

MISDEEDS & MADNESS

A sourcebook of Forbidden Lore for the Mazes & Minotaurs roleplaying game



A Justicars College Publication

Fac-simile of the original 1976 cover

(Note that, despite some persistent rumors, there NEVER was a naked Maenad on the cover)

Misdeeds and Madness

An Apocryphal Supplement for Mazes & Minotaurs



Read this Word of Warning !

The character classes and mythic items described in this book are not suitable for all campaigns. At best, they are anti-heroic, at worst outright villains and should thus be only used as NPCs. Most self-respecting heroic characters would never associate with them, and neither will NPCs. It will require some care to let them be PCs, and probably some **mature players**.

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2006 Edition Comments

When first published in 1976, *Misdeeds & Madness* caused some disturbed feelings among players. It was actually because of this that Legendary Games Studios started to stop third party publications, which for a while led to the ignominious "fanzine wars", during which LGS even tried to regulate fan publications. Since they could not prevent *Misdeeds & Madness* from being published in the first place, LGS eventually bought up the Justicars College studio and hence acquired the rights of the various apocryphal supplements previously published by Justicars College. Later, with the publication of Advanced M&M, some of its contents actually became canonical under a more or less modified form : Hierokeryxes and Maenads, for instance, were subsumed into a single Mystagogue class, which represented Priests and Priestesses of various un-Olympian mystery cults...

I : ASSASSINS & POISONS

ASSASSINS

Assassins are professional killers. Some are the trusted servants of a king or tyrant. Others are simply hired killers. Of course, anyone publicly known to be an Assassin is as good as dead, unless protected by someone in a position of power ! Because of their inglorious work, Assassins can never have a divine patron.

Prime Requisite : Skill

Gender restrictions : None.

Basic Hits : 12

Stealth and Alertness : An Assassin adds his level to all attempts to be stealthy or detect others being stealthy while indoors or in an urban environment. At the Maze Master's discretion, this ability can work in man-made labyrinths or underground complexes (but not in natural caverns).

Swift and Deadly : An Assassin wearing neither armor, breastplate or shield adds his Skill bonus to his EDC when fighting a human or human-like opponent. Also, an Assassin fighting with a Reach 1 or Reach 0 weapon adds his Skill bonus to damage done against a human or human-like opponent, as well as to the damage done by a garrote (see below).

Dangerous Substances : Assassins can make venom, poisons, drugs and antidotes (see below).

Level advancement : Every level after the first, an Assassin gains the following benefits : Hits +2, Danger Evasion +1, and Mystic Fortitude +1. At 2nd, 4th and 6th level they also get +1 to both Melee and Missile attacks.

Equipment : Three daggers, bow and 12 arrows, 1d6 doses of any level 1 substance.

Starting wealth : 3d6 x 10 sp.

Experience : Assassins gain experience only for killing human-like beings, equal to a regular Glory award. He does, however, gain Experience even if not present when killing them (generally with poison, but could also be a clever trap).

Reputation : Assassins being what they are, they can never benefit from the Reputation Effect.



*A cleverly disguised Assassin
checking his poisoned blade*

Special Equipment

Garrote : Only characters with Skill 13+ can use a garrote in combat, strangling their opponent. To do so you must attack someone from behind with complete surprise, making a Grappling attempt (p.16 of the M&M main rulebook). Use your Skill instead of your Might when setting the difficulty of breaking free from your grip, and your victim takes 1d6 normal damage each round from suffocation and having his windpipe crushed. An Assassin adds his Skill bonus to this damage. Your victim cannot cry out or make a noise while struggling. A garrote costs 5 sp, or more precisely a good piece of leather or twine to make one costs 5 sp.

Poison Vial : Will hold a single dose of any special substance Assassin's can make. Can only be used one, then it has been "contaminated". Negligible encumbrance, made of glass. Costs 12 sp, can be only bought off a black market vendor.

Tyrant's Armor : This metal-reinforced leather jack can be worn beneath your chiton, and only with a detection roll will anyone notice you are armored. It adds +1 to your EDC and has an encumbrance of 2. It costs 1 gp. An Assassin wearing one still gets his Skill bonus to EDC when fighting a human or human-like opponent.

Throwing Daggers : These daggers can be thrown your Skill x 2 feet, not just Might feet like a regular dagger. Also, an Assassin using one gets to add his Skill bonus to damage when fighting a human or human-like opponent. In melee combat, they have a Reach of 0. Costs 60 sp for a bracer of 5.

Dangerous Substances

To create one of these substances, the Assassin must either gather ingredients in the wilderness or buy them at the black market. The creation process then takes 1 hour/level of the substance. You need the equipment of a common kitchen to do so.

The first way means the Assassin must spend time in the wilderness for a number of days equal to the minimum level of the substance, and make a successful detection Danger Evasion roll representing finding them with a target number equal to 14 + the level of the substance. Failure means he must travel for at least one day before searching again.

Finding a black market procurer requires a roll under his level on a d10 and takes one day per level of the substance in question. Failure means there is no one in this city and he must travel to a different one. The ingredients will cost 50 sp per level of the substance. The Assassin can also buy any of these ready-made, at the cost of 2 gp per level of the substance. No one else can do so without an Assassin working as his or her intermediary. If someone else than an Assassin uses poison or venom in a kill, they gain no Glory from the kill. In all cases, the "Assassin's level" is the level of the Assassin who made it, not any Assassin using it.

Level 1 Substances

Lesser Poison Powder : This green powder must be added to food or drink (make a Stealth roll to do so surreptitiously). Unless you are an Assassin, you must roll below your Skill bonus on 1d10, or you will get poisoned the next time you yourself eat or drink anything. Anyone taking it gets a Danger Evasion (detection) roll to notice it and spit it out; they then get a second Danger Evasion roll to see whether they are affected. The difficulty for these rolls is 14+the Assassin's level. The result is death in 1d6 hours.

Lesser Preventative Antidote : This foul-smelling liquid gives +the Assassin's level on all Danger Evasion rolls to resist poison. It lasts for 1d6 + the Assassin's level minutes.

Nonsmell Salve : This white paste is smeared on your body. It causes you to have no scent whatsoever. Animals and monsters generally depend on their scent and you gain a Stealth bonus equal to the Assassin's level against them, while they gain no bonus from their Sharp Senses ability, if they have one.

Level 2 Substances

Lesser Blade Venom : This black paste must be smeared on an edged weapon. Doing so takes 1 full minute. If a non-Assassin does it, he must make a Danger Evasion roll to avoid cutting or stinging himself and getting poisoned. Likewise, if he rolls a natural 1 or 2 when attacking with the weapon, he will have poisoned himself. There is enough paste to poison six arrows, two daggers or one other edged weapon. The first target hit must make a Danger Evasion roll vs. 14+ the Assassin's level or die in 1d6 minutes.

Lesser Curative Antidote : This sweet blue liquor drives poison out of your body in 1d6 +2 – the Assassin's level minutes – unless you have, of course, died by then. A result of 0 or less minutes means 1d6 battle rounds. Taking it requires swallowing it, so you must be conscious.

Smoke Powder : This gray powder is kept in a small cloth bag. If thrown on a fire or set on fire, it creates a billowing cloud of smoke, 20 feet in radius. It lasts for 2d6 rounds indoors, 1d6 rounds outdoors (reduced by wind, of course) : Within the cloud, everyone has a –4 on attack rolls and –8 on any detection rolls.

Level 3 Substances

Cat's Eye Drops : This clear liquid is dropped into your eyes, and gives you night vision in anything but perfect darkness for 1d6 + the Assassin's level hours. However, it also makes you near-sighted, giving you a –4 penalty on all missile attacks and detection rolls for far-off things.

Greater Poison Powder : Like Lesser poison powder, but the effect is death within 1d6 minutes. Unless you are an Assassin of at least level 3, you must roll below your Skill bonus on 1d10, or you will get poisoned the next time you yourself eat or drink anything.

Greater Preventive Antidote : Like Lesser preventive antidote, but the effect lasts for 1d6 + the Assassin's level hours.

Level 4 Substances

Flash Powder : When ignited or thrown into a fire it causes a blinding flash. Anyone within 20 feet who fails a Danger Evasion roll is surprised one round, blinded in 1d6 rounds, and night blind (blind in anything darker than daylight) for 1d6 minutes.

