Mythras

Shrine of the Traitor Gods

An Introductory Roleplaying Scenario

The Design Mechanism

Shrine of the Traitor Gods

A Mythras Starting Adventure Module

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Shrine of the Traitor Gods

This is a short scenario designed to act as introduction to roleplaying games, using a set of pre-created characters and a short set of rules to govern what happens.

The players each take on the role of a Hero of Meeros. Meeros is a city state in an ancient fantasy world not unlike ancient Greece, Rome or Sparta. The children of an important merchant have been kidnapped by the sinister cult of the Badoshi, the sworn enemies of Meeros, and it is the character's task to find the children and rescue them from whatever the cult has in store.

Before You Begin

Read through this booklet and make sure you understand how it works. The characters play through a series of encounters that require certain skills or spells to advance the characters to the next part of the story. It isn't designed to take very long to play, but if you want to make things more interesting, you can invent your own encounters and slot them in where needed.

You should also make sure you understand how the rules work. You can use just the rules page accompanying this booklet, but we recommend that you download a copy of ***Mythras Imperative***, a free set of roleplaying rules that contains a lot more information and options, including how to create your own characters, and full rules for combat. You can get a copy of Mythras Imperative from www.thedesignmechanism.com.

Next, let the players select the characters they want to play. There are six to choose from, and each has a little background. If there are only one or two players, they can take two characters each if they wish; if they want to play only one character, then we recommend that one player should control Kara, as she has a good range of magic. The players should read their character sheets, and whoever is Games Mastering the adventure should run through how skills work and make sure everyone understands - especially Critical Successes and Augments. Passions are very useful too, so don't forget to explain them.

When everyone is ready, you can begin by reading the Introduction paragraph (below) aloud to the players. After that, they can make their choices, and the game begins; the players are now the Heroes of Meeros!

Introduction

The city of Meeros stands on the coast of the Ilyrios Ocean. It is a beautiful city of white marble, red-tiled roofs and busy, vibrant markets. It is guarded by its god, Myceras, and its brave militia, the Scarlet Spears.

But Meeros has enemies. The fearsome Badoshi Warlords, who worship the Seven Traitor Gods, have vowed to destroy Meeros. So far they have failed, but they never stop trying, and so the people of the city are always on their guard.

Two days ago, spies of the Badoshi Warlords, members of the murderous Traitor Cult, managed to make their way into the city and kidnap the children of a wealthy merchant, Lostanos. No one knows what they intend to do, but the Traitor Gods sometimes demand human sacrifices, and so it is vital that the Lostanos children be found before it is too late.

The Queen of Meeros has commanded a small group of heroes to track the Badoshi cultists, find the children, and bring them home safely.

And so the Heroes of Meeros have set off! They have tracked the Badoshi out of the city and into the rough country to the north. For a full day the Heroes have been on the Badoshi trail, but now they have come to a problem: a ravine crossed by a rope bridge, where the rope bridge has been cut deliberately by the Badoshi, leaving it dangling from the side where the Heroes now stand helplessly. The trail must continue on the

other side of the ravine, but unless the Heroes can find a way to get across, the trail could well grow cold...

Encounter 1: The Ravine

The bridge across the ravine has been cut at the far end, so that now it dangles down the steep side of the cliff not far from where the characters are standing. It is too great a distance to jump, so they need to use their wits. To get across the ravine, the characters have a number of options, and it is up to them to choose which they will use. Let the players try and figure out how they will get their characters across: they have everything they need on their character sheets, but if they get stuck, perhaps offer a few hints ('Does anyone have a spell that might help?' For example).

Climb down one side, cross the river at the bottom, and then climb up the other. This will take half a day to do, as the cliff is very high on both sides. Climbing down requires two successful Athletics rolls from each character. Crossing the river requires a successful Swim roll from each, and climbing back up the other side requires two more Climb rolls. If the Climb rolls are failed, a character slips and sustains 1d6 damage to two Hit Locations. If the Swim roll is failed, the characters are swept down river, and it takes them the rest of the day to get back to where they were.

Improvise a Climbing Line. Gorkas has a powerful bow, and Mju has his grappling hook: they can use use either to send a length of rope (the ravine is 20 metres wide) across to the other side, securing it into a thick, old cypress tree on the other side. To do this, Gorkas must make a successful skill roll with his Minotaur Bow, or Mju must make a successful Athletics roll to whirl his grappling hook across to the cypress tree. If this succeeds, the characters can them shin their way over the ravine, using one Athletics roll Augmented by their Brawn skill. It takes just one hour to get everyone across.

Use Magic to Repair the Bridge. Kara's Repair spell can be cast to magically fix the bridge. If she succeeds in her Magic roll, she is able to concentrate on raising the bridge, where the cut ropes secure themselves as though new, allowing all the characters to cross safely. Using this method takes about 30 minutes of concentration from Kara.

Once across the ravine, the characters proceed to the next encounter: the Abandoned Camp.

Encounter 2: The Abandoned Camp

It takes some time to pick up the trail on the other side of the ravine. The light is beginning to fade and the dust has obscured some of the tracks the Badoshi cultists left. Following the trail is now getting difficult, but it's important to keep going.

To begin this encounter, each character can attempt a Perception roll. If successful, they find a small rise in the land that allows them to better survey the terrain ahead. From this vantage point, one of the character sees what may be the remains of camp not too far in the distance. Did the Badoshi make it?

If the Perception roll is unsuccessful, then the characters stumble around trying to pick up the trail, wasting 3 hours in the process, meaning it is dark when they come upon the remains of an abandoned camp.

Someone definitely camped here recently. A shallow firepit has been dug, surrounded by a few stones, and there are smouldering ashes in the pit, indicating that the Badoshi passed by here within the past few hours. Are there any other clues that might help?

Characters can try to find other clues that may help. Each character can try either a Perception roll, an Insight roll, or a Willpower roll.

Perception Roll: A successful Perception roll means that one of the characters finds that, tucked under one of the rocks circling the firepit, is a torn piece of material. The material is of good quality cloth, and looks like it came from the hem of traditional Meerish shirt or skirt - of the kind most Meerish children wear. Looking under at the underside of the stone that is on top of the scrap of material, someone has scratched a few words:

"Six traitors. The Forbidden Hills. Angry spirits!"

This could well be a clue from one of the children, and it may indicate how many Badoshi the heroes are chasing, where they are heading, and some of the magic they might have.

