

MYTH QUICK START RULES

For Players

During Myth events you'll play the role of a character you designed before you attended the event. You'll provide all the costuming and equipment for that character, play it the way you imagined, and spend the entire event in that role. Awesome!

The Rules of Combat

One of the most important aspects of Myth is understanding combat and spell casting because they both happen frequently.

Combat is performed using safe, foam weapons that you can make on your own or purchase from approved vendors. Each time you strike someone with your weapon, they take one (1) point of damage. If they are wearing armor, they'll lose any armor points they have first followed by Vitality points. Vitality represent the number of times your body can be struck before you fall unconscious.

Should you reach zero Vitality, you must safely fall to the ground, close your eyes, and count to 300 (approximately 5 minutes) at a reasonable pace. If you aren't healed or bandaged before you reach your 300 count, are struck with the Death effect (*Slay*, *Death Spell*, *Assassinate*), or the *Execute* Skill ("I Execute You" stated with a weapon or spell packet to your torso), your character dies. Dead Cast characters return to base and Player characters become spirits and go to Fate. Both should put their hand/weapon on their head, remain silent, and not interact with the "living," until they've reached their destination.

When attacking, always avoid swinging at illegal targets (head/face, neck, hands, or feet) as these could accidentally injure your opponent. Don't use illegal target areas to intentionally block attacks, either. Expect that you will be hit in illegal target areas during combat. These things come with the territory. If these accidents keep happening from the same person, please report them. Don't get upset or retaliate.

You don't need to swing hard to "damage" your opponent. You just need to connect for the attack to count. While our goal is lightest touch counts, expect that you'll be hit with enough force to feel it. Combat can get exciting so if someone is hitting you hard, please state, "Check your swings" to let them know they're swinging hard. If it keeps happening, report it vs. retaliating.

Called Attacks

Some skills allow you to deliver additional damage or effects with your weapon by stating the name of the skill before you

For Cast

At Myth you'll play a variety of different characters throughout the event ranging from kind townspeople to horrific monsters. The game provides your costuming, equipment, and often even your food. Casting is challenging and a ton of fun.

swing your weapon at your opponent. For example, you might state, "Disarm!" and then attempt to hit your opponent's weapon. If you are successful, they'll have to toss drop their weapon nearby for 5 seconds. If you swing Disarm and they state, "Resist!" your skill is used up, but if you swing and miss you can try again.

Noncombatants

You must avoid combat with anyone wearing a yellow armband and they must avoid entering combat with you. If you wish to defeat someone who is wearing a yellow armband simply point your weapon or spell packet at them within striking distance and say, "I knock you unconscious - one minute." You may choose to Execute them once they are unconscious.

Three Attack Max

You may make a maximum of three quick attacks before you must step away from your opponent. Once you have stepped away you may then engage them again repeating this process.

Important Safety Calls

For your safety, it is important you know these three words:

- **Caution:** State this to someone to warn of a dangerous situation such as falling backward over something, backing into a tree, etc. This puts anyone involved with the Caution warning into a personal emergency call. Neither party can be attacked until the person who announced the Caution warning completes the "3, 2, 1 Play On!" announcement.
- **Clarify:** This skill is used to clear the lines of communication on the playing field. State, "Clarify" followed by a question. For example, "Clarify, what was that attack?" or "Clarify, does that Destroy Undead attack damage me if I'm human?"
- **Game Stop:** Use this call sparingly. Shout, "Game Stop!" and remain standing. Everyone who hears this should repeat it as they take a knee allowing focus to go to you. Use this for serious issues like injuries. The Game Stop caller resumes play for everyone by making the "3, 2, 1 Play On!" announcement.

Called Attacks & Effects

During game play you may hear the following underlined skills called. It is important to understand what they do so game play goes smoothly. If you forget something, use Clarify.

