

MAZES & MINOTAURS

The Roleplaying Game of Heroic Adventure in the Mythic Age



Legendary Games Studio



Reproduction of the original black & white 1972 cover (artist unknown)

Editor's Note : This Special 2006 Edition of *Mazes & Minotaurs* is a PDF fac-simile of the original rulesbook published by Legendary Games Studio in 1972, with some additional content, including a foreword by **Paul 'Mithras' Elliott**, creator of the original *Mazes & Minotaurs* concept.

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Credits

Original Concept : Paul Elliott

Game Design : Olivier Legrand

Additional Material : Paul Elliott

Illustrations : Diverse Hands

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This game is dedicated to Ray Harryhausen. The authors also wish to thank Gary Gygax & Dave Arneson, Ken St-André, Greg Stafford & Steve Perrin, Ian Livingstone & Steve Jackson, Dave Morris & Oliver Johnson... and all the other explorers of legends, without whom this game would never have existed. What a weird and wonderful odyssey it has been !

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Foreword to the 2006 Edition



Legendary Games Studio



In 1972 I created the concept of *Mazes & Minotaurs*, the world's first roleplaying game. Inspired by my fanatical interest in ancient Greek and Macedonian wargaming, coupled with a love of Greek myth and the 1963 movie, *Jason and the Argonauts*, it took the gaming world by storm. I developed this concept into what would become the core of the *Maze Master's Lore* chapter while my close friend Olivier Legrand worked on the game itself.

Perhaps a little primitive by today's standards, it featured only six character classes, all its weapons did the same damage, and the sailing rules were crude (to say the least). But damn it was fun! Haughty Greek nobles, remote and magical islands, oared galleys, Greek Fire, the Oracle at Delphi, the Games, hoplite spear walls ... and the monsters! You remember the gorgons (no, not *those* Gorgons), the minotaurs, the hydras, the talking lions, the giant boars, the blind witches and ... well, I'm sure you remember all those classics.

Inevitably, within five years, there were a score of M&M clones on the market from various major game publishers. The mold had been made, the ancient world, with its universal themes of heroes fighting horrible monsters while the gods meddled, was endlessly refined. Some players hated these 'rehashes' but to me they were insights into a rapidly growing setting. Some players hankered for 'medieval-style' games with more dragons and dungeons than minotaurs and mazes, but the market was stuck on my fantasy version of the ancient world.

Of course some bright spark came out with SF and horror roleplaying games, but in those days it seemed impossible to break that first mold. We got a licensed version of *Battlestar Gallactica* (Egyptians in space!) and horror games were full of Egyptian mummies. Eventually games came out that had nothing to do with the ancient world, but even today some guy reckons they've come up with the ultimate new fantasy world. And blow me if doesn't just look like Athens in the 5th century BC or Rome in the 1st. Generic fantasy they call it. Sword and sandals. Corinthian columns everywhere, oared galleys. You can change the names of the gods, but it's still the ancient world isn't it?

Paul Elliott, December 2005

I : CHARACTERS

Creating a Character

Creating a character for M&M follows a very simple six-step process :

Step 1 : Roll the character's six basic attributes.

Step 2 : Select the character's class and record its special ability (if any).

Step 3 : Determine the character's name, gender and age.

Step 4 : Determine the character's combat modifiers, defense class and hits total.

Step 5 : Determine the character's other modifiers.

Step 6 : Determine wealth and equipment.

Basic Attributes

In M&M, a character's physical and mental capabilities are represented by six scores ranging from 3 to 18. These attributes are :

MIGHT (physical strength)

SKILL (training and weapon mastery)

LUCK (fortune and divine favor)

WITS (intelligence and alertness)

FAITH (piety and religious devotion)

GRACE (beauty and attractiveness)

Roll 4d6, discard the lowest die and add the three remaining results. This will produce a result ranging from 3 to 18, with an average of 10-11. Do this six times and distribute the results as you like. If all the attributes of the resulting character are lower than 13, raise the highest attribute to 13. Each attribute range gives a modifier (or 'mod'), which will be used in steps 5 and 6 for various calculations.

Table 1A : Attribute Scores

Score	Description	Mod
3	Abysmal	-3
5-4	Inferior	-2
6-8	Poor	-1
9-12	Average	0
13-15	Good	+1
16-17	Superior	+2
18	Exceptional	+3



Class Selection

In M&M, each player-character belongs to a class. Depending on cases, this class may reflect the character's occupation, social status or origin. The six character classes are : **Barbarian, Spearman, Noble, Priest, Sorcerer** and **Nymph**. A character's class is determined by his highest attribute :

Highest Attribute	Corresponding Class
MIGHT	Barbarian
SKILL	Spearman
LUCK	Noble
WITS	Sorcerer
FAITH	Priest
GRACE	Nymph

A character may only have one class. If a character actually qualifies for two (or more) classes (ie has two or more equal highest attributes), the actual class will be chosen by the player. For example, a character with 18 in both Skill and Luck may be either a Spearman or a Noble (but not both).

See *Class Features* below for more details about each character class.



Name, Gender & Age

The character's name is usually chosen by the player – try to select or invent something that *sounds* Greek or Mediterranean.

A character's gender is usually the same as the character's but exceptions are possible. Some classes also have specific gender restrictions.

A character's starting age is rolled on 2D6+15, except for Nymphs (who are ageless) and male Sorcerers (who add 10 years to account for their longer apprenticeship).

Combat Modifiers

A character's fighting abilities are represented by three combat modifiers :

Melee Attack = Might mod + Skill mod

Missile Attack = Skill mod + Luck mod

Initiative = Skill mod + Wits mod

Melee Attack : This modifier is applied to all the attack rolls made by the character in melee combat.

Missile Attack : This modifier is applied to all the attack rolls made with missile weapons.

Initiative : This modifier is added to the initiative die roll made at the start of a combat sequence.

Defense Class & Hits Total

A character also has a Defense Class which represents his ability to avoid harm in combat.

Basic Defense Class = 12 + Luck mod

A character's EDC (Effective Defense Class) is equal to his BDC (Basic Defense Class) plus a bonus of +2 for each of the following pieces of protective equipment : breastplate, helmet, shield.

A character also has a Hits total, which represents the amount of injury he may take before being killed.

Hits Total = Basic Hits + Might mod

A character's Basic Hits are determined by his chosen class (see class descriptions).

Other Modifiers

Characters also possess other modifiers which may come into play in a variety of adventuring situations.

Danger Evasion = Luck mod + Wits mod

First Reaction = Grace mod + Luck mod

Mystic Fortitude = Faith mod + Luck mod

Danger Evasion : When facing perilous situations, a character will sometimes have to make a Danger Evasion roll (with this modifier) to escape unscathed. See chapter IV for more detail.

First Reaction : This modifier is applied to the Reaction roll of encountered parties. See chapter IV for more about Reaction rolls.

Mystic Fortitude : This modifier is used when a character tries to resist the effects of a magic spell. See chapter III for full rules about magic.

Example : Pyros the Spearman

Sam decides to create his first M&M character. He begins by rolling six scores on 4d6 (discarding the lowest die). This gives him 11, 8, 16, 13, 15 and 10. Sam wishes to play a Spearman so he puts his best score (16) in Skill. He wants his character to be a good fighter so he puts his second best score (15) in Might and his third one (13) in Luck. He decides to put his lowest score (8) in Grace, his character's less important attribute. The remaining scores (10 and 11) are put in Faith and Wits, making for an intellectually and spiritually average character. This gives Sam's character the following scores and modifiers :

MIGHT = 15 (+1)	SKILL = 16 (+2)
WITS = 11 (0)	LUCK = 13 (+1)
FAITH = 10 (0)	GRACE = 8 (-1)

Sam decides to call his character Pyros. Pyros is male (all Spearmen are). Sam rolls for age and gets 8 on 2D6, resulting in an age of 23.

Next, he records Pyros's special ability as a Spearman (defensive bonus from Skill) and calculates his combat modifiers, defense class and hits total :

Melee Attack = +3 (+1 from Might, +2 from Skill)
 Missile Attack = +3 (+1 from Luck, +2 from Skill)
 Initiative = +2 (+2 from Skill, 0 from Wits)

Pyros's BDC is 13 (base 12, +1 from Luck). His equipment as a Spearman (breastplate, helmet and shield) gives him a +6 bonus, so his EDC is 20. This is increased by his Skill mod (+2) when fighting with spear and shield, for a final total of 22.

As a Spearman, Pyros has 12 Basic Hits. This is modified by Might for a total of 13.

Sam also calculates his character's other modifiers :
 Danger Evasion = +1 (+1 from Luck, 0 from Wits)
 First Reaction = 0 (-1 from Grace, +1 from Luck)
 Mystic Fortitude = +1 (+1 from Luck, 0 from Faith)

Class Features

Each character class is described thereafter using the following format :

Prime Requisite (highest attribute required)

Gender Restrictions (if any)

Basic Hits

Special Ability (if any)

Level Advancement (see below)

Equipment (weapons and armor)

Starting Wealth (expressed in *silver pieces*)

A character's accomplishment and experience in his chosen class is represented by his Level. All characters start at first Level (Level 1) and will gain new Levels during the course of the game by accumulating Glory Points (GPs). For more about Levels and GPs, see the end of this chapter.



A beautiful (but deadly) Amazon warrior

BARBARIANS

Barbarians are savage warriors from uncivilized lands - or regarded as such by members of the dominant Greek-like culture. Their ferocity in battle largely makes up for their lack of military discipline.

Prime Requisite : Might (or Skill for Amazons)

Gender Restrictions : Barbarians may be either male or female. Female Barbarians are called Amazons and have Skill (rather than Might) as their prime requisite.

Basic Hits : 12

Special Ability : Barbarians add their Might bonus to the damage of all their melee attacks. Amazons add their Skill bonus to the damage of all their missile attacks.

Level Advancement : Every level after the first, a Barbarian or Amazon gets the following bonuses : Melee +1, Missile +1, Hits +3, Danger Evasion +1, Mystic Fortitude +1.

Equipment : Barbarians start with a dagger, a primary melee weapon (such as a sword, axe or spear), a missile weapon (bow + 12 arrows OR three javelins OR sling + 12 stones) and a shield.

Starting Wealth : 3D6 x 5 silver pieces.

SPEARMEN

The Spearman (or *hoplite*) is an elite soldier who relies on his training and discipline on the battlefield. His favorite weapons are the spear and the shield.

Prime Requisite : Skill

Gender Restrictions : Male only.

Basic Hits : 12

Special Ability : Spearmen are expert at *fighting defensively*. When fighting with spear and shield, they add their Skill modifier to their Defense Class (DC) against all melee attacks. This bonus does not apply against surprise or missile attacks.

Level Advancement : Every level after the first, a Spearman gains the following benefits : Melee +1, Missile +1, Hits +3, Danger Evasion +1, Mystic Fortitude +1.

Equipment : Spear, sword, dagger, shield, helmet and breastplate.

Starting Wealth : 3D6 x 10 silver pieces.



A proud and haughty Noble

NOBLES

Nobles are the member of the ruling families of kingdoms and city-states. They tend to be proud and haughty, with a very strong sense of duty to their people and nation.

Prime Requisite : Luck

Gender Restrictions : None.

Basic Hits : 12

Special Ability : Due to their exceptional lineage (some of them even claim gods as their ancestors), favored destiny and superior education, Nobles may add an extra die to one of their basic attributes (chosen by the player), without increasing the score of this favored attribute over 18.

Level Advancement : Every level after the first, a Noble gains the following benefits: Melee +1, Missile +1, Hits +3, Danger Evasion +1, Mystic Fortitude +1.

Equipment : Sword, dagger, shield, helmet, breastplate.

Starting Wealth : 3D6 x 100 silver pieces.

PRIESTS

Priests are devoted to the service and worship of a specific God or Goddess. Although most of them live in temples or similar sacred places, some Priests follow a more adventurous life, going on quests and missions for their patron deity.

Prime Requisite : Faith.

Gender Restrictions : Priests may be male or female, depending on which God (or Goddess) they serve (see Chapter VI). Male priests generally serve male gods, while priestesses serve goddesses.

Basic Hits : 8

Special Ability : Priests are able to call on the power of the deity they serve. See the « Magic-using Classes » section below for more details.

Level Advancement : Every level after the first, a Priest receives +2 Hits, Danger Evasion +1 and Mystic Fortitude +2.

Equipment : Staff (or similar symbol of office), dagger, ceremony robes.

Starting Wealth : 3D6 x 10 silver pieces.



A wise Priestess

SORCERERS

Sorcerers are adepts of the magical arts. Unlike Priests, they do not draw their power from a deity and tend to follow their own goals in life.

Prime Requisite : Wits

Gender Restrictions : None, although Sorceresses are more frequent, women being more gifted for sorcery than men. To reflect this, Sorceresses do not increase their starting age by 10 unlike their male counterparts.

Basic Hits : 8

Special Ability : Sorcerers study and practice the art of sorcery. See the « Magic-using Classes » section below for more details.

Level Advancement : Every level after the first, a Sorcerer gains the following benefits : +2 Hits, Danger Evasion +1, Mystic Fortitude +2.

Equipment : Dagger, Staff or Wand.

Starting Wealth : 3D6 x 10 silver pieces.



A powerful and defiant Sorcerer



*A graceful wood Nymph
using her supernatural powers*

NYMPHS

Nymphs are nature spirits who act as protectors of sacred forests, rivers, caverns, mountains and other sanctuaries of nature. Adventuring Nymphs are quite rare but some of them (especially the young ones) sometimes leave their natural habitat to wander the world, out of sheer curiosity for mortals.

Prime Requisite : Grace

Gender Restrictions : Nymphs are exclusively female. There is no such thing as a male nymph.

Basic Hits : 8

Special Ability : Their innate bond with the forces of Nature give Nymphs special powers. See the « Magic-using Classes » section below for more details.

Level Advancement : Every level after the first, a Nymph gains the following benefits : +2 Hits, Danger Evasion +1, Mystic Fortitude +2.

Equipment : None.

Starting Wealth : None.

Magic-using Classes

Magic-using characters (Sorcerers, Priests and Nymphs) have access to special powers which are detailed in the Magic chapter: Sorcery for Sorcerers, Divine Prodigies for Priests and Nature's Gifts for Nymphs.

Power Points

Magic-using characters possess an additional characteristic, Power points, which represent their reserves of magical energy. Every time a character uses one of his magical powers, he must spend a certain amount of Power points.

At first level, a magic-using character's Power is equal to 9 + the prime requisite bonus (Wits for Sorcerers, Faith for Priests and Grace for Nymphs)

Every level after the first, the character gains a number of extra Power points equal to his new level. Thus, a level 1 Priestess with a Faith of 16 (+2 bonus) has a total of 11 Power points, while a level 3 Sorcerer with a Wits of 18 (+3 bonus) would have a total of 17 Power points (9 + 3 for Wits + 2 at second level, + 3 at third level).

Sorcerers

A Sorcerer's magical powers take the form of specific Spells. Each level gives the Sorcerer access to a new spell. Thus, a level 5 Sorcerer would know a total of five Spells. See chapter III for a full list and detailed description of Sorcery Spells.

Priests

Male Priests serve a God, while female Priestesses serve a Goddess. The player of a Priest character may choose the deity himself or roll 1d6 on the appropriate table below :

Gods

- 1 = Zeus (god of lightning and rulership)
- 2 = Hermes (god of travel, trade and thievery)
- 3 = Ares (god of war)
- 4 = Poseidon (god of the sea)
- 5 = Apollo (god of the sun, poetry, archery and divination)
- 6 = Hephaestus (god of smithing, fire and volcanoes)

Goddess

- 1 = Hera (goddess of marriage and love)
- 2 = Hestia (goddess of hearth and healing)
- 3 = Aphrodite (goddess of love and passion)
- 4 = Demeter (goddess of the earth and fertility)
- 5 = Artemis (goddess of forests and hunting)
- 6 = Athena (goddess of skill and wisdom)

This choice will influence some of the character's powers. See the Magic chapter for more details.

Nymphs

Nymphs come into several 'kins', tied to different aspects of Nature. Roll on the following table to determine the kin of a Nymph player-character :

D6	Type of Nymph
1.....	Dryad (wood nymph)
2.....	Naiad (river nymph)
3.....	Nereid (sea nymph)
4.....	Oread (mountain nymph)
5.....	Limniad (swamp nymph)
6.....	Napaea (valley nymph)

A Nymph's magical powers are called Nature's Gifts. Every time the Nymph gains a new level, she receives a new Gift ; thus, a level 3 Nymph will have three Gifts.

A Nymph's kin may influence or restrict her choice of Gifts. See the Magic chapter for more details about Nature's Gifts.

Know your Nymphs !



Dryad



Oread



Napaea



Limniad



Naiad



Nereid

Know your Deities !



Zeus



Apollo



Aphrodite



Hephaestus



Athena



Ares



Hermes



Hera



Demeter



Poseidon



Artemis



Hestia

Glory & Experience

A character's degree of experience and personal accomplishment is measured by his Level.

All characters are created at Level 1.

Warriors (Barbarians, Spearmen and Nobles) may gain new levels by accumulating Glory Points (GP) as shown on Table 1B : *Glory & Character Level*.

Magicians (Sorcerers, Priests and Nymphs) gain new levels by accumulating Wisdom Points (WP) as shown on Table 1C : *Wisdom & Character Level*.

Glory Points are gained by slaying monsters and accomplishing heroic deeds, while Wisdom Points are gained by defeating magical creatures and exploring unknown lands or magical sites.

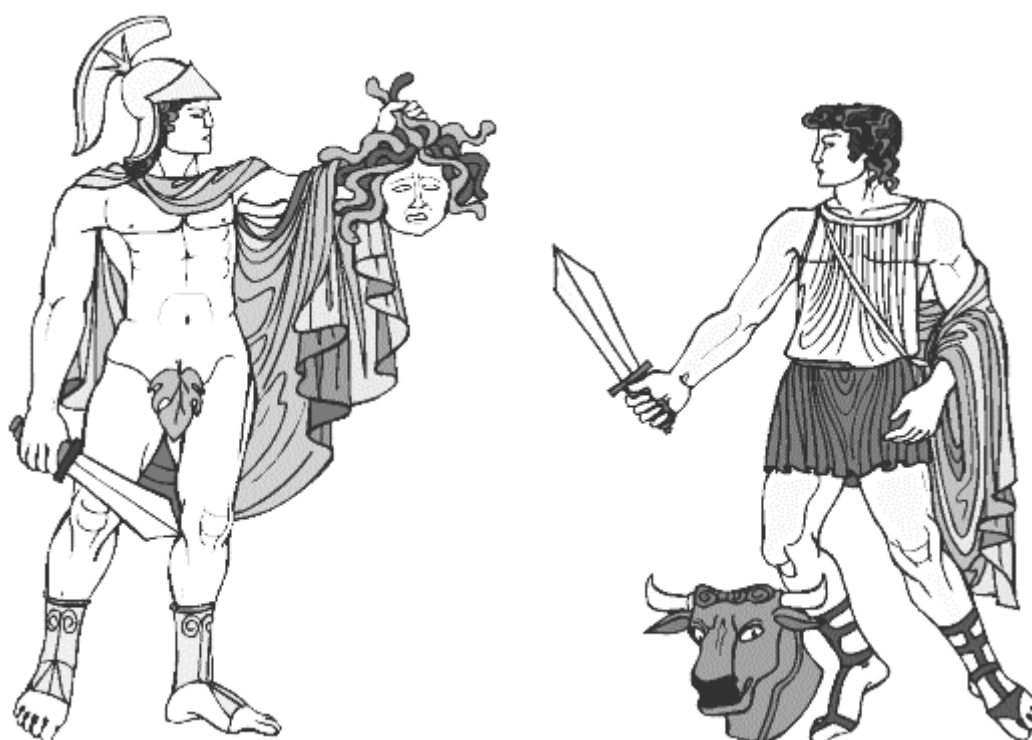
See chapter IV for fully detailed rules about the awarding of Glory and Wisdom Points at the end of an adventure session.

Table 1B : Glory Points & Level

Glory Points	Level	Renown
0 to 999.....	1.....	Local Hero
1000 to 1999.....	2.....	Favored Hero
2000 to 3999.....	3.....	Celebrated Hero
4000 to 6999.....	4.....	Famous Hero
7000 to 9999.....	5.....	Legendary Hero
10 000+.....	6.....	Mythic Hero

Table 1C : Wisdom & Level

Glory Points	Level	Insight
0 to 999.....	1.....	Novice Adept
1000 to 1999.....	2.....	Initiate Adept
2000 to 3999.....	3.....	Wise Adept
4000 to 6999.....	4.....	Sage Adept
7000 to 9999.....	5.....	Venerable Adept
10 000+.....	6.....	Immortal Adept



Two mighty heroes comparing their latest accomplishments

(NB : the one with the gorgon's head is obviously wearing a magical Leaf of Protection)

Wealth & Equipment

Each character starts the game with the equipment listed in the description of his class (as well as basic items such as clothes, sandals etc), plus a certain sum of money expressed in silver pieces (SP). This starting wealth represents the character's only starting funds and cannot normally be spent during character creation.

The silver piece is the basic currency unit in the world of *Mazes & Minotaurs*. Other types of coins exist, with different values :

1 gold coin (gc) = 100 silver pieces (sp)

1 silver piece (sp) = 100 copper pieces (cp)

Standard Price List

Melee Weapons

Dagger.....	15 sp
Mace.....	30 sp
Axe.....	30 sp
Spear.....	30 sp
Sword.....	60 sp

Missile Weapons

Bow.....	40 sp
Javelin.....	30 sp
Sling.....	5 sp
Arrows (six).....	6 sp
Slingshot (ten).....	2 sp

Armor

Helmet.....	75 sp
Breastplate.....	150 sp
Shield.....	75 sp

Travel & Expeditions

Rowing boat.....	3 gc
Small sailing ship.....	30 gc
Merchant ship.....	150 gc
Warship / galley.....	300 gc
Horse.....	6 gc
Mule.....	1 gc
Staff.....	5 sp
Flask of oil.....	10 sp
Torch.....	2 sp
Flint & tinder.....	5 sp
Rope (30 feet).....	15 sp
Bedroll.....	25 sp
Rations (one day).....	2 sp
Waterskin.....	2 sp

Food & Lodging

Night's lodging.....	2-10 sp*
One meal (including wine).....	2-5 sp*
Jug of wine.....	1-3 sp*

* prices vary with quality

2006 Edition Notes & Comments

What ? Only Six Classes ?

That's right : only six classes to choose from. *Men & Monsters*, the first rules supplement published for M&M, added three new classes : the Hunter, the Thief and the Centaur.

The second supplement, *Myth & Magic*, did even better, with four new magic-using classes : the Elementalist, the Shapeshifter, the Oracle and the Lyrist (a kind of poet/bard).

