**Necronomicon Mythos Simulation.**

**Introduction.**

In this simulation, the Questor seeks to gain some of the knowledge and power of the Elder Gods of the Necronomicon Mythos. The simulation also works for multiple Questors either in co-operation or in competition with each other.

Questors and Elder Gods all have ratings for their powers of Vitality V, Sanity S, and Magic M.

Ordinary humans have standard powers of V3, S3, and M3.

Questors begin with 9 units of power also, but asymmetrically distributed into configurations such as V2, S3, and M4, depending on choice of character.

Questors may modify their own power configurations at the beginning of their move, by moving any number of markers between their powers, for example by reconfiguring from [V3, S2, and M4] to [V2, S1, and M6]. This ability of the Questors marks them out from ordinary humans.

During the course of the simulation Questors attempt to wrest various ‘Treasures’ from the Elder Gods and thereby to increase their powers. However, Questors can lose power points and if any of their powers of Vitality, Sanity, or Magic drops to zero they die and leave the simulation.

In addition, after **a certain number of turns** Questors must give up one power point of their choice per turn. Mortality remains inevitable in this quest to achieve knowledge and power - in a race against time.

The simulation uses only two six sided dice (D6) of different colours, one for the Questor to use and one for the Questors opponent to use. In a single Questor simulation, the Questor throws them both, usually simultaneously. In a multi-Questor simulation, other Questors can throw the dice for the opponent of the Questor in the Questors turn.

**The Lesser Elder Gods** all have powers of V4, S4, and M4, which remain unmodified by the Treasures they guard. Each also has a Treasure to bestow on a Questor that can manage to beat the God’s power + D6, corresponding to the Treasure it guards.

Shub-Niggurath guards the Orgone Accumulators that confer an extra Vitality power point on a Questor holding it.

Cthulhu guards the Jewels of Clarity that confer an extra Sanity power point on a Questor holding it.

Nyarlathotep guards the Necronomicons that confer an extra Magic power point on a Questor holding it.

However, Questors attempting to win these Treasures must face the Elder God with a challenge to all three of its powers in one turn, throwing their own Vitality rating plus D6 against the God’s Vitality power plus D6, and similarly with Sanity and Magic.

If the Questors power + D6 fails to beat the Elders Gods power + D6 for any of the factors of Vitality, Sanity, or Magic, then the Questor loses one corresponding power point for each loss, although the Questor may instead sacrifice one Cultist, if available, instead to cover each loss.

The simulation begins with sufficient Treasures of the Lesser Elder Gods for every Questor participating, and Questors may only possess one of each type.

Questors do not have to beat an Elder God on all of its powers to win a treasure, they only have to beat it on the power corresponding to the treasure, and thus a Questor might for example win a Necronomicon from Nyarlathotep but take losses on Vitality and Sanity in the challenge.

**The Major Elder Gods** have similar properties to the Lesser ones, but with the following changes, they all have power ratings of V5, S5, and M5.

They each have only a single Treasure to bestow, so in a multi-Questor simulation competition may develop to get it.

Questors have to better the Major Elder God’s power + D6 scores on both the powers corresponding to the power of the Treasure to win it. (In addition, to challenging it on its other power), all in one turn.

Failure to beat the Major Elder God on any power causes a loss of two corresponding power points (or Cultists) for each loss.

Hastur guards the Sigillium Vigorium that confers one extra Vitality point and one extra Sanity point.

Yog-Sothoth guards the All Seeing Eye that confers one extra Sanity point and one extra Magic point.

Azathoth guards the Hand of Power that confers one extra Vitality point and one extra Magic point.

**The Agora and Cultists.**

Questors can use any of their turns to challenge the Agora ( the marketplace) in an attempt to gather Cultists that represent ‘human resources’ or human based resources in the broadest sense.

To challenge the Agora, a Questor needs to challenge the Agora on Vitality, Sanity, and Magic against the Agora’s score of 3 + D6 on each power to win a Cultist for each victory or to lose a Cultist or a power for each draw or defeat. In the early stages of a simulation Questors should make careful use of their power reconfiguration ability and special abilities in the hope of perhaps winning one or two two Cultists per and of perhaps not losing anything.

Questors may in their turn sacrifice cultists (‘resources’) to restore lost power points, to cover losses incurred in failed challenges; and they have other uses in conflicts with other Questors in the multi-Questor competitive simulation.

**Tournament Quest**. Questors may attempt to win the Ultimate Power of Chaos which lies guarded by a Nameless Entity with powers of V6, S6, and M6 and which requires besting on all three of its powers, at a penalty of -3 for each and any failure. Solo Questors have little chance of achieving this before mortality, but it remains possible for a multi-questor team working co-operatively.

**Turn Order.**

A Questor may do any ONE of the following in a turn.

1) Sacrifice a Cultist to restore a lost power point up to the original total of 9, (not including any relics held). This action also reconfigures the Questors power distribution as closely as possible to its starting state.

2) Gift a Relic to another Questor (co-operative multi Questor simulation). In the case of a Treasure from a lesser Elder God, the recipient receives another copy from stock and the donor keeps a copy, in the case of a Treasure from a Major Elder God it passes from donor to receiver, (this normally only happens in a co-operative tournament simulation).

3) Reconfigure power distribution as desired by moving power points between V, S, and M, and then launch a challenge upon either an Elder God or an opponent Questor.

Lastly, after a certain number of turns a Questor must at the end of a turn, start sacrificing one power point of choice from the original 9, or a Treasure.

