, along with militia, assured home security for the relatively short period of time (about six months total) concerned here.

UNHALLOWED™ SUPERNATURAL HORROR ROLEPLAYING GAME

by Gary Gygax and Mike McCulley

A few words of explanation are in order.

Most players of Horror/Supernatural roleplaying games are devotees of the Call of Cthulhu™ game – an outstanding product from the Chaosium™ game company, which deserves its reputation and leadership in this genre. Fans of Steve Jackson's broad GURPS™ (Generic Universal Role Playing Game) system play GURPS™ Horror, as well. There are other games in this genre, but most are of far lesser fame than the above.

When Gary first began the voluminous work that is now the **Dangerous Journeys™** Multi-genre Roleplaying Game System, his first creation delved into this very field, which is immensely popular but nevertheless lacking in options. With the roleplaying industry field dominated by Fantasy games, this (he thought) would be more appropriate. However, various marketing and other reasons compelled the publication of the **Mythus™** Fantasy Roleplaying Game as the premiere genre for the **Dangerous Journeys™** Game system.

The **Unhallowed™** Game was nevertheless the first of Gary's creations for the system. The manuscript is currently in final pre-printing phases, undergoing editorial corrections... as during the preparation of the **Mythus** game, and in the interval since, many of the early system details subsumed within this first project were modified, developed further, and otherwise changed.

We expect release of this genre later this year, ideally in August 1994. In the meantime, **Mythic Masters™ Magazine** is proud to exclusively reveal some previews.

CHAPTER ONE

Foreword

Welcome to the **Unhallowed™**
Supernatural Horror RPG.

There is a dark world out there. A world of occult horror which lies hidden from us by the monstrous practitioners of evil. Sorcery and witchcraft, vampires and ghouls, Voodoo and Obeah, Satanists and secret societies – all of these things flourish and grow stronger as they prey upon the innocent and unsuspecting. Modern science and "rational" thinking deny the realities, to them this is all ignorance, superstition, and foolishness aimed at gulling the weak-minded. This attitude is exactly that which is promoted and encouraged by the secret and lurking evil, The Accursed, enemies of mankind.

Prepare yourself for the dark world of the supernatural, where horrors await and death is but a hair's breadth away. Because you know, because you would fight against them, you are now marked as the next victim of The Accursed! But there is a way to survive...

This is a roleplaying game based on the horror genre that has become so popular with books and movies. If you've ever enjoyed reading H.P. Lovecraft, Stephen King, or Clive Barker, or enjoyed watching movies like *Nightmare on Elm Street*, *Psycho*, *Rosemary's Baby*, *Aliens*, or *Angel Heart*, then you'll love this game. If you have no previous familiarity with roleplaying games, then you'll find this to be very different from any game that you've ever played before (we promise!), and we're sure that you will be pleasantly surprised. Long time veterans of roleplaying games are also sure to enjoy the new and innovative system employed in the **Unhallowed™** game, which is complex enough to prove realistic, sophisticated, and satisfying to the expert, but is also clearly enough explained to be easily learned by the new gamer and thoroughly comprehended by the seasoned devotee.

This is only the second installment in the **Dangerous Journeys™** game series. Future **Dangerous Journeys** games will focus on different genres, but all utilize a core system of rules so that your persona could easily go from hunting vampires in one adventure to fighting aliens in another.

Game Premise: The Accursed Organization

The campaign is assumed to take place in our own world and time – that of Earth in the late twentieth and early twenty-first centuries. It's a place filled with much intrigue, and it holds more adventure than first meets the eye.

Where there's smoke there's fire. Simply put, many of the legends and myths, the body of stories regarding supernatural horrors written even today, and the occasional news stories about black witchcraft, devil worship, and strange disappearances are the smoke. The fire of evil burns unseen. Behind the mundane veil which covers our society, beyond the scientific skepticism which demands understanding couched in the simple language and limited perception of science lies the dark place where the evil fire glows. It is arcane. It is a place filled with horror, and its dark inhabitants seek to enslave mankind. You are about to enter this underworld, to embark

upon a journey into the supernatural. You are bold enough to venture into the realm of The Accursed, enemies of mankind.

So-called rational thinking and scientific scoffing at the supernatural enables the darkest evil to exist undisturbed, to flourish, and to slowly organize. Inexorably, the disparate entities and groups who prey upon humans are uniting, becoming more powerful, and getting ready to launch their conquest. Because of modern thinking, not only is the evil left virtually unmolested, free to work its terrible ends, but the ever-growing close-minded empiricism also denies much to those few enlightened and brave men and women who struggle against The Accursed. No organized law enforcement body can be asked for help, and the news media will not assist either, whether because they disbelieve or because of fear of powerful scientific scorn. These attitudes percolate down through all the strata of society, barring aid to groups of individuals like yourself. The denial goes so far as to make individuals close their minds to their inner powers. Paranormal phenomena are branded as hoaxes, trickery, or simply ravings. Most people believe that there can be no telepathy, no parakinesis, and no perception of anything which a technician cannot see, hear, touch, or record on the pitifully limited instruments of their god, science.

In the face of their fellows' resistance and the murderous machinations of The Accursed, the HPs are aware of the lurking menaces and strive to disrupt the dark plots, to destroy the malign cults, and to awaken mankind to the dire threat which looms ever closer. Through the medium of your Heroic Persona, you will investigate the occurrences which offer clues to the source of evil, root out the hidden fiends, and confront their menace. You are not alone. There are a handful of other brave souls with you. Perhaps, with skill, perseverance, and luck, your group might one day contact others who likewise engage in the occult warfare against evil throughout the world. Surely there must be secret associations of men and women like you, alert to the danger and willing to dedicate themselves to the everlasting struggle of good versus the vile darkness.

(...And from the JM's notes later in the book)

SUPERNATURAL HORROR

Supernatural Horror is a genre that involves elements ranging through the whole gamut of human experience and imagination. That's a broad claim, but it is true. Follow along, for by developing the proof for its accuracy, we also lay out the elements you will need for your campaign and the adventures therein. The grounding for the milieu is the mundane. The campaign is set in this world, right now, and seems to involve nothing more extraordinary than daily life. The escape and excitement for players is twofold – they anticipate unknown dangers, and they create game personas with knowledge and skills beyond the norm. Oh yes, their own life experiences allow them to select and use knowledge and skills. That is part of what brings realism into the game and assists in the suspension of disbelief. The Journey Master knows what lies beyond too, for the campaign has forces operating towards an end. There is **Unhallowed" Supernatural Horror Roleplaying Game**

“purpose” in the whole of the campaign multiverse. Participation will likewise give players the sense of their HPs' purpose. Experience will eventually reveal the grander schemes, but all of that is still the mundane of the milieu.

The next elements of the campaign are uncertainty, suspense, and mystery. What happened? Why? Will it affect me? To these is added the appearance of associates even as the rest of society scoffs at any persons who suggests that something supernatural has occurred. Science and rational thinking can explain everything – and what can't be explained through such means can't be supernatural anyway!

Through logical processes, research, and detection methods the group of HPs strive together to answer the questions. As they come closer to discovering answers they are also placed in proximity to danger. The dreaded becomes clearly the answer to the mystery. They fear for their lives. Terror fills them when night falls or they are otherwise exposed to the supernatural and evil powers which lurk behind the veil of our modern and scientific world. Then they must face the horror and overcome it, or else each one of them will too become another unexplained mystery – a disappearance, a death by “spontaneous combustion,” or a poor psychotic confined for life in some secluded institution. What is discovered is that magick, witchcraft, and voodoo not only exist but work. Lycanthropes and vampires dwell amongst us; ghouls of demoniacal nature inhabit subterranean places, and murderous maniacs are not merely vile aberrations of humankind but are part of an overall attack against us. Ancient races existed long before mankind stood erect, and some of these terrible beings still exist. Aliens from afar likewise come to Earth to feed upon us. Thus from that which we can see to the nether realms of devils and demons, the horror lies in waiting for us all.

Only a handful of humans are mentally able to grasp this and to defend mankind from those things which would enslave and slay. Just as a handful of very evil and debased men serve the horror, so do the best struggle to save us all. Yet because those servants of evil can hide, and their masters are completely veiled from discovery by attitudes and disbelief, the fight is one which must be kept clandestine. To announce publicly that wicked and sorceress men are plotting to control the world would result in ridicule at best. The struggle must be fought virtually alone, and there will be casualties amongst the brave defenders. This is no heroic quest where victory is certain to come.

Dramatics aside, it is plain that the JM deals with the following elements in the campaign:

Magick	Myth and Legend
Detection	Authored Mythoi
Crime	Preternatural Powers
Death	Supernatural Things
Fantasy	Science Fiction
Mystery	Mundane Affairs

At inception, the activity in the game centers around the mundane. Mundane concerns will always be there - new knowledge and skills, money, travel, allies, equipment, and so on. From that point it moves gradually from the near-actuality engendered by what has happened towards the occult and supernatural. By careful steps the JM builds an active belief in the fantasy of the Supernatural Horror milieu, because the mundane enables the easy suspension of disbelief, the crafting of the involvement in game reality. By selecting those things which are legendary and frequently dealt with “scientifically” in works treating supernatural and unexplained phenomena the JM heightens the sense of involvement with the actual. Gradually adding more exotic and unique touches from his own creative imagination brings the whole milieu into its own, for the whole follows a game-logical basis. Think of beginning a game campaign of this nature by asserting to the new player group that “invisible Venusian devils now inhabit all political leaders of earth, and your first mission is to alert everyone else to that fact and destroy these unseen monsters.” Quite

ridiculous, I’m sure you’ll agree. At some point a non-visible alien entity or entities might be brought into play, but only after the requisite building steps have been taken. Similarly, working magick on Earth can’t be strong, easily accomplished, or generally prevalent. It isn’t, and that is evident. If it were then the world would certainly know it! Still, some magick might work, could work, and most people believe it does work in small ways. Therefore the campaign should be built using those bits and pieces of possibility to create a whole that is probable and believable in game terms.

The JM begins with the mundane and the details of actual life here and now. Then something unexplained and mysterious occurs. The HP’s life is suddenly changed! His or her perspective is radically altered... or at least threatened. Who will – or can – believe what is suspected by this individual?! Others of similar nature and like experience, of course.

So we come to the first step in the institution of the **Unhallowed™** game campaign...

**Bet you’re just dying for more, so...
See you next month!**

JOURNEY MASTER'S PURVIEW

THE MEANING OF A SCHOOL IN DWEOMERCRAFT

(No Sheepskin, No Special Sub-Area Automatically Granted!)

by Gary Gygax

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(The old saw about not being able to see the forest for the trees applies to this abashed author – as well as do brickbats for bad puns, ahem! Anyway, I'll stick to my subject, and before any of you root around and then begin to bark about the matter, I'll go out on a limb and – Ouch! That hurt. Okay, okay! No more puns. Nuts... OUCH! Not again. Honest, this time I really mean it.

(One thing I always knew but never thought about in regards to articulation and quantification in the rules for the **Mythus™** game was the schooling of would-be Mages. Let me put it this way: To be a skilled practitioner, full or partial, employing a Sub-Area, be it Black or White or those in between, I never considered anything other than intensive education – training, study, and practice – as a prerequisite. If the persona didn't attend an institution of formal sort, then it was a given that the inculcation was as an apprentice in the hands of a great practitioner. But...)

This is a relatively short column, but the contents are very important. The rule we shall here consider has a considerable impact on the campaign. If the Journey Master has an already-established campaign with Heroic Personas whose abilities violate the new material, there is nothing to be concerned about; we'll cover such cases later on. For now, let's get to the meat of the matter.

Nowhere in the game rules does it tell you that if you aren't a persona who has Dweomercraft as a Vocation you don't have a specialized School (that is, the persona doesn't get a Sub-Area automatically when having or selecting Dweomercraft as a Knowledge/Skill.) It's true, though. If the persona isn't a would-be Mage by Vocation, then it is assumed that only the basics of the ability are available. What does that mean? It means that only the General Castings are known and available to the persona of this sort. Here is the official rule, more or less as it will appear in the revised edition of the work (take a moment to peruse it...).

Possession of the *Dweomercraft* K/S Area does not automatically bestow a Sub-Area. Only those personas whose Vocation is Dweomercrafter are assumed to have gone to a college (or trained with a great Mage) and thus have had opportunity to know a School of Magick – *Black*, *Elemental*, *Gray*, *Green*, *White*, or any other – and thus possess a Sub-Area. Any non-Dweomercrafter persona possessing or electing to

have *Dweomercraft* and *Magick* K/S Areas, whether Full or only Partial Practitioner, will thus have only the General Castings available. In order to gain a School (Sub-Area), a bonus or otherwise acquired K/S Area must be used to accomplish the addition of a *Dweomercraft* Sub-Area (School).

Examples: Roderick the Scholar possesses *Dweomercraft* and *Magick* in his beginning Vocational K/S "bundle." This applies only to "General" Castings, and does not include a School (Sub-Area). To gain such a Sub-Area it is necessary for a Bonus K/S Area slot to be used to acquire it as the persona is being developed. Acquisition can be made at some later time, of course, by purchase of the Sub-Area with Award Points. Tom O'Piper is a Thief persona for whom *Dweomercraft* and *Magick* are desirable additions to his abilities. When these K/S Areas are selected, Tom will have only *Dweomercraft* (General), no Sub-Areas, unless another Bonus K/S Area slot is used to acquire a School (Sub-Area). This can be done at some later time through purchase of the Sub-Area with Award Points.

This also means that such a persona will never gain a bonus for Casting in a Sub-Area. One not vocationally schooled, as noted, can never employ *Dweomercraft* Sub-Area as if "Castings as if in a Primary Area(s)." Unlike a vocational persona of Dweomercraft, such individual will have at best General Castings of Dweomercraft as primary, and that if the individual is in fact principally oriented towards *Dweomercraft* and *Magick*, even though no formal or special instruction has been obtained.

Exception: The persona who at some point changes Vocation, and spends a sufficient amount of game time in study, might be ruled to become a true Vocational Mage/Magician. The time required is left to the Journey Master, but a minimum of two game years of intensive work is recommended.

Is this unfair? On the contrary, it is realistic and very fair to those personas who are professional Mages or Magicians. Even a failed Mage, a partial practitioner, is then superior to the casual practitioner of Dweomercraft as regards basic knowledge and ability. This is indicated in possession of a Sub-Area School without having to expend Bonus K/S slots or else use Award Points to later gain the first such Sub-Area.

The fledgling caster of Dweomercraft is assumed to have spent considerable time and effort to perfect the art. After regular education, that persona probably attended some college or university for many years, or else (in the case of the

apprenticed individual) spent even more time and effort laboring under the demands of a great Mage or Wizard so as to be able to command both General and some special brand of Castings in addition to that. The result of this is the automatic gain of a Sub-Area of *Dweomercraft* for the vocational individual. That reflects the education received.