Greater Blade Venom : Like Lesser blade venom, but causes death in 1d6 battle rounds. If a non-Assassin or an Assassin of less than 4th level applies it, he must make a Danger Evasion roll to avoid cutting or stinging himself and getting poisoned. Likewise, if he rolls 1 or 2 when attacking with the weapon, he will have poisoned himself



Foolish Tyrant – Gee, wise woman, are you sure about this elixir of immortality ? When will it be ready ?

Cleverly disguised Assassin – In a few minutes, your Highness won't have to bother about death anymore – never...

Greater Curative Antidote : Like Lesser curative antidote, but works in $(1d6 + 4 - \text{the Assassin's level})$ battle rounds. A result of 0 or less rounds means it works instantly.

Level 5 Substances

Essence of Truth : This green liquid must be consumed to be of any effect. It tastes horribly and cannot be given secretly. Only someone forced or knowing and willing can take it. It means the one who drinks it cannot lie for the next 1d6 minutes unless he rolls below his Wits bonus on 1d10. He can, however, keep his mouth shut. A side effect is dizziness that causes -2 to Attack, Defense Class and Danger Evasion

Sleep Draught : Like lesser poison powder, this must be consumed. However, anyone who is affected merely falls asleep for $1d6 + \text{the Assassin's level}$ hours without being harmed in any way.

Ultimate Poison Powder : Like lesser poison powder, but causes instant death. Unless you are an Assassin of at least level 5, you must roll below your Skill bonus on 1d10, or you will get poisoned the next time you yourself eat or drink anything.

Level 6 Substances

Spark Powder : When struck hard, this grainy red powder ignites. When mixed with flash powder or smoke powder, it will ignite them and set off their effects. (Otherwise, it is just a fancy way to set a fire.) Usually, they are kept in a small glass vial, and when struck or thrown on the floor (requires a roll of 1d10 under your skill bonus unless you are a level 6 Assassin) they go off, creating a "flash bomb" or "smoke bomb".

False Death : Like lesser blade venom, but merely causes $1d6 + \text{the Assassin's level}$ minutes of paralysis, with no danger to the recipient, who will *look* dead, though. An Assassin can willingly use it to fake his own death.

Ultimate Blade Venom : Like lesser blade venom, but causes instant death. If a non-Assassin or an Assassin of less than 6th level applies it, he must make a Danger Evasion roll to avoid cutting or stinging himself and getting poisoned. Likewise, if he rolls 1 or 2 when attacking with the weapon, he will have poisoned himself

2006 Edition Comments

The Assassin appeared in many guises, but the one in *Misdeeds & Madness* was perhaps its most popular incarnation. Although many Maze Masters thought it was completely anachronistic ("Greek ninjas ? Never in MY campaign !"), and many also argued against playing "evil" characters, it was arguably the least over-powered of the new classes introduced in *Misdeeds & Madness*.

Because of its unobtrusive profile, an Assassin player-character could simply masquerade as a Thief or Noble to avoid the "party hounded out of polis problem" that other "infamous" classes suffered from. Advocates of Assassin as a playbale class also pointed out that (a) so-called 'heroic' characters in actual myths did far worse things than poisoning people and (b) an assassin who killed tyrants and monsters wasn't really evil.

II : DIONYSIAN CLASSES



At last ! I'm finally made into a player-character !

Special Rules

The Urge Attribute

The three character classes described in this section (Maenads, Hierokeryxes and Satyrs) all use a special attribute called Urge : for these characters, the Urge attribute replaces Faith and acts as their prime requisite. A Dionysian character's **Urge** represents his tendency to indulge in reckless acts of wild abandon and debauchery (including getting really drunk and partaking in various forms of carnal pleasures better left to the imagination of individual players Maze Masters).

In game terms, a character's Urge bonus is added to his Mystic Fortitude (as per Faith) but must also be subtracted from his First Reaction modifier (unless the character actually manages to conceal his true identity).

Self-Control Rolls

A character's Urge score also affects a character's **self-control** rolls. This is a new type of roll used by Urge-based characters. It is resolved using 1d20 and adding the character's Wits bonus. If the final result is equal to or higher than the character's Urge score, the self-control roll is successful. Otherwise, the character to his baser primal instincts.

Thus, a Maenad with an Urge 15 will succeed on a roll of 15+. See the description of each class for more about the consequences of failed rolls.

SATYRS

Prime Requisite : Urge

Gender restrictions : All Satyrs are male.

Basic hits : 12

Fleet-footed : Satyrs move at 50% higher speed than humans, giving them a base speed of 180 feet, as long as they wear no breastplate. They also have no penalty for moving over difficult ground.

Evasion : Satyrs are good at dodging, and can add their Skill bonus to their EDC when not wearing a breastplate.

Headbutt : Satyrs who have grappled someone can headbutt for 1d6 regular damage, while the Satyr himself takes 1d6 subdual damage. A headbutt is at -2 if your opponent is wearing a helmet, +2 otherwise. On the other hand, Satyrs cannot wear helmets, because their horns are in the way.

Vitality : Satyrs are robust and heal at 150% the rate of other characters. Thus, a level 1 Satyr recovers 8, not 5, hits per week of rest. This also increases any magical or mystical healing.

Woodwise : Beasts (but not monsters) like Satyrs, and will never attack unless provoked. On the other hand, Satyrs cannot ride horses or drive chariots.

Social Stigma : Unlike nymphs, the more uncouth Satyrs are rarely accepted in cities. Their tendency to drunkenness, starting fights and carrying off women means they are not trusted. Since a Satyr cannot disguise himself as anything but a Satyr, he always suffers at least -1 on his First Reaction rolls with city people.

Primal Urges : A Satyr who tries to go against his nature (ie to ignore an opportunity to indulge in drinking or to engage in carnal activities) must make a self-control roll to do so. If this roll is failed, well, you get the idea...

Level Advancement : Every level after the first, a Satyr gains the following benefits : Melee and Missile +1, Hits +3, Danger Evasion +1, Mystic Fortitude +1. Satyrs advance by gaining Glory, like other warrior-type classes.

Equipment : Spear or staff, sling and 12 stones, wineskin (full).

Starting Wealth : 1d6 silver pieces.

Religion : Satyrs worship wild gods like Dionysios, his son Priapos or their ancestor Pan, and cannot have a divine patron.



Dionysus was the god of many things : wine, madness, feasting, sexual rapture and, of course, space-filling.

MAENADS

Maenads are ecstatic female worshippers of Dionysios. They gain powers from their ecstasy, which makes them fierce melee fighters. However, they also become quite mad with lust and hunger, and hence are not very well-regarded, although simple people often obey or humor them out of fear.

Maenads are already blessed by Dionysios and cannot have a divine patron of any kind.

Prime Requisite : Urge

Gender restrictions : All Maenads are female.

Basic hits : 12

Dionysian Frenzy : Maenads who enter combat go into a frenzy that gives them special powers. The more powerful a Maenad is, the more powers she gets when she is in a frenzy. See next page for more details about these frenzy benefits.

Level advancement : Every level after the first, a Maenad gains the following benefits : Melee +1, Hits +3, Mystic Fortitude +2. Maenads gain no bonus to Danger Evasion, since they rarely care, nor to Missile attack, since they only fight in melee. Note that Maenads advance by gaining Glory points but only gain Glory for killing things, not for doing other heroic deeds.

Equipment : Furs, thyrsos (sacred club); see below for more details.

Starting wealth : 3d6 silver pieces.

Reputation : Maenads tend to generate an aura of fear around their person. This is represented by the First Reaction penalty associated to the Urge attribute. Furthermore, when such characters add their level to reaction rolls because of the Reputation Effect, results of "Trustful" and "Friendly" must be replaced respectively by "Intimidated" and "Subjugated". These results have similar effects (ie they make the NPC willing to help, give information or even obey orders), except that the NPC will be driven by fear rather than by respect or admiration.

