

The Basics

The basics of Mythical Journeys are very simple. If you are a player, you will play a single character that you have created. You'll dress like the character, act like the character, and even try to think like the character. If you are a member of the cast, you will play many characters and creatures over the course of the event, but you'll still dress and act like the character or creature you are playing.

Each character's capabilities are defined by their Skills. These may be simple, like the ability to swing a sword in combat or the ability to read. Or they may be more complex, like the ability to cast spells or perceive the near-invisible magic auras that surround enchanted items. Some skills create exceptions to the rules summarized in this section. For the sake of simplicity, these exceptions are not listed here. For information about making a character, see Chapter 1 *Making a Character*. For information about the skills, see Chapter 3 *Skills*.

Combat

The world of Mythical Journeys is a dangerous one and you may need to defend yourself. Combat is simple. We use safe, padded weapons (see Appendix A *Weapon Construction* for details). To damage your opponent, you simply strike them with your weapon. You don't need to hit hard; any touch to a legal target area is a hit and does one point of damage. Hits to the head, hands, feet, and groin are not legal targets and you should avoid striking them. Anywhere else on the body counts. A blow that is partially blocked but still touches the body is still a hit. Each time you take a point of damage, you lose 1 Vitality. When you have only 1 Vitality left, you can only lose it if you are struck in your torso area, but any hit to a limb will Stun that limb, making it unusable for 5 minutes or until healed.

Some skills permit you to make special "called" attacks. You call the effect and then swing your weapon. If it hits an appropriate target, the target takes the effect. For example, if you have the Maim skill, you could call "Maim" and then strike. If your swing hit the target's limb, that limb would be Maimed and unusable until healed. The skill is not expended unless the strike hits or is resisted. For most called weapon attacks, the strike must hit any legal target area on your body, but is not effective if it hits your weapon or shield. (Disarm is effective against a weapon only, and Knockdown and Push are effective if they hit your body or your shield.) If an effect is called, it replaces the normal 1 point of damage from the strike. See Effects, below, for a brief summary of the effects that can be called.

For more details about combat, see Chapter 7 *Combat*.

Healing

The most common forms of healing are bandaging and the Healing spell. Bandaging is used on a patient who is unconscious and dying. It takes one or five minutes, depending on the skill of the bandager, and when it is complete the patient is restored to 1 Vitality (bandaging will not raise them above 1 Vitality). Bandaging can also repair Maimed or Stunned limbs even on a conscious patient.

The common Healing spell can be used on anyone, not just the dying. It takes one minute to cast and restores 1 Vitality, up to their original maximum Vitality, and also repairs all Maimed and Stunned limbs. More advanced healing spells heal more Vitality or do so more quickly.

Death and Dying

If you are reduced to 0 Vitality by damage, you fall unconscious and begin bleeding to death: you are Dying. Fall down, lie motionless and silent, and begin silently counting out 5 minutes. If someone begins tending you, with bandages or other types of healing, this will pause your count. Otherwise, if you are not healed before the 5 minutes are up, you will die.

If you are helpless (e.g. Unconscious, Paralyzed, etc), someone with the Quickdeath skill can finish you off by placing their weapon on your torso and stating "I grant you a quick death." If they are not interrupted, you die immediately.

Once you are Dead, healing and bandaging are no longer effective. Your dead body will linger for another 5 minutes before you dissipate, become a spirit, and go to Fate. (If no one is around to take interest in your body, you may dissipate early.) Keep your eyes down, do not interact with anyone, and go directly to Fate. If anyone tries to interact with you, just say "Spirit." When you reach Fate, knock on Fate's door and wait to be called before Fate, who will determine what will happen to you. Normally, you will not remember your last 5 minutes of consciousness before your death.

Safety Calls

Three calls are used for out-of-game concerns and safety issues.

Caution: this call is used to warn people of a dangerous situation. For example, Caution would be called if your opponent is about to back into a tree or step on a fallen person. Caution creates a personal hold between the individuals involved. Nothing affects either of you until the situation is resolved. You should resume play as quickly as it is safe to do so.

Clarify: this call is used when you don't know the effect of a call, or could not hear it clearly enough to understand. Like Caution, Clarify creates a personal hold until the situation is resolved.

Hold: it is rarely necessary to stop the action for everyone in the area, but when it is necessary, the call of Hold is used. For example, if there is an injury and the action needs to be stopped to avoid further harm. When Hold is called, everyone present must stop and drop to a knee. Allow people to deal with the situation. When the situation has been resolved, the most senior person present will count down "3... 2... 1... Game on."