What about Priestcraft? Well might one ask. However, any persona with the Priestcraft and Religion K/S Areas is assumed to have such training as is necessary for qualification in the field, and is thus entitled to a Sub-Area (Ethos) according to the relevant ethical precepts. This does not guarantee full practice ability, and Priest/Priestess status thereby, but knowledge of the Sub-Area is automatic.

This brings us to the matter of calculating Heka for a persona. Let's use the examples based on duplicate HPs with and without the Dweomercraft Vocation, Full Practitioners and partial ones, all with M TRAIT of 108, MM and MR CATEGORIES of 54, and MM and MR Cap ATTRIBUTES of 20:

Dweomercraft Vocation Full Practitioner

Heka Source	Amount
Mental TRAIT Heka	108
Dweomercraft STEEP 44 (x10) = 440 + M TRAIT 108	552
DMC (Green School) STEEP 44 + MM CATEGORY 54	98
Magick STEEP 44 + M TRAIT 108	152

Non-Dweomercraft Vocation Full Practitioner

Heka Source	Amount
Mental TRAIT Heka:	108
Dweomercraft* STEEP 44 (x 10) = 440 + M TRAIT 108	552
Magick STEEP 44 + M TRAIT 108	152

*Any Heka addition for any Sub-Areas is made at STEEP + MMCap ATTRIBUTE total, and never at MM CATEGORY as the Vocational persona can with the School Sub-Area.

There you have it, Learned Masters. This now brings you up to date on my latest thinking on this matter. As usual, your feedback is always appreciated.

THE TOWN CRIER'S GONE MAD!

- Commentary by Gary Gyga

INTELLECTUAL CORRECTNESS

Last issue our Reluctant Editor suggested I rethink the material I had submitted previously for this column. Because of the untimely death of my cousin Hugh, I was quite willing to substitute the memorial piece which appeared for the rather rude one I trashed, which attacked "Correctness" in all of its forms and masquerading under the name "Political."

I am now having second thoughts. These are in part due to the number of strongly outspoken objections now being voiced in the media – all after I pulled my punch. Damn it! Well, here I go again. This time I'll refrain from using most of the expletives and slang words used in the first pass. I hate to have to omit them. They had a lot of shock value. Besides, I feel almost as if I'm being forced to "correctness" in self-censorship of this sort. Groan! What a dilemma. Oh, balls, I give up. I'll not use those kinds of words, nor racial slang names either, honkey*, so there!

(*With the mix of nationalities and races represented by my sons-in-law and daughter-in-law, and of course my grandchildren, I can't find another one hardly t'all that won't get me up to my ass in alligators in two seconds.)

Pressure to be "Politically Correct" these days is extensive. It extends to college campuses – the very places where free thinking and open speech should be blossoming. It pervades our media from news casters (sic) to advertising. Star Trek: The Next Generation, good as it is, adheres to this form of censorship and deals all-too-frequently with thinly veiled "social issues" of our time to reinforce its "social value," I assume.

All right, my editorial wasn't amazingly pertinent to gaming per se. It used vulgarity to counter the euphemisms of "correct speech." It would probably have offended someone – made them think a lot too! The latter is dangerous if one isn't channeled by using "correct words" as a basis. That is, and indisputably: words channel thinking.

That is the reason there is now (and at last!) some outspoken resistance to all of this bullshit being foisted off on us by government, popular media, so-called institutions of higher learning, special interest groups (with much they want to conceal, obviously), and bourgeois society as presented by those no-longer-so-young urban/upcoming professionals. You know who the latter are, right? They are the campus "radicals"

This article is a tough read and I almost considered leaving it out of the remaster. In the end, though, my editorial ethics required that I leave things as they are for historical context, even if this is very much not related to Mythus, cross-genre roleplay or TTRPGs at all!

Please, as you're reading this, keep in mind that Gary was born in 1938. He was a part of the so-called "Silent Generation" and was raised in an era where segregation was still very much the norm, jokes about how much men hated their wives were still common fare and, when this was written, systemic oppression of minorities had been on the rise since the 80s. The hypocrisy of complaining about being asked to be civil was completely missed by most of these folks. I do not say this to excuse the opinions expressed here, just to ask that you please be gentle in your judgement. He was a visionary in many ways... this was not one of them.

If it helps, generally, when reading opinions like these I like to mentally change references to "political correctness" to "politeness" or "civility." It puts what the reader is trying to accomplish (the right to be cruel to others) in a more accurate context.

Anyways... read on. Or just skip to the next section. We've all heard this tripe before and it continues to be a cornerstone of hatred and oppression even today.

-William

of the late 1960s and 70s who now worship materialism, commercialism, and their bodies. Talk about selling out! Well, never mind that topic. I'll stick with the censorship that's being imposed on us.

Did you know that the **Dangerous Journeys™** game system has impacted TV? Must be so. Just recently I saw that ABC had a "weather caster" presenting meteorological information. No, it wasn't a "forecaster," just "caster." No need to wonder, what with "weatherman" being "incorrect." Science Fiction buffs are undoubtedly pleased with the suggested "waitron" to mean a male or female person who waits on patrons in an eating/drinking establishment. It does sound sort of futuristic and technological and all... (pardon me while I puke – or make that "call forth and relocate a previously consumed nutritional quantity").

Now the best of us are given to occasional solecisms. With euphemistic speech encouraged by "authorities" so that we are wordy (imagine me bitching about that?!), inexact (better, bubba, better), and bland; and commercialism using every semantic trick in the book to make us buy more, no wonder that so much thinking is getting screwed up.

What alert traveler hasn't blanched hearing the pilot of his aircraft inform the passengers "Sorry for the delay, folks. We'll be in the air momentarily." That's the fear of most who fly.

How about "previously owned homes for sale?" That's a novel concept. One can purchase a domicile but must then make it home... or not.

The media, so quick to jump on unfortunate Dan Quayle for misspelling "potato" by adding an "e" to the end, were absolutely silent when the current dope filling the ever-useless role of VP stated with bald-faced assurance that the economic opportunity offered by the People's Republic of China was offensive, gravely indecent, monstrous, outrageous, and indeed wicked. Not one "commentator" or "journalist," "professional" or otherwise, rose in righteous indignation at such speech. After castigating and vilifying Vice President Quayle, they let that pass without so much as a single word and chuckle of knowing glee.

Maybe it's because the Al Gore is more "politically correct." Naw! What he referred to in regards to China was "the enormity of economic opportunity," and I'll bet that the few concerned individuals who understood his misuse of the language felt it would be "politically incorrect" to speak out about ignorance. After all, most of them promote it on-air.

And "professional," think of that. How many "professionals" we are now blessed with. We have professional news media persons, sanitation workers, military, police, and even truck drivers. All, of course, have given themselves such status without a by-your-leave from truth, that status once reserved for those who pursued and completed long and rigorous courses of academic study in order to qualify such individuals as owning a special place. You know, physicians, attorneys (choke!), clergy – professionals, not vocations. However, distortion of truth is "politically correct" in this case. It doesn't hurt anyone, does it? And it makes otherwise possibly less-important jobs seem so much more valuable!

How about "European American?" Only one born in Europe and subsequently becoming a citizen of some American state can be that. Were it otherwise, instead of Hungarians, the Magyars would be called Asian Europeans. A step further, and assuming Leakey was right about Lucy, then we are all African-somethings, right? Let's cut the crap, fellows. Native American is another really annoying and misleading term. What makes a "native?" One born in Los Angeles is a native Angelino and a native Californian too. Well then, everyone born in the Americas is a Native American. Wait! Maybe there's a qualifying time period in regards to continents. After 1,000 years only do you get to be called "native," how's that? Uh-oh, the Magyars are out of luck again. How do you explain this, professor? Perhaps there is manipulation of thought involved here. Could it be that someone is trying to lay a proverbial "trip" on a certain segment of the population?

One correspondent suggested to me that our language is merely "evolving." Change, addition, and improvement are connect with evolution. Destructive qualities and degeneration are more collaterals of devolutionary processes. He also asserted that English was the "second language of the world." I heartily disagree. It is far and away the first. Simply because a greater number of Chinese speak their own tongue perforce doesn't make it a superior communications tool. The exact meanings and shades of meaning possible through English language use, its unsurpassed vocabulary, make it paramount.

It is inescapable. When the language is manipulated, so too are the thought processes of those hearing and/or reading it. One must speak out privately – even if only to one's television or radio when the speaker says something which is manipulative, wrong, incorrect, or otherwise bothers one. It is really a case of self-protection as well as a fight against censorship.

"Community standards" laws and pressures are bad enough. They are often nothing more than the consensus of outspoken local opinion put forth to limit individuals thought and action so as to conform to those of the (usually self-righteous) "citizens of the community speaking out for decency" – the latter being what they think you should think, not necessarily what you, or many others do. When colleges and universities, the news media, entertainment, and the good old Federal government get into the act, it's time to call for meetings under the Liberty Tree.

One do-good "educator" asserted with conviction that individuals who excelled despite a non-conforming and otherwise substandard high school background should be denied college entrance. That's right. Quash excellence. Deny the individual's right. All in the name of egalitarianism, the future of the country, and the betterment of the masses. Weeping wizards! This is "political correctness" taken to its fruition.

Gun control is another fine current example of "positive political correctness." It is now proper to talk about it. It is a scam. It won't stop crime. It won't solve drug problems. What does it accomplish? Nothing, but... it gives "concerned citizens" a bone to clamp their teeth around. It keeps them from thinking about the root causes of the problems we face today. Anyone who supposes the Second Amendment to the Constitution is proximately related to the social breakdown we are experiencing is truly brain dead – undoubtedly a victim of some form of "correctness." Meanwhile, with manipulation, the government and its fellow-traveling commercial media can treat symptoms and wring their hands (and the taxpayers' wallets) as things worsen because the causes are left to fester.

And of course "political correctness" extends all the way down to mere roleplaying games. How many "angels" are seen in games here? (Yes, I am a guilty party to that omission. I confess and ask forgiveness.) "Demons" and "devils" too are right out in most cases these days. Will "sexual stereotypes" be

next? Then again, there is that vocal segment of the population who would expurgate all violence, another and larger segment who would remove mythology, magic, dragons, and all such things as werewolves and vampires. All sorts of “correctness” tend to bring the level of whatever is in question down to its lowest common denominator – the idiot in all likelihood.

It might be that the idea of “correctness” is really catching on. As I mentioned above, minorities and special interest groups have latched on to and promoted this form of censorship and mind control right from the ol’ get-go. Another correspondent noted that “the ‘gamer’ who is given a fair introduction to DJ usually likes it. But the vast majority of the ‘game industry people’ hate it.” If that latter statement is correct, perhaps the source of the raps given the system were done with “correctness” in mind. An audience primed for directed thought by so much manipulation and control need only be pointed in the direction desired, given the scent, and off they go as would a pack of hounds. Control the information media, suggest the “correct” mind set, and then watch ‘em run! No conspiracy here, but inspiration and imitation. If the “leaders” do it, it is “correct,” and thus the herd follows.

It will take a lot of effort to get out of this era of “correctness.” I think that the detractors of the **Dangerous Journeys™** game system are a lot less threatening to it. “Correctness” endangers our liberties and channels thought. We have to speak out and do everything we can to rid the country of such a yolk. It dulls, not “sensitizes,” our minds. Screw sensitivity anyway; let’s think clearly first, then worry about being gentle. Truth, even relative and variable truth, is more important than hurt feelings. “Correctness” gags free speech in all aspects. We are forced to think the way the creators of “correct speech” desire us to when we accept their vocabulary limits. In time the game system will either prove its worth, thus giving the lie to those who belittled it, or not. Would that “correctness” could be taken care of so easily. Time won’t make it go away. If “correctness” succeeds, then Orwell’s predictions in 1984 were true, and simply delayed a couple of decades.

And now for something entirely different!

SPECIAL PLUGS DEPARTMENT

This is a new and possibly irregularly presented feature of this column. If there is a group I deem worthy of mention, it will be covered hereunder. I have a few lined up, so let’s get right on to the first of them!

In these days where the “Me Generation” makes continual demands on everyone, lest we be thought of as incorrect in mind, body, and/or spirit, there is a new “Help” organization for those oppressed by habituating, addictive, or simply coercive advertising and friends’ snide remarks. Yes, it’s true, there is a way to avoid unnecessary and possibly dangerously fatal physical exercise!

Has someone asked you to play tennis? Do you feel compelled to be seen on the golf course? The demand to go jogging or running nagging always? Maybe it’s just the yard work and snow shoveling that’s the problem! No matter.

As soon as you feel that urge to exercise, the pressure to become unduly physically active, call Athletes Anonymous. A few minutes after hearing from you there’ll be someone at your side. Yes, that’s right. Others who have broken free of the terrible addiction to needless and unnecessary enslavement to useless physical exertion are willing and eager to assist you in “kicking the habit.” Upon getting your cry for help, one of these same brave individuals will rush to you to assist your resisting the urge to exercise. He or she will be there to offer words of support, a six-pack of beer or Coke™, and several snack foods.

Then, thus, reassured, your Athletes Anonymous buddy will help you get comfortable in your favorite easy chair or even on the couch, flip on the TV and hand you the changer, and stay there until the exercise urge has passed.

Thanks, Athletes Anonymous, for being there to help us all during these trying times.

Call Athletes Anonymous today. You’ll probably find a local chapter listed in the yellow pages of your phone directory. (Contrary to one rumor I heard, the national headquarters number is NOT 1-800-POTATOE! Do not call that number.)

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AUDIENCE PARTICIPATION

Input from our Valued Readers

Please note that our reader survey (previous page) is still running... if you haven't sent us your feedback yet, please take a moment to do so! Thanks.

I have read #1 in entirety and you are producing one top-notch mag! If you need any professional opinions on maritime related topics, please drop me a line.

I am a Licensed Navigator from the "Best Navigation School" in the world (so they say), and I must comment on an error regarding ships. As a mate I have navigated several vessels. By far the worst vessel to navigate is a flat-bottomed vessel, not the round-bottomed vessel. Almost all vessels, including the round-bottom types, have bilge keels to help alleviate the rolling motion. This was an early invention in Naval Architecture. The flat-bottomed vessels are specially designed for amphibious operations and were around in the time of the current milieux. Round-bottomed vessels were around much earlier and remain so today. The main reason for the difference in seaworthiness, though, lies in the center of gravity of the two classes of vessels. Without going into a lot of detail, the center of gravity for a round-bottom vessel is lower than that of a flat-bottomed vessel (a direct result of displacement).

D.N.

Um, whatever you say, cap'n!

Just wanted to let you know that I received MMM#4 and wanted to bestow upon you hundreds of compliments on the quality of what you've done, and especially surrounding the "Mythic Mud" article! I really liked the bubbles & alligators (aka mud) motif you set in there. Great stuff!