In the end, « Advanced M&M » eventually boasted a total of 13 different character classes...

Various gaming magazines also offered their share of useless or unbalanced classes, including the anachronistic Corsair, the redundant Archer and the utterly unplayable Sophist.

Nymphs... and Satyrs ?

The authors of the game probably went a bit over-the-top with all these different Nymph types. The very idea of a Swamp Nymph never really appealed to anyone, while the Valley Nymph soon became the subject of many « valley girl » jokes, especially among Californian gamers.

The Satyr as a playable character class was always a subject of heated debate among the M&M enthusiasts. Its supporters defended it as « *the only serious male alternative to Nymphs* », while its detractors saw it as « *unplayable and potentially embarrassing, especially in groups with female gamers who play Nymphs* ». (both quotes taken from the letters column of *Griffin* magazine).

Glory = Experience ?

The idea of equating glory with experience (for non magic-using classes) was a simple and efficient way to encourage player-characters to act in a reasonably heroic way.

It was (of course) regularly contested by the so-called « advocates of evil » who saw it as an unrealistic and arbitrary restriction of players freedom... but on the whole, the idea of playing treacherous, backstabbing « anti-heroes » never quite took off and most M&M players stayed content with this fame-and-fortune approach to character development.

The Standard Price List

That hallmark of old-school fantasy roleplaying games was constantly expanded and amended by fans of the game. Some versions eventually went as far as to include prices for sandals, perfumes, massages and less savoury activities.

II : COMBAT

Sequence of Action

For convenience and tactical purposes, combat sequences are broken down into *battle rounds*.

A battle round is a hypothetical time unit representing roughly 6 seconds of action. There are 10 battle rounds in 1 minute.

A battle round is divided into three phases :

1) Decision Phase : During this phase, the players and the MM state what their characters will be doing during the battle round. Once an action has been declared, it may be cancelled at any time during the round, but not replaced by another action.

2) Movement Phase : All characters and creatures may move up to their maximum movement allowance (see the Movement section below).

3) Combat Phase : During this phase, the participants carry out their actions in decreasing order of initiative (see below). Attack rolls are made and, if successful, are followed by damage rolls.

Initiative

Initiative is rolled at the start of the first battle round and stays the same in subsequent battle rounds. To roll for initiative, roll 1D10 and add the character's Initiative modifier.

When two characters have exactly the same initiative score, they act simultaneously.

Surprise

If a character is *surprised*, he cannot act during the first battle round and will have to wait until the second battle round to roll for initiative.

During the surprise round, he may do nothing except defend. Surprised characters cannot benefit from their shield. Likewise, Spearmen cannot use their special Defense bonus when surprised.

Within a round, characters may only make one attack (melee or missile). This combat action may be combined to a tactical movement (see above).

Movement

During a battle round, a character may move up to 60 feet if he intends to act during the combat phase or up to twice as much (120 feet) if he forfeits all other actions.

This base speed of 60 feet per battle round is referred to as the character's *movement allowance*.

A character who is *fully encumbered* (see chapter IV) or moving on *difficult ground* has his maximum movement allowance reduced by half. These factors are cumulative. Thus, a fully encumbered character moving on difficult ground will have his movement allowance divided by four.

Facing

When facing multiple opponents, a character can only attack one of them per battle round. He can, however, defend against all of them.

An attack may come from the front, right flank, left flank or rear. Only one attacker may occupy one of these positions during a battle round.

A character can use his full EDC (including the shield bonus and the special bonus for Spearmen) against front and flank attacks.

Against rear attacks, only the character's BDC and armor (excluding shield) will be taken into account.

Using Maps & Miniatures

Players and Maze Masters may use maps and miniatures to represent terrain and participants during combat scenes. If this option is chosen, we recommend using 25mm miniatures, with a map scale of 1 inch for 6 feet.

It is important, however, to remember that Mazes & Minotaurs, not for Maps & Miniatures. This game is not a wargame, but a fantasy roleplaying game ; although a certain degree of realism is desirable, the main purpose of this game is not tactical simulation, but adventure and fun for players and Maze Master alike.



A daring hero with sword and shield fighting a ferocious wildman from the mountains

Melee Combat

All melee attacks are resolved as follows :

To strike an opponent in melee combat, a character must roll 1D20 + his Melee Attack modifier.

If the final result is equal to or higher than the opponent's effective Defense Class (EDC), the attack is successful and the opponent is wounded (see below).

Melee Weapons

If the attacker's weapon has a greater Reach than the opponent's, then each Reach level in favor of the attacker gives him a +2 attack bonus. Thus, an attacker with spear (Reach III) against an opponent with a dagger (Reach I) will receive a +4 bonus.

Table 2A : Melee Weapons Reach

I.....	Dagger
II.....	Sword, Axe, Club, Staff
III.....	Spear

Shield & Armor

A character's shield and armor increase his Effective Defense Class. In effect, each piece of protective armament (helmet, breastplate and shield) gives a +2 bonus to EDC.

Being Wounded

Every time a character (or creature) is wounded, he loses 1d6 points from his Hits Total. This damage roll may be increased by the special ability of some characters (Barbarians and Amazons).

When a character only has 1 or 2 Hits left, he falls unconscious ; if reduced to zero Hits, he dies.

At the end of each week of complete rest, a character recovers a number of Hits equal to his level plus one-quarter of his Basic Hits (ie 3 for fighting classes and 2 for magic-using classes). Thus, a level 3 Spearman will recover 6 Hits per week. A wounded character may also benefit from various forms of magical healing (see chapter III).



Retreat

To retreat from melee, a character must first push back his opponents before disengaging. This requires a successful Melee Attack but inflicts no damage on the opponent. Obviously, this maneuver must always be combined with a tactical movement.

Tactics & Techniques

Charge Into Battle

Before the first battle round begins, a character may elect to *charge into battle*, running for at least 30 feet and delivering his attack as he enters melee.

This maneuver grants a special charge bonus (equal to the character's Might bonus) on Initiative and Attack rolls *for the first battle round only*.

This maneuver can only be used by characters with a Might of 13+ (ie with a positive Might bonus) and cannot be used if the character is surprised, or fighting in close quarters (ie with less than 30 feet of terrain before him).

Shield Wall

This special defensive tactic can only be used by at least two Spearmen fighting in close formation (and armed with shields).

Each Spearman in the line receives a +2 bonus to his Effective Defense Class (EDC).

Spearmen forming a shield wall receive no Initiative roll and cannot attack before the end of the battle round, once everybody else has acted. If two enemy shield walls clash into battle, all attacks are resolved simultaneously.

This maneuver can only be accomplished by Spearmen, as it requires expert training, timing and coordination.

Desperate Attack

During the decision phase of any battle round, a character engaged in melee combat may choose to make a *desperate attack*, gaining extra offensive strength but putting himself in greater danger by opening his own defenses.

In game terms, the character will gain a +2 attack modifier but his EDC will be lowered by the same amount for the entire duration of the battle round.

This tactic is often used by Barbarians but can also be used by any other characters. It is (obviously) incompatible with the shield wall maneuver. It may however be combined with a charge, resulting in a total attack bonus of +4.

Holding Back

This tactic enables a character with a longer weapon than his opponent to use this advantage defensively rather than offensively. If this tactic is chosen, the Reach advantage (see p 14) is added to the character's EDC rather than to his attack roll.



Two Weapons

Only characters with a Skill of 13+ may effectively fight with one weapon in each hand.

Fighting with two weapons grant a +2 bonus which can be used as an attack modifier or as a defensive bonus to EDC, up to the character's choice.

Subterfuge

A character may also try to fool or trick his opponent by using feints, false moves and other stratagems.

This requires some observation and evaluation of the opponent's moves and so cannot be attempted before the second battle round

A character who uses subterfuge forfeits his Initiative roll and cannot attack before the end of the battle round, once everybody else has acted.

He then gains an attack modifier equal to his Wits bonus. Thus, a character with Wits 16 will get a +2 attack modifier when using subterfuge.

Obviously, only characters with a Wits score of 13 or more (ie with a positive Wits bonus) may use subterfuge. Subterfuge cannot be combined with any other special tactic, except two weapon fighting.

Missile Combat

Missile attacks are resolved like melee attacks (see above) but use the character's Missile Attack modifier instead of his Melee modifier.

Range and visibility may modify the attacker's roll, as shown on Table 2B.

Note that a character's shield can only protect him against a missile attack if the character actively uses his shield to cover himself (which is impossible if he is unaware of the attacker, surprised etc).



Table 2B : Missile Combat Modifiers

Firing at short range.....	+2
Firing at long range.....	-2
Poor visibility (mist, smoke etc).....	-2
Very poor visibility (darkness).....	-4
Moving target.....	-2
Tactical movement.....	-2

These modifiers are cumulative (ie a moving archer firing at a moving target despite poor visibility will incur a total penalty of -6).

Table 2C : Missile Weapons Ranges

Javelin.....	($\text{Might} \times 10$) feet
Sling.....	150 feet
Bow.....	300 feet
Short range = up to (range / 5)	
Long range = up to (range x 2)	

Unarmed Combat

In the world of M&M, unarmed combat can take two forms : pugilism and wrestling.

When fighting unarmed, a character's attack roll is only modified by his Might mod and Skill mod (with no bonus for Level), with a Reach of zero.

Pugilism

When using pugilism, a character uses his fists to inflict damage to his opponents ; in this case, the victim suffers no real wound (ie does not lose 1D6 Hits) but takes 1D6 points of subdual damage.

When a character's total subdual damage is greater than his current Hits total, he is knocked out and any subsequent subdual damage inflicted during his unconsciousness will be taken as regular hits.

A knocked-out character will stay unconscious for 2D6 minutes ; upon waking, he immediately reduces his subdual damage total by 1D6 points. Each subsequent hour of rest will enable to 'heal' a number of subdual damage points equal to his Level.

Pugilism is a purely human fighting technique and can never be used against beasts or monsters.

Wrestling

When using wrestling, a successful attack roll means the attacker has managed to grapple his opponent.

The opponent may break free with a special D20 roll modified by his Melee Attack modifier. To break free, a result greater than the grappler's Might score is needed (ie a roll of 19 or 20 for a Might of 18).

Unlike pugilism, wrestling may actually be used against beasts and monsters (other than creatures of Gigantic size).



The ancient art of lion-wrestling

2006 Edition Notes & Comments

The Initiative System

The initiative rules were often criticized as being too simplistic and « unrealistic ». One of the most frequent complaints was that it made no difference between melee combat, missile fire and magic use. Some gaming magazines published very detailed initiative systems with 'segments', 'secondary action phases' and other such nonsense... The system also had its staunch supporters, who found the system was fun, easy to use and 'realistic' enough for a game featuring sorcery, gorgons, magic helmets and divine intervention. This whole debate was directly related to the Wargame Controversy (see below).

The Wargame Controversy

« *This game is not a wargame, but a fantasy roleplaying game...* » When the authors of M&M included this innocuous (and, to be honest, perfectly sensible) affirmation in the *Using Maps & Miniatures* boxed text, they probably never imagined that it would cause a controversy that would divide the gaming community for more than a decade ! Wargaming was quite big in those days and, for some unknown reason, one of the main wargaming magazine of the time (*The Wargamist*) interpreted this small sentence as some sort of implicit insult or sarcasm aimed at their hobby and published what was probably the most scornful review ever written about a RPG. To quote : « *This strange little « fantasy game », that has nothing to do with serious simulation, will probably amuse immature fans of Jason & the Argonauts for a few hours (...) until they realize its utter vacuity and pretentiousness – not to mention its total lack of tactical realism and historical accuracy.* ». During the following years, the phrase : « *M&M is NOT a wargame...* » became the motto (warcry ?) of a group of hardcore wargamers who tried to have M&M excluded from all major gaming conventions. The ensuing tension eventually incited the M&M enthusiasts to organize their own event – yes, that was how and why MAZECON came to be... This was in 1976 and M&M is still here !

Weapon Damage...

The fact that all weapons did the same damage was never accepted by some gamers. Several magazines published « variant weapon rules » with impressive lists of different weapons with different damage ranges : some of them used different dice types (eg 1d8 for swords), others used straight modifiers (eg 1d6+2 for swords) and a minority of obsessive « weapon experts » combined both (eg 1d8+1 for a medium sword, 2d4-1 for a standard spear... you get the idea). Others wondered why their characters had to buy costly swords if a cheap cudgel did exactly the same damage. The system also had its supporters, who pointed out that the rules on weapon length already gave spears a strong advantage over daggers or even swords. And that swords are classier than cudgels. On the whole, the majority of M&M players just did not give a damn.

... and, of course, Armor !

« *Armor does not make you harder to hit !* » How often have we heard this ? And how many times has someone retorted : « *Yeah but the attack roll is not a hit-or-miss roll ; a failed attack roll does not mean your blow hits the air, simply that it was not delivered with enough might, skill or luck to get past the opponent's armor or shield...* » This was generally followed by a few seconds of silence and then by something along the line of : « *Oh yeah ? So what about missile weapons ?* » And by the time the discussion came to an end, it was 4.00 am again.

It was (of course) regularly contested by the so-called « advocates of evil » who saw it as an unrealistic and arbitrary restriction of players freedom... but on the whole, the idea of playing treacherous, backstabbing « anti-heroes » never quite took off and most M&M players stayed content with this fame-and-fortune approach to character development.

Shield Walls

The shield wall became an all-time favorite of M&M players. Frantic cries of « Shield wall ! » were often heard during game sessions and the phrase eventually became the rallying slogan of M&M fanatics everywhere.

Unarmed Combat

Strangely, many M&M players never really took interest in the unarmed combat rules, preferring to fight with sword or spear, even when pugilism or wrestling appeared to be the sensible option. In 1978, *Griffin* magazine published specialized Pugilist and Wrestlers classes as part of an « Olympic Games » special feature, but on the whole, unarmed combat never caused as much enthusiasm among the M&M crowd as good old fashioned sword-and-blood mayhem...

III : MAGIC



The Three Faces of Magic : a crafty Thessalian Sorceress, a wise Priestess of Hestia and an alluring Valley Nymph

Magic & Power

In the *M&M* basic rules, magic can take three different forms : the Spells cast by Sorcerers, the Divine Prodigies performed by Priests and the Natural Gifts of Nymphs. While they have different origins and purposes, these powers share many common characteristics in game terms.

Every magic-using character has a pool of Power points which represent the quantity of magical energy available to him. At first level, a character's Power total is equal to 9 plus the bonus of his prime requisite (Wits for Sorcerers, Faith for Priests and Grace for Nymphs), resulting in a range of 10-12.

Every time a magic-using character reaches a new level, he gains a number of Power points equal to his new level (ie 2pts at level 2, 3pts at level 3 etc). Unlike Hits or any other characteristic, Power points increase *geometrically* (rather than arithmetically).

The most powerful magic-using character (level 6 and prime requisite bonus of +3) would have a total of 32 Power points – Power indeed !

Table 3A : Power & Level

Level of Character	Power Total
1.....	(9 + bonus)
2.....	(11 + bonus)
3.....	(14 + bonus)
4.....	(18 + bonus)
5.....	(23 + bonus)
6.....	(29 + bonus)

These points are expended every time a character uses one of his magical powers. Each magic-using class has a specific rate and method of power recovery (as shown below).

Using Magic

A character may use any power with a power level equal to or lower than his own level.

Using magic requires no die roll but draws heavily on the character's inner mystic energy. Every time a character uses a magical power, he spends 1d6 Power points.

If the number rolled exceeds the number of Power points available, all remaining Power points are lost and the power does not work.

Using any magical power requires a number one full battle round. During this time, the caster must maintain a total concentration and cannot perform any other action. If a magician's concentration is disrupted, the process will be aborted. If concentration is maintained, the power will take effect at the end of the ongoing battle round.

Each character or living creature has a Mystic Fortitude, which represents its ability to resist the effects of hostile magic. Every time a magical power is used against an unwilling victim, roll 1D20 + the victim's Mystic Fortitude modifier. **If the result is 15 or greater**, the character successfully resists and the power fails to take effect.

Power Recovery

Sorcerers recover Power by sleeping.

Priests recover Power by honoring their deity by performing religious rituals.

Nymphs recover Power by melding themselves with their natural element (ie trees for a dryad, a river or spring for a naiad etc).

Each full hour of recovery restores a number of Power points equal to the character's level, up to his maximum total.

Sorcery

In the world of *Mazes & Minotaurs*, Sorcery is only one of the many forms that magic can take. A Sorcerer is a magician who uses his magical spells to deceive, influence and manipulate the minds and senses of other characters or creatures.

Each Sorcery spell is considered as a separate magical power : every time a Sorcerer casts a spell, he must spend 1d6 points of Power.

Each level in the Sorcerer class gives access to a specific Spell. In the descriptions below, some spells are described as *temporary* : they operate for a certain duration, which can be measured in battle rounds, minutes or hours. Within this time frame, the exact duration of a temporary spell generally depends on the Sorcerer's level.

Level 1 : Confusion

This temporary spell enables a Sorcerer to disorient and befuddle the mind of another person, animal or monster. It has an effective range of 20 feet. The target of the spell may make a Mystic Fortitude roll to resist its effects.

A character or creature affected by this spell is considered as *surprised* during a number of battle rounds equal to the Sorcerer's level : see chapter II for the effects of surprise in combat. Moreover, a Confused person or creature will automatically fail all Danger Evasion or Mystic Fortitude rolls.

This spell may be used against a group, up to a number of individuals equal to the Sorcerer's level, with no extra Power cost but a separate Mystic Fortitude roll for each intended victim.

This spell does not work against creatures with no real mind of their own – such as animated skeletons or statues.

Level 2 : Illusions

With this spell, a Sorcerer affects the sensory perception of an individual to make him believe he sees or hears things that are not there...

To use this power, the Sorcerer must be able to see the individual he wishes to affect. Only humans and intelligent humanoids may be affected by illusions ; animals, undead and supernatural monsters are immune to the powers of illusion.

This power may not be used to create anything substantial or that looks or feels solid – but may be used to create moving shadows, flames, noises, strange lights or even ghostly images. If the victim fails his Mystic Fortitude roll, he will believe these illusions to be real and will act accordingly.



Sorcerer proudly posing with his Staff of Power and Leggings of Speed

Once created, these illusions will disappear after a number of battle rounds equal to the Sorcerer's level (or sooner, if desired).

This spell may be used to affect several individuals, up to a number of beings equal to the Sorcerer's level, with a separate Mystic Fortitude roll for each.

Level 3 : Cloak

This temporary spell gives a Sorcerer the power to conceal his presence to the minds of others, even if he is standing in plain sight.

Affected individuals will be absolutely unable to see the character – unless he attacks them in melee combat, in which case the spell instantly wears off.

The effects of this spell lasts for a number of battle rounds equal to the Sorcerer's level.

This spell may also be used to conceal another person or even a whole group of persons, up to the Sorcerer's level (which may include the Sorcerer himself). In this case, it has a range of 10 feet (ie it stops working if the concealed person moves more than 10 feet away from the caster).

Level 4 : Compelling

This temporary spell gives a Sorcerer the power to dominate the will of another individual.

This spell has an effective range of 20 feet. It requires direct eye contact and thus can only be used against a single target. Since it requires the use of language, it can only be used on mortals or other intelligent humanoids

The victim is entitled to a Mystic Fortitude roll to fight off the Sorcerer's domination. If the target fails to resist, he will be forced to obey all the Sorcerer's commands for a number of battle rounds equal to the Sorcerer's level. Orders which are directly suicidal will not be obeyed and will break the spell. Orders to attack one's comrades etc will trigger a new Mystic Fortitude roll.

Level 5 : Psychic Attack

With this power, a Sorcerer may use his supernatural might to strike his enemies with an invisible bolt of pure sorcerous energy.

Each use of this spell inflicts (1d6 + Wits bonus of the Sorcerer) Hits to the designated target. This attack requires no attack roll and has a maximum range of 30 feet. The target is allowed a Mystic Fortitude to avoid the damage.

This spell requires the Sorcerer to focus his mind on its chosen target and can only be used against one person or creature at a time. Like Compelling, Confusion and other psychic spells, it cannot affect creatures which have no minds per se, such as undead skeletons, animated statues etc.

Level 6 : Enslavement

This spell is a permanent form of Compelling. It can only be used on a victim under a Compelling spell cast by the same Sorcerer.

If this victim fails a Mystic Fortitude roll, he becomes the Sorcerer's docile and obedient slave forever or as long as the Sorcerer wishes - unless the enthrallment is broken by Divine Intervention. In game terms, the affected victim acts as if under a permanent Compelling, with the same effects and restrictions.

This spell cannot be used to Enslave multiple victims at the same time but a Sorcerer may keep several Enslaved individuals at his orders, as long as the sum of their levels does not exceed 6.

Divine Prodigies

Unlike Sorcerers, Priests do not have to learn specific spells to call on the powers of the deity they serve. Each level of the Priest class gives access to a specific Divine Prodigy. Thus, a level 3 Priest will be able to perform level 1, 2 and 3 Prodigies.

Each time a Priest performs a Divine Prodigy, he spends 1d6 points of Power, as per the usual rules.

Level 1 : Divine Blessing

With this power, a Priest may place his deity's blessing upon an individual (including himself).

This blessing lasts for a number of hours equal to the Priest's level. It takes the form of a special bonus added to two of the character's modifiers (depending on the Priest's deity), equal to the individual's Faith modifier. Thus, only characters with a Faith of 13+ (ie with a Faith bonus) may benefit from a divine blessing : you must have belief in the powers of the gods to be worthy of their gifts.

Zeus : Mystic Fortitude and Defense Class

Ares : Melee Attack and Defense Class

Hermes : Initiative and Danger Evasion

Poseidon : Melee Attack and Mystic Fortitude

Apollo : First Reaction and Missile Attack

Hephaestus : Mystic Fortitude and Defense Class

Hera : Mystic Fortitude and First Reaction

Hestia : Mystic Fortitude and First Reaction

Athena : Melee Attack and Defense Class

Aphrodite : First Reaction and Danger Evasion

Demeter : Mystic Fortitude and First Reaction

Artemis : Missile Attack and First Reaction

This power may also be used in reverse, to bestow a *Divine Curse* on an individual. Only characters who show little or no respect to the gods (ie characters with a negative Faith modifier) may be affected by a Divine Curse.

The effects of a Divine Curse are the exact opposite of the corresponding Divine Blessing : the Curse of Hermes, for instance, will take the form of a penalty (equal to the target's Faith modifier) to Initiative and Danger Evasion, for a number of hours equal to the Priest's level.

Monsters and animals, having no Faith, cannot be affected by Divine Blessings or Curses.



- You will never have the Sacred Crucible of Morphetic Counsel, you treacherous grape-wearing charlatan !
 - Ah ah ! I, Xanthos the Green, care not for your divine bauble, stupid woman – the Bowl of Serendipity is mine !

