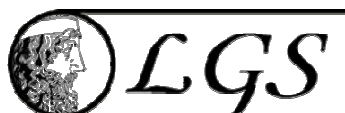


TRIREMES & TRITONS

A Marine Supplement for Revised **Mazes & Minotaurs**



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NEW UPDATED & EXPANDED 2012 EDITION



Foreword & Credits

Back in the 1970s, when the first edition of *Mazes & Minotaurs* was the only roleplaying game around, M&M players and Maze Masters used to joke about a “forever forthcoming” supplement called *Triremes & Tritons* (or was it *Tritons & Triremes*?). Although the “definitive marine supplement for M&M” was regularly announced, promised and trumpeted in the pages of the *Griffin* magazine, it simply never came out – apparently for a variety of obscure contractual reasons. As the years went by, *Triremes & Tritons* became known as “the sea serpent of M&M”; like its mythic namesake, it would regularly show its head before disappearing beneath the waves again.

Now, more than 25 years after its first mention in the Coming Soon section of the *Griffin* magazine, we are proud, at last, to bring you *Triremes & Tritons* for the 2012 Silver Jubilee of Revised M&M – not the original supplement (but was it *ever* written at all?) but a compilation of material originally published in the *Minotaur* webzine, collected, reformatted and even updated for the occasion! Within these 30+ pages, you will find optional rules for naval warfare and underwater adventuring, fascinating information on islands and the undersea, more than twenty new creatures, new mythic items and no less than four new character classes! Welcome aboard!

Authors: Olivier Legrand, Luigi Castellani, Andrew Pearce and, of course, Luke G. Reynard.

Editor: Olivier Legrand

Interior Art: Diverse Hands, including Emmanuel “Croquefer” Roudier (see p 24!)

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I: HEROES OF THE SEA

This chapter details a quartet of optional character classes for campaigns with a strong marine focus: Tritons, Tritonides, Dolphins and Mariners.

TRITONS

Tritons are the famous mermen of legend, well-known for their stormy temper. For obvious reasons, Triton characters can only participate in undersea adventures. In game terms, they may be seen as the marine equivalents of Centaurs.

Primary Attributes: Might and Skill.

Gender: Player character Tritons can only be male. Mermaids would never leave the undersea domains of the Triton folk to go on quests or adventures – or would they? See next page for the answer.

Basic Hits = 12

Mighty Warrior: Because of their tough, scaly skin, Tritons add a +2 bonus to their basic Defense Class (and also receive an additional defensive bonus due to their Aquatic Agility, as detailed below). They also add their Might mod to their melee Initiative.

Aquatic Agility: In addition to the toughness bonus mentioned above, Tritons add their Skill mod to their EDC against melee and missile attacks unless they are *surprised*, as well as to all their Danger Evasion rolls, with the exception of detection rolls. While swimming, they can *cruise* at four times their basic movement and never need to make swimming rolls.

Weapon of Choice: Trident.

Level Benefits: Each level beyond the first gives a Triton +4 Hits, +1 to Luck and +2 to Might, Skill, Wits or Will (player's choice).

Possessions: Tritons start with a trident and a net. They do not possess any monetary wealth.

Patron Deities: All Tritons are followers of Poseidon, king of the deep.

Reputation Effect: The Triton's Reputation Effect of Undersea Renown affects all undersea Folks.

Languages: All Tritons speak Merian as well as the unique tongue of Dolphins. They rarely bother to learn other languages. Most of them are illiterate, since the written form of Merian is only taught to Triton Scholars (who are quite rare).

Background Talents: Triton characters must choose two talents among the following: Armorer, Beastmaster, Healer, Musician (conch concerto, anyone?), Scholar and Sea Scout (see below).



Additional Abilities

Tritons have a natural affinity with the fauna and flora of the subaquatic milieu. If the optional rules on *Taming Creatures* from the *M&M Companion* are used, Tritons may attempt to Tame by Craft underwater Beasts (such as Sea Horses etc). This does not apply to Monsters (which cannot be Tamed by Craft) or to Dolphins (who are Folks and thus do not need to be Tamed). Note that Tritons cannot ride Sea Horses (for obvious anatomical reasons) but often use them as draft or pack animals, pets or even guardians.

Triton characters (and only them) have access to a special **Sea Scout** talent, which is the undersea equivalent of the Woodsman talent, advantaging the character on stealth and detection rolls. Most of the other Background Talents available to Triton player-characters are also specifically adapted to the undersea environment: their version of the *Armorer* talent, for instance, allows them to manufacture weapons and armor using the bones and scales of marine creatures and other natural elements of their environment (yup, no forges underwater...), while *Beastmaster* only applies to underwater animals.

If the optional rules on Depth Levels given in chapter III are used, Triton player-characters have a maximum Depth Level of 4 but may be allowed to venture to Depth Level 5 with successful Physical Vigor rolls, as detailed in the text.

TRITONIDES

These fighting mermaids could be described as the Amazons of the Undersea. They are actually young Mermaids who have decided to forsake their traditional feminine and melodic roles to become warriors – just like their Triton fathers and brothers. Needless to say, this very recent and marginal liberation movement has been met with utter contempt and even violent anger by the very irritable and traditionalist (or is that chauvinist?) Tritons, who have simply banished those “deranged females” from their society. Exiles from the various undersea clans have now formed a tribe of their own, calling themselves the Tritonides.

Primary Attributes: Skill and Grace.

Gender: Female

Basic Hits = 12

Graceful Warrior: The unique fighting style of Tritonides allows them to use their Grace mod instead of their Might mod when calculating their Melee score. They also add their Grace mod to their melee Initiative.

Aquatic Agility: Tritonides add their Grace mod to their Defense Class against melee and missile attacks, unless they are *surprised*, as well as to all their Danger Evasion rolls, with the exception of detection rolls. When using full movement, they can cruise at *four* times their standard movement rate.

Weapon of Choice: Trident.

Level Benefits: Each level beyond the first gives a Tritonide +4 Hits, +1 to Luck and +2 to Skill, Wits, Will or Grace (player's choice).

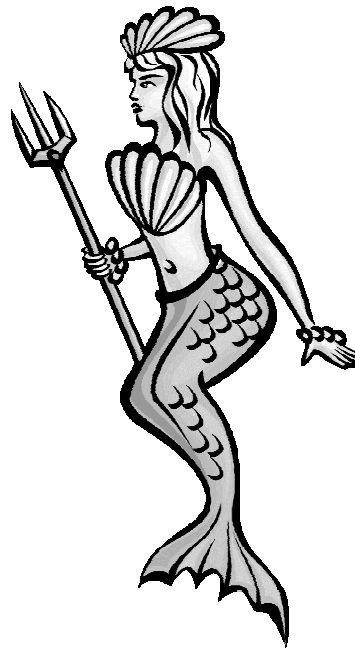
Possessions: Tritonides start with a trident and a net. They do not possess any monetary wealth.

Patron Deities: Although they have been banned from traditional Triton / Mermaid society, the Tritonides remain fiercely loyal to Poseidon. It should be noted that, so far, the God of the Sea has not reacted in any way to the Tritonides' declaration independence or to the Tritons' outraged anger. Perhaps he has special plans for the Tritonides, in his future wars against those who still defy his supremacy (such as the Fomoros).

Reputation Effect: A Tritonide's Reputation Effect affects all undersea Folks, except Tritons, for whom a Tritonide's Reputation bonus will actually act as a negative reaction modifier.

Languages: All Tritonides speak Merian as well as the unique tongue of Dolphins.

Background Talents: All Tritonide characters have the Sea Scout talent (see previous page), plus another talent chosen among the following: Beastmaster, Healer, Musician or Scholar.



- Sorry, did you just call ME a Mermaid?

Songs of the Tritonides

The Price of Freedom

As can be gathered from the above description, Tritonides do not have the Vocal Entrancement gifts of 'true' Mermaids: they chose to forsake this power, which they saw as incompatible with a true warrior's vocation – as well as the price to pay for their emancipation. For a Tritonide, using their forsaken Mermaid ability would mean a complete betrayal of her chosen beliefs: this would immediately cast her out of the nascent Tritonide society.

A Different Kind of Music

That being said, a possible development of Tritonide culture could be the appearance of Tritonide Lyrists: ex-Mermaids who share their Tritonide sisters' feminist outlook but did not have the martial mentality of a would-be warrior. Such characters could have embraced the Lyrist vocation, turning their unique vocal gifts into a form of magic that is both acceptable and useful to their warrior sisters.

In game terms, such characters would have the characteristics, primary attributes, restrictions and powers as Lyrists – with an important exception. Since such characters would not, unlike true Lyrists, be under the divine patronage of Apollo, they would not receive the supreme, magnitude 6 power of Song of Prophecy. They would, however, benefit from the Tritonides' Aquatic Agility.

DELPHINS

Delphins are members of the Dolphin Folk with unique magical abilities. They are extremely rare and are treated by other Dolphins with great respect. Aside from some Mariners and a few other friends of the sea, most humans are unaware of their existence. Like all Dolphins, Delphins tend to be pacific beings; they try to protect the sea from mortals as well as to protect mortals from evil sea beings such as the Fomoros or the Sons of Dagon.

Like those of Shapeshifters, the true origins of the Delphins' magical powers remain a mystery but appear to be partly genetic; they are obviously the legacy of an ancient, forgotten time when Dolphins and some members of the human race shared a special magical bond.

Primary Attribute: Wits and Grace.

Gender: All Delphins are male. They can breed with human women or female Dolphins (depending on their current form) as well as with Nereids. Their male children are always Delphins.

Basic Hits = 8

Gifts of the Sea: The magical powers of Delphins (which, among other things, allow them to take a human form) are described below. Their magical talent, called **Marine Empathy**, is equal to the sum of their Grace and Wits modifiers. Their Mystic Strength is calculated as per the usual rules.

Power: Delphins start with (4 + Grace mod) Power points at first level. They recover their lost Power points by sleeping, at the same rate as Sorcerers and Elementalists.

Level Benefits: Each level beyond the first gives a Delphin +2 Hits, +4 Power points, +1 to Luck and +2 to another attribute (player's choice).

Possessions: None.

Patron Deities: All Delphins worship Poseidon.

Reputation Effect: Delphins' Undersea Renown (affects all undersea Folks).

Languages: All Delphins know the language of Dolphins as well as Merian and Minean.

Background Talents: All Delphins start with the Sea Scout talent (which they can only use in Dolphin form) and the Sailor talent (which they can only use in human form).

Restrictions: Like Shapeshifters, Delphins avoid wearing armor, since it interferes with their magical shapechanging powers.

Additional Abilities: If the optional rules on taming creatures from the *M&M Companion* are used, Delphins should be given the ability to Tame marine creatures by Charm (just like Nymphs).



Gifts of the Sea

Magnitude 1: True Form

This power allows the Delphin to revert to his true Dolphin form. While in this form, Delphins retain their full intelligence and their magical powers; they also benefit from all the physical special abilities of Dolphins (see *Creature Compendium*), as per the usual Shapeshifting rules (see *M&M Companion*).

Magnitude 2: Human Form

This power allows the Delphin to take his human form (which is always the same and has none of the marine advantages of his true Dolphin form).

Magnitude 3: Song of the Sea

This power works exactly like the Song of Soothing power (Poetic Magic, Magnitude 3), except that it only affects marine beings and the Delphin's Marine Empathy is used in lieu of the Lyrist's Orphic Voice.

Magnitude 4: Gift of the Sea

This power works exactly like Nature's Favor power of Nereids (see *Players Manual*), except that the Delphin's Marine Empathy replaces Odylic Charm.

Magnitude 5: Curse of the Sea

This power works exactly like the the Curse of the Drowned power of Nereids (see *Players Manual*), except that the Delphin's Marine Empathy replaces the Nymph's Odylic Charm bonus.

Magnitude 6: Weather Control

This power is exactly the same as the Magnitude 6 power of Nereids (see *Players Manual*), except that the Delphin's Marine Empathy bonus replaces the Nymph's Odylic Charm bonus.

MARINERS

Mariners are the best seamen of Mythika. Most of them are members of the Brotherhood of Mariners, a loose organization that tries to enforce the "Code of the Sea", a collection of traditional laws that all honorable sailors are assumed to follow – which includes fair and just captainship, women and children first, always rescue a ship in peril, equal shares of treasure for crewmen (doubled for captains), no girls in the crew and other tenets of honor and common sense. Those who do not follow this Code call themselves "Freebooters" but are often little more than greedy, dishonorable pirates.

Primary Attributes: Will and Luck

Gender: All Mariners are male.

Basic Hits = 10

Athletics: Mariners excel at climbing, swimming and other athletic activities, including brawling and wrestling. In game terms, they add their Will mod to all their Athletic Prowess and unarmed Melee rolls.

Seamanship: Mariners have a special Seamanship bonus equal to the sum of their Luck mod and Will mod. This bonus is added to all the character's Danger Evasion rolls made while on board of a ship. This ability also allows them to predict weather when at sea, as detailed below.

Weapon of Choice: Sword, axe, sling or bow.

Level Benefits: Each level beyond the first gives a Mariner +2 Hits, +1 to Luck and +2 to Might, Skill, Wits or Will (player's choice).

Possessions: Mariners start with a dagger, their weapon of choice and a starting wealth of 3D6 x 5 silver pieces.