Insight Roll: A successful Insight roll gives one of the characters an idea about where the Badoshi might be up to. The camp is not far from the ravine, which means that they felt confident enough to make camp, probably believing they were not being followed. Sure enough, there are the remains of a meal, and by the looks of things, enough for about six or seven people. This means they may now be taking their escape at a more leisurely pace, and not being so careful to hide their tracks.

Willpower Roll: About a day or so to the north are the Forbidden Hills, so called because they form the border between the lands loyal to Meeros and the homelands of the Badoshi Warlords. There are numerous caves in the Forbidden Hills, some of which are shrines to the Traitor Gods, and perhaps this might be where the Badoshi cultists are taking the children.

If none of the skill rolls succeed, then a characters can spend 1 Luck Point to receive a clue. Choose one of the above to help them out.

The characters can choose to camp here for the night and continue their pursuit tomorrow. Or they can continue through the night, ignoring how tired they are. If they choose to make camp and rest, then they can have a good meal and start refreshed the next morning. If they decided to carry on, then each character must make an Endurance roll: if they succeed, then they ignore their fatigue. If a character fails, they are beginning to grow weary, and from this point on, all their skills are at a penalty of −20 (that is, reduce all skills by 20%).

Encounter 3: The Dust Devil

The Forbidden Hills are now in sight on the horizon: a range of low crags, dark against the blue sky, looking like the teeth of some gigantic monster slain in the Age of Heroes.

But there is also something else: all the characters can feel that a wind is picking up from somewhere - although the day has been calm, and this wind is unusual. Then, from the direction of the Forbidden Hills, they can see something moving, growing larger, getting faster, and coming straight at them. A column of dirt, dust and sharp stones, whipped into a sinister tornado, is heading right for the characters. This is a Dust Devil, an angry elemental spirit of the Traitor Gods and commanded by the Badoshi's Spirit Witch!

Fighting the Dust Devil is tough: it cannot be injured by normal weapons; if the character try to attack it with swords or spears, their weapons pass right through. It also spits out dust, grit and rocks at high speed in all directions.

The characters need to make two skill rolls: Evade and Conceal.

Evade is used to get out of the way of the debris that the Dust Devil hurls at them. If the skill roll is a success, then the character gets out of range of the debris and takes no damage. If the Evade roll fails, then the character takes 1d4 points of damage to 1d4+1 Hit Locations as they are struck by rocks, blasted by grit, and choked by dust.

Conceal is used to take cover and avoid further damage. There is scattered scrubby undergrowth and a few large

boulders that afford protection. If a character succeeds in a Conceal roll, then they take no more damage from the Dust Devil. If they fail, then they must make another Evade roll to avoid damage as before, and attempt another Conceal roll. They must repeat this process until under cover.

The Dust Devil can only be defeated by Magic. Kara's Spirit Protection creates a magical shield around all the characters that the Dust Devil cannot penetrate: in anger, it dissipates, knowing it cannot cause any more harm. Bubastis has his Calm spell, which can be used to try to force the spirit to stop acting so violently. If Bubastis casts Calm, the Dust Devil can roll against its Willpower 45%. If Bubastis succeeds and the Dust Devil fails, the Dust Devil is calmed, and becomes simply a whirling column of warm air that causes no damage. If Bubastis fails and the Dust Devil succeeds, then Bubastis will need to try again. If both succeed, look at who scored the higher result on the dice: whoever rolled highest wins - meaning that either the Dust Devil calms down, or Bubastis must keep trying with his magic.

If defeating the Dust Devil looks impossible, then the characters can attempt to outrun it, charging to a cave that one of the characters might be able to see (successful Perception roll) in the foothills ahead. To outrun the Dust Devil, all the characters must succeed in Athletics rolls, which they can Augment with Brawn or Evade, whichever is higher. If the roll is a success, then they reach the safety of a cave, but they sustain 1d4 points of damage to one Hit Location. If the roll fails, then they sustain 1d4 damage to 1d4+2 Hit Locations, which are pummelled from the rear by the angry Dust Devil.

The characters can hide in the cave until the spell controlling the Dust Devil eventually ends, but this will take several hours, meaning that it is well into the afternoon before the characters can emerge.

Although the Dust Devil's attack suggests that the Badoshi know the heroes are on their trail, this actually is not the case. The Badoshi Spirit Witch simply summoned the Dust Devil spirit as a precaution to protect the area. In reality, the Badoshi think they are safe, and are not expecting anyone to follow them this far. Still, the characters do not know this, so if they are now decide to go with caution, it is a good thing.

Encounter 4: The False Shrine

After the Dust Devil attack, the characters head cautiously into the Forbidden Hills. The going is uphill and tough: but in the hills there are known to be shrines to the Traitor Gods, and this would be a likely place for the Badoshi to seek sanctuary.

The ground is too rocky for any kind of trail to have been left, but if any character makes a successful Perception roll, they find a piece of cloth, similar to that left at the Abandoned Camp, stuck to a spiny bush about half way up a steep rise. With a successful Insight roll (if the clue at the Abandoned Camp was missed), the heroes easily deduce that the cloth came from the clothing of one of the Lokanos children, and so they are on the right trail. They might also be close to one of the shrines, and so the characters might want to attempt Stealth rolls to move as quietly an unobtrusively as possible. If a Stealth roll fails at this stage, it does not matter: the Badoshi are some way ahead and will not hear the characters at this point; but later, when they approach the shrine, Stealth rolls will be much more important.

As they climb further up, a cave mouth is visible over to the left, and, sure enough, there is a marking on the rock above the entrance that indicates this is a Traitor God shrine. The marking resembles a crooked star set against a full moon, crudely chiselled into the stone. Even with successful Perceotion rolls, the characters hear nothing, and the cave is not far from where the scrap of clothing was found: if this is the shrine where the Badoshi are hiding, then surely they would have seen or heard the characters' approach.

If they investigate the shrine, they find a pair of connected caves that, long ago, were once used for foul ceremonies, but it is clear that no one has been here for many years. Still, if two characters both succeed in Perception rolls, or one character scores a Critical Success, they do find, hidden behind an old altar stone, a cleft in the rock that contains a small sack. Inside the sack is a knife made of flint, bone and what may be human skin wrapped around the handle. This is a Spirit Knife, used in sacrifices, and it has the power to harm spirits like the Dust Devil (it causes 1d6

damage), or to instantly sap the soul of a Spirit Witch (which causes instant death). Of course, the characters do not *know* this and will have to discover the Spirit Knife's powers for themselves.