Spells

Some characters have the ability to cast spells. Spells are powered by Mana or Faith. Each spell will have an Incantation and a cost in Mana or Faith. To cast the spell, you expend the Mana or Faith and state the incantation. If the spell is offensive, you throw a spell packet—a small beanbag filled with birdseed—at the target. If it hits anywhere on the target, even on their shield, weapon, or

cloak, it takes effect. If the target is willing, you may simply touch them with a packet or, if they give permission, with your hand.

Certain conditions must be met when casting a spell:

- ☞ The Incantation must be spoken clearly and loudly enough for the target to hear everything you are saying.
- ☞ If your spell requires the expenditure of Mana, you cannot cast it while you are wearing Armor.
- ☞ You may not have anything in your hands except one spell packet. At least one of your hands must be free (not pinned, bound, or Maimed).
- ☞ You must have both feet stationary while speaking the incantation, and can take only one "pitching step" while throwing the packet.

Most spell incantations are descriptive. For example, "Through fire, bolt, damage one" is a simple spell that does one point of damage. "I heal you one vitality" will heal you, restoring one vitality and also repairing any Stunned or Maimed limbs (this spell takes one minute to cast).

Spells can have many of the same types of effects as called weapon attacks. See Effects, below, for a brief summary of possible effects. All magical damage is treated as a torso hit. If you are on your last Vitality, it will take away that last point and leave you Dying, even if the packet hit your limb.

Beneficial Magic

Some magic is harmful, but other spells can be helpful. Most helpful spells are Shield, Barrier, Armor, or Bestow effects. You may receive these benefits from a spell, potion, scroll, magic item, or other source. If it is one of these types of effects, it will have the word Shield, Barrier, Armor, or Bestow in it. You may only have one effect of each type on yourself at any time. For example, you can have a Shield and a Barrier, but not two Shields. If you receive a second one, you must decide which one is removed.

A Shield allows you to resist one effect of the specified type. For example a Fire Shield allows you to resist one spell with Fire in its incantation. A Slumber shield allows you to resist the Slumber effect once. When using a Shield defense, you must state "Resist."

A Barrier allows you to resist all effects of the specified type for a certain duration. For example a Fire Barrier would allow you to resist all Fire spells, typically for one or five minutes. When using this defense, you must state "Barrier." You'll also hear "Barrier" called by enemies who are temporarily protected against different kinds of attacks, including creatures who are immune to non-magical weapons until their defense is broken.

An Armor effect provides protection similar to armor. For example, the Ice Greaves spell ("Through ice, I armor your bones, resist next maim") allows you to resist one Maim effect.

A Bestow effect grants you use of a skill or spell. For example, the Rune of Holding spell allows you to be Bestowed the use of a given spell.

Effects

These effects may be called as weapon attacks or as spells, or even specified as the effect of potions or other magic.

Acid: represented as splashing water, acid does 1 point of damage if it hits your body at all.

Amnesia: for the duration, you are unable to remember anything, even your own name.

Assassinate: if it strikes your back, you are instantly Dead and cannot be healed.

Backstab: if it strikes your back, you take 3 damage.

Betrayal: you must try as hard as possible to kill or destroy your friends.

Bind: your wrists are bound to your sides and you cannot fight or cast spells.

Bloodrend: in one minute, you will lose all your Vitality.

Charm: you must treat the caster as your closest friend.

Disarm: drop your weapon, and you cannot pick it up for 5 seconds. If called with a weapon strike, it must hit your weapon. Two-handed weapons held in both hands are immune, as are shields and bucklers.

Death: you are instantly Dead, and cannot be healed.

Disease: you cannot be healed by any means, including bandaging and Karma.

Dispel Enchantment: you cannot use any magic item, including potions and scrolls. Defenses against spells will not protect you against Dispel effects.

Dispel Magic: any spell cast upon you is removed. Defenses against spells will not protect you against Dispel effects.

Drain Vitality: lose one vitality; it cannot be healed (unless you go to Fate). If all your vitality is drained, you fall and start dying, but can still be healed your last point of Vitality.

Enslave: you must do anything the caster says, even kill yourself or your friends. (You do not need to reveal any secret information, however.)

Explosion: the caster throws a handful of packets and you are affected if any of them hit you, but do not take extra damage if hit by more than one.

Feeblemind: you cannot cast any spell by any means, or use any called expendable skill except those whose call is "Resist."

Final Death: you are dead forever. You will go to Fate, but never return.

Flat: the attacker is pulling their blow, and the attack does no damage.

Forget: you permanently forget the events of the last 5 minutes.

Freeze Limb: your limb is frozen solid and cannot move.

Knockdown: you fall down and must lay flat on your back/front before getting up again. If called with a weapon strike, it even works if it hits your shield.

Magnetize: your body or the specified object is pulled to the specified location and cannot move from it.

Maim: your limb is broken and cannot be used. You cannot hop with a Maimed leg or hold things in a Maimed arm.