Level 2 : Divination

With this power, a Priest may ask his deity to send him a vision related to a specific person, place or situation.

Depending on the circumstances, these visions may come from the past, the present or even the future – but visions about the future often take a symbolic form that may be more or less difficult to interpret.

Each use of this power costs 1d6 Power points.

Deities are omniscient and will always answer truthfully to the questions of their Priests – truthfully, but not always in a perfectly clear or satisfactory manner. The Maze Master is the final arbiter on the amount of information a deity may wish to reveal through Divination.

Level 3 : Divine Vitality

With this power, a Priest may call on his deity's supernatural might to instantly heal an individual's wounds and injuries, infusing him with divine vitality. The Priest may use this power on any person or creature, including himself.

Each use of Divine Vitality costs 1d6 Power points and instantly restores (1d6+the Priest's Faith bonus) Hits to a wounded character or creature, without exceeding his usual maximum.

Level 4 : Divine Gift

This Prodigy works much like Divine Blessing, except that it bestows a special power or ability (rather than a bonus); its effects are more spectacular, but only last for a number of battle rounds equal to the Priest's level.

The nature of the Gift bestowed on the character varies according to the deity :

Deity	Divine Gift
Zeus.....	Fortitude
Ares.....	Victory
Apollo.....	Sure Hand
Hermes.....	Winged Heels
Poseidon.....	Strength
Hephaestus.....	Strength
Hera.....	Fortitude
Hestia.....	Fortitude
Aphrodite.....	Fortitude
Demeter.....	Fortitude
Athena.....	Victory
Artemis.....	Sure Hand

Fortitude : The character subtracts his Faith bonus from all the damage rolls he suffers.

Victory : The character adds his Faith bonus to his damage rolls in melee combat.

Winged Heels : The character's basic movement allowance (60') is increased by (Faith bonus x 10') or twice that amount when using full movement.

Strength : The character adds his Faith bonus to his Might modifier for the purpose of strength feats (see chapter IV).

Sure Hand : The character adds his Faith bonus to his missile damage rolls.



Athena, goddess of skill and wisdom

Level 5 : Divine Wrath

With this power, a Priest may use his deity's supernatural might to strike his enemies with a bolt of pure spiritual energy.

Each use of Divine Wrath costs 1d6 Power points and inflicts (1d6 + the Priest's Faith bonus) Hits to the chosen target. This attack requires no attack roll and has a maximum range of 20 feet. The target is allowed a Mystic Fortitude to counter its effects.

Level 6 : Divine Intervention

With this ultimate power, a Priest may ask for direct intervention by his deity.

This requires the usual expenditure of 1d6 Power points, followed by a percentile die roll to see if the deity actually answers to the Priest's call. The % chance that the deity will answer is normally 10% but will be increased to 20% in places sacred to the specific god or goddess – or decreased to 5% in places that are sacred to *another* deity.

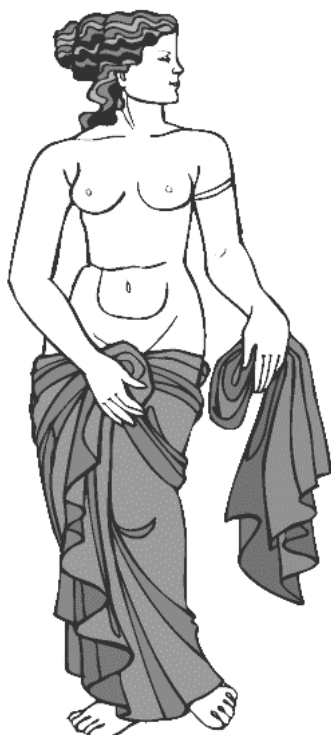
If the % roll indicates a success, the deity appears. If the roll is a failure, the deity does not answer (and the 6 Power points have been spent in vain); the Priest may try again but will have to spend 1d6 Power points each time.

Once a deity appears, the Priest has absolutely no control or influence over his or her actions; deities nonetheless tend to act in favor of those who serve and honor them.

The exact consequences of a Divine Intervention are left to the Maze Master but should always be as spectacular as possible (remember Poseidon in the *Jason and the Argonauts* movie ?). If a deity wants to accomplish something, then he or she automatically succeeds. Deities never stay on the material plane very long; once their job is done, they usually vanish in a cloud of smoke, flash of light or other dramatic way of exit.



Hermes, god of travellers, messengers and thieves (among various things)



A Valley Nymph ingénue demonstrating the awesome power of Nature's Charm

Nature's Gifts

A Nymph's powers are represented by special Gifts, one for each level of the class. The exact forms of some Gifts may vary according to the Nymph's kin. As with all magical powers, each use of a Gift requires an expenditure of 1d6 Power points.

Level 1 : Nature's Charm

This Gift enables a Nymph to entrance a mortal, animal or monster with her preternatural charm.

To use this power, the Nymph must be able to see (or somehow communicate with) her intended target and must spend 1d6 Power points. The target is allowed a Mystic Fortitude roll to break the spell.

If the target fails to resist, he will be unable to take any hostile action against the Nymph for a number of battle rounds equal to the Nymph's level.

A successful attack on the victim will immediately break the spell.

This power can be used on several individuals at the same time (up to a maximum equal to the Nymph's level), with no additional Power cost but with a separate Mystic Fortitude roll for each intended victim. Thus, to entrance a group of three persons during three battle rounds, a Nymph would need to be at least level 3 herself.

Level 2 : Nature's Guises

This Gift enables a Nymph to alter her appearance at will - including her hair and eye color, skin hue, facial features etc. Unlike true shapeshifting, this Gift does not enable the user to change her physical form but can make her look (and sound) like someone else, provided this someone is a humanoid female of a roughly similar size. These changes last until other changes are made (ie until this power is used to adopt a new appearance). The Nymph must also spend 1d6 Power points to restore her original appearance.

Level 3 : Nature's Comfort

This Gift enables a Nymph to instantly heal an individual's wounds and injuries by the power of their own preternatural life force. The Nymph may heal any being she can touch, including herself. Each use of this power instantly restores (1d6 + the Nymph's Grace bonus) Hits to the wounded being, without exceeding his usual maximum.

Level 4 : Nature's Favor

With this Gift, the Nymph may bestow a special power or ability on a chosen individual, for a number of hours equal to her own level. To bestow this power, the Nymph must kiss the chosen individual.

Dryads, Napaea, Oreads and Limniads can bestow their own special stealth bonus (see chapter IV for more details) to another character.

Nereids and Naiads can bestow the power to breathe (but not speak) underwater.

Level 5 : Nature's Curse

With this Gift, a Nymph may use her kiss to bestow a curse on a chosen victim. The exact form of the curse depends on the Nymph's kin (see below). In all instances, the victim is entitled to a Mystic Fortitude resistance roll ; if this roll is failed, he will be affected by the curse *forever*. The only things that can lift a Nymph's curse is the Nymph herself or Divine Intervention. If the Nymph decides to lift her own curse, this act of mercy will count as a specific power use (with the usual 1d6 Power points cost).

Dryads or **Oreads** may turn a person, animal or monster into a tree (for Dryads) or rock (for Oreads). The size and general shape of the tree or rock will be roughly similar to those of the victim.

Limniads and **Nereids** can curse a victim with their kiss, inflicting him any one of the following effects : *ugliness* (lose 1d6 points of Grace), *weakness* (lose 1d6 points of Might), *folly* (lose 1d6 points of Wits) or *misfortune* (lose 1d6 points of Luck). Multiple effects may be inflicted on the same victim, but each one counts as a separate use of the power and the same effect cannot be repeated twice. A victim's attributes may not be reduced below 3 in this way.

Nereids and **Naiads** may curse their victim with the *curse of the drowned*. Characters affected by this curse *always* fail swimming rolls (see chapter IV) and take twice as much damage as anybody from drowning (ie 2d6 instead of 1d6 per battle round).

Level 6 : Nature's Mastery

With this power, a Nymph can summon spectacular manifestations of Nature's might, control elements and bring inanimate things to life !

Dryads can animate a tree, bringing it to life and turning it into a Wood Titan (see the *Creatures Compendium* for a description of Wood Titans abilities and characteristics). The Wood Titan will obey all the commands of its creator – but will only live for a number of hours equal to the Dryad's Grace bonus, after which it will « root back » and become a tree again.

Oreads can animate a huge rock or boulder, bringing it to life and turning it into a Stone Giant (see the *Creatures Compendium* for a description of Stone Giants characteristics). The Stone Giant will obey all the commands of its creator but will only live for a number of hours equal to the Oread's Grace bonus, after which it will petrify back – become an inanimate rock again.

Nereids can command the weather at sea, controlling the direction and the strength of winds or causing (or calming) storms. To accomplish this, the Nymph must be in her element (swimming in the sea or on board of a ship). This power allows her to control the envioning weather for a number of hours equal to her Grace bonus.

Naiads can create springs or streams of freshwater out of nothing, with a flow equivalent to that of a small brook. The water thus created can be used for sustenance as well as to wash things away, undermine walls, extinguish small fires or even submerge an enclosed space (and all those who are within)... This Gift may also be used to control a river's flow, even to the point of *reversing* it. It cannot, however, be used to *create* a sailable body of water. All these manifestations last for a number of hours equal to the Nymph's Grace bonus.

Napaeas can empower their kiss with the very power of Life itself. A Valley Nymph may resurrect a person who has just been killed, breathing a burst of vital energy in his body. This power will not work if the deceased individual has been dead for a number of battle rounds greater than the Nymph's Grace bonus. Persons who have died from natural causes (such as old age) cannot be brought back from the dead by this power : only « unnatural » deaths can be reverted by the kiss of a Napaea.

Limniads have the 'reverse' version of the Napaea's Gift. Yes, that's right : Swamp Nymphs can kill with a single kiss. The victim is allowed a Mystic Fortitude roll, but if this roll fails, he dies immediately.

2006 Edition Notes & Comments

Power Use

One of the most widely used variants of the Magic rules was to adjust Power points cost according to the level of the power used : instead of rolling 1d6, the magic-using character simply had to spend a number of Power points equal to the level of the power he intended to use.

Yet the d6 method remained very popular with a lot of M&M groups because it added an element of unpredictability to magic use. Since *any* power use could wear off an already fatigued magic-user, even high-level characters sometimes had to think twice before using a « low-level » power ; on the other hand, a 6th level Priest could always hope for a last chance Divine Intervention even if he only had 1 or 2 Power points left. This system also prompted players to « save the magic » for really dramatic or dangerous situations – quite a sensible choice in a game where magic-using characters had to collect Wisdom points to reach new levels of power.

What ? No Fireballs ?

The Sorcerer was (undesrvedly) perceived as the underdog of M&M by quite a few players, who felt that a 'true wizard' should have been granted more spectacular and flashy powers – such as fireballs, force walls or even telekinesis – rather than being 'just a psychic manipulator'. There was clearly a misunderstanding here, as the authors of the original game apparently *did* envision Sorcerers as crafty psychic manipulators and illusionnists.

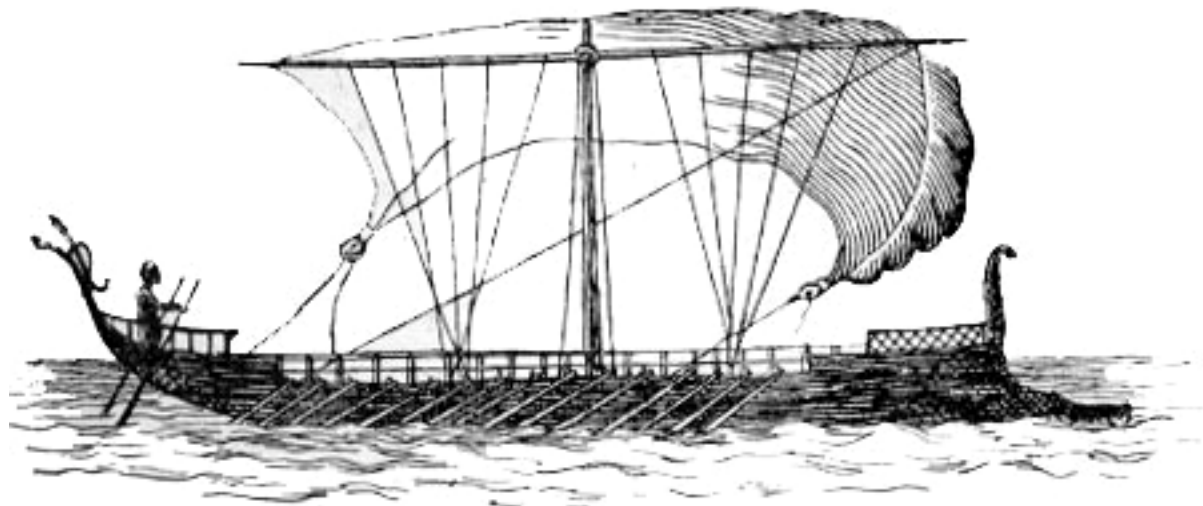
Then came the second supplement for the game, *Myth & Magic*, which introduced several new magic-using classes, including the Elementalist, with his very spectacular powers - lots of pyrotechnics and visual FX here. This optional class quickly became very popular among M&M players, even to the point of replacing the Sorcerer as the one and only « true wizard » class in the minds of many players.

Nymph Jokes

As mentioned earlier, Valley Nymphs became the object of many lame « valley girl » jokes but this trend actually extended to other aspects of the Nymph class – the « Nature's Guises » power, for instance, was once described as « the instant beauty salon power » and the Limniad's 'kiss of death' ability (level 6) was (quite predictably) associated with the idea of 'swampy bad breath'.

In her thought-provoking *Gaming with the Boys* series of articles (*Griffin* magazine 1986-87), female game designer Amanda Smith identified the whole « Nymph joke » thing as one of the very first (and most blatant) cases of sexism in the RPG community – along with the infamous « *Amazons should not have 18 Might* » controversy.

IV : ADVENTURING



Travel & Movement

Travellers may cover up to 20 miles a day on foot or up to 30 miles a day on horseback.

Note that a 'day' here actually represents an average of 10 hours of travel. If hourly movement rates are needed, simply divide the figure by ten.

To get the travel rate of an animal or creature in miles per day, simply divide its tactical movement rate (expressed in feet per battle round) by 3.

When moving through *difficult terrain* (mountains, swamps, dense forests etc), a character's daily movement rate is cut by half.

Ships & Sailing

Sailing to Adventure

The Greeks were great sailors, and many of their hero myths involve ocean-going voyages (think of Jason, Odysseus, Arion, Theseus ... even Aeneas).

For Odysseus and Jason, the voyage *was* the adventure! Player character heroes might travel by sailing ship to reach a new adventure location, or the Maze Master could plan to focus on the life at sea and the island encounters.

The *Maze Master's Lore* chapter contains fully detailed rules for sea encounters (including islands).

Navigation

Ships only put to sea in the spring and summer, they are not able to battle against fierce winds or high seas. Even then, no ship sails out of sight of land if it can help it. There are no compasses and star navigation is rudimentary.

Greek captains follow well-known landmarks along the coast, pull into coves or up onto beaches if bad weather looks imminent and beach the ship at night to camp on the shore (maybe foraging for water and food while they're there).

Types of Ships

Merchants own **Round Ships**, tubby vessels with a single square sail, crewed by half-a-dozen sailors and carrying several tons of cargo. These ships are often the prey of pirate vessels - often Phoenician longships or the war galleys of some unscrupulous Greek king. Sometimes these Round Ships are owned and operated by Phoenician pirates!

Kings and warlords own **Galleys**, vessels that are long and thin war galleys powered by twenty or fifty rowers (usually loyal warriors). Galleys can carry only a little cargo, have no hold or cabin (maybe a small hide tent thrown up near the helmsman) and can hoist a square sail on the mast to pick up speed in a wind. Since they are warships they are built for speed and often include bronze-tipped rams at the bow. All Greek vessels have brightly painted eyes on their prows, ancient symbols of good luck.

Weather at Sea

Assume that there is enough wind for the ship to sail by. Often a good breeze will blow. The Maze Master could instead roll 1d6, with 1 denoting dead calm, 2 to 5 denoting a good breeze, and 6 denoting a gale, which may (50% chance) turn into a storm.

Roll this day by day, or roll for each day before the adventure begins, or ignore the rolls altogether and create your own weather to suit the scenario. It is best to assume that the wind effect rolled is in the heroes' favour (unless it's a storm). Don't dwell on the direction of the wind. These rules are intended to speed along the heroes, not bog them down!

Note that Nereids can use their Nature's Mastery power to control the weather at sea and can calm or cause such events as they wish.

Table 4A : Sailing Table

Conditions	Travel per day
Calm	No movement
Breeze	30 miles
Gale	45 miles
Storm *	2d6 x 10 miles
Rowing Speed *	20 miles / day

* Note that a Galley cannot row in a Storm

Storms

In case of a storm, roll 1d20 and add the ship captain's Danger Evasion modifier. If the total is 15+, disaster is avoided. If the roll is failed, the ship is damaged and loses 1d6 Hull points.

If a ship is reduced to zero Hull points, it starts to sink and must be abandoned.

Most merchant Round Ships have 8 Hull points, while most Galleys have 12.

Every character on board must make swimming checks to avoid drowning (see below), with a new check every hour or until something happens.

Encumbrance

Each important object has an Encumbrance value which reflects its bulk and cumbersomeness.

Weapons have an Encumbrance value equal to their Reach category. Thus, a sword has an Encumbrance value of 2, while a spear has an Encumbrance of 3.

Each piece of armor or protective equipment has a specific Encumbrance value : 3 for a shield, 2 for a helmet and 4 for a breastplate.

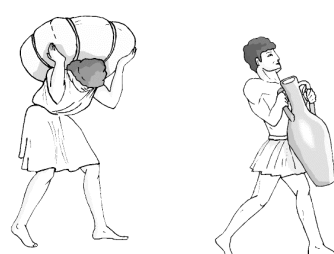
Bronze, silver and gold pieces have an Encumbrance value of 1 per 100 coins. Thus, a bag of 300 silver pieces would have an Encumbrance value of 3.

Small or easily-carried items, such as gems, purses etc, have an Encumbrance of zero.

An unconscious or dead individual represents has an Encumbrance value of 10, plus his own Encumbrance total.

A character cannot carry more Encumbrance points than his Might ; if this limit is exceeded, the character becomes *fully encumbered* and his movement allowance is cut by half (see chapter II).

A *fully encumbered* character's total Encumbrance cannot exceed this maximum carrying capacity by more than 3 points.



Feats of Strength

Characters with a Might bonus (ie with a Might score of 13+) may attempt extraordinary feats of physical strength, such as bending iron bars or lifting heavy metal gates.



When a character attempts such a feat, roll 1d10. If the result is lower than or equal to the character's Might bonus, then the feat of strength succeeds. Otherwise, the feat fails and cannot be attempted again by the same character.

Escaping Danger

During the course of an adventure, a character may encounter various perils and hazards.

Such dangerous situations can generally be avoided with a successful Danger Evasion roll : roll 1D20 and add the character's Danger Evasion modifier.

If the final result is 15 or more, the character manages to escape from harm. Depending on the situation, this may reflect the character's fast reflexes, alert mind or good fortune.

If the result is less than 15, the roll is failed and the character is not quick or lucky enough and is fully affected by the peril.

The exact consequences depend on the nature of the peril or hazard. Possible effects include instant death, physical damage (lose 1d6 Hits), massive physical damage (lose 2d6 Hits), temporary paralysis (cannot move or act for 10 battle rounds), weakness (-2 Melee attack) etc.

Hiding & Sneaking

When a character tries to avoid detection by hiding, moving silently, sneaking etc, his *stealth roll* is opposed by the *detection roll* of any individual or creature that might see, hear or otherwise perceive his presence.

Detection rolls are made on 1d20 + the character's or creature's Danger Evasion modifier. A *distractions* character or creature suffers a penalty of -4. Characters with helmets also suffer a -2 penalty.

Stealth rolls are made on 1d20 + the character's or creature's Danger Evasion modifier. If the character has an Encumbrance total, it acts as a penalty on all his Stealth roll (except for helmets). When in their natural surroundings, Nymphs receive a special stealth bonus equal to (Grace modifier + level).

Compare the stealth roll with the detection roll : if the stealth roll is higher, the sneaky character stays undetected and will benefit from the effects of surprise if he chooses to attack.

If the detection roll is higher, the character's presence has been detected. In case of ties, just reroll both dice.

Swimming & Drowning

A character can swim at a maximum speed of 20 feet per battle round.

In addition, difficult or troubled waters require a successful Melee attack against an hypothetical Defense Class of (10 + the character's Encumbrance). Especially perilous waters may call for two or three such checks in succession, at the

Maze Master's discretion. A character's swimming ability is represented by his Melee modifier because swimming is essentially a matter of Might and Skill.

If this roll is failed, the character cannot move and must make a Danger Evasion roll to avoid drowning. Drowning characters suffer 1d6 Hits per round until they are rescued (or dead). This damage is entirely recovered as soon as they are rescued and revived.

Naiads and Nereids can breathe underwater ; they are immune to drowning and never need to make swimming rolls.

Climbing & Falling

A character can climb at a maximum speed of 10 feet per battle round. In addition, difficult climbs require a successful Melee attack against an hypothetical Defense Class of (10 + the character's Encumbrance) for each minute of climbing.

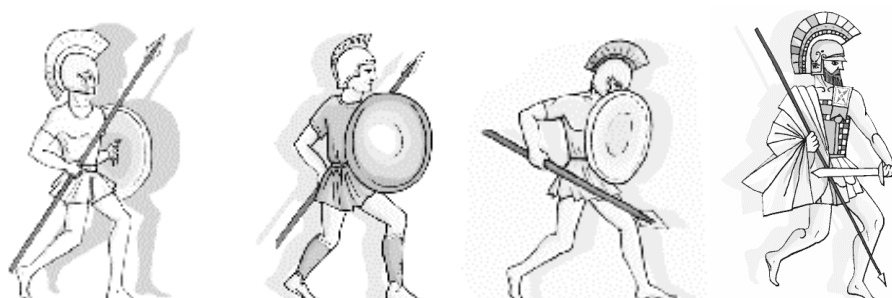
A character's climbing ability is represented by his Melee attack modifier because climbing is essentially a matter of Might and Skill.

If this roll is failed, the character cannot move and must make a Danger Evasion roll to avoid falling. Falling causes 1d6 damage per 10 feet fallen.

Oreads never need to make climbing rolls in a mountainous environment ; Dryads enjoy the same advantage when climbing trees. The same goes for any character using a rope.



Climbing is made so much easier with a rope



Meeting NPCs

When a character (or group of characters) meets a NPC (or group of NPCs) for the first time, the reaction of the encountered party can be determined by the Maze Master, according to the motivations of the NPCs or to the circumstances of the encounter.