Encounter 5: The Traitor Gods' Shrine

After another couple of hours climbing slowly into the Forbidden Hills, the heroes are now getting close to where the Badoshi have retreated to perform their vile ceremony.

At the top of the rise, the ground falls away on the northern side to form a circular valley. From the rise, the characters have plenty of cover to hide behind while watching the valley beyond, but they must use Stealth rolls if they want to get any closer without being seen or heard. The Badoshi have stationed one sentry near the mouth of the cave that the characters can see from their vantage point, the crooked star carving above the cave mouth indicating that this is another Traitor God temple.

If the characters fails a Stealth roll while trying to creep closer, the sentry is allowed to make a Perception roll of his own: he has Perception 55%. If he succeeds, then he hears something; if he Critically succeeds (a roll of 6 or less), then he also sees the character who failed the Stealth roll. Either way, he calls for help, and is soon joined by another Badoshi sentry.

If the characters can get close to the sentry, then he can be surprised and either killed or taken prisoner. Of course, the characters have some ranged weapons, such as Zamothis' javelins, Gorkas' bow, or Mju's knives. Bubastis and Kara also have useful spells to help the characters and hinder the sentries. All Bubastis' spells are useful here, and Kara's Illusion and Voice spells are extremely helpful. Reward creative use of tactics and magic so that the heroes can get into the caves relateivly unscathed and attempt their rescue. But if things go badly, they may have to deal with one or two sentries - and the sentries will attempt to raise the alarm, if they can.

Encounter 6: The Rescue

Once past the sentries, the characters find that the cave mouth forms a passage heading into the hillside. It extends for perhaps 30 metres, and then opens into a large natural cave some 25 metres in diameter. At the far end is a huge, roughly carved statue of one of the Traitor Gods, the demon known as Gau-Gau-Stau: a hideous, leering thing with blank eyes, twisted horns, and four arms with upturned hands that end in cruel talons.

In front of the statue is a wide altar, made of slabs of stone, and lying on it, tied and gagged, are the Lokanos children. They are terrified, but still struggle despite the terror of their situation. Standing over them is the Badoshi Spirit Witch, and watching her prepare to sacrifice the children are four Badoshi acolytes.

Saving the children means somehow taking down the Spirit Witch. The acolytes provide her with some cover, and for anyone to have a clear chance of a ranged weapon attack, they need to get two of the acolytes to move out of the way.

If the characters have managed to get into the cave without the alarm being raised by the sentries, then they have the advantage of surprise, and can try Stealth rolls to get close, prepare spells to distract, and to gain one free close-range attack on any of the acolytes that cannot be resisted.

Otherwise, if the Badoshi are aware that the characters are coming, or once the characters reveal their presence, a fight begins!

In the first round of the battle, the acolytes draw their scimitars and attack the nearest character, while trying to protect the witch. The Spirit Witch starts to summon another Dust Devil, but it will take her a full round of combat to do so, and she must roll her Summon Spirit 60% successfully to do so. If she is injured or highly distracted in some way, then the spell fails. If she is struck by the Spirit Knife from the False Shrine, then she releases a hideous scream as the blade absorbs her twisted soul and sends it to the Azure Hells where Gau-Gau-Stau awaits.

If the spell succeeds, then the Dust Devil attacks in the same way as it did in the earlier encounter, only this time the acolytes also suffer damage. They will try to seek shelter behind the altar while the Dust Devil attacks the characters. Kara's Spirit Block will negate the Dust Devil's attack, shielding the characters from harm and allowing them to try to rescue the children.

If three of the acolytes are killed or overwhelmed, the others attempt to flee. The Spirit Witch is more tenacious: if it seems as though the characters are winning, she seizes one of the children and forces her sacrificial knife to their throat, threatening death if anyone comes near. The characters have several options:

1. **Allow one last, all-out attempt to kill the Spirit Witch before she murders the helpless child**. The children though, are not as helpless as she thinks: both have managed to loosen some of their bonds, and one or both of them can attempt to kick, punch or bite the witch, causing a distraction that lets the characters get close enough to overwhelm her.
2. **Use magic to target the Spirit Witch, or even the statue of the demon, creating an illusion that the god is alive**. The witch is deeply superstitious and fearful, and such an illusion will cause a distraction that is more than enough for the characters to snatch the children to safety.
3. **A Perception or Insight roll notices that one of the arms of the statue, directly above the altar, is crumbling**, and a well-placed missile directed at where the arm joins the body will bring the stone limb crashing down on the Spirit Witch, although the children also risk being hurt by the debris (unless someone can warn them to roll off the altar and into cover somehow. Remember that both Bubastis and Kara have magic that can help).

Ending the Adventure

If the Badoshi are defeated and the children safely rescued, the characters return home to a heroes' welcome. On the return journey, the children reveal that they learned the Badoshi are planning a major offensive against Meeros, with the intended sacrifice part of a ritual to secure the magical blessing of the Traitor Gods. By disrupting it, the characters will help prepare Meeros and avert certain doom. They are welcomed back home as heroes, and many songs will be sung of their bravery.

Of course, there is always the chance that the characters will fail; this is part of how roleplaying games work. But in this case, we recommend that the characters be allowed to save the children, albeit at a cost: perhaps they will be injured; maybe one or more will die heroically saving the children from the Spirit Witch. Or perhaps the god Myceras is watching over them, and helps them escape when things look truly grim.

The main point is to have fun and create together a thrilling adventure where heroes are Heroes, and the baddies are served their just rewards. However you make that happen, we hope you enjoy *Shrine of the Traitor Gods*, and the roleplaying game mechanics of *Mythras*. Perhaps you'll create your own stories for Anathaym, Kara, Bubastis, and their friends? If you do, we'd love to hear about them.

Foes for the Adventure

This section provides details of the various foes the characters will encounter during their mission. They have similar statistics to the characters, and they work in much same way, except that they do not have Luck Points. A short description of each foe is presented, explaining how they act in combat.

Combat

When the characters are required to fight, here's how everything works.

