

MYTH & MAGIC

A Supplement for the MAZES & MINOTAURS RPG



***Includes 4 new realms of magic
and a myriad of new mythic items !***

Legendary Games Studio



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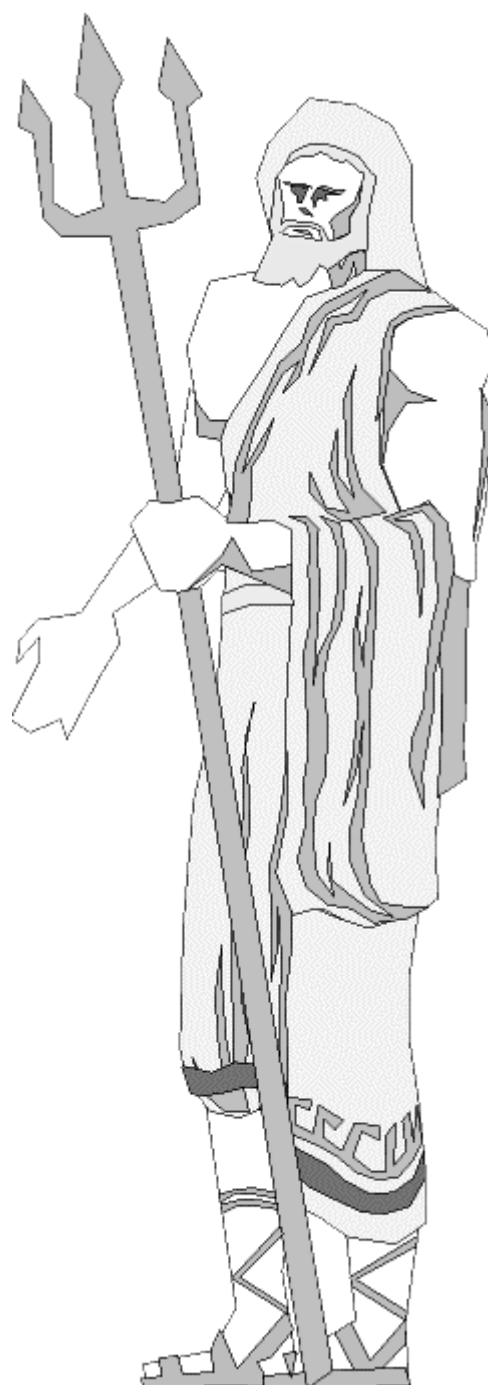
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I : RELIGION

Priests & Faith

In the basic M&M rules, two Divine Prodigies (Divine Blessing and Divine Gift) directly depend on the affected character's (rather than the Priest's) Faith modifier. This rule was based on the idea that you have to believe in the power of the gods in order to benefit from their blessings and gifts. It also aimed to make Faith a useful attribute for non-Priests.

Some Maze Masters prefer to use the Priest's own Faith bonus as the modifier, allowing Priests to bless or bestow divine gifts on characters with average or low Faith scores, making Blessings and Gifts a true manifestation of divine power (like the other Divine Prodigies) rather than a matter of personal psychology.

If this variant is used, a Divine Curse will confer a penalty corresponding to the Priest's Faith bonus (eg -2 if the Priest has a Faith modifier of +2).

Maze Masters who adopt this variant should also use the new rules on Patron Deities given below, to make Faith a more significant attribute for all character classes.

Patron Deities

Any non-magician character with a Faith of 13+ may choose a god or goddess as his or her patron deity. A character with a patron god or goddess acts as his chosen deity's agent and champion.

A character can only have one patron deity in his entire life. Once made, this choice cannot be changed. In game terms, having a patron deity confers significant advantages, in the form of Divine Boons, as well as certain duties and obligations

This decision can be taken at character creation or after reaching a new level during the course of the game. Beyond the Faith requirement, this choice is also influenced by the character's class.

Barbarians normally worship strange and barbaric gods who never intervene (and who probably do not really exist). Barbarian player-characters however, are assumed to worship one of the true (ie Olympian) gods. These Barbarians tend to favor the warlike Ares or the solar Apollo as their patron deity but may also follow gods associated with might and power such as Zeus or Poseidon.

Amazons tend to select either Artemis or Athena as their patron deity



A Divine Duo of Almighty Olympians

Spearmen who want a patron deity almost always select Ares or Athena as their divine protector.

Nobles may select any patron deity but generally tend to favor deities associated with leadership or wisdom such as Zeus, Athena or Apollo. Nobles from seafaring cultures may also select Poseidon as their patron and a few rare Nobles serve Aphrodite.

Specialists who have a patron deity are always associated to a single god or goddess : Hermes for Thieves, Artemis for Hunters and (of course) Poseidon for religious Mariners.

Centaurs with a religious inclination generally choose Artemis or Apollo as their patron deity, but those who spend too much time hanging around with Satyrs tend to prefer the worship of Dionysus, who grants no divine boons but throws terrific parties.

Priests are excluded from this possibility because they already serve their deity in a different (and at least as important) manner. They receive no Divine Boons simply because their deity's favor already takes the form of their Divine Prodigies.

Sorcerers tend to be very independent individuals, who generally choose to ignore (or challenge ?) the power of the gods. For this reason, Sorcerers can never have a patron deity.

Nymphs, being tied to the primal forces of Nature, already have some sort of 'divine connection'; furthermore, being ageless and potentially immortal, Nymphs have no need for Divine Boons.



Hold that Pose, Poseidon !

Divine Boons

A character with a patron deity receives a number of Divine Boons equal to his own Faith bonus.

These Boons may be 'spent' at any time by the character ; once used, however, they cannot be recovered by the character or even given back by the deity.

Divine Boons are a strictly limited commodity. A character who has used up all his Divine Boons will never be able to gain new ones from his patron deity – or from any other god or goddess, for that matter. That's what being a *mortal* is all about.

Furthermore, a character with no Boons left is by no means freed from his duties and obligations as his patron deity's champion and will remain at his deity's service for the rest of his entire life. That's divine justice for you.

Each Divine Boon may take one of the following forms, chosen by the player of the character :

Attribute Raise : One of the character's attributes is raised by 1 point. Each deity favors two attributes and may only raise each of them once. See Table 2A below for each deity's favored attributes.

Mythic Item : The deity gives a mythic item (chosen by the Maze Master) to the character ; truly unique artifacts are an exception to this rule and may never be given in this way. Deities can only give mythic items which are associated with their name or sphere of influence ; the Maze Master remains the final arbiter on this matter.

Extra Life : This favor may be used when a character is reduced to zero. Instead of dying, the character benefits from a sudden surge of vital energy and immediately recovers 1d6 Hits.

Favored Attributes

God

Apollo
Ares
Hephaestus
Hermes
Poseidon
Zeus

Favored Attributes

Skill and Grace
Might and Skill
Might and Wits
Wits and Luck
Might and Luck
Might and Grace

Goddess

Aphrodite
Artemis
Athena
Demeter
Hera
Hestia

Favored Attributes

Luck and Grace
Skill and Wits
Might and Skill
Might and Luck
Might and Grace
Wits and Luck

Divine Anger

Whenever a character who has a patron deity causes the displeasure of his divine protector by his decisions or actions, he permanently loses one of his remaining Divine Boons.

If he already has used or lost all his Boons, he suffers a permanent divine curse and loses 1d6 points in one of the two attributes favored by his deity. He also loses 1d6 points of Faith to account for his sacrilegious actions.

On the other hand, such a character is freed from all his obligations toward his ex-patron deity. If he ever does anything that should cause the deity's anger, however, he will immediately suffer Xd6 of damage, where X equals his own level. That's what you get for being an ungrateful and stubborn mortal.



Never underestimate the power of divine decorum

Random Temple Generator

This system may be used to determine the nature, importance and peculiarities (if any) of any temple the characters might encounter during their travels.

Deity

First roll 1d6 to determine if the temple is dedicated to a god (1-3) or to a goddess (4-6), then use the tables given in the basic M&M rulesbook (p 9) to determine the identity of the deity.

Size

Roll 1d6 to determine the overall size of the temple :
1 = shrine, 2-3 = small temple ; 4-5 = standard temple ; 6 = large temple.

This size affects all the other characteristics of a temple : its material riches, the number of resident Priests and the number of mythic items (if any) it possesses.

Size	Total Loot	Priests	Items
Shrine	1d6	0	0
Small	1d6 x 5	1	1d3-1
Standard	1d6 x 10	1d3	1d3
Large	1d6 x 50	1d6	1d3+1

Total Loot : This represents the total value in gold coins that can be plundered by sacking the temple. This loot may take many forms, from actual money to statues, jewels, vases, ornaments etc.

Priests : Roll 1d6 to determine the level of each Priest. Each resident Priest will also have a number of zero-level acolytes equal to his level.