In uncertain situations, this first reaction will be determined by a First Reaction roll made by the character (or by the spokesman of the party). Roll 2d10, add the character's First Reaction bonus and interpret the result as follows :

Table 4A : NPC Reactions

Total	NPC Reaction
5 or less.....	Hostile (attacks immediately)
6 to 8.....	Wary (will attack if provoked)
9 to 13.....	Neutral (or uncertain)
14 to 16.....	Trusful (will help if possible)
17 or more.....	Friendly (will do anything to help)

Heroes (including player-characters) enjoy a certain degree of renown and influence thanks to the Glory or Wisdom they have accumulated.

Depending on the morality and personal history of the character, this *reputation effect* might reflect fame and prestige... or a fearsome and intimidating notoriety. In game terms, both styles of reputation have the same effects and take the form of a First Reaction bonus equal to the character's level.

Obviously, the reputation effect does not apply if the character travels incognito, under a false identity or in lands where his name and deeds are totally unheard of. In most situations, a character will have to decline his identity to benefit from this bonus.

Henchmen

Types of Henchmen

Three distinct types of NPC Henchmen may accompany a player-character on his adventures and quests : followers, retainers and mercenaries.

A *follower* is a NPC who decides to follow and assist a player-character in his adventures. Most followers are motivated by admiration, loyalty, ambition or a combination of these factors.

Followers can only be recruited between adventures and expeditions. Only NPCs who show a Friendly first reaction may be recruited as followers. A character's maximum number of followers is equal to twice his level.

A *retainer* is similar to a follower but is solely motivated by loyalty, dedication or obedience. Only a Noble or Priest character may have retainers, up to a number equal to his level.

A *mercenary* is only motivated by money. In game terms, mercenaries have the same capabilities as followers and retainers but tend to be far less loyal. A player character may have any mercenaries as he wishes, as long as he can pay them. The usual daily pay for a single mercenary is determined by his quality level (see below).

Quality

Henchmen come into three levels of military training and competence : *Normal*, *Seasoned* and *Elite*.

Normal Henchmen represent the vast majority of soldiers, sailors etc. They are treated as zero-level characters with average (9-12) scores in all their attributes and a total of 8 Hits.

Seasoned Henchmen are skilled fighters. They have a total of 10 Hits and a +1 bonus in Initiative, Melee attack and Missile attack.

Elite Henchmen are the *crème de la crème* of henchmen. They have a total of 12 Hits and a +2 bonus in Initiative, Melee attack and Missile attack.

Equipment & Rewards

Depending on their function and origins, Henchmen may be equipped as Spearmen or Barbarians. Their EDC is always equal to 12 + the value of any armor worn.

A mercenary's wages depend on his quality level. The usual daily pay is 2 silver pieces for normal mercenaries, 4 silver pieces for seasoned mercenaries and 8 silver pieces for elite troops. Thus, hiring a band of 100 seasoned mercenaries for three days will cost around 1200 silver pieces (or 12 gold coins). In some circumstances, mercenaries may accept delayed payment (in the form of plunder, treasure shares etc) but with an extra cost of 25%, payable in advance.

Unlike player-characters, Henchmen never advance in levels and are always excluded from Glory points distribution.

Loyalty and Morale

Whenever an Henchman faces a Fearsome creature (see chapter V) or as soon as his Hits are reduced to half their initial total or less, he must make a special roll reflecting his loyalty and morale.

Roll 1d6. If the result is higher than the character's Loyalty rating, he will retreat, flee (if proper retreat is impossible) or surrender (if flight is impossible).

If the die roll is equal to or lower than the Henchman's Loyalty rating, he soldiers on and will continue to fight whatever the odds.

Type of Henchman Loyalty Rating

Follower.....	4
Retainer.....	5
Mercenary.....	3

The Maze Master may also call for Loyalty checks in any situation where the character's leadership or authority is questioned or challenged.

In this case, checks are made with a +1 bonus to the Loyalty rating.

Some followers form bands, regiments or companies that act as a single entity for all Loyalty purposes: in this case, a single Loyalty check should be made for the entire group whenever it faces a Fearsome creature or when half or more of its members are dead or unconscious. This group morale rule applies to most mercenaries and may also apply to closely united ship crews (such as the legendary Argonauts) or barbarian hordes.

Character Advancement

At the end of an adventure scenario, characters may earn Glory or Wisdom points as a reward for their heroic deeds and accomplishments. Fighters (Nobles, Spearmen and Barbarians) earn Glory points, while magicians (Sorcerers, Priests and Nymphs) earn Wisdom points. The accumulation of these points enables a character to increase his level of experience (see chapter I for more details).



Gaining Glory

Vanquishing Creatures: Slaying, capturing or otherwise vanquishing a Creature, brings a number of Glory points equal to the Creature's Glory value. Note that these Glory awards must be divided between the participating characters: thus, if a group of four heroes vanquish a 200 points Monster, each character will receive 50 Glory points. Round fractions in favor of the characters.

Accomplishing Heroic Deeds: When characters save a city, discover unknown lands, destroy a dangerous menace or accomplish any other glorious deed, the Maze Master may reward *each one of them* with 100, 200 or even 500 Glory points depending on the magnitude of the deed.

Gaining Wisdom

Vanquishing Supernatural Opponents: Some supernatural Creatures have a Wisdom award. NPC magicians are worth 100 Wisdom points per level. Unlike Glory awards for vanquishing creatures (see above), Wisdom does not need to be divided between characters.

Exploring the Unknown: Exploring unknown lands, magical sites, mysterious islands and other strange places may bring a character 100, 200 or even 500 Wisdom points depending on the weirdness or interest of the character's discoveries and experiences.



Glory and Wisdom

2006 Edition Notes & Comments

Rules & Realism

Despite the fact that it manages to cover quite a wide variety of topics in only 3 pages (or perhaps because of this), the Adventuring chapter was often criticized by simulation gamers of the late 70s as being 'far too sketchy' or 'far too vague' as far as actual game mechanics were concerned.

This line of criticism may seem a bit odd by today's standards but you must remember that these were the seventies – an era during which gaming was dominated by hexagon grids, endless booklets of tables and charts, pocket calculators and rule lawyers.

The dominant 'gaming philosophy' of the mid-to-late 70s was perfectly captured by famous US gamer Dave St-Armand in his memorable series of articles *25 Years In the Labyrinth* (Griffin magazine, 1997), in which he described the « three laws of Kreuk » (from the name of Thomas Kreuk, author of *Warfare & Wizardry*, often labelled as the 'most complex RPG rules ever written' – a dubious claim to fame if you ask me): « *Law 1 = Realism is the one and only goal of simulation gaming ; Law 2 = Realism is more desirable than atmosphere, drama and, of course, fun ; Law 3 = Realism can only be achieved by insanely complex rules.* »

Sailing Rules ? What Sailing Rules ?

No real rules for navigation or naval combat, no detailed stats for ships... well, let's admit it : the sailing section *really* looked like it was hacked in a couple of hours as a last-minute addition to the game.

It is often remembered as the most vilified section in the entire M&M rules. *Wargamist* magazine dubbed these little paragraphs '*a mockery of naval simulation*' and even the most enthusiastic supporters of the game had to admit that these were (to quote one of the original M&M playtesters) : '*crude, to say the least*'. '*Sailing rules ? What sailing rules ?*' became something of a cult quote among M&M enthusiasts and detractors alike.

The authors of the original game acknowledged the problem and regularly announced the publication of a fully-detailed sea supplement called *Triremes & Tritons*. For some obscure (apparently contractual) reasons, this was never published and became the object of many 'sea serpent' jokes among gamers.

Old School Adventuring

Things such as encumbrance points, tables for NPCs reactions and loyalty checks for henchmen may seem a little 'old school' to the modern gamer – and indeed they are ! Back in those days, the number of gold pieces you could carry on your shoulders was a vital piece of information and interactions with NPCs were often limited to first reactions (and combat, of course).

Nevertheless, RPG as an activity quickly evolved from its wargaming roots to « something else » - narrative simulation, interactive storytelling or whatever. In many ways, with its straightforward and concise rules (which were far simpler than many of its successors' and imitators'), M&M already carried the full potential of a modern heroic RPG. This game also had a style of its own – this unique blend of Greek mythology, Hollywood kitsch and popular culture, which eventually became a subculture of its own, along with pseudo-Tolkienesque fantasy, biblical space opera and pirate horror.

V : CREATURES

Creatures Taxonomy

M&M distinguishes five great types of creatures :

Folks (sentient and speaking races)

Beasts (natural animals)

Monsters (fabulous or gigantic beasts etc)

Spirits (ghosts, elementals, ethereal beings etc)

Animates (artificially animated creatures)

Creatures Characteristics

M&M uses a very simple system to define a creature's capabilities. Each creature is ranked in four general categories : Size, Ferocity, Cunning and Mystique. These ranks are then used to calculate the creature's Melee attack bonus, EDC, Hits total and other important scores. Some creatures also have Special Abilities which may modify their characteristics.

Size

This represents the creature's overall size and mass. A creature may be Small, Medium (man-sized), Large or Gigantic. This Size category determines the creature's Hits total, basic Movement and damage ; it will also affect its combat capabilities (see below).

Size	Hits	Movement	Damage
Tiny	2	30 feet	1pt
Small	4	60 feet	1d3
Medium	8	120 feet	1d6
Large	16	180 feet	2d6
Gigantic	32	240 feet	3d6

A creature's Movement allowance represents the number of feet it may move during a battle round if doing nothing else. When combining movement with combat, reduce Movement by half (see chapter II).

Ferocity

This reflects the creature's natural aggressiveness or trained fighting ability. A creature may be Peaceful, Aggressive, Dangerous or Deadly. This Ferocity rank gives a modifier which will be used to calculate various scores (see below).

Ferocity	Modifier
Peaceful	0
Aggressive	+1
Dangerous	+2
Deadly	+3



Cunning

This represents the creature's innate shrewdness and survival instincts. A creature may be Average, Alert, Clever or Crafty. This Cunning rank gives a modifier which will be used to calculate several important scores (see below) :

Cunning	Modifier
Average	0
Alert	+1
Clever	+2
Crafty	+3

Mystique

This reflects the creature's innate affinity with the forces of fate and magic. A creature may be Normal, Weird, Eldritch or Unearthly. This Mystique rank gives a modifier which will be used to calculate the creature's Mystic Fortitude as well as various aspects of some special abilities.

Mystique	Modifier
Normal	0
Weird	+1
Eldritch	+2
Unearthly	+3

Combat & Other Modifiers

Initiative = (Ferocity mod) + (Cunning mod)

Melee Attack = (Ferocity mod x 2) + (Cunning mod)

Defense Class = 12 + Mystique mod

Danger Evasion = (Cunning mod x 2)

Mystic Fortitude = (Mystique mod x 2)

Some of these scores may be modified by some Special Abilities (see below).

Creatures and Combat

Reach and Size

Most creatures have a natural Reach of zero. Large creatures have a natural melee Reach of I and Gigantic creatures have a natural Reach of II.

The Size of a creature also affects its EDC against missile combat : the smaller a creature, the harder it is to hit with a javelin, arrow or slingshot. Conversely, larger creatures are easier to hit and are more easily injured because their vital spots are proportionally larger (and easier to hit too).

Size	Missile EDC
Tiny	+4
Small	+2
Medium	-
Large	-2
Gigantic	-4

Multiple Opponents

Normally, a creature may only attack one opponent per battle round. This number is doubled for each category of Size in its favor : thus, in a single battle round, a Large creature may attack up to two Medium-sized, up to four Small opponents and up to eight Tiny beings, while a Gigantic creature may attack up to four men-sized opponents !

This also applies to characters (who are all Medium-sized) : thus, a character may attack up to two Small opponents or up to four Tiny creatures during the same battle round.

Weapons & Damage

Some creatures (such as Centaurs or Troglodytes) fight with weapons ; in this case, their melee Reach depends on the type of weapon they use (see chapter II). Most animals, beasts and monsters have natural weapons (claws, fangs etc) ; these weapons have the natural Reach of the creature (see above). In both cases, the damage inflicted by the creature on a successful melee attack is a direct function of its Size (see above).

Special Abilities

A creature may have one or several of the following special abilities.

Aquatic

The creature can swim with no reduction of its Movement allowance. Most creatures with this ability can also breathe underwater for extended periods of time or with no time limit at all. Also note that, in most cases, aquatic creatures *cannot* move on land, unless they are *amphibious*.

Breath Weapon

The creature can breathe fire or acid. This attack counts as one regular attack, does the same damage as the creature's regular attacks and has a *maximum* range equal to one-third of the creature's basic Movement allowance. It does *not* require an attack roll, making armor and shields pretty useless against it but a target may dodge with a successful Danger Evasion roll, avoiding all damage.

A creature may only make one such attack per battle round (unless it has multiple heads with this power), instead of one of its regular melee attacks.

Charge Into Battle

The creature may use the Charge special maneuver (see chapter II) with an attack and initiative bonus equal to +2 for Medium-sized creatures, +4 for Large ones and +6 for Gigantic ones.

Entangle

The creature has tentacles or other appendages it may use to entangle its victims. An entangle attack counts as one of the creature's normal attacks and is treated as a distance attack with a maximum range equal to one-tenth of the creature's basic Movement allowance. It does not require an attack roll so armor and shield are useless against it – but the chosen target may avoid being entangled with a successful Danger Evasion roll.

An entangled character cannot move but may continue to fight with an Attack and Initiative penalty of -4. This penalty also applies to any subsequent Danger Evasion roll the character may have to make. The entangled character may try to break free (see the rules for Wrestling in chapter II), rolling against an hypothetical Might of 12 for Small creatures, 16 for Medium-sized ones, 20 for Large ones and 24 for Gigantic ones. This ability may also reflect the power to create spider-like webs.

Fearsome

The sight of the creature causes fear in the hearts of most NPCs (including Henchmen and lesser creatures). Player characters and NPCs with levels are unaffected. Also adds +2 to a creature's EDC.

Crushing Attack

A crushing attack may only be delivered after another successful attack : depending on the type of creature, it may reflect constriction (after a successful Entangle attack), a crushing bear-like hug (after a successful Grapple attack) or trampling under hooves (after a successful Charge).

A Crushing Attack does *not* count as a regular attack and does the same damage as the creature's other attacks ; it requires no attack roll and may only be avoided with a Danger Evasion roll. It may not be used against creatures with a greater Size category.

Crushing Missiles

Only Gigantic creatures may have this special ability. The creature may throw huge boulders, trees etc at its opponents. This is treated as a missile attack and takes a full battle round to use. The attack itself requires no attack roll but may be avoided with a successful Danger Evasion roll. It has a maximum range of 60 feet and does the same damage as the creature's melee attacks (3d6 Hits).

Gallop

The creature can reach great speeds when sprinting. This ability may only be possessed by quadrupeds of Small, Medium or Large size. The creature may double its Movement allowance, but only during a full movement action or charge.

Grapple

The creature can make wrestling attacks ; victims who try to break free must oppose an hypothetical Might rating of 16 (for Medium creatures), 20 (for Large creatures) or 24 (for Gigantic creatures).

Insubstantial

The creature is an ethereal being, with no physical body. It has no Hits and cannot be harmed by standard physical means. Conversely, it cannot affect corporeal beings in a physical way.

Such creatures simply cease to exist when their Hits total drops to zero.

Invulnerability

This is an improved form of Natural Armor (see below), giving a massive +8 to Defense Class.

Life Energy Drain

The creature may drain the life energy of its victims with its bite, touch or gaze (depending on the type of creature) : bite attacks are resolved as normal melee attacks, touch attacks count as a regular attack but require no attack roll and gaze attacks are distance attacks requiring no attack roll and with a maximum range equal to one-third of the creature's Movement allowance.

Touch and gaze attacks can be avoided by a successful Danger Evasion roll. A creature with this ability can only make one such attack in a single battle round. A successful Life Energy Drain attacks causes the loss of 1d6 Hits.

Lifeless

The creature is an undead, with no life-force of its own. It always continues to fight until reduced to zero Hits and is totally immune to certain magical powers (see chapter III).

Lightning Fast

+2 to Initiative and Danger Evasion ; add 50% to Movement

Magic Resistance

This ability gives +4 to Mystic Fortitude.

Marksmanship

This ability may only be possessed by creatures who can use Missile Weapons (see below). It grants a +2 bonus to missile attacks.

Mindless

The creature has no mind of its own and cannot be affected by certain magical powers (see chapter III) or by any other mind-based power.

Missile Weapons

The creature is able to use missile weapons (javelins, bows, slings etc) with a missile attack modifier equal to the sum of its Ferocity and Cunning modifiers. These missile weapons are matched to the creature's size : their damage is equal to the creature's normal weapon damage and their range is modified as follows : Tiny 1/10, Small 1/2, Large x2, Gigantic x5. For javelins, assume a basic range of 100 feet.

Multiple Heads

Each head beyond the first adds one opponent to the creature's maximum number of opponents per round. Thus, a seven-headed gigantic hydra can attack up to ten different man-sized opponents during the same battle round : four for its gigantic size and one more for each extra head.

Each extra head also gives +1 to the creature's Initiative and detection rolls, making it more difficult to *surprise*.

Natural Armor

Higher version of *Tough Skin* (see below) +4 to Defense Class

Nature's Gifts

The creature possesses Natural magical powers akin to a Nymph's gifts. Its level as a magician is equal to The sum of its Mystique and Cunning modifiers, with the corresponding total of Power points, using Mystique as the prime requisite.

Petrification

The creature's gaze can turn its victims to stone. To use this power, it must make eye-to-eye contact with its victim within a *maximum* range equal to one-third of its basic Movement allowance.

The only way to avoid this gaze is to make a successful Danger Evasion roll (with a +2 bonus if using a shield). If this roll is failed, the victim is still entitled to a Mystic Fortitude roll to avoid being turned to stone... permanently. Only Divine Intervention can restore these statues to life.

Poison

The creature has a vicious poisonous sting or pair of fangs coated with a venom that may either kill the victim or cause paralysis (depending on the creature). Attacking with the sting requires a successful Melee attack and is resolved in the same way. A creature may only make one such attack per battle round, instead of one of its regular melee attacks. If the attack is successful, it does normal damage and the victim must immediately make a Danger Evasion roll. If this roll fails, the victim is affected by the venom.

This venom may cause one of the following effects : instant death, death (in 1d6 battle rounds) or paralysis (totally unable to move, act, speak - but not to use magic) for the next 1d6 minutes.

Psychic Powers

The creature possesses sorcerous mental powers akin to a Sorcerer's spells. Its level as a Sorcerer is equal to the sum of its Cunning and Mystique modifiers, with the corresponding total of Power points, using Mystique as the prime requisite.

Regeneration

Each battle round, the creature regenerates 1 Hit per Size category (ie 1pt if Tiny, 2pts if Small, 3pts if Medium-sized, 4pts if Large and 5pts if Gigantic). This regeneration cannot bring the creature's Hits total above its usual maximum.

Sharp Senses

This ability gives +4 bonus to detection rolls.

Sixth Sense

This ability gives +4 to Danger Evasion

Stealthy

This ability gives +4 bonus to stealth rolls.

Supernatural Vigor

This ability multiply Hits total by 1.5

Tough Skin

This ability gives +2 to Defense Class

Uncanny Agility

This ability gives +2 to Defense Class and Danger Evasion

Wallcrawling

The creature can walk / crawl on walls (or other vertical surfaces) with no Movement reduction. It never needs to make climbing rolls.

Winged

The creature can fly. While in flight, its Movement allowance is doubled, it cannot be hit by melee attacks and is +2 to its EDC against missile attacks. A flying creature may dive into melee combat, gaining the same benefits as a charging creature (see above) but being locked in melee combat for at least one battle round.



Glory Awards

In most cases, defeating a creature will bring a certain amount of Glory points :

Creature's Glory Award = $(M + Z) \times S$

M is the creature's Melee Attack modifier x 5.

Z is the sum of the creature's various Special Abilities Glory values (see Table 5A below).

S is the creature's Size factor : Tiny = 1/4, Small = 1/2, Medium = 1, Large = 2, Gigantic = 4.

This Glory award is *doubled* for Monsters.

Table 5A : Glory & Special Abilities

Aquatic = 0	Missile Weapons = 5
Breath Wpn = 20	Multiple Heads = 10 / extra head
Charge = 5	Natural Armor = 10
Entangle = 10	Nature's Gifts = level x 5
Fearsome = 5	Petrification = 40
Crushi.Atkk = 10	Poison = 10
Crush. Missiles = 10	Psychic Powers = level x 5
Gallop = 0	Regeneration = 10
Grapple = 5	Sharp Senses = 5
Insubstantial = 20	Sixth Sense = 10
Invulnerability = 20	Stealthy = 5
Life En. Drain = 10	Supernatural Vigor = 10
Lifeless = 0	Tough Skin = 5
Lightr. Fast = 10	Uncanny Agility = 5
Magic Resist. = 5	Wallcrawling = 0
Marksmanship = 5	Winged = 5
Mindless = 0	

Wisdom Awards

Vanquishing some creatures will also bring Wisdom points to magic-using characters. Unlike Glory, Wisdom does not have to be divided among the members of the group and can be fully gained by any magician who actively participates to the creature's demise.

The Wisdom Award for a creature is simply equal to the sum of its Special Abilities Awards (see table 5B below). This total is *doubled* for Spirits.

Table 5B : Wisdom & Special Abilities

Breath Wpn = 20	Multiple Heads = 10 / extra head
Fearsome = 10	Nature's Gifts = level x 50
Insubstantial = 20	Petrification = 40
Invulnerability = 10	Psychic Powers = level x 50
Life En. Drain = 20	Regeneration = 10
Lifeless = 10	Sixth Sense = 10
Magic Resist. = 20	Supernatural Vigor = 10
Mindless = 10	

Abilities which are not listed give no Wisdom awards.