Dionysian Frenzy

When a combat situation occurs, a Maenad must enter a frenzy unless she does not want to, in which case she must make a successful self-control roll to avoid entering this state of savage, bloodthirsty fury. When in a frenzy, Maenads will behave as follows :

- She will throw off any clothing except a basic shift and any armor except furs and a headpiece – see below.
- She cannot take any actions except moving and making melee attacks.
- She cannot flee or retreat.
- She must fight with Desperate Attacks all the time. This makes most special tactics except Charge impossible.
- She cannot give or ask for quarter.
- She must follow any fleeing enemy to the best of her ability, unless she can roll 1d10 below her Wits bonus.
- When all enemies have fled or are slain, she must stoop down and devour one of them, unless she can make a successful self-control roll. Doing so will cause her to immediately recover a number of lost Hits equal to her level, up to her normal maximum.

The additional level-based benefits and effects of Dionysian Frenzy are detailed on the next page.



So, okay, this Maenad babe may not seem very dangerous right now – but wait until she enters Dionysian Frenzy... And calling her 'babe' is a pretty sure way to get her angry.

Level 1 : Impervious to Pain

The Maenad takes less damage from all physical attacks, since she ignores the pain. The reduction of damage taken is equal to her Urge bonus.

Level 2 : Rend Enemy

The Maenad's unarmed attacks do normal damage, as she rends and tears an opponent with her nails and teeth, who become supernaturally sharp and hard. She adds her Urge bonus to the damage of her unarmed attacks.

Level 3 : Mad Clarity

The Maenad's mind becomes immune to supernatural control. She is treated as Mindless.

Level 4 : Furious Speed

The Maenad's speed increases by 20%, and she adds her Urge bonus to her Danger Evasion rolls.

Level 5 : Blood Vigor

The Maenad regenerates her Urge bonus hits every round, until she goes unconscious or is killed.

Level 6 : Unending Battle

When in a frenzy, the Maenad doesn't go unconscious, and doesn't die until she reaches a negative amount of hits equal to her Urge bonus. If the battle ends with the Maenad at 0 or negative hits, she falls dead then and there.

Special Equipment

Maenads use special weapons and protection.

Furs : A set of furs from a wild beast. They are worn like a vest and add +1 to EDC of anyone, although only Maenads commonly wear furs. They have an encumbrance value of 3 and cost 75 sp. Maenads' furs are generally made from a panther, she-bear, she-wolf or lioness for religious reasons.

Headpiece : A hood made of the head of a wild beast with a cape made of its skin. They add +1 to EDC of anyone, although only Maenads commonly wear headpieces. They have an encumbrance value of 2 and cost 40 sp. Maenads' headpieces are generally made from a panther, she-bear, she-wolf or lioness for religious reasons.

Thyrsos : A thyrsos is a sign of the Dionysios cult – it is a club twined with wine leaves (or sometimes a stalk or reed, but they cannot be used as weapons). It can be made for free if you have a branch and a wine-vine, and is a reach II weapon, generally the only one used by Maenads.



Bearded Maenad ? Think again. This guy is a Hierokeryx – a sacred herald-priest of Dionysus. And he can beat Barbarians at drinking contests anytime, so beware.

HIEROKERYXES

Hierokeryxes ("sacred heralds") are male Priests of Dionysios, the mad god of wine and drunkenness. In terms of game mechanics, they are closer to Nymphs than to Priests of other deities – mainly because of Dionysios' connection with the forces of Nature.

Prime Requisite : Urge

Gender restrictions : Male only.

Basic hits : 8

Holy Drunkenness : Drunk Hierokeryxes add their Urge bonus to their Danger Evasion, and Defense Class. Therefore, most Hierokeryxes get drunk *before* going on any adventure where they expect to meet perils.

Gifts of Dionysios : Hierokeryxes receive specific powers from their deity (see below), rather than the Divine Prodigies granted to other Priests. Their Power points total is modified by their Urge bonus and calculated according to the usual rules.

Level advancement : Every level after the first, a Hierokeryx gains the following benefits : +2 Hits, Danger Evasion +1, Mystic Fortitude +2.

Equipment : As other Priests.

Starting wealth : As other Priests.

Gifts of Dionysios

Level 1 : Charm of Dionysios

This works as Nature's Charm (level 1 Nymph power) except that the Hierokeryx must play pipes (or flute) for the duration of the entrancement.

Level 2 : Eyes of Madness

This works as True Sight (level 2 Oracle power, see *Myth & Magic*).

Level 3 : Comfort of Dionysios

This works as Nature's Comfort (level 3 Nymph power) except that the character's Urge bonus is used (in lieu of the Nymph's Grace bonus).

Level 4 : Favor of Dionysios

This works as Nature's Favor (see above) and bestows the benefits of Holy Drunkenness (see above) on the subject for a number of hours equal to the Hierokeryx's level.

Level 5 : Curse of Dionysios

This works as Nature's Curse (level 5 Nymph power) with the following effects : it drives the target hopelessly and permanently insane, with the same effects as Dionysian Frenzy (see Maenads below). Only Divine Intervention may cure a character affected by the Curse of Dionysios.

Level 6 : Dionysian Apparition

This works exactly as Divine Intervention (level 6 Priest power). Note that any person witnessing the direct intervention of Dionysios (including the Hierokeryx himself) must make a Mystic Fortitude roll or be affected by the Curse of Dionysios.

2006 Edition Comments

It seems strange that the Maenad class drew flack mostly because of its implied sexual connotations. In fact, the assumption that any game with Maenads – or Hierokeryxes – would have a strong sexual content is only implied by the “fluff” as it is called nowadays.

The second complaint was usually that the text “encouraged drinking”, which was more accurate. On the other hand, the fact that Maenads are *cannibals* rarely ever came up, as discussions about their inclusion always somehow got stalled at the “drinking and fornication” stage. The Drunkenness rules were curiously enough some of the most rewritten ones in fanzines and the like...

Drunkenness

Being drunk confers a – 2 penalty to your EDC as well as to your Skill and Wits bonuses.

It takes at least 4 + your Might bonus jugs of wine to get drunk, and then you stay drunk for 1d6 hours, +1 hour for each 2 jugs after that.

If you drink 8 + your Might bonus x 2 jugs, you get *really* drunk and these penalties double, while your movement is halved. If you drink 12 + your Might bonus x 3 jugs, you pass out.

Hierokeryxes and Maenads never get a hangover, but anyone else will have half the penalties of being drunk for one hour the morning after drinking for each 2 hours they stayed drunk.



Playtesting the new rules on drunkenness.

Dionysian Wine

Grown in special vineyards tended by priests of the mad god, and then made into wine by them, this beverage makes anyone drunk after a single cup, and halves the penalties for any hangover.

Dionysian wine costs five times the price of regular wine, depending on quality.

III : WITCHES & WITCHCRAFT

The Nature of Witches

Deities of Darkness

Witches (female) and Necromancers (male) are in a way similar to Priests, but gain their powers from the darker gods of the Underworld, not from the Olympians. They are not well-seen in polite company, and unlike Priests and Priestesses are not part of official cults with temples and the like. Many of their powers require blood sacrifice. This is an accepted part of normal worship too, but the way Witches and Necromancers do it seem uncouth and uncanny to most people.

It should however be noted that Witches and Necromancers have excellent defenses against the beings of the Underworld, and are sought out as ghost-hunters and empusa-slayers.

Witches serve either **Hecate** or **Persephone**. Hecate is a more sinister goddess of black magic and necromancy, while Persephone is the goddess of nature during winter and night, of fertility waiting to happen. Hecate, Persephone and Artemis are friends, in myths at least, and form the Triad of Moon Goddesses.

Necromancers follow **Hades**, the ruler of the Underworld. Hades is a miserly and greedy god – he not only rules over the shades of the dead, but also over the riches of mines and buried treasure. He rarely interferes with mortals, unless they deny him what is his due – either necromancers creating undead willy-nilly or too skilled physicians saving too many lives. Some Necromancers instead follow the evil **Typhon**, a demon imprisoned in Tartarus.

The Gift Attribute

A Witch's or Necromancer's Gift score measures her/his innate spiritual connection to the darkest forces of the universe, including Death, the Underworld and its associated deities.

A character's Gift bonus is added to Mystic Fortitude and is also subtracted from First Reaction rolls (unless the character is disguised, incognito etc).

It also affects the Power points total of Witches and Necromancers, being their prime requisite, and is used extensively in Witchcraft.

WITCH / NECROMANCER

Prime Requisite : Gift.