Mimic: you must be dead for this to work. It animates you as a minor undead who will serve your creator. Any skills expended while you are a mimic will be restored when you go to Fate.

Pain: you suffer overwhelming pain which continues until you fall and touch both knees and a hand to the ground.

Paralyze: you are immobilized and must stand in place, motionless.

Petrify: your body and everything on it is turned to stone. You are immune to non-magical attacks and cannot be searched, but you also can't move.

Pierce: this attack (which must be an arrow, crossbow bolt, or javelin) will be effective even if it hits a target wearing medium or heavy armor (which normally resist missile attacks).

Poison: you suffer 10 seconds of agony during which you cannot fight, cast spells, or defend yourself. After 10 seconds, you fall unconscious for 5 minutes. At the end of that time, if you have not been Cleansed, you die.

Push: you must immediately move at least 10 feet from the attacker.

Repel: you must begin moving away from the attacker, and continue moving away for one full minute.

Silence: you may not speak or otherwise vocalize, and you are unable to cast spells or use any skill with an in-game incantation.

Slay: if it hits your torso, you take 5 damage.

Slumber: you fall into a magical slumber and cannot be woken up except with an Awaken spell.

Snare: your feet are bound to the ground and cannot be moved.

Subdue: if the subdue packet hits your torso, you fall to the ground for a quick ten-count, during which time you may not defend yourself.

Venom: this will be called with another effect. Take the other effect, but it can also be resisted as a Venom and, if it has an ongoing effect, can also be cured with a Cleanse spell.

Waylay: if it hits your back, you fall unconscious for 5 minutes.

Weakness: you are unable to fight, carry heavy objects or other characters, or even to throw spell packets farther than 5 feet.

Wither: your limb is unusable, and cannot be cured except by Cure Disease.

Durations

Some effects are instant (e.g. Damage, Death), and some continue until you take a required action (e.g. Knockdown, Pain). Ongoing effects always last one minute unless otherwise specified.

Until cured: this is an ongoing effect that will not go away on its own. It lasts until it has been cured.

Until death: a few effects become more severe and eventually fatal. For example, "Through earth, petrify five minutes until death" will turn you to stone for five minutes. At the end of the duration, if it has not been cured, you will die. If the effect is cured, the death is prevented.

Special Attacks

The most common attacks are weapon strikes and spells. However, there are a few other possibilities.

Backlash: after you strike a creature with your melee weapon, it may call Backlash followed by an effect. The person (or people) who struck the creature takes the effect. Backlash can only be used after you have injured the creature; it does not protect the creature against your attack at all.

All Within... magic that affects everyone within a designated area will begin with a call of "All Within..." followed by a description of the area. For example, "all within this cabin, heal one vitality" would restore one vitality to everyone inside a cabin.

Traps and Poison

Danger comes in many forms. Traps lie in wait for the unwary. There are several types:

Acid traps: any squirting water represents acid. If any water hits your body, you take one point of damage.

Buzzer traps: these are magical traps which Paralyze you for 1 minute.

Flash traps: everyone in the area of the flash suffers Pain.

Mechanical traps: if you are struck by anything like a weapon, you take either the Slay effect (if it hits your torso) or the Maim effect (if it hits a limb).

Popper traps: small poppers or string pull-traps represent caltrops or small explosives. These Maim the limb that set off the popper.

Contact poison: vaseline represents a poison that affects the first person to touch it. It causes the Poison effect—you are incapacitated for the first 10 seconds (no fighting or casting spells), then unconscious for 5 minutes, and then if not cured you will die.

Ingestive poison: poison in your food or drink is represented by a Swedish Fish (a red gummy candy). If you find a Swedish Fish in your food or drink, whether or not you consumed it, you have been poisoned, with the same effects as Contact Poison.

Treasure and Other Items

Adventure takes more than enemies and traps, there must also be treasure and other types of enchantments.

Coin: the common currency consists of copper farthings, silver crowns, and gold sovereigns. A gold sovereign is worth 10 silver crowns; a silver crown is worth 10 copper farthings.

Battle scrolls: these small scrolls written in special scripts store magical spells that can be used by characters with the Read Magic or Read Divine skills.

Potions: a piece of paper rolled up inside a clear film canister represents a potion. On the outside, you will see a picture of the potion and a color which you can use to identify familiar potions. To use the potion, open the vial and read the paper. You cannot open the vial or read the paper without using the potion.

Gems, Ores, and other materials: many types of gems, ores, and other materials such as furs, leather, and glass can be used by craftsmen, ritualists, and others.

Yellow stickers: other items that can be taken are marked with yellow stickers. The sticker indicates that the item must be checked in at the end of each event.