Complete List of Creatures

Folks

Apemen	Ogres
Atlantean Nobles	Satyrs
Bee-Folk	Scorpion Folk
Centaur	Serpent Men
Derros	Stygian Lords
Hyenakin	Sylvans
Icarians	Titanians
Leonids	Tragos
Lesser Cyclops	Tritons
Lycans	Troglodytes
Mermaids	Wildmen
Myrmidons	

Beasts

Boar	Lion
Bull	Rhino
Cave Bear	Stag
Elephant	Wolf
Horse	

Monsters

Cerberus	Hydra
Chimera	Lamia
Cockatrice	Manticore
Dragon	Minotaur
Giant	Moon Spawn
Giant Boar	Pegasus
Giant Bull	Phoenix
Giant Eagle	Pterodactyl
Giant Ram	Roc
Giant Scorpion	Sea Horror
Giant Slug	Sea Serpent
Giant Snake	Siren
Giant Spider	Sphinx
Gigantic Cyclops	Stirge
Gorgon	Swamp Horror
Griffin	Tyrannosaurus
Harpy	Unicorn

Spirits

Cacodemon	Ghost
Empusa	Hag
Lesser Fury	Shadow

Animates

Bronze Bull	Skeleton
Bronze Colossus	Stone Titan
Iron Warrior	Stygian Hound
Minaton	Vines of Tantalus
Mummy	Wood Titan

Table 5C : Master Size Chart

Size	Hits	Movement	Damage	Reach*	Attk**	Target***
Tiny	2	30 feet	1pt	0	1	-4
Small	4	60 feet	1d3	0	1	-2
Medium	8	120 feet	1d6	0	1	-
Large	16	180 feet	2d6	I	2	+2
Gigantic	32	240 feet	3d6	II	4	+4

* = natural Reach of unarmed attacks (claws etc)

** = maximum number of medium-sized that can be attacked in a single battle round

*** = modifier to EDC vs missiles

Folks

Apemen

Description : Man-sized carnivorous primates who live in the jungles of Charybdis.

Number Appearing : 1d10

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : +2

Melee Attack : +3

Missile Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 8

Danger Evasion : +4 (+8 stealth)

Mystic Fortitude : 0

Special Abilities : Grapple (Might 16), Missile Weapons (javelins), Stealthy, Uncanny Agility.

Bee-Folk

Description : 1/2 foot-tall winged pixie-like humanoids fighting with miniature spears.

Number Appearing : 2d6

Size : Tiny

Ferocity : Aggressive

Cunning : Clever

Mystique : Normal

Movement : 90' (flying)

Initiative : +5

Melee Attack : +4

Missile Attack : +5

Damage : 1pt (weapons)

Defense Class : 14 (20 vs missiles when flying)

Hits Total : 2

Danger Evasion : +8

Mystic Fortitude : 0

Special Abilities : Lightning-Fast, Marksmanship, Missile Weapons (spear, range 10 feet), Uncanny Agility, Winged

Atlantean Nobles

Description : Cruel pre-human lords of Atlantis, skilled in warfare and psychic wizardry. Look like handsome humans with fair hair and golden eyes.

Number Appearing : 1d3

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 120'

Initiative : +4

Melee Attack : +5

Damage : 1d6 (weapons)

Defense Class : 14 (+2 with breastplate)

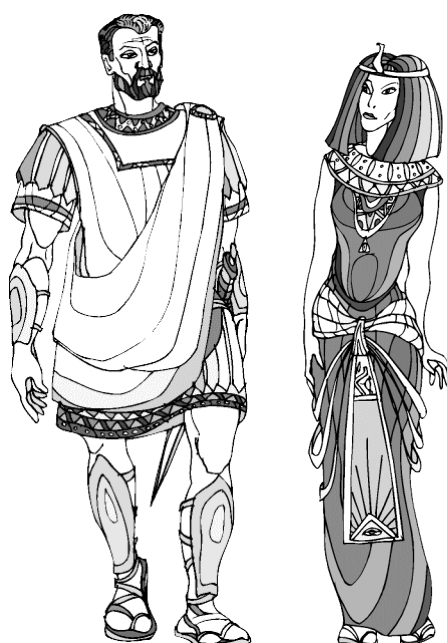
Hits Total : 12

Danger Evasion : +6

Mystic Fortitude : +4

Special Abilities : Psychic Powers (same as level 5 Sorcerers, 25 Power points), Supernatural Vigor.

Notes : Each Atlantean Noble will always be accompanied by an escort of 1d3+3 Atlantean Guards (treat as Elite Henchmen).



*A couple of Atlantean Nobles
(probably up to no good, as usual)*

Centaurs

Description : The classic man-horse hybrids of Greek mythology.

Number Appearing : 1d10

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 120' (240' when galloping)

Initiative : +2

Melee Attack : +3

Missile Attack : +2 (no penalty while moving)

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 12

Danger Evasion : +4

Mystic Fortitude : 0

Special Abilities : Charge into Battle (+2 bonus), Crushing Attack (trampling), Gallop, Missile Weapons (bows or javelins), Supernatural Vigor, Uncanny Agility.



Derros

Description : Malevolent dwarves who live deep underground and have advanced mechanical knowledge.

Number Appearing : 2d6

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : +4

Melee Attack : +5

Missile Attack : +4

Damage : 1d3 (weapons)

Defense Class : 14 (16 vs missiles)

Hits Total : 4

Danger Evasion : +10 (+14 stealth)

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Missile Weapons (various), Sixth Sense, Stealthy.

Note : Derros are famous as inventors of strange mechanical weapons and infernal devices. Here are a few examples of their creations :

Deadly Devices of the Derros !

Fire Cannon

Non-portable flamethrower. Requires a crew of 2 Derros. Treat as a Breath Weapon with a range of 40 feet.

Webshooter

Mounted on a wristband, shoots a weblike fluid which solidifies into a net ; treat as a one-use Entangle attack with a range of 6 feet. ; almost always used in conjunction with a stun-trident or vampiric rod (see below).

Vampiric Rod

Small wand of black metal. Works as a touch-ranged Life Energy Drain.

Stun-Trident

Treat as a paralysing Poison attack.

Mental Cannon

Probably one of the Derros' most feared creations. Requires a crew of 3 ; this infernal device works as a level 6 Sorcerer with a Power points total of 20.



Hyenakin

Description : Hyena-headed carnivorous and barbaric humanoids that roam the deserts of Midia.

Number Appearing : 2d10

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Normal

Movement : 120'

Initiative : +3

Melee Attack : +4

Damage : 1d6 (weapons)

Defense Class : 12 (14 with shield)

Hits Total : 8

Danger Evasion : +4 (+8 detection & stealth)

Mystic Fortitude : 0

Special Abilities : Sharp Senses, Stealthy.

Icarians

Description : Winged, peaceful humanoids who live in the high mountains of the world.

Number Appearing : 1d6

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 240' (flying)

Initiative : +2

Melee Attack : +2

Missile Attack : +4

Damage : 1d6 (weapons)

Defense Class : 15 (17 vs missiles)

Hits Total : 8

Danger Evasion : +6

Mystic Fortitude : +2

Special Abilities : Marksmanship, Missile Weapons (bows and javelins), Uncanny Agility, Winged.

Leonids

Description : Proud lion-headed humanoids who inhabit the wild and mountainous regions. They are fierce enemies of Hyenakin and Lycans.

Number Appearing : 1d6

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : +3

Melee Attack : +5

Missile Attack : +3

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 12

Danger Evasion : +4 (+8 stealth & detection)

Mystic Fortitude : 0

Special Abilities : Charge into Battle (+2 bonus), Missile Weapons (javelins), Sharp Senses, Stealthy, Supernatural Vigor, Uncanny Agility.



Lesser Cyclops

Description : One-eyed huge humanoids who live in volcanoes and serve Hephaestus. Lesser Cyclops must not be confused with their truly Gigantic cousins, described in the Monsters section.

Number Appearing : 1d3

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +3

Melee Attack : +5

Damage : 2d6 (weapons)

Defense Class : 13 (11 vs missiles)

Hits Total : 24

Danger Evasion : +2

Mystic Fortitude : +6

Special Abilities : Grapple (Might 20), Magic Resistance, Supernatural Vigor, Tough Skin.

Lycans

Description : Wolf-headed carnivorous humanoids bent on raiding and plundering.

Number Appearing : 2d10

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : +2

Melee Attack : +3

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Danger Evasion : +2 (+6 stealth & detection)

Mystic Fortitude : 0

Special Abilities : Sharp Senses, Stealthy.

Mermaids

Description : The classic fish-tailed female creature of myth and legend (not to be confused with Sirens).

Number Appearing : 1d10

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 180'

Initiative : +2

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 8

Danger Evasion : +8 (+12 detection & stealth)

Mystic Fortitude : +2

Special Abilities : Aquatic, Lightning Fast, Nature's Gifts (as a level 3 Nymph, 15 Power points), Sharp Senses, Stealthy, Uncanny Agility.

Note : A Mermaid's special abilities only apply in her natural aquatic environment. Her Nature's Guises gift does not allow her to alter her human features but to take the shape of a dolphin, seal or similar marine mammal.

Myrmidons

Description : Diminutive (1 foot-tall) warriors whose name means 'ant-people'. They always wear extra-hard chitinous breastplates helmets and fight with poisoned spears.

Number Appearing : 2d10

Size : Tiny

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 30'

Initiative : +2

Melee Attack : +3

Missile Attack : +2

Damage : 1pt (weapons)

Defense Class : 18 with armor (22 vs missiles)

Hits Total : 2

Danger Evasion : +4 (+8 stealth)

Mystic Fortitude : 0

Special Abilities : Missile Weapons (spear, range of 10 feet), Poison (on spear ; poison type varies), Stealthy, Uncanny Agility.

Ogres

Description : Anthropophagous cave-dwelling savages ; they look like primitive humans except for their oversized teeth...

Number Appearing : 2d6

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : +3

Melee Attack : +5

Damage : 1d6 (weapons)

Defense Class : 12 (14 with shield)

Hits Total : 12

Danger Evasion : +1 (+5 stealth)

Mystic Fortitude : 0

Special Abilities : Charge into Battle (+2 bonus), Stealthy, Supernatural Vigor.

Satyrs

Description : The classic hot-tempered man-goat hybrid from myth and legend. Young Satyrs are called *fauns*, while older Satyrs are called *silenes*. There are no female Satyrs – for the same reasons that there are no male Nymphs.

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Weird

Movement : 180'

Initiative : +5

Melee Attack : +4

Missile Attack : +3

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Danger Evasion : +8

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons, Supernatural Vigor, Uncanny Agility.



Note : These characteristics are for adult Satyrs. Fauns have the same stats but are Small (which gives them a Movement of 90', a Hits total of 6, a damage of 1d3 and an EDC of 17 versus missile attacks). Silenes have the same profile as adult Satyrs but are Craftier (+1 Initiative, Melee Attack, EDC, +2 Danger Evasion).

Scorpion Folk

Description : These monstrous half-humanoids are to scorpions what centaurs are to horses.

Number Appearing : 1d6

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +5

Melee Attack : +5

Damage : 1d6 (weapons)

Defense Class : 15 (19 with shield & helmet)

Hits Total : 12

Danger Evasion : +4

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Poison (death), Supernatural Vigor, Tough Skin, Wallcrawling.

Serpent Men

Description : Ancient evil ophidian humanoids who once ruled the world ; they look like serpent-headed humans with scaly skin. They live deep underground, where they sometimes associate with Derros. They are arch-enemies of Atlanteans.

Number Appearing : 1d3

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 120'

Initiative : +4

Melee Attack : +5

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 12

Danger Evasion : +10

Mystic Fortitude : +4

Special Abilities : Psychic Powers (as a level 5 Sorcerer, 25 Power points total), Regeneration (3 Hits / round), Sixth Sense, Supernatural Vigor.

Sylvans

Description : Short-sized (4') humanoids with elfin features ; they live in the deepest forests and are on friendly terms with Nymphs and Satyrs.

Number Appearing : 1d10

Size : Small

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 90'

Initiative : +2

Melee Attack : +2

Missile Attack : +4

Damage : 1d3 (weapons)

Defense Class : 15 (17 vs missile)

Hits Total : 6

Danger Evasion : +8 (+12 stealth & perception)

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Marksmanship, Missile Weapons (bows), Sharp Senses, Stealthy, Supernatural Vigor, Uncanny Agility.



Stygian Lords

Description : Necromancer lords from the hidden empire of Stygia (south of Midia).

Number Appearing : 1

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 120'

Initiative : +4

Melee Attack : +5

Damage : 1d6 (weapons)

Defense Class : 14 (18 w helmet and breastplate)

Hits Total : 12

Danger Evasion : +6

Mystic Fortitude : +4

Special Abilities : Life Energy Drain (touch), Lifeless, Psychic Powers (as a level 5 Sorcerer, 25 Power points), Supernatural Vigor.

Note : A Stygian Lord will always be accompanied by 2d6 Skeletons and 1d3 Stygian Hounds.

Titanians

Description : Large (10 feet-tall) humanoids claiming descent from the true Titans.

Number Appearing : 1d6

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +3

Melee Attack : +5

Missile Attack : +3

Damage : 2d6 (weapons)

Defense Class : 15 / 21 with shield, helmet & breastplate ; or 13 / 19 versus missiles.

Hits Total : 24

Danger Evasion : +6

Mystic Fortitude : +6

Special Abilities : Charge into Combat (+4 bonus) Grapple (Might 20), Magic Resistance, Missile Weapons (javelins, range 200 feet), Sixth Sense, Supernatural Vigor, Tough Skin.

Tragos

Description : Goat-headed humanoids bent on raiding, plundering and mayhem ; some rumors claim the first tragoi were the offspring of a mad Satyr and a female goat.

Number Appearing : 2d6

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : +3

Melee Attack : +5

Missile Weapons : +3

Damage : 1d6 (weapons)

Defense Class : 13

Hits Total : 8

Danger Evasion : +2 (+4 stealth & detection)

Mystic Fortitude : +2

Special Abilities : Charge into Combat (+2 bonus)
Missile Weapons (various), Sharp Senses, Stealthy.

Tritons

Description : The classic male companions of Mermaids ; they are uglier and more warlike than their female counterparts.

Number Appearing : 1d10

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +4

Melee Attack : +3

Damage : 1d6 (trident)

Defense Class : 17 (19 with shield)

Hits Total : 12

Danger Evasion : +6

Mystic Fortitude : +2

Special Abilities : Aquatic, Charge into Combat (+2 bonus), Entangle (net, can only be used once), Lightning Fast (in water), Missile Weapons (various), Supernatural Vigor, Tough Skin, Uncanny Agility.

Troglodytes

Description : Carnivorous reptilian humanoids dwelling in deep underground caves. They are as slow-witted as they are cold-blooded.

Number Appearing : 2d6

Size : Medium

Ferocity : Dangerous

Cunning : Standard

Mystique : Normal

Movement : 120'

Initiative : +2

Melee Attack : +4

Damage : 1d6 (weapons)

Defense Class : 16 (18 with shield)

Hits Total : 8

Danger Evasion : +2 (+6 stealth)

Mystic Fortitude : +4

Special Abilities : Magic Resistance, Stealthy, Tough Skin, Uncanny Agility.

Wildmen

Description : Primitive cave-dwelling men ; they are fierce enemies of Ogres, Leonids, Apemen and Troglodytes.

Number Appearing : 2d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : +2

Melee Attack : +3

Damage : 1d6 (weapons)

Defense Class : 12

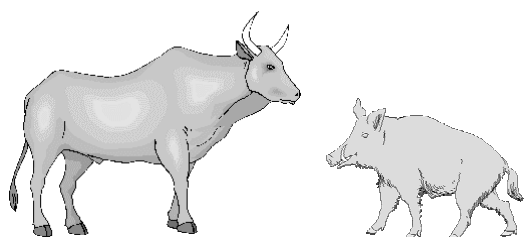
Hits Total : 8

Danger Evasion : +2 (+6 stealth)

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+2 bonus), Missile Weapons (javelins), Stealthy.

Beasts



Boar

Number Appearing : 1d3

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 120' (240' when galloping)

Initiative : +1

Melee Attack : +2

Damage : 1d6 (tusks)

Defense Class : 12

Hits Total : 8

Danger Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+2 bonus), Gallop.

Note : Killing a horse is considered a dishonorable act and brings no Glory.

Bull

Number Appearing : 1

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 180'

Initiative : +1

Melee Attack : +2

Damage : 2d6 (horns & hooves)

Defense Class : 12 (10 vs missiles)

Hits Total : 16

Danger Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+4 bonus), Crushing Attack (trampling).

Cave Bear

Number Appearing : 1d3

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 180'

Initiative : +1

Melee Attack : +2

Damage : 2d6 (claws & bite)

Defense Class : 14 (12 vs missiles)

Hits Total : 16

Danger Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+4 bonus), Grapple (Might 20), Crushing Attack (bear hug), Tough Skin.



Elephant

Number Appearing : 1d6

Size : Gigantic

Ferocity : Peaceful (Dangerous if provoked)

Cunning : Alert

Mystique : Normal

Movement : 240'

Initiative : +1

Melee Attack : +1

Damage : 3d6 (tusks & feet)

Defense Class : 14 (10 vs missiles)

Hits Total : 32

Danger Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+6 bonus), Crushing Attack (trample), Tough Skin.

Horse

Number Appearing : varies

Size : Medium

Ferocity : Peaceful (Aggressive if battle-trained)

Cunning : Alert

Mystique : Normal

Movement : 120' (240' when galloping)

Initiative : +2 (+3 if battle-trained)

Melee Attack : +2 (+4 if battle-trained)

Damage : 1d6 (hooves & bite)

Defense Class : 12

Hits Total : 8

Danger Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+2 bonus),
Crushing Attack (trample), Gallop.

Notes : Some exceptional horses may have additional special abilities, such as Sixth Sense, Lightning Fast or Uncanny Agility.

Lion

Number Appearing : 1d3

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 180'

Initiative : +3

Melee Attack : +5

Damage : 1d6 (claws & bite)

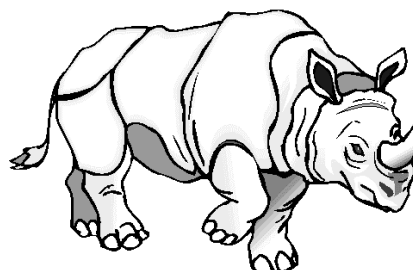
Defense Class : 14

Hits Total : 8

Danger Evasion : +4 (+8 stealth and detection)

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+4 bonus),
Sharp Senses, Stealthy, Uncanny Agility.



Rhino

Number Appearing : 1d3

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 180'

Initiative : +2

Melee Attack : +4

Damage : 2d6 (horns)

Defense Class : 16 (14 vs missiles)

Hits Total : 16

Danger Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+4 bonus),
Crushing Attack (trample), Natural Armor.

Stag

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 120' (240' when galloping)

Initiative : +1

Melee Attack : +2

Damage : 1d6 (horns & hooves)

Defense Class : 14

Hits Total : 8

Danger Evasion : +2 (+6 detection)

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+2 bonus),
Crushing Attack (trample), Gallop, Sharp Senses,
Uncanny Agility.

Wolf

Number Appearing : 1d10
Size : Medium
Ferocity : Aggressive
Cunning : Alert
Mystique : Normal
Movement : 120' (240' when galloping)
Initiative : +2
Melee Attack : +3
Damage : 1d6 (claws & bite)
Defense Class : 12
Hits Total : 8
Danger Evasion : +2 (+6 stealth and detection)
Mystic Fortitude : 0
Special Abilities : Charge into Combat (+2 bonus), Gallop, Sharp Senses, Stealthy.

Monsters



Cerberus

Description : Monstrous three-headed hounds whose race originates in the Underworld.
Number Appearing : 1d3
Size : Large
Ferocity : Dangerous
Cunning : Alert
Mystique : Weird
Movement : 180'
Initiative : +5
Melee Attack : +5
Damage : 2d6 (claws & bite)
Defense Class : 17 (15 vs missiles)
Hits Total : 24
Danger Evasion : +2 (+8 detection)
Mystic Fortitude : +2
Special Abilities : Charge into Combat (+2 bonus), Fearsome, Multiple Heads (3), Sharp Senses, Supernatural Vigor, Tough Skin.

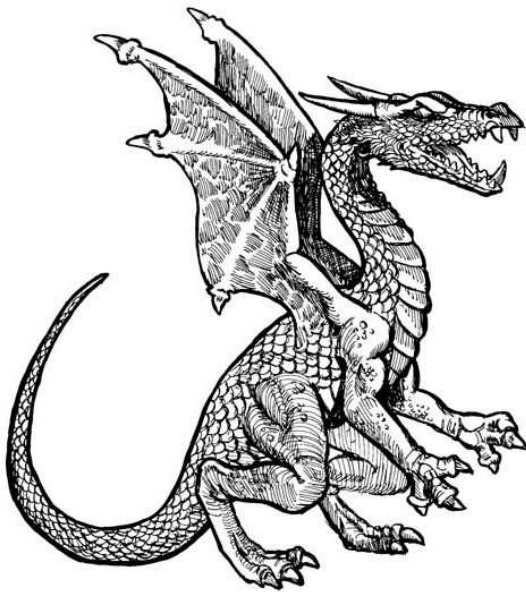
Chimera

Description : Winged monster with three different heads : a lion, a goat and a dragon. One of the most dangerous monsters in the whole M&M world.
Number Appearing : 1
Size : Large
Ferocity : Deadly
Cunning : Clever
Mystique : Eldritch
Movement : 270' (360' flying)
Initiative : +9
Melee Attack : +8
Damage : 2d6 (claws & bite)
Defense Class : 20 (18 vs missiles on ground)
Hits Total : 24
Danger Evasion : +8 (+14 detection)
Mystic Fortitude : +8
Special Abilities : Breath Weapon (dragon head, fire, 60' range), Charge into Combat (+4 bonus), Entangle (prehensile tail), Fearsome, Lightning Fast, Magic Resistance, Multiple Heads (3), Regeneration (4 Hits / round), Sharp Senses, Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Cockatrice

Description : Oversized bird-lizard hybrid whose gaze can turn you to stone !
Number Appearing : 1
Size : Medium
Ferocity : Aggressive
Cunning : Alert
Mystique : Weird
Movement : 120'
Initiative : +2
Melee Attack : +3
Damage : 1d6 (beak & talons)
Defense Class : 15
Hits Total : 12
Danger Evasion : +2
Mystic Fortitude : +6
Special Abilities : Fearsome, Magic Resistance, Petrification (40' range), Supernatural Vigor.





Dragon

Description : Monstrous gigantic reptiles with varying abilities and powers.

Number Appearing : 1

Size : Gigantic

Ferocity : Deadly

Cunning : Average to Crafty

Mystique : Weird to Eldritch

Movement : 240'

Initiative : varies

Melee Attack : varies

Damage : 3d6 (claws & bite)

Defense Class : varies (-4 vs missiles)

Hits Total : 48

Danger Evasion : varies

Mystic Fortitude : varies

Special Abilities : Fearsome, Natural Armor, Supernatural Vigor plus 1d6 other special abilities rolled on the following table (ignore rerolls) :

Random Draconic Abilities

1d10	Ability
1-2.....	Breath Weapon (fire)
3.....	Magic Resistance
4.....	Poison (bite, effect varies)
5.....	Psychic Powers
6.....	Regeneration
7-8.....	Sixth Sense
9-10.....	Winged

Giant

Description : Like a Cyclops with two eyes.

Number Appearing : 1

Size : Gigantic

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 240'

Initiative : +1

Melee Attack : +2

Damage : 3d6 (weapons)

Defense Class : 16 (12 vs missiles)

Hits Total : 48

Danger Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Combat (+6 bonus), Crushing Attack (trampling), Crushing Missiles (stones etc), Fearsome, Grapple (Might 24), Magic Resistance, Supernatural Vigor, Tough Skin.