Mythic Items : Roll 1d6 to determine the general category of each mythic item:

- 1 = Magical Armament
- 2 = Potions and Consumables
- 3 = Rings and Amulets
- 4 = Staves and Wands
- 5 = Miscellaneous Items
- 6 = Maze Master's choice

Inside this general category, the Maze Master will have to select the item that seems the most appropriate to the deity. Note that Unique Artifacts can only be found in randomly generated temples as a special feature (see below).

Special Features

Roll 1d6 to see if the temple has any special feature : this will be the case on a roll of 6 for shrines, 5-6 for small temples, 4-6 for standard temples and 3-6 for large temples.

If the temple does have a special feature, roll the die again and consult the following table :

- 1 = Local Oracle
- 2 = Secret Chamber
- 3 = Guardian Statues
- 4 = Favored by Deity
- 5 = Unique Artifact
- 6 = Roll twice (ignore this result thereafter)

Local Oracle : The temple is inhabited by an Oracle who delivers predictions and auguries.

Secret Chamber : The temple has a secret underground chamber with a treasure hoard full of gold and jewels (roll as per Total Loot) and 1d6 extra mythic items.

Guardian Statues : The temple is guarded by a number of animated statues. Their number depends on the size of the temple : 1 for shrines, 2 for small temples, 3 for standard temples and 4 for large ones. The nature of the guardians is determined as follows : 1-3 = 1 Bronze Colossus, 4-5 = 1d3+3 Iron Warriors, 6 = 1 Titanic Statue.

Favored by Deity : Add +2 to all Divine Attention rolls made by characters praying inside the temple.

Unique Artifact : The temple holds a well-guarded Unique Artifact associated with its deity. The exact powers and properties of this item will be determined by the Maze Master (who can also choose to ignore this result and replace it by another of his choice).

Plundering Temples

Stealing from a temple is a sacrilege and can only be perpetrated by characters with a negative Faith modifier (ie with a Faith score of 8 or less).

Sacking a temple is an act of desecration and will always attract the deity's anger in the form of a permanent loss of Luck points : 1pt for a shrine, 2pts for a small temple, 3pts for a standard temple and 4pts for a large temple.

Stealing a mythic item from a temple also attracts the deity's curse (loss of 1 Luck point).



2006 Edition Notes & Comments

Religion & Roleplaying

Of course, by today's standards, having a Religion chapter consisting of only 3 pages (including one entirely devoted to a Random Temple Generator) would be unthinkable – but in those days, it was groundbreaking stuff. The short section on classes and patron deities, for instance, is probably the first time that actual roleplaying (ie character impersonation) was explicitly discussed in the pages of a simulation game.

The Castellani Controversy

The alternate rule on Faith and Priests (often referred to as 'the Castellani variant' from the name of the Maze Master who first came up with it) was quite popular and was used by most M&M gaming groups – sure, it made Priests a bit more powerful (or useful, depending on the perspective you choose) but it also contributed to the « mythic peplum » flavor M&M players had come to love.

Nevertheless, the Castellani variant had its adversaries who regularly invaded the Letters Page of Griffin magazine with half-baked philosophical rants about the real nature of Faith, discussing fascinating concepts like divine transcendence, agnostic cosmology and (of course) collective consensual weltanschauung ...

According to Griffin editor-in-chief Mark Feldman, this trend was the origin of the tongue-in-cheek Philosopher class which was published in an April issue of the mag and was *taken seriously by some readers* – wait ... you mean it was just a joke ???

Fanatics & Fallacies

Noticed the short paragraph on desecrating temples in the Random Temple Generator section ? One cannot be 100% sure but this is probably where the strange notion that RPGs had something to do with desecrating *churches* comes from – which is a bit ironic, considering the blatant paganism of the M&M world.

Remember the Big Anti-RPG Crusade of the 80s when pressure groups such as WAMM (Worried About Mazes & Minotaurs) or the so called Moral Majority tried to have RPGs banned in the USA ? Those were the same born-again bigots who heard subliminal satanic messages in heavy metal songs or thought that *The Beauty & the Beast* actually encouraged *lycanthropy* – not to mention 'invisible mind control mantras' hidden in solo gamebooks...

This wave of anti-RPG propaganda reached its climax with the hilarious *Maleficious Mazes* illustrated pamphlet, in which a Maze Mistress who looked like a S&M dominatrix initiated influenceable teen-agers into the « dark dianic mysteries » by playing M&M... while we all know that, in those days, most Maze Masters actually looked like overweight satyrs in Bermuda shorts. Three pannels of this memorable piece of bigotry & disinformation are reproduced here for our readers' enlightenment and enjoyment (not to mention the esthetic epiphany)...

MALEFICIOUS MAZES !



**I am your Maze Mistress
and you must obey me !**



Mike - No, not Pyros ! I'm going to die ! Don't cast me out of the game ! Somebody save me - or I'll kill myself out of frustration and spiritual helplessness !

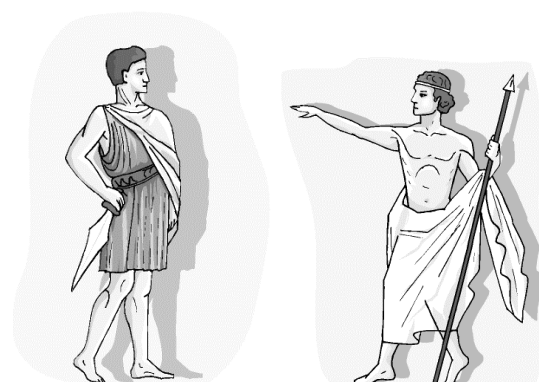
Fran - Get out, Mike ! You're dead ! You don't exist any more for us, you pathetic whining loser ! Oh, and one last thing : it was *simulation* all along.



Marcie – Gee, Hank, you saved my soul...

Hank – See ? I told you Jesus had all the answers ! Now, let's go to the backyard and burn all those evil *Mazes & Minotaurs* books – and then we'll burn this Maze Mistress you told me about...

II : MAGIC



- Ah ah ! See how I laugh before your pathetic « magic » !
- Just wait 'til I reach level 6 ! We'll see who laughs, then !

Resisting Magic

The more powerful a magician is, the harder it should be to resist the effects of its spells or powers. Maze Masters who wish to reflect this principle in their game should use the following *optional rule*.

When a character uses his Mystic Fortitude to resist hostile magic, the target number of the roll should be adjusted according to the level of the magician :

Target Number = 14 + magician's level

Thus, resisting the powers of a level 1 Sorcerer requires a total of 15 or higher, while resisting the powers of a level 4 Priest will require a total of 18 or higher. Resisting the powers of the greatest (level 6) magicians requires a target number of 20.

If this rule is used, it should also apply to creatures with Nature's Gifts, Psychic Powers or any other type of magical abilities : thus, resisting the Psychic Powers of an Atlantean Noble (equivalent to that of a level 5 Sorcerers) requires a roll of 19+, while resisting the Nature's Gifts of a Mermaid (equivalent to a level 3 Nymph) requires a roll of 17+.

The Petrification special ability also requires a Mystic Fortitude roll (if the Danger Evasion roll is failed). If this rule is used, this roll should have a target number of 20, making Petrification one of the deadliest powers available to creatures – as it is in the legends of Greek mythology.

Some mythic items may also ask for a Mystic Fortitude roll. If the item has an active user, then the target number of the roll must be calculated with the user's level (regardless of his class). If the Mystic Fortitude roll is caused by the item itself as an automatic effect, the target number is 15. Unique Artifacts are an exception to this – in their case, the target number is always 20 (regardless of other factors, such as the user's level etc).

Magic Lore & Mythic Items

Most mythic items are not readily identifiable for what they are : it may be pretty difficult, for instance, to tell a Helmet of Ares from a Helmet of Athena since both look like... well, helmets.

Of course, the Maze Master may simply inform the players of the item's properties when it is found (« Okay, so this looks like a Sword of Ares – this adds your Skill bonus to damage rolls... ») but some Maze Masters may prefer to add an element of mystery and uncertainty to the discovery of mythic items by using the following optional rules.

Whenever a character examines a mythic item, he may recognize, guess or otherwise identify its properties by making a Magic Lore roll. This roll is made in secret by the Maze Master, using 1d10.

If the result is **7** or higher, the character immediately identifies the nature of the item, as well as its magical properties.

A roll from **2** to **6** means uncertainty, while a roll of **1** means the character make wrong assumptions about the properties of the item or mistakes it for another item with a similar appearance.

Characters from a magic-using class add their level to this roll. Thus, a level 3 Sorcerer, Priest or other member of a magician class will add a +3 bonus to all his Magic Lore rolls.

Note that this Lore bonus entirely eliminates the risk of making a mistake but leaves room for uncertainty. Only level 6 magicians will be able to identify a mythic item with no risk of error.



Level 6 Sorcerer - I say, this is a Harp of Poetic Insight !

Level 1 Thief - You stupid old man ! It's a magical shield !