Restrictions: Mariners may wear any type of armor but usually choose not to do so, since a high Encumbrance may be dangerous on a ship.

Patron Deity: Poseidon, the King of the Sea.

Background Talents: All Mariners have the Sailor talent, plus a second talent chosen among Acrobat, Musician, Orator, Scholar and Wrestler.

Reputation Effect: Unlike other Specialist classes, Mariners do benefit from a Reputation bonus – but only if they respect the Code of the Sea. This Reputation bonus works on all other Mariners and sailors (except Freebooters), as well as with all followers and Priests of Poseidon.

Advancement: Like all Specialists, Mariners rise in levels by accumulating Experience points. They gain 50 points everytime they use their Seamanship special ability in an important adventuring situation or even 100 points if this contributes to save their ship. Mariners may also gain 100, 200 or even 500 Experience points for exploring mysterious islands and other weird marine sites.



Notes & Comments

Return of the Ancient Mariner

Ever since it was mentioned in the old *Men & Monsters* supplement, the Mariner class became something of an obsession among some *Mazes & Minotaurs* gamers. From the late seventies to the early eighties, no more than six (six!) different incarnations of this « lost class » were published in various gaming magazines.

The official version of the Mariner class was regularly announced as part of the forever forthcoming *Tritons & Triremes* supplement (or was it *Triremes & Tritons*?). Like the rest of the original *Triremes & Tritons* material, it was never published - allegedly because of some contractual technicalities which remain an enigma to this day.

In 2006, as part of the great M&M online revival project, several files of previously unpublished M&M material from LGS were made available on the M&M newsgroup, including the long-lost official write-up of the Mariner class, putting an end to 30 long years of patience, speculation, questing and (sometimes very bad) unofficial variants. Written for the Original M&M rules, this new specialist class was adapted for the Revised rules in the first issue of the *Minotaur Quarterly*, which had a marine theme. The final, 100% official version presented in this supplement is a slightly updated incarnation of this Revised Mariner, with the same skills and abilities, with an extra edge in unarmed combat (which was a feature of the Original class).

Now the Mariner has come home at last!

II: WAR SHIPS & SEA BATTLES



Naval Warfare in Mythika

The First Days of Naval Warfare

The **war galley** as we now know it is the product of a long history of change and refinement. In the First Age, the earliest form of the war galley was the **triaconter**, a vessel with thirty oars (fifteen on each side).

Towards the end of the First Age, before the Dark Days, the larger **penteconter** was developed – a vessel with fifty oars (twenty-five on each side).

According to legend, the very first **penteconter** was the **Argo**, upon which Jason underwent his heroic quest. **Penteconters** certainly were used in the Thessalian War. However, they remained the preserve of the very wealthy – kings and a few important princes – and were greatly outnumbered by the smaller **triaconters**.

In the Second Age, the **penteconter** became the leading type of war galley. Whereas in the First Age they had been used (like **triaconters**) simply as a means of transporting fighting men (who also acted as rowers) from one place to another, now a number of naval tactics were developed to enable them to be used as weapons of war in their own right.

Autarchs & Atlanteans

The Typhonian Autarchs who dominated the Middle Sea with their fleets of **penteconters** in the final century of the Second Age developed two important tactics.

The first was **shearing**, which involved coming alongside the enemy ship and using the weight of the one's own ship to break the enemy's oars – a tricky tactic to deploy without damaging one's own oarsmen, but, if successful, one capable of crippling both an enemy ship and its crew.

The second tactic involved placing an Elementalist on board each ship, who would then be tasked with firing bolts of supernatural fire at the enemy ship, in the hope of starting a conflagration. This tactic, which was unique to the Autarchs, was sometimes referred to as deploying **Typhonian fire**.

The most deadly rivals of the Autarchs at sea were the Atlanteans. Not only were their galleys far stronger than those of their rivals, but they were also equipped with **catapults**, which the Atlanteans used to fire metal bolts with devastating effect upon the crews of enemy ships. The naval battles of the Age of Magic, with bolts of metal and balls of fire flying in opposite directions, must have been an awesome and terrifying spectacle.

The Bireme Revolution

In the mid-first century of the Third Age, a new revolutionary development took place within naval warfare with the building of the first **biremes**.

Up to then, all war galleys had used a single bank of oarsmen. But now, for the first time, oars were double-banked, resulting in increased speed and maneuverability. **Biremes** were virtually the same length as **penteconters**, but had crews of one hundred, who were now specialist rowers, not fighters.



Sailing on the seas of old-school adventuring...

Biremes also carried detachments of twenty fighters, whose job was to engage in **boarding actions** against enemy ships.

Most *biremes* were also equipped with a ram – usually made of bronze – which allowed a new tactic, **ramming**, to be developed. These new techniques – boarding and ramming – alongside traditional tactics like shearing, made naval combat more skilled and varied than ever before.

The first *biremes* were developed by the Edonites, but within a few decades the Tritonians had copied the design, adding further refinements (such as the ram) and using these new, powerful ships to establish their dominance over the Middle Sea.

In the second century, the Mineans of the Three Cities began to overhaul their fleets of *penteconters* by introducing *biremes*, but far too late to mount an effective challenge to the Tritonian naval hegemony. However, the destruction of the almost the entire Tritonian fleet in their foolish engagement with the Atlanteans in 215 AH changed all that. The Mineans quickly re-emerged as the dominant naval power, a position they have retained to the present day.

Enter the Trireme

Just over a hundred years ago the last great development in the evolution of the war galley took place, with the building of the first **triremes**. In a further refinement to the *bireme*, the oars of the *trireme* were triple-banked, with a crew of one hundred and fifty, and carrying a detachment of forty fighters. The *trireme* was heavier, but faster and more maneuverable, than any previous war galley

Developed by the Argoseans shortly after the outbreak of the Umbrian War, and quickly embraced by the other members of the Minean Coalition, the *trireme* soon became the dominant war galley within the fleets of Three Cities and Seriphos. Later, it came to be adopted by some rival naval powers (including the Tritonians and the Umbrians), though others still rely largely or exclusively on the older *bireme* (such as the Desert Kingdom, the Edonites and the Midians).

In recent years, several attempts have been made to develop a **quadrireme**, either by adding a fourth bank of oars, or by putting two rowers each to a double bank of oars. However, critical problems with stability and maneuverability remain unresolved, and the vast majority of naval engineers firmly now believe that the *trireme* will remain unchallenged as the apogee of war galley development.

Pirates of the Middle Sea

Pirates, still a scourge in many parts of the Middle Sea despite relentless attempts to eliminate them, generally eschew the use of war galleys (whose maintenance require both iron discipline and reliable funds far beyond the means of most pirate bands). Instead, pirates make use of merchant roundships.

Fleets of Mythika

War galleys generally have a life-span of 25-30 years. Most of the major sea-powers around the Middle Sea have fleets of one hundred and fifty or more war galleys, meaning that they have to build five to ten ships a year to maintain their fleet strength.

In times of war, this figure is often far higher. In terms of numbers of available war galleys, the strongest power of the Middle Sea today is Tritonis, with its mighty fleet of three hundred *triremes*. Next is Midia, which also has three hundred war galleys (although most of them belong to the older *bireme* design).

The Argoseans have the largest Minean fleet, at two hundred war *triremes*, compared to the Thenans with one hundred and fifty, the Heraklians with one hundred and the Seriphans, also with one hundred. The combined might of the entire Minean Coalition is without equal on the Middle Sea. However, getting them to act together effectively, even in time of dire emergency, would be no mean feat.

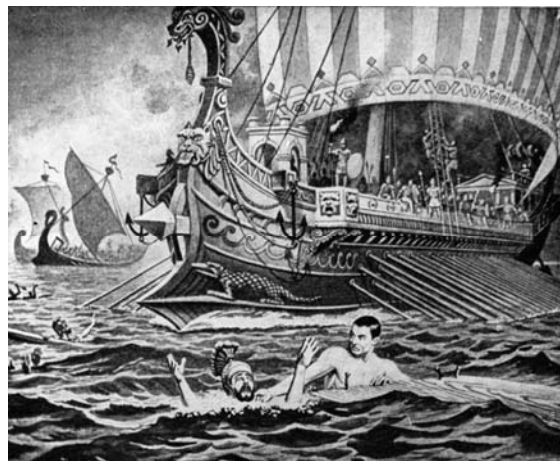
The Minean colonies rarely have fleets of their own, except in the case of a few of the larger colonies (such as Agathe and Sphaeros). The minor sovereign Minean powers (such as the islands of Atreon and Zankros in the Archipelago, Dekelea and Zephos) also have their own small military fleets.

Of the rest, the Desert Kingdom has a hundred and fifty war galleys (all *biremes*), mostly manned by foreign hirelings; the Edonites of Kandaria, despite possessing one of the largest merchant fleets, have only fifty or so war galleys, mostly *biremes* (although it is rumored that the Tritonians have accepted a commission to build a powerful fleet of *triremes* for

the Edonites and their mysterious new masters to the East); and the secretive Umbrian warlords have at least one hundred and fifty ships, mostly *triremes* (and, according to some reports, perhaps far more).

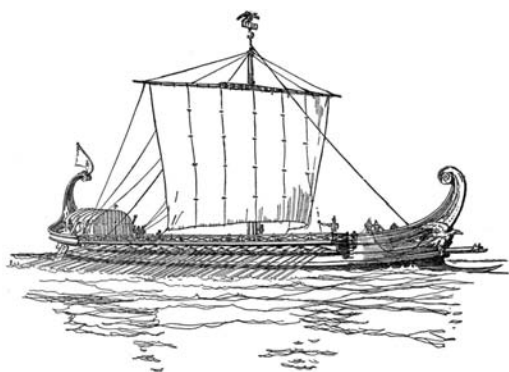
Finally, it's anyone's guess as to how many ships the long-dormant power of Atlantis has – doubtless waiting patiently, as they have for centuries, to return with terrifying might to the waters of the Middle Sea.

Who knows what form the next great battle on the high seas will take?



Ships & Stats

The various types of ships discussed in this section should be given the following stats. See next section for complete rules on naval warfare!



Biremes

Treat Biremes as War Galleys with only 10 Structure points, and a carrying capacity of 20 fighting men.

Triremes

These are the 'standard' War Galleys, with 12 Structure points and a carrying capacity of 40 fighting men.

Pirate Ships

Treat Pirate Ships as Merchant Roundships with 8 Structure points and a carrying capacity of 15 fighting men (*not* 20, as per the normal rules for Merchant Ships used as fighting vessels, as Pirates *always* allow a certain amount of room on their ships for 'booty').

Quadriremes

Treat experimental Quadriremes as 'super' War Galleys with 16 Structure points and a carrying capacity of 60 fighting men. However, the design flaws inherent to this type of ship give it a negative Fortune mod of 1d3+2.

Rules for Naval Warfare

Naval warfare in M&M can be dealt with using the mass combat system given in the M&M Companion, with a few modifications and additions reflecting the specific aspects of ship-to-ship battles.

Troops, Ships & Fleets

Just as ground troops are organized in Regiments, warships are organized in Fleets. Each Fleet may include any number and type of ships. The type of ships determines the number of troops it can carry (which will affect its Regimental Strength) and its Structure points (see *Players Manual*, p 43).

Merchant Roundships and Wargalleys. Merchant Roundships have 8 Structure points and can carry up to 20 men if not transporting cargo, while Wargalleys have 12 Structure points and can carry up to 40 fighting men each. Atlantean Wargalleys (*Maze Masters Guide*, p 45) have 20 Structure points and can carry up to 50 men. See also *Ships & Stats* on the previous page for other possibilities.

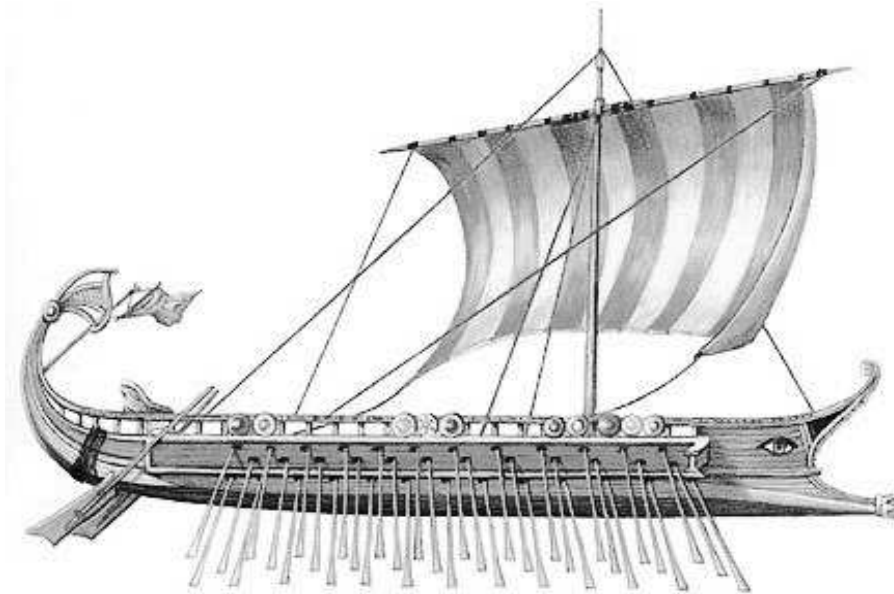
If the transported troops have a different Size, adjust the space taken by each individual on board as follows: Tiny 1/10, Small 1/5, Large x 2, Gigantic x 10. Thus a Wargalley could carry up to 40 Human Soldiers, up to 400 Myrmidons, up to 20 Titanians or a combined force of 20 Humans and 10 Titanians).