Gender restrictions : Witches are more common than Necromancers are. Like male sorcerers, Necromancers must add +10 to their starting age, to represent a longer and more difficult apprenticeship.

Basic hits : 8

Dark Lore : Witches and Necromancers have their own kind of magic, Witchcraft (also known as Necromancy), which improves with level.

Level Advancement : Every level after the first, a Witch gains the following benefits : Hits +2, Danger Evasion +1, and Mystic Fortitude +2. Witches advance by gaining Wisdom, just like regular Magician-type classes. It should be noted that they have ways to attract and summon spirits and animates, whom they could very well then combat just for the Wisdom award. That is a perfectly "legitimate" behavior, although damaging some spirits could anger their Divine Patron.

Equipment : Dagger, sacrificial bowl.

Starting Wealth : 3d6 x 5 silver pieces

Power points : Witches and Necromancers have Power points based on their Gift bonus. They recover them by making obeisance to the dark powers of the Underworld. This must be made at night, and a blood sacrifice (a rooster or cat is sufficient) must be made over a pit in the earth.

Religion : Witches and Necromancers serve deities, just like Priests. See the *Deities of Darkness* section above.

Reputation : Witches and Necromancers tend to generate an aura of fear – or, at least, unease and mistrust – around their person. This is represented by the First Reaction penalty associated to the Gift attribute. Furthermore, when such characters add their level to reaction rolls because of the Reputation Effect, results of "Trustful" and "Friendly" must be replaced respectively by "Intimidated" and "Subjugated". These results have similar effects (ie they make the NPC willing to help, give information or even obey orders), except that the NPC will be driven by fear rather than by respect or admiration.



Double, double, toil and trouble... hey, that works !

The Dark Art of Witchcraft

Witchcraft is a pretty slow power. It takes a number of battle rounds equal to the spell's level to cast a Witchcraft spell.

Lvl 1 : Witch Ward / Anathema

The target (which can be the Witch herself) is warded by the Witch's magic against attacks from supernatural beings. Monsters, spirits and animates are unable to touch the character unless he first attacks them. He gains a bonus equal to the Witch's Gift bonus on his EDC, Danger Evasion and Mystic Fortitude if they attack him (either because they use abilities that doesn't need him to touch them, or because he initiated combat). The spell lasts for a number of minutes equal to the Witch's level.

The Witch can also cause a target to be *anathema*. This means spirits, monsters and animates will attack at sight, and attack the target to the preference of any other. Moreover, the target will have a penalty to EDC, Danger Evasion and Mystic Fortitude equal to the Witch's Gift bonus, but only towards attacks from monsters, spirits and animates. The also lasts for (Witch's level) minutes.

Lvl 2 : Necromancy / Banishment

The Witch can call up a spirit of the dead from Hades and it will answer her questions. The Witch can call a specific spirit, but then she must either be a descendant of that person when he or she was alive, or she must be at the person's tomb or grave. Some very famous persons have actual shrines raised in their honor, and they also work. Otherwise

the Witch can just state how powerful the spirit is to be (the spirit's level, which cannot be higher than her own). In any case, the spell only works at a tomb, graveyard, battlefield or other place of death.

Roll 2d10 on the Reaction Table, using the summoner's *Supernatural Reaction* modifier (Gift bonus + Luck bonus) instead of the usual First Reaction modifier. If the Witch states her name, she can add her level to the roll. If the Witch has made a blood sacrifice, the roll has a bonus equal to 1/4 of the sacrificed victim's Hits (ie +2 for a normal human with 8 Hits). Round all fractions down (sacrificing a Tiny creature with only 2 Hits will get you nowhere). Results will be interpreted as follows :

Hostile : The spirit attacks. It has the powers of a Shadow (see the M&M rulesbook, p57) with Psychic Powers (level 5, 26 Power points).

Wary : The spirit will answer one question.

Neutral : The spirit will answer two questions.

Trustful : The spirit will answer three questions.

Friendly : The spirit will answer four questions.

The Maze Master shouldn't tell the player the result of the reaction roll, but role-play the spirit accordingly. A Witch Ward kept up will protect the Witch from attack (the spirit will just be angry and disappear), but causes a penalty of -2 on the Reaction roll since the Witch obviously is distrustful.

Speaking with the Dead

Spirits of the dead know many things. They can be asked about their own history, or about areas where they were experts in life (such as summoning the spirit of a general to gain knowledge of strategy or a sorcerer to identify a mythic item). Also, due to their otherworldly nature, spirits of the dead have the powers of a level 5 Oracle (see *Myth & Magic* p 13-14).

However, since spirits have drunk from the waters of Lethe, they might simply have forgotten these things, or might not be able to focus their power. Each spirit of the dead is given a Memory percentage equal to (3d6 x 5%). Everytime he must answer a question, this Memory score should be tested with 1d100 – even if the spirit has answered the same question in the past.

Not being able to answer also has further unfortunate consequences : a spirit with a Wary reaction will attack (see above) out of frustration. A spirit with a Neutral reaction will lie out of embarrassment. A spirit with a Trustful reaction will disappear, because it thinks it has failed the character. A spirit with a Friendly reaction will state honestly that it doesn't know.



Two pipes are better than one

There are three important restrictions on whom (or what) Necromancy can summon.

First, you cannot summon anyone who is incarcerated in Tartaros because of crimes against the gods. They aren't allowed to leave.

Second, you cannot summon anyone who is in Elysium because of their enormous virtue. They don't want to leave. Third, you cannot summon anyone who hasn't had a proper burial. They are most likely a ghost by now and not in Hades.

At this level of power, the Witch can also try to *banish* spirits, animates and monsters from the Underworld.

The being in question gets a Mystic Fortitude roll to resist, against a target number equal to (14 + Witch's level).

If it fails, an animate or monster moves away from the Witch (at top speed) for (Witch's level) rounds. A spirit temporarily disappears from the world of mortals for (Witch's level) rounds, then reappears at the point it disappeared.

Monsters connected to the Underworld : Cerberus, Bicephalous Wolf.

Spirits connected to the Underworld : Cacodemon, Empusa, Lesser Fury, Ghost, Hag, and Shadow.

Animates connected to the Underworld : Mummy, Skeleton, and Stygian Hound.

Lvl 3 : Life Drain / Life Gift

The spell sets up a "charge"; the next time the Witch touches another being (who cannot be a spirit or animate) it loses 1d6 + the Witch's Gift bonus hits, unless it makes a Mystic Fortitude check, and the Witch gains as many Hits, up to her normal maximum. The "charge" lasts for the Witch's level rounds.

The spell can also be cast as *life gift*. Then, the next time the Witch touches (or hits, but that would be somewhat counter-productive) a target it regains 1d6 + the Witch's Gift bonus Hits, and the Witch loses as many Hits. Again, the "charge" lasts the Witch's level rounds.

Lvl 4 : Great Ward / Anathema

As the Level 1 ability, but affects one target per Witch's level. Likewise, *greater anathema* affects one target per Witch's level.

Lvl 5 : Great Necromancy / Banishment

A Witch of Hecate can either summon a spirit (see Necromancy above for which spirits are associated with the Underworld) or create an animate (ditto). In the latter case, the Witch must have a suitable body for the animate to rise from.

Make a Supernatural Reaction roll for the spirit or animate as above, but apply a penalty equal to the sum of the spirit's or animate's Ferocity + Mystique.

Hostile : The being attacks the Witch. If guarded by a Witch Ward, it escapes to wreak havoc nearby.

Wary : The being runs off to wreak havoc nearby.

Neutral : The being serves the Witch for her Gift bonus days as a mercenary. Payment for its services means the spell must be recast every day.

Trustful : The being becomes the Witch's follower.

Friendly : The being becomes the Witch's retainer.

The normal rules for number of followers and retainers apply to the Witch. A Witch who has these otherworldly followers and/or retainers cannot have normal ones. In most cities, people will run in fear and authorities will try to kill a Witch who shows her monstrous henchmen. Take warning.

A Witch can, however, at any time dismiss a being she has gained as a henchman this way, which will then need to be re-summoned.

A Necromancer of Hades or Witch of Persephone cannot use this spell to summon/animate beings, since Hades wants his subjects to remain where they are and Persephone is his loyal wife.