An Elemental preparing to summon a Swirling Flood

ELEMENTAL MAGIC

Elemental magic (also known as 'Elementalism') is one of the most spectacular forms that magic can take. An Elemental is a magician who uses his magical spells to obstruct, burn and sunder those who would oppose him.

Unlike Sorcery and other types of magic, Elementalism is actually divided between four different (but complementary) realms of power corresponding to the four classical elements : Fire, Air, Earth and Water.

Each of the four elements can be divided into three levels of mastery : I (initiate), II (adept) and III (master). Every time an Elemental gains a level (including level 1), he gains 1 level of mastery in the element of his choice. Thus, a level 1 Elemental will have a mastery level of I in a single element of his choice, while a level 3 Elemental could master a single element at level III or two elements (one at mastery II and the other at I) or three elements each at a mastery level of I.

The combined sum of an Elemental's levels of mastery is always equal to his class level, so that even the most powerful Elementals (level 6) cannot expect to reach supreme mastery (level III) in more than two elements.

Each level of mastery in an element takes the form of a specific power. Using this power requires an expenditure of 1d6 Power points, as per the usual magic rules.

ELEMENTALISTS

Elementalists are magicians who draw their powers from the four classical elements : fire, water, earth, and air. Some of them are also able to manipulate the pre-elementary forces of light and darkness.

Prime Requisite : Wits.

Gender Restrictions : None.

Basic Hits = 8

Special Ability : Elemental Magic.

Level Advancement : Every level after the first, an Elemental gains the following : +2 Hits, Danger Evasion +1, Mystic Fortitude +2.

Equipment : Elementalists start the game with a dagger and a staff.

Starting Wealth : 3D6 x 5 silver pieces.

Power points : An Elemental's Power points total is determined according to the usual rules, using Wits as the prime requisite of the class. Elementalists recover Power by sleeping, at the usual recovery rate.

In the descriptions below, "Elementalist's level" refers to the character's effective level in the Elemental class (from 1 to 6), while "mastery level" refers to his level of power in a specific element (from I to III).

Unlike most other types of magic, Elementalism is a very physical form of magic and thus cannot be resisted by Mystic Fortitude - but almost all Elementalism powers may be avoided with a Danger Evasion roll (as with most natural perils).

Earth

I : Hands of Stone

This power enables an Elemental to cause stone hands to erupt from the ground and seize an enemy's legs. It has an effective range of 30 feet.

A character or creature affected by this power is considered to be immobile for a number of minutes equal to the Elemental's level, lowering his EDC by 4 and causing him to automatically fail any Danger Evasion rolls. The character can still attack opponents within his melee reach or missile range, but with a penalty of -2.

The designated target may make a Danger Evasion roll to escape the grasp of the Hands of Stone. Once he has been grappled, he may try to break free with a successful *feat of strength* roll.

The Elementalist may summon multiple pairs of hands to affect several targets (up to his mastery rank) within 30 feet, at no additional Power cost.

II : Skin of Bronze

With is power, an Elementalist infuses the target's body with the essence of bronze, greatly increasing his strength and resistance to damage. The affected character or creature gains a +4 bonus to EDC and a +2 bonus to melee damage rolls.

The effects last for a number of minutes equal to the Elementalist's level.

III : Animate Statue

With this spell, an Elementalist can animate a large stone statue, bringing it to life (see *Mazes & Minotaurs* chapter V for a description of Stone Titans characteristics).

The Stone Titan will obey all the commands of its creator but will only live for a number of hours equal to the Elementalist's level, after which it will petrify – become an inanimate statue again.

Fire

I: Dart of Fire

With this power, an Elementalist summons forth a bolt of pure fire to hurl at his enemies. This requires no attack roll but may be dodged with a successful Danger Evasion roll (unless the target is completely surprised). The dart of fire does (1d6 + mastery) Hits of damage and has a maximum range equal to the Elementalist's level times 10 (in feet).

II : Blazing Sphere

This power allows the Elementalist to conjure a man-sized ball of flame that he can move with mental commands.

The Blazing Sphere has a movement of 40' and causes (1d6 + mastery) Hits of damage to any character or creature within 5 feet of it as it moves.

The sphere may thus be used against several targets, provided they are standing close enough to each other. A specific target can only be damaged by the sphere once per battle round and may avoid all damage with a successful Danger Evasion roll.

The sphere will also ignite any flammable materials it comes into contact with. Moving the sphere requires the Elementalist's full concentration, up to a number of rounds equal to the Elementalist's level.



- By the power of Earth, I command you to WALK !

III : Volcanic Destruction

With this power, an Elementalist causes an eruption of volcanic fire that engulfs his foes in burning sorrow for a number of battle rounds equal to the Elementalist's level.

All characters or creatures within 30 feet of the center of the eruption must pass a Danger Evasion roll each round or take 2d6 Hits of damage during the first battle round and 1d6 more Hits on each subsequent battle round. Even those who succeed suffer 1d6 damage on the first round (but no damage afterwards).

The center of the eruption cannot be more than 20 feet away from the Elementalist himself. In other words, the Elementalist will also be affected by the eruption and cannot make any Danger Evasion roll (since calling the eruption requires his full concentration) : because of this, the character will always suffer 2d6 Hits of damage himself everytime he uses this power, but will suffer no further damage in the subsequent battle rounds. This strange and totally arbitrary side effect (which may actually be a consequence of the Gods' concern over the extraordinary powers of destruction granted by this power), has caused the doom of more than one overconfident Elementalist...



Caution : don't try Fire Elementalism at home



Stand aside ! Water Elementalism in action !

Water

I : Torrent of Water

This power enables an Elementalist to cause water to spout mightily from his hand. The Elementalist may direct this torrent automatically towards a target with 15 feet.

A character or creature hit by the torrent must pass a Danger Evasion roll or be thrown back 2d6 feet and knocked prone (see the Combat chapter for effects).

Note that large creatures are only thrown back 1d6 feet and Gigantic creatures are unaffected by this power.

This power may be used against a group, up to a number of individuals equal to the Elementalist's level, with no extra Power cost but a separate Danger Evasion roll for each intended victim.

II : Swirling Flood

With this power, an Elementalist can flood an area with vigorously churning water cause all within to be hindered. It has a range of 100' and radius of 10 times the Elementalist's level

All characters or creatures in the affected area must make a Danger Evasion roll or suffer a -4 penalty applied to all their Initiative, Attack and Danger Evasion rolls for a number of minutes equal to the Elementalist's level.

III : Fist of the Sea

This power can only be used in the presence of a large body of water (at least 20 yards across). By invoking this power, an Elementalist can summon forth a giant tentacle-like appendage of water ending in a huge fist.

Each time this power is used, the fist can strike at targets within 100 feet of the water's edge, affecting up to a single Gigantic creature, two Large ones or four individuals of Medium size (and so on) as long as they are closely adjacent to each other (a roughly circular zone of 10' diameter). The affected target(s) must pass a Danger Evasion roll or suffer 1d6 Hits of damage and be incapacitated for an equivalent number of battle rounds as he coughs up water.

The true might of this power is revealed when striking at sea vessels or fortifications. Such targets are automatically damaged for 1d6 Hull or Structure points everytime they are hit the Fist of the Sea.

Air

I : Swirling Winds

This power enables an Elementalist to cause the wind to whip around the target, increasing his defense class vs. Missile attacks. A character or creature touched by the Elementalist is considered to have a +4 bonus to EDC vs. missile attacks for a number of battle rounds equal to the Elementalist's level... but the affected individual will also be unable to make any Missile attacks himself.

This power may be used on a group, up to a number of individuals equal to the Elementalist's level, with no extra Power cost. All individuals affected must stay within 10 feet of each other.

II : Talons of the Wind

The target of this power is ravaged by a whirlwind that attempts to scourge every piece of equipment from him. The whirlwind lasts only one battle round. The affected character or creature must make a separate Danger Evasion roll for each piece of equipment (armor, weapons, bags, etc.). Any piece of equipment that fails is thrown 2d6 feet in a random direction. This power also prevents the target from taking any action other than defense

This power may be used on a group, up to a number of individuals equal to the Elementalist's level, with no extra Power cost. All targets must be within 10 feet of each other.

III : Gale Fury

With this power, an Elementalist summons a furious gigantic whirlwind that scatters his foes like leaves in the wind. All characters or creatures within 30 feet of the center of the whirlwind must pass a Danger Evasion roll *each round* or be tossed about. Those who fail are thrown 3d6 feet in a random direction and take 1d6 Hits of damage.

The whirlwind lasts for a number of battle rounds equal to the Elementalist's level and can move at a speed of 10 feet per round (which requires the Elementalist's full concentration).

POETIC MAGIC



An inspired Lyryst with his instrument

Lyrists have access to a special list of powers based on music. Each level in the Lyryst class gives access to a new song of power ; as this term implies, the Lyryst must be singing *and* playing music to use his magical powers.