When a ship's Structure points fall to 0, it sinks, carrying all its crew and fighters with her...

Combat Factor & Fleet Strength

Combat Factor for sea battles is determined as per the standard mass combat rules, with the following adjustments: *Cavalry* and *Chariots* cannot be used (mmh, wouldn't have guessed that one, eh?), and the *Charge into Battle* ability grants no CF bonus in naval combat, except for Aquatic or Winged troops.

Fleet Strength is the equivalent of Regimental Strength. To determine a Fleet's Strength, first determine each Ship's Regimental Strength by multiplying the number of carried troops by their CF.



If the carrying Ship is a Wargalley multiply its RS by 1.5. Atlantean Wargalleys multiply the CF of troops they are carrying by 2.

Thus, a Roundship carrying its maximum of 20 fully equipped Human soldiers with a CF of 6 each has a Strength of 120, while a fully loaded Wargalley carrying 40 fully equipped Human soldiers (CF 6) has a Strength of 360. A fleet consisting of ten such Roundships and five such Wargalleys would have a total Fleet Strength of 3000.

Round Sequence & Weather

Rounds take 1 hour each, as for land battles; they are conducted and resolved using the same sequence, but with an additional phase known as the Weather Phase, which takes place between the Strategical Phase and the Tactical Phase.

During the Weather Phase, each side must roll 1d10 on the table below – which is an expanded version of the table given on p 43 of the *Players Manual*.

D10	Weather	Next Round
2 or less	Dead Calm	-1
3-4	Adverse Wind	-
5-8	Good Breeze	-
9-10	Strong Gale	+1
11 or more	Storm	+2

Next Round: This modifier will be applied to the Weather roll of the next round. Weather modifiers are cumulative; thus, two consecutive rounds of Strong Gale will result in a +2 modifier. If both generals roll Storm, both of them will add +4 to their Weather Roll next round.

Dead Calm: Committed Fleets can only engage the enemy by rowing. All your Fleets have their Strength halved and get one level of Fatigue (see *M&M Companion* p 41) at the end of the round. Aquatic troops and Atlantean Wargalleys are unaffected.

Adverse Winds: Committed Fleets do not have favorable winds. All your Fleets have their Strength reduced by 20%. Aquatic troops and Atlantean Wargalleys are unaffected.

Good Breeze / Strong Gale: No effect.

Storm: All units are unable to fight this round. Each committed ship loses 1d6 Structure points (roll once for the entire fleet). Ships which carry player-characters and important NPCs can make a saving roll against the storm as per the usual rules (see *Players Manual* p 43). If a 5 or 6 was rolled, Aquatic units also lose 5% of their troops.

Resolution & Losses

Fleets suffer losses both in men and ships: the losing side Fleets reduce the Structure points of committed Ships by the Massacre Factor -2, while the winning side Fleets loses a number of Structure points equal to the Massacre Factor - 4.

Thus, if the MF is 5, each ship on the losing side will lose 3 Structure points and each ship on the winning side will lose 1 Structure point.

A ship reduced to 0 Structure points is sunk, along with all the troops it transports.

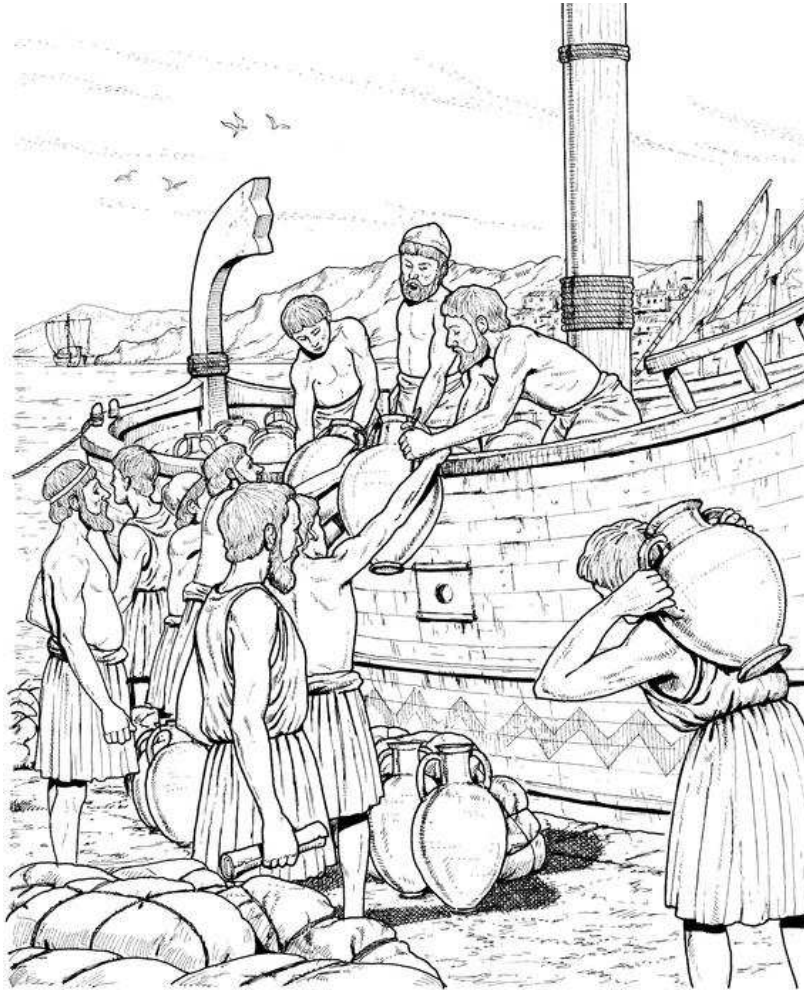
If the winner wins the combat round with a margin of 10 or more, he gets two additional choices: he may reduce damage to its Fleets by 1 point or worsen damage to enemy Fleets by 1 point.

Losses suffered by all non-Aquatic creatures are considered 75% dead and 25% Incapacitated instead of the usual 50%-50% ratio.

Retreats

A ship's ability to retreat may be affected by the weather. Storms inflict a -2 penalty on Morale rolls for Retreats to all types of ships; Dead Calm confers the same penalty, except for Atlantean War galleys.

III: ISLANDS & COLONIES



Island colonies: a major aspect of Middle Sea economy

The History of Colonization

As the sea around which the most ancient human cultures were arranged, the Middle Sea has always had a tremendous influence upon the way in which those cultures have developed. The Middle Sea (or **Inland Sea** as it is sometimes known) has shaped the way in which trade, warfare and colonization has been conducted between these nations. Just as significant, though, as the Middle Sea itself, are the many islands which are liberally scattered across it.

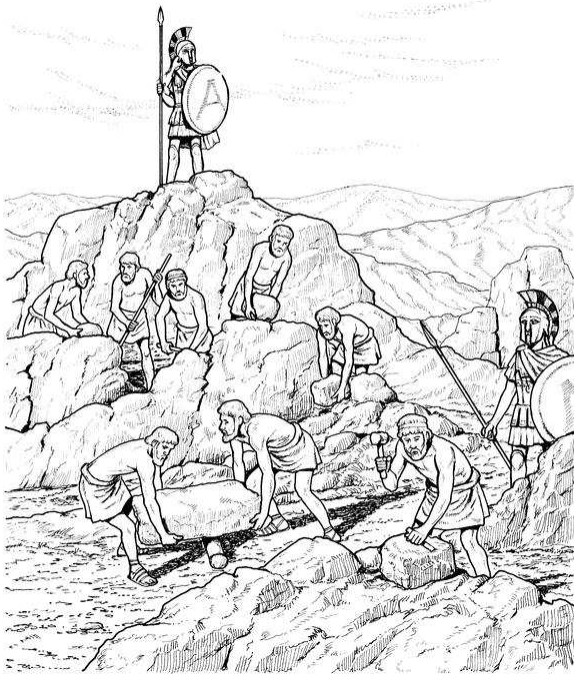
No-one knows exactly how many islands there are in the Middle Sea, but they are known to number in the hundreds. The largest of them – Proteus, Tritonis and Seriphos – have been homes to some of the greatest civilizations of Mythika. Many of the smaller islands are currently uninhabited by men. Some of them are home to monstrous creatures, tribes of beast-men, long-abandoned ruins and lost temples. Many have never been explored at all. But there are others that have been settled, and which are still inhabited, by humans.

Most of these are trading outposts or colonies of the major powers around the shores of the Middle Sea – particularly the Three Cities, Tritonis and Umbria.

In this particular overview, we will explore the history of colonization across the Middle Sea; study the relationship between colonies and their mother-cities; and detail the most important of the many colonies found upon the islands and shores of the Middle Sea.

Only the most inward-looking of Mineans believes that the only important colonial power of Mythika is the Minean Coalition. In fact, through history, successive 'waves' of colonists have ventured forth from many different nations around the shores of the Middle Sea. Only in relatively recent times have the Mineans emerged as the colonizers *par excellence* of Mythika.

The story of colonization is – as usual – best considered according to the traditional 'Three Ages' scheme of Mythikan history.



Founding a new colony is rarely a fun venture

The First Age of Colonization

In the Age of the Myth, the first humans to seriously move out across the Middle Sea in search of new adventures, new opportunities and new homes were the people of Proteus. During the sixth century BP, Proteusian explorers and settlers visited many of the islands and coastlands of the Middle Sea, including, of course, Seriphos and the shores of Edon. Even today, adventurers visiting little-known islands in the eastern half of the Middle Sea will come across scattered remains from the past glories of Proteus.

Following the fall of the Bull King's realm, the next major phase of exploration and settlement came during the so-called 'Minean Diaspora' of the fifth century BP. During these years, the Mineans spread from their home island of Seriphos to the Land of the Three Cities and Thessalia. It was also during this century that the island now known as Tritonis was first settled, with the foundation of the city of Acheiros¹.

Finally, in the second century BP, during the Golden Age of Seriphos under King Midas of Minea and then his son Antagoras, the so-called 'First Minean Wave' of Colonization took place, led by Seriphos. At least a dozen of the smaller islands of the Middle Sea were settled, but virtually all of these colonies were abandoned or fell into ruination during the Dark Days that followed the fall of the Minean Empire.

¹ The exact origin of the Acheirans (as the ancestors of the Tritonians were at first known) remains a matter of great scholarly dispute. Although some have postulated a link with the Mineans (supported by certain linguistic and cultural similarities that persist down to the present day), others vigorously dispute this. The tale of the Sons of Deucalion (see p 98), of course, suggests a common origin for Mineans, Tritonians and Umbrians as descendants of Deucalion's first-born son Proteus: but more than this, it is impossible now to say with any degree of certainty.

Nonhuman Colonies?

Humans, of course, have never been the sole inhabitants of the islands of the Middle Sea. From the beginning, many of these islands were strongholds for other races – including Atlanteans, Lesser Cyclops, Titanians, and various tribes of beast-men. Others served as hideaways for many of the most dangerous monsters of Mythika.

Whether they are Animates, Beasts, Folk, Monsters or Spirits, many creatures (often extremely hostile) can be found on the many "mysterious islands" of the Middle Sea.

The Second Age of Colonization

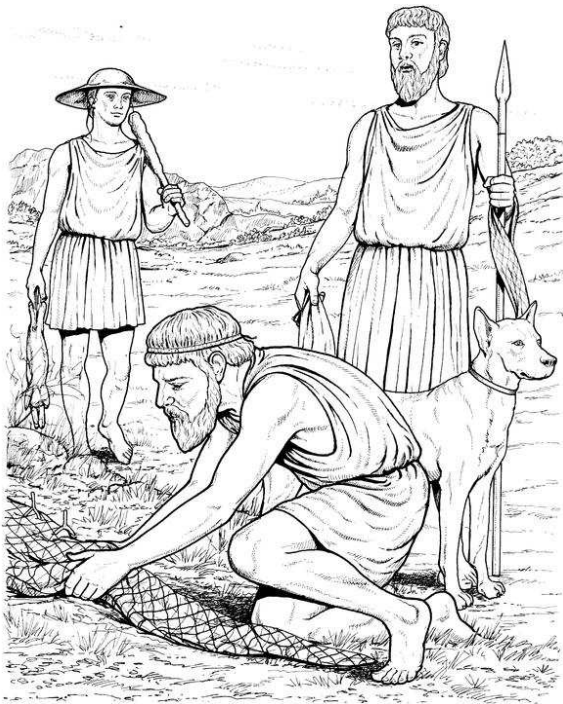
In the first century of the Age of Magic, the leading colonizing power was Edon. At least a dozen Edonite trading outposts or colonies were established during this period, including the cities of Etica and Solus on the southern coast of the Middle Sea – in the land that became known as Midia.

However, by the end of the first century, this Edonite expansion had come to an end. The Midian settlements were thriving, under the rule of the independent Queens of Solus: but the island colonies were threatened by a new, more vigorous 'Minean Wave'. This Second Minean Wave lasted throughout the second century of the Age of Magic. As with the first wave three centuries earlier, the prime movers were from Seriphos. Under the three greatest kings of the House of Hypseos - Lampados I, Labyrinthos the Great and Erastes - the Seriphans took over most of the Edonite outposts, and established perhaps a dozen more.