1. Combat is handled in Rounds. A Round is a sequence of actions, taking 5 seconds of game time, with each participant acting in a certain order, spending Action Points to do various things (known as a 'Turn'). If all characters have 3 Action Points, they may have up to 3 Turns to do something in each Combat Round. When everyone has run out of Action Points, the Round ends and a new one begins, with all Action Points replenishing. The combat is over when one side or the other is defeated - meaning either that they have fled, surrendered, are too injured to carry on fighting, or are dead.
2. Everyone involved in the combat acts in order of Initiative, with the highest Initiative going first, next highest going second, and so on. If two characters tie for Initiative, then the character with the highest Dexterity acts first. If a character and a foe the Games Master controls tie, then the character always acts first.
3. To determine Initiative, roll a ten sided dice (1d10) and add the character or foe's Initiative Bonus.
4. On their Initiative turn, the character or foe spends an Action Point to do one of the following: Attack, Move, Cast Magic, or Use a Skill. If a character has run out of Action Points, they cannot act again until the next round.
5. To Attack, roll against the Combat Style skill. A Success means the attack has struck the opponent. The opponent can spend an Action Point to try to parry the Attack; they roll their Combat Style skill too, and if successful, block some or all of the damage. Compare the Size of the weapons on the table below to determine how much damage is blocked. Any remaining damage passes through to be absorbed by armour (if present), or reduce Hit Points (an injury)
6. If the Attack roll was a success, but the opponent did not Parry, the Attacker can choose one of three Special Effects in addition to damaging the opponent. The Special Effects are: Disarm, Impale, Trip, or Maximise Damage. Each does something slightly different - see the Special Effects table for details.
7. If the Attack roll failed, the opponent can still roll to see if they defended successfully (although it costs an Action Point to do so). If so, and the defender succeeds, they can choose a Special Effect from either Disarm or Trip.
8. If a character wants to Move, they can move up to 6 metres (walking) or 18 metres (sprinting), as long as they are not engaged in a fight already. If they need to disengage, then they must succeed in an Evade roll to break free of the combat before they can move.
9. When taking damage, characters can sustain down to Zero points in a location without any ill effects: this represents minor wounds that don't hinder combat. At 0 points or less, they must make an Endurance roll to remain conscious. If damage equals -6 in any location, then the limb is either maimed or severed; such hits to

Attacking Weapon						
		Small (S)	Medium (M)	Large (L)	Huge (H)	Enormous (E)
Defending Weapon	Small (S)	All	Half	None	None	None
	Medium (M)	All	All	Half	None	None
	Large (L)	All	All	All	Half	None
	Huge (H)	All	All	All	All	Half
	Enormous (E)	All	All	All	All	All

the abdomen result in immediate unconsciousness; such a hit to the chest or head results in immediate death.

10. When casting magic, the spell takes effect on the character's next turn, which may be in the same combat round, or the next combat round.

Special Effects

Disarm Opponent

The character knocks, yanks or twists the opponent's weapon out of his hand. The opponent must make a successful Athletics roll to keep hold of their weapon, or it lands 1d3 metres away.

Impale

The attacker drives an impaling weapon deep into the defender. Roll weapon damage twice, with the attacker choosing which of the two results to use for the attack. If armour is penetrated and causes a wound, then the attacker has the option of leaving the weapon in the wound, or yanking it free on their next turn. Leaving the weapon in the wound means that all the victim's skills are halved, if the weapon is of Size M or more, until the weapon is pulled out. To withdraw an impaled weapon, the attacker must make a Brawn skill roll. Success pulls the weapon free, causing further injury to the same location equal to half the normal damage roll for that weapon,

Maximise Damage

On a critical the character may substitute one of his weapon's damage dice for its full value. For example a Hatchet which normally does 1d6 damage would instead be treated as a 6, whereas a great club with 2d6 damage would instead inflict 1d6+6 damage. This special effect may be stacked. Although it can also be used for natural weapons, Maximise Damage does not affect the Damage Modifier of the attacker, which must be rolled normally.

Trip Opponent

The character attempts to overbalance or throw his opponent to the ground. The opponent must make either a Brawn or Evade roll. If the target fails, he falls prone. .

Foes

Dust Devil

This whirling column of grit, sand and debris is really a nature spirit under the control of the Spirit Witch. It has little real intelligence except to drive away any enemies, but it can choose who it targets if necessary. As it is constantly in motion, spitting out material in all directions, it can attack up to four characters simultaneously, as long as each is within 3 metres of the the Dust Devil's location.

Dust Devil	
STR: 20	Action Points: 2
CON: -	Damage Modifier: 0
SIZ: 18	Magic Points: 10
DEX: 17	Movement: 8 metres
INT: 2	Initiative Bonus: +10
POW: 10	Armour: Not Applicable
CHA: -	Abilities: Immune to Weapons
Skills: Whirlwind Attack. Characters must make an Evade roll, or suffer 1d4 points of damage to 1d4+1 Hit Locations as they are struck by rocks, blasted by grit, and choked by dust	

Cultists

The Badoshi Cultists wear dark robes, turbans, loose fitting trousers, and soft boots that stretch to their knees. Typically they swathe their faces so that only their eyes show, and underneath the turban they wear a tattoo of the crooked star symbol of the Traitor Gods on their foreheads. These are fanatical fighters, dedicated to their god, and the destruction of Meeros. If outnumbered or on the brink of defeat, their will can be broken though, and they will flee to save their own skins.

Badoshi Cultists	
STR: 12	Action Points: 3
CON: 11	Damage Modifier: +1d2
SIZ: 13	Magic Points: 10
DEX: 15	Movement: 6 metres
INT: 12	Initiative Bonus: +14
POW: 10	Armour: Leather & Robes
CHA: 9	Abilities: None
Skills: Athletics 45%, Brawn 48%, Conceal 40%, Deceit 55%, Endurance 36%, Evade 45%, Insight 40%, Perception 38%, Willpower 40%, Passion: Hate Meeros 70%	

1d20	Hit Location	AP/HP
1-3	Right Leg	2/5
4-6	Left Leg	2/5
7-9	Abdomen	2/6
10-12	Chest	2/7
13-15	Right Arm	2/4
16-18	Left Arm	2/4
19-20	Head	2/5

Combat Style
Scimitar 65%

Common Weapons	Size/ Force	Reach/ Range	Damage	AP/HP
Scimitar	M	M	1d8+1	6/8

Badoshi Spirit Witch

The Priestess of the Traitor Gods Cult, the Spirit Witch is cunning and spiteful. She is in league with dark forces and has peered into the souls of demons. Life means little to her, and she has no qualms in killing those who defy her. Normal weapons hurt her, but the spirit knife, which may be found in the False Shrine, is very dangerous to her as it immediately saps her soul if it cause any damage, resulting in her immediate death.