A Lyryst's songs have an effective range of 20 feet and may affect up to a number of individuals equal to the Lyryst's level. Lifeless or Mindless creatures (as well as other Lyrists) are totally immune to the powers of a Lyryst.

Lyrists were granted their powers by Apollo and cannot receive any other divine boon from him (or from any other deity).

Level 1: Song of Inspiration

This song grants a special bonus added to one of the character's d20 modifiers (Melee attack, Missile attack, Danger Evasion or Mystic Fortitude) of the Lyryst's choice, equal to the Lyryst's Grace modifier.

Like most other songs, it may affect a number of targets equal to the Lyryst's Level, bestowing the same bonus to all of them. Playing this song takes one minute (10 battle rounds) during which the Lyryst can do nothing else. The 1d6 Power points are spent at the end of this minute. The song then takes its full effect, which lasts for a number of hours equal to the Lyryst's level.

LYRISTS

Lyrists are wandering poets and storytellers with the Gift of Orpheus, which allows them to work magic through their mastery of the oratory and musical arts.

Prime Requisite : Grace.

Gender Restrictions : None. Although most Lyrists are male, female Lyrists are not unknown.

Basic Hits = 8

Special Ability : Poetic Magic.

Level Advancement : Every level after the first, a Lyryst gains the following benefits : +2 Hits, Danger Evasion +1, Mystic Fortitude +2. Lyrists advance by gaining Wisdom points, as all other magic-using classes.

Equipment : Lyrists start the game with a lyre and dagger. Note that the Gift of Orpheus forbids them to use any weapon other than a staff or dagger – and only if they have been attacked first.

Starting Wealth : 3D6 x 5 silver pieces.

Power points : A Lyryst's Power points total is determined according to the usual rules, using Grace as the prime requisite of the class. Lyrists recover Power by singing, playing music and reciting poems, at the usual rate of recovery.

Level 2 : Song of Freedom

This song grants temporary immunity to Fear, Petrification and Sorcery. Its execution requires one minute (10 battle rounds) and its effects last for a number of minutes equal to the Lyryst's level.

Level 3 : Song of Soothing

This song enables a Lyryst to entrance a mortal, animal or monster with his swelling music. Unlike the two previous songs, this song begins to take effect as soon as the Lyryst starts to sing and play.

Targets are allowed a Mystic Fortitude roll to break the spell. Targets that fail to resist will be unable to take any hostile action against the Lyryst as long as he is playing, up to a number of minutes equal to the Lyryst's level. A successful attack on the victim will immediately break the spell.



See ? Female Lyrysts do exist !

Level 4 : Song of Comfort

Those who benefit from the effects of this song immediately heal 1d6 Hits (without exceeding their usual maximum). It may affect up to (Lyryst's level) individuals and takes one full minute (10 battle rounds) to execute.

While listening to this song, characters must not be engaged in any strenuous activity (like combat or magic use) to benefit from its effects. The Lyryst himself may not benefit from this magical healing.

Level 5 : Song of Wrath

This song is imbued with the power of rage and anger. Like the song of Soothing, it takes effect as soon as the Lyryst begins to play.

Each time the Lyryst uses this power, he may play the song for a maximum number of battle rounds equal to his level : during this time, all those who hear the song (ie who are within 20' of the singer) suffer 1d6 Hits of damage per battle round (except for the Lyryst himself, of course).

Victims are allowed a Mystic Fortitude roll to resist the effect. If this roll is successful, the character takes no damage and will not suffer any further damage for the rest of this specific song of wrath.

Level 6 : Song of Glory

This song is imbued with the power of Fate itself. It allows the Lyryst to compose a poetic tale celebrating a hero's exploits and adventures. This individual must be known to the Lyryst and must belong to a class that accumulates Glory points.

The composition requires 1d6 days, at the end of which the Power points are expended. Once composed, a Song of Glory immediately brings a number of extra Glory points to the chosen individual equal to his own level times 250.

Thus, a level 4 character would gain as much as 1000 Glory points from such a song. Songs of Glory are more powerful for high-level characters because they actually build on the Glory and renown of the celebrated individual.

A given individual can only be affected by a single Song of Glory in his entire life. Also note that a Lyryst cannot use this power on himself.

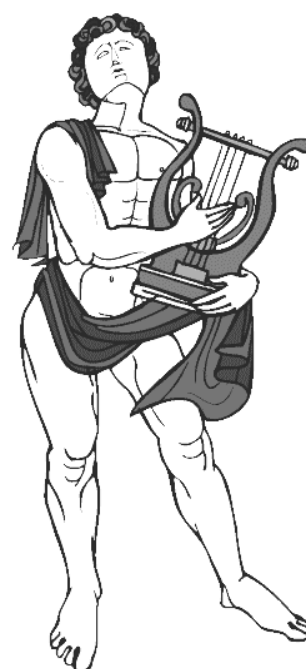
Agents of Poetic Justice

A level 6 Lyryst may also use a reversed version of this power (called a *Satire*) to castigate and denounce individuals who have fallen into hubris, offending the gods and the forces of Fate by their arrogance.

Composing a Satire is subject to the same conditions and restrictions as composing a Song of Glory but it actually causes the immediate loss of (250 x victim's level) Glory points (and may well reduce a character's actual level).

Satires are far more devastating for high-level characters because they actually exploit the victim's fame and grandeur against him.

Satires are a manifestation of Poetic Justice : they can only be targetted at characters who have perpetrated seriously dishonorable actions, angered the Gods or otherwise offended the powers of Fate. Before deciding to use this power, a player will always have to consult the Maze Master to know whether or not a specific individual may be Satirized.



Lyryst in the middle of an inspired solo

PROPHECY

Oracles are granted their powers of vision and prophecy by a deity (most often Apollo) and cannot receive any other form of divine boon or favor.

Except where otherwise noted, Oracles must always spend 1d6 battle rounds in a state of full concentration before using any of their powers.



It's Augury time, folks !

Level 1: Augury

The Oracle can ask the Maze Master if an intended course of action during the adventure is a good choice or not. The Maze Master will have to answer by *yes* or *no*.

Level 2 : True Sight

With this power, the Oracle can see through all magical illusions, shapeshifting and invisibility spells for a number of hours equal to her level.

Level 3 : Psychometry

With this power, the Oracle can see and hear what has happened in a place he is in or to an object it is touching during the last 1d6 centuries. This requires 1d6 minutes of concentration.

Level 4 : Clairvoyance

With this power, the Oracle can see and hear what is happening in a specific location that is known to him, regardless of the actual distance. This effect only lasts for a number of battle rounds equal to the Oracle's level, so extended scryings will require several Power expenditures.

ORACLES

Oracles are seers and soothsayers. Their uncanny powers of divination come from a special connection with the Gods and the forces of Fate.

Prime Requisite : Faith.

Gender Restrictions : Most Oracles are female, but male Oracles are not unheard of.

Basic Hits = 8

Special Ability : Prophetic Magic.

Level Advancement : Every level after the first, an Oracle gains the following : +2 Hits, Danger Evasion +1, Mystic Fortitude +2. Oracles advance by gaining Wisdom points, as all other magic-using classes.

Equipment : None.

Starting Wealth : 3D6 x 5 silver pieces.

Power points : An Oracle's Power points total is determined according to the usual rules, using Faith as the prime requisite of the class. Oracles recover Power by meditating, at the usual recovery rate.

Level 5 : Omniscience

With this power, the Oracle can ask the Maze Master a specific yes or no question. Unlike Augury, this question is not restricted to intentions and may be related to past events, hidden secrets, specific items or anything else.



- You know, after a while, Clairvoyance and Omniscience can really make you a little blasé about life and destiny ...

Level 6 : Doom / Destiny

This power allows the Oracle to actually influence the Fate of a chosen individual (whose presence is not required but whose name must be known to the Oracle) by uttering a prophetic curse (Doom) that will accelerate his tragic demise or a prophetic blessing (Destiny) that will act as an extremely potent form of mystic protection. This requires at least one full minute of full concentration.

Doom : A Doomed character suffers a permanent penalty equal to *his own level* to all his Danger Evasion and Mystic Fortitude rolls. This can only be undone by a Divine Boon or Intervention.

Destiny : A character with a Destiny gains a permanent bonus equal to *his own level* to all his Danger Evasion and Mystic Fortitude rolls.

Doom and Destiny can only affect characters with levels. A given individual can only be affected by a single Doom or Destiny in his entire life and that one can't be used to cancel the other. Note that the Oracle cannot use this power on himself.



A Shapeshifter undergoing a major transformation

METAMORPHOSIS

Metamorphosis is the magical art or shapechanging. Its practitioners are called Shapeshifters : most of them are tricksters and imposters, accustomed to alter their form to deceive others... and to escape the consequences of their actions afterwards.

Contrarily to popular belief, Shapeshifters cannot transform others – the notorious Circe was a Sorceress (or was she an Elementalist ?) with special powers, not a Shapeshifter herself.