R.S.

A scanner can be a lot of fun, especially when it comes bundled with Adobe™ Photoshop™...thanks.

How does one pronounce the following words?
Ærth, Ægyptian, Dweomercrafter, Gygax

A.E.

However one wishes. But if you want to know how Gary pronounces them: AIRth, eye DJIP shun, DWEE oh mur craif tur, and GUY-gaks.

I'd like to submit something but... what kind of stuff are you looking for?

(Several Readers)

We have a few magick items (aka Enchanted Equipment) on file, and we don't need Personas as yet; Gary's got us covered for a few months' worth. Front-line stuff, "how-we're-really-using-this-game/ rule," would be preferred.

There was a bit of talk a while back on whether or not MMM would be accepting adventure scenarios. I was wondering if there were any specific guidelines that these adventures had to be presented in (how long, how detailed, etc.).

T.B.

Well, issue #7 (March) will very probably contain 13 scenario premises by Gary. You could take a look at those and see if you can come up with more.

If we're talking a larger, more developed scenario, we'd have to see what you've got and think about it. Write to the publisher (see page 6) for a formal submission form, and then send that in along with your piece.

Let me paraphrase the legal stuff and note that a scenario author retains the rights to all material not found in the game rules, granting MMM one-time publication rights plus reprint rights only within a reprint of that exact issue.

ENCHANTED EQUIPMENT

by John R. Troy

VORLAX'S "POLE-AXEING" SPHERE

History

This magickal device was developed by the White Wizard Vorlax over 200 years ago. Vorlax was known to be a romantic adventurer; he loved the concept of battling with swords, fisticuffs, fighting man-to-man, and the like. While recognizing the need for pole-arms in military situations, he found the whole concept to be ignoble: "The Pike is a coward's weapon... soldiers who are unwilling to face their opponents man to man and blade to blade."

One of Vorlax's specialties was to devise castings or items imbued with Heka that would disarm or somehow neutralize the powers/weapons/abilities of others without actually harming them (this earned Vorlax the nickname "Bright Wizard of Benign Chaos"). Because of Vorlax's disdain for the Pike, Halberd, and other such weapons, he developed this magick item that would, as he put it "act as a proverbial axe vs. the pole" – thus the pun. Vorlax had used several spheres in his lifetime, and his apprentices and companions had copied the work and spread it around, with his blessing.

The device is uncommon (as it is hard to create), but it is not so rare as to be a great item! Over the years since Vorlax created it, said device has been known to be baneful to many squads, companies, militia, royal guards, and the like over the time... so much so that certain practitioners have developed talismans to protect their guards & militia from such effects.

Description

The usual form is an opaque blue sphere of some stone or like material, about 3" in diameter. The sphere has a few arcane magickal runes on it, as well as the heraldic sigil of Vorlax: a "woodcarving" of a Pine tree surrounded by six 4-pointed stars, with a rune in the base identifying Vorlax. Reading the Heka Flows and Auras will show a preternatural dweomer, with traces of Entropy and Chaos in the flows (if such nuances can be detected by the reader, of course).

Powers

To utilize this one-shot device, one must utter of the proper command word (which primes the effect) and throw the sphere within the same CT. The sphere must be thrown on the same CT as the command word is spoken, else the dweomer vanishes and the effect is wasted. The sphere is treated as a rock for purposes of combat range, etc. Yet, when it hits any target – intended, or unintentional, even the ground – it does no damage, instead activating and disappearing in a soft glow. Its shimmering pale witchlight illuminates a radius of 10 feet. Within this sphere, a combination of forces entropic and chaotic ply their effects. This "Weapon Warp" force seek out pole-arms, and will warp, break, rot/rust, and even shatter such weapons.

The "Weapon Warp" will only affect Long Spears and Pole Arms. As a rule of thumb, consider any hand-held weapon that has a blade attached to a long pole (reach 3 or more) as being affected by this. It thus affects such things as Sabre-Axes, Naginatas, and Pikes, but ignores Staves, 4-6' Spears, any form of Lance, Swords, Daggers, small axes, and the like. JMs should determine this in advance. Note also that any pole-arm with a special dweomer will not be affected by this casting.

While the JM may just choose to have the effect "automatically" work against a group of generic foes, a more detailed method would be as follows. The spell does 10D10 weapon points of damage to each individual weapon in the area of effect. Thus, some unsurpassed weapons (or HPs/EPs) would be able to survive the effect (would look warped, tarnished, etc. but would still be usable). The damage to the weapon(s) from the effect are permanent and not disjoinable or the like; treat it as actual damage in this case.

The effect can be disrupted by the proper castings at the time of the activation. Anti-Heka shields, disrupting Heka flows, and the like will prevent the dweomer from activating. Certain Specific Apotropaistic castings could also prevent the effect from working.

Command

Each sphere has its own special command word, and will not function without that being spoken before it is thrown.

BUC Value

Left to the JM's discretion for campaign balance.

TREADING THE BOARDS

Computer Network News

THIS MONTH: A RAMBLING EXPLANATION AND A SPECIAL SURPRISE

While the mood strikes me, I'll take a few minutes to respond to a question I've been asked by computer novices and non-users... what is an online service like? Your humble editor is available as "Mythic" on the America Online™ network, and as "F.Mentzer" on the Genie™ network. I must thus use these environs as models, although CompuServe™, Prodigy™, and other networks operate in quite similar fashion.

When you "log on" such a network in search of **Dangerous Journeys™** Game system information and discourse, you have four primary options: boards, libraries, chats, and ListSers.

A *Board* is similar to a bulletin board or filing cabinet, on or in which are left messages from various people. Generally, anyone can write a message and "post" it on the board; and by the same token, anyone can wander by and read the comments. An online service will have thousands of boards, covering every imaginable topic from Astronomy to Zymurgy. The boards are therefore grouped by areas of interest, and these groupings may be in several levels; for example, an Entertainment division, within which is a Gaming Forum, within which you find an area for Roleplaying games, and within that is (we hope) a "folder" containing messages specifically about the **Mythus™** game and/or the **Dangerous Journeys™** Game System.

A *Library* is typically a bit simpler, but found in similar fashion. A library labeled "Roleplaying" would contain information on DJ games, and should be found somewhere near the boards devoted to this overall topic. Within a library are files contributed by subscribers to the online service (some of whom may be game company personnel). Again speaking generally, anyone may contribute a file; you could write up a description of your **Mythus™** game persona, for example, and sent it in. The program that you use to access the online service almost always contains a method of sending the file; this is called "uploading" that file. Whoever is in charge of that library then examines the file you contributed, checking it for computer viruses, obscenity, and other naughty bits they don't want in their libraries; and if everything checks out, your file is made available to the general public – "released." You can look over any of the files in a library, but unlike book libraries, each file in a computer library can be checked out ("downloaded") without limitation; each user gets a copy, not the original file.

Online services also have areas where users can "enter" a "room" – nothing you see as a real room (usually), but a place where you can type a message and have it seen immediately by everyone else who's "in" that "room." This is a *Chat* – a meeting of people who happen to be using computers to talk

to each other instead of their mouths. Chats can happen on the spur of the moment or by foreplanning, and it's not unusual to find a message posted on a Board that says that on such-and-such a day, at a given time and "chat room," there will be a Conference on the **Dangerous Journeys** game system. The computer program you use to access the online service often includes a method of "logging" the chat, i.e. keeping a verbatim record (on your own computer's disk) of everything that's said, for you to review at your leisure.

A *ListServ* is much like a Chat, except that you communicate by sending electronic mail (Email). It thus takes place in your mailbox...very easy to find. You simply send your comments as Email to the address given for a ListServ, and the coordinator of that ListServ distributes it to anyone who has signed up to receive the messages.

To receive the messages that are posted on the **Mythus** game ListServ (which is run by Matthew Pearson), create a one-line message that says "Subscribe MYTHUS-L Name" (with your real name) and send that Email to the following InterNet address:

listserv@brownvm.brown.edu

Enough exposition, and my apologies to those of you who already knew all of the above. This month's excerpt is from the aforementioned ListServ (as was last month's), but is a specific creative contribution rather than the usual dialogue. So without further ado, and with thanks to author Wayne MacLaurin for his contribution and permission to reprint, here are... the Wolfen.

- JFM

Date: 93-11-30 22:20:14 EST
Subj: Monster: Wolfen
From: waynem@BNR.CA
via: MYTHUS-L@BROWNVN.BROWN.EDU

G'day,

Here are The Wolfen, a favourite of mine. They make a good long term foe for characters. Much more calculating than the typical orc/goblin types, wolfen can make HPs' lives very difficult.

As always, comments are welcome.

Wolfen

Identifier: Animal, Mammal, Canidae, Carnivora

Habitat: Exterior Earth (Sapient)

Size: 1x human-size (6' tall, 200 pounds)

Number Appearing: 4-2000 in communities

Modes & Rates of Movements:

Walk: 110 yards per BT

Trot: 220 yards per BT

Run: 330 yards per BT

Initiative Modifiers: Human Standard

Joss Factors: 1D3

Dodging/Avoidance: 4% and 13/35/19 or by individual

Attractiveness: 2

Susceptibilities: Nil

Average Armor Protection: 3

Quirks: Nil

Powers: Nil

Outstanding K/S Areas/Sub-Areas & STEEP:

Combat, Hand Weapons at 43-70 (40+3D10)

Combat, Missile Weapons at 33-60 (30+3D10)

Hunting/Tracking at 41-50 (40+1D10)

Survival at 50

Military Science at 32-52 (20+2D10)

Damage

Attacks	BAC	Type	Base	Bonus
Claws	40	C	1D4	+6
Bite	40	P	1D6	+0
(by weapon)	--	--	--	+6 (7-12) *

* The number in parentheses is the total damage, adding the bonus due to high BAC.

Statistical Details

Base Scheme (+/-1D3, -2 M bonus, +3 P Bonus)

M: 45, EL: 36 P: 110, WL: 82, CL: 99 S: 62, EL: 49
 MR: 20 MM: 25 PM: 55 PN: 55 SM: 30 SP: 32
 MRCap: 7 MMCap: 10 PMCap: 20 PNCap: 20 SMCap: 11 SPCap: 12
 MRPow: 7 MMPow: 8 PMPow: 18 PNPow: 17 SMPow: 10 SPPow: 10
 MRSpd: 6 MMSpd: 7 PMSpd: 17 PNSpd: 18 SMSpd: 9 SPSPd: 10

Armor Scheme

	Pierce	Cut	Blunt	Fire	Chem	Stun	Elec
Ultra	4	4	8	0	0	8	0
Super	3	3	6	0	0	6	0
Vital	2	2	4	0	0	4	0
Non	1	1	2	0	0	2	0
Average	2	2	5	0	0	5	0

Commentary & Description

The Wolfen are a race of creatures that are distantly related to wolves in the same way humans are related to ogres and certain lesser giants. They appear as husky bipedal man-sized wolves with paw-like hands.

A highly cunning and cruel race, the Wolfen were once divided into warring clans and tribes, no more organized than most other humanoids. Many years ago a single leader united them into a unified nation and, although still tribal in nature, the Wolfen have learned the discipline and rigidity needed to prove themselves a real threat to any opponent. The individual

warrior code has become a code of honor, much like that of a feudal knight or samurai warrior (or perhaps a Klingon).

The Wolfen are extremely hardy and can be found in any climate save one of desert. They are most fond of temperate/sub-arctic forest and hills. They do not handle heat well and are rarer in warmer climes. Wolfen are generally found in groups of:

A Hunt: typically 3 wolfen + 1 leader

A Pack: up to 5 hunts + 1 leader

A Clan: up to 6 packs + 1 leader

A Tribe: up to 10 clans + 1 leader per clan + 1 king

A Nation: 2 or more tribes + High King

Since both male and female wolfen can be warrior types, there are typically only 40-50% additional young in a lair.

Wolfen are not particularly adept at *Dweomercraft*, and those that do pursue arcane arts seldom attain mastery much beyond the ability to use Grade III castings. Heka-using wolfen are also trained in weapons with as much skill as a typical warrior. Wolfen shamans, however, have been rumored to have abilities on par with human priests. Full Practitioners are thought to be far less common than found amongst humans. There is usually one shaman for every ten or twenty wolfen.

Wolfen armor and arms are not particularly good at present, but growing alliances with other races are beginning to pay off in better metal work. Wolfen equipment is typically brutally functional, with little or no attention to aesthetics. Armor is similarly basic, although a wide variety of is used. Most common is studded leather, chain or scale hauberks. Breast-plates are often worn by leader types. Shields are carried by virtually all warriors, but helms are rare.

The wolfen worship a variety of gods and devils, all either gods of war or powerful devils that fit the general philosophy of the race.

Sensory abilities: FH, HH, SI-N, TH, XD.

FEATURE:

CHANGELING

WEIRD SCIENCE/FANTASY ROLEPLAYING GAME

Other **Changeling™** game material has been published in this magazine as follows:

V1#1	September 1993*	Introduction & Precis
V1#2	October 1993	Campaign settings
V1#3	November 1993	Ancient culture bundles
V1#4	December 1993	Tribal culture bundles
V2#1	January 1994	Medieval, Renaissance, Victorian, Renegade, & Resistance culture bundles, plus K/S Area descriptions etc.

* Debut on Aug. 19, 1993

The entire Changeling™ Game is by Gary Gygax (of course).

HP DESCRIPTIONS & K/S AREA BUNDLES BY TECHNOLOGY LEVEL

Ancient	Victorian	* ROBOTIC
Tribal	Renegade	* OUTLAW
Medieval	Resistance	* MARZIAN
Renaissance	* ANDROID	* VENUZIAN

GENERAL NOTES

Psychogenics

(Additional HP K/S Areas where noted)

It is possible for the player to select one, two, or all three of the *Psychogenics* (Mental, Physical, and Spiritual) K/S Areas as additional, HP unique, abilities – except as noted for Cyborg (Marzian) or mutant native (Venuzian) personas. The Journey Master then observes a D% roll based on a genetically engineered (if Marzian) or non-Changeling (Venuzian) persona having a chance of 40% of the primary TRAIT score applicable for the particular HP, 20% for the other two TRAITS, and (Venuzian only) half that for the Changeling personas who already have mutations of other sort. If the K/S is gained, then the HP has a like chance to add other Sub-Areas.

8. LUÑAR ANDROIDS & ROBOTS

SEC is fixed and taken as a matter of course by even most androids. Status is important only in receiving and giving instructions. In general, robots take no more account of it that do ants. The typical androids scarcely recognize this sort of distinction either, save as regards organization and order. Promotion beyond a very limited range is unknown. There are assumptions which are inviolate: Certain models are made for certain duties and operations. Highly efficient ones should command less-efficient ones. Order is fixed.