1. Acid: If you are splashed with water you take one point of damage regardless of how much water hits you.
2. Damage: If someone states, "Damage" followed by a number, you take that number of damage if you are struck.
3. Death: This skill can be delivered by weapons or spells that have the word "Death" in them. If you are hit with the Death effect you must safely fall to the ground and begin your death count to 300 (even though you're dead this gives people 5 minutes to search you before you head to Fate).
4. Disarm: If their weapon hits your weapon, drop your weapon safely nearby for 5 seconds.
5. Disease: You cannot be bandaged or healed until the disease is cured. Cheat Death will not work, either.
6. Disengage: If you hear this, you must step away from the person called it by the number of paces they specify.
7. Drain: If someone states, "Drain" followed by a number, you take that number of damage directly to your Vitality points if you are struck. Yikes!
8. Explosion: If someone states, "Explosion" followed by a number, you take that number of damage if you are struck by their spell packet(s).
9. Flat: You take no damage from this training attack.
10. Final Death: This skill can be delivered by weapons or spells that have the word "Final Death" in them. If you are hit with the Death effect you must safely fall to the ground and begin your death count to 300 (even though you're dead this gives people 5 minutes to search you before you head to Fate). Let Fate know you were struck with "Final Death" as this is the end for your character.
11. Freeze Limb: If you are struck on the arm or leg you can't use it for the amount of time specified.
12. Maim: You are unable to use that limb to fight or hld things until it is bandaged or healed.
13. Paralyze: If you are struck with this skill anywhere, you must stay in place. You can't move or talk for the length of time specified.
14. Shatter: You are unable to use called attacks with a shattered weapon until it is repaired, but can attack/defend normally otherwise.
15. Sleep: You fall instantly to sleep for the amount of time specified.
16. Subdue: If you are struck in the torso by a beanbag, you must stumble backward for the number of paces

specified in the attack before you can attack or defend.

17. Waylay: If you are struck in the back (torso) you fall instantly unconscious for the amount of time specified. This skill does not work in combat or if your victim is wearing a helmet.

Magic & Healing

Magic spells in Myth are cast by stating a spell incantation that describes what the spell does. Once the incantation is complete, the spell caster then throws a beanbag (spell packet) filled with birdseed at the intended target. If it misses, the target has "saved" against the spell by dodging it. If it hits, the spell takes effect and the target must act out what was said in the spell's incantation. If you're not sure what is happening, ask the spellcaster by using Clarify.

An example of a spell is, "Through Nature, I bind your arms to your side. 5 minutes!" If you were hit by this spell packet, you'd have to put your arms by your side for 5 minutes.

Spells take effect if they hit your weapon, shield, clothing, cloak, hat, or anything you are connected to. Some spells can only be delivered by touch (with consent) by using a spell packet.

If you're playing a spell caster and need a quick primer on how to cast spells, ask another caster with experience or someone on the Myth staff. It's really easy to learn how to do it right.

Casting a Spell: The Basics

These rules apply to all Spellcasters.

- Reciting the Incantation: Your spell incantation must be recited at a normal pace and spoken clearly and loudly enough so your target can hear and understand it.
- Throwing Spell Packets: Gauge the distance of your target and throw your spell packet at a reasonable speed. The goal is to hit the target with the bean bag – not hurt them with it.
- Armor: You are unable to cast spells with armor on your torso area without the Wear Armor skill. Armor on your arms or legs does not restrict your spell casting.

Tier 1 – 3 Casters

If you are only able to cast Tier 1 – 3 spells the following rules apply to you:

- Moving: You may not walk while casting a spell. This means both feet should be firmly planted on the ground before you start your incantation. If you are moving at any time during your incantation your spell is interrupted and fails.
- If You're Attacked: If you are struck by a weapon or spell

while you are casting a spell, your spell is interrupted and fails.

- **Free Hands:** Both of your hands must have nothing in them other than spell packets in order to cast a spell. If one of your arms is bound, maimed, or has something in it, your spell is interrupted and fails.

Tier 4 - 6 Casters

If you are able to cast Tier 4 - 6 spells naturally (without the aid of a magic item) the following rules apply to you:

- **Moving:** You may move no faster than a walk while casting a spell.
- **If You're Attacked:** Being struck by weapons or spells does not interrupt your casting. This does not apply to Bards, who must stop performing when they are struck by a weapon or spell (unless the song protects them from attack).
- **Free Hands:** You must have at least one free hand with nothing in it other than spell packets in order to cast a spell. Your other hand can be holding something.

Legal Spell Targets

If you are struck by a spell anywhere except your head, the spell takes effect. This includes hitting anything you are holding, carrying, or wearing.