However, the fall of Seriphos before the might of the Autarchs spelled doom for her colonies. In the third century of the Age of Magic, the Autarchs of Typhon obliterated virtually all of the Minean outposts across the Middle Sea. In their stead, half-a-dozen Autarch settlements were established – principally to serve as way-stations for the Autarch fleets sailing between Acheiros and the Autarch dominions scattered around the shores of the Middle Sea – in Kandaria, the Khet Delta, the Land of the Three Cities, and elsewhere.

The third century is also the time when the Atlanteans made their greatest incursion into the Middle Sea. According to some tales, the Bronze Gates were built around about this time by Wizard-Engineers allied to the Autarchs, and were eventually used to stop the Atlanteans from bringing reinforcements from the Great Ocean into the Middle Sea.

Most of the Atlantean outposts in the Middle Sea were destroyed by the Autarchs after many terrifying battles – others fell in the cataclysmic Days of Wrath that ended the Age of Magic. However, it is rumored that one or two of these outposts have survived down to the present day, watching and waiting for their brother Atlanteans to come surging into the Middle Sea in all their might once more...in the absence of the strong magic of the Autarchs, would the peoples around the Middle Sea be able to resist them?



The simple pleasures of colonial life

The Autarch ascendancy over the Middle Sea took a century to build up, but just three days to overthrow. In the Days of Wrath, all of the Autarch outposts were destroyed by Poseidon himself overwhelming them with devastating waters from the deep. Indeed, quite a number of these so-called 'drowned islands' remain the target for adventurers and treasure-seekers today, hoping to find long-lost hoards buried beneath the waves.

The Third Age of Colonization

The first century of the Age of Heroes saw two competing sea-powers seeking to establish themselves as the principal colonizers of the Middle Sea. These were the Midians and the Mineans.

The Midians settled mainly along the Charybdiian coast, and the southern part of the island of Amphissa. The Mineans – with the Three Cities rather than Seriphos now at the forefront – settled the northern part of Amphissa, and many smaller islands right across the Middle Sea. It was on Amphissa than these two spheres of influence met, and it was here that warfare between the rival powers of Midia and Argos finally broke out. Argos, supported by Heraklia, succeeded in vanquishing her Midian opponents, stripping the Queens of Solus of all their overseas colonies.

The 'Third Minean Wave' continued for a time into the second century of the Age of Heroes: but within a few decades, a new rival had emerged that would provide a far more vigorous challenge to the mariners and merchants of the Three Cities than the Midians. This was the Heptarchy of Tritonis.

Aided by the *bireme*, a new ship design actually developed a few decades earlier by Kandarians (but which the Tritonians were first to use extensively), the Sea Princes of Acharnia proved themselves more than a match for Minean sea-power. By the beginning of the

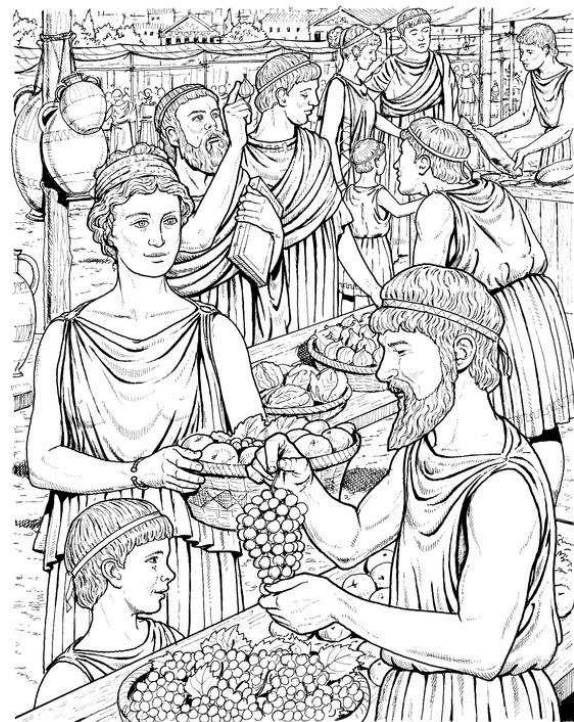
third century, the Three Cities had seen their overseas holdings reduced to half-a-dozen islands, whilst the Tritonian sea-empire had expanded to encompass nearly thirty trading posts and colonies right across the Middle Sea, as well as taking control of Midia, and Kandaria and the rest of the Edonite coast.

Then, hubristically, the Tritonians decided to challenge the Lords of Atlantis on their own territory. In 215 AH², their great fleet sailed into the Great Ocean – confident of the support of Poseidon – only to meet utter defeat. Only a handful of ships made it back to Tritonis.

Word of the debacle quickly spread, and the subject peoples of the Tritonian Empire rose up against their masters. Within less than a decade, the Tritonians found themselves reduced to just a few colonies beyond the home island.

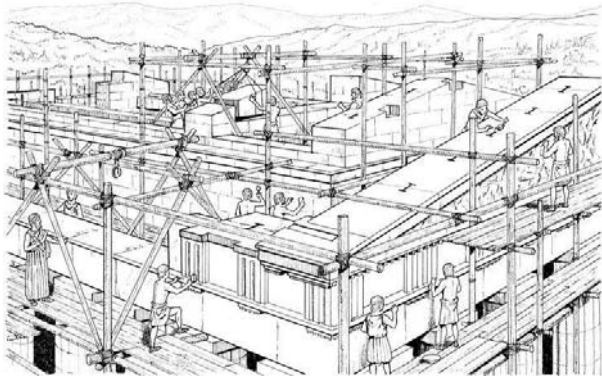
The sudden collapse of Tritonian sea-power left a vacuum that the Three Cities found themselves best placed to fill. A 'Fourth Minean Wave' of Colonization began in about 220 AH, and has continued right to the present day. There are now something like forty Minean colonies and outposts – nearly half of them Argosean, the rest evenly split between Heraklia and Thena – on the islands of the Middle Sea and the Midian and Charybdiian coasts. The development of the *trireme* – a powerful successor to the *bireme* – by Argos at the beginning of the Umbrian War (and the Argosean foresight in immediately sharing this design with the other three members of the Minean Coalition) probably had much to do with their success.

Proteusians, Seriphans, Edonites, Autarchs, Midians and Tritonians – each, in turn, have established thriving trading empires across the Middle Sea. But none have been so persistent, or so successful, as the Mineans of the Three Cities, with their many outposts and colonies.



A thriving colonial market

² AH = Age of Heroes



Building a Minean boomtown

The Nature of Colonies

What is a Colony?

A **colony**, essentially, is a small city-state founded by a larger, older one – the so-called ‘**mother-city**’ (or *metropolis*).

A colony is distinguished from a mere **outpost** in the following ways:

1. An outpost usually has a single purpose – e.g. trade, re-supply, a base of operations for exploring the hinterland or guarding a strategic location. A colony typically serves all these purposes, and more.
2. An outpost is entirely dependent upon the mother-city for the provision of a leader (generally referred to as a ‘commander’). After the first generation, colonies generally provide their own leader from within their own population.
3. Those who reside in an outpost tend to do so for a limited period of time – a ‘tour of duty’, if you will. Consequently, they are always considered citizens of the mother-city. By contrast, those who dwell in a colony do so upon a long-term basis, and may well have been born in the colony. Whilst retaining an attachment to the mother-city, they are always considered citizens of the colony first and foremost.
4. Outposts are dominated by a single section of society, e.g. military outposts by soldiers, trading outposts by merchants. Colonies are much more varied, with representatives of many different classes.
5. Outposts are generally small (typically a hundred persons or less, though some military outposts may be greater in size). Colonies are bigger (typically at least five hundred persons – larger, older colonies may have two or three thousand citizens or more).

Of course, particularly successful outposts may become colonies, whilst unsuccessful colonies may be reduced to the status of outposts (or abandoned altogether).

Establishing a Colony

The establishment of a colony is usually regarded as a solemn and sacred event. If a Minean city decides to establish a colony, it is customary to consult an oracle (usually the oracle of Telphos) for guidance. Sometimes citizens are invited to volunteer for an expedition; on other occasions, they will be elected by lot, with one son being chosen from every household where there are several sons. The leaders of the first generation colonists continue to be honored long after their deaths, both by the mother-city and by the colony itself.

The colony generally honors the same patron gods as the mother-city (though there are exceptions to this rule), and are expected to send embassies and votive offerings to the mother-city’s principal festivals.

Obligations to the Mother-City

Although this does vary according to time and culture, in general colonies tend to have three key obligations towards their founding cities:

1. **The obligation to receive citizens from the mother-city.** Any citizen of a mother-city is allowed to travel to a colony, and become a citizen instead of the colony. Mother-cities will often encourage their citizens to travel to the colonies, especially as a way of alleviating population pressure at home. Because colonies (especially younger ones) tend to have greater social mobility than their mother-cities, members of lower classes, in particular, will often go overseas in search of new opportunities. This is often known as ‘pursuing the Minean dream.’³
2. **The obligation to pay taxes to the mother-city.** All colonies pay taxes to the mother-city, usually in the form of duties upon goods and services supplied by the mother-city. These taxes are supposedly used to help maintain the fleet of the mother-city, which might be called upon to assist in the defense of a colony in time of war. However, colonials are often suspicious of how these revenues are actually spent (e.g. every time colonists hear that a new temple is being built in the mother-city). Although it is usually quite low, this ‘colonial duty’ can always be increased (e.g. in times of war or as a way of punishing badly-behaved colonies).
3. **The obligation to support the mother-city in times of war.** All well as taxes, colonies are also expected in times of war to provide both ships and men in defense of the mother-city. In theory, this obligation is two-way, with mother-cities being under an equal obligation to come to the defense of their colonies. In practice, this is not always the case.

³ Conversely, citizens of a colony have no automatic right of citizenship within the mother-city (although an exceptionally talented or influential individual might be able to attain it). The only circumstances in which this is not the general case are in times of severe crisis for the mother-city (e.g. following a time of disease or famine, such as the terrible Yellow Plague of 156 AH), when citizens from the colonies might be actively encouraged to ‘come home’ to the mother-city – even if they had never actually been born there! Residence (as opposed to citizenship) is another matter entirely, and colonials are generally granted the right of residence in the mother-city even if citizenship itself is denied.



- What do you mean "insurrection"?

Colonial Governance & Discipline

Most colonies have a similar pattern of government to their mother-city. Often the ruler of a colony is a hereditary noble – generally referred to as a 'lord' or 'prince' (but *never* as a king). This is the case with Tritonian, Umbrian and Heraklian colonies. Most Argosean colonies are ruled instead by a 'governor' who is appointed for life by the King of Argos, but who may not pass on the governorship to a son. A similar arrangement was common until recently amongst the Thenan colonies: but lately most of them have tried to emulate the mother-city by embracing democracy, via elected governors. This unusual experiment has not, however, met with universal success.

Colonial rulers are usually assisted by some kind of advisory council – which may consist of nobles, oligarchs or democratically-elected citizens, again depending on the nature of the government.

Mother-cities rarely intervene openly in colonial governance, as this might adversely affect colonial loyalty to the homeland – but indirect interference is tacitly accepted as being commonplace. Extreme forms of intervention (such as the forcible removal from office of a colonial lord or governor, or the suppression of an advisory council) are rarely contemplated, and even more rarely enacted.

Colonies rebelling against their mother-cities are relatively rare occurrences – but they are not unknown. Historically, colonial uprisings have generally been unsuccessful, and usually result in savage reprisals from the mother-city. However, there have been exceptions – which almost always involve substantial aid being provided by a third party.

Three Famous Colonial Insurrections

The Falling Axe of Bastilos

The oldest recorded instance of a colony rebelling against its mother-city is also one of the strangest. Towards the end of the second century of the Age of Magic, the Seriphian colony of Bastilos was the site of a particularly brutal uprising. Supplies to the colony had been disrupted by the fierce Megamedian War then taking place on Seriphos. The starving colonists gathered in the courtyard of the colonial governor. The unsympathetic governor's wife is said to have remarked 'let them eat cake', which did not go down terribly well with the colonists. The victims of the subsequent rebellion included both the governor and his wife, who along with many of their servants were executed by means of an unusual mechanical contraption nick-named the 'Falling Axe' (devised, it is said, by a visiting Wizard-Engineer). The island of Bastilos was then governed according to principles that, reputedly, were not so very different from the democratic ideas today being practiced in Thena (though, it would appear, in a much more haphazard fashion). However, Bastilos' experimentation with new ways of government proved short-lived: ten years after the uprising, the ruthless Autarchs of Typhon ravaged the island. Today, only a few ruins testify to the fact that this island was ever home to a thriving human settlement.

The Treason of Mytilenos

During the Umbrian War, most Minean colonies fully supported the Minean Coalition. However, three years into the war, the Argosean colony of Mytilenos unexpectedly defected to the Umbrian cause. After a six-month siege, the Argoseans successfully regained the city. On hearing the news of Mytilenos' re-capture, the Argosean King, Argolin II, ordered that a ship be dispatched to Mytilenos with orders to execute all the male adults, and to enslave the women and children. However, the next day the king came to regret his injudicious edict, and he ordered the fastest ship available – one of his new *triremes* – to make haste to Mytilenos to countermand the original order. The second ship managed to arrive at Mytilenos less than an hour after the first, and in time to ensure that the original command was not carried out. Instead, only the ring-leaders in the rebellion were executed. Mytilenos continues to be a significant – if not particularly warmly-regarded – Argosean colony today.