Badoshi Spirit Witch	
STR: 8	Action Points: 3
CON: 9	Damage Modifier: -1d2
SIZ: 9	Magic Points: 16
DEX: 15	Movement: 6 metres
INT: 17	Initiative Bonus: +16
POW: 16	Armour: None
CHA: 6	Magic: Summon Dust Devil 75%
Skills: Athletics 35%, Brawn 16%, Conceal 60%, Deceit 80%, Endurance 30%, Evade 45%, Insight 60%, Perception 56%, Willpower 62%, Passion: Hate Meeros 90%	

1d20	Hit Location	AP/HP
1-3	Right Leg	0/4
4-6	Left Leg	0/4
7-9	Abdomen	0/5
10-12	Chest	0/6
13-15	Right Arm	0/3
16-18	Left Arm	0/3
19-20	Head	0/4

Combat Style
Dagger 65%

Common Weapons	Size/ Force	Reach/ Range	Damage	AP/HP
Dagger	S	S	1d4+1-1d2	4/6

Mythras Quick Rules

Skills

If you are called on to roll against a skill, take 2 ten sided dice of different colours (often known as d100) and roll the dice together. One colour represents the tens result, and the other represents the units: a roll of 4 on one dice and 3 on the other would therefore represent '43'. Compare this with the Chance number for the skill you are using.

- If the result is ***equal to, or below*** your Chance, then your skill attempt is a **success**.
- If the result is ***higher*** than your Chance, then your attempt **failed**.
- If your result is equal to or less than the ***Critical*** number for your skill, then your attempt to use the skill was not only successful, but gives you some extra advantage too. The Games Master will tell you what the advantage is, depending on the skill and the circumstances.
- If you roll ***99 or 00*** when you roll, then your skill attempt has failed **badly**. The Games Master will let you know what might happen.

Augment

Some skills can be used to boost, or ***Augment***, other skills. For example, if called upon to swim across a deep river, a character could use their Athletics skill to boost, or augment, their Swim skill. Add the Augment number for the skill you are using to do the boosting to the skill you have to roll against. *Let's say a character has Swim 30% and Athletics 60%, with a +12% Augment, then you would add 12 to Swim 30% so that it now becomes 42%.* The Games Master will tell you when you can and cannot Augment.

Passions

Every character has a ***Passion listed at the end of their Skills.***; something they feel strongly about. You can roll against a Passion to see if how you feel will make you act in a certain way. Passions can also Augment other skills: whenever we feel Passionate about something, our Passions can help us succeed.

Magic

Some characters have spells they have learned during their careers. Casting a spell is just like rolling against a Skill, and the Chance to Cast successfully is noted in the Magic section. Casting a spell costs either 1 Magic Point or 3 Magic Points: if the cost is 3, then it is noted in the spell's description. Each spell has a specific magical effect that takes place immediately when the spell is cast. If successful, the Magic Points are spent. If a character reaches 0 Magic Points, they cannot cast any more magic. Most spells can be cast on either the character or someone else - be it one of the other characters or even someone the Games Master is controlling. The magic lasts for the current Scene, and must be cast again for different scenes.

Combat

If the characters get into a fight, they will take turns to resolve what happens, acting in order of Initiative, which is determined by rolling a 10 sided dice and adding the character's ***Initiative Bonus***. The highest goes first. Characters spend ***Action Points*** to do something, such as attack or parry, move or cast magic. To successfully strike an enemy, make a skill roll against the character's ***Combat Style***. The enemy can try to defend by making a similar roll. If the enemy succeeds in defending, they suffer either half or no damage, depending on what they are defending with. Bigger weapons, that have a higher Size can block more damage.

If a character hits and the opponent fails to defend, then the character has inflicted damage with their weapon, and created a Special Effect. The weapon damage is rolled, and is different for each weapon. The Special Effects are listed on cards that the Games Master will present if they are needed. The character chooses what Special Effect to use. The character also rolls a 20 sided die (1d20) to determine where the opponent takes damage. There are seven Hit Locations, noted on the character sheet, and the result of the 1d20 roll indicates which part of the body takes damage.

Each Hit Location has two ratings: ***Armour Points (AP)*** and ***Hit Points (HP)***. The AP number reflects the armour the character wears. This number reduces any damage a weapon might inflict. If Armour reduces the damage to zero, then the character is unharmed. If the damage exceeds the AP, then whatever is left reduces the Hit Point (HP) value. If HPs for a location fall below zero, then the location might be useless, or the character knocked unconscious or be near death. The Games Master will tell you the consequences.

Characters who are wounded can be healed either with First Aid or Magic. First Aid stops bleeding and restores 1 Hit Point, but only works if the Hit Points are still above 0. If Hit Points are below 0, then Magic is needed.

Luck Points

Every character has 3 Luck Points. You can spend a Luck Point to:

- Reroll a skill
- Change the way the numbers are read when rolling for a skill (ie, swapping the 10s and Units results of a 1d100 roll)
- Reduce damage taken from a weapon
- Gain one additional Action Point if you have run out of Actions during a fight.

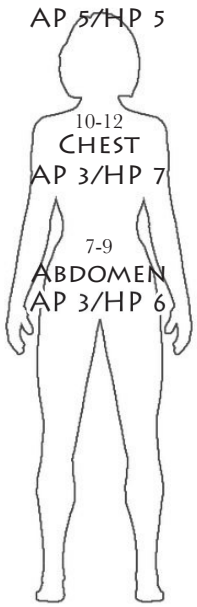
You can download a free copy of the Mythras Imperative rules from:
http://thedesignmechanism.com/resources/TDM110%20Mythras%20Imperative.pdf

Anathaym

Anathaym is a young warrior of Meeros, ambitious, hot-headed, but with a kind heart and a strong sense of duty. She hates cruelty. Her sister is Kara the Priestess, and her friend and ally is Gorkas the Minotaur.