Shapeshifting Basics

Depending on his level, a Shapeshifter may adopt a variety of forms and shapes. Each transformation takes a full battle round of full concentration (during which the character cannot do anything else) and costs 1d6 Power points.

A Shapeshifter must also spend 1d6 Power points to change back to his natural form : if this expense cannot be made, he will remain trapped in his current form until he has enough Power points to recover his true form.

Shapeshifters recover 1d6 points of Power per day (at sunset) while in their natural form but only 1 point per day when in any other form.

When a Shapeshifter adopts a new shape, he normally gains all the characteristics (including special abilities and limitations, such as the impossibility to speak for beasts and most monsters). See next page for additional (and very important) exceptions and restrictions.

SHAPESHIFTERS

Shapeshifters are magicians who have mastered the art of transformation - called Metamorphosis. They can turn themselves (and sometimes others !) into all sorts of animal, mortal or monstrous shapes.

Prime Requisite : Luck.

Gender Restrictions : None.

Basic Hits = 8

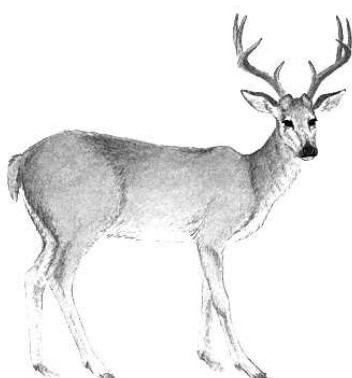
Special Ability : Metamorphosis.

Level Advancement : Every level after the first, a Shapeshifter gains the following : +2 Hits, Danger Evasion +2, Mystic Fortitude +1. Shapeshifters advance by gaining Wisdom points, as all other magic-using classes.

Equipment : Shapeshifters start the game with a dagger and a staff.

Starting Wealth : 3D6 x 5 silver pieces.

Power points : A Shapeshifter's Power points total is determined according to the usual rules, using Luck as the prime requisite of the class. See the *Shapeshifting Basics* section for more on Power recovery.



*A cleverly disguised Shapeshifter
(or perhaps it's just a deer – who knows ?)*

Restrictions & Limitations

A Shapeshifter may never transform into a Spirit or Animate, regardless of his level.

The Shapeshifter does not gain the creature's Cunning or Mystique, but fully retains his own Wits and Luck scores.

A Shapeshifter always keeps his own Mystic Fortitude, his Danger Evasion bonus is equal to his own Danger Evasion modifier, plus any bonus for the creature's relevant special abilities (if any) and his EDC is equal to his own basic Defense Class (12 + Luck modifier), modified by the creature's relevant special abilities (if any).

The only special abilities which are not duplicated by metamorphosis are the ones that are directly associated with a creature's Mystique or Mystic Fortitude or which can be *resisted* by Mystic Fortitude. More specifically, this restriction applies to Petrification, Psychic Powers, Nature's Gifts and Magic Resistance.

Shapeshifting & Wounds

When a Shapeshifter adopts the form of another creature, his Hits total is equal to the standard Hits total for this creature, minus any damage taken by the Shapeshifter in his previous form – this will kill the Shapeshifter if the creature's natural Hits are reduced to zero in this manner. This also applies to the Shapeshifter's natural form: all damage sustained while in another form will be carried over to the character's own Hits. Players of Shapeshifters are advised to check their character's Hits and wounds before any transformation !

Contrarily to (once again) popular belief, Shapeshifters do not need to be in their natural form (or in any specific form) to heal their wounds but always recover lost Hits at their own natural healing rate, regardless of their current form.

Level 1 : Appearance Alteration

The Shapeshifter can change his overall appearance as a human (including apparent age and gender). This power has many possible uses, from concealing your identity to adopting the appearance of a specific person (whom the Shapeshifter must have previously observed).

This transformation does not change any of his attributes or abilities (including Hits total etc), nor does it confer the biological functions or limitations of the adopted form (ie a character changing into an elderly person does not suffer weakness or decrepitude and a man changing into a woman does not gain the power to bear children).

Level 2 : Basic Transformation

The Shapeshifter can transform into any Folk of Small, Medium or Large size.

Level 3 : Animal Transformation

The Shapeshifter can transform into any Beast of Small, Medium or Large size.

Level 4 : Advanced Transformation

The Shapeshifter can transform into any Folk or Beast, including those of Tiny or Gigantic size.

Level 5 : Monstrous Transformation

The Shapeshifter can transform into any Monster of Small, Medium or Large size.

Important restriction : the character cannot transform himself into a Monster he has never seen – you can't adopt the form of a Chimera if you've never met one. The player of a level 5 or 6 Shapeshifter should keep a « monstrous repertoire » : a list of the Monsters his character has had the opportunity to encounter and observe.

Level 6 : Supreme Transformation

The Shapeshifter can transform himself into any Monster, regardless of its size (but with the same restrictions as for Monstrous Transformation). Here there be dragons !



- Lelio, stop it ! This is NOT funny ! Lelio ? Is that you ?

2006 Edition Notes & Comments

The Great Magic Schism

« *The more powerful a magician is, the harder it should be to resist the effects of its spells or powers.* » This statement (often attributed to Luigi Castellani) made perfect sense, of course, but it also caused quite an uproar among a sizeable portion of the M&M gaming community. It also created something of a schism between *baroque* Maze Masters (who used these revised rules as well as the variant on Faith given in the Religion chapter) and *classical* ones (who rejected these new options in the name of « game balance » (as well as for the sole sake of tradition).

This « other Castellani controversy » eventually gave birth to yet another topic of heated debate which regularly invaded the Letters page of Griffin magazine (and, of course, every other conversation involving more than one Maze Master). Ready for a few samples ?

« *Game balance ??? We're talking about magic, here – MAGIC !* »

« *Unfortunately, Mr X's letter fails to provide ANY valid argument showing that Game Balance should NOT apply to Magic or, for that matter, to the Gods themselves (...), who are themselves the very Guarantors of Cosmic Balance (...) not to mention the Law of Universal Equanimity* » (typical case of POCL – Pompous Overuse of Capital Letters)

« *Honestly, I'm quite fed up with people throwing verbal abuse at each other simply because they don't agree on how a GAME should be played (...) – come on, folks, there are more important things in life - like new monsters, new mythic items, new tables (...)* »

« *After reading Mr Y's letter about magic resistance, may I suggest that he should immediately be committed to the nearest asylum ?* »

« *Another possibility would be to multiply the result of odd Mystic Fortitude rolls by the level of the casting magician, squaring the final result – except, of course, in the case of Initiative ties (...)* »

« *Blah blah blah blah...* ».

Those were the days.

New Magician Classes

The Elementalist was an instant hit and quickly eclipsed the Sorcerer as the premier wizardly class in the hearts of many M&M players.

The Lyrist was also a blast – especially with verbose players.

Most Maze Masters judged the Shapeshifter as being far too powerful, despite the various restrictions and limitations attached to this class (such as its slower rate of Power points recovery). Still, it proved very popular with some gaming groups – and with the Letters page of Griffin magazine (see below).

The least popular new class was by far the Oracle, whom most players saw as an « *armchair mage with little adventuring potential* » and who was generally used as a NPC – or as a « recommended class » for the rare female gamer (that is, recommended by chauvinistic male players who did not want girls to play Amazons who were stronger than their own Barbarians).

The Big Shapeshifting Issue

Despite being acclaimed by some over-enthusiastic gamers as « the most elegant shapeshifting rules ever devised », the section on Metamorphosis suffered from one big omission : it said NOTHING about what befell clothing, equipment and other objects held, carried or worn by a Shapeshifter when he transformed. And there appeared to be no simple, obvious answer do such questions as : « *If my Shapeshifter wears a ring and turns into a bird, does the ring fall off his talons or is it somehow incorporated into the bird-form ?* » or « *Is my Shapeshifter always naked when he transforms back into his original form ?* ».

After years of uncertainty and conflicting theories, the author of the rules himself finally presented an 'official addendum' in an issue of Griffin magazine, offering the following clarifications : « *Clothes and objects with an Encumbrance of zero are incorporated into the new form and will re-appear when the Shapeshifter resumes his original form. This does not apply to weapons, pieces of armor and other objects with an effective Encumbrance value : such items simply fall around the Shapeshifter at the time of the transformation.* »

III : MYTHIC ITEMS

Magical Armament

Arrows of Plague

Created by Apollo, usually only 1-3 will be found at a time. Anyone struck by a Plague Arrow who fails their Mystic Fortitude roll will sicken and lose 1d6 Hits per day until they die or they receive magical healing. Arrows of Plague disappear after use.

Cestus of Pugilism

Magical leather strips wrapped around each hand. Allows the wearer to inflict 1d6 Hits of regular damage using only his fists. Such attacks have a Reach of zero.

Dragon Spear

The blades of these spears are carved from the teeth of a great dragon slain many centuries ago by a legendary hero.

