

GURPS MYTH

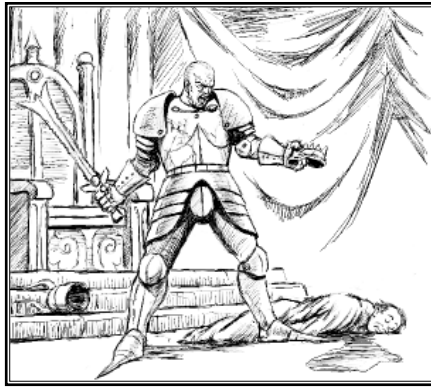
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ABOUT GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *GURPS*. It also covers the hobby's top games – *Advanced Dungeons & Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun*, and many more – and other Steve Jackson Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre Miniatures*, and more. *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before release.

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are available from SJ Games; be sure to include an SASE. Or download them from the Web – see below.

Q&A. We strive to answer any game question accompanied by an SASE.

Gamer input. We value your comments, for new products as well as updated printings of existing titles!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, and much more. We also have CompuServe and AOL conferences. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. This e-mail list hosts much of the online discussion of *GURPS*. To join, mail majordomo@io.com with “subscribe GURPSnet-L” in the message body, or point your browser to <http://gurpsnet.sjgames.com/>.

The *GURPS Myth* web page is at www.sjgames.com/gurps/books/myth.

Page References

Any page reference that begins with a B refers to *GURPS Basic Set, Third Edition Revised*; e.g., p. B144 refers to page 144 of *Basic Set*. CI refers to Compendium I, CII to Compendium II, G to Grimoire, M to Magic, P to Psionics, and UN to Undead. For a full list of abbreviations, see p. CII81 or www.sjgames.com/gurps/abbrevs.html.

INTRODUCTION

Let's be honest. At its core, roleplaying's about indiscriminately whacking things.

We can layer all the verisimilitude that we like onto our core rules; we can tear apart the motives and ethics of dungeon-crawling; we can draw lines between “real” roleplaying and “munchkins.” It doesn't matter; people don't enter imaginary worlds to accept the same social bonds with which real life enwraps us. They do so to explore shattering those bonds without risking jail in the process.

Designers of computer roleplaying games understand this. Even as their products lead more and more players into more and more fantasies, behind all the accelerated graphics and elaborate polygon models the majority still possess a simple core concept: Here's the target. It's shooting back.

GURPS grew out of a set of arena-combat rules (here's the target), but has spent the rest of its life not looking back. For the most part *GURPS* embraces verisimilitude, sophistication . . . restraint.



There's nothing wrong with this, but it's good to revisit the roots, to remember what it is that brought most of us into this pastime in the first place.

We can't think of a better setting to do that in than the no-holds-barred world of *Myth: The Fallen Lords* and *Myth II: Soulblighter*. It embraces what it is – a fantasy free-for-all – with charm and a wink.

It's dark and epic, but grimly comic at times. The ghouls are cool, the hardware hardware, and the setting unsettling. It's hack and slash at its finest and funnest.

Then there's *Fear and Loathing*, the character and map editors for *Myth II*. These are simply the sexiest and most exciting tools to hit roleplaying in a long time. We think tools like these will define 21st-century roleplaying, that the literate end of the hobby represented by *GURPS* will synthesize with the computer end represented by *Myth* through GM-level controls such as these. We know *GURPS* players are sophisticated enough to use them. We just had to introduce you.

There's two good reasons for this book. Here's one more: If you're a *Myth* fan new to *GURPS* upon opening this book, let me be the first to welcome you. We have an exciting game system that allows you to tweak your character to your heart's content, then 'port him to a starship, the Battle of Hastings, or Victorian London with nary a blink. This book and the free rules at www.sjgames.com/gurps/lite/ should get you started.

About Bungie

Based in Chicago, Bungie Software is a leading developer and publisher of games for Windows, Macintosh, and other computer platforms. Learn more about Myth and Bungie's latest offerings at www.bungie.com.

About the Author

Gene Seabolt has filled many production and administrative roles as a Steve Jackson Games employee. He lives in Austin, TX, with his wife, Lee, and son, Shane. He rarely makes public appearances without an extensive entourage.

FETCH NAMES

The annals of the Great War and Soulbrighter's return record no personal names for these beings. Some claim the Fetch keep these secret so as to avoid giving Human sorcerers great power over them. Others observe this makes little sense in light of all the evidence that suggests the Fetch *want* to go home.

FETCH PCs

The Fetch wield great power, and are far more easily handled as NPCs than PCs. Still, in a high-powered campaign with less-than-noble teammates, a Fetch might be made to fit in. Her utterly corrupt reputation would make her the enemy of just about every sentient she encountered, but if that's the player's preference, so be it.

Theoretically, the PC Fetch could be reformed, or at least on that path, seeking to work peacefully with forces of Light to find a way home. This should be roleplayed as an immense internal conflict for the Fetch – their baseline behavior isn't anywhere close to socially acceptable. The GM would be justified in taking away some or all of her powers to work magic. This is, after all, clerical magic, and if the Fetch can still draw upon their superior being's or beings' power in a new dimension, then logically said creature(s) can observe their servants' actions in the same dimension.

SUMMONING FETCH

Presumably a relatively straightforward version of Planar Summons (see p. M74) will fetch a Fetch. This should cost far more than the standard 20 energy, in light of their intense magical nature and powers. The spell is not commonly known, and may well have died with Balor.

For whatever reason, Fetch are not so simply banished back to their home dimension. The GM should rule whether Banish (p. M75) does not affect them at all or can work if cast at incredible skill levels. The conventional wisdom among Myth scholars suggests that unearthing the original Planar Summons spell would give vital clues toward reversing its work.

THE FETCH

Summoning the Fetch from another dimension ranked as the most unprecedented move by Balor in his millennial bid for dominion over Myth. War historians differ on whether Balor himself wielded the magics that made this possible, or whether Dark mages in his service did the work at his bidding, but the spell has been lost since the Dark lord's death.

For the last few decades the Fetch have been doomed to roam the lands of Myth, hostile strangers in an equally hostile strange land. They took up Soulbrighter's cause in the forlorn hope that he would honor Balor's pledge to forge their path home, but since his death, they have returned to an exile status.

Society

Little is known of Fetch culture in their home dimension, and since they don't tend to congregate, little Fetch culture exists in Myth. All the summoned Fetch were priestesses, but likely other castes of these creatures also exist.

The Fetch universally react to all native life with hostility, simmering with anger over being stranded in this world they find so distasteful. If not under the command of a great lord, they've been known to attack Dark forces as willingly as Light.

Flaunting their power, the Fetch wear the skins of their (usually Human) victims as a sort of grisly bodystocking. Recent legend has it that they have a practical reason for this. The chronicles of the Journeyman Thirteen Bloody Crocodile record, "The Fetch wear the skins of men out of necessity, for if the eye of Wyrd were to fall on them not so adorned He would recognize their alienness and smite them." Most scholars believe the Fetch could procure less objectionable materials if they did not intend to display these horrid skins as malicious trophies.

More details on the Fetch background would greatly interest many archmages and the empire.