**Special Abilities.**

When a Questor’s power goes up to a certain value (including the power of any relevant Treasures), the Questor may exercise the following special abilities in a challenge: -

  **4 5 6**

Vitality\*1 1 dice re-roll 2 dice re-rolls 3 dice re-rolls

Sanity\*2 1 preview, 1 decline. 2 previews, 1 decline. 2 previews 2 declines.

Magic Add 1 to any dice. Add 1 to any dice twice. Add 1 to any dice thrice.

\*1 The Questor may re-roll an opponent’s dice or the Questor dice.

\*2 A ‘preview’ gives the ability to look at the throw of either the Questors dice or the Questor’s opponents dice before throwing the other dice. A ‘decline’ gives the ability to avoid one of the three parts of a challenge.

For example a Questor with a Sanity of 4 might decide to preview the Vitality throw of an opponent. If the opponent scores a 6 the Questor may well decide to use the decline and avoid challenging on that score. Alternatively, if the opponent scores only a 1, then the Questor might decide to challenge on that score and save the decline for use to avoid another challenge on Sanity or Magic.

Questors may use all special powers that they possess during the 3 parts of a challenge.

 Note that using a high Sanity, particularly in the early stages of the simulation, helps to avoid dangerous losses.

**Challenging other Questors.**

A Questor may use a turn to challenge another Questor for a Treasure in the multi-player competitive simulation.

Having announced such a challenge, the challenger may assign any Cultists to any of the powers that the Questor has. The defender may then assign Cultists in a similar fashion in defence of any of the three powers desired.

Three challenges then follow, attackers power (plus treasures) + Cultists + D6 against defenders power (plus treasures) + Cultists + D6, for each of the three powers.

If the attacker wins against a power (or powers) for which the defender possesses a Treasure, the attacker wins the treasure. In the case of a Minor Elder God Treasure, the attacker simply receives a copy from stock and the defender does not lose the Treasure. In the case of a Treasure from a Major Elder God, it passes from defender to attacker.

For each of the three parts of a challenge the defender loses 2 power points for each and every failure, payable by discarding actual power points or Cultists, or by discarding treasures. The defender suffers no losses except in the case of a Major Elder God Treasure.

Attacking rival Questors can prove profitable if they seem weak, but it can have high costs.

**Tables of Probability. The chances of a challenger winning with particular power differences (draws count as losses): -**

**Power difference: - +5 +4 +3 +2 +1 0 -1 -2 -3 -4**

**Chances out of 36: - 35 33 30 26 21 15 10 6 3 1**

**Necronomicon Mythos Simulation as Metaphor.**

This simulation provides a semi-abstract representation of a lifetime’s esoteric quest. The powers of the Elder Gods represent a variety of possible achievements that could include the following as examples:-

Orgone Accumulator – Enhanced Physical Vitality, Confidence, Motivation, and Enthusiasm.

Jewel of Clarity – Enhanced Mental Acuity and Sanity - The ability to see beyond Normality and around Convention.

Necronomicon – Enhanced Magic - The ability to invest belief deliberately in one’s selves and to inspire belief in others.

Sigillium Vigorium - Enhanced Vitality & Sanity – the ability to deliver leadership.

The All Seeing Eye – Enhanced Sanity and Magic – The ability to unlock the secrets of Nature.

The Hand of Power – Enhanced Vitality and Magic – Power over probability and the imagination of others.

The Ultimate Power of Chaos – The power to avert or unleash existential catastrophe.

The Agora represents ‘The Marketplace’ in the broadest sense, the place where Questors seek to try their abilities against humanity in the hope of gaining resources. Resources could imply allies, followers, contacts, opportunities, qualifications, or wealth, but all resources depend on other humans for their actualisation, thus the simulation represents them somewhat cynically as Cultists that can enter the service of Questors as resources.

In the early stages of the simulation, Questors may do well to concentrate on keeping a high Sanity so that they can decline difficult parts of challenges and perhaps win a Jewel of Clarity without losses.

As mortality draws ever closer Questors may decide to take greater risks in the hope of increasing their lifetime’s achievements.

Note that in a multi-player game, nothing but ethics prevents a switch from co-operative to competitive behaviour. Treachery remains a distinct possibility.

**Victory Conditions.**

Questors choose their own victory conditions set against mortality conditions.

A solo questor could possibly capture all six of the Minor and major Elder God Treasures in as little as 12 very skilful and lucky turns. Setting the mortality limit at 12 turns before the sacrifice of 1 power point per turn begins provides a difficult task.

It usually proves dangerous if not impossible to win The Ultimate Power of Chaos without first possessing all the other six treasures.

Questors can play for Treasures before mortality, or for longevity (sacrificing treasures rather than actual power points to keep themselves alive for as long as possible), or for early retirement, noting how much time they have left after achieving certain chosen goals, or they can see how long it takes to gain the Ultimate Power of Chaos.

In a multi-Questor scenario, Questors can compete to see who ends up with the most treasures or longevity, or to see if by co-operating they can help one of their number gain the Ultimate Power of Chaos and avert Existential Catastrophe with a mortality limit of 12 moves each.

**Characters.**

The power characteristics of possible Questor characters does not greatly affect the simulation as Questors may reconfigure them by moving up to 2 power points between their characteristics each turn. However, the Questors characteristics do define the characters starting configurations and the configurations to which they revert after sacrificing Cultists to repair losses of power points.

**Some sample Characters**

 Vitality Sanity Magic

Wizard 3 2 4

Professor 2 4 3

Gangster 4 3 2

Sorcerer 2 3 4

Scientist 3 4 2

Explorer 4 2 3

**Modelling the Simulation.**

The accompanying pictures show the simulation modelled using various items scrounged and adapted from various sources, plus items specially made for it. Three dimensional pieces make for easier handling but two dimensional images on cardboard pieces will serve.