Potions

To drink a potion, you must open the bottle, remove the tag, read the tag, and then rip the tag in half before it will take effect. If you are struck by a weapon or spell while drinking a potion, it is spilled and lost to you. You must still rip the tag in half. Oils may be applied to someone who is unconscious or dead, but a potion may not.

Poison

If you are poisoned, you can no longer attack, defend, or cast spells. You will roleplay severe stomach pain until you fall unconscious in 60 seconds (unless another duration is specified) and then begin your death count to 60. During this time you cannot be awaked or healed. When you reach 60 you are dead and must go to Fate. Poison comes in three forms:

1. **Blade poison:** If someone states, "Poison, 60 seconds!" and hits you with their blade you are poisoned and will fall unconscious in 60 seconds and die 60 seconds after that.
2. **Contact poison:** If you touch contact poison (represented by vaseline) with your bare skin you are poisoned and fall unconscious after 60 seconds and die 60 seconds later.
3. **Ingestive:** Poison delivered when you drink a potion.
4. **Magic poison:** Someone states, "Through Darkness I poison

your body. 20 seconds." You have 20 seconds until you fall unconscious and must begin a death count.

Traps

If a trap is activated, only the Avoid Traps skill will protect you from the trap's effect.

- **Acid Traps:** Anyone who is struck by squirted water will take 5 points of damage from a direct hit or splatter. A shield can block the acid, but any splatter will do damage to whomever it hits.
- **Buzzer Traps:** Everyone within hearing distance of an activated buzzer trap will be unable to cast spells or use skills until after a Short Rest period.
- **Flash Traps:** A flash trap represents a surge of electrical current that hits everyone within 10 feet of its origin with Paralyze for 10 seconds. Strobing flashes will keep you paralyzed until 10 seconds after the strobing stops.
- **Mechanical Traps:** Scything blades, falling rocks, darts shooting from the walls, etc., represent some of the mechanical traps you may encounter. If a mechanical trap strikes you in a limb you take the Maim skill. If it strikes you on your torso you take the Slay skill.
- **Popper Traps:** Popper traps represent small bear traps. Should you step on one, that foot is snared in place until someone else spends 10 seconds getting you out. If you must release your own foot during that time you take the Maim skill to that leg once you are free.

Physical Contact

There is a lot of roleplaying in Myth and with that comes the inevitability of physical contact. By participating in the game it is assumed you are comfortable with being touched by other members for roleplaying purposes who may touch you to cast a spell, move you to another location, etc. If you are not comfortable with someone touching you for roleplaying purposes simply let them know. Consent for contact is not consent for touching someone inappropriately. See 'sexual harrasment' rule.

Searching the Fallen

You may search a character that is prone by lowering yourself to an arm's length searching distance and stating, "I search you." The individual you are searching will either hand over the goods or respond with, "describe your search." From there you must tell the person you are searching where you look, "I search your head," "I search your boots," "I search your..." you get the idea. You may not "gut" people to search them nor may treasure be swallowed. Only the Sleight of Hand skill will allow a character to hide an item on their person.

If you are wearing a costume piece that is not meant to be taken simply state, "prop" to let the searcher know it cannot be removed from you because it is not part of the game. This allows you to have cool costume accessories without having to worry about them being taken unless you want them to be.

Moving the Fallen

While physical contact is permitted at Myth physically carrying someone on your shoulder without the consent of both parties is not. If you wish to move someone let them know, "I carry you" and guide them to the location you'd like to move them at a speed no faster than a walk. If the person you are carrying is struck or hit by a spell, you take the same attack they do.

Interacting With Objects

As you explore the game you will certainly come across items that are meant to be taken with you and props that are meant to be left alone. Myth marks props with red or yellow stickers to let you know how to interact with the item:

- Red Stickers: Anything with a red sticker should be left exactly where it is. This is often done with props that could cause a safety issue if moved. We make an effort to sticker all immovable props. Note: Locks with a red sticker on them may not be picked.
- Yellow Stickers: Anything with a yellow sticker means the item can be taken but must be turned in at the end of the event.
- Red & Yellow Stickers: If an item has both a red and yellow sticker you may handle the item, but it may not leave the immediate area. Putting it back where you found it is preferred.
- Heavy Items: If a sticker has a number on it the number represents the number of people it will take to move the item from its location.