The three societies of Luña develop only a few personas who are possibly suitable for regular play as Heroic Personas in the game. Naturally, the expert Journey Master can adapt the campaign so as to broaden this base, but in general the potential is limited. There are several reasons for this:

First, the human personas do not like and trust free-willed life forms of this sort, and with good reason considering their governmental/societal attitude towards humankind.

Second, TRAIT, CATEGORY, and ATTRIBUTE scores are more or less fixed by the make of the android or robot. They might be increased by alteration of the body, but this would require an operating room/laboratory, special material, and one or more exceptionally skilled individuals.

Failure: In the event the *Psychogenics* K/S Area or Sub-Area in question is not gained, then that HP has *Psychogenics Immunity* in that TRAIT unless the Area is already held. In that case, the *Parapsychology* K/S Area is gained or its STEEP added to. In all events, no further attempts to gain ability in the failed Psychogenic Area are possible.

Success: The player rolls D% to randomly determine which Sub-Area is possessed by the HP. Unless the JM has a specific plan in mind, selection by choice should not be allowed unless called for by random results.

Footnotes (throughout):

- * Heka producing K/S Area
- @ Use the lowest Capacity ATTRIBUTE.
- s This K/S has a number of Sub-Areas
- This K/S has special characteristics; see the description for details.

Third, androids have limited, if any, Spiritual TRAIT; robots have none.

Fourth, addition of STEEP to many Knowledge/Skill Areas should be limited by the very nature of these life forms.

Finally, the player must assume that the android or robot HP is aberrant if not absolutely deviant from the cultural norm of the base society.

Android intelligence has yet no true genius and creativity is limited by lack of spirituality and insight. Machine intelligence does not exist in the way humans understand it. There is no machine creativity either. However, there is the process of trial and error which can serve to create limited innovations and find the best from known data. Thus, technology of these groups isn't bad. In time they will gain sufficient information regarding other sorts of weapons and equipment, experiment, and then slowly retool and re-equip with some sort of more efficient things.

Literacy: Assume all life forms from Luña which can become Heroic Personas are literate.

Special note on Urth Models: Some few Urth-generated androids and free-willed robots exist and can be assumed as HP bases. In such case, use the information provided for the Luñar sorts.

Solar Recharger rates (if applicable), any model:

- full sunlight = 2 charges per AT
- deep clouds = 1 charge per AT

Limitations

Androids

Spiritual TRAIT, SM CATEGORY, maximum total possible is 90.

Spiritual TRAIT, SP CATEGORY, few possess, maximum possible is 45.

Unless SP possessed, no K/S Areas requiring it can be had.

No Heka use possible.

No *Psychogenics* K/S Area possible.

Robots

No Spiritual TRAIT.

No Spiritual TRAIT K/S Areas.

No heka use possible.

No Psychogenics K/S Area possible.

Standard models are assumed. (Of course there are better ones -- MPGs!)

Heroic Personas, Android & Robot Groups

	Level	HP	SEC	
Vocation Category	Range	at Start		TRAIT
Android, Fighter	3-7	4		Physical
Android, Infiltrator	1-5	2		Mental & Physical
Android, Planner	5-9	6		Physical
Robot, Attacker	1-7	3		Physical
Robot, Forerunner	1-7	3		Mental & Physical
Robot, Intelligencer	3-9	5		Mental
Robot, Servicer	1-6	2		Physical
Robot, Worker	1-5	1		Physical

Standard HP Descriptions and K/S Area “Bundles”

Android, Fighter (Physical TRAIT)

A Physical TRAIT Vocation with an Attractiveness range of only 4 to 5 (which means nothing to an android, of course. They make these for an ugly purpose, and they are purposely frightening to look at from the human standpoint.) Complexion is pale blue in Luñar fighters, gray in those of Urth origin.

Mental TRAIT ATTRIBUTES (12 K/S Areas max.)

MMCap: 20 MRCap: 15
 MMPow: 1D6 + 8 MRPow: 1D6 + 6
 MMSpd: 1D6 + 8 MRSpd: 1D6 + 6

Physical TRAIT ATTRIBUTES (18 K/S Areas max.)

PMCap: 25 PNCap: 30
 PMPow: 2D6 + 10 PNPow: 3D6 + 10
 PMSpd: 2D6 + 10 PNSpd: 3D6 + 10

Spiritual TRAIT ATTRIBUTES (6 K/S Areas max.)

SMCap: 10 SPCap: 5
 SMPow: 1D6 SPPow: --
 SMSpd: 1D6 SPSpd: --

Height: 2 meters +/- 1D6 cm

Weight: 110 +/- 1D6 kilograms

Other Abilities/Capacities:

Etiquette/Social Graces: android only = SEC x5; other = 5

Communicator, Internal Radio: yes (3 km maximum range)

Light Sensors:

Enhancers (night vision): yes

Infrared: yes

Ultraviolet: no

Sensors, Other:

Audial: 5x human norm

Sonar: yes (20 m maximum range, 5x underwater)

Olfactory: 5x human norm

Visual: 5x human norm (close and distance)

Weapons: none

Armor: N/A

Batteries/Power: N/A

Other Capacities: none

K/S Area	Base STEEP	ATTRIBUTE
Androtic Repair	20	PNCap •
Combat (Primitive), Hand Weapons	20	½(PMCap + PNCap) s
Combat, HTH (Lethal)	20	½(PMCap + PNCap) s
Perception, Physical	20	MRCap s
Weapons, Heavy Arms	20	½(PMCap + PNCap) s
Weapons, Small Arms	20	PNCap s
Weapons, Spec. Skill	20	PNCap •s
Acrobatics/Gymnast.	16	½(PMCap + PNCap) s
Arms & Armor	16	½(PMCap + PNCap) s
Explosives/Demolition	16	PNCap
Computer Science	8	MMCap •s
Fortification & Siegecraft	8	MRCap •s
Judgement	8	½(SMCap + SPCap) s
Leadership	8	SMCap
Military Science	8	½(MMCap + MRCap)
Native Tongue	8	MMCap •s
Statistics/Probability	8	MMCap
Surveying/Topography	8	MRCap
Weapons, Military, All Other	8	MMCap
Base STEEP Total:	260	

Android, Infiltrator (Mental & Physical TRAIT)

The combination of Mental and Physical TRAIT primes is certainly an advantage; so too is Attractiveness, which to human eyes has a rating of 16 or 17. Luñar types have a pale and ruddy or mahogany complexion, while android infiltrators originating from Urth have yellow-tan to pale olive complexions.

Mental TRAIT ATTRIBUTES (15 K/S Areas max.)

MMCap: 22	MRCap: 22
MMPow: 2D6 + 8	MRPow: 2D6 + 6
MMSpd: 2D6 + 8	MRSpd: 2D6 + 6

Physical TRAIT ATTRIBUTES (15 K/S Areas max.)

PMCap: 22	PNCap: 22
PMPow: 2D6 + 8	PNPow: 2D6 + 8
PMSpd: 2D6 + 8	PNSpd: 2D6 + 8

Spiritual TRAIT ATTRIBUTES (6 K/S Areas max.)

SMCap: 20	SPCap: 15
SMPow: 1D6 + 10	SPPow: --
SMSpd: 1D6 + 10	SPSpd: --

Height: *Male model:* 0.9 meters +/- 1D6 cm
Female model: 0.8 meters +/- 1D6 cm

Weight: *Male model:* 80 +/- 1D6 kilograms
Female model: 60 +/- 1D6 kilograms

Other Abilities/Capacities:

Etiquette/Social Graces: android only = SEC x5; other = 30

Communicator, Internal Radio: yes (20 km range microbeam)

Light Sensors:

Enhancers (night vision): yes

Infrared: no

Ultraviolet: no

Sensors, Other:

Audial: 5x human norm

Sonar: yes (20 m maximum range, 5x underwater)

Olfactory: 5x human norm

Visual: 5x human norm (close and distance)

Weapons: none

Armor: N/A

Batteries/Power: N/A

Other Capacities: none

K/S Area	Base STEEP	ATTRIBUTE
Androtic Repair	12	PNCap •
Arms & Armor	12	½(PMCap + PNCap) s
Combat, HTH (Lethal)	12	½(PMCap + PNCap) s
Computer Science	12	MMCap •s
Criminal Act., Mental	12	MRCap •s
Criminal Activities, Physical	12	½(PMCap + PNCap) s
Deception	12	MRCap •s
Disguise	12	PNCap
Espionage	12	½(MMCap + MRCap) s
Impersonation	12	SMPow
Influence	12	MRCap s
Military Science	12	½(MMCap + MRCap)
Native Tongue	12	MMCap •
Perception, Mental	12	PNCap s
Perception, Physical	12	MRCap s
Sociology/Culture	12	MRCap
Statistics/Probability	12	MMCap
Thespianism	12	SPCap
Weapons, Small Arms	12	PNCap s
Weapons, Special Skill	12	PNCap •s
Foreign Language, Conv. (Choice)	4	MMCap •
Foreign Language, Conv. (Choice)	4	MMCap •
Foreign Language, Conv. (Choice)	4	MMCap •
Base STEEP Total:	252	

Android, Planner (Mental TRAIT)

The masters of android society come from this Mental TRAIT Vocation. Having no regard for what humans consider looks, the type has an Attractiveness of either 10 or 11. These elite forms have stark white complexion, almost as if they were albinos, both in regards Luñar models and those of Urth.

Mental TRAIT ATTRIBUTES (20 K/S Areas max.)

MMCap: 30	MRCap: 25
MMPow: 3D6 + 10	MRPow: 2D6 + 10
MMSpd: 3D6 + 10	MRSpd: 2D6 + 10

Physical TRAIT ATTRIBUTES (10 K/S Areas max.)

PMCap: 15	PNCap: 20
PMPow: 2D6 + 3	PNPow: 2D6 + 8
PMSpd: 2D6 + 3	PNSpd: 2D6 + 8

Spiritual TRAIT ATTRIBUTES (6 K/S Areas max.)

SMCap: 15	SPCap: 10
SMPow: 2D6	SPPow: --
SMSpd: 2D6	SPSpd: --

Height: *Male model:* 0.75 meters +/- 1D3 cm
Female model: 0.7 meters +/- 1D3 cm

Weight: *Male model:* 50 +/- 1D6 kilograms
Female model: 40 +/- 1D3 kilograms

Other Abilities/Capacities:

Etiquette/Social Graces: android only = SEC x5; other = 10

Communicator, Internal Radio: yes (20 km range microbeam)

Light Sensors:

Enhancers (night vision): yes

Infrared: no

Ultraviolet: yes

Sensors, Other:

Audial: 5x human norm

Sonar: yes (20 m maximum range, 5x underwater)

Olfactory: 5x human norm

Visual: 5x human norm (close and distance)

Weapons: none

Armor: N/A

Batteries/Power: N/A

Other Capacities: none

K/S Area	Base STEEP	ATTRIBUTE
Perception, Mental	24	PNCap s
Androtics	16	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$ s
Computer Science	16	MMCap •s
Geography/Cartography	16	MMCap
Logic	16	MRCap
Methods & Systems	16	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Statistics/Probability	16	MMCap
Astrogation	12	MMCap
Comm. & Broadcasting	12	$\frac{1}{2}(\text{SMCap} + \text{SPCap})$
Foreign Language (Choice)	12	MMCap •
History	12	MMCap
Judgement	12	$\frac{1}{2}(\text{SMCap} + \text{SPCap})$ s
Leadership	12	SMCap
Mathematics	12	MMCap
Military Science	12	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Native Tongue	12	MMCap •
Psychology	12	$\frac{1}{2}(\text{SMCap} + \text{SPCap})$
Sociology/Culture	12	MRCap
Driving	8	PNCap
Perception, Physical	8	MRCap s
Piloting	8	PNCap •s
Space Flight	8	PNCap •s
Weapons, Small Arms	8	PNCap s
Base STEEP Total:	292	

Robot, Attacker (Physical TRAIT)

This is a sheer Physical TRAIT Vocation which is available to the daring player for conversion to an Heroic Persona. Slow mentally, and lacking spiritual qualities entirely, such a figure must be played very carefully. What might cause a robot of this sort to become independent and in rebellion? Perhaps someone fed in a program that instilled individuality and the concept of enlightened self-interest. Then again, perhaps there is some altruistic belief somewhere in the computer-mind of the individual. With the question answered in whatever way suits the player and JM, the roleplaying of the persona can commence.

Attacker robots are humanoid in form, as are all mechanical life-forms considered for play as Heroic Personas herein.

Mental TRAIT ATTRIBUTES (12 K/S Areas max.)

MMCap: 15	MRCap: 10
MMPow: 1D6 + 8	MRPow: 3D3
MMSpd: 4D3	MRSpd: 2D3

Physical TRAIT ATTRIBUTES (18 K/S Areas max.)

PMCap: 40	PNCap: 30
PMPow: 5D6 + 10	PNPow: 3D6 + 10
PMSpd: 5D6 + 10	PNSpd: 3D6 + 10

Damage Sustainable P TRAIT: Total + 60

Height: 2 meters

Weight: 300 kilograms

Base Movement Speed: 5 (no time limit on “run” at rate 15)

K/S Area	Base STEEP	ATTRIBUTE
Arms & Armor	16	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Combat (Primitive), Hand Weapons	16	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Computer Science	16	MMCap •s
Criminal Activities, Physical	16	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Explosives/Demolitions	16	PNCap
Fortification & Siegecraft	16	MRCap •s
Mechanics, Robotic	16	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
Military Science	16	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Perception, Physical	16	MRCap s
Smithing/Welding	16	PMCap
Surveying/Topography	16	MRCap
Weapons, Heavy Arms	16	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Weapons, Military, All Other	16	MMCap
Weapons, Small Arms	16	PNCap s
Base STEEP Total:	224	

Other Abilities/Capacities:

Etiquette/Social Graces: robotic only = SEC x5; other = 5

Logic = SEC x5; **Mathematics** = SEC x5; **Native Tongue** = SEC x5

Communicator, Internal Radio: all forms

Light Sensors:

Enhancers (night vision): yes

Infrared: yes, to 100 m

Ultraviolet: yes, to 1 km

Sensors, Other:

Audial: 2x human norm

Sonar: no

Olfactory: none

Visual: 10x human norm (distance)

Radar: yes, to 1 km

Weapons, Built-in: Grenade launcher, 6 round capacity

Armor (multiform):

20 vs. Acid, Cutting, Electric, Fire, Iolectron, Laser, Sonic

30 vs. Blunt, Firearm, Impact, Kinetic, Stunning

Main Battery: 12 hours operation

Energy Tap: yes

Solar Recharger: yes

Emergency Powercell Capacity: 20

Hexapedal Base Capacity: yes; movement then 2x bipedal

Gravhover Capacity: yes (sans legs and with Gravhover base)

Robot, Forerunner (Mental & Physical)

With less specialization and both Mental and Physical TRAIT bases, this robot persona is probably the most likely of its kind for use as an HP. However, the prospective player has a considerable adjustment to make and rational to create for successful roleplaying in regards the forerunner Vocation.

