



LICENSING MYTHRAS

The Design Mechanism welcomes and encourages those who would like to create Mythras compatible products, or use Mythras as the basis for their own games. To support this, we have the Mythras Gateway License.

If you want to sell your work, whether electronically only (PDF, for example), via traditional print or print-on-demand, you must apply for the *Mythras Gateway License* with an email to designmechanism@gmail.com. Once we grant your company a license, you can freely use the full content of Mythras Imperative, including reproducing it within your own game work, as long as you follow the guidelines set out in this document.

When you apply for a license, we will be looking for high quality production values, which means good quality artwork, professional layout and trade dress, and good standards of content; well written, with accurate and correct spelling and punctuation that has been edited. We would like to see sample layout and art (or links to such) in support of your email application.

We will also review your product *before* it is released to the general public, so we can satisfy ourselves that none of its content may harm Mythras's or Design Mechanism's reputation. Once that review is complete and we're all happy, the work can be made available.

We also require a copy of your product in print and PDF (PDF only is fine if this is solely an electronic product).

The Mythras Gateway License is free, meaning that you do not pay anything to us for using the license.

The license follows on the next few pages. Here's what to do next:

- Read the license carefully and make sure you understand it
- Ask us any questions or check your understanding if in any doubt
- Prepare a proposal of between 500 and 1,000 words explaining what your game, supplement or product is
- Email us at designmechanism@gmail.com with your proposal and questions

We will most likely have additional questions, but assuming we agree that your proposal meets with the terms of the license, we will send you a copy of the license with a place for your signature showing you agree to and accept its terms. Once you've signed and returned it to us, you're good to go - although we do recommend keeping us informed of your progress.

On page 4 we've assembled some commonly asked questions and answers, but don't hesitate to get in touch if a question you have isn't addressed.

Remember: Design Mechanism is very keen to promote third party and fan publications, and want to do so in a fair, friendly and equitable manner. This license and agreement exists to protect both us and you, and ensure we have a healthy, productive relationship. If you have any doubts, just get in touch and we will listen to any proposals, questions, requests or concerns you might have.

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For example, it is perfectly permissible to create new skills, careers, equipment, weapons, creatures and so forth that reflect the nature and setting of your product. You can create new magic or power systems that reflect the needs of the setting

You cannot, however, alter the way the core rules of Mythras or Mythras Imperative work, save for valid instances where altering a rule is necessary for a setting or campaign. If in doubt, consult with The Design Mechanism and guidance will be duly given as to what is and is not permissible, noting that this may vary from product to product and licensee to licensee.

For example, you cannot add additional grades of skill. Nor can you deliberately change the mechanics related to existing rules out of personal preference. You could alter the character creation process to increase characteristic ranges or values to reflect a superheroes setting

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LICENSING FAQs

Does the Gateway License need to be applied for on a product-by-product basis?

This will depend. Usually, your license will allow you to keep producing Mythras Gateway products unless there's some breach of the license, but there may be occasional exceptions where we want to withhold a gateway license due to some conflict. For example, you might want to release a supplement that is very similar in content to one we are intending to release. If there might be confusion between our two products, we may not grant a Mythras Gateway license for that product only. Always let us know what your production plans are.

Can I reproduce the X rules from your XX supplement?

This depends. We have released some supplements free of charge, such as Mythras Firearms. If you see such a supplement carrying the Mythras Gateway logo, you can draw upon it in exactly the same way as Mythras Imperative. However, if a certain rule appears in a supplement we sell, such as Luther Arkwright or Shores of Korantia, you should check with us first and we will tell you what is and is not permissible.

Can I produce my own supplement for one of your lines, such as Luther Arkwright?

You cannot create Mythras Gateway supplements for any of our product lines. If you are interested in creating material for a game line such as Luther Arkwright or Thennla (which includes Shores of Korantia and The Taskan Empire) then it would be handled as a supplement that we commission you to write, on a work-for-hire contract, and would be outside the scope of the Mythras Gateway license.

Can I produce supplements set in Meeros or The Realm?

Again, these are not covered by the Gateway license and while we are always keen to expand such areas, we do so under a work-for-hire contract, not the Gateway License.

The License says I can quote up to 1,000 words from Mythras; what if I need to quote more?

Contact us first and explain your needs. In general though, you are free to make as many cross-references as you like ('see the section on Sorcery, page XX of Mythras', for example).

Can I change certain rules I don't like? I hate the Improvement Roll system for example, and want to use an Experience Check system like other d100 games.

While we understand that people have different preferences and house rules suiting their personal style of play, the Mythras rules are interdependent to a high, and often quite subtle degree. Changing something because you don't like it, or because you want to make a Mythras rule fit with something from another game system, may mean that many other rules need to change too - and before long, your supplement is no longer really Mythras based. Some mechanics can be easily adjusted; for instance, if you want, in your SF supplement, all humans to only have 2 Action Points, but all Slontari aliens 4, then that is fine. Similarly, if you want to use the simplified Difficulty Grades for skills, that's okay too. But you cannot change the underlying core mechanics to suite personal whims or preferences. Any alterations must be in genuine support of the setting or genre, and if in doubt, please ask us.

Will you promote my supplement on your site and in your forums?

As long as your supplement is of a high standard and meets with the license, we will be happy to list you on our site and mention you in forum posts. We cannot give you dedicated forum space, but you are free to mention your supplement in the appropriate parts of the Design Mechanism forums.

If you want us to sell your supplement in our store, then we may charge a modest handling fee to do so. Contact us if you want to discuss this.

I want to make my supplement compatible with both Mythras and System X, which is OGL. Is this okay?

We will discuss this with you before granting a license. We want to promote the Mythras brand, but there may be circumstances where we are happy for your supplement to be compatible with other game systems too (and these may not even be d100; you might, for example, want to produce a supplement that is dual statted for Fate and Mythras). Let us know your plans in advance and we will look at how they can be accommodated.

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