Giant Boar

Number Appearing : 1

Size : Large

Ferocity : Dangerous

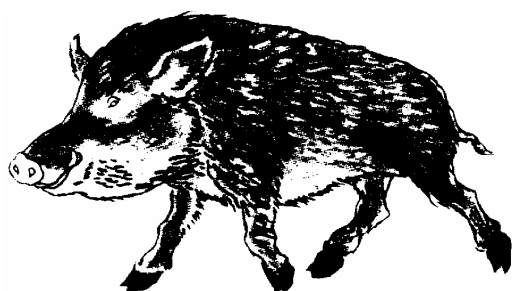
Cunning : Average

Mystique : Weird

Movement : 180' (360' when galloping)

Initiative : +2

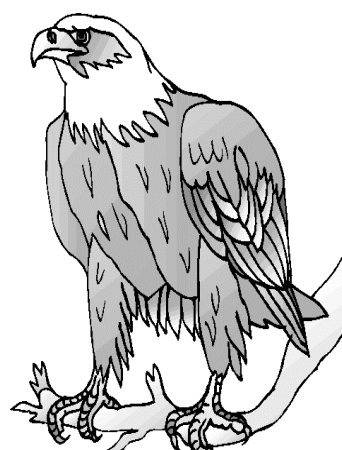
Melee Attack : +4



Damage : 2d6 (tusks)
Defense Class : 15 (13 vs missiles)
Hits Total : 16
Danger Evasion : 0
Mystic Fortitude : +2
Special Abilities : Charge into Combat (+4 bonus), Gallop, Tough Skin.

Giant Bull

Number Appearing : 1
Size : Gigantic
Ferocity : Dangerous
Cunning : Average
Mystique : Weird
Movement : 240'
Initiative : +2
Melee Attack : +4
Damage : 3d6 (horns & hooves)
Defense Class : 15 (11 vs missiles)
Hits Total : 32
Danger Evasion : 0
Mystic Fortitude : +2
Special Abilities : Charge into Combat (+6 bonus), Crushing Attack (trampling), Tough Skin.



Giant Eagle

Number Appearing : 1d6
Size : Large
Ferocity : Aggressive
Cunning : Clever
Mystique : Eldritch
Movement : 360' flying
Initiative : +3
Melee Attack : +4
Damage : 2d6 (beak & talons)
Defense Class : 14 (12 vs missiles on ground)
Hits Total : 16
Danger Evasion : +4 (+8 detection)
Mystic Fortitude : +4
Special Abilities : Sharp Senses, Winged.

Giant Ram

Number Appearing : 1
Size : Large
Ferocity : Aggressive
Cunning : Alert
Mystique : Weird
Movement : 180'
Initiative : +2
Melee Attack : +3
Damage : 2d6 (horns & hooves)
Defense Class : 15 (13 vs missiles)
Hits Total : 16
Danger Evasion : +2
Mystic Fortitude : +2
Special Abilities : Charge into Combat (+4 bonus), Crushing Attack (trampling), Tough Skin.



Giant Scorpion

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +4

Melee Attack : +4

Damage : 2d6 (sting & pincers)

Defense Class : 15 (13 vs missiles)

Hits Total : 16

Danger Evasion : +2 (+6 stealth)

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Poison (sting, death in 1d6 rounds), Stealthy, Tough Skin, Wallcrawling.

Giant Slug

Number Appearing : 1

Size : Gigantic

Ferocity : Peaceful

Cunning : Average

Mystique : Weird

Movement : 120' (crawling)

Initiative : 0

Melee Attack : 0

Damage : 3d6 (whole body)

Defense Class : 15 (11 vs missiles)

Hits Total : 32

Danger Evasion : 0 (+4 stealth)

Mystic Fortitude : +2

Special Abilities : Regeneration (5 Hits / round), Stealthy, Tough Skin, Wallcrawling.

Giant Snake

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +3

Melee Attack : +5

Damage : 2d6 (bite & tail)

Defense Class : 15 (13 vs missiles)

Hits Total : 16

Danger Evasion : +6 (+10 stealth)

Mystic Fortitude : +2

Special Abilities : Grapple (Might 20), Crushing Attack (constriction), Poison (bite, effect varies), Regeneration (4 Hits / round), Sixth Sense, Stealthy, Tough Skin, Wallcrawling.

Giant Spider

Number Appearing : 1d6 if Large ; 1 if Gigantic

Size : Large or Gigantic

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180' or 240'

Initiative : +3

Melee Attack : +5

Damage : 2 or 3d6 (fangs & legs)

Defense Class : 17 (or 19 if Gigantic) ; 15 vs missiles

Hits Total : 16 or 32

Danger Evasion : +8 (+12 stealth)

Mystic Fortitude : +2

Special Abilities : Entangle (webs), Fearsome (for Gigantic ones only), Poison (fangs or sting, effect varies), Sixth Sense, Stealthy, Tough Skin, Uncanny Agility, Wallcrawling.



Gigantic Cyclops

Description : One-eyed giants à la Polyphemus.

Number Appearing : 1

Size : Gigantic

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 240'

Initiative : +3

Melee Attack : +6

Damage : 3d6 (weapons)

Defense Class : 17 (13 vs missiles)

Hits Total : 48

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Combat (+6 bonus), Crushing Attack (trampling), Crushing Missiles (stones etc), Fearsome, Grapple (Might 24), Magic Resistance, Supernatural Vigor, Tough Skin.

Odysseus' Trick : To blind a Gigantic Cyclops, a character must succeed at a Missile Attack against an EDC of 20. This attack will do normal damage and will blind the Cyclops permanently, resulting in a -4 penalty to all his Initiative, Attack and Danger Evasion rolls.



Gorgon

Description : Ugly female humanoid with snakes in her hair and a petrifying gaze.

Number Appearing : 1

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 120'

Initiative : +5

Melee Attack : +7

Damage : 1d6 (claws & bite)

Defense Class : 22

Hits Total : 12

Danger Evasion : +10 (+14 stealth)

Mystic Fortitude : +8

Special Abilities : Fearsome, Invulnerability, Magic Resistance, Petrification (40' max range), Regeneration (3 Hits / round), Sixth Sense, Stealthy, Supernatural Vigor.



Griffin

Description : The classic lion-eagle hybrid.

Number Appearing : 1d6

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180' (360' flying)

Initiative : +3

Melee Attack : +5

Damage : 2d6 (claws & bite)

Defense Class : 17 (15 vs missiles)

Hits Total : 16

Danger Evasion : +4 (+8 stealth and detection)

Mystic Fortitude : +6

Special Abilities : Charge into Combat (+4 bonus), Grapple (Might 20), Magic Resistance, Sharp Senses, Stealthy, Uncanny Agility, Tough Skin, Winged.



Hydra

Description : The classic many-headed reptilian monster from legend.

Number Appearing : 1

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 240'

Initiative : +4 (+1 per extra head)

Melee Attack : +7

Damage : 3d6 (claws & bite)

Defense Class : 20 (16 vs missiles)

Hits Total : 48

Danger Evasion : +2 (+1 detection per extra head)

Mystic Fortitude : +8

Special Abilities : Fearsome, Magic Resistance, Multiple Heads (1d6 additional heads), Natural Armor, Regeneration (5 Hits / round), Supernatural Vigor.



Harpy

Description : Winged vicious female humanoids with sharp fangs, sharper talons and a fondness for human flesh...

Number Appearing : 1d6

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 240' flying

Initiative : +4

Melee Attack : +6

Damage : 1d6 (claws & bite)

Defense Class : 17 (21 vs missiles when flying)

Hits Total : 8

Danger Evasion : +6

Mystic Fortitude : +2

Special Abilities : Grapple (Might 16), Tough Skin, Uncanny Agility, Winged.

Lamia

Description : Ophidian monstrosity with the upper body of a woman and the lower body of a giant snake... and a taste for human flesh.

Number Appearing : 1

Size : Medium

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 180'

Initiative : +7

Melee Attack : +8

Damage : 1d6 (claws & bite)

Defense Class : 18

Hits Total : 12

Danger Evasion : +6 (+10 stealth)

Mystic Fortitude : +4

Special Abilities : Fearsome, Crushing Attack (constriction), Grapple (Might 16), Lightning Fast, Poison (sting, paralysis), Psychic Powers (as a level 4 Sorcerer, 20 Power points total), Regeneration (3 Hits / round), Stealthy, Supernatural Vigor, Tough Skin.

Manticore

Description : The body of a huge lion, the head of a bearded man and the tail of a giant scorpion... Some of them also have wings.

Number Appearing : 1d3

Size : Large

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 270'

Initiative : +7

Melee Attack : +8

Damage : 2d6 (claws & bite)

Defense Class : 20 (18 vs missiles)

Hits Total : 24

Danger Evasion : +8 (+12 stealth and detection)

Mystic Fortitude : +8

Special Abilities : Charge into Combat (+4 bonus), Fearsome, Lightning Fast, Magic Resistance, Poison (sting, death), Sharp Senses, Stealthy, Supernatural Vigor, Tough Skin, Uncanny Agility. Some of them are Winged.

Minotaur

Description : Bull-headed brutish humanoid monster ; generally lives in mazes.

Number Appearing : 1

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : +4

Melee Attack : +7

Damage : 1d6 (claws & bite)

Defense Class : 15

Hits Total : 12

Danger Evasion : +2 (+6 stealth)

Mystic Fortitude : +6

Special Abilities : Charge into Battle (+2 bonus), Crushing Attack (bear hug), Grapple (Might 16), Magic Resistance, Stealthy, Supernatural Vigor, Tough Skin.



Moon Spawn

Description : Amorphous blob of a sickly white.

Number Appearing : 1d6

Size : Large

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +3

Melee Attack : +6

Damage : 2d6 (pseudopods)

Defense Class : 13 (11 vs missiles)

Hits Total : 24

Danger Evasion : 0 (+4 stealth)

Mystic Fortitude : +2

Special Abilities : Grapple (Might 20), Mindless, Regeneration (4 Hits / battle round), Stealthy, Supernatural Vigor.



Pegasus

Description : The classic winged horse of legend.

Number Appearing : 1d3

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Eldritch

Movement : 180' (360' when galloping or flying)

Initiative : +5

Melee Attack : +2

Damage : 1d6 (hooves & bite)

Defense Class : 16 (18 vs missiles when flying)

Hits Total : 12

Danger Evasion : +12

Mystic Fortitude : +8

Special Abilities : Charge into Combat (+2 bonus), Crushing Attack (trample), Gallop, Lightning Fast, Magic Resistance, Sixth Sense, Supernatural Vigor, Uncanny Agility, Winged.

Phoenix

Description : The classic deathless bird of legend.

Number Appearing : 1

Size : Large

Ferocity : Peaceful

Cunning : Clever

Mystique : Unearthly

Movement : 540' (flying)

Initiative : +4

Melee Attack : +2

Damage : 2d6 (beak & talons)

Defense Class : 23 (25 vs missiles when flying)

Hits Total : 24

Danger Evasion : +10

Mystic Fortitude : +10

Special Abilities : Invulnerability, Lightning Fast, Magic Resistance, Regeneration (4 Hits / round), Sixth Sense, Supernatural Vigor, Winged.

Pterodactyl

Description : Winged dinosaur.

Number Appearing : 1d6

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 360' flying

Initiative : +3

Melee Attack : +5

Damage : 2d6 (beak & talons)

Defense Class : 14 (12 vs missiles on ground)

Hits Total : 16

Danger Evasion : +2

Mystic Fortitude : 0

Special Abilities : Grapple (Might 20), Tough Skin, Winged.



Roc

Description : The classic gigantic bird from legend.

Number Appearing : 1

Size : Gigantic

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 420' (flying)

Initiative : +3

Melee Attack : +5

Damage : 3d6 (beak & talons)

Defense Class : 15 (13 v missile in flight, 11 on ground)

Hits Total : 32

Danger Evasion : +2 (+6 detection)

Mystic Fortitude : +6

Special Abilities : Grapple (Might 24), Magic Resistance, Sharp Senses, Tough Skin, Winged.

Sea Horror

Description : Gigantic squid.

Number Appearing : 1

Size : Gigantic

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 240'

Initiative : +3

Melee Attack : +5

Damage : 3d6 (tentacles & beak)

Defense Class : 17 (12 vs missiles)

Hits Total : 32

Danger Evasion : +2

Mystic Fortitude : +2

Special Abilities : Aquatic, Entangle (tentacles, 24' range), Fearsome, Grapple (Might 24), Tough Skin.



Sea Serpent

Description : The classic sea monster of legend.

Number Appearing : 1

Size : Gigantic

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 240'

Initiative : +4

Melee Attack : +6

Damage : 3d6 (bite & body)

Defense Class : 18 (14 vs missiles)

Hits Total : 48

Danger Evasion : +4

Mystic Fortitude : +4

Special Abilities : Aquatic, Crushing Attack (constriction), Fearsome, Grapple (Might 24), Regeneration (5 Hits / round), Supernatural Vigor, Tough Skin.

Siren

Description : The classic woman-headed bird of legend, not to be confused with mermaids.

Number Appearing : 2d6

Size : Small

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 240' (flying)

Initiative : +2

Melee Attack : +3

Damage : 1d6 (talons)

Defense Class : 15 (19 vs missiles when flying)

Hits Total : 4

Danger Evasion : +4

Mystic Fortitude : +2

Special Abilities : Nature's Gifts (as a level 2 Nymph, 12 Power points), Uncanny Agility, Winged.

Notes : The Siren's gift of Nature's Charm reflects the entrancing power of their songs ; their Nature's Guises gift can be used to give them the appearance of a normal sea-bird. Note that a Siren must be in her hybrid shape to use her Charm.



Two different kins (and genders) of sphinxes locked in a neverending contest of riddles

Sphinx

Description : The classic riddling monster of myth.

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 270' (540' flying if winged)

Initiative : +7

Melee Attack : +7

Damage : 2d6 (claws & bite)

Defense Class : 18 (16 vs missiles unless flying)

Hits Total : 24

Danger Evasion : +14 (+18 detection and stealth)

Mystic Fortitude : +8

Special Abilities : Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy, Supernatural Vigor, Tough Skin, Uncanny Agility. Some of them are Winged.

Stirge

Description : Raven-sized vampiric mosquitoes.

Number Appearing : 1d6

Size : Tiny

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 90' (flying)

Initiative : +3

Melee Attack : +2

Damage : 1pt (sting)

Defense Class : 12 (18 vs missiles when flying)

Hits Total : 2

Danger Evasion : +2

Mystic Fortitude : 0

Special Abilities : Life Energy Drain (bite), Lightning Fast, Winged.

Swamp Horror

Description : Vaguely humanoid shambling creatures that appear to be made of living mud and that haunt the swamps at night...

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 120' (120' swimming)

Initiative : +2

Melee Attack : +3

Damage : 1d6 (claws)

Defense Class : 20

Hits Total : 12

Danger Evasion : +2 (+6 stealth)

Mystic Fortitude : 0

Special Abilities : Amphibious, Grapple (Might 16), Invulnerability, Lifeless, Regeneration (3 Hits / round), Stealthy, Supernatural Vigor.



*What are you doing here, Godzilla ?
Your stats are on the next page, you idiot !*

Tyrannosaurus

Description : Fierce carnivorous dinosaur.

Number Appearing : 1

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Normal

Movement : 240'

Initiative : +4

Melee Attack : +7

Damage : 3d6 (claws & bite)

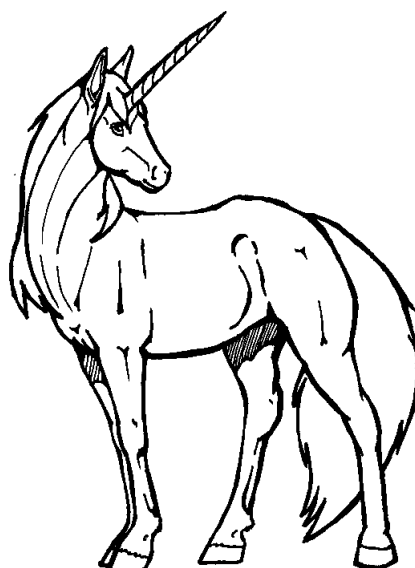
Defense Class : 16 (12 vs missiles)

Hits Total : 32

Danger Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+6 bonus), Fearsome, Tough Skin.



*Unicorn looking for her stats
(wrong direction, girl)*

Unicorn

Description : The classic horned horse of legend

Number Appearing : 1d6

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Eldritch

Movement : 180' (360' galloping)

Initiative : +4

Melee Attack : +2

Damage : 1d6 (hooves & horn)

Defense Class : 16

Hits Total : 12

Danger Evasion : +12 (+16 stealth and detection)

Mystic Fortitude : +8

Special Abilities : Gallop, Lightning Fast, Magic Resistance, Nature's Gifts (as level 3 Nymph, 15 Power points), Sharp Senses, Sixth Sense, Stealthy, Supernatural Vigor, Uncanny Agility.

Note : A Unicorn's Nature's Comfort Gift represents the healing power of its horn. Its effects are *doubled* when used on virgins. Her Nature's Guises Gift allows her to change the color of her pelt. Anyone who kills a unicorn receives *no* Glory or Wisdom and suffers a special curse causing a permanent loss of 1d6 Luck, Faith and Grace points.

Spirits

Cacodemon

Description : Malevolent spirit of chaos and mayhem; likes to wreak havoc on poor mortals. May have any humanoid appearance.

Number Appearing : 1

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Unearthly

Movement : 120'

Initiative : +5

Melee Attack : +7

Damage : 1d6 (claws)

Defense Class : 23

Hits Total : 12

Danger Evasion : +10

Mystic Fortitude : +10

Special Abilities : Invulnerability, Life Energy Drain (touch), Magic Resistance, Psychic Powers (as a level 5 Sorcerer, 26 Power points), Regeneration (3 Hits / round), Sixth Sense, Supernatural Vigor.

Empusa

Description : Beautiful (but blood-drinking) undead temptress.

Number Appearing : 1d3

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 180'

Initiative : +6

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 14

Hits Total : 12

Danger Evasion : +12 (+16 stealth)

Mystic Fortitude : +8

Special Abilities : Grapple (Might 16), Life Energy Drain (bite ; can only be used on grappled victims), Lifeless, Lightning Fast, Magic Resistance, Regeneration (3 Hits / round), Sixth Sense, Stealthy, Supernatural Vigor. The most dangerous ones also have Psychic Powers (as a level 5 Sorcerer, with 25 Power points).

Note : Exposure to daylight does 1d6 damage per battle round to an Empusa. This damage cannot be regenerated. A dead Empusa falls to dust.



Lesser Fury

Description : Also known as Erynies ; servants of the classic dreaded spirits of vengeance from myth. They may be called by Divine Intervention.

Number Appearing : 1d3

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Unearthly

Movement : 180'

Initiative : +8

Melee Attack : +9

Damage : 1d6 (weapons)

Defense Class : 25

Hits Total : 12

Danger Evasion : +12

Mystic Fortitude : +10

Special Abilities : Entangle (whip, Might 16, 12' maximum range), Fearsome, Invulnerability, Life Energy Drain (gaze, 40' max range), Lightning Fast, Magic Resistance, Regeneration (3 Hits / round), Sixth Sense, Supernatural Vigor.

Notes : Furies cannot be killed. If reduced to 2 Hits or lower, they instantly vanish and will come back, fully regenerated, 1d6 days later.



Ghost

Description : The classic spectre from folk tales.

Number Appearing : 1

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Eldritch

Movement : 120'

Initiative : +3

Melee Attack : +4

Damage : See below

Defense Class : 16

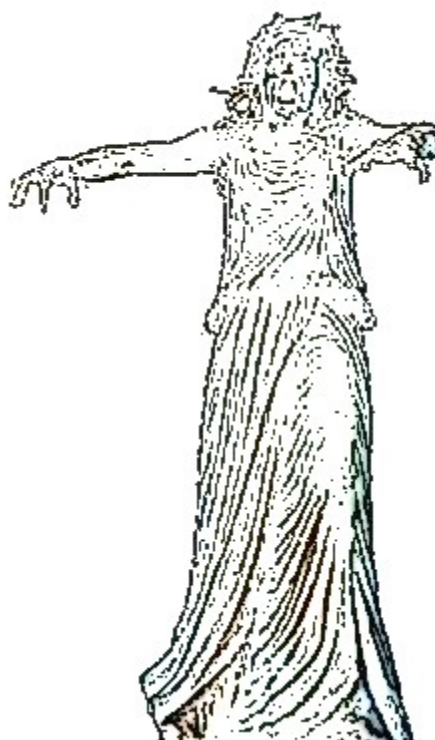
Hits Total : 12

Danger Evasion : +8 (+12 stealth)

Mystic Fortitude : +6

Special Abilities : Fearsome, Insubstantial, Life Energy Drain (touch), Sixth Sense, Stealthy, Supernatural Vigor.

Notes : A ghost cannot be harmed by mundane weapons ; it may only be harmed by magic. Its only physical attack is his Life-Energy Drain touch. The most dangerous ghosts also have Psychic Powers (as a level 4 Sorcerer, 20 Power points),



Hag

Description : Evil creature that looks like an extremely ugly old crone but is *not* human.

Number Appearing : 1d3

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 120'

Initiative : +4

Melee Attack : +5

Damage : 1d6 (claws & fangs)

Defense Class : 16

Hits Total : 12

Danger Evasion : +10

Mystic Fortitude : +4

Special Abilities : Psychic Powers (as a level 5 Sorcerer, 25 Power points), Regeneration (3 Hits / round), Sixth Sense, Supernatural Vigor, Tough Skin.

Shadow

Description : Insubstantial spirit of darkness looking like a human shadow.

Number Appearing : 1d6

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Unearthly

Movement : 180'

Initiative : +6

Melee Attack : +6

Damage : See below

Defense Class : 17

Hits Total : 8

Danger Evasion : +8 (+12 stealth)

Mystic Fortitude : +6

Special Abilities : Insubstantial, Life Energy Drain (touch), Lightning Fast, Stealthy, Uncanny Agility, Wallcrawling.

Notes : A shadow cannot be harmed by mundane weapons ; it may only be harmed by magic. Its only physical attack is his Life-Energy Drain touch.

Animates

Bronze Bull

Description : Huge animated metal bull.