The Minotaurians of Bostos

The most recent instance of colonial insurrection dates back only a few years. The Thenan colony of Bostos bitterly resented a sharp increase in the tariff on wine. The citizens of Bostos, noting the advent of democracy within Thenos, demanded to know why they should not have a direct say in decisions made by the mother-city that had such an obvious effect upon them. 'No taxation without representation!' became a common cry heard on the streets of Bostos. This increasing resentment culminated three years ago in the ransacking of a new shipment of Thenan wine by masked Impostors calling themselves the Minotaurians. This incident, the so-called Bostos Wine Party, inevitably provoked an angry response from the Thenan authorities. In the resulting crackdown, many suspected members of the Minotaurian society were arrested. Although a full-scale uprising was avoided on this occasion, resentment towards the mother-city remains high on Bostos, and the possibility of further unrest (provoked by the now proscribed Minotaurians) cannot be discounted.

IV: POSEIDON'S KINGDOM

Undersea Adventuring 101

Most M&M adventures take place in underground caverns or in the wilds – but in a fantasy game which features Nereids as a character class as well as a variety of mythic items that allow other characters to freely operate in the depths of the ocean, the Undersea can also become a full adventuring environment in its own right, with its own perils, wonders and denizens.

This article summarizes a few important things that Maze Masters should keep in mind when planning or running an underwater adventure.

1) Everyone Is Invited

This is, of course, the most basic and obvious requirement: undersea adventures will only work if all the characters in the party can freely breathe and operate underwater.

The easiest way to ensure this is to have a Nereid on the team: for 4 Power points, a Nereid can use her Nature's Favor power to enable a number of other characters to breathe and speak underwater for several hours. Both the number of characters and the duration are based on the Nereid's Odylic Charm bonus, as detailed in the rules.

This wonderful ability will be perfect for small groups and relatively short underwater expeditions, but large parties and/or prolonged adventures will require renewed Power expenses, which may prove quite taxing for a low-level Nymph.

Such problems can be alleviated by the possession of various mythic items allowing characters to freely operate underwater on a permanent basis, such as Amulets of the Merfolk (*Maze Masters Guide* p 43).

2) As Above, So Below

The M&M Undersea should appear as a fantasy, aquatic reflection of the surface world to which the characters are accustomed – like the Surface, the Undersea also has its own perilous caverns, hidden treasures, dangerous monsters, civilized folks, beautiful cities and even whole kingdoms.

This idea is perfectly embodied by the existence of creatures like Sea Horses (*Creature Compendium* p 100), which are to surface horses what Tritons are to humans (or rather to Centaurs, but hey, you get the idea). And as we shall see in the next sections of this article, this « As Above, So Below » approach to the undersea setting can also be applied to game mechanics and (yes) physical laws.



Check it out! This is good Maze Mastering advice!

3) Forget About Science

The world of M&M is a mythical, magical world – so don't bother about the real-life effects of underwater pressure, subaquatic acoustics, color absorption, marine biology, metal corrosion and other realistic, scientific facts about the underwater environment.

Remember that your job as a Maze Master is to give your players a memorable, exciting, magical fantasy adventure, not a Scuba diving course.

If you begin to worry about such things, then you might as well forget about Tritons, Mermaids and Sea Monsters as well. Your duty as a Maze Master is not to make the Undersea environment realistic, but to make it memorable and magical. This is not to say that this environment should not have any effect on a character's abilities – but these effects should pertain to things that are important in a fantasy adventure, as detailed below.

4) Keep Things Fluid

As stated above, **movement** should be handled as simply as possible: characters can swim, walk on the bottom of the sea, but cannot run.

During combat and other action scenes, the usual movement rate for swimming should be used (see *Players Manual* p 44) and characters may have to make swimming rolls (Athletic Prowess rolls against a target number equal to their Encumbrance total) to perform tricky « acrobatic » subaquatic maneuvers.

In Too Deep

Optional Rules for the Undersea

The Undersea environment can be divided into five different Depth Levels. The list below gives the maximum Depth Level which various underwater creatures can reach. Most creatures will usually dwell one or two Depth Levels above this maximum limit, unless otherwise stated. The actual maximum Depth Level of a specific location will simply be determined by the Maze Master.

1 = Below the Surface

2 = Low Depth

3 = Median Depth

This is the maximum depth level for Attack Kelps, Dolphins and Telchines.

4 = Deep Down

Maximum depth level for Mermaids, Tritons and most other Sea Folks, for hybrid creatures such as Quinotaurs and Ichtyocentaurs as well as for Sea Horses, Sea Lions and similar animals.

5 = The Deepest Abysses

This is the usual (*not* maximum) level for Fomoros, Sea Horrors, Sea Hydras, Sea Serpents and most other Gigantic sea monsters.

Nereids can reach Depth Level 5 without problems. while **Naiads** are normally limited to Depth Level 3.

Humans (and other Nymphs) cannot normally go below Depth Level 2, unless they are aided by magical powers or mythic items allowing them to operate freely undersea, in which case they can reach Depth Level 3.

Characters who are able to operate freely underwater may decide to ignore this limit by one (and only one) Depth Level but will have to make a Physical Vigor roll after each minute of activity. The target number of the first saving roll is 10 and will be increased by 5 at each new roll.

Thus, Humans who are aided by magic may venture at the Deep Down level but will have to make a Physical Vigor roll of increasing difficulty after each minute there. These rules also mean that Humans cannot reach The Deepest Abysses – except, perhaps, through the Divine Intervention of the King of the Deep, Poseidon himself.

Failure on the saving roll means the character must immediately go back to the previous Depth Level, which requires a last chance Athletic Prowess roll against the usual target number (Encumbrance). If this last chance roll fails, the character will pass out and succumb to the effects of pressure (same game effects as drowning), even if he has an Amulet of the Merfolk or other similar mythic item.

There is, however, one type of movement that may really play a vital part in an underwater adventure, especially if characters can only operate underwater for a limited amount of time: getting back to the surface. See *In Too Deep* on the next column for a simple way of handling different depth levels in an underwater adventure.

As far as **vision** is concerned, simply treat some waters as giving *poor visibility* or even *very poor visibility* (see *Players Manual*, p 26), depending on their depth or murkiness. If you really want to reflect the sound-dampening effects of the underwater environment, simply decide which sounds can or cannot be heard – but keep in mind that in M&M, the ability to breathe and act underwater can only be conferred to characters by magic – and since magic is a fabulous, unrealistic thing, we can « logically » assume this fabulous magic also allows waterbreathing characters to use their abilities at their fullest, including their senses.

The same reasoning can be applied to **combat**: simply assume that characters who have been given the ability to operate underwater can fight in this environment without suffering penalties – sure, their movements will be much slower, but so will their opponents', so there is no real need to reflect this in game terms. Also remember that many Undersea Folks (such as Dolphins and Tritons) have been given special abilities like Lighting Fast or Uncanny Agility, which will give them an edge in combat situations, reflecting their better adaptation to the undersea milieu.

Missile weapons are the big exception here: they will be made significantly slower and thus will have a significantly shorter range. For simplicity's sake, simply divide all ranges by 5. This should also apply to missile attacks made by undersea creatures (including Crushing Missiles).

And what about **magic**? Well, it should operate normally in the underwater environment – except for Air and Fire Elementalism, which will not work at all.

5) Have Fun!

So what are you waiting for? Get your Amulet of the Merfolk and dive into the ocean! There is a whole world of adventure waiting for you beneath the waves of the Wine Dark Sea...



And I am waiting for you, too!

The Unseen Oceanids

Who are the Oceanids?

In Greek mythology, Oceanids (the « daughters of Ocean ») are a specific type of sea nymphs, almost identical to Nereids ; in fact, some sources present them as a particular group within the Nereid kin, descending from Thetis who, again depending on sources, is either a Nereid or a lesser goddess.

Unlike « standard » Nereids, Oceanids live in the lowest, inaccessible depths of the Ocean and rarely if ever interact with mortals. The following article is not a mythological study but an interpretation of Oceanids in the imaginary world of Mythika. As such, it distances itself from classic mythological sources, in the usual M&M *peplumesque* tradition.

In the world of Mythika, Oceanids are powerful Nereids who have chosen to retire to the deepest abysses of the Ocean to act as Poseidon's agents and representatives in the Undersea realms. They are not a separate Kin, but form a sort of « elite corps » among Nereids, with special duties and some extra powers granted by Poseidon himself.

From Nereid to Oceanid

In game terms, Oceanids are special Divine Agents of Poseidon: as such, they conform to the general Agent of Poseidon profile given in the *Mazes & Minotaurs Companion* (p 12) except otherwise noted. To qualify for Oceanid status, a Nereid must meet the usual Luck requirement of 20 and must also have a score of 16+ in either Will or Wits (which makes Oceanids quite different from the usual « naive and frivolous Nereid » stereotype.

The divine boons granted to Oceanids by Poseidon rarely (if ever) include Mythic Items but may include one or several of the special *Oceanid Gifts* detailed below. In fact, one of the Nymph's first three divine boons *must* include one of these special Gifts. Oceanids are subject to all the usual duties and restrictions of divine agents. In addition, they are forbidden to reveal their special status to surface dwellers (except for followers of Poseidon) - they are, in a way, Poseidon's *covert* divine agents.

The missions and tasks that Oceanids carry out for Poseidon include, among other things, keeping an eye on the Fomoros, acting as sacred arbiters between various Sea Folks or serving terms of « guard duty » at the god's various secret sea caverns (including the secret prisons of the Sea Titans – see chapters V and VI for more details). While their true role remains unknown to surface dwellers, it grants Oceanids a great amount of respect and prestige among the various Sea Folks loyal to Poseidon. In game terms, this doubles the Nymph's usual Reputation bonus when dealing with Tritons, Mermaids, Dolphins and other Nereids.



Oceanids: Poseidon's Very Special Agents

Poseidon's Special Gifts

As mentioned above, the divine boons granted to an Oceanid may include one or several of the following three special Gifts:

Guise of the Sea

This boon gives the Oceanid the ability to shapeshift into a Dolphin (with all the usual advantages and restrictions, as detailed in the *M&M Companion*).

This transformation costs her 2 Power points, as if she was using their Alter Appearance ability, which will also allow them to revert back to their true form.

Remember that Poseidon is often associated with metamorphosis in mythic tales.

Poseidon's Blessing

This boon gives the Oceanid the ability to bestow the same Divine Blessings as Priests of Poseidon (see *Players Manual*, p 30), at the same Power cost and with the same effects.

Ocean's Favor

This boon grants the Oceanid a +2 bonus to Danger Evasion, Defense Class and Mystic Fortitude as long as she remains in the sea (underwater or swimming at the surface) ; this will no longer apply if the Oceanid sets foot on land (or aboard a ship).

V: DENIZENS OF THE DEEP

Abyss Lurker

Taxonomy: Monster

Description: As their name implies, Abyss Lurkers roam the deepest abysses of the undersea. These vicious predators look like a weird cross between a medusa, a murena and a giant sea urchin (see illustration). Their "head" is slightly bigger than a human one. They have mimetic abilities similar to those of a chameleon, display an uncanny degree of magic resistance and use a form of psychic awareness that allow them to silently communicate between them over several miles. They are often used as pets and spies by the Fomoros.

Size: Medium

Ferocity: Dangerous

Cunning: Alert

Mystique: Weird

Movement: 60'

Initiative: 15

Melee Attack: +4

Damage: 1d6 (nasty teeth)

Defense Class: 15

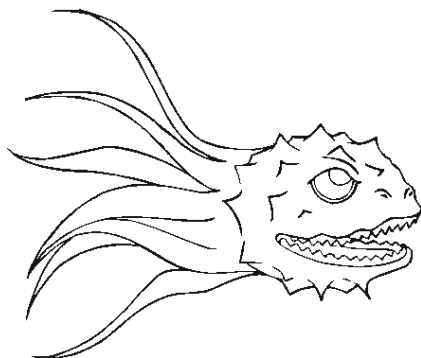
Hits Total: 12

Detection / Evasion: +6 / +8

Mystic Fortitude: +6

Special Abilities: Aquatic, Camouflage (mimetic ability), Magic Resistance, Sixth Sense, Stealthy (18), Uncanny Agility.

Awards: Glory 130, Wisdom 30.



An Abyss Stalker prowling the depths of the ocean



Beware the paralyzing bite of the Amphydra!

Amphydra

Taxonomy: Monster

Description: A small but very vicious undersea creature, with a snake-like head and six tentacle-like appendages. It uses its venomous fangs to paralyze its prey before devouring it slowly.

Size: Small

Ferocity: Dangerous

Cunning: Alert

Mystique: Weird

Movement: 45'

Initiative: 13

Melee Attack: +4

Damage: 1d3 (bite) + poison

Defense Class: 13

Hits Total: 6

Detection / Evasion: +2 / +2

Mystic Fortitude: +2

Special Abilities: Aquatic, Camouflage (as alga, 20), Entangle (5', Might 12), Poison (bite, paralysis), Stealthy (undersea, 16).