Mental TRAIT ATTRIBUTES (18 K/S Areas max.)

MMCap: 25	MRCap: 15
MMPow: 2D6 + 12	MRPow: 1D6 + 8
MMSpd: 3D6 + 6	MRSpd: 1D6 + 8

Physical TRAIT ATTRIBUTES (14 K/S Areas max.)

PMCap: 25	PNCap: 25
PMPow: 2D6 + 12	PNPow: 2D6 + 12
PMSpd: 2D6 + 12	PNSpd: 2D6 + 12

Damage Sustainable P TRAIT: Total + 50

Height: 2.25 meters

Weight: 275 kilograms

Base Movement Speed: 7 (no time limit on “run” at rate 21)

K/S Area	Base STEEP	ATTRIBUTE
Arms & Armor	12	1/2(PMCap + PNCap) s
Combat (Primitive), Hand Weapons	12	1/2(PMCap + PNCap) s
Computer Science	12	MMCap •s
Criminal Activities, Mental	12	1/2(MMCap + MRCap) s
Engineering, Military	12	1/2(MMCap + MRCap)
Explosives/Demolitions	12	PNCap
Fortification & Siegecraft	12	MRCap •s
Geography/Cartog.	12	MMCap
Library Science	12	MMCap
Mechanics, Robotic	12	1/2(PMCap + PNCap)
Military Science	12	1/2(MMCap + MRCap)
Perception, Mental	12	PNCap s
Perception, Physical	12	MRCap s
Robotics	12	1/2(MMCap + MRCap) s
Smithing/Welding	12	PMCap
Statistics/Probability	12	MMCap
Surveying/Topography	12	MRCap
Weapons, Heavy Arms	12	1/2(PMCap + PNCap) s
Weapons, Military, All Other	12	MMCap
Weapons, Small Arms	12	PNCap s
Base STEEP Total:	240	

Other Abilities/Capacities:

E/S Graces: robot only = SEC x5; other = 5

Logic = SEC x5; **Mathematics** = SEC x5; **Native**

Tongue = SEC x5

Communicator, Internal Radio: all forms

Light Sensors:

Enhancers (night vision): yes

Infrared: yes, to 100 m

Ultraviolet: yes, to 1 km

Sensors, Other:

Audial: 3x human norm

Sonar: no

Olfactory: 2x human norm

Visual: 20x human norm (distance)

Radar: yes, to 10 km

Weapons: none

Armor (multiform):

15 vs. Acid, Cutting, Electric, Fire, Ioelectron, Laser, Sonic

20 vs. Blunt, Firearm, Impact, Kinetic, Stunning

Main Battery: 12 hours operation

Energy Tap: yes

Solar Recharger: yes

Emergency Powercell Capacity: 30

Hexapedal Base Capacity: yes; movement then 2x bipedal

Gravhover Capacity: yes (sans legs and with Gravhover base)

Robot, Intelligencer (Mental TRAIT)

Mental TRAIT is principal in regards this robot vocation, but the physical isn't bad, so this is another likely choice in regards creating an unusual Heroic Persona. Development of a logical and reasonable background to justify the persona's independence and operation with biological life forms (other than android) is also not too demanding, considering the possible programs and information to which this sort of robot might have been exposed.

Mental TRAIT ATTRIBUTES (28 K/S Areas max.)

MMCap: 30	MRCap: 30
MMPow: 2D6 + 15	MRPow: 3D6 + 10
MMSpd: 2D6 + 15	MRSpd: 3D6 + 10

Physical TRAIT ATTRIBUTES (12 K/S Areas max.)

PMCap: 20	PNCap: 20
PMPow: 2D6 + 8	PNPow: 2D6 + 8
PMSpd: 2D6 + 8	PNSpd: 2D6 + 8

Damage Sustainable P TRAIT: Total + 40

Height: 2 meters

Weight: 150 kilograms

Base Movement Speed: 9 (no time limit on "run" at rate 27)

K/S Area	Base STEEP	ATTRIBUTE
Androtic Repair	12	PNCap •
Androtics	12	½(MMCap + MRCap) s
Astrogation	12	MMCap
Biology	12	MMCap
Computer Science	12	MMCap •s
Cybernetics	12	½(MMCap + MRCap) s
Electronics	12	MMCap
Engineering, Mechanical	12	½(MMCap + MRCap)
Geography/Cartography	12	MMCap
Linguistics	12	MRCap •
Mechanics	12	PNCap •s
Mechanics, Magnetic Drive	12	½(PMCap + PNCap)
Mechanics, Robotic	12	½(PMCap + PNCap)
Perception, Mental	12	PNCap s
Perception, Physical	12	MRCap s
Physics	12	MMCap •
Robotics	12	½(MMCap + MRCap) s
Smithing/Welding	12	PMCap
Sociology/Culture	12	MRCap
Space Flight	12	PNCap •s
Statistics/Probability	12	MMCap
Weapons, Small Arms	12	PNCap s
Base STEEP Total:	264	

Other Abilities/Capacities:

Etiquette/Social Graces: robot only = SEC x5; other = 5

Logic = SEC x5; **Mathematics** = SEC x5; **Native Tongue** = SEC x5

Communicator, Internal Radio: all forms

Light Sensors:

Enhancers (night vision): yes

Infrared: yes, to 50 m

Ultraviolet: yes, to 500 m

Sensors, Other:

Audial: 2x human norm

Sonar: no

Olfactory: 2x human norm

Visual: 10x human norm (distance)

Radar: no

Weapons, Built-in: none

Armor (multiform):

10 vs. Acid, Cutting, Electric, Fire, Ioelectron, Laser, Sonic

20 vs. Blunt, Firearm, Impact, Kinetic, Stunning

Main Battery: 12 hours operation

Energy Tap: yes

Solar Recharger: yes

Emergency Powercell Capacity: 10

Hexapedal Base Capacity: no

Gravhover Capacity: yes (sans legs and with Gravhover

base)

Robot, Servicer (Physical TRAIT)

This sort of all-purpose robot is mainly of the Physical TRAIT, but because of the fair Mental stats, the determined roleplayer might well find this a potentially good persona for his or her HP. Not quite as “good” as the intelligencer in regards TRAITS, the built-in sensory advantages of this model might equal things out in play.

Mental TRAIT ATTRIBUTES (17 K/S Areas max.)

MMCap: 20	MRCap: 20
MMPow: 2D6 + 8	MRPow: 2D6 + 8
MMSpd: 2D6 + 8	MRSpd: 2D6 + 8

Physical TRAIT ATTRIBUTES (17 K/S Areas max.)

PMCap: 25	PNCap: 25
PMPow: 2D6 + 12	PNPow: 2D6 + 12
PMSpd: 2D6 + 12	PNSpd: 2D6 + 12

Damage Sustainable P TRAIT: Total + 30

Height: 1.75 meters

Weight: 175 kilograms

Base Movement Speed: 8 (no time limit on “run” at rate 24)

K/S Area	Base STEEP	ATTRIBUTE
Arms & Armor	16	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Construction	16	PMCap
Driving	16	PNCap
Jack-Of-All-Trades	16	PMCap •s
Mechanics	16	PNCap •s
Mechanics, Mag. Drive	16	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
Mechanics, Robotic	16	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
Perception, Physical	16	MRCap s
Smithing/Welding	16	PMCap
Computer Science	12	MMCap •s
Electronics	12	MMCap
Engineering, Electric.	12	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Engineering, Mech.	12	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Engineering, Military	12	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Engineering, Other (Choice)	12	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$ •s
Engineerring, Spacecraft/Self-Contained	12	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Magnetic Drive Operation	12	MMCap
Perception, Mental	12	PNCap s
Robotics	12	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$ s
Base STEEP Total:	264	

Other Abilities/Capacities:

Etiquette/Social Graces: robot only = SEC x5; other = 5

Logic = SEC x5; **Mathematics** = SEC x5; **Native Tongue** = SEC x5

Communicator, Internal Radio: robot bands only

Light Sensors:

Enhancers (night vision): no

Infrared: yes, to 50 m

Ultraviolet: yes, to 500 m

Sensors, Other:

Audial: 3x human norm

Sonar: yes

Olfactory: 3x human norm

Visual: 3x to 300x human norm (distance/close-up)

Radar: no

Weapons, Built-in: none

Armor (multiform):

10 vs. Acid, Cutting, Electric, Fire, Ioelectron, Laser, Sonic

20 vs. Blunt, Firearm, Impact, Kinetic, Stunning

Main Battery: 12 hours operation

Energy Tap: yes

Solar Recharger: yes

Emergency Powercell Capacity: 15

Hexapedal Base Capacity: yes; movement then 2x bipedal

Gravhover Capacity: yes (sans legs and with Gravhover base)

Robot, Worker (Physical TRAIT)

The Physical nature of this Vocation is indicated by the robot's broad shape. Though it must be rather stolid, the worker robot can be developed into a fair HP through care and determined roleplaying.

Mental TRAIT ATTRIBUTES (15 K/S Areas max.)

MMCap: 20	MRCap: 15
MMPow: 2D6 + 8	MRPow: 1D6 + 8
MMSpd: 2D6 + 8	MRSpd: 1D6 + 8

Physical TRAIT ATTRIBUTES (20 K/S Areas max.)

PMCap: 30	PNCap: 20
PMPow: 3D8 + 10	PNPow: 2D6 + 8
PMSpd: 3D6 + 10	PNSpd: 2D6 + 8

Damage Sustainable P TRAIT: Total + 20

Height: 2 meters

Weight: 200 kilograms

Base Movement Speed: 4 (no time limit on "run" at rate 12)

K/S Area	Base STEEP	ATTRIBUTE
Androtic Repair	20	PNCap •
Construction	20	PMCap
Driving	20	PNCap
Handicrafts/Work	20	PNCap
Jack-Of-All-Trades	20	PMCap •s
Mechanics, Robotic	20	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
Perception, Physical	20	MRCap s
Piloting	20	PNCap •s
Printing	20	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
Smithing/Welding	20	PMCap
Computer Science	16	MMCap •s
Methods & Systems	16	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Perception, Mental	16	PNCap s
Physics	16	MMCap •
Robotics	16	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$ s
Base STEEP Total:	280	

Other Abilities/Capacities:

Etiquette/Social Graces: robot only = SEC x5; other = 5

Logic = SEC x5; **Mathematics** = SEC x5; **Native Tongue** = SEC x5

Communicator, Internal Radio: robot bands only

Light Sensors:

Enhancers (night vision): yes

Infrared: yes, to 50 m

Ultraviolet: yes, to 500 m

Sensors, Other:

Audial: 2x human norm

Sonar: yes

Olfactory: 2x human norm

Visual: 2x to 20x human norm (distance/close-up)

Radar: no

Weapons, Built-in: none

Armor (multiform):

15 vs. Acid, Cutting, Electric, Fire, Ioelectron, Laser, Sonic

25 vs. Blunt, Firearm, Impact, Kinetic, Stunning

Main Battery: 18 hours operation

Energy Tap: yes

Solar Recharger: yes

Emergency Powercell Capacity: 10

Hexapedal Base Capacity: yes; movement then 2x bipedal

Track Base Capacity: yes; carrying capacity then 2x norm

Gravhover Capacity: yes (sans legs and with Gravhover base)

9. MARZIANS

Marz is governed by a central authority rather similar to the Earth's Swiss federal one. Likewise, the various areas of Marz - whether they are called canton, commonwealth, or state -- are as free in their internal activities as are the cantons of Switzerland. It is a working confederation more than a centralized bureaucracy. The average citizens are very much of the same sort as the Yeoman Vocation example hereafter, albeit not quite so able and superior. This society has the basic divisions, but there are few individuals below SEC 2, and 5-7 comprise 80% of the population.

Heroic Persona details should assume either a childhood background as a Yeoman or one of the genetically engineered sort. Cyborgs are volunteers from the Yeoman stock, as the genetically engineered are not suitable for cybernetic implantation.

Technology is the highest in the system.

Illiteracy can be assumed for all HPs of this nature.

Heroic Personas, Marzian Technology & Culture

Vocation Category	Level HP SEC	Range	at Start	TRAIT
Cerebral	4-9	--	--	Mental
Commando (Cyborg)	3-8	--	--	Physical & Spiritual
Robust	2-7	--	--	Physical
Sensitive	1-9	--	--	Spiritual
Yeoman	1-9	--	--	Mental & Physical

General Notes

Etiquette/Social Graces: SEC x5

Native Tongue: SEC x5 + MMCap

Perception, Mental: 2D10 + PNCap and

+5 if P TRAIT 101+

+5 if Vocation is Mental

Driving: SEC x5

+PNCap if Vocation is Physical

Standard HP Descriptions and K/S Area "Bundles"

Note: No Marzian is able to employ Heka per se, nor use castings and/or magick or any kind -- only Vril for Psychogenic K/S Areas.

Cerebral (Mental TRAIT)

This Vocation is a genetically engineered intellectual, so it is of Mental TRAIT sort, but it is a persona type with a high superior score in the Spiritual TRAIT as well, but somewhat lacking in the Physical because of build and environment. Complexion of genetically engineered individuals ranges from a golden tan to shades of bronze.

Mental TRAIT ATTRIBUTES: 2D6 + 10 (17 minimum)

Physical TRAIT ATTRIBUTES: 2D6 + 6

Spiritual TRAIT ATTRIBUTES: 2D6 + 8 (13 minimum)

Attractiveness: 2D6 + 9 (20 maximum)

Height: Human average plus 1D3 + 1 cm.

Weight: Human average (slender build/fine bone), so plus 1-1D3 kg.

K/S Area	Base STEEP	ATTRIBUTE
Astrogation	12	MMCap
Astronomy	12	MMCap
Computer Science	12	MMCap •s
Cybernetics	12	½(MMCap + MRCap) s
Electronics	12	MMCap
Foreign Language	12	MMCap •
Foreign Language, Conversational	12	MMCap •
Games, Mental	12	MRCap s
Geography/Cartog.	12	MMCap
History	12	MMCap
Influence	12	MRCap s
Linguistics	12	MRCap •
Psychogenic Immunity, Mental	12	@ •
Psychogenics, Mental	12	@ •s
Sociology/Culture	12	MRCap
Charismaticism	8	SPCap •
Dance	8	½(SMCap + SPCap) •
Judgement	8	½(SMCap + SPCap) s
Parapsychology	8	SMCap
Psychology	8	½(SMCap + SPCap)
Acrobatics/Gymnastics	4	½(PMCap + PNCap) s
Games, Physical	4	½(PMCap + PNCap) s
Perception, Physical	4	MRCap s
Space Flight	4	PNCap •s
Sports	4	½(PMCap + PNCap) s
Sports, Winter	4	½(PMCap + PNCap) s
Weapons, Small Arms	4	PNCap s
Base STEEP Total:	248	

Commando (Physical & Spiritual TRAIT)

Although cybernetically implanted and thus no longer able to employ any Heka or Vrll (i.e. no Psychogenic Area abilities at all), this Vocation is both of Physical and Spiritual TRAIT, for to accept cyborg status one must have a Spiritual score of 101 or more as well as a high base Physical TRAIT. All commandos tend to have a ruddy to copper-red complexion.