However, both can use the spell to call a *familiar* who will serve them as a retainer (they can only ever have one familiar).

A Necromancer of Hades gains a black dog familiar, while a Witch of Persephone gains a viper. Familiars give a +1 bonus on Luck and Gift rolls while within 20 feet of their owner, and if the owner goes into a trance, he can send the familiar away to sneak around and spy, controlling it and using its senses. (The last thing is, however, risky, since the owner will be damaged to an equal proportion as the familiar is damaged – if it is killed, he dies, no roll to resist.) All Familiars are treated as Spirits.

Viper Familiar

Size : Tiny
Ferocity : Aggressive
Cunning : Alert
Mystique : Weird
Movement : 45'
Initiative : +4
Melee Attack : +3
Damage : 1pt (+ poison, death in 1d6 battle rounds)
Defense Class : 15 (19 vs. missiles)
Hits Total : 3
Danger Evasion : +10 (+14 to stealth)
Mystic Fortitude : +6
Special Abilities : Lightning Fast, Magic Resistance, Poison (death in 1d6 battle rounds), Sixth Sense, Stealthy, Supernatural Vigor, Uncanny Agility.

Black Dog Familiar

Size : Medium
Ferocity : Aggressive
Cunning : Alert
Mystique : Weird
Movement : 120' (240' when galloping)
Initiative : +2
Melee Attack : +3
Damage : 1d6
Defense Class : 13
Hits Total : 12
Danger Evasion : +2 (+6 stealth & detection)
Mystic Fortitude : +6
Special Abilities : Charge into Combat (+2 bonus), Gallop, Magic Resistance, Sharp Senses, Stealthy, Supernatural Vigor.

This spell can also be cast as *greater banishment* as an attack against a monster, spirit or animate with Underworld connections. The target must make a Mystic Fortitude roll, or lose 1d6 + the Witch's Gift bonus hits and either flee from the Witch for one hour per hit lost (monster or animate) or disappear from the mortal world for the same period (spirit).

Lvl 6 : Greater Life Drain / Life Gift

As Life Drain, but the next hit *kills* the target unless it makes a roll vs. Mystic Fortitude and the Witch regains all lost Hits.

The spell can also be cast as *greater life gift* to resurrect a man who died within the Witch's Gift bonus days. However, since the powers of the Underworld need their subjects, the spell doesn't work unless a being of similar power is sacrificed to take its place. The person sacrificed must have at least the same level (if the person resurrected had any level) and the same social status. If the person resurrected was any kind of magician, the sacrifice must also have magical powers. In other words, to resurrect a wizard-king that was level 6 Sorcerer, you must sacrifice a member of royalty that knew magic of some kind and was at least 6th level.

Furthermore, if the sacrifice victim is unwilling, he or she gets a Mystic Fortitude roll against a target number of 20. If that succeeds, this unwillingness messes up the mystical energies and the spell fails (but the victim dies anyway).

There is one exception to these restrictions : the Witch can kill *herself* when casting the spell. That is sacrifice enough for the powers of the Underworld.

The main consequence of these various restrictions is that it is fiendishly hard to resurrect powerful people or beings. If they are dead they tend to stay dead. Also, although many people wouldn't find it that immoral to sacrifice a slave, they are of less stature than free citizens and doesn't count if you want to resurrect such a person. Unless you have a prisoner of war or a loving friend or relative around, murder is the only way to make the spell work.

2006 Edition Comments

The witch (and Necromancer) was often seen as a reason that roleplaying games were maligned as "satanist" – blood sacrifices, necromancy and giving people the idea that you can resurrect your dead friends by committing suicide – oh my! Gamers often retorted that *playable* witches were supposed to be fighting ghosts and demons. The class was often criticized as being overpowered compared to other Magician-type classes, since the effectively had twice the amount of spells compared to the others, although the spells were far more narrow in their usefulness.

Myself, I have fond memories of playing (although that was Advanced M&M) a game with all-female cast – we had a nymph, a witch of Hecate, an amazon and a priestess of Artemis. The nymph was *called* a maenad due to a weird houserule that basically made maenads female hierokeryxes... anyway, it was the first time I saw someone playing the opposite sex well, and we all had a blast.

IV : MYTHIC ITEMS OF INFAMY

Magic Armaments

Claws of Bloodletting : Iron claws mounted on a leather thong that are wired around your hands, these Range 0 weapons cause an additional point of damage each round from bleeding for a number of rounds equal to the wielder's level as a Maenad.

Dagger of the Poisoner : Whenever this black dagger is envenomed, it causes a penalty equal to its wielder's Skill bonus to all Danger Evasion rolls made by victims to avoid poisoning. If used by anyone not an Assassin, no Glory is gained from any kill made with it.

Dagger of Backstabbing : Whenever this long, thin dagger is used to attack someone from behind, it adds the wielder's Wits bonus to damage done. If used by anyone not an Assassin, no Glory is gained from any kill made with it.

Dagger of Kingslaying : This dagger is decorated with a sign of a broken crown. When attacking someone with the Noble class, they take + their level extra hits from any successful attack. If used by anyone not an Assassin, no Glory is gained from any kill made with it.

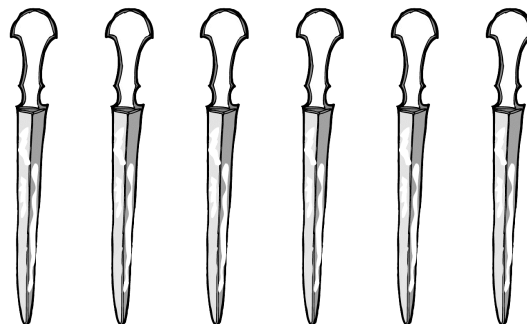
Dagger of Blooddrinking : When wielded by a Witch, this dagger gives her 1d6 + her Gift bonus Power Points any time it kills someone.

Dagger of the Empusa : When wielded by a Witch of Hecate of Gift 13+ and at least level 3, this dagger causes the spells Life Drain to always have maximum effect, but also to always cost the maximum amount of Power Points.

Petrified Thyrsos : This thyrsos has been turned to stone for some reason. Anyone who has a Might of 13+ can add their Might bonus to damage done with it. A Maenad or Hierokeryx who wields it becomes immune to Petrification.

Thyrsos of Trapping : This thyrsos is wound with an ever-living vine of wine leaves. When wielded by a Hierokeryx or Nymph, the wielder can spend 1d6 Power Points to cause the next target hit to be entrapped by vines growing at lightning speed; these Entangle the target with a Might of 16, but wither after the wielder's level rounds.

Labrys of the Executioner : This big, unwieldy axe can only be used by someone with Might 13+. It is a reach III weapon. In the arms of a Necromancer of Hades, it adds his Gift bonus to damage done toward Spirits and Animates, and can harm ethereal and noncorporeal beings.



Dagger of the Poisoner, Dagger of Backstabbing, Dagger of Kingslaying, Dagger of Blooddrinking, Dagger of the Empusa... and, uh, well, Dagger.

Venomous Staff : This gnarled staff is topped with a viper head made of bronze. When wielded by a Witch of Persephone, she can spend 1d6 Power Points to activate the viper head. The next time the staff hits in combat, the head bites the target, which must make a Danger Evasion check or die in 1d6 combat rounds.

Slingstones of the Oak : These slingstones are actually petrified acorns. If used by a Satyr, centaur or nymph, or by a Priestess of Demeter, anyone hit by it is dazed (-4 to hit and EDC) unless he is wearing a helmet – then he is merely stunned (-2 to hit and EDC). The effect lasts for the wielder's Might rounds.

Helmet of Hades : This black helmet has the power of a Ring of Invisibility, when worn by a Necromancer.

Breastplate of Hades : This black breastplate makes a Necromancer wearer immune to all Life Drain attacks.

Shield of Hades : This black shield adds a Necromancer wearer's Gift bonus to his Mystic Fortitude against all magical attacks made by any spirit or Witch.

Headpiece of the Satyr : This Headpiece is made from a flayed Satyr. Any Satyr who sees it will become completely hostile. Any Maenad or Hierokeryx who wears it adds their Urge bonus to their Danger Evasion chance.

Furs of Frenzy : These headpieces adds +1 to a Maenad's Urge bonus to determine all effects of her frenzy, but subtracts 1 from her Wits bonus to control herself when frenzying.