Awards: Glory 24.

The Amphydra's usual tactic is to use its Entangle attack to hinder its prey and then use its poisonous bite Melee attack on the following round.

Cetoceros

Taxonomy: Monster

Description: A huge cetacean with a vicious frontal horn. The Cetoceros is not a mundane animal but a rare magical creature (see *Additional Lore* below).

Size: Large

Ferocity: Dangerous

Cunning: Alert

Mystique: Weird

Movement: 90' (360' cruising)

Initiative: 15

Melee Attack: +7

Damage: 2d6

Defense Class: 14

Hits Total: 30

Detection / Evasion: +2 / +6

Mystic Fortitude: +6

Special Abilities: Aquatic, Charge Into Battle (Initiative 19, Melee +11), Cruise, Magic Resistance, Supernatural Vigor, Uncanny Agility.

Awards: Glory 240, Wisdom 30.

Additional Lore: Some Sorcerers (wrongly) believe the horn of the Cetoceros to be imbued with virtues of increased vigor and longevity, making it a vital ingredient in the preparation of some much sought-after "powders of immortality" and other (totally ineffective) "elixirs of long life".



- What are you staring at?



Enter the Hexapod!

Hexapod

Taxonomy: Monster

Description: These strange hybrid creatures have a human upper body and six scaly, tentacle-like "legs" that make them unnervingly agile. They are merciless killers and sometimes associate with Sons of Dagon to attack ships in the high seas.

Size: Medium

Ferocity: Dangerous

Cunning: Average

Mystique: Weird

Movement: 60'

Initiative: 14

Melee Attack: +5

Damage: 1d6 (weapon)

Defense Class: 17

Hits Total: 16

Detection / Evasion: 0 / +2

Mystic Fortitude: +2

Special Abilities: Amphibian, Charge into Battle (Initiative 16, Melee Attack +7), Extra Arms (see below), Grapple (Might 16), Supernatural Vigor, Tough Skin, Uncanny Agility.

Note: The Hexapods' *Extra Arms* ability is less powerful than the Tetrax's (see *Creature Compendium* p 115) since it reflects their walking tentacles: in game terms, these allow Hexapods to make an extra Grapple attack per round (and add only 5 to their Glory MR).

Awards: Glory 130, Wisdom 10.

Hogrebos

Taxonomy: Folk

Description: These amphibious, man-sized humanoids (well, sort of) are quite hard to describe (I mean, just look at the illustration below).

Size: Medium

Ferocity: Aggressive

Cunning: Alert

Mystique: Weird

Movement: 60'

Initiative: 12

Melee Attack: +2

Damage: 1d6 (weapon)

Defense Class: 15

Hits Total: 12

Detection / Evasion: +2

Mystic Fortitude: +2

Special Abilities: Amphibian, Grapple (Might 16), Supernatural Vigor, Tough Skin.

Awards: Glory 40, Wisdom 10.

Additional Lore: Despite what their appearance might suggest, Hogrebos are noble and honorable beings, who simply want to be left alone. They dwell in the Umbrian Sea and the warlike people of Umbria hunt them down as "sea demons", blaming them with all sorts of heinous acts. Hogrebos actually descend from humans who were subjected to horrible experiments of magical hybridation by mad Atlantean wizards. Forever trapped in their grotesque body, they carry the weight of their curse with a strange, inscrutable sadness.



Yes, this is the Curse of the Hogrebos (don't laugh)



A groovy and petulant Ichtyosaty

Ichtyosaty

Taxonomy: Folk (Hybrid)

Description: You guessed it: Ichtyosatyrs are (more or less) to Satyrs what Ichtyocentaurs are to Centaurs. These beings look like horned Tritons and are the hybrid and sterile children of Mermaids who have been impregnated by Satyrs (no, don't ask).

Size: Medium

Ferocity: Peaceful

Cunning: Clever

Mystique: Weird

Movement: 80'

Initiative: 18

Melee Attack: +1

Damage: 1d6 (weapons, but rarely fight)

Defense Class: 17

Hits Total: 8

Detection / Evasion: +4 / +10

Mystic Fortitude: +2

Special Abilities: Aquatic, Lightning Fast, Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards: Glory 50, Wisdom 10.

Additional Notes: Needless to say, Ichtyosatyrs are treated as pariahs by Tritons – but Mermaids (and, for that matter, many Nereids) often find them strangely attractive (*"His horns are so cute..."*). Unlike Satyrs, these beings tend to be loners (as far as other male creatures are concerned) but the presence of a single Ichtyosaty near a Mermaid community is always a motive of anger for Tritons – and you don't want to make them angry, do you? A Ichtyosatyrs tend to have a nomadic lifestyle, often drifting from one hot spot to another...

Jaskonos

Taxonomy: Monster

Description: While it is believed to be no more than a myth by most Middle Sea sailors, this truly titanic, island-sized fish can only be encountered in some remote parts of the Great Ocean, well beyond the longitude of Atlantis. Its insanely oversized mouth allows the Island Fish to *swallow whole ships*. The few Mariners who have met this creature and lived to tell the tale think that the Jaskonos is a unique, one-of-a-kind creature which was created by Poseidon to prevent presumptuous navigators from sailing too far in the Great Unknown.

Size: Gigantic

Ferocity: Dangerous

Cunning: Average

Mystique: Eldritch

Movement: 120' (480' cruising)

Initiative: 14

Melee Attack: +8

Damage: 3d6

Defense Class: 17

Hits Total: 50

Detection / Evasion: 0

Mystic Fortitude: +6

Special Abilities: Aquatic, Cruise, Fearsome, Magic Resistance, Supernatural Vigor, Swallow Ships (see below), Tough Skin.

Awards: Glory 1000, Wisdom 40.

Unique Ability: Swallow Ships

This unique ability (which has a basic Glory award of 40) allows the Jaskonos to swallow whole ships (as well as their unlucky crew). When facing a ship, the creature will always favor this special attack over standard melee. This special attack occurs during the melee phase, at the creature's usual Initiative level, but requires no attack roll: the ship must make a Danger Evasion roll (with the Danger Evasion mod of its captain plus its own Fortune mod) vs. 15 to avoid being swallowed this round. If the roll fails, the ship is swallowed by the monster – a process which inflicts 1d6 Structure loss to the ship as well as 3d6 damage to each living being on board. If the characters survive this harrowing ordeal, they will discover that inside the Jaskonos exists a whole microcosm, populated by all sorts of living beings, including survivors from the creature's previous meals. Prisoners of the Jaskonos might actually live for several years inside the fish, since its obviously supernatural physiology allows it to act as a life-sustaining environment for underwater and surface creatures alike and its digestive process seems incredibly slow. Getting out of the fish should be an adventure in its own right (and one better left at the imagination of each individual Maze Master).



XXXX

Killer Fish

Taxonomy: Monster

Description: These 6' long, carnivorous fishes dwell in the deep waters of the Western Ocean. They often hunt in packs of 1-6 individuals.

Size: Medium

Ferocity: Dangerous

Cunning: Average

Mystique: Normal

Movement: 90' (360' cruising)

Initiative: 16

Melee Attack: +5

Damage: 1d6 (sharp teeth)

Defense Class: 14

Hits Total: 12

Detection / Evasion: +4 / +6

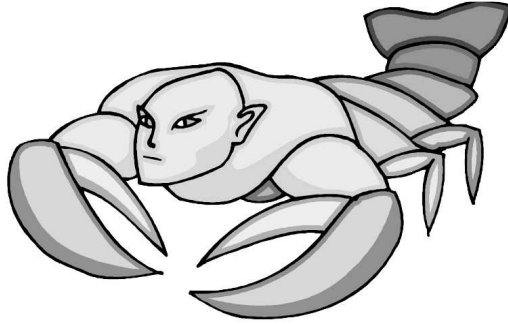
Mystic Fortitude: 0

Special Abilities: Aquatic, Cruise, Lightning Fast, Sharp Senses, Stealthy (12), Uncanny Agility.

Awards: Glory 100.



The notorious Crested Killer Fish of the Western Sea



Beware the pincers of the Langustos!

Langustos

Taxonomy: Monster

Description: Also known as Lobstermen, these creatures look like man-sized lobsters with human heads. They do not have the power of speech and communicate between themselves with their pincers, using a complex, unfathomable sign language. The true origins of the Langustos are completely unknown but are almost certainly magical, considering their weird hybrid anatomy.

Size: Medium

Ferocity: Dangerous

Cunning: Average

Mystique: Weird

Movement: 60'

Initiative: 12

Melee Attack: +4

Damage: special *

Defense Class: 17

Hits Total: 16

Detection / Evasion: 0 / 0

Mystic Fortitude: +6

Special Abilities: Amphibian, Crushing Damage (after grapple), Grapple (Might 20, the Langustos' pincers are so powerful that they give them the grappling strength of a Large creature), Magic Resistance, Natural Armor, Supernatural Vigor.

* *The Langustos can only damage their foes with their pincers, by using Crushing Damage ability (for 1d6 Hits), which requires a successful Grapple attack first.*

Awards: Glory 140, Wisdom 30. Their increased Grappling Might gives them a +5 Glory bonus.

Large Octopus

Taxonomy: Monster

Description: The name says it all. Yes, strange as it may seem, this classic creature did not find its way into the *Creature Compendium*...

Size: Large

Ferocity: Dangerous

Cunning: Average

Mystique: Weird

Movement: 90'

Initiative: 12

Melee Attack: n/a

Damage: see below

Defense Class: 15

Hits Total: 24

Detection / Evasion: 0

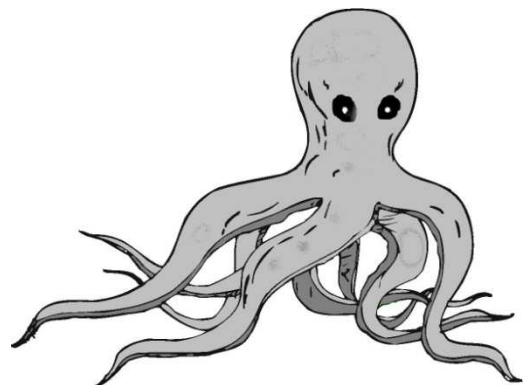
Mystic Fortitude: +2

Special Abilities: Aquatic, Entangle (tentacles, 20' range, Might = 20), Extra Arms (tentacles, see below), Tough Skin.

The Large Octopus' only weapons are its tentacles, which function as per the Entangle ability in game terms (Maze Masters Guide p 18). As for Sea Horrors, these tentacles do not inflict any damage per se but may be used to pull victims under water and cause them to drown. This attack may also be used against waterbreathing opponents to strangle and suffocate them, with exactly the same effects in game terms as drowning. Note that this additional effect should be applied to all similar attacks by other creatures, such as Sea Horrors.

The Extra Arms special ability of the Octopus reflects the creature's many tentacles; it allows it to make Entangle attacks against up to 4 different Medium-sized victims in a single round.

Awards: Glory 280.



Lyrian

Taxonomy: Folk

Description: Lyrians are a renegade clan of Titanians (see *Creature Compendium*, pp116-117), whom Poseidon blessed with the ability to breathe and live underwater (see below for the full story). They live in the undersea citadel of Lyrios, below the waves of the Middle Sea. Their favorite weapon is the trident and many of them also use nets in combat (see *M&M Companion*).

Size: Large

Ferocity: Dangerous

Cunning: Alert

Mystique: Weird

Movement: 90'

Initiative: 13

Melee Attack: +6

Missile Attack: +3 (+5 with net)

Damage: 2d6 (large trident)

Defense Class: 15 (17 with shield)

Hits Total: 30

Detection / Evasion: +6 / +4

Mystic Fortitude: +6

Special Abilities: Amphibious, Charge into Battle (Initiative 17, Melee +10) Grapple (Might 20), Magic Resistance, Missile Weapons (net, range 20', Might = 20), Sixth Sense, Supernatural Vigor, Tough Skin.

Awards: Glory 150, Wisdom 40. Those with shields or nets are worth +10 Glory.

The Children of Lyros

Back in the Age of Myth, there once was a powerful Titanian king named Lyros, who, like all the other Titanians, despised the Olympians and honored the defeated Titans as the "true gods".

Lyros and his people lived on a small island of the Great Ocean, whose name has now been forgotten. One day, his kingdom was suddenly attacked by a mighty force of undersea Fomoros (see *Creature Compendium*, p 42), who wanted to seize the island for themselves.

Lyros and his Titanian warriors fought valiantly but they were no match for the fearsome Fomoros, who commanded the very powers of the Abyss.

Faced with certain defeat and destruction, Lyros cursed the sleeping Titans for not coming to his people's rescue. These desperate words were heard by Poseidon, who then manifested himself in all his might and majesty.



*A mighty Lyrian warrior
(and a majestic original illustration by Croquefer!)*

The King of the Sea told the Titanian King that he would gladly save him and his brethren and help them vanquish the Fomoros menace – if Lyros and his clan swore eternal and total allegiance to him.

Lyros accepted the bargain and Poseidon raised his divine fury to destroy the attacking Fomoros. In the process, Lyros and his kin were given the power to live underwater, where their island and city were relocated by the god of the sea.