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +2

Melee Attack : +4

Damage : 2d6 (horns & hooves)

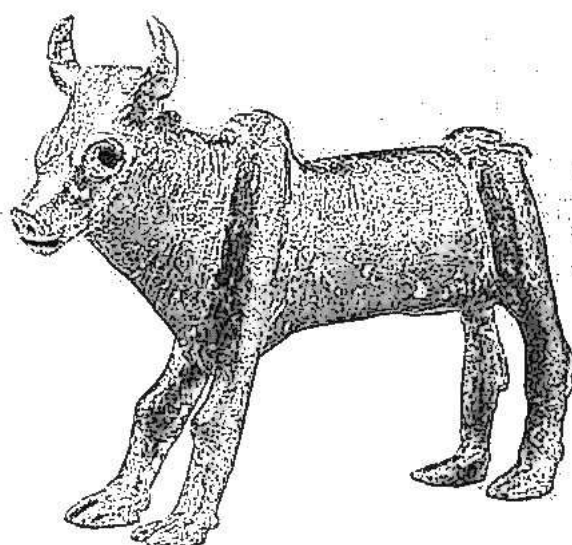
Defense Class : 16 (14 vs missiles)

Hits Total : 24

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Combat (+4 bonus), Crushing Attack (trampling), Magic Resistance, Mindless, Natural Armor, Supernatural Vigor.



Bronze Colossus

Description : Huge animated metal man.

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +2

Melee Attack : +4

Damage : 2d6 (weapon)

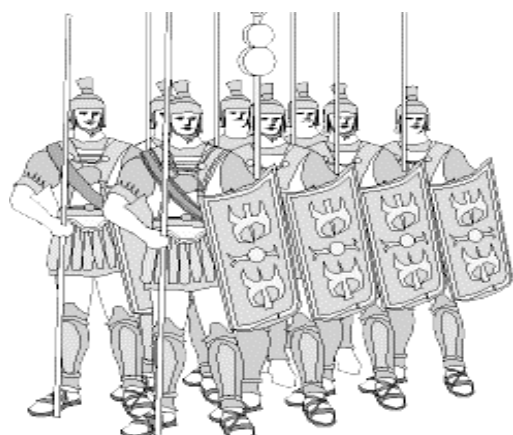
Defense Class : 17 (15 vs missiles)

Hits Total : 24

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Combat (+4 bonus), Grapple (Might 20), Crushing Attack (bear hug), Magic Resistance, Mindless, Natural Armor, Supernatural Vigor.



Iron Warrior

Description : Animated iron statues of warriors.

Number Appearing : 1d3+3

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : +3

Melee Attack : +6

Damage : 1d6 (weapon)

Defense Class : 19 (with armor, helmet & shield)

Hits Total : 12

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Combat (+2 bonus), Mindless, Magic Resistance, Natural Armor, Supernatural Vigor.

Minaton

Description : An animated huge bronze minotaur.

Number Appearing : 1

Size : Large

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +3

Melee Attack : +6

Damage : 2d6 (claws & bite)

Defense Class : 23 (11 vs missiles)

Hits Total : 24

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (+4 bonus), Crushing Attack (bear hug), Fearsome, Grapple (Might 20), Magic Resistance, Mindless, Invulnerability, Supernatural Vigor.

Mummy

Description : Specially preserved corpses from the Desert Kingdom reanimated by foul necromancy.

Number Appearing : 1d10

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Eldritch

Movement : 120'

Initiative : +2

Melee Attack : +3

Damage : See below

Defense Class : 16

Hits Total : 12

Danger Evasion : +6 (+10 stealth)

Mystic Fortitude : +8

Special Abilities : Fearsome, Grapple (Might 16), Life Energy Drain (touch), Lifeless, Magic Resistance, Regeneration (3 Hits / round), Sixth Sense, Stealthy, Supernatural Vigor.

Note : A mummy's only attack is Life Energy Drain, which can only be used on a Grappled victim.



Skeleton

Number Appearing : 2d6

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 120'

Initiative : +2

Melee Attack : +4

Damage : 1d6 (weapon)

Defense Class : 14 (16 with shield)

Hits Total : 8

Danger Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (+2 bonus), Fearsome, Lifeless.

Stone Titan

Description : Huge golem of stone animated by magic.

Number Appearing : 1

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 240'

Initiative : +1

Melee Attack : +2

Damage : 2d6 (fists etc)

Defense Class : 21 (17 vs missiles)

Hits Total : 24

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (+4 bonus), Crushing Attack (trampling), Invulnerability, Fearsome, Magic Resistance, Mindless, Supernatural Vigor.



Stygian Hound

Description : Huge skeletal undead dogs « bred » by the necromancers of Stygia.

Number Appearing : 1d6

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 180' (360' galloping)

Initiative : +5

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 14

Hits Total : 8

Danger Evasion : +4 (+8 stealth and detection)

Mystic Fortitude : +2

Special Abilities : Fearsome, Gallop, Lifeless, Lightning Fast, Sharp Senses, Stealthy.

Vines of Tantalus

Description : Magical life-drinking vines...

Number Appearing : 1d6

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : +2

Melee Attack : +4

Damage : See below

Defense Class : 15

Hits Total : 8

Danger Evasion : +6 (+10 stealth)

Mystic Fortitude : +2

Special Abilities : Entangle (vines, Might 16, 12' maximum range), Life-Energy Drain (touch), Regeneration (3 Hits / round), Sixth Sense, Stealthy, Uncanny Agility.

Notes : The Vine does no natural damage and always attack with its Entangle special ability and may only use its Life-Energy Drain attack on Entangled victims.

Wood Titan

Description : Huge tree animated by magic.

Number Appearing : 1

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 240'

Initiative : +1

Melee Attack : +2

Damage : 2d6 (fists etc)

Defense Class : 17 (15 vs missiles)

Hits Total : 24

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (+4 bonus), Crushing Attack (bear hug), Fearsome, Grapple (Might 24), Magic Resistance, Mindless, Regeneration (5 Hits / round), Supernatural Vigor, Tough Skin.

MAZE MASTER'S CREATURES MATRIX

Glory Rewards

Apemen	35	Gigantic Cyclops	660	Roc	400
Atlantean Nobles	60	Gorgon	280	Satyrs	50
Bee-Folk	12	Griffin	260	Shadow	80
Boar	15	Hag	85	Scorpion Folk	60
Bronze Bull	120	Harpy	100	Sea Horror	400
Bronze Colossus	130	Horse	0	Sea Serpent	600
Bull	60	Hydra (3 heads)	760	Serpent Men	80
Cacodemon	135	Hydra (5 heads)	920	Siren	17
Cave Bear	80	Hydra (7 heads)	1080	Skeleton	30
Centaur	50	Hyenakin	30	Sphinx	360
Cerberus	300	Icarians	30	Sphinx (winged)	380
Chimera	700	Iron Warrior	60	Stag	35
Cockatrice	150	Lamia	260	Stirge	15
Derros	25	Leonids	60	Stone Titan	130
Dragon	varies	Lesser Cyclops	100	Stygian Hound	45
Elephant	100	Lion	45	Stygian Lords	70
Empusa	90	Lycans	25	Swamp Horror	120
Empusa (psychic)	115	Manticore	420	Sylvans	27
Fury	n/a	Manticore (winged)	440	Titanians	140
Ghost	80	Mermaids	50	Tragos	45
Giant	500	Minaton	180	Tritons	65
Giant Boar	120	Minotaur	160	Troglodytes	40
Giant Bull	320	Moon Spawn	240	Tyrannosaurus	380
Giant Eagle	120	Mummy	75	Unicorn	0
Giant Ram	140	Myrmidons	10	Vines of Tantalus	70
Giant Scorpion	200	Ogres	45	Wildmen	30
Giant Slug	160	Pegasus	140	Wood Titan	130
Giant Snake	320	Phoenix	320	Wolf	30
Giant Spider (Large)	280	Pterodactyl	160		
Giant Spider (Gigantic)	600	Rhino	90		

Wisdom Rewards

Atlantean Nobles	260	Griffin	20	Scorpion Folk	10
Bronze Bull	40	Hag	560	Sea Horror	10
Bronze Colossus	40	Hydra (3 heads)	70	Sea Serpent	30
Cacodemon	660	Hydra (5 heads)	90	Serpent Men	280
Centaur	10	Hydra (7 heads)	110	Siren	100
Cerberus	40	Iron Warrior	40	Skeleton	20
Chimera	90	Lamia	230	Sphinx	40
Cockatrice	80	Lesser Cyclops	30	Stirge	20
Derros	30	Manticore	40	Stone Titan	60
Dragon	varies	Mermaids	150	Stygian Hound	10
Empusa	160	Minaton	60	Stygian Lords	290
Empusa (psychic)	640	Minotaur	30	Swamp Horror	40
Fury	n/a	Moon Spawn	30	Sylvans	10
Ghost	140	Mummy	90	Titanians	40
Giant	40	Ogres	10	Tritons	10
Giant Slug	10	Pegasus	40	Troglodytes	20
Giant Snake	20	Phoenix	60	Tyrannosaurus	10
Giant Spider	20	Roc	20	Vines of Tantalus	40
Gigantic Cyclops	40	Satyrs	10	Wood Titan	60
Gorgon	110	Shadow	80		



- Ah ah ! Looks like these Lycans have recognized me ! See how they flee in awe before my... mmmh, what is it ?

2006 Edition Notes & Comments

Creatures & Catalogues

With a grand total of 76 creatures, chapter V was the first manual of monsters ever published for a RPG. Over the following years, the *Mazes & Minotaurs* bestiary went on to include *hundreds* of new creatures, from Quinotaurs to Acteons and Lamassu.

Many of these 'new creatures' were hybrids or variants of previously published monsters, such as two-headed titanians, giant one-eyed satyrs or anticentaurs (yes, you guessed it: horse-headed humanoids...).

From 1973 to 1987, *Griffin* magazine ran the very popular Creatures Compendium monthly feature in which readers presented their beloved monstrous creations. Over the years (nah – read over the *decades*), the presentation of monsters and other creatures for *Mazes & Minotaurs* became far more detailed and sophisticated than the early format shown in the basic rules, with added entries like 'ecology', 'common attitudes', 'secret knowledge' and 'roleplaying notes'.

In 1982, Legendary Games Studio published the *Hecatoteratos*, a compilation of exactly 100 creatures from various sources (plus a few original additions, such as the infamous Dancing Minotaur). Despite its barely pronounceable title, the book was an instant hit among the M&M community.

Monsters à la Carte

One of the best-loved features of the creatures rules was its modular approach to Special Abilities, allowing individual Maze Masters to easily create their own custom monsters – such as giant fire-breathing lions, oversized tritons, vampiric mermaids, lightning fast wolves, two-headed manticores with sorcerous powers or any other weird combination you could think of.

A few Maze Masters went a bit over the top with this kind of stuff and « craziest creatures » contests were sometimes held at M&M tournaments and conventions. One of the most popular of these « monster melds » was the gorgon-lamia inspired by Ray Harryhausen's vision of Medusa in the 1981 *Clash of the Titans* movie. It was part of a special Creatures Compendium feature published in *Griffin* magazine describing all the monsters from the movie in M&M terms – including the infamous speaking mechanical owl and the devastating kraken - whom, some readers commented, had *nothing* to do in a Greek-inspired movie or RPG. Those were the days...

VI : MAZE MASTER'S LORE

A World of Adventure

Mazes & Minotaurs adventures can be set in mythic Greece or in imaginary worlds with an ancient mediterranean flavor. The map on next page depicts such a setting : the world of Mythika, which can be used as a background for your player-characters' adventures and quests.

Mythika is an imaginary world reminiscent of ancient mediterranean Europe. It is centered around a Middle Sea bordered by a civilized country reminiscent of ancient Greece called the Land of the Three Cities.

The Land of the Three Cities

As its name implies, this rich and civilized coastal country is divided into three independent city-states : **Thena**, **Heraklia** and **Argos**.

Each of these city-states is a major political power with its own culture, economy and armed forces.

With the exception of Barbarians, most *Mazes & Minotaurs* adventurers will come from the Land of the Three Cities.

The Middle Sea

This inner sea has three major islands : **Seriphos**, near the coasts of the Land of the Three Cities and home to Minea, the fourth major city-state of the area, **Proteus**, an ancient island often identified as the lost cradle of Middle Sea civilization, now a land of monster-haunted ruins (and, some say, forgotten treasures and wonders) and the eastern isle of **Tritonis**, last remnant of the once mighty sea-empire of Tritonis, home to the decadent and dangerous Sea Princes of Acharnia.

The North

North of the Land of the Three Cities, past the monster-infested **Helicon Mountains**, lies the frozen land of **Hyperborea**, home to fierce tribes of fur-clad, sun-worshipping Barbarians.

To the west of Hyperborea lies the land of **Sybaris**, a former coastal colony of the lost empire of Atlantis, now an enclaved kingdom ruled by half-human Sorcerers and full of ancient wonders and perils. To the east of Hyperborea, past the **Frozen Sea**, lies the queendom of **Amazonia**, homeland of the famous undaunted warrior-women, with its surprisingly temperate climate.

The West

The western **Umbrian Sea** is bordered by the ancient warlike kingdom of **Umbria**, which controls the access to the **Great Ocean**.

Its tempestuous and perilous waters are inhabited by numerous sea-serpents, sea-horrors and other sea-monsters that none but the boldest adventurers dare defy... for somewhere in the Great Ocean lies the fabled island of **Atlantis**, once the mightiest sea-empire of the world, home to a pre-human race of savants and sorcerers, now only remembered in half-forgotten legends...

Who knows what wonders and dangers await in these uncharted waters ?

The East

The east of Mythika is divided by the great **Thanatari Mountains**, home to many strange and dangerous beasts, such as Griffins and Manticores, and to tribes of cannibal wildmen and troglodytes.

North of the mountains lie the land of **Sicania**, home to the Centaurs, and the mysterious valley of **Arcadia**, described by ancient tales as an idyllic place... or as the true entrance to Underworld. Many bold adventurers left their lands to discover the true secret of Arcadia... but none of them has ever returned to tell the tale – yet.

South of the Thanatari Mountains lies the fabled **Land of the Sun**, with its burning sands, desert ruins and golden cities...

The South

The southern shore of the Middle Sea is dominated by the nation of **Midia** and its capital **Solus**, a centre of trade with a cosmopolite population of merchants, sailors and thieves.

East of Midia lies the savage land of **Charybdis** with its lush jungles, strange beasts and tribes of ebony-skinned warriors.

South of Midia lies the mighty **Desert Kingdom**, with its great stone pyramids (also full of fabled treasure), mystical dynasties of divine-blooded kings and beast-headed gods...

Rumors also speak of a dark **Stygian Empire** somewhere in the far south, ruled by Necromancers and their legions of animated skeletons.



The World of Mythika

Map by Paul Elliott

Gods and Goddesses

Who are the Gods ?

The gods rule the universe from the top of Mount Olympus. There were originally twelve Olympians, feeding off ambrosia and nectar served to them by Ganymede the cup bearer.

Each god has a palace and intrigues with the other Olympians for power and influence.

Many times has this august assembly been at odds, the Trojan War for one. At one time each god sponsored their favourite heroes in glorious quests and bitter blood feuds on earth, but nowadays their influence is mainly achieved through their priests

Religion and Worship

Each god has a host of temples scattered across the civilized world. These temples are only very loosely affiliated.

In many cases each temple is dedicated to a different aspect of the god. Worship takes place at an altar outside the front steps of a temple, but still within the sacred precinct. Sheep or goats are sacrificed and burnt as an offering to the god, the cooked flesh then eaten as a sacred meal. Wine can also be offered to the gods as a libation.

Zeus

Description : The king of the Olympian gods. He is a powerful god of sovereignty, mastery, government and victory in warfare. As a god on high he is associated with storms, rain, tempests and with thunder and lightning. He watches over the affairs of the Greeks from on high. He is supreme judge and his realm is the Heavens (Earth belongs to his brother Poseidon, the Underworld to his other brother Hades).

Symbol : The eagle and the thunderbolt.

Worshippers : Nobles, leaders, soldiers

Hera

Description : The matronly wife of Zeus, Hera is associated with the sky and with the moon. God of women and of childbirth and marriage, she is rarely invoked by adventurers. Hera punished many of Zeus' lovers, and could be said to have also embodied jealousy.

Symbol : The peacock is her cult animal, her other symbol is the pomegranate.

Worshippers : House-keepers, stewards, seekers of vengeance, defenders

Ares

Description : A brash god of warfare, Ares is popular with adventurers. Ares is invoked also for revenge. He is not a subtle god of grand strategy but an up-front believer in raw combat.

Symbol : Blazing torch and the spear.

Worshippers : Mercenaries

Hestia

Description : The goddess of the home and hearth. The family and community are associated with her gentle cult. Bakers also sacrifice to her.

Symbol : Fire, Protection

Worshippers : Housewives, magistrates, city officials, stewards

Hephaestus

Description : The god of fire, smiths and craftsmen in general, Hephaestus is a brawny, lame god. He is also associated with volcanoes. In myth he built many fantastic devices, some of which are hidden about the world in labyrinths and on remote islands. His wife is the adulterous Aphrodite.

Symbol : Hammer and tongs

Worshippers : Bronzeworkers, armourers, jewellers

Hermes

Description : The winged messenger of the gods, Hermes is also the god of thieves, travellers and merchants. Hermes guides the spirits of the dead to the underworld, and wayside marker stones are dedicated to him. The great cults to Hermes are run by the merchant brotherhoods to which they owe their good fortune. Gamblers too, pray to him.

Symbol : Hermae, phallic pillars on street corners, cross-roads and gateways, winged sandals, caduceus (winged staff entwined with serpents).

Worshippers : Traders, thieves, travellers

Apollo

Description : A god of sunlight, musicians, fortune-tellers and medicine. This bold and potent god is also the protector of herdsmen, but it is his association with the sun that is most strong. His deadly and unerring skill with the bow is symbolic of rays of light. But his typical symbol is the lyre. Many famous seers and soothsayers claim to have been given their powers by Apollo.

Symbol : His symbols are the bow and lyre.

Worshippers : Shepherds, soothsayers, hunters, physicians

Demeter

Description : This gentle goddess presides over agriculture, fertility and the earth. Her sister Persephone spends six months of the year with Hades, symbolising the changing seasons. Her cult is accompanied by orgies, and her temples, often found in forests, are called megara.

Symbol : The sheaf of corn.

Worshippers : Farmers

Poseidon

Description : The brother of Zeus, Poseidon is the god of the oceans and seas, as well as earthquakes and horses. A harsh and unrelenting god, Poseidon shows his anger with floods, storms and earthquakes. Sailors fear him.

Symbol : The symbol of Poseidon is the trident and horse.

Worshippers : Sailors, cavalrymen, horse-breeders

Aphrodite

Description : The amorous goddess of love, beauty and sex, married (in the myths) to Hephaestus. She is fickle and passionate, and prone to initiating liaisons and romances. Young lovers pray to her.

Symbol : A seashell

Worshippers : Courtesans, sailors

Artemis

Description : Artemis is the virgin sister of Apollo, and she is the goddess of hunting and of wildlife. As a fertility goddess she is invoked by mothers as well as more typically hunters. She has a lunar aspect and is well known as a great and deadly archer. She is revered especially in Arcadia.

Symbol : A burning torch, the she-bear or a faithful hound.

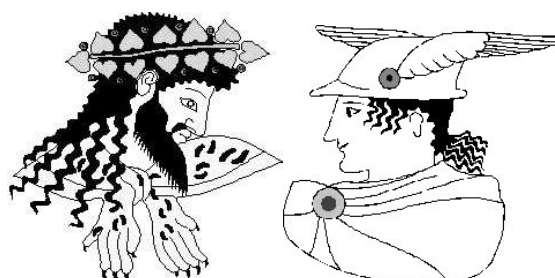
Worshippers : Hunters, women

Athena

Description : Athena is the goddess of wisdom and inventiveness, of women and the arts and crafts. Other professions looked to her, including doctors, teachers, actors, poets and students. Athena is the armour-clad virgin daughter of Zeus and burst, fully armed from his head. She is a warrior who fights for order, peace and righteous causes. After her birth she dispensed advice to her father.

Symbol : The owl is her main symbol, but she is also famous for the aegis, a shield emblazoned with the terrifying face of Medusa.

Worshippers : Soldiers, nobles, defenders, craftsmen.



Dionysus

Description : A god of wine, pleasure and revelry often invoked at bars, banquets and orgies. Since he is associated with wine cultivation he represents both the pleasures of wine and its darker side of mad passions and abuse. His favourite method of punishing wrong-doers is through madness. His cult throw wild orgies at which respectable women dance wildly in the countryside to the sound of raucous music.

Symbol : Pine-cone staff

Worshippers : Actors, playwrights, entertainers, vintners

Hades

Description : The grim and dark god of the Underworld who rules with his wife Persephone. He has no temples and no organised cult. Those who wish to call upon him must dig pits to throw down their sacrifices. He is an aspect of death.

Symbol : Cypress tree, narcissus

Worshippers : Witches

Asclepius

Description : The son of Apollo, the god of medicine and doctors. Asclepius was in trouble with Hades because he was preventing the new intake of the dead from arriving, as they should have.

Symbol : Caduceus, the winged staff with a snake coiled around it, snakes.

Worshippers : Physicians

Other Gods

The Muses : Nine daughters of Zeus, goddesses of music, the arts, science, dance, theatre and history. Apollo leads the Muses.

The Greater Furies : Female demons serving the gods. Daughters of Gaea, they are monstrous hags with canine faces and black wings, serpent-haired and wielding long whips. They hunt down offenders and send them mad. The three Furies are not vindictive, but impartial.

Morpheus & Somnus : Two ancient gods of sleep, often mistaken for one another. Somnus rules sleep in general, and Morpheus is the god of dreams.

Creating Epic Adventures

Mazes & Minotaurs is a fantasy roleplaying game that draws its inspiration from the heroic tales of Greek mythology as well as from modern adaptations of these tales, such as the 1963 movie *Jason and the Argonauts*.

A typical M&M adventure will involve daring fights against horrible monsters, exploration of caves and labyrinths deep underground and, of course, a couple of fiendish traps or puzzles.

Typical M&M adventures can be grouped into three broad types of scenarios, which are detailed below.

Monster Hunt

A common Greek story, the monster needs to be killed. It may be the Hydra, the Chimera, the Gorgon or the Python. But it needs to be slain. It may be guarding some valuable treasure, or the death of the beast itself might be the prize. Perhaps some part of its body is in itself the treasure. Think here of the Hydra's poisonous blood, the Nemean Lion's hide or the Gorgon's head.

Sometimes the monster is a large and brutish version of a normal animal (like the Caledonian Boar) and the hunt really is a proper hunt. Monster hunts are usually short and simple (as most of Heracles' were) since the location and the nature of the beast are often common knowledge. Monster hunts are best mixed in with other types of adventures.

Artefact Quest

The archetypal Greek adventure. Find the Golden Fleece, the Golden Apples of the Hesperides, the Pegasus, the One Eye of the Three Witches, the Girdle of the Amazon Queen. The steps to finding these artefacts can be many and varied.