Dragon spears have a +3 to Melee attack but *cannot* be used against a dragon or hydra – ie the spear itself will not physically touch the hides of these creatures. Once per day the head of a Dragon Spear can erupt into flame for 6 rounds, causing an additional die of damage.

Helm of Hermaphrodite

A bronze helmet of Thracian design, it appears perfectly normal to every test...until worn. Named after the son of Hermes and Aphrodite, whose body was melded with that of a Nymph, creating a being of both sexes, the *Helm* is a cursed item; when placed on the head, it transforms a male wearer into a female of the same species, and vice versa.

Once used, the *Helm* loses all power, and cannot be used to reverse the effect. The curse can only be broken by Divine will, and will usually require a long and difficult quest to earn the Deity's help.

Net of Arachne

This silken net is amazingly tough for its weight (Encumbrance 0). It is so light and easy to use that it adds +2 to the user's Attack roll. Because of the net's amazing clinging ability, the target suffers a -4 to his Danger Evasion rolls.

Net of Submission

Creatures bound by this net will not struggle to free themselves unless they make a Mystic Fortitude roll.



A bold Spearman exhibiting his magical armament (including a very stylish Helm of Hermaphrodite)

More Magical Spears !

Spear of Striking : This magic weapon grants +1 on Melee attack, as well as a +4 bonus for one attack, once per day (whether you hit or miss).

Spear of Casting : This weapon looks like a normal spear with small wings at its neck. It can be thrown once per day out to three times the normal range of a javelin, with a +3 attack modifier.

Spear of Conquest : These spears were carried by ancient kings and princes and give a +1 Melee attack bonus – or +2 when used by Nobles.

Spear of Defense : This spear provides a +2 bonus to EDC and has an indestructible shaft.

Spear of Vigilance : The tip of this spear glows in the dark, providing illumination in a radius of 20 feet.

Stargold

Back in the ancient days, this wondrous bluish metal (of meteoritic origin ?) was mined and used by the Derros and the Atlanteans, who have apparently lost the secret of its crafting.

Items forged in stargold as are indestructible as they are light. A stargold blade will never break or grow dull and gives a +1 bonus to damage.

A piece of armor gives +3 to EDC (instead of the usual +2) and has half its normal encumbrance value (ie 2 for a breastplate and 1 for a helmet).



Deluxe containers for magical potions

Potions & Consumables

Amphora of Preservation

Liquids stored in these fabulous jar do not spoil. Poisonous or tainted liquids will be purified if stored within it for 1d6 days.

Aphrodite's Venom

A single dose of this rare magical poison can be coated on a blade, arrowhead or spearpoint. Male creatures (including men) wounded by this weapon will take 2 extra Hits of damage.

The poison loses its effectiveness in 1d6 hours or after three wounds (whichever comes first). The recipe of this poison is only known to the heiresses of the royal Amazon bloodline.

Apollo's Water

This crystal-clear water is the only known remedy to the effects of Lethe Water. A single dose will also immediately awaken a Lyrist who have drunk too much Mead of the Muses.

When found, Apollo's Water usually comes in a small phial or flask containing 1d6 doses.

Cocytus Water

Must be kept in a fireproof flask, which can be hurled or spilled, doing 1d6 Hits of damage to a single target for 1-3 consecutive rounds.

Cocytus Water is generally found in small phials containing 1d3 doses.

Lethe Water

Drinking a single dose of this magical water will cause the immediate loss of one class level (and all related bonuses and benefits) unless a Mystic Fortitude roll is made.

Level 1 characters cannot be reduced below their current level but will suffer complete amnesia, forgetting all details about their personal lives (friends, family, their own names).

Lethe Water is generally found in small phials containing 1d3 doses.

Mead of the Muses

This magical, beer-like, honey-tasting brew can help a tired Lyrist to refresh his poetic inspiration – but it is also extremely intoxicating.

Each cup of the mead restores 2d6 Power points to the Lyrist, without exceeding his regular total – but if the rolled points do take the character's Power above its maximum, he will immediately collapse and fall into a deeply enchanted sleep for a number of hours equal to the number of points in excess.

Moreover, each hour of this enchanted, Mead-induced sleep will cause the loss of 1d6 Power points, as the Muses take back what they have given to the hapless poet...

When found, the Mead of the Muses usually comes in a small phial or flask containing the equivalent of 1d6 cups. If drunk by a character other than a Lyrist, the Mead will have the standard effects of alcohol.

Olive Tree of Athena

This tree produces a crop of olives once a month as long as appropriate sacrifices to Athena are made. Note that cuttings from this tree produce robust but normal olive trees.

Hydra Head Potion

When the user imbibes this rare and costly potion, extra heads sprout from his shoulders. One extra head is grown per dose consumed, which lasts for one hour. When found, Hydra Head Potion usually comes in a small bottle containing 1d6 doses.

Each head beyond the first adds one opponent to the creature's maximum number of opponents per round. Each extra head also gives +1 to the character's Initiative and Detection rolls, making him more difficult to surprise.

A pair of human shoulders cannot support more than 3 heads. Each dose taken beyond this limit will simply inflict 1d6 Hits of damage to the drinker.

Also note that each extra head gives a -4 First Reaction penalty (and makes it impossible to pass incognito).

Potion of Remembrance

This potion is the only known cure for the amnesia induced by Lethe Water (see above).

When found, potion of remembrance usually comes in a small phial or flask containing 1d6 doses

Styx Water

One dose of this liquid instantly banishes malignant spirits (shadows, ghosts etc) to the Underworld unless the creature makes a Mystic Fortitude roll.

Styx Water is generally found in small phials containing 1d3 doses.



Hydra Head Potion in Action !

Rings & Amulets

Amulet of the Nereids

The bearer of this fine marine ivory amulet can communicate with all undersea Folks and Monsters. Note that these creatures may not have anything interesting to say.

Armlet of the Dioscouri

A copper armlet, worn on the bicep; it is engraved with a two-faced head, and is often mistaken for an *Armlet of Janus* (q.v.). The eyes of the faces – two in total – are inset with black pearls.

The *Armlet* reflects the dual nature of the Dioscouri, Kastor and Polydeuces – the former was mortal; the latter, immortal.

Once per day, the wearer may call on the *Armlet* to briefly emulate the power of Polydeuces; the next time the player has to make a Danger Evasion roll, it will automatically succeed.

Each time the *Armlet* is used, there is a 5% chance (cumulative) that one of the pearls crumbles into dust. The pearls cannot be replaced. Once both are destroyed, the *Armlet* becomes forever powerless.

Armlet of Janus

A copper armlet, worn on the bicep; it is engraved with a two-faced head. The eyes of the faces – two in total – are inset with precious gems (an emerald on the left, a sapphire on the right).

This truly marvellous *Armlet* reflects Janus' status as the god of doorways. The wearer can, by touching the emerald eye and speaking a word of command, vanish from his present location and instantly reappear up to 60' away.

The destination must either be within plain view, or must be a place the wearer has been before (within range). By touching the sapphire eye and speaking the command word again, the wearer is returned to

the exact spot he originally left from – but *only* if he is standing at the spot where he first materialised, or the power fails to operate.

The *Armlet's* power operates only once per day in each direction, and the emerald's power cannot be used again unless the sapphire's power has been employed (or at least attempted). If either or both of the enchanted gems is removed, the *Armlet* will not function until they are restored to it.

Ring of Proteus

This magical ring is one of the most prized items a Shapeshifter may have, since it allows them to retain the power of speech while in animal or monstrous form. It is of no use to other characters.

Rings of the Elements

There are actually four different types of Elemental Rings: one for each Element. When worn by an Elementalist, this ring confers him an extra rank of mastery in the corresponding Element. If the character already has a mastery of III, the ring gives him no particular benefit.

Rings representing opposite elements (Fire and Water, Earth and Air) are mutually exclusive and cannot be worn by the same character.

Staves & Wands

Beta Ray Wand

This wand can shoot beams of green energy that causes damage to all creatures but is especially harmful to Animates. It has a range of 20 feet, requires a Missile attack roll to hit and does 1d6 Hits of damage (or 2d6 if the target is an Animate). Each wand contains enough energy for 1d10 shots.

Staff of the Serpent

This cursed staff looks like a potent magical artifact but turns into a deadly venomous snake as soon as it is firmly held by a hand. The character holding the staff will have to make a Danger Evasion roll to avoid being bitten at the wrist by the snake. If the roll is failed, he will die within 1d6 battle rounds.

Wand of Air

This item can only be used by an Elementalist skilled in the power of Air. When the character uses his Swirling Winds power (mastery I), the wand doubles its duration as well as the maximum number of individuals it can affect.

Wand of Fire

This item can only be used by an Elementalist skilled in the power of Fire. When the character uses his Dart of Fire power (mastery I), the wand simultaneously shoots a second Dart at the target of his choice (at no additional Power cost).



- Yes, this is a Toga of Pompous Dignity !

Garments & Accessories

Cloak of Many Forms

This magical cloak can be used by Shapeshifters to store extra Power points.