Since that fateful day, the descendants of Lyros, known as the Lyrians, have been loyal and faithful servitors of Poseidon and have served him well in his wars against the Fomoros. They are, however, viewed with a certain degree of suspicion by Tritons and other Poseidonian folks, who have not forgotten the Titanian origins of Lyros and his kin.

Their forsaking of the Titans in favor of Poseidon has also made the Lyrians renegades and betrayers in the eyes of the "true" Titanians, who have sworn the total destruction of these "mutated, degenerate traitors". Should the Titanians manage to establish a lasting alliance with the Fomoros, the Lyrians will find themselves in a very tight spot.

Merion

Taxonomy: Folk

Description: These creatures look like lion-headed Tritons (or half-humanoid Sea Lions, depending on how you look at it – but see *Additional Lore* below).

Size: Medium

Ferocity: Dangerous

Cunning: Alert

Mystique: Weird

Movement: 80'

Initiative: 19

Melee Attack: +5

Damage: 1d6 (claws)

Defense Class: 17

Hits Total: 16

Detection / Evasion: +6 / +8

Mystic Fortitude: +2

Special Abilities: Aquatic, Charge into Battle (Initiative 20, Melee Attack +5), Lightning Fast, Sharp Senses, Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards: Glory 75, Wisdom 10.

Additional Lore: Despite what some foolish naturalists have theorized, these beings are not the hybrids of Mermaids and Sea Lions, but a fully separate species, which may or may not be related to Leonids. Merions are on reasonably good terms with Tritons but are more primitive and are also far fewer in numbers, living only in certain specific spots of the Undersea (usually referred to as "Merion Territory" by Tritons).



Sea Lion/Triton hybrid? Well, think again...



Insubstantial, Entrancing & Dangerous

Morid

Taxonomy: Spirit

Description: Morids appear as 4' tall, insubstantial hippocampus-like creatures with the head of a beautiful woman and an entrancing voice.

Size: Small

Ferocity: Dangerous

Cunning: Crafty

Mystique: Eldritch

Movement: 60' (240' cruising)

Initiative: 19

Melee Attack: +4

Damage: see below

Defense Class: 14

Hits Total: 6

Detection / Evasion: +10 / +12

Mystic Fortitude: +4

Special Abilities: Aquatic, Cruise, Insubstantial, Life Energy Drain, Lightning Fast, Sixth Sense, Stealthy (24), Vocal Entrancement (17, 100').

The Morid's only physical attack is its Life Energy Drain touch. Being insubstantial, these beings cannot be hurt by normal weapons.

Additional Lore: According to most undersea legends, Morids are the dead spirits of Nereids who incurred the divine wrath of Poseidon during their life and are now condemned to roam the abysses in search of victims to entrance and vampirize. Other tales say they are the cursed spirits of Mermaids who were unfaithful to their husbands – but this is obviously Triton propaganda.

Awards: Glory 24, Wisdom 140.

Psychic Medusa

Taxonomy: Monster

Description: Looks like an ordinary medusa... until you notice the human like features on top of its head. These strangest of creatures were originally created as "living weapons" by Atlantean wizard-scientists centuries ago. They can still be found in small groups, haunting the depths of the great western ocean.

Size: Small

Ferocity: Deadly

Cunning: Alert

Mystique: Eldritch

Movement: 45'

Initiative: 16

Melee Attack: n/a *

Damage: See below

Defense Class: 16

Hits Total: 8

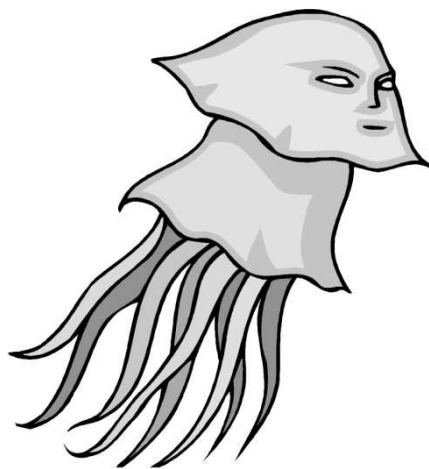
Detection / Evasion: +6

Mystic Fortitude: +8

Special Abilities: Aquatic, Magic Resistance, Life-Energy Drain (touch), Psychic Powers (Psychic Gift 3, Mystic Strength 15, 12 Power points), Sixth Sense, Stealthy (18), Uncanny Agility.

* *The only physical attack form of the creature is its Life-Energy Drain touch but the Psychic Medusa usually prefers to use Psychic Attacks to weaken its prey at distance before striking.*

Awards: Glory 42, Wisdom 250.



A Deadly Psychic Medusa floating about



Come and get stoned under the sea...

Sea Gorgon

Taxonomy: Monster

Description: Sea Gorgons are similar to regular Gorgons, except that they are very attractive and that their hair does not appear to be made of snakes, but of dark green seaweeds – which make them less terrifying (and more inconspicuous) than their land-based cousins. Even though they are a nearly extinct breed, these creatures are obviously responsible for a fair number of stone statues found at the bottom of the sea.

Size: Medium

Ferocity: Deadly

Cunning: Clever

Mystique: Eldritch

Movement: 60'

Initiative: 15

Melee Attack: +6

Damage: 1d6 (claws)

Defense Class: 22

Hits Total: 20

Detection / Evasion: +8 / +6

Mystic Fortitude: +8

Special Abilities: Aquatic, Invulnerability, Magic Resistance, Petrification (40' range), Regeneration (1 Hit per round), Sixth Sense, Stealthy (16), Supernatural Vigor.

Awards: Glory 300, Wisdom 90.



Sea Titan

Taxonomy: Monster

Description: These gigantic, green-skinned spawns of primal Chaos are the last survivors of an ancient race that sided against the Olympian gods during the War of the Titans.

Size: Gigantic

Ferocity: Deadly

Cunning: Average

Mystique: Unearthly

Movement: 120'

Initiative: 15

Melee Attack: +10

Damage: 3d6

Defense Class: 25

Hits Total: 60

Detection / Evasion: 0

Mystic Fortitude: +10

Special Abilities: Amphibian, Charge into Battle (Initiative 21, Melee Attack +16), Crushing Damage (after Grapple), Crushing Missiles (stones etc), Fearsome, Grapple (Might = 24), Invulnerability, Magic Resistance, Supernatural Vigor, Trample.

Awards: Glory 1250, Wisdom 40.

The Three Sea Titans

Sea Titans are among the mightiest and deadliest creatures of the M&M bestiary. Adventurers who are unfortunate enough to meet one of these creatures are assured to meet a quick end, unless they can count on some divine assistance, powerful mythic items and extremely lucky die rolls...

Fortunately for adventurers, there are actually only three such beings left in existence and all three are actually kept captive in deep underwater caverns, under the watchful eye of Poseidon's servants.

The three Sea Titans are named Dagon, Kraken and Ktolos. Because even their worshippers feared to utter their names, they were also given a variety of colorful nicknames, such as Father of the Deep Ones (Dagon), the Fury from the Abyss (Kraken) and the Dreamer Below (Ktolos). Ancient lore also tends to associate these beings with completely unknown places, such as the Doomed City of Sarnathos or the Sunken Isle of Heryl.

The Sea Titans were defeated and enslaved by Poseidon, who occasionally unleashes one of them for a few hours to carry out devastating displays of his divine wrath. Driven by a blinding, primal fury, the Sea Titans gladly execute these destructive duties before getting back to the caverns in which the King of the Sea keep them imprisoned, where they fall into a deep slumber, dreaming of the day when they shall free themselves to wreak havoc on the world once again...

The adventure *A Dark Alliance* (included in the *Tales of the Middle Sea* compilation), is directly tied to the ancient cult of the Sea Titans - and the possible release of one of them, Dagon. See also chapter VI (p 33) for more details about the dreaded Tablets of the Sea Titans.



The Mighty Sea Titan rises...

(Mmmh, why do I get this feeling of déjà-vu?)

Shark

Taxonomy: Beast

Description: The well-known marine predator.

Size: Medium

Ferocity: Deadly

Cunning: Alert

Mystique: Normal

Movement: 80' (320' cruising)

Initiative: 20

Melee Attack: +7

Damage: 1d6 (bite)

Defense Class: 16

Hits Total: 16

Detection / Evasion: +6 / +8

Mystic Fortitude: 0

Special Abilities: Aquatic, Charge Into Battle (Init 22, Melee +9), Cruise, Lightning Fast, Sharp Senses, Stealthy (16), Tough Skin, Uncanny Agility.

Awards: Glory 75.

Note: White Sharks have a Weird Mystique, which raises their Defense Class to 17, their Mystic Fortitude to +2 and their Glory award to 80.

Giant Shark

Taxonomy: Monster

Description: Think JAWS. Huge, absolutely deadly, monstrously tough and deviously clever.

Size: Large

Ferocity: Deadly

Cunning: Clever

Mystique: Normal

Movement: 120' (480' cruising)

Initiative: 23

Melee Attack: +9

Damage: 2d6 (bite)

Defense Class: 18

Hits Total: 36

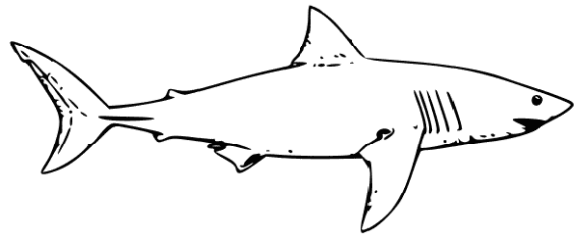
Detection / Evasion: +8 / +10

Mystic Fortitude: 0

Special Abilities: Aquatic, Charge Into Battle (Init 24, Melee +13), Cruise, Fearsome, Lightning Fast, Sharp Senses, Stealthy (16), Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards: Glory 400, Wisdom 20.

Note: Giant White Sharks have a Weird Mystique, which raises their Defense Class to 19, their Mystic Fortitude to +2 and their Glory award to 420.



- Explain to me again, why I had to wait *THAT* long before finally seeing my stats in print...

Siluros

Taxonomy: Monster

Description: Huge, shambling, carnivorous fishmen with a rudimentary intelligence. Siluros tend to be solitary creatures but are sometimes used as slaves or 'war brutes' by the Sons of Dagon.

Size: Large

Ferocity: Aggressive

Cunning: Average

Mystique: Normal

Movement: 90' (60' on land)

Initiative: 11

Melee Attack: +2

Damage: 2d6 (claws)

Defense Class: 14

Hits Total: 20

Detection / Evasion: 0

Mystic Fortitude: 0

Special Abilities: Amphibious, Grapple (Might 20), Tough Skin.

Awards: Glory 80.



The Siluros rises again!

Tritonide

Taxonomy: Folk

Description: Amazons of the Deep! See p XX.

Size: Medium

Ferocity: Aggressive

Cunning: Clever

Mystique: Weird

Movement: 80' (320' cruising)

Initiative: 19

Melee Attack: +3

Damage: 1d6 (trident)

Defense Class: 15

Hits Total: 12

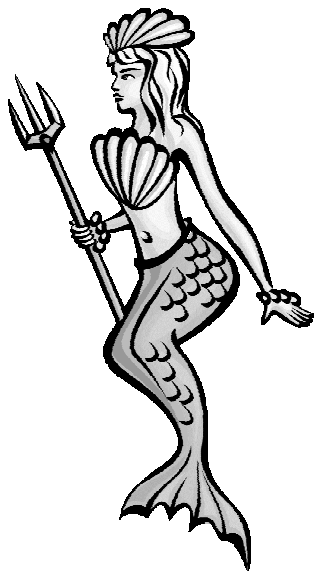
Detection / Evasion: +4 / +10

Mystic Fortitude: +2

Special Abilities: Aquatic, Cruise, Lightning Fast, Stealthy (18), Supernatural Vigor, Uncanny Agility.

Awards: Glory 60, Wisdom 10.

Note: While they lack the male Tritons' Tough Skin and sheer physical strength (*Charge Into Battle*), Tritonides have retained their Mermaid's Clever Cunning and Stealthy agility, making them very effective "commando warriors". Tritonides have chosen to forsake the Vocal Entrancement power of 'true' Mermaids because they saw this gift as incompatible with a true warrior's vocation, as detailed in the description of the class.



Illustrations of Tritonides are extremely hard to find



A nasty Tyrodon looking for prey...

Tyrodon

Taxonomy: Monster

Description: This monstrous, vicious carnivorous fish dwell in the depths of the Umbrian Sea. Its scales are of a distinctive sickly bluish color – hence its name. Except no mercy from this relentless and lightning fast predator! The only good news is that Tyrodons tend to be loners.

Size: Large

Ferocity: Deadly

Cunning: Alert

Mystique: Normal

Movement: 120' (480' cruising)

Initiative: 20

Melee Attack: +9

Damage: 2d6 (enormous teeth)

Defense Class: 16

Hits Total: 30

Detection / Evasion: +6 / +8

Mystic Fortitude: 0

Special Abilities: Aquatic, Charge into Battle (Initiative 24, Melee attack +13), Cruise, Lightning Fast, Sharp Senses, Stealthy (14), Tough Skin, Uncanny Agility.

Awards: Glory 300.

Whale

On Mythika, these titanic sea mammals can only be encountered in the Great Ocean – and they are, of course, perfectly at home in the seas of Midgard, the world of *Vikings & Valkyries*.