Mental TRAIT ATTRIBUTES: 2D6 + 6 (12 minimum)

MM ATTRIBUTES: +6 each (due to internal computer)

Physical TRAIT ATTRIBUTES: 2D6 + 9 (16 minimum)

PM ATTRIBUTES: +3 (due to bio-mechanical implants)

PN ATTRIBUTES: +6 (due to neurological enhancement implants)

Spiritual TRAIT ATTRIBUTES: 2D6 + 9 (17 minimum)

Attractiveness: 2D6 + 6

Height: Human average plus 3D3+1 cm.

Weight: Human average (heavier build) plus 2D3 kilograms

K/S Area	Base STEEP	ATTRIBUTE
Arms & Armor	12	$\frac{1}{2}$ (PMCap + PNCap) s
Combat (Primitive), Hand Weapons	12	$\frac{1}{2}$ (PMCap + PNCap) s
Combat (Primitive), Missile Weapons	12	$\frac{1}{2}$ (PMCap + PNCap) s
Combat, HTH (Lethal)	12	$\frac{1}{2}$ (PMCap + PNCap) s
Combat, HTH (NL)	12	$\frac{1}{2}$ (PMCap + PNCap)
Criminal Activities, P.	12	$\frac{1}{2}$ (PMCap + PNCap) s
Explosives/Demolit.	12	PNCap
First Aid	12	PNCap •
Judgement	12	$\frac{1}{2}$ (SMCap + SPCap) s
Jury-rigging	12	SMCap
Leadership	12	SMCap
Mountaineering	12	$\frac{1}{2}$ (PMCap + PNCap)
Perception, Physical	12	MRCap s
Psychogenic Immunity, Physical	12	@ •
Psychogenic Immunity, Spiritual	12	@ •
Street-Wise	12	SPCap •s
Survival	12	PMCap •
Weapons, Hvy Arms	12	$\frac{1}{2}$ (PMCap + PNCap) s
Weapons, Sm Arms	12	PNCap s
Computer Science	8	MMCap •s
Criminal Act., Mental	8	MRCap •s
Cybernetics	8	$\frac{1}{2}$ (MMCap + MRCap) s
Deception	8	MRCap •
Espionage	8	$\frac{1}{2}$ (MMCap + MRCap) s
Military Science	8	$\frac{1}{2}$ (MMCap + MRCap)
Psychogenic Immunity, Physical	8	@ •
Weapons, Military, All Other	8	MMCap
Base STEEP Total:	292	

Cybernetic enhancements:

Endurance: 100, *Tolerance:* 50

Communicator, Internal Radio (3 kilometer maximum range)

Sensory:

Audial: 2x human norm (range into high subsonic and low ultrasonic)

Olfactory: 5x human norm

Taste: 10x human norm

Tactile: 2x human norm

Visual: 10x human norm for distance, 100x for microscopic

Robust (Physical TRAIT)

This Vocation is a genetically engineered mesomorph and athletic one of action, so it is of Physical TRAIT sort, but it is another of the Marzian persona types with high superior scores in the other TRAITs as well. Complexion of genetically engineered individuals ranges from a golden tan to shades of bronze.

Mental TRAIT ATTRIBUTES: 2D6 + 8 (14 minimum)

Physical TRAIT ATTRIBUTES: 2D6 + 10 (17 minimum)

Spiritual TRAIT ATTRIBUTES: 2D6 + 6

Attractiveness: 2D6 + 9 (20 maximum)

Height: Human average plus 1D6 + 2 cm.

Weight: Human average

K/S Area	Base STEEP	ATTRIBUTE
Perception, Physical	16	MRCap s
Acrobatics/Gymnast.	12	½(PMCap + PNCap) s
Combat (Primitive), Hand Weapons	12	½(PMCap + PNCap) s
Combat (Primitive), Missile Weapons	12	½(PMCap + PNCap) s
Combat, HTH (NL)	12	½(PMCap + PNCap)
Endurance**	12	½(PMCap + PNCap) •
First Aid	12	PNCap •
Games, Physical	12	½(PMCap + PNCap) s
Psychogenics, Phys.**	12	@ •s
Space Flight	12	PNCap •s
Sports	12	½(PMCap + PNCap) s
Sports, Winter	12	½(PMCap + PNCap) s
Weapons, Sm Arms	12	PNCap s
Weapons, Spec. Skill	12	PNCap •s
Computer Science	8	MMCap •s
Dance	8	½(SMCap + SPCap) •
Ecology/Nature Science	8	MMCap
Judgement	8	½(SMCap + SPCap) s
Jury-rigging	8	SMCap
Nature Attunement	8	SPCap •s
Robotics	8	½(MMCap + MRCap) s
Weapons, Military, All Other	8	MMCap
Base STEEP Total:	236	

Sensitive (Spiritual TRAIT)

This Vocation is a genetically engineered psychic, so it is of Spiritual TRAIT sort, but it is also a persona type with high superior scores in the other TRAITs as well. Complexion of genetically engineered individuals ranges from a golden tan to shades of bronze.

Mental TRAIT ATTRIBUTES: 2D6 + 8 (14 minimum)

Physical TRAIT ATTRIBUTES: 2D6 + 6

Spiritual TRAIT ATTRIBUTES: 2D6 + 10 (17 minimum)

Attractiveness: 2D6 + 10 (20 maximum)

Height: Human average plus 1D3 cm.

Weight: Human average (slender build/fine bone), so - 2D3 kg.

K/S Area	Base STEEP	ATTRIBUTE
Parapsychology	20	SMCap
Charismaticism	12	SPCap •
Computer Science	12	MMCap •s
Current Events	12	MMCap
Ecol./Nature Science	12	MMCap
Games, Mental	12	MRCap s
Judgement	12	½(SMCap + SPCap) s
Leadership	12	SMCap
Medicine, Oriental	12	½(SMCap + SPCap)
Metaphysics	12	SMCap
Nature Attunement	12	SPCap •s
Occult Sciences	12	SMCap
Psychogenics, Mental	12	@ •s
Psychogenics, Spiritual**	12	@ •s
Yoga	12	SMCap •
Acupuncture	8	PNCap
Construction	8	PMCap
Games, Physical	8	½(PMCap + PNCap) s
Perception, Physical	8	MRCap s
Psychogenics, Physical**	8	@ •s
Sports	8	½(PMCap + PNCap) s
Sports, Winter	8	½(PMCap + PNCap) s
Base STEEP Total:	244	

Yeoman (Mental & Physical TRAIT)

This combined Mental & Physical TRAIT Vocation is the Marzian equivalent of an explorer of Urth's "Age of Discovery" as set in space. Despite having neither genetic alteration nor cybernetic implants, this typical colonist of the fourth planet is very superior and able. The typical citizen has a complexion which is apple-cheeked to ruddy and reddish due to additional red blood cells.

Mental TRAIT ATTRIBUTES: 2D6 + 8 (14 minimum)

Physical TRAIT ATTRIBUTES: 2D6 + 8 (14 minimum)

Spiritual TRAIT ATTRIBUTES: 2D6 + 8

Attractiveness: 2D6 + 8 (14 minimum)

Height: Human average plus 1D6 cm.

Weight: Human average (more slender build), so -1D2 kg.

K/S Area	Base STEEP	ATTRIBUTE
Appraisal	12	MRCap s
Astrogration	12	MMCap
Astronomy	12	MMCap
Combat, HTH (Lethal)	12	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Combat, HTH (NL)	12	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
Computer Science	12	MMCap •s
Deception	12	MRCap •
Electronics	12	MMCap
Engineering, Spacecraft/Self-Contained	12	$\frac{1}{2}(\text{MMCap} + \text{MRCap})$
Games, Physical	12	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Magnetic Drive Op.	12	MMCap
Mechanics, Mag. Drive	12	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$
Perception, Physical	12	MRCap s
Piloting	12	PNCap •s
Street-Wise	12	SPCap•
Weapons, Hvy Arms	12	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Weapons, Military, All Other	12	MMCap
Weapons, Sm Arms	12	PNCap s
Criminal Activities, P.	8	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Foreign Language	8	MMCap •
Jury-rigging	8	SMCap
Leadership	8	SMCap
Space Flight	8	PNCap •s
Sports	8	$\frac{1}{2}(\text{PMCap} + \text{PNCap})$ s
Foreign Language, Conversational	4	MMCap •
Tolerance	4	PNP
Base STEEP Total:	272	

10. VENUZIAN

Conditions are such that there is no central government for Venuz. Each colonial enclave is sovereign unto itself. Frontier areas are nominally under the rule of the enclave adjacent, but in practice these places are self-governed and rather lawless. The planet has three distinct societies:

The first is the “Colonist” which is centered around larger communities and controlled territories. Its members consist of 84% genetically unaltered humans 15% partially altered “changelings” and 1% “newcomers” from off-planet (Marz, the satellite ring, and Urth proper). Technology here is somewhat higher than the Outlaw but lower than Urth or Marz.

The second is the “Frontier” which has only little communities and exists between the controlled areas and the savage wilderness of the “Native” Venuz. Its members consist of 60% genetically unaltered humans and 40% partially altered “changelings.” The technology level here is akin to the Outlaw.

The third is, of course, the “Native” which is a primitive multi-tribal culture and society scattered in the wilderness. All members of tribes are either partially altered or radically altered human(oid) “Natives.” The technology level here is Neolithic, but some smattering of weapons and equipment of Medieval-Renaissance sort is had, and occasionally a high-tech weapon will be possessed and retained until its ammunition or power is exhausted.

Technology is a mix of all less developed kinds with a leavening of material from something akin to our current technology all added to the futuristic Urth science. Of course, the Resistance doesn’t have the materials or equipment available to the government, Luña, or Marz, but what they have is a shade better than much of the Venuzians generally possess, save for spacecraft and the like.

Literacy: Assume all persons in the Colonist category are completely literate. Of those in the Frontier areas, 25% are

literate, 50% semi-literate, and 25% illiterate. All “Natives” can be assumed to be illiterate.

Heroic Personas, Venuzian Technology & Culture

Vocation Category	Level	HP	SEC	TRAIT
Range	at Start *			
Changeling	1-8	3		Choice
Colonist	4-9	5		Mental
Frontiersman	1-6	3		Spiritual
Native	1-9**	3		Physical
Spacer	1-9	3		Physical
Spacer Changeling	1-9	2		Choice

* Changelings are viewed as one SEC lower by genetically unaltered Venuzians, two lower by Urthlings in general, but accepted as-is by Marzians and Outlaws

** “Native” Venuzians are seen as SEC 1 individuals by genetically unaltered Venuzians no matter what, SEC 2 by Changeling Venuzians, as four levels lower by Urthlings, two levels lower by Marzians, but accepted as-is by Outlaws.

General Notes

Etiquette/Social Graces: SEC x5

Native Tongue: SEC x5 + MMCap

Perception, Mental: 2D10 + PNCap

and +5 if Physical TRAIT 101+

and +5 if Vocation is Mental

Steering: SEC x5

+PNCap if Vocation is Physical

(“Steering” is the *Driving* K/S for Changeling, Colonist, and Frontiersman; *Boating* for Native; *Piloting* for Spacer & Spacer Changeling)

Size: In general, all Venuzians are the same size as Urth humans, with “Natives” tending to be smaller just as is the case of most human jungle tribes.

HP Descriptions and K/S Area “Bundles”

Changeling (Choice of TRAIT)

This partially genetically altered human type has the advantage of allowing the player wishing to develop it into an Heroic Persona the choice of which of the three TRAITS he or she desires as the persona’s prime one. The mutational process causes the complexion of the Changeling to be olive with a discernible green cast to it. To roleplay such a persona consider the home planet society and culture, social acceptance off Venuz, and the general conditions in the solar system.

K/S Area	Base STEEP	ATTRIBUTE
Agriculture	12	MMCap s
Computer Science	12	MMCap •s
Ecol./Nature Science	12	MMCap
Game Animals	12	MMCap
Venuzian Flora/Fauna	12	MMCap
Venuzian Folk & Culture	12	½(SMCap + SPCap)
Combat (Primitive), Hand Weapons	8	½(PMCap + PNCap) s
Combat (Primitive), Missile Weapons	8	½(PMCap + PNCap) s
Combat, HTH (NL)	8	½(PMCap + PNCap)
Endurance**	8	½(PMCap + PNCap) •
First Aid	8	PNCap •
Games, Physical	8	½(PMCap + PNCap) s
Handicrafts/Work	8	PNCap
Herbalism**	8	SMCap
Hunting & Tracking	8	½(PMCap + PNCap)
Jack-of-All-Trades	8	PMCap •s
Judgement	8	½(SMCap + SPCap) s
Jury-rigging	8	SMCap
Medicine, Oriental	8	½(SMCap + SPCap)
Nature Attunement	8	SPCap •s
Perception, Physical	8	MRCap s
Riding	8	PNCap •s
Street-Wise	8	SPCap •s
Survival	8	PMCap •
Weapons, Small Arms	8	PNCap s
Base STEEP Total:	248	+ mutations

Mutations

(+1 Mental Mutation, Partial if M TRAIT persona)
 (+1 Spiritual Mutation, Partial if M TRAIT persona)
 (+1 Physical Mutation, Partial if P TRAIT persona)
 Mental Mutation, Partial
 Spiritual Mutation, Partial

Colonist (Mental TRAIT)

This is a Mental TRAIT Vocation one might liken to a higher-technology Virginia Planter and with a dash of something like the Victorian British officer or official in a foreign land. On planet they are the masters. To others they are simply Venuzians and nothing special – possibly even disdained a little due to the slight greenish tinge to their complexion. Most Colonists have no desire leave Venuz, only to acquire technology and arms, subdue the planet, and make it theirs as humans did Urth so long ago.