STR	CON	SIZ	DEX	INT	POW	CHA
Strength	Constitution	Size	Dexterity	Intelligence	Power	Charisma
11	13	10	16	14	7	9

Action Points	Luck Points	Initiative Bonus
3	3	15



Combat Style

Sword & Shield 65%

Weapons	Size/ Force	Reach/ Range	Damage	AP/HP
Sword	M	M	1d6+1+1d2	4/5
Shield	H	S	1d4+1d2	6/15

Magic (45%, 7 Magic Points)

Bladesharp (Increases Damage of weapon to 1d8+1+1d2)

Equipment

Sword, Shield, Backpack, 5 Torches, Food for 1 Week, 20m Rope, Flint & Tinder, Small Knife, Sewing Kit, Whetstone, Cloak

Armour: Bronze Helmet, Leather Breastplate, Greaves & Vambraces

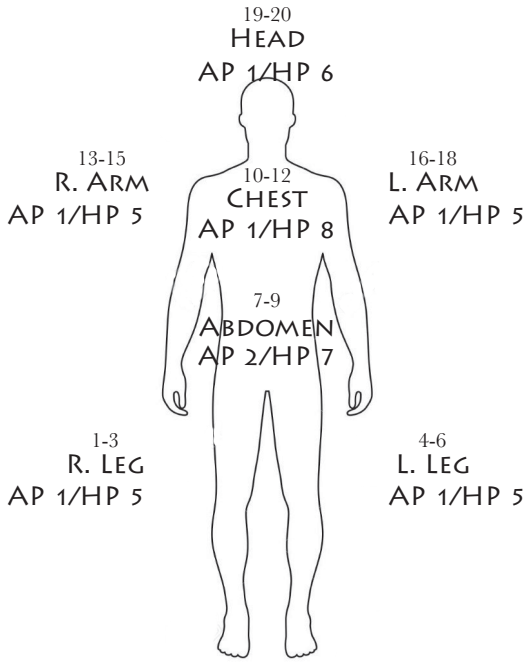
Skills	Chance	Critical	Augment
Athletics	44%	5%	+10%
Brawn	36%	4%	+8%
Conceal	31%	4%	+8%
Deceit	30%	3%	+6%
Endurance	55%	6%	+12%
Evade	64%	7%	+14%
First Aid	55%	6%	+12%
Influence	28%	3%	+6%
Insight	40%	4%	+8%
Perception	56%	6%	+12%
Stealth	35%	4%	+8%
Swim	44%	5%	+10%
Willpower	38%	4%	+8%
Passion: Hate Cruelty	70%	7%	+14%

Bubastis

Bubastis is a Panthotaur, one of the noble panther people living in the hills near Meeros. He is a trader and and likes humans. He shuns weapons and armour, but knows some useful spells. Bubastis is a good friend of Zamothis.

STR	CON	SIZ	DEX	INT	POW	CHA
Strength	Constitution	Size	Dexterity	Intelligence	Power	Charisma
17	13	17	19	13	11	12

Action Points	Luck Points	Initiative Bonus
3	3	17



Combat Style

Unarmed 60%

Weapons	Size/ Force	Reach/ Range	Damage	AP/HP
Claws	S	M	1d6+1d4	As for Arm
Bite	M	T	1d4+1d4	As for Head

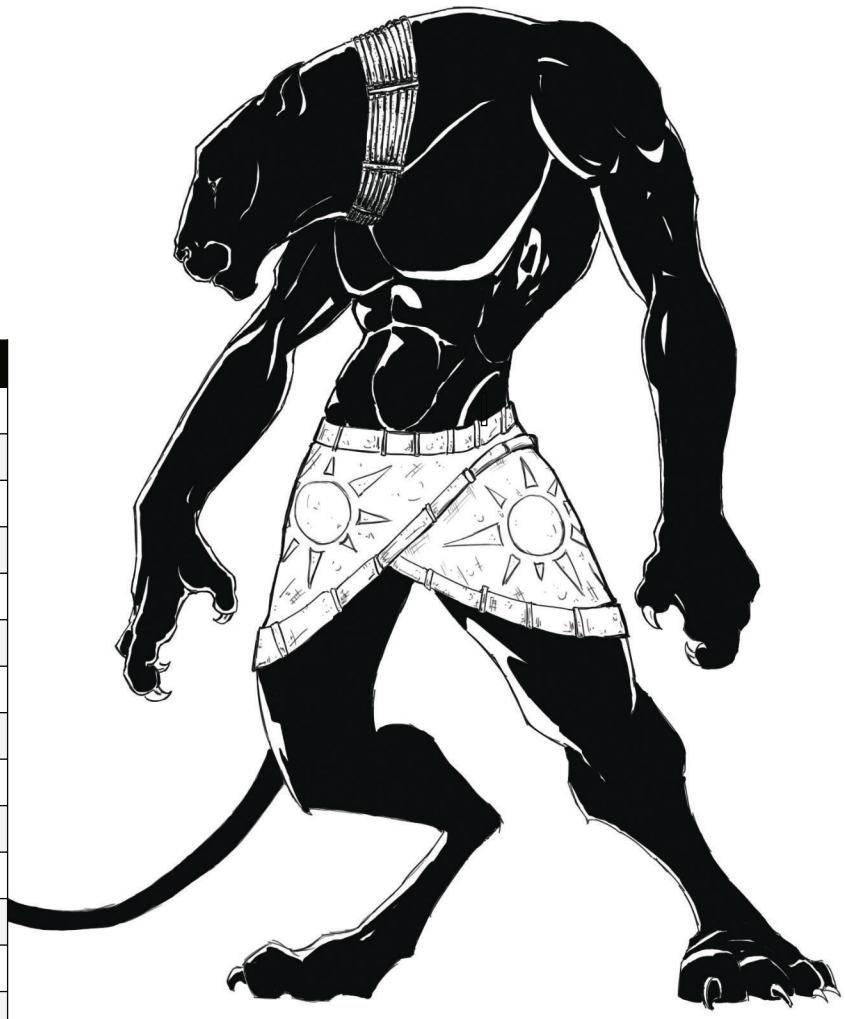
Magic (75%, 11 Magic Points)

Calm (Calms people and situations)
Darkness (Creates a pool of darkness, 11 metres in diameter)
Mindspeech (Creates telepathy with Bubastis and the target)

Equipment

Flint & Tinder, Food for 1 Week, Herbs, Lodestone, Walking Staff

Skills	Chance	Critical	Augment
Athletics	64%	7%	+14%
Brawn	68%	7%	+14%
Conceal	32%	4%	+8%
Deceit	28%	3%	+6%
Endurance	65%	7%	+14%
Evade	75%	8%	+16%
First Aid	60%	6%	+12%
Influence	45%	5%	+10%
Insight	63%	7%	+14%
Perception	75%	8%	+16%
Stealth	75%	8%	+16%
Swim	24%	3%	+6%
Willpower	30%	3%	+6%
Passion: Loyal to Friends	70%	7%	+14%

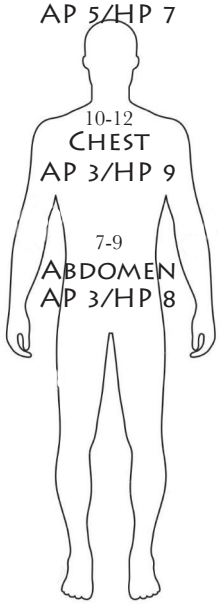


Zamothis

Zamothis is a Commander of the Meeros Militia, a hero of the city. He is gruff, but brave and loyal. He trained Anathaym and wishes she would be a little more patient. He is good friends with Bubastis the Panthotaur.

