

**HERO**  
GAMES

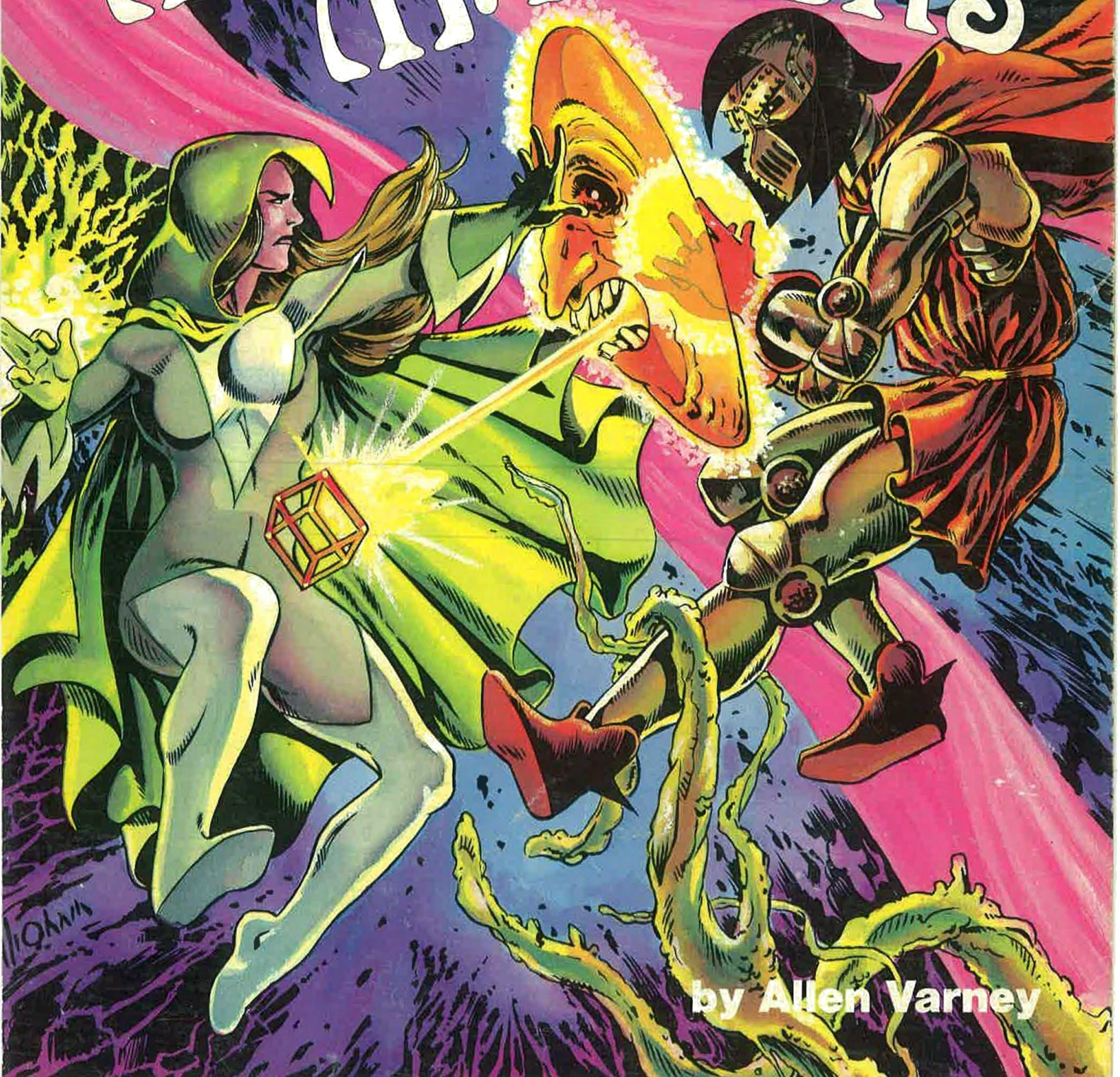


A Campaign Supplement for

**CHAMPIONS**  
THE SUPER-HERO ROLE-PLAYING GAME

#405

# MYSTIC MASTERS™



by Allen Varney

# MYSTIC MASTERS™

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# INTRODUCTION

Eerie incantations. Evil sorcerers. Infernal monsters and dazzling energy bolts. Exotic dimensions, further away than distant galaxies, but as close as a step through a gateway. Enter a world of magic — comic-book magic!

Some of the longest-running comics tell tales of super-powered magicians. These stalwarts defend Earth from demonic wizards or creatures of dark enchantment. Against these awesome forces, the hero can rely only on his magic, his indomitable will, and, of course, the justice of his cause.