Common Whale

Taxonomy: Beast

Description: The classic sperm whale.

Size: Gigantic

Ferocity: Dangerous

Cunning: Alert

Mystique: Normal

Movement: 120' (480' cruising)

Initiative: 15

Melee Attack: +8

Damage: 3d6

Defense Class: 18

Hits Total: 40

Detection / Evasion: +6 / +2

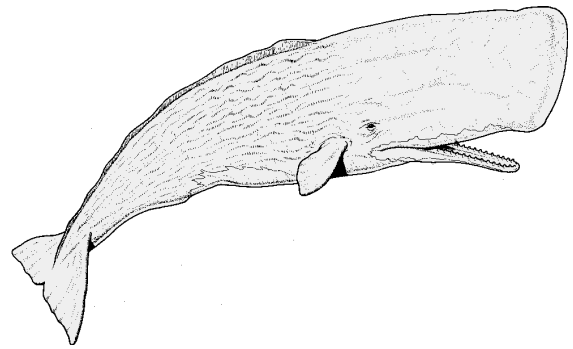
Mystic Fortitude: 0

Special Abilities: Aquatic, Charge / Dive Into Battle (Init 21, Melee +14), Cruise, Fearsome, Natural Armor, Sharp Senses.

Awards: Glory 275, Wisdom 10.

Unique Ability: Whales are so big that they can ram ships, just like Sea Serpents (see *Creature Compendium*, p 101).

Note: *White whales* have a Weird Mystique, which increases their Defense Class to 19, their Mystic Fortitude to +2 and their Glory award to 300.



- Save the whales? Save the ship, more like!

Orca (Killer Whale)

Taxonomy: Beast

Description: The classic *orcinus orca*.

Size: Large

Ferocity: Dangerous

Cunning: Alert

Mystique: Normal

Movement: 120' (480' cruising)

Initiative: 19

Melee Attack: +7

Damage: 2d6

Defense Class: 16

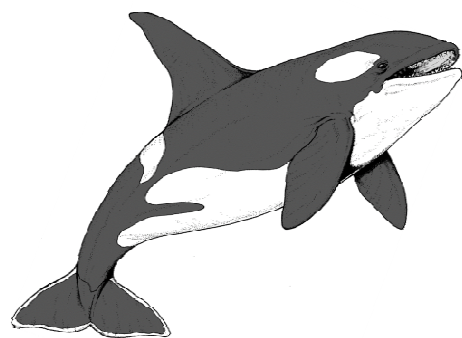
Hits Total: 24

Detection / Evasion: +6 / +8

Mystic Fortitude: 0

Special Abilities: Aquatic, Charge / Dive Into Battle (Init 23, Melee +11), Cruise, Lightning Fast, Sharp Senses, Tough Skin, Uncanny Agility.

Awards: Glory 120.



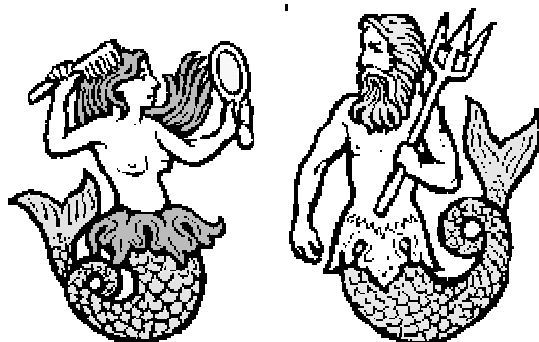
- Okay, WHO cried "Jump, Willy, jump!"???

Whales in the Game

Although their sheer size and might make them Dangerous in game terms, common whales are peaceful creatures – and are unlikely to attack unless provoked first. Some Nereids of the Great Ocean have been known to charm them.

Eco-friendly or new-agey Maze Masters may wish to give whales a higher degree of intelligence and empathy, as well as a form of spiritual majesty. In this case, they should be given a Clever Cunning, an Eldritch Mystique, as well as the Sixth Sense and Magic Resistance special abilities (which are also possessed by Dolphins in M&M) but would no longer be perceived as Fearsome creatures.

VI: MARINE MYTHIC ITEMS



Treasures of the Tritons

Most of the following mythic items may be found in the equipment or treasure hoards of Tritons and other Sea Folks. All have been crafted in the Undersea kingdoms and are almost never found in non-aquatic settings.

Magical Armament

Aquatic Breastplate

When worn underwater, this magical breastplate made of a mysterious green metal becomes effectively weightless (Encumbrance 0) and gives an EDC bonus of +4 (instead of the regular +2). Outside of water, it has the same characteristics and encumbrance as a normal breastplate. These breastplates are even rarer than Seamail (see below) and were crafted a very long time ago from the metal of a meteorite that had fallen into the sea.

Net of Nodens

When used underwater, this magical combat net gives a +2 bonus to attack (both in Melee and Missile modes; see the *M&M Companion* for more details) and ensnares its victims with a Might of 24. Its enchanted nature also makes it effectively weightless (Enc 0). The Net of Nodens loses its magical properties when used out of water.

Quinotaur Sword

This magical "sword" actually looks like a crude, ivory-white oversized dagger and is actually made from the horns of a Quinotaur. When used in melee, it gives a +1 bonus to damage against all underwater Beasts, Folks and Monsters.

Note that killing a Quinotaur and taking its horns will not give you two Quinotaur Swords: like many other mythic items, these were made in the Age of Magic, using enchantments that have now been lost (or rendered powerless by the Gods).

Seamail

This tight shirt of silvery chainmail is actually made from the scales of a now-extinct species of giant fish. With the exception of Aquatic Breastplates, it is the only form of armor that Tritons may wear. Seamail shirts are very rare and are usually only found in the panoply of Triton kings or princes.

In game terms, a Seamail shirt gives the same protection as a breastplate (EDC +2) but has an Encumbrance of only 1 (instead of the usual 3). It is so light and tight-fitting that it can actually be worn beneath a breastplate, for a cumulative effect.

Spear of Sea Monster Slaying

This powerful enchanted spear gives a +2 Melee bonus and an extra die of damage when used against underwater Monsters (which does not include Folks, Beasts or other types of creatures).

Trident of Fury

As mentioned in the *M&M Companion* (p 12), this magical weapon has the same properties as a Spear of Striking (see *Maze Masters Guide*, p 39).

Garments & Accessories

Diadem of Marine Majesty

This silver, emerald-encrusted headband grants a +4 bonus to Personal Charisma and Mystic Fortitude, but only if worn underwater.

Manta Cloak

When worn underwater, this magical cloak (Enc = 0) unfolds like the "wings" of a manta ray and gives its wearer a +2 bonus to all his Mystic Fortitude and Danger Evasion rolls. These magical properties do not operate on land.

Miscellaneous Items

Chariot of the Tritons

This magical, wheelless chariot has the same properties as a normal, wheeled chariot but can be used underwater – simply replace the Horses by Sea Horses (see *Creature Compendium*). The standard sea chariot has room for two medium-sized beings; larger models exist (for four or six persons) but require the same number of Sea Horses as their passenger capacity.



The Horn of the Tritons in action!

Horn of the Tritons

This conch-shaped horn can be blown underwater and will actually sound like a real, powerful horn. Its magical sound can be heard (and identified) by all Undersea Folks (including Tritons, Dolphins and Mermaids, as well as Ichtyocentaurs and a variety of other creatures) within a radius of 1 mile.

These creatures will almost always respond to the call of the Horn, out of curiosity - the Horn, however, does not give any degree of control over these creatures. When used above the surface, the horn will remain silent, no matter how hard it is blown.

Wonders of the Waves

The following magical items do not originate from the Undersea kingdom but may nonetheless prove very useful during maritime adventures.

Magical Armament

Aquatic Arrows

These magical arrows can be used underwater without the usual range reduction (see *Undersea Adventuring 101* in chapter III). They are usually found in quivers containing 2d6 arrows.

Garments & Accessories

Belt of Buoyancy

This magical belt gives its wearer automatic success on all his swimming rolls, as long as his Encumbrance total does not exceed 15.

Glowgems

These nut-sized underwater yellow-green stones (Enc = 0) glow in the darkest abysses, which makes them excellent light sources when adventuring underwater. Each gem will provide illumination in a 10' radius, up to a maximum of 30' for three gems.

Helmet of Scaphandrios

This magical helmet offers standard protection (EDC +2) but allows its wearer to breathe indefinitely underwater. It does not, however, grant the ability to speak underwater. (Enc = 1)

Tunic of Dycitis

This tunic, which is made of a strange, blue-grey leather, allows a character to change into a Dolphin (and back into his original form).

All the usual Metamorphosis rules and restrictions regarding abilities apply (see *M&M Companion*). While he is in Dolphin form, the user can freely communicate with other Dolphins.

The Dolphin form may be maintained for an unlimited period – but each time the user wants to revert to his original form, he has a 10% chance of being permanently turned into a Dolphin.

Miscellaneous Items

Cup of Perpetual Sustenance

This magical drinking cup transforms the salted water of the sea into perfectly drinkable water. This property may not seem very spectacular at first but it may save the lives of whole ship crews, since there is no limit to the number of times the cup may be used in a day (and the sea has plenty of water).

Statue of Sea Fortune

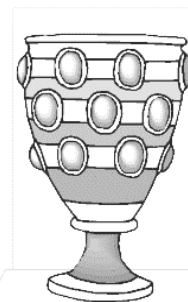
When attached to the prow of a ship, this wooden life-sized sculpture of a buxom Mermaid will give him a Fortune bonus of +4 (See *Players Manual* p 43 for more details).

Submersible Ship

This half-mechanical, half-magical wonder was invented centuries ago by some forgotten disciple of Daedalus or perhaps by the great inventor himself.

It looks like a giant metal fish with transparent eyes and is essentially a Bronze Age submarine, which can be manned as a standard surface ship and has unlimited air and power supply (thanks to its half-magical nature). It has room for six medium-sized passengers, including the pilot, and has 10 Structure points (see *Players Manual* p 43).

A Submersible Ship can only be damaged by storms or by any other force that may damage ships (such as the Fist of the Sea power of Elementalism or monsters such as Sea Serpents or Fomoros).



Thirsty? Try the Cup of Perpetual Sustenance!



Testing (or being tested by?) the Shell of Vanity

Unique Artifacts

Shell of Vanity

This big magical sea-shell is actually the one depicted on Botticelli's famous painting of Venus emerging from the sea. It belongs to the goddess Aphrodite who may use it as a way of judging the vanity of mortal women (and Nymphs).

Once the shell is opened (which requires a Feat of Strength), any mortal woman or Nymph who stands or sits inside it will be Judged by Aphrodite: she must make a Mystic Fortitude roll against a target number of 20. If the roll succeeds, she will immediately and permanently gain 1d6 extra points of Grace, up to a maximum score of 21. If the roll fails however, she will lose the same amount of Grace points. These effects are permanent and can only be reverted by Divine Intervention a goddess other than Aphrodite.

Followers, Priestesses and Agents of Aphrodite are always judged favorably and automatically gain 1d6 Grace points. The Shell of Vanity can only work once on the same individual and has no effect on beings who do not have a Grace score (like Minor NPCs), since they are actually too insignificant to trigger its magical properties.

Tablets of the Sea Titans

There are three such items in existence, one for each of the three surviving Sea Titans: Dagon, Kraken and Ktolos. During the War of the Titans, these three gigantic beings of immense power were defeated by Poseidon, who imprisoned them in secret magical caverns located in the deepest sea abysses below the island of Tritonis.

Each Tablet of the Sea Titans looks like a very old 10" x 6" stone tablet engraved with arcane symbols and strange inscriptions – these are actually written in the ancient alphabet of Tritonis and can thus only be read by someone literate in Tritonian: they give the name of each Sea Titan as well as the relevant astronomical information for using each Tablet as it was intended (see below).

The Tablets were crafted during the Age of Magic by Sorcerers of the Autarch empire of Acheiros, who sought to unleash the three imprisoned Sea Titans to wage war on Poseidon himself...

After years of research into forbidden lore and dark experiments, these Autarch Sorcerers managed to craft these three Tablets, which would have the power to free the Sea Titans, but only at a certain time of the year for each Titan (« *when the stars are right* ») and at the cost of the bloody sacrifice of at least ten Mermaids, Dolphins or Tritons (for each Titan) below the surface of the sea. The final stage of the ceremony required the officiant to smash the Tablet to release the magical force that would free the Titan from its undersea prison...

But the insane Autarchs never had the chance to perform this unspeakable ritual, for their empire was destroyed by Poseidon's protégés, the Tritonians, who founded the kingdom of Tritonis on the ashes of Acheiros.

Before the surviving, scattered Autarchs of Acheiros could gather their forces, the Age of Magic came to a brutal end (see *Maze Masters Guide*, p 13).

The Tablets were confiscated by Poseidon himself who chose not to destroy them, for this would allow the Titans to free themselves from his divine power. Sure, the King of the Sea would have the power to defeat and imprison them again (or even destroy them, if he really wanted), but even a few minutes of freedom would be more than enough for a single Titan to wreak havoc in the Undersea and on the island of Tritonis, both of which are under the protection of Poseidon.

Poseidon keeps the three Tablets, away from all mortal's eyes, in one his secret sea caves only known to his trusty Oceanids (see chapter III for more details on Oceanids).



Poseidon, Supreme King of the Sea