Furs of the Beastman : These Furs are made from a played beastman – roll one randomly on the list below. Any beastman of that race who sees it will become completely hostile. However, it also gives one magic ability to anyone who wears it, and any Beastman from a race at war with them will react at +2. Roll 1d10 to determine the specific fur type :

1 = Actaeon Furs

+2 damage and initiative when charging.

2 = Apeman Furs

Grapples as if Might was 16 + actual Might bonus.

3 = Bearman Furs

Grapples as if Might was 16 + actual Might bonus.

4 = Boarman Furs

+2 damage and initiative when charging.

5 = Cynocephalian Furs

+4 to detection chances.

6 = Hyenakin Furs

+4 to detection chances.

7 = Leonid Furs

+2 damage and initiative when charging.

8 = Lycan Furs

+4 to detection chances.

9 = Tragos Furs

+2 damage and initiative when charging.

10 = Royal Furs

Reroll and ignore another 10. This piece comes from a chief among their kind. Any beastman of that type becomes afraid of you, won't attack you unless provoked, and has a penalty according to your Grace bonus to attack you. Beast-people at war with that kind react to you at +4.

Potions and Consumables

Elixir of Murderous Potence : When one drop of this brew is added to any poison or venom when it is created, it gives a –4 penalty on Danger Evasion rolls made to avoid the poison. They are usually found in lead vials containing 1d6 doses.

Elixir of Rotting Death : When one drop of this brew is added to any poison or venom when it is created, anyone killed by the poison or venom rots and dries up to dust in 1d6 rounds. They are usually found in lead vials containing 1d6 doses.

Elixir of Necromantic Questioning : When one drop of this brew is added to any poison or venom when it is created, anyone killed by the poison or venom can be summoned during the next night by his killer, as if the killer had been a Witch who knew Lesser Necromancy. They are usually found in lead vials containing 1d3 doses.

Flesh of a Hierokeryx : If a Maenad eats the flesh of a Hierokeryx, she gains his level x her level x 100 Glory. The 100 figure is split among any Maenads taking part in the grisly cannibalistic feast, so the

less the less merrier. It is, strangely enough, not a blasphemy for a Maenad to eat one of her own cult's priests, quite the opposite. Most Hierokeryxes are mad enough not to care, others keep a wary eye on their congregations.

Incense of Remembrance : If this Incense is burnt when a Witch casts Lesser or Greater Necromancy, it reduces the chance that a summoned spirit cannot answer her questions by half, but also causes a –2 penalty on the First Reaction roll. Usually 1d6 sticks are found together.

Incense of Summoning : If this Incense is burnt when a Witch casts Lesser or Greater Necromancy, any spirit summoned reacts at +2 to the Witch. Usually 1d6 sticks are found together.

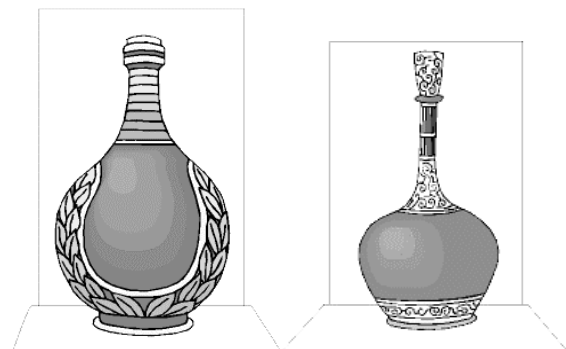
Incense of Warding : If this Incense is burnt, everyone within 20 feet (indoors, at least) gets the benefits of a Lesser Ward spell cast by a level 1d6 Witch with a Gift bonus of +1d3.

Ointment of Warding : If drawn on the forehead of someone, they double the effects of a Lesser Ward spell. There are 2d10 doses, usually found in a small casket.

Papyrus of Thot : This papyrus has all the hieroglyphs of the Desert Kingdom written on them, very close and almost illegible. Its use is strange; it must be dissolved in water and eaten as mush. Doing so teaches the eater Desert Kingdom hieroglyphics – and is the *only* way to learn this strange and magical script!

War Paints of the Wild : When daubed with these, any Barbarian, Amazon, Maenad or Satyr can add his or her Faith or Urge bonus to his EDC. There are usually 2d6 doses found in a bone case.

The Seven Jars of the Blood of Dionysios : These seven stoppered jars, marked I to VII, contain wine made from the blood of Dionysios. Drinking from one of the gives Wisdom to Hierokeryxes and Glory to Maenads – 100 each for the first four, and 200 each for the last three. Anyone else who drinks go irrevocably mad (unless cured by divine intervention). Any given treasure will contain 1d10 such jars, in numbered order.



Well... You DO know that drinking potions at random can be extremely hazardous, don't you ?

Staves and Wands

Cypress Wand of Hades : This gnarled wand of cypress is dark with encrusted blood. When used by a Witch to cast Banishment or Greater Banishment, it reduces the Power Point cost to a single point.

Skull Staff : This grisly item is the skull of a Witch mounted on a staff of blackened wood. It can only be used by a Witch. It adds her Gift bonus to the Spirit Reaction rolls made to impress beings of the Underworld.

Verdant Thyrsos : This thyrsos can be used to store Power Points by a Hierokeryx or a nymph. These Power Points must be replaced by the magician, since they do not regenerate automatically. The item can contain up to 1d6+6 Power Points.

Rings and Amulets

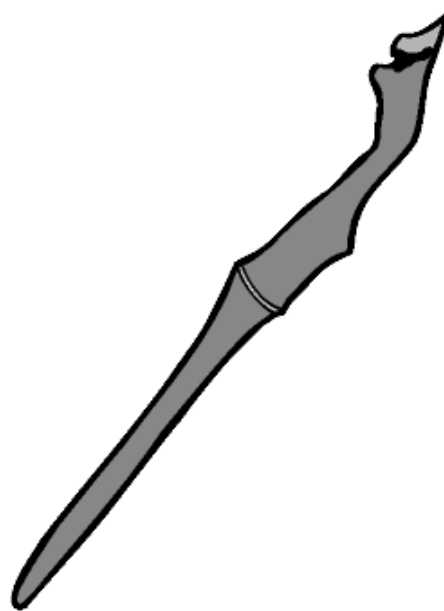
Amulet of Hades : This dog-shaped amulet can, at the cost of 1d6 Power Points, be transformed into one of the magical hounds used as familiars by Necromancers. It can be used only by a Witch or Necromancer that does not already have a hound familiar. It retains its powers for the user's Gift bonus hours per day. If the animal is killed, the amulet is destroyed.

Armring of Persephone : This snake-shaped armring can, at the cost of 1d6 Power Points, be transformed into one of the magical vipers used as familiars by Witches. It can be used only by a Witch or Necromancer that does not already have a viper familiar. It retains its powers for the user's Gift bonus hours per day. If the animal is killed, the amulet is destroyed.

Necklace and Ring of Strangulation : When this beautiful silver chain necklace is worn by someone, anyone who wears the silver ring and is within 20 feet of the wearer can command the necklace to strangle the wearer. Assume the wearer is being garroted by someone with Skill 18. Unfortunately, the ring wearer must point at the target and order the necklace to work. He need not remain nearby when it does its job, though.

Iron Nosering of Authority : When worn by any beastman, including a centaur or Satyr, it adds +2 to reaction from any nymph or other beastman and +1 to their loyalty rating. Anyone else reacts at -1.

Poisoner's Ring : This is a piece of clever mechanics, not magic. The ring has a secret container containing up to 4 doses of poison powder. Using the ring to add such powder surreptitiously adds +4 to the Stealth check to do so and has no chance of poisoning the user (although a standard check must be made while refilling it).



*A Cypress Wand of Hades
(Well, probably.)*

Rings of the Triad : These rings comes in three kinds : silver rings for Priestess of Artemis, bronze rings for Witches of Persephone and iron rings for Witches of Hecate. Worn by the correct type of magician, they increase the character's Gift bonus by +1. If one magician each wears each kind of ring, and they form a Triad, a sisterhood or pact, sworn by all the goddesses concerned at all their temples, they can communicate by telepathy whatever the distance, and the Gift bonus increases to +2 when they are within 20 feet of each other.