Unlike the Shapeshifter himself, the cloak does not recover its Power points once they are spent and will have to be "refilled". A Cloak of Many Forms may store up to 1d6+6 Power points.

Fillet of Piety

This headgear allows a Priest to call on Divine Prodigies as if he was one level greater than he actually is once per day. If he fails to use the Prodigy, he has angered the gods somehow and will have to appease them before he can use it again.

Girdle of Teiresias

Legends are confused about this handsome, jewel-inlaid girdle, which once belonged to the famed blind seer Teiresias, greatest of all Oracles.

Some say that this girdle will endow anyone who wears it with the prophetic abilities of a 6th level Oracle. Others say that the wearer will be struck blind, or have the ability to speak to snakes or will have its gender changed forever. The truth is that the Girdle can accomplish all this, but on a random basis. Whenever a character puts the Girdle on, roll 1d6 and apply the corresponding result :

1 = The character gains the magical abilities of an Oracle of level 1d6, with the corresponding number of Power points. If he is already an Oracle, his effective level is increased by one. If the character is already a 6th level Oracle, well, just roll again...

2 = The character gains the ability to speak to snakes (including Giant Snakes) and understand their secret, hissing language. Note that this does not give him any command or control over them – nor does it guarantee that these creatures will have anything interesting to say.

3 = The character is struck blind.

4 = The character's gender is changed.

5 = Oracular Blindness : Apply results 1 and 3.

6 = Oracular Sex Change : Apply results 1 and 4.

These effects last as long as the Girdle is worn... and once it has been put on, it cannot be removed – except by Divine Intervention.

To reflect the uncertain and confusing nature of the Girdle, a successful Magic Lore roll will only reveal one of its true properties, rolled randomly on the table given above.

Laurels of Glory

This magical crown of laurel can only be worn by Nobles, Spearmen and other fighters who have reached level 6. It gives the character a +4 First Reaction bonus and makes him permanently immune to the effects of Sorcery, Fear and Petrification. A character of level 5 or less who puts these laurels on his head becomes guilty of hubris and immediately loses his current class level, falling to the next lower level (with exactly the minimum Glory required).

Laurels of Wisdom

This magical crown of laurel has the same effects as the Laurels of Glory for magic-using characters.

Siren's Comb

A decorative hair-comb, made from bone, with mother-of-pearl inlay. It carries the image of a woman-headed bird.

This item is especially enchanted to resist a Siren's gift of Nature's Charm; while worn in the hair, it grants the wearer – and only the wearer - complete immunity to the Siren's enchanting songs.

Any Siren who sees one of these combs in the hair of her prey will become enraged, and physically attack the wearer; it is suspected that the bone from which the *comb* is made comes from a Siren slain for that purpose.

Thespian Masks

This is a set of two masks similar to those worn by actors : one is happy and the other angry.

A character wearing the **happy mask** enjoys the same immunities as if he was affected by a Song of Freedom (Poetic Magic level 2) and will also benefit from a +2 First Reaction bonus.

A character wearing the **angry mask** will be absolutely immune to Poetic Magic – but will suffer a -2 First Reaction penalty.

These effects are permanent as long as the mask is worn. Note that a character wearing such a mask cannot benefit from his usual Reputation Effect.



*Always look on the bright side of life
with our Happy Thespian Mask !*

Tunic of Nessos

This cursed tunic appears as a beautiful reddish piece of clothing. Any character who puts it on will automatically suffer 1d6 Hits of damage per battle round until he is dead or the tunic is taken off. The victim is so wretched in pain that he cannot remove the tunic himself, unless he makes a Danger Evasion roll (one try at the end of each round).

Magical Vehicles

Atlantean Wargalleys

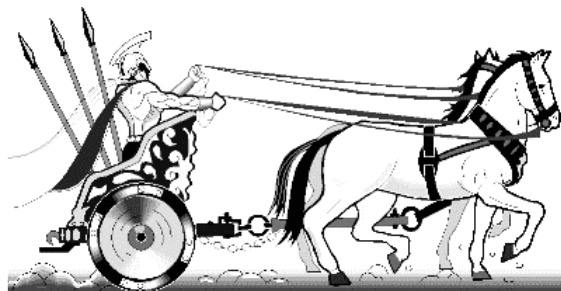
These powerful warships are decorated with bronze dolphins and fierce statues of Poseidon. They are powered by a magical wood-burning copper boiler that turns 120 bronze oars. The crew of an Atlantean galley can be a minimum of three : one steersman, one captain and one engineer. Sails are not needed. Each galley is fitted with three large catapults. These require their own crews. Atlantean galleys can row against the wind.

Chariot of Turning

This baby can wheel on a dime, and negotiate even the most cluttered battlefields. In game terms, a Chariot of Turning adds a +4 bonus to all Danger Evasion rolls made by its driver.

Chariot of Ares

This chariot gives a +2 EDC bonus to its crew members and must be damaged thrice (instead of only twice) to be destroyed. A more powerful version (the Improved War Chariot) exists, which gives +4 to EDC and is destroyed when damaged for the fourth time.



Test-driving the new Chariot of Ares

Mechanical Chariot

Also known as the Hephaestus 500, this wonderful « auto-mobile » vehicle does not need horses – nor does it need fuel, since it is animated by magic ! Its Movement allowance is the same as a normal, hippomobile chariot.

Wings of Daedalus

The wings of daedalus allow the user to fly at 240' per round... but the character must make a special flying roll every ten minutes of flight or fall from the sky, suffering 1d6 damage per 10 feet fallen.

Flying rolls are resolved exactly as swimming rolls, using the character's Melee attack modifier against a target number of (10 + Encumbrance).



Crash-testing the new Wings of Daedalus

Miscellaneous Items

Ariadne's Ball of Twine

This ordinary-seeming ball of plain, non-descript twine can be used to find the exit to any labyrinth. Upon the utterance of the command word, the ball of twine, when dropped to the floor, will roll towards the nearest exit, leaving a trail of twine behind it.

The twine will not be able to pass through or over obstacles; instead, it will take whatever detour is necessary to reach the exit. Only if there is no way around an obstacle will the ball stop rolling.

There doesn't seem to be any limit to the amount of twine wrapped around the ball, but any twine cut off from the main line is just plain twine.

Once the exit has been found, repeating the command word will cause the twine to re-wrap itself around the ball.

Arrow of Direction

Will point the way to the nearest underworld entrance (within 100 miles).

Bag of Winds

Each of these magical bags holds 2d6 points of Wind. Everytime the bag is opened by someone who knows its properties, the character will have to decide whether he wishes to spend 1, 2 or 3 points of Wind, depending on the desired effect.

When used on purpose, each point of Wind spent duplicates the equivalent mastery rank of Air Elementalism : thus, causing Swirling Winds costs 1pt, Talons of the Wind 2pts and Gale Fury 3pts.

Unlike the corresponding Elemental powers, these winds affect all characters and creatures in a radius of 10' per point of Wind spent and their effects last for 1d6 battle rounds.

A single point of Wind can also be used to propel a galley at top speed for 1d6 days.

If the bag is opened wide by an unsuspecting person, it will loose 1d3 points of Wind per battle round until it is closed or emptied.

Bridle of Poseidon

This wondrous item makes horses obey your words without question (although it does not allow you to understand what they're saying).

In game terms, a rider using this item receives a +4 bonus on all Danger Evasion rolls made while riding (including his own mount's rolls – see Horsemanship in *Men & Monsters* for more details).

Bronze Bull Statuette

This small (Encumbrance 1) bronze statuette representing a bull can be turned into a live Bronze Bull (see *Mazes & Minotaurs*, p 58) once per day by pressing the small gem located between its horns.

The Bronze Bull will remain in existence for 1d6 battle rounds and will obey the mental commands of the character who pressed the gem. It will then become a statuette again for the next 24 hours.



Chains of Prometheus

Not as cosmic as their name might imply, these magical iron chains forged by Hepahestus himself may nonetheless prove extremely useful as they are absolutely unbreakable (except by direct Divine Intervention) – and can be used to chain absolutely anything, including the most gigantic monsters (once they have been subdued, of course).

Complete Works of Homeros

These seven scrolls of unmatched poetic grandeur collect the complete odes, songs and versified epics of Mythika's greatest poet and storyteller, the legendary (and long-dead) Homeros.

Any Lyrist reading these masterpieces will reach unsuspected heights of knowledge and inspiration in the form of 100 Wisdom points per scroll for the first four and 200 points for each one of scrolls V to VII.

A given library, tomb or treasure room will contain 1d10 such scrolls, in numbered order (thus, a roll of 4 means scrolls I to IV).

Reading (and appreciating) the Complete Works take approximately a week per scroll.

Crystal of Vision

This small crystal sphere can only be used by Oracles of level 4 or higher, as it enhances their power of Clairvoyance.

When scrying through the crystal, the Oracle may maintain her vision for a number of minutes (instead of battle rounds) equal to her level.