STR	CON	SIZ	DEX	INT	POW	CHA
Strength	Constitution	Size	Dexterity	Intelligence	Power	Charisma
15	17	16	15	17	9	10

Action Points	Luck Points	Initiative Bonus
3	3	16



Combat Style

Spear & Shield, Javelin 75%

Weapons	Size/ Force	Reach/ Range	Damage	AP/HP
Spear	M	L	1d8+1+1d4	4/5
Shield	H	S	1d4+1d4	6/15
Javelin (Throw)	H	S	1d8+11d4	3/8

Magic (None)

Equipment

Spear, Shield, Backpack, Javelins x3, 5 Torches, Food for 1 Week, 20m Rope, Flint & Tinder, Small Knife, Sewing Kit, Whetstone, Cloak

Armour: Bronze Helmet, Leather Breastplate, Greaves & Vambraces

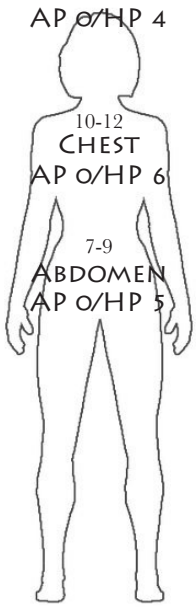
Skills	Chance	Critical	Augment
Athletics	48%	5%	+10%
Brawn	57%	6%	+12%
Conceal	44%	5%	+10%
Deceit	35%	4%	+8%
Endurance	70%	7%	+14%
Evade	60%	6%	+12%
First Aid	52%	6%	+12%
Influence	75%	8%	+16%
Insight	44%	5%	+10%
Perception	66%	7%	+14%
Stealth	35%	4%	+8%
Swim	36%	4%	+8%
Willpower	70%	7%	+14%
Passion: Love Battle	70%	7%	+14%

Kara

Kara is Anathaym's sister, and is a Priestess of the god Myceras, the patron god of the city of Meeros. She is somewhat stern, but is kindly and seeks only to do good in the world.

STR	CON	SIZ	DEX	INT	POW	CHA
Strength	Constitution	Size	Dexterity	Intelligence	Power	Charisma
9	11	9	14	17	17	17

Action Points	Luck Points	Initiative Bonus
3	3	16



Combat Style

Unarmed 25%

Weapons	Size/ Force	Reach/ Range	Damage	AP/HP
Fists	S	T	1d3-1d2	As for Limb

Magic (78%, 17 Magic Points)

Heal (Cures 1d4 points of damage to a single Hit Location)
Repair (Repairs a damaged physical object)
Voice (Amplifies the voice over long distances)
Illusion (Creates a temporary illusion when cast on something solid - 3 Magic Points)
Shield (Grants the recipient 1d3 Armour Points to 1d6 locations- 3 Magic Points)
Spirit Block (Protects everyone nearby from harmful spirit attacks- 3 Magic Points)

Equipment

Cloak, Holy Symbols, Food for 1 Week, Incense, Mirror, Prayer Candles

Skills	Chance	Critical	Augment
Athletics	28%	3%	+6%
Brawn	18%	2%	+4%
Conceal	59%	6%	+12%
Deceit	66%	7%	+14%
Endurance	33%	4%	+8%
Evade	31%	4%	+8%
First Aid	85%	9%	+18%
Influence	75%	8%	+16%
Insight	70%	7%	+14%
Perception	57%	6%	+12%
Stealth	28%	3%	+6%
Swim	36%	4%	+8%
Willpower	79%	8%	+16%
Passion: Love Harmony	70%	7%	+14%

Gorkas

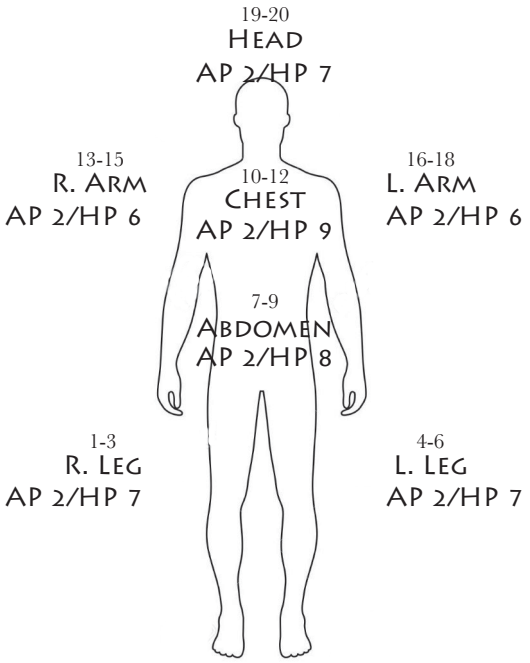
Gorkas is a minotaur. Once he was Anathaym's enemy, but when she defeated him in single combat and spared his life, he became her friend and ally. Where she goes, he goes, and he would lay down his life for her.