Ring of Wisdom of the Dead : This unadorned ring is, however, made of pure gold. If any kind of Magician wears it when he dies, part of his Wisdom is stored in the ring. If another Magician of the same class puts it on, he immediately gains the former wearer's level x 100 Wisdom, but can never remove the ring until he dies and never put on another one.

Signet Ring of the Skull : This silver signet ring in the shape of a skull means that the wearers' unarmed attack can harm noncorporeal beings. Damage done is just subdual, and if they are reduced to 0 Hits, they won't be destroyed. Instead, they will obey the wearer for 1 hour per level he has as a Necromancer or Witch, or be inactive for 1d6 hours if he isn't a Necromancer or Witch.

Stygian Slave Bracelets : These bracelets of tarnished silver allow the wearer to speak, read and write Stygian. However, he must unquestioningly obey any order from any Stygian. Once put on, only an order from a Stygian to take them off or divine intervention can get them off without cutting off the hands of the wearer.

Miscellaneous Items

Stygian Crown : This crown of tarnished silver and bone from a Stygian Necromancer-King must be worn instead of a helmet. It gives the wearer with Wits 13+ a bonus equal to his Wits bonus on his Mystic Fortitude, and allows him to speak and read the secret Stygian tongue. A side effect of that is that no Stygian Hound will ever have a worse reaction to him than friendly. Any Stygian, on the other hand, will wonder what he is doing with it and be very angry.

Desert Kingdom Scepter : This regalia is really used by lesser bureaucrats in the Desert Kingdoms, who are not seen as important enough to be given a Papyrus of Thot. Anyone who carries it and has Wits 13+ gains the ability to read (but not write) Desert Kingdom hieroglyphics. Foreigners better not show themselves with it around any Desert Kingdom authorities, though.

Silver Bowl of Sacrifice : When this small silver bowl is filled with blood, a Witch can store and withdraw Power Points from it. The Bowl can contain a maximum of 1d6+6 Power Points.

Imps of Dionysios : When one of these seemingly withered twigs is stuck in the ground by a Maenad, Hierokeryx, Nymph or Satyr, and watered with some wine, they grow to a grapevine sturdy enough to climb on, as high as they can get on whatever support they have, and immediately grow enough grapes to feed 1d6 + the planter's Urge bonus people for a day. Usually 1d6 are found wound up in wet leaves.

The Sevenfold Dark Scrolls of Stygia : These seven scrolls, labeled I to VII, written with silver ink on black parchment in the mystical spidery Stygian script, are the ultimate authority on dread necromancy and dark sorcery. Any Witch, Necromancer or Sorcerer reading them gains 100 Wisdom for the first four, and 200 Wisdom each for the last three, but must also make a Mystic Fortitude roll for each scroll or become more and more disturbing, losing 1 point of Grace in the process. Any given library, tomb or treasure will contain 1d10 such scrolls, in numbered order. The trouble is translating them... this usually entails summoning a Stygian lord using necromancy, or using one of certain magical items.

The Seven Secret Books of the Dead : These seven scrolls, labeled I to VII, written with golden ink on papyrus in Desert Kingdom hieroglyphics, are used in the teachings of the magicians of the Desert Kingdoms, where the gods wear strange guises and strange names. There is actually one set for each kind of magician working there. Any magician of the relevant type reading them gains 100 Wisdom for the first four, and 200 Wisdom each for the last three. However, the magician reading must make one Mystic Fortitude roll per scroll, and if he fails, he permanently loses 1d6 points of Faith due to the heretical teachings. Characters who lack Faith are obviously immune to such effects.

Any given library, tomb or treasure will contain 1d10 such scrolls, in numbered order. The trouble is translating them. Generally, this requires to learn Desert Kingdom hieroglyphics, which can only be done using certain magic items noted here, or by having a spirit of a Desert Kingdom scholar translate it for you.

Roll 1d20 to determine which deity and hence which magicians are eligible for the Wisdom of the scrolls. Of course, you won't know until you can read them which they are!

Roll	Deity
1	Amon the Bull-headed (benefits Priests of Zeus)
2	Anubis the Dog-headed (benefits Necromancers of Hades)
3	Bast the Cat-headed (benefits Priestesses of Artemis)
4	Hathor the Cow-headed (benefits Priestesses of Aphrodite)
5	Horus the Hawk-headed (benefits Priests of Apollo)
6	Isis the Unveiled (benefits Sorceresses)
7	Isis the Veiled (benefits Witches of Persephone)
8	Khnum the Ram-headed (benefits Priests of Hephaistos)
9	Maat the Lawgiver (benefits Priestesses of Athena)
10	Mut the Queen (benefits Priestesses of Hera)
11	Neith the Weaver (benefits Priestesses of Hestia)
12	Nephtys the Witch (benefits Witches of Hecate)
13	Osiris the King who Comes Again (benefits Necromancers of Hades)
14	Ptah the Stonecutter (benefits Priests of Hephaistos)
15	Ra the Sun-disk (benefits Priests of Apollo)
16	Rehnutet the Lifegiver (benefits Priestesses of Demeter)
17	Set the Serpent-headed (benefits Necromancers of Typhon)
18	Sobek the Crocodile-headed (benefits Priests of Poseidon)
19	Thot the Ibis-headed (benefits Priests of Hermes)
20	Thot the Thrice-Great (benefits male Sorcerers)



Well, to be honest, this illustration was originally made for a game called Pyramids & Pythons, but since it was never released, we thought it would fit nicely with the section on the Seven Secret Books of the Dead (see previous page).

The Seven Diaries of Queen Lydia the Sevenfold Widow : These seven scrolls, labeled I to VII, written by the Queen of Sybaris, Lydia who poisoned her seven royal husbands, are valuable to Assassins. Reading Diary I to IV gives 100 Experience each, reading Diary V to VII gives 200 Experience each. However, when reading each book, one must be wary of the poison smeared on the pages. Unless read wearing gloves or constantly drinking antidotes, anyone reading a diary must make one Danger Evasion roll or die.

Unique Artifacts

Flute of Marsyas

This wooden flute was used by Marsyas the Satyr when he challenged Apollo to a musical contest; although the judge ruled Marsyas the winner, Apollo got mad and flayed him alive.

This flute bears a curse, but anyone who plays it in public among other Satyrs gain great fame. Any Satyr who does so gains his level x 100 Glory.

However, Apollo will hear and send a vision to a worshipper of his – either a Priest or some other character. Said person, who is of the same level as the offending Satyr, is charged by not resting until the offending Satyr is, indeed, flayed alive.

If the Satyr defeats the sacred killer, Apollo has lost interest by then. Otherwise, the killer is given one extra Boon my Apollo.

Three Counterfeit Charon Coins

When a person is buried, three coins are placed on their eyes and mouth, payment for Charon the ferryman. These three coins were enchanted by Hermes to fool Charon, so that a favored mortal of Hermes could visit the Underworld.

Any given person can only use these once. He lies down and puts them on his eyes and mouth; when the third coin is put down, he falls into a feigned death, indistinguishable from normal death. In this state he loses 1 Hit per hour. However, his spirit is whisked away by Hermes to the actual Hades, where he is ferried across by Charon. This takes no time in the land of the living.

Now, 2d6+ his Luck hours later, Charon discovers that the coins are counterfeit, and angrily comes for the user, dragging him back to the other side of Styx, from where he can "resurrect" himself. Basically, this allows the user to do some minor exploration in Hades, something that will garner him his level x 25 Wisdom, Glory or Experience (depending on class) per hour he stays there. This is doubled for a Witch or Necromancer. However, the natives are all rather dangerous beings... and he cannot bring home any treasure.

The coins can be used in one other way; if placed on the eyes of an actual corpse when buried, Charon, against, gets angry and throws the spirit out of Hades, transforming it to an actual ghost. Only if the Three Counterfeit Charon Coins are removed and replaced by actual coins does the ghost get to rest, and it knows it. Hence, the traditional way is that the ghost must fulfill three demands, one per coin, for the person who discovers this (generally, the one employing the Coins).

Miniature Assassin of Daedalus

Daedalus, the legendary artificer who invented the many basic tools, created this clockwork spider for the king who held him imprisoned. However, he constructed the spider so that it was cursed.