Flute of the Shepherd

This small magical wooden flute may be used by any character with a very strong connection to nature : Hunters, Nymphs, Centaurs and Priestesses of Demeter.

Playing the flute requires no specific skill and allows the user to duplicate the effects of a Lyrist's Song of Soothing, using his own level to determine duration and maximum number of targets.

Harp of Poetic Insight

This magical lyre can be used by Lyrists to store extra Power points.

Unlike the Lyrist himself, the harp does not recover its Power points once they are spent and will have to be "refilled". A Harp of Poetic Insight may store up to 1d6+6 Power points.



Playful flute-playing Thief trying to prevent a solmen Lyrist from using his Harp of Poetic Insight

Silveroak

This magical wood can be used to make virtually indestructible ships. A ship with a hull made of Silveroak will have double the usual amount of Hull points. Silveroak only grows at the heart of the most ancient forests, in remote parts of the world full of strange wonders and perilous monsters.

Strings of Orpheus

When installed on a Lyrists harp, lyre or similar instrument, these unbreakable magical strings will enhance the power of the Lyrists songs, doubling their effective duration.

Tablets of Binding

These enchanted lead tablets act as a the level 6 Sorcery spell Enslavement (as if cast by a Level 6 Sorcerer, naturally), but can be used by anybody who knows how to write. The binder describes the person he wants to enslave in some detail, and the result that he wants to achieve.

Typical examples include making someone fall in love with the binder, causing an athlete to lose competitions against the binder's favorites, keeping the target from speaking ill of the binder etc.

The binder must bury the tablet in a graveyard or into a deep spring or pool during a full moon, where it will take effect the next dawn. If the tablet is found or destroyed within the year, the effects are dispelled; otherwise, they are permanent.

The victim is, of course, allowed a Mystic Fortitude roll to resist these effects, as per the usual rules.

Tripod of Divination

This tripod can only be used by Oracles, who must burn incense inside it to activate its properties.

The tripod can be used by Oracles to store extra Power points. Unlike the Oracle herself, the tripod does not recover its Power points once they are spent and will have to be "refilled". A Tripod of Divination may store up to 1d6+6 Power points.

Treasures of Autolycus

Autolycus was a master thief who sailed upon the Argo with other bold heroes.

Amongst his most prized treasures were the wonderful tools with which he plied his craft.

Mask of Autolycus

Once donned, this woven mask allows the wearer to appear like a completely ordinary person, not worthy of attention, unless he does something to attract attention (like attack, or walking into a lady's private chamber). Anyone who knows of the mask's abilities can attempt a perception Danger Evasion roll to detect the wearer.

Staff of Autolycus

A short metal rod with several small studs or buttons along its length. When pressed in the appropriate combination, the rod unfolds and extends in various configurations, becoming :

- 1) A climbing pole up to 30' long, with spokes protruding for aid in climbing (+4 to climbing rolls), and a spike for planting securely in the ground.
- 2) A 6' long spike, which can be used as a spear
- 3) A long pole suitable for pole-vaulting
- 4) Can be used to force open doors and similar feats of strength as if it has a Might of 18, provided it is braced properly.
- 5) Can be used as a pogo stick
- 6) Can be flung as if it was a javelin, and always returns to the same place it was thrown from.

If the proper combination is not known, an effect may be rolled randomly, using 1d6.

Pigments of Autolycus

This cannister of paint, suitable for coloring 1d6 Medium-sized beings, can be used to completely disguise someone or something. The fluid itself changes color to match the artistic vision of the painter, allowing him to conceal the identity of (for example) a stolen cow. A Large creature will require twice as much paint and a Gigantic creature four times as much ; conversely, reduce quantity to 50% for Small creatures and to 25% for Tiny ones 1/4.

Unique Artifacts

As their name implies, Unique Artifacts are one-of-a-kind mythic items. Most (if not all) of them are of divine (or at least semi-divine) origin and can never be found by chance or as part of a treasure hoard. They can only be obtained as the final reward of truly epic quests, after many perils and obstacles have been vanquished – and many Glory, Wisdom or Experience points have been gained.

Here are three examples of Unique Artifacts from the world of Mythika :

The Golden Fleece

This is the fabled item that was once recovered by the great hero Jason and his Argonauts – before being lost again... It appears as the golden fleece of a huge ram, complete with the scalp and horns of the beast. Legends remain quite hazy about the true properties of this unique artifact – but all agree on their extraordinary magnitude.

In game terms, a character who claims the Golden Fleece as his prize will immediately gain 1000 Glory or Wisdom points (depending on his class) as well as 1d6 Luck points (up to a maximum of 20).



The Head of Orpheus

This is the severed head of the demigod Orpheus, first and greatest of all Lyrists (and an Oracle too). It appears as a normal-sized human head made of an indestructible metal akin to bronze but much darker, with uncannily vivid eyes...

The Head is able to talk : it can also sing, tell stories and make prophecies.

In game terms, the Head has the same powers as a level 6 Lyryst and a level 6 Oracle with a combined Power maximum total of 100 points... but since it is no longer really alive, it cannot recover its Power points as mortal magicians do. It can only be « recharged » by any magic-using character with his own Power points, at the rate of 1d6 points per full hour of mental symbiosis (during which the recharging character can do nothing else).

When found, the Head of Orpheus will have 1d100 Power points left.

Moreover, listening to the Head's stories, poems and prophecies can bring Wisdom to any Lyryst or Oracle, at the rate of 1 Wisdom point per full hour devoted to this activity... but beware, for the Head's Wisdom is also tainted with echoes of madness and despair. Everytime a Lyryst or Oracle gains 100 Wisdom points in this manner, he must make a Mystic Fortitude roll (against a target number of 20) or fall into a deep state of dark melancholia. A Lyryst or Oracle affected by orphic melancholia will be absolutely unable to recover Power points or to gain new Wisdom points (including from the Head itself) as long as he remains in this state – which can only be cured by Divine Intervention.

The Chess Pieces of the Gods

This is a set of 32 huge chess pieces which were crafted by Hephaestus himself. They belonged to Zeus himself and have been used by the King of the Gods on numerous occasions to play destiny games against his wife Hera (or, more rarely, against another Olympian), where each move on the chessboard causes a corresponding event in the material world.

After an especially humiliating defeat, a furious Hera tossed the 32 playing pieces through the windows of his cloudy palace in a moment of divine anger. They eventually landed on a mysterious lost island, where they lost their fate-affecting powers but retained

some of their magical essence. Meanwhile, in Olympus, Zeus simply ordered Hephaestus to make new chess pieces and eventually forgot about the whole incident...

Each playing piece appears as a beautifully crafted statuette that appears to be made of ivory or ebony and has the same properties as a Bronze Bull Statuette (see page 22), except that the creatures stay animated as long as their master wishes (or until they are 'killed' – see below) and that each type of piece corresponds to a specific type of Animate :

The set includes 2 x 8 Pawns (Iron Warriors), 2 x 2 Rooks (Bronze Bulls), 2 x 2 Towers (Bronze Colossus), 2 x 2 Bishops (Minatons), 2 x 1 King (Titanic Statue) and 2 x 1 Queen (Titanic Statue). Pawns have an Encumbrance of 1/4, Rooks, Towers and Bishops have an Encumbrance of 1 and Kings and Queens have an Encumbrance of 2.

If a mortal was to come into possession of the whole set, he would have a small (and portable !) army of Animates at his command. If one of these Animates is reduced to zero Hits, he simply transforms back into a chess piece – ready to be re-animated and commanded by the next person who picks it up and wills it to live.

2006 Edition Notes & Comments

Mythic Items & Silly Jokes

The Bag of Winds was, of course, the subject of various gross jokes (sometimes with all-too-vivid sound effects) by unsavory players - but never in the presence of female gamers, as noted by an anonymous Maze Master in his letter to Griffin magazine, which listed the « 20 Good Reasons to Get Girls in a Gaming Group ».

The Mechanical Chariot was the doom of many M&M campaigns, turning them into silly peplum versions of *The Road Warrior* or (worse still) *Cannonball*, with characters running over innocent pedestrians, causing spectacular chariot crashes or trying bootlegger-reverse maneuvers instead of questing, adventuring and fighting monsters.

Unique Artifacts

Ah, the Head of Orpheus... The quest for its recovery was the central theme of my first truly epic M&M campaign as a player. It sent us into a series of wild adventures across the Middle Sea, with myriads of perils and monsters (including a homebrew creature called the Hekkarax - don't ask) and a rival group of Atlantean Nobles who wanted to use the Head as part of some nefarious (and pretty confused) master plan. After a dozen sessions (and a few deaths !), we eventually found the Head and brought it back to a secret shrine – but not before my own Lyryst character Eurybiad had (of course) overdosed on its Wisdom, sinking into a state of dark melancholy. He was cured by the Divine Intervention of the Muse Calliope herself - but, hey, that's another story...