K/S Area	Base STEEP	ATTRIBUTE
Business Administration	16	½(MMCap + MRCap)
Finance & Investing	16	½(MMCap + MRCap)
Influence	16	MRCap s
Venuzian Folk & Culture	16	½(SMCap + SPCap)
Agriculture	12	MMCap s
Combat (Primitive), Hand Weapons	12	½(PMCap + PNCap) s
Computer Science	12	MMCap •s
Deception	12	MRCap •
Gambling	12	MRCap •
Game Animals	12	MMCap
Games, Physical	12	½(PMCap + PNCap) s
Hunting & Tracking	12	½(PMCap + PNCap)
Leadership	12	SMCap
Riding	12	PNCap •s
Robotics	12	½(MMCap + MRCap) s
Sports	12	½(PMCap + PNCap) s
Venuzian Flora/Fauna	12	MMCap
Weapons, Sm Arms	12	PNCap s
Combat, HTH (NL)	8	½(PMCap + PNCap)
Judgement	8	½(SMCap + SPCap) s
Mechanics, Robotic	8	½(PMCap + PNCap)
Perception, Physical	8	MRCap s
Psychology	8	½(SMCap + SPCap)
Base STEEP Total:	272	

Frontiersman (Spiritual TRAIT)

Although the Vocation is of Spiritual TRAIT it has a high Physical component because of survival necessities. Think of the frontiersman, mountain man, and adventurers of our own world in order to properly understand and roleplay such a persona. Remember complexion.

K/S Area	Base STEEP	ATTRIBUTE
Nature Attunement	24	SPCap •s
Street-Wise	24	SPCap •s
Herbalism**	16	SMCap
Judgement	16	½(SMCap + SPCap) s
Jury-rigging	16	SMCap
Medicine, Oriental	16	½(SMCap + SPCap)
Venezian Folk & Culture	16	½(SMCap + SPCap)
Ecology/Nature Science	12	MMCap
Game Animals	12	MMCap
Lip Reading & Sign Language	12	MMCap •s
Survival	12	PMCap •
Venezian Flora/Fauna	12	MMCap
Weapons, Sm Arms	12	PNCap s
Boating	8	PNCap
Combat (Primitive), Hand Weapons	8	½(PMCap + PNCap) s
Combat (Primitive), Missile Weapons	8	½(PMCap + PNCap) s
Combat, HTH (Lethal)	8	½(PMCap + PNCap) s
Combat, HTH (NL)	8	½(PMCap + PNCap)
First Aid	8	PNCap •
Games, Physical	8	½(PMCap + PNCap) s
Handicrafts/Work	8	PNCap
Hunting & Tracking	8	½(PMCap + PNCap)
Jack-of-All-Trades	8	PMCap •s
Perception, Physical	8	MRCap s
Sports	8	½(PMCap + PNCap) s
Base STEEP Total:	296	

Native (Physical TRAIT)

This radically altered human type also has the advantage of allowing the player wishing to develop it into an Heroic Persona the choice of which of the three TRAITs he or she desires as the persona's prime one. It has the great disadvantage of being different, including a complexion ranging from pale to emerald green. How could such an individual be brought from the jungle into the greater world? A very difficult challenge in regards background and then roleplaying.

K/S Area	Base STEEP	ATTRIBUTE
Game Animals	16	MMCap
Venezian Flora/Fauna	16	MMCap
Animal Handling	12	SPP
Apotropaism**	12	½(MMCap + MRCap) •
Arms & Armor	12	½(PMCap + PNCap) s
Combat (Primitive), Hand Weapons	12	½(PMCap + PNCap) s
Combat (Primitive), Missile Weapons	12	½(PMCap + PNCap) s
Divination**	12	SPCap •
Endurance**	12	½(PMCap + PNCap) •
Handicrafts/Work	12	PNCap
Herbalism**	12	SMCap
Hunting & Tracking	12	½(PMCap + PNCap)
Judgement	12	½(SMCap + SPCap) s
Lip Reading & Sign Language	12	MMCap •s
Medicine, Oriental	12	½(SMCap + SPCap)
Nature Attunement	12	SPCap •s
Perception, Physical	12	MRCap s
Survival	12	PMCap •
Base STEEP Total:	224	+ mutations

Mutations

(+Mental Mutation, Radical if M TRAIT persona)
 (+Spiritual Mutation, Radical if S TRAIT persona)
 (2x Phys. Mutation, Partial if P TRAIT persona)
 Mental Mutation, Partial
 Physical Mutation, Radical
 Spiritual Mutation, Partial

Spacer (Physical TRAIT)

The Vocation of Spacer is a Physical TRAIT one in which one assumes a rather rebellious nature and/or very unfortunate circumstances in regards to the past, as well as some possible self-seeking and/or criminal bent. Granted this, the role for an HP is a good one for both acting and development, the change of personality and acquisition of higher ideals and ethics reflecting greater understanding of the conditions and needs of free and just life forms in the solar system. (Good grief! I sound like a bleeding-heart writer for the Deep Space Nine show! Forgive me.)

K/S Area	Base STEEP	ATTRIBUTE
Space Flight	24	PNCap •s
Street-Wise	20	SPCap •s
Combat (Primitive), Hand Weapons	16	½(PMCap + PNCap) s
Combat, HTH (Non-Lethal)	16	½(PMCap + PNCap)
Criminal Activities, Physical	16	½(PMCap + PNCap) s
Mechanics, Mag. Drive	16	½(PMCap + PNCap)
Perception, Physical	16	MRCap s
Venuzian Folk & Culture	16	½(SMCap + SPCap)
Weapons, Hvy Arms	16	½(PMCap + PNCap) s
Weapons, Sm Arms	16	PNCap s
Astrogation	12	MMCap
Magnetic Drive Operation	12	MMCap
Venuzian Flora/Fauna	12	MMCap
Weapons, Military, All Other	12	MMCap
Computer Science	8	MMCap •s
Criminal Act., Mental	8	MRCap •s
Engineering, Spacecraft/Self-Contained	8	½(MMCap + MRCap)
Judgement	8	½(SMCap + SPCap) s
Jury-Rigging	8	SMCap
Base STEEP Total:	260	

Spacer Changeling (Choice of TRAIT)

This partially genetically altered human type, just as the regular Changeling one, has the advantage of allowing the player wishing to develop it into an Heroic Persona the choice of which of the three TRAITS he or she desires as the persona's prime one. However, it must be kept in mind that this individual has become a Spacer and is thus of somewhat dubious background, and initial motivation must be established. Was the person kidnapped? Falsely accused? There are many interesting stories to be woven in regards this sort of HP.

Be sure to find all mutations and note all effects before determining persona STEEP.

K/S Area	Base STEEP	ATTRIBUTE
Space Flight	20	PNCap •s
Street-Wise	20	SPCap •s
Astrogation	16	MMCap
Engineering, Spacecraft/Self-Contained	16	½(MMCap + MRCap)
Magnetic Drive Operation	16	MMCap
Charismaticism	12	SPCap •
Combat (Primitive), Hand Weapons	12	½(PMCap + PNCap) s
Computer Science	12	MMCap •s
Judgement	12	½(SMCap + SPCap) s
Jury-rigging	12	SMCap
Leadership	12	SMCap
Mechanics, Magnetic Drive	12	½(PMCap + PNCap)
Perception, Physical	12	MRCap s
Venuzian Flora/Fauna	12	MMCap
Venuzian Folk & Culture	12	½(SMCap + SPCap)
Weapons, Heavy Arms	12	½(PMCap + PNCap) s
Weapons, Military, All Other	12	MMCap
Weapons, Small Arms	12	PNCap s
Base STEEP Total:	244	+ mutations

Mutations

(+1 Mental Mutation, Partial if M TRAIT persona)
(+1 Spiritual Mutation, Partial if M TRAIT persona)
(+1 Physical Mutation, Partial if P TRAIT persona)

Mutations

(Additional HP K/S Areas)

A Partial Mutation can be selected in place of a single additional K/S Area for any TRAIT and rolled for on the random tables below. If a Disadvantageous one comes up, that is the one gained, no reversal allowed.

A Radical Mutation can be selected in place of a pair of additional K/S Area for any TRAIT and rolled for randomly. Again, if a Disadvantageous one comes up, that is the one gained, no reversal allowed.

Mental Partial Mutations

D% Roll Resulting Mutation

01-10	<i>Efficient Brain</i> : +4 Mental TRAIT, 2 per CATEGORY in Cap ATTRIBUTE: MMCap and MRCap each +2
11-20	<i>Faster Memory</i> : +4 to MMSpd (MMCap notwithstanding)
21-30	<i>Faster Reasoning</i> : +4 to MRSpd (MRCap notwithstanding)
31-40	<i>Internal Compass</i> : persona always knows direction, including “home” direction in space
41-50	<i>Linguistic Talent</i> : gains 1 point of STEEP in <i>Foreign Language, Conversational</i> per day of exposure (to 10 maximum) without use of APs to “study” the tongue
51-60	<i>Machine “Empathy”</i> : sense malfunctions or problems in non-intelligent ones, and anticipate robotic actions so never surprised by such machines if in sight
61-70	<i>Mental Shield: Psychogenic Immunity</i> , Mental at 50 STEEP, as well as a 50-point shield against such attacks
71-80	<i>Scholarly</i> : +4 to MRPow (MRCap notwithstanding)
81-90	<i>Superior Memory</i> : +4 to MMPow (MMCap notwithstanding)
91-00	Roll twice on this table until two different partial mutations are gained, but if this result is rolled again, go to the table for <i>Mental Radical Mutations</i> and roll thereon.

Physical Partial Mutations

D% Roll Resulting Mutation

01-05	<i>Balance Ability</i> : can walk tightrope, not drop balanced objects, and like things at 100 STEEP
06-10	<i>Climbing Ability</i> : can climb ropes, rocks, trees, etc. at 100 STEEP
11-15	<i>Electricity Generation</i> : develop charge of 4D6 strength upon 1 CT of concentration, once per BT, with delivery by touch
16-20	<i>Faster Muscles</i> : +4 to PMSpd (PMCap notwithstanding)
21-25	<i>Faster Reflexes</i> : +4 to PNSpd (PNCap notwithstanding)
26-30	<i>Keener Hearing</i> : 3x human norm, with subsonic and ultrasonic range included
31-35	<i>Keener Sight</i> : 3x human norm, with night vision and infrared to 25 meters enabled thereby
36-40	<i>Keener Smell</i> : 10x human norm, able thereby to tell individuals/kind by scent within 10 meters, and detect presence at up to 100 meters if upwind
41-45	<i>Keener Taste</i> : 10x human norm; able to identify most substances by tongue-tip touch, detect drugs/poisons without harm, etc.
46-50	<i>Oxygen Flushing</i> : hold breath while active for up to 10 minutes, thrice that if inactive; can survive in atmosphere with only 10% of normal oxygen
51-55	<i>Running Ability</i> : little lactic acid buildup so can run 5x normal time or otherwise exert self without fatigue from this source
56-60	<i>Sensitive Touch</i> : able to detect heat or cold variation, minute cracks, material type, feel writing and read it, etc. by touch
61-65	<i>Sound Mimicry</i> : with voice can imitate animal sounds, persons, machine sounds, etc. at 100 STEEP
66-70	<i>Stronger Muscles</i> : +4 to PMPow, PMCap notwithstanding
71-75	<i>Stronger Nerves</i> : +4 to PNPow, PNCap notwithstanding
76-80	<i>Superior Body</i> : +4 Physical TRAIT, 2 per CATEGORY in Capacity ATTRIBUTE: PMCap and PNCap each +2
81-85	<i>Vibration/Pressure Sensitivity</i> : feel air, water, etc. vibration and/or pressure changes so as to detect movement of gross sort at 100 meters, of very delicate sort at 10 m.
86-90	<i>Vril/Heka Sight</i> : visually discern the radiation of a persona or object which contains such energy, noting if weak, moderate, or strong
91-00	Roll twice on this table until two different partial mutations are gained -- but if this result is rolled again, go to the table for Physical Radical Mutations and roll thereon.

Spiritual Partial Mutations

D% Roll Resulting Mutation

01-10	<i>Animal Magnetism</i> : affected as if by <i>Magnetism</i> K/S of 100 STEEP, with aspects of both <i>Animal Handling</i> and <i>Judgement</i> , included in ability
11-20	<i>Anticipation Of Hostile Actions</i> : never surprised by opponent attack and has +10 avoidance, -10 on rolls to parry
21-30	<i>Fey</i> : +4 to SPSPd, SPCap notwithstanding
31-40	<i>Human Magnetism</i> : gain <i>Charismaticism</i> and <i>Leadership</i> K/S Areas always functioning as if at 50+ STEEP is possessed; Judgement of those in a 10 meter radius is reduced by -25 effective STEEP
41-50	<i>Metaphysical Grasp</i> : +4 to SMPow, SMCap notwithstanding
51-60	<i>Psychic Sensitivity</i> : +4 to SPPow, SPCap notwithstanding
61-70	<i>Philosophic</i> : +4 to SMSpd, SMCap notwithstanding
71-80	<i>Spiritual Shield: Psychogenic Immunity</i> , <i>Spiritual</i> at 50 STEEP, as well as a 50-point shield against such attacks
81-90	<i>Superior Spirituality</i> : +4 Spiritual TRAIT, 2 per CATEGORY in Capacity ATTRIBUTE: SMCap and SPCap each +2
91-00	Roll twice on this table until two different partial mutations are gained, but if this result is rolled again go to the table for <i>Spiritual Radical Mutations</i> and roll thereon.

Mental Radical Mutations

D% Roll Resulting Mutation

01-10	<i>Combat Genius</i> : all K/S of Combat and Military nature, whether Mental or Physical, performed at +20 actual STEEP. Skull thickened, heavy occipital ridge.
11-20	<i>Double Brain Capacity</i> : perform both a Mental and a Physical activity in the same CT, at no penalty. Skull larger than normal.
21-30	<i>Double Vril And Two Or More Psychogenics</i> , <i>Mental K/S Sub-Areas</i> : roll normally for which. Eyes large, no white visible.
31-40	<i>Extra TRAIT Strength</i> : “false” M TRAIT equal to actual, plus 1 <i>Mental Psychogenic</i> K/S Sub-Area randomly determined. Hair is tendril-like.
41-50	<i>Mental Reflection</i> : any <i>Mental Psychogenic</i> K/S attack directed at individual is redirected to individual so doing. Forehead protrudes.
51-60	<i>Mental Invisibility</i> : absolutely unattackable or discoverable through <i>Mental Psychogenic</i> K/S use or even electronic sources of discovering brain activity. Two small antennae on head.
61-70	<i>Mesmerizing Gaze</i> : the <i>Hypnotism</i> and <i>Magnetism</i> K/S Areas at 100 STEEP and operational in 1 CT by staring at subject. Eyes have red corneas.
71-80	<i>Molecular Excitement Gaze</i> : heat produced by staring, increase in temperature equal to 2D6 degrees Centigrade per CT, Physical Damage to living things is 1D3 cumulative per CT until combustion occurs. Eyes have silvery corneas.
81-90	<i>Stunning Gaze</i> : able to deliver by stare a force equal to 20D10 Physical Stunning Damage, all non-Heka-generated armor protection notwithstanding, once per day. Third eye in center of forehead.
91-00	<i>Universal Mind Touch</i> : detect general feeling or intent of any thinking or sensing life form, including machines. Third eye in center of forehead; all irises golden.