Not so different from fantasy stories in literature? Maybe. Storytellers have created tales of magic since stories were told. Book racks today abound with examples. Roleplaying games got their start by giving players the chance to adventure in fantastic worlds and fight orcs and dragons. There is even a HERO campaign book for this, *Fantasy Hero*.

But none of these treat magic the way the comics do. And *Champions* doesn't concentrate specifically on magic the way comics present it.

Now there is *Mystic Masters*.

In this supplement to *Champions*, you'll learn how to conduct a super-powered campaign based on comic-style magic. Find out how to build sorcerous characters, and what Powers work well with their conceptions. Here are magical effects like astral form that simulate the spells of comic-book magic. The Optional Rules section includes modifications to some existing Powers, to match the ways they work in stories of magic. And you'll tour the infinite dimensions of magic with a complete new campaign setting, including NPCs and villains both major and minor.

Proceed, student. May the Eleven Lights of Luathon shine upon your path!

## ABOUT THIS BOOK

There are three sections in this supplement. Their contents:

**Optional Rules:** Astral form, Gates, and new approaches to Disadvantages and Power Modifiers that better reflect the comic-book magic genre. All of these rules are entirely optional; use the ones you like and discard the rest.

**Campaigning:** This chapter comes in four sections.

First, "How Does Magic Work?" gives the informal system that seems to govern magic in the comics. Learn about the four sources of magic and the ranks of spell difficulty.

"Creating a Magician" describes general considerations in designing magical characters. It also offers a dozen types of magical origins often seen in the comics.

"Gaming The Genre" gives advice on running magical heroes in any kind of campaign, as well as hard-won lessons in designing a workable campaign centered on magic, handling problems unique to mystical hero campaigns, and adapting existing Hero Games products to their needs. This section outlines the virtues and limitations of the "narrow campaign," a premise with a restricted but intense background.

Finally, "Dimension Design" treats an issue central to the magical genre. Learn the philosophy of designing comic-book dimensions, and how to build super-Powers into the very fabric of reality.

**Sourcebook** describes a sample campaign in detail. Here are useful members of a supporting cast, major villains, a headquarters, and magical spells and items designed using the rules in this supplement. There are also several magical adventures designed for either a full-blown mystical campaign or a traditional superheroic setting. In one, you can bring deceased player characters back from the dead!

## USING THIS SUPPLEMENT

Gamemasters should read this entire book to become familiar with the genre, its game mechanics, and the campaign advice. Players should read the first two sections, New Rules and Campaigning, but nothing else. The GM who uses the given campaign premise may want the players to read certain portions of the sourcebook section as well.

*Mystic Masters*, like other *Champions* campaign supplements, describes one comic-book sub-genre in great detail. This book gives you everything you need to start a campaign focussing on comic-book mysticism. But if the subject doesn't excite you to such a degree, you can still use much of this material in a traditional superheroic campaign.

Many of the optional new rules adapt easily to any game. And since regular supers occasionally cross over to other realms, the dimensions and design guidelines presented are useful for any heroes.

Perhaps most importantly, this book provides insight into the unique ways that comic books handle magic. Whether your heroes encounter the supernatural in every session or just once every dozen adventures, *Mystic Masters* can enhance any brush with magic. If a super in your traditional campaign has a magical origin, this supplement can inspire ideas for handling both the character and his surroundings.

Of course, I'd like to think *Mystic Masters* can satisfy every reader simply with the transcendent quality of its deathless prose. But I don't count on this. After all, I'm no magician.

— Allen Varney

ALIEN  
DIMENSIONS!  
ASTRAL BATTLES!  
COSMIC VILLAINS!  
STUPENDOUS ENCHANTMENTS!



From alternate dimensions come invaders who would bend this universe to their will. Aided by magical spells and items of tremendous power, these villainous wizards assault the gateway between dimensions: **Earth!**

Against them stand the

# MYSTIC MASTERS

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Join the ranks of superheroic magicians in this spellbinding 112-page volume! **MYSTIC MASTERS** tells you how to create your own powerful master of mysticism! Only you and your fellow players stand against a host of magical supervillains: the alien sorcerer Jarth, the Vandaleur family of wizards, and the indomitable Tyrannon the Conqueror! Inside you'll find campaign guidelines for designing other dimensions and developing your own comic book magic system.

**MYSTIC MASTERS** gives you a complete ready-to-run magical campaign with villains, magical items, and a pocket-dimension headquarters for your heroes. Learn "spell packages" like the Eleven Lights of Luathon, and the Bountiful Bindings of Blyyat the Beneficent! Try out three complete adventures designed for magicians or traditional superheroes, plus ideas for many more scenarios. Visit Earth's Archmage . . . foil an interdimensional conspiracy . . . and bring your characters back from The Domain of the Dead!

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