Red stickers: items marked with red stickers cannot be taken, either because they are immobile, breakable, or simply have no value. If the red sticker has a number written on it, it represents a very heavy item. It can only be moved by the combined efforts of the number of people written on the sticker. Each person needs to be able to get both hands on the item in order to assist.

Locks: in-game locks are represented by locks with a yellow sticker or Mythical Journeys logo (other locks should not be disturbed). Such locks can be picked if you have the Lockpicking skill and the ability to do so—you'll need to actually open the lock. Otherwise, the item with the lock cannot be opened.

Secure: items can also be magically locked. The opening will be covered with a Secure tag indicating the strength of the Secure spell. It can only be opened by the person who placed the Secure or someone who casts a sufficiently potent *Pry* spell.

Gates: a doorway ringed with light represents a magical Gate, a portal through which a distant location can be reached. You may pass through the opening only if the lights are on. Using magical Gates can have harmful effects on those who do so often, though there are no untoward effects of a single trip.

Searching People and Monsters

After the defeat of your foes in combat (or just stumbling across their unconscious bodies), you may wish to search the bodies for treasure. You may search any dead, unconscious, or non-resisting body. The physical contact rules of Mythical Journeys require that one person may touch another only with the consent of both parties. Consequently, searching others must proceed as follows.

Approach the person and state "I search you." The victim may respond with either "You may search me" or "Describe your search." You may always choose to describe your search if you prefer. Regardless of which searching method you use, you still must accept any effects that such a search might inflict upon you (e.g., poison or disease).

Physical Search: If the person you are searching responds "Search me," this means that they have given you permission to do a basic body search. In this situation you are permitted to pat their pouches and pockets and generally search their clothes. Do not touch taboo areas such as the groin and chest. No in-game items or coins may be hidden in "taboo" areas, including inside your pants or under a skirt.

Describing Your Search: If the person you are searching responds with the statement "Describe your search," this means that they have refused permission for you to do a body search. You must roleplay searching their body, leaning over them close enough to perform a search, but perform your search verbally by describing where you are searching. Describe your search with a series of "I search your (area)" statements, which must be answered truthfully. For example: "I search the pockets of your tunic." "You find nothing." "I look for anything around your neck." (Victim removes jeweled necklace and gives it to searcher) "I search both your boots." "You find nothing." "I search the small of your back." "You find a tiny dagger strapped to my back" (removes dagger and hands it over) "I remove your bracelet" "Prop."

Although the search is being described, your responses must be true. You can hide an item in your boot, but it must really be hidden in your boot. You cannot simply describe it as being there.

Each area to be searched will take about 5 seconds. However, if you are being searched in an area that has already been searched by someone else, you should immediately tell the searcher. "I search this pouch." "It looks like it has already been opened and emptied."

All Searches: Any search that is thorough enough will eventually reveal everything you have. After five minutes of search, you must hand over any in-game items that have not already been found. You may hand them over earlier if you prefer. Cast, especially, who may need to get on with another role, may choose to hand over any loot more quickly.

If you have an item on your body that is not in-game, simply state "Prop" when the searcher says, "I take your (blank)." Obviously, items acquired in-game cannot be props. This rule is to enable players to enhance their characters' costumes without risking the loss of their real-life treasures. Anything that has in-game value can be stolen. Additionally, any item that has been sealed in an in-game way (e.g. with a lock or Secure spell) can be taken, if the searcher has the ability to do so.

You may take weapons to put them out of reach, for example if you are afraid your victim is not entirely dead. However, you may not take and keep the weapons unless they are yellow-stickered. You must leave them nearby where your victim will easily be able to find them.

On occasion there will be the need to gather things like Fiend claws, Troll's hide, and other components for the completion of potions and such things. This will be dictated by plotlines delivered during the events. A vivid description of cutting up a body, or of a full body search will not be necessary and will not be tolerated by Mythical Journeys. Harvesting parts outside of designated plotlines will prove futile (no Cast Member will purchase them from you). Anything that can be taken and has value will be represented by a prop that the monster will give you.

It is polite to gently roll any monster's body out of sight to keep it from decaying in public (see *Carrying Others*). This allows that cast member to leave the area more quickly so they can come back out into play sooner.

Searching Cabins: Cabins and most other buildings are in-game unless otherwise marked, and you can enter them in search of treasure—although there may be in-game consequences of doing so.

In-game items can be taken: in-game coins, gems, minerals, crafting materials, potions, scrolls, any item with an Appraisal or Magic Item code, or any yellow-stickered item. All in-game items must be stored in in-game locations, never in out-of-game locations (such as your car).

Other items, especially personal items such as clothing, bedding, and food, cannot be taken. In addition, underneath the beds is considered an out-of-game area. No in-game items may be placed there, and you may not search there.

The out-of-game belongings of other players must always be treated respectfully. These items should be left in place, not thrown on the floor or in disarray.