Physical Radical Mutations

D% Roll Resulting Mutation

01-10	<i>Chlorophyll Skin</i> : natural armor of 4 vs. all Physical Damage forms, food intake requirement reduced to 1/4 human norm. Skin is rough, thick, and deep green; -3 to attractiveness.
11-20	<i>Extreme Agility</i> : Physical Avoidance +20 base chance, Dodging at +10 base chance; all Physical K/S Areas performed at +10 actual STEEP. Body is thin, appearing almost rubbery; -5 to attractiveness.
21-30	<i>Gas Cloud Generation, Nausea</i> : able to emit 5-meter radius gas cloud which causes all air-breathing things within it, other than individual, to be blinded, suffer 75% temporary Stunning Physical Damage and thus be Dazed too, and retch or vomit; persistence of cloud is 1 BT, and effects linger thereafter for 5D3 ATs time. Chest is huge, and individual somewhat steatopygic; -4 to attractiveness.
31-40	<i>Gas Cloud Generation, Poison</i> : able to emit 5-meter radius gas cloud which causes all air-breathing things within it, other than individual, to suffer 5D10 Poison Physical Damage from each breath inhaled, and if and when Dazed from this poison automatically inhale until dead; persistence of cloud is 1 AT. Chest is huge, and individual is quite steatopygic; -5 to attractiveness.
41-50	<i>Light Wave Manipulation</i> : invisibility of manipulator assured from all visual detection means using the collection of light in the infrared to ultraviolet spectrum for transmission to receptors for analysis. Wart-like growths on skin; -7 to attractiveness.
51-60	<i>Neural Power Burst</i> : 3x normal speed possible for 11 CTs, and thereafter at intervals of 1 BT, Speed Factor penalties for actions are reduced to one-third, and effectively individual has triple potential; movement is triple; etc. Body is evocative of reptile; -6 to attractiveness.
61-70	<i>Physical Regeneration</i> : 1 point per CT damage restored if accumulated damage to P TRAIT of individual not exceeded by 10 or more. Skin resembles a worm's; -8 to attractiveness (1 minimum).
71-80	<i>Poison Secretion</i> : touch delivers Poison with STR of 10 delivered in 1 CT intervals at 10/10/5, full body contact triples STR. Skin resembles a frog's, with huge pores; -9 to attractiveness (1 minimum).
81-90	<i>Reflective Skin, Heat & Laser</i> : armor vs. heat/fire is 30, against laser is 40. Fine metallic scales covering body; -6 to attractiveness.

D% Roll Resulting Mutation

91-00	<i>Reflective Skin, Radio Wave & Sonic</i> : invisible to sonar and radio-wave detection, armor vs. sonic attack, including stunners using this principle is 50. Bristled hair covering body; -8 to attractiveness (1 minimum).

Spiritual Radical Mutations

D% Roll Resulting Mutation

01-10	<i>Animal Command</i> : vocal call brings all mammal-like animals within 1 kilometer radius to the presence of the caller; these will assist individual by carrying, hunting for, fighting, etc. Body resembles simian.
11-20	<i>Authority</i> : all within S TRAIT of individual in meters will obey a single instruction which is not antithetical to their perceived health and well-being, or risk harm if willing or failing a check against MR CATEGORY at DR Hard. Body is tall, narrow, and lean.
21-30	<i>Controlling Aura</i> : a radius of S TRAIT in meters in which all allied to individual will act/react as controller – no poor morale or questioning while individual is actively operating. Body is tall and broad-shouldered.
31-40	<i>Danger Sense</i> : ability to sense ambush or traps of any sort, mechanical, physical, or even created through magick casting or operation. Body is short, wiry, and lean.
41-50	<i>Lucky</i> : 50% likely to have intervention as if a Joss Factor had been expended just prior to the event which would be adverse to or harm the individual. Body is short and endomorphic.
51-60	<i>Double Vril and Two or More Psychogenics, Spiritual K/S Sub-Areas</i> : roll normally for which. Body is tall and endomorphic.
61-70	<i>Extra TRAIT Strength</i> : “false” S TRAIT equal to actual, plus 1 <i>Spiritual Psychogenic</i> K/S Sub-Area randomly determined. Body is tall and ectomorphic.
71-80	<i>Inner Control</i> : able to perform both a Spiritual and a Physical activity in the same CT, at no penalty. Body is lean, tall, and mesomorphic.
81-90	<i>Native Yoga Talent</i> : individual possesses power of Yoga K/S Area at STEEP 75-100 as found by adding 5D6 roll to 70. Body is very thin and ectomorphic.
91-00	<i>Spirit Sight</i> : ability to sense the presence of hidden or invisible life forms, including spirits of Partial or Non-Physical Manifestation. Body is tall and meso- or ectomorphic.

HPs From Other Milieux

In general personas from outside this milieu and not exposed to a remaining “fluxed” area in the Venuzian jungles for a considerable period of time will not mutate. Each player must make a Mental, Physical, and Spiritual TRAIT K/S check upon two days, two weeks, and two months exposure to the environment if within an area of remaining flux. Failure means

Dangerous Journeys

a Partial mutation, and Special Failure a Radical one. The time for the mutational process to be complete is 2D3 weeks for a Partial one, 5D6 weeks for a Radical.

After the maximum time of two months has elapsed, no additional mutation checks are made unless special circumstances call for such to occur.

11. OUTLAWS

There are only two operative classes in regards the Outlaw society. The upper is that in control, the Lower that controlled (or at least not in charge). As JM you can embellish this as you deem best to get a sort of frontier-piratical community setting appropriate to this sort of culture and society. Obviously, most of the Outlaw sort dwell in the orbiting stations, moving around in such space vehicles as they have, and generally lead a marginal and precarious existence.

Heroic Persona details should assume either a childhood background of either Outlaw sort or else one involving kidnap.

Technology is a mix of primitive to modern with some as much of the high-technology things as can be looted, stolen or stripped from dead foes.

Literacy: Illiteracy can be assumed for the Outlaws who are suitable for HPs, for they are the spacefaring ones. About half of all the others are only semi-literate. Trading and social contact between Outlaws and Renegades is fairly common.

Heroic Personas, Outlaw Technology & Culture

Vocation Category	Level	HP SEC	TRAIT
	Range	at Start *	
Dominator	1-9	1	Spiritual
Hardcase	1-9	1	Physical
Scrounger	1-9	1	Mental

Note: the starting persona will have basic clothing, weapons (only 1 moderately high-tech one), and a few items of miscellaneous sort appropriate to the Vocation and K/S Areas possessed. Each will have 2D3x100 BUCs. In all other societies but the Renegade one, the Outlaw is seen as SEC 1 or 2, until he or she integrates and assumes a role in the other society, and then the Outlaw is viewed according to that particular position.

General Notes

Etiquette/Social Graces: SEC x5

Native Tongue: SEC x5 + MMCap

Perception, Mental: 2D10 + PNCap

and +5 if Physical TRAIT 101+

and +5 if Vocation is Mental

Piloting: SEC x5

+PNCap if Vocation is Physical

Standard HP Descriptions and K/S Area “Bundles”

Dominator (Spiritual TRAIT)

This Spiritual TRAIT Renegade Vocation of a survivalist sort.

K/S Area	Base STEEP	ATTRIBUTE
Street-Wise	24	SPCap •s
Jury-rigging	16	SMCap
Magnetism	16	SPCap
Psychogenics, Spiritual*	16	@ •s
Appraisal	12	MRCap s
Computer Science	12	MMCap •s
Criminal Activities, Mental	12	MRCap •s
Criminal Activities, Physical	12	½(PMCap + PNCap) s
Deception	12	MRCap •
Judgement	12	½(SMCap + SPCap) s
Leadership	12	SMCap
Weapons, Hvy Arms	12	½(PMCap + PNCap) s
Weapons, Sm Arms	12	PNCap s
Astrogration	8	MMCap
Combat (Primitive), Hand Weapons	8	½(PMCap + PNCap) s
Combat (Primitive), Missile Weapons	8	½(PMCap + PNCap) s
Combat, HTH (Lethal)	8	½(PMCap + PNCap) s
Combat, HTH (Non-Lethal)	8	½(PMCap + PNCap)
Magnetic Drive Operation	8	MMCap
Mechanics, Mag. Drive	8	½(PMCap + PNCap)
Space Flight	8	PNCap •s
Weapons, Military, All Other	8	MMCap
Base STEEP Total:	252	

Hardcase (Physical TRAIT)

With martial arts as the principal ability, this is of course a Physical TRAIT Vocation.

K/S Area	Base STEEP	ATTRIBUTE
Combat, HTH (Lethal)	20	½(PM _{Cap} + PN _{Cap}) s
Street-Wise	20	SP _{Cap} •s
Acrobatics/Gymnastics	12	½(PM _{Cap} + PN _{Cap}) s
Arms & Armor	12	½(PM _{Cap} + PN _{Cap}) s
Combat (Primitive), Hand Weapons	12	½(PM _{Cap} + PN _{Cap}) s
Combat (Primitive), Missile Weapons	12	½(PM _{Cap} + PN _{Cap}) s
Criminal Activities, Physical	12	½(PM _{Cap} + PN _{Cap}) s
Judgement	12	½(SM _{Cap} + SP _{Cap}) s
Mechanics, Mag. Drive	12	½(PM _{Cap} + PN _{Cap}) s
Perception, Physical	12	MRCap s
Psychogenics, Physical**	12	@ •s
Space Flight	12	PN _{Cap} •s
Weapons, Heavy Arms	12	½(PM _{Cap} + PN _{Cap}) s
Weapons, Small Arms	12	PN _{Cap} s
Weapons, Special Skill	12	PN _{Cap} •s
Astrogation	8	MM _{Cap}
Computer Science	8	MM _{Cap} •s
Criminal Act., Mental	8	MRCap •s
Magnetic Drive Operations	8	MM _{Cap}
Weapons, Military, All Other	8	MM _{Cap}
Combat, HTH (Lethal)	20	½(PM _{Cap} + PN _{Cap}) s
Street-Wise	20	SP _{Cap} •s
Acrobatics/Gymnastics	12	½(PM _{Cap} + PN _{Cap}) s
Arms & Armor	12	½(PM _{Cap} + PN _{Cap}) s
Combat (Primitive), Hand Weapons	12	½(PM _{Cap} + PN _{Cap}) s
Base STEEP Total:	236	

Scrounger (Mental TRAIT)

A Mental TRAIT Vocation principally using wits to prosper.

K/S Area	Base STEEP	ATTRIBUTE
Street-Wise	16	SP _{Cap} •s
Appraisal	12	MRCap s
Criminal Act., Mental	12	MRCap •s
Influence	12	MRCap s
Lip Reading & Sign Language	12	MM _{Cap} •s
Psychogenics, Mental	12	@ •s
Robotics	12	½(MM _{Cap} + MRCap) s
Weapons, Military, All Other	12	MM _{Cap}
Astrogation	8	MM _{Cap}
Charismaticism	8	SP _{Cap} •
Combat (Primitive), Hand Weapons	8	½(PM _{Cap} + PN _{Cap}) s
Combat (Primitive), Missile Weapons	8	½(PM _{Cap} + PN _{Cap}) s
Combat, HTH (Lethal)	8	½(PM _{Cap} + PN _{Cap}) s
Computer Science	8	MM _{Cap} •s
Criminal Activities, Physical	8	½(PM _{Cap} + PN _{Cap}) s
Deception	8	MRCap •
Escape	8	PN _{Cap}
Gambling	8	MRCap •
Games, Mental	8	MRCap s
Impersonation	8	SMP
Jury-rigging	8	SM _{Cap}
Magnetic Drive Operation	8	MM _{Cap}
Mechanics, Mag. Drive	8	½(PM _{Cap} + PN _{Cap}) s
Perception, Physical	8	MRCap s
Space Flight	8	PN _{Cap} •s
Weapons, Small Arms	8	PN _{Cap} s
Arms & Armor	4	½(PM _{Cap} + PN _{Cap}) s
Weapons, Heavy Arms	4	½(PM _{Cap} + PN _{Cap}) s
Base STEEP Total:	252	

SPECIAL NOTES

Regarding Urth's Field Operatives & Military Forces

URTH ANDROID OPERATIVES

The androids used in the field against opponents of the Urth Authority government (Computer Prime) are basically the same as Luña's androids (q.v.).

URTH MERCENARY OPERATIVES

The government employs the following sorts of agents to act against non-conformist groups and off-planet interlopers:

- Marzians of all sorts, but no cyborgs (only a few).
- Outcasts of all sorts (about a quarter of the force).
- Renegades turncoats of all sorts (about half of the force)
- Resistance turncoats of various sorts (a handful at best)
- Venuzian spacers & ex-colonists -- no extreme mutants (balance of force)

URTH ROBOT TECHNORANKS & MODEL DATA

Whether in humanoid form or any of the myriad other shapes in which they are constructed, all Urth robots under Computer Prime are accorded a Technorank and have an identifying letter code. This is then followed by all manner of serial numbers and letters designating function, form, model, place and date of assembly, etc. STEEP number appearing first is in primary K/S Areas, that following is secondary and associated ones, while the last number is that for less-needed tertiary abilities.

Technorank		
Rank	Type	STEPP
1	Basic model (lowest rank)	40/30/20
2	Advanced Basic Model	40/30/20
3	minor supervisory model	40/30/20
4	supervisory model	50/40/30
5	operative model	50/40/30

6	advanced operative model	16-18	50/40/30
7	operational executive model	19-21	60/50/40
8	executive model	22-25	60/50/40
9	field executive model	26-28	60/50/40
10	directive model	29-32	70/60/50
11	chief directive model	33-35	70/60/50
12	head directive model	36-40	70/60/50

Function (capital letter code)

Code	Function	Physical TRAIT
C	Command (majority humanoid)	120 – 200
L	Labor	60 – 120
M	Military (also security/police)	160 – 280
S	Special	(any reasonable as assigned 20 to 400+ range)
T	Technical Analysis Engineering Recording Repair & Maintenance	40 – 100

Form

Code	Form
a	Animal body
f	Functional-form only
h	Human body
m	Mythical creature body
v	Vehicular-form body
XL	3 times human size, thus 24 XL means 72 times human-size
XPow	PMPow in the range of 41 and higher, the number following indicating that

NEXT MONTH: Weapons & Armor

COMING NEXT ISSUE

- Unique previews of the **Unhallowed™** game & **Subscriptions (1 year, 12 issues):** \$50 Paper; \$30 Electronic
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- Grumbold's Glossary of Siegecraft
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 - **Mythus™** game errata & addenda
 - The Daily Deity
 - Dimension Hopping
 - Town Crier
 - Enchanted Equipment
 - In Vocations
 - CHOPs personas
 - Treading the Boards

BYE FOR NOW!

(William's Note: Alas, it would not be "for now," it would be "for good..."
This was the last issue of MMM produced by Gary, et al.)