STR	CON	SIZ	DEX	INT	POW	CHA
Strength	Constitution	Size	Dexterity	Intelligence	Power	Charisma
19	14	18	9	10	9	8

Action Points 3

Luck Points 3

Initiative Bonus 9



Combat Style

Greatsword, Minotaur Bow 77%

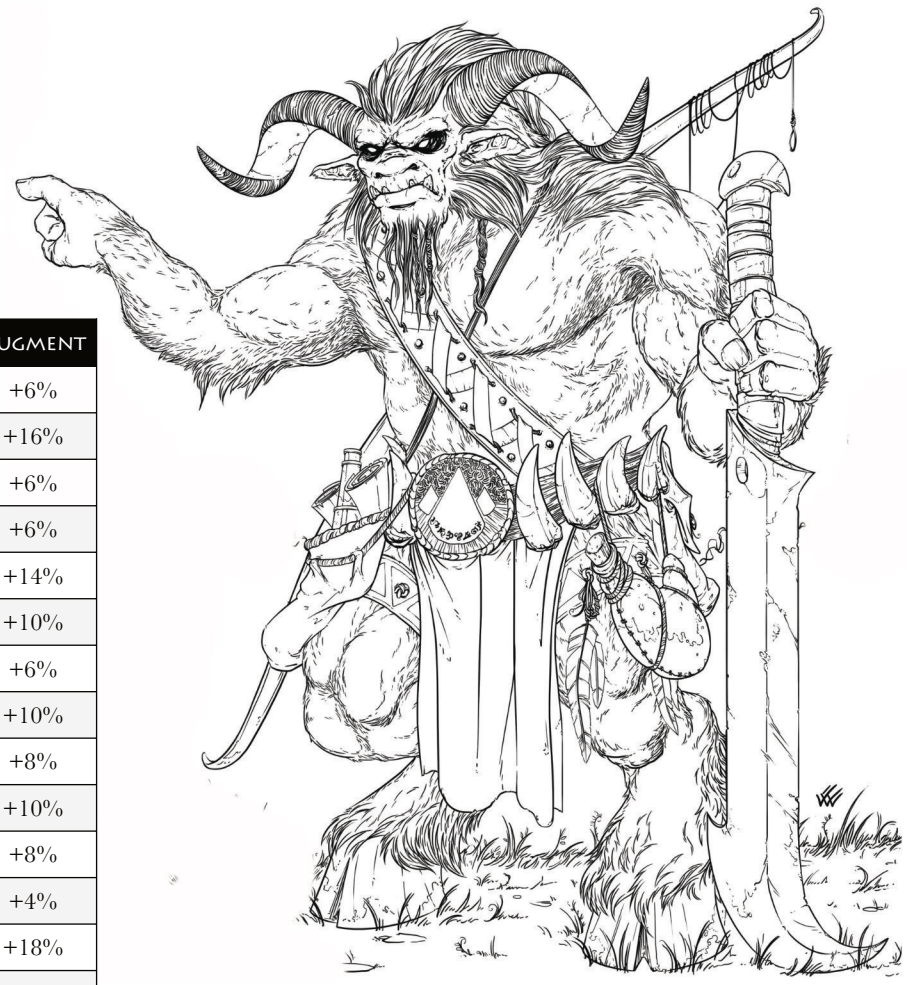
Weapons	Size/ Force	Reach/ Range	Damage	AP/HP
Horns	L	M	1d8+1d6	As for Head
Greatsword	E	L	1d12+1d6	6/10
Minotaur Bow	H	150m	1d10+2	4/9

Magic (None)

Equipment

Sword, Bow, 20 Arrows, 5 Torches, Food for 1 Week, 20m Rope, Flint & Tinder, Battle Horn, Waterskin, Spare Bow String, Whetstone, 20 Iron Spikes, Mallet, Backpack

Skills	Chance	Critical	Augment
Athletics	24%	3%	+6%
Brawn	80%	8%	+16%
Conceal	21%	3%	+6%
Deceit	25%	3%	+6%
Endurance	70%	7%	+14%
Evade	44%	5%	+10%
First Aid	27%	3%	+6%
Influence	41%	5%	+10%
Insight	36%	4%	+8%
Perception	46%	5%	+10%
Stealth	31%	4%	+8%
Swim	19%	2%	+4%
Willpower	84%	9%	+18%
Passion: Loyal to Anathaym	70%	7%	+14%



Mju

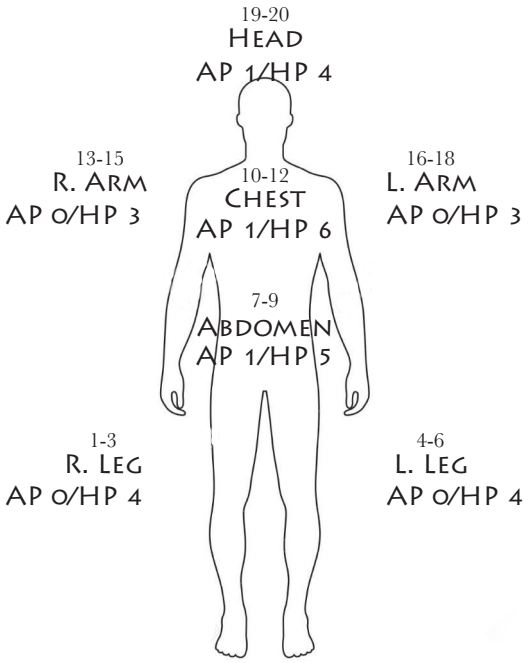
Mju is a cunning young thief from a land far to the east of Meeros. He stowed away in a trading ship to make his fortune, but was caught and handed over to the Temple of Myceras. He must prove himself to Kara to gain his freedom.

STR	CON	SIZ	DEX	INT	POW	CHA
Strength	Constitution	Size	Dexterity	Intelligence	Power	Charisma
10	11	8	18	16	10	17

Action Points 3

Luck Points 3

Initiative Bonus 17



Combat Style

Knives (Stabbing & Thrown) 49%

Weapons	Size/ Force	Reach/ Range	Damage	AP/HP
Dagger	S	S	1d4+2	4/6
Grappling Hook	M	20m	1d4	3/6

Magic (None)

Equipment

Daggers x4, 30m of Climbing Silk (concealed as your turban), Grappling Hook, Secret Pockets, Caltrops x20, Flask of Oil, Flint, Tinder, Mirror, Tub of Grease, Pouch of Grit & Dust, Food for 1 Week, Waterskin, Lockpicks,

Skills	Chance	Critical	Augment
Athletics	88%	9%	+18%
Brawn	20%	2%	+4%
Conceal	90%	9%	+18%
Deceit	75%	8%	+16%
Endurance	40%	4%	+8%
Evade	66%	7%	+14%
First Aid	26%	3%	+6%
Influence	55%	6%	+12%
Insight	48%	5%	+10%
Perception	57%	6%	+12%
Stealth	90%	9%	+18%
Swim	60%	6%	+12%
Willpower	29%	3%	+6%
Passion: Love Danger	70%	7%	+14%