The spider has the stats shown below. Its fangs must be loaded with venom (with the usual troubles if one is not an Assassin). The spider is wound up, which requires Wits 13+ to do correctly. It does then need to be shown a piece of clothing, lock of hair, smidgen of blood, or similar "trace" of a victim. Then, the spider will stalk away and try to kill said victim. If it is destroyed, it rebuilds itself and returns back to its owner. Otherwise, it does so when it has successfully slain him or her, not before. It can find its creator anywhere unfailingly. It is, by the way, possible to load up the spider with paralytic venom and order it to just capture an opponent (tying said person up afterward with its web).

However, each person can only use the Miniature Assassin 1d6 + his Luck Bonus times in life, and the number of times is kept a secret, rolled by the GM. Not even Divine Intervention can reveal how many times are left. If it is given an order to kill and has already passed its limit, it will stalk away... but return later the same night and try to slay its owner. If it is destroyed, it reforms – and continues until its owner is slain, or imprisons the spider successfully (lead box at the bottom of the sea would work.)

Miniature Assassin (animate)

Description : A small spider made of oricalcum, lunargentum and other magical materials. Its eyes are eight small diamonds, and it can spin a thin web seemingly out of nothing. This web immediately dissolves if exposed to sunlight.

Size : Tiny

Ferocity : Deadly

Cunning : Crafty

Mystique : Unearthly

Movement : 45'

Initiative : +8

Melee Attack : +8

Missile Attack : +8

Damage : 1 pt + poison (effect depends on owner's wishes), or entangled (thrown web, range 5 feet)

Defense Class : 25 (29 against missiles)

Hits Total : 3

Danger Evasion : +14 (detection and stealth +18)

Mystic Fortitude : +10

Special Abilities : Entangle (thrown web, takes 1 minute to make a web, must be able to set up an ambush hanging from the roof, web has Might 8), Invulnerable, Lightning Fast, Magic Resistance, Marksmanship, Mindless, Missile Weapons (web), Poison (effects depend on load; owner can load up to three charges in it), Sharp Senses, Sixth Sense, Stealthy, Supernatural Vigor, Uncanny Agility, Wallcrawling.

The Chariot of Dionysios

This chariot, seemingly made of living wood with living vines, cannot be used with normal horses. Instead, it must be yoked to four female beasts – either panthers, lionesses, she-wolves or bears. Yoking them to a chariot generally requires magic. When this is done, however, you have a chariot which gives a +4 bonus to all Danger Evasion rolls to drive it, and who gives anyone who attacks from it +1 bonus on attack rolls. Furthermore, the Chariot can repair itself at the speed of one damage per day!

If four Maenads transformed into animals by the Four Panoplies of Dionysios are yoked to the chariot, these bonuses double.

The Four Panoplies of Dionysios

These four unique sets – claws, headpiece and furs – allows a Maenad who puts on all of them to shapeshift into a specific animal once per day. Unlike a Shapeshifter, these three items meld with her and she can keep their magical bonuses, while all other items of a specific encumbrance fall off and become useless.

In animal shape, she keeps all her normal stats, and attacks with her claws and teeth, but automatically fails any Feat of Mind she must do to resist the effects of her frenzy. To return to human shape, she must roll less than her level with 1d6, adding +1 for each full hour she has been an animal. If she stays in animal shape longer than her level hours, she can only be returned to human shape by a Hierokeryx finding her and using his Nature's Gift on her.

In addition to her normal abilities, she counts as being 1 level higher for the purposes of her Frenzy, and gains the following bonuses :

Panther : +1 to Skill bonus, +2 to being stealthy.

Lioness : +1 Grace bonus, counts as Fearsome.

She-Bear : +1 Might bonus, can grapple and make a Crush attack if she succeed.

She-Wolf : +1 Wits bonus, +2 to detection rolls.

If four Maenads put on their Panoplies together, and then remain together within 20 feet of each other, they gain +2 to Danger Evasion and EDC, and can move with 50% higher speed.

If anyone else puts on a full Panoply, he or she turns into the animal in question and remains an animal, until he or she is killed or a Hierokeryx finds him or her and uses his Nature's Gift on him or her.

Roll 1d20 to determine which part(s) of the Panoplies are found :

- 1 **Claws of the Panther :** Claws made of iron attached to a leather thong wound around the hands. These Reach 0 weapons allows a Maenad with Skill 13+ to add her Skill bonus to damage done.
- 2 **Claws of the Lioness :** Claws made of iron attached to a leather thong wound around the hands. These Reach 0 weapons allows a Maenad with Grace 13+ to add her Grace bonus to damage done.
- 3 **Claws of the She-Bear :** Claws made of iron attached to a leather thong wound around the hands. These Reach 0 weapons allows a Maenad with Might 13+ to add her Might bonus to damage done.

- 4 **Claws of the She-Wolf** : Claws made of iron attached to a leather thong wound around the hands. These Reach 0 weapons allows a Maenad with Wits 13+ to add her Wits bonus to damage done.
- 5 **Headpiece of the Panther** : Made from a female Panther's head, this headpiece allows a Maenad with Skill 13+ to add her Skill bonus x 2 to attempts to be stealthy.
- 6 **Headpiece of the Lioness** : Made from a Lioness's head, this headpiece allows a Maenad with Grace 13+ to add her Grace bonus to Danger Evasion rolls.
- 7 **Headpiece of the She-Bear** : Made from a She-Bear's head, this headpiece allows a Maenad with Might 13+ to add her Might bonus to Mystic Fortitude rolls.
- 8 **Headpiece of the She-Wolf** : Made from a She-Wolf's head, this headpiece allows a Maenad with Wits 13+ to add her Wits bonus x 2 to detection attempts.
- 9 **Furs of the Panther** : Made from a female Panther, this set of Furs allow a Maenad with Skill 13+ to add her Skill bonus to her EDC.
- 10 **Furs of the Lioness** : Made from a female Lioness, this set of Furs allow a Maenad with Grace 13+ to add her Grace bonus to her EDC.
- 11 **Furs of the She-Bear** : Made from a She-Bear, this set of Furs allow a Maenad with Might 13+ to add her Might bonus to her EDC.
- 12 **Furs of the She-Wolf** : Made from a female She-Wolf, this set of Furs allow a Maenad with Wits 13+ to add her Wits bonus to her EDC.
- 13 **The Claws and Headpiece of the Panther**
- 14 **The Claws and Headpiece of the Lioness**
- 15 **The Claws and Headpiece of the She-Bear**
- 16 **The Claws and Headpiece of the She-Wolf**
- 17 **The Furs and the Claws of the Panther**
- 18 **The Furs and the Claws of the Lioness**
- 19 **The Furs and the Claws of the She-Bear**
- 20 **The Furs and the Claws of the She-Wolf**

The Syrinx of Pan

These syrinx, reed-pipes, belong to Pan himself, but he lost them while (naturally) drinking and wenching, whereupon he had new ones made. They allow any Satyr who plays them to use the powers of Lyrist of the same level. However, they contain a mere 3d6 Power Points when found, and only Pan can restore these points by playing on them. Finding him will be an adventure in itself.



Satyr playing the end credits of this supplement

2006 Edition Comments

Some of these items were *gruesome* – but they were sure popular. The Flute of Marsyas, which gave the MM license to *flay a PC alive* is probably the grossest to me, but most people were stunned by the implications of one kind of PC (Maenads) gaining levels by *murdering and eating* another kind of PC (Hierokeryxes). The weird S&M implications of a hierokeryx *yoking four chicks to a chariot to gain superpowers* caused some groans too, although I have never heard of a Maenad playing according to the rules that didn't want the Panoplies.

In any case, even Maze Masters who wouldn't let their players touch this module with a 10 foot sarissa still used it as a source of evil NPCs; Dionysios' and Typhon's worshippers quickly became recurring villains in many a campaign.

One last interesting note is that the "revelations" about Stygia and the Desert Kingdoms didn't match those of some scenarios, but the rather Hellenistic rationalization of DK deities as aspects of the main ones made more sense to many Maze Masters. It fits the descriptions of the Olympians ruling the world as the True Gods, yet allowed DK priests to have mysterious powers. In later adventure scenarios there instead existed a bunch of Egyptian gods and goddesses that *also* claimed to rule the world as the True Gods.