The quest will often involve travelling to distant parts of the world, to exotic locations, mysterious islands, lost mountains, and strange lands. There may be many stages to the quest, information and clues to discover, guardian monsters to defeat, enemies to battle and traitors to uncover.

Often the heroes set out to recover the artefact but must sail or march to a person or oracle that can send them in the the right direction. Often this source of information demands that the heroes perform a task before it will help them on their way. They must travel to an island or distant land and recover *another* object or defeat some terrible creature before that information is freely given. Quests within quests. Adventures piled upon adventures. The idea began here in Greek myth. What will the artefact be used for? Is it symbolic? Will it bring order to a ruined state? Will it help a king recover his kingdom? Is it a healing boon? Will it give power over death? Will it provide protection? Or is it an aid in yet another quest - perhaps to kill

some monster that requires such an exotic and powerful artefact (Perseus' mirrored shield, or Bellerophon's Pegasus).

Heroic War

Wars are common in the world of *Mazes & Minotaurs*, and the most famous war of them all, the Trojan War, happened in this era. Heroes can get embroiled in warlike adventures very easily. They are the elite troops, the leaders, commanders and *commandoes* of any battle that they take part in. During the whole of Homer's Iliad, only one 'regular' soldier is mentioned by name (Thersites). All the action is carried out by heroes like the player characters.

Where is the war? Why is it occurring? Who are the participants? Who are the allies? Are there any crucial situations that may arise in the fighting to turn the tide? How do you stop them or encourage them? What are each sides weaknesses, and can they be exploited or protected?

Heroes may be following a leader into the war, or fighting for their city or even their god. Lesser folk, spear-armed commoners, can follow the heroes' lead, and 'mop up' afterwards.

Underworld Journey

This Underworld is the realm of Hades and is inhabited by the shades of the living, by ghosts and spirits. It is a frightening 'otherworld' of palaces, fields, forests, magical rivers, strange monsters and other creatures.

Many heroes made the perilous journey into the Underworld (Heracles, Odysseus, Theseus, Orpheus) and there were entrances to it scattered all across Greece (if you knew where to look).

We can postulate many different Underworlds, beginning in caves and tunnels near the surface, connecting with others and with (ultimately) the great Underworld of Hades, guarded by Cereberus and Charon - the ferryman of the dead.

The Underworld is a dreamland/otherworld distinctly apart from the mundane world of everyday existence. This Underworld environment should bear an omnipresent sense of strangeness, otherness and lurking, inexplicable, unease - even horror. Beyond the mundane details of monsters and traps and the subterranean environment itself, every Underworld should have a plethora of weird and creepy details to constantly remind the heroes that "we're not in Kansas anymore". Weird abandoned temples and shrines, relics of the Golden Age of the Gods and lost civilizations, strange and inexplicable enigmas that will haunt and confuse the players and cause their expeditions to be motivated not just by a desire for power and treasure (tangible reward) but also by a desire for knowledge and understanding, to get to the bottom of the mystery (intangible reward).

Having said that Underworlds are strange and frightening otherworlds, the more internal logic and consistency your Underworld has the better.

Set it up as a living environment with at least a touch of common sense to placement of monsters and traps etc. (i.e. don't put monsters that would obviously kill/eat each other in adjacent caverns, monsters in caves they couldn't possibly get into and out of ...).

Remember also to make sure some of the caverns are empty - no monster, no trap. This might seem like too much, that the players will get bored going from empty cave to empty cave, but because they won't *know* the caves are empty they'll constantly be fearing monster ambushes, hidden traps, or hidden treasure they might miss.

In an Underworld adventure, as many of the encounters should be with 'wandering monsters' in tunnels and empty caverns as with 'set' encounters in their lairs. Fleeing from the sounds of 'slithering' or 'footsteps' from around the corner or the other side of the door should become a very common occurrence and should keep the heroes on their toes and the tension level high. They'll be *expecting* death around every corner, whether it's actually there or not.

Of course it goes without saying that you should also include 'seemingly empty' rooms that *do* contain hidden monsters, traps, and treasures, to keep your players from getting too lax and careless.

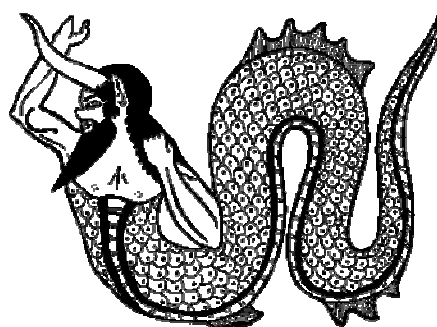
Gathering the Heroes

Before play begins, the Maze Master and the players should decide *where*, *how* and *why* the heroes begin their adventures. Here are a few possibilities :

Defend the City : You are the brave Greek lords and warrior heroes of a famous Greek city (choose one). The people, the priests and the royal family look to you to defend the city from curses, gods, monsters, tyrants and other dangers.

Follow A Leader : You are the loyal friends of a Greek lord or king who has been exiled. He wanders Greece trying to find some way to regain his throne, and you carry out all manner of dangerous quests and challenges to try and bring this about.

The Gods Command It! : You have been chosen by a god (or Zeus, king of the gods himself) to carry out a series of quests and challenges. You cannot refuse. Perhaps the heroes have angered the god in the past or committed a crime. Sometimes the god selects an earthly king to hand out the god's requests and orders. Sometimes the god appears to the heroes in-person between adventures.



Mysterious Islands

A staple of Greek voyages is the mysterious island. There are many known, inhabited islands - some of them large and important like Rhodes and Crete. There are also hundreds of unknown islands, mysterious locations that may hold treasures, clues, monsters, allies or enemies. There may be secrets, plots, traps, witches and tyrannical kings.

Such an island might form the focus of the adventure, as Crete did in the story of Theseus and the Minotaur, or it can simply be a stopping point or episode on a longer quest (as Cyclops Island was for Odysseus).

A number of tables follow that allow the Maze Master to randomly create an island, perhaps when suddenly needed or during the preparation for a game. He could also just pick ideas from the lists, or indeed substitute his own alternatives if desired. The idea is to have an island with gaming potential, whether inhabited or not.

What is the Coast Like? (1d6)

- 1-2 = Ringed by reefs
- 3 = Ringed by smooth, sandy beaches
- 4 = Ringed by high cliffs
- 5-6 = A variety of coastline exists

Is it Inhabited? (1d6)

- 1-3 = No settlements; uninhabited by humans
- 4 = Small villages
- 5 = Town with some surrounding villages
- 6 = Powerful city ruling an island Kingdom

If Settled, What's Going on ? (2d6)

- 2 = At war with another island nearby
- 3 = Sage or magician is protected by the islanders
- 4 = Pirates regularly plunder this island
- 5 = The inhabitants live in harmony
- 6 = Islanders regularly attacked by a cruel monster
- 7 = Gruesome secret. Is a god involved?
- 8 = Peculiar population (eg. no children, no adults, no men, no women etc). Why?
- 9 = Under sway of evil god/witch/goddess
- 10 = They have never seen outsiders !
- 11 = Island is the property of a minor or major god
- 12 = There are athletic Games currently underway

Interesting Places (3d6, roll whether inhabited or not)

- 3 = Natural fountain
- 4 = Waterfalls
- 5 = Statues
- 6 = Forests full of nymphs
- 7 = Large caves
- 8 = Ancient mines
- 9 = Old Road
- 10 = Ruined fortress
- 11 = Secretive tower
- 12 = Remote temple
- 13 = Territorial markers (skulls etc)
- 14 = Chasm and rope bridge
- 15 = Island just off the coast
- 16 = Carved mountain
- 17 = Witches cave/glen
- 18 = Two of the above

Are There Unusual Creatures ?

Aside from common beasts and possible human population, which kind of creatures inhabit this island ? Roll 1d3 times on the following table :

- 1-2 = Folk
- 3-4 = Monster
- 5 = Spirit
- 6 = .Animate

Then roll on the appropriate subtables.

Folks (1d20)

- 1 = Apemen
- 2 = Atlantean Nobles
- 3 = Bee-folk
- 4 = Centaurs
- 5 = Derros
- 6 = Hyenakins
- 7 = Leonids
- 8 = Lesser Cyclops
- 9 = Lycans
- 10 = Myrmidons
- 11 = Ogres
- 12 = Satyrs
- 13 = Scorpion Folk
- 14 = Serpent Men
- 15 = Stygian Lords
- 16 = Sylvans
- 17 = Titanians
- 18 = Tragos
- 19 = Troglodytes
- 20 = Wildmen

Monsters (1d10)

- 1-2 = Roll 1d6 on subtable A
- 3-4 = Roll 1d6 on subtable B
- 5-6 = Roll 1d6 on subtable C
- 7-8 = Roll 1d6 on subtable D
- 9-10 = Roll 1d6 on subtable E

Monsters (A)

- 1 = Cerberus
- 2 = Chimera
- 3 = Cockatrice
- 4 = Dragon
- 5 = Giant
- 6 = Gigantic Cyclops

Monsters (C)

- 1 = Gorgon
- 2 = Griffins
- 3 = Harpies
- 4 = Hydra
- 5 = Lamia
- 6 = Manticore

Monsters (E)

- 1 = Sirens
- 2 = Sphinx
- 3 = Stirges
- 4 = Swamp Horror
- 5 = Tyrannosaurus
- 6 = Unicorn

Monsters (B)

- 1 = Giant Boar
- 2 = Giant Bull
- 3 = Giant Eagles
- 4 = Giant Ram
- 5 = Giant Scorpions
- 6 = Giant Spiders

Monsters (D)

- 1 = Minotaur
- 2 = Moon Spawn
- 3 = Pegasus
- 4 = Phoenix
- 5 = Pterodactyls
- 6 = Roc

Spirits (1d10)

- 1-2 = Cacodemon
- 3-4 = Empusae
- 5-6 = Ghosts
- 7-8 = Hags
- 9-10 = Shadows

Animates (1d10)

- 1 = Bronze Bull
- 2 = Bronze Colossus
- 3 = Iron Warriors
- 4 = Minaton
- 5 = Mummies
- 6 = Skeleton
- 7 = Stone Titan
- 8 = Stygian Hound
- 9 = Vines of Tantalus
- 10 = Wood Titan

Let's imagine we need to create the twin islands of Paxos and Skaros. Using the tables given above, we get the following results :

Paxos has a variety of coastline, and a town and surrounding villages. It is ravaged by a monster, and is home to a ruined fortress. We roll on the Creatures table and find out that Paxos is home to a Chimera.

Skaros is ringed by inhospitably high cliffs and has no inhabitants. On Skaros are ancient mines, which we decide were used by the god of smiths, Hephaestus. Since such things need guarding we add extra monsters, placing a Bronze Colossus outside the mines along with some Lesser Cyclops (who were Hephaestus' iron and bronzeworkers). We also roll up a Dragon.

Mythic Items

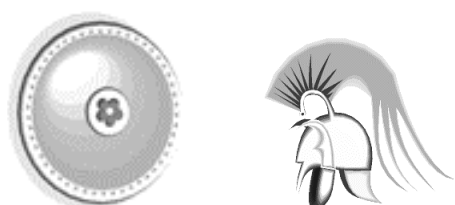
Classification of Items

Over the course of their adventures, player-characters may acquire mythic items of varying degree of power.

The *Mazes & Minotaurs* rules distinguish six different categories of mythic items : Magical Armament, Potions & Consumables, Rings & Amulets, Staves & Wands, Miscellaneous Items and Unique Artifacts.

Several sample mythic items of each type are described below (except for unique artifacts, which are a special case).

Magical Armament



Aegis : This magical shield adds +4 (rather than +2) to its wielder's Defense Class. It also grants a +2 bonus to Danger Evasion and Mystic Fortitude.

Weapons of Hephaistus : These weapons are said to have been forged by Hephaestus and his Cyclops assistants. They can only be wielded by the mightiest warriors (Might of 13+) and give a damage bonus equal to the character's Might modifier.

Spear of Athena : This magical spear may only be used by the most skillful fighters (ie characters with a Skill of 13+). Its wielder adds his Skill bonus to his damage rolls.

Bow of Apollo : This magical bow can only be used by archers of great skill (ie characters with a positive Skill modifier). Every arrow shot from this bow adds the archer's Skill bonus to its damage roll.

Sword of Ares : This magical sword may only be used by the most skillful fighters (ie characters with a Skill of 13+). Its wielder adds his Skill bonus to his damage rolls.

Bow of Artemis : This magical bow can be used at no penalty while moving and has twice the normal range (600 feet).

Dagger of Aphrodite : This magical dagger can only be used by persons attractive enough to gain Aphrodite's attention (ie characters with a positive Grace modifier). It grants a damage bonus equal to the wielder's Grace bonus when used against creatures of the opposite gender.

Helmet of Athena : This magical helmet grants wisdom and protection in battle but can only be used by characters with a Faith of 13+. In game terms, its wearer adds his Faith bonus to his Initiative rolls and to his EDC (on top of the regular +2 helmet bonus).

Helmet of Ares : This magical helmet has similar effects as a Helmet of Athena, except that the modifier used is the Skill bonus.

Breastplate of Ares : This breastplate provides twice the usual protection (+4 instead of +2 to EDC) for the same encumbrance value. It also grants a +2 bonus to Mystic Fortitude.

Sling of Fortune : When used by a character with a Luck of 13+, this sling adds the character's Luck bonus to its damage rolls. Its range is also twice that of a normal sling (300 feet instead of 150).

Sagittarius Arrows : These magical arrows, made by the legendary centaur Chiron, grant a +1 bonus to the archer's Missile Attack and damage rolls.

Javelin of Destiny : This magical javelin has twice the normal range, grants a +1 attack and damage bonus and always come back in the hand of the thrower if it misses its target.

Bow of Herakles : This bow can only be used by extremely strong individuals (ie characters with a Might of 13+). Its user adds his Might bonus to his missile attack and damage rolls.

Quiver of Artemis : The user of this magical quiver *never* runs out of arrows. Furthermore, all arrows taken from this quiver have a +1 bonus to damage.

Breastplate of Apollo : This breastplate can only be used by extremely handsome individuals (ie characters with a Grace of 13+). Its wearer adds his Grace bonus to his Defense Class as well as to his Mystic Fortitude and Danger Evasion rolls.

Sword of Ruse : This sword can only be used by especially clever and astute warriors (ie with a Wits score of 13+). It has a knack for finding the weakest spot in an opponent's defense, allowing its wielder to add his Wits bonus to his attack rolls.

Sword of the Underworld : This magical sword can be used to wound insubstantial creatures.

Acheronian Arrows : These magical arrows can be used to wound insubstantial creatures.

Lightning Bolt : This is a true lightning bolt solidified by magic and usable as a javelin. It does 2d6 damage per strike and has full effects against insubstantial creatures. Its range is half that of a normal javelin (in other words, Might x 5 feet).

Boar Helmet : This barbaric helmet is shaped in the form of a boar's head. It has the same properties as a helmet of Ares or Athena, except that the bonus used is the Might modifier (see above).

Potions & Consumables

Dust of Somnus : Each pinch of this sparkling dust can plunge a person (or creature) into a deep enchanted sleep from which nothing can awake him for the 1d6 next hours. To work, the dust must be dropped or blown into the victim's face. The victim may make a Danger Evasion roll to avoid the soporific effect. Failure means he falls immediately asleep. This dust is generally found in the form of small bags containing 1d3+3 pinches. Lifeless or mindless creatures are immune to its effects.

Potion of Strength : Each dose of this potion adds +1 to a character's Might modifier (which affects his Melee attack modifier and Hits total, as well as his chances to accomplish spectacular feats of strength) for the next hour. Multiple doses can be taken for increased effect. This potion is generally found in the form of small phials that contain the equivalent of 3 doses.

Mead of Poseidon : Each dose of this greenish brew gives the ability to breathe and speak under water for the next hour. Multiple doses will increase duration accordingly. This drink is generally found in the form of small amphoras that contain the equivalent of 6 doses.

Healing Potion : Each dose of this potion immediately restores 1d6 Hits to the drinker (up to his original Hits total). This potion is generally found in the form of small phials that contain the equivalent of 3 doses.

Wine of Dionysus : A very heady, thick and almost black wine said to be made from the god's own personal vineyard. Mortals who drink this wine immediately succumb to the "madness of Dionysus" for one hour per cup taken. The effects of the madness of Dionysus are left to the Maze Master's discretion and will have to be adjusted according to the age of the players around the table. Nymphs are immune to this effect : for them, each full cup of this wine restores 1d6 Power points (up to the Nymph's original total). This wine is generally found in the form of wineskins or amphoras that contain the equivalent of 6 full cups.

Oil of Aphrodite : The effects of this sweet and perfumed body lotion are left to the Maze Master's discretion and will have to be adjusted according to the age of the players around the table : suffice it to say that the oil is an extremely potent ointment. This oil is generally found in the form of small flasks that contain the equivalent of 6 full applications.

Potion of Celerity : Each dose of this potion adds 50% (60' for humans) to a character's basic Movement allowance for the next 4 hours. Multiple doses *do not* have cumulative effects. While under the influence of the potion, the character also gains +2 to Initiative and Danger Evasion. This potion is generally found in the form of small phials that contain the equivalent of 3 doses.



Wine of Dionysus, anyone ?

Golden Apples : These rare magical apples can only be found on special trees - which only grow on a few magical islands. Each time a character takes a golden apple from its tree and eats one of these wonderful fruits, he receives one of the following gifts. The gift must be chosen by the character himself - but the same gift can only be received once in an entire lifetime.

Gift of Strength : Gain 1d3 points of Might.

Gift of Dexterity : Gain 1d3 points of Skill.

Gift of Cleverness : Gain 1d3 points of Wits.

Gift of Fortune : Gain 1d3 points of Luck.

Gift of Wisdom : Gain 1d3 points of Faith.

Gift of Charisma : Gain 1d3 points of Grace.

All attribute gains are permanent and cannot bring an attribute over the maximum of 18. These fruits lose their magical power once they fall from their tree. When such trees are met, there will be 1d6 trees, each holding 1d6 edible apples.

Medea's Ointment : Each application of this body lotion grants a +2 bonus to a character's EDC and makes him totally immune to fire damage (whether natural or magical). The application per se requires approximately one minute and the effects of the ointment last for a number of hours equal to 4 plus or minus the character's Luck modifier. This wonderful ointment is generally found in the form of small flasks that contain the equivalent of 6 full applications.

Hyperborean Beer : Each cup of this thick, golden-brown beer restores 1 Hit to the drinker, up to his starting Hits total. Each time a character drinks a cup of hyperborean beer, roll 1d6. If the result is 6, he suffers heavy intoxication and immediately lose 1d6 Hits - and will be unable to drink more Hyperborean beer for a number of days equal to the number of Hits lost. Barbarians are immune to this unfortunate side-effect and can swallow unlimited quantities of this liquid (of which they are usually quite fond). This beer is generally found in barrels that contain the equivalent of 24 cups.



- Stop right here, you spear-totting imbecile, or tremble before the eldritch might of my Staff of Power !

Staves & Wands

Caduceus : This item of wondrous healing powers appears as a small staff or rod decorated with two coiled serpents. When used by a Priest or Priestess of any deity, it doubles the number of Hits restored by their Divine Vitality power. Since Divine Vitality is a level 3 power, only Priests of level 3+ may actually use this item.

Staff of Power : This magical staff can be used by Sorcerers to store extra Power points. Unlike the Sorcerer, the staff does not recover its Power points once they are spent and will have to be "refilled". A Staff of Power may store up to 1d6+6 Power points.

Rod of Lightning : This magical rod throws lightning bolts. Each bolt does 2d6 damage and has full effects against insubstantial creatures. These attacks have a range of 10 feet and require a Missile attack roll. Each individual rod will contain enough lightning for 1d20 bolts.

Staff of Light : This staff can be used to emit a zone of bright light (equivalent to daylight), with a radius of 10 feet. This light can be switched on and off at will by the holder of the staff.

Staff of Command : A Sorcerer holding this magical staff will only have to spend 1 Power point (instead of 1d6) when using his Compelling ability. Since Compelling is a level 4 power, only Sorcerers of level 4+ may actually use this item.

Rings & Amulets

Ring of Good Fortune : The wearer of this ring receives a +1 bonus to his Luck modifier, which affects his EDC, Missile Attack, Danger Evasion, Mystic Fortitude, First Reaction and Hits total.

Ring of Bad Luck : This ring subtracts 1 from the wearer's Luck modifier, resulting in a -1 penalty in EDC, Missile Attack, Danger Evasion, Mystic Fortitude, First Reaction and Hits total.

Ring of Invisibility : This magical ring grants the same power as a Cloak spell (see Sorcery) restricted to its wearer. This enchantment is permanent but can be turned on or off at will.

Amulet of the Merfolk : This magical amulet gives the power to breathe (and speak) underwater for unlimited periods of time.

Amulet of Aphrodite : This amulet gives a +4 First Reaction bonus toward persons of the opposite sex.

Amulet of Artemis : This amulet gives the "fortune of the huntress", in the form of a +4 bonus to the character's stealth and detection rolls.

Amulet of Dreams : This magical amulet brings very pleasant dreams to its wearer. Sorcerers who wear it recover their Power points twice as fast (ie twice their level per hour of sleep).

Amulet of Protection : This magical amulet adds +1 to the wearer's EDC, Danger Evasion and Mystic Fortitude scores.

Ring of Wisdom : This magical ring adds +4 to a character's Magic Lore bonus (see below).

Amulet of Health : This magical amulet *doubles* its wearer's natural healing rate.

Miscellaneous Items

Bridle of Taming : This magical bridle enables its possessor to tame (and ride) a Pegasus or Griffin. To pass it around the creature's neck requires a successful Melee attack with a Reach of zero and inflicting no damage.

Leggings of Speed : This pair of metal leggings increase Movement by 25% and add +1 to Initiative, with an effective encumbrance value of zero.

Cloak of Concealment : This garment has the same effects as a Ring of Invisibility.

Girdle of Strength : This belt adds +2 to the Might modifier of its wearer.

Girdle of Protection : This belt adds +2 to the EDC of its wearer.

Tunic of Fortune : This garment adds +1 to the Luck modifier of its wearer.

Sandals of Hermes : This pair of magical sandals has the same effects as Leggings of Speed, with which they can be combined for increased speed !

Sunstones : This nut-sized yellow-orange gem emits a zone of bright daylight (10' radius) even in complete darkness (underground etc). Multiple stones do not increase the lighted area. Sunstones can also be used as slingshot, in which case they burst on impact, causing 2d6 damage (but being destroyed in the process).

Seven Scrolls of Thessalia : These scrolls of eldritch lore are an extraordinary source of wizardly knowledge. They are identified by their numeral (I to VII). Any Sorcerer reading them will gain 100 Wisdom points per scroll for the first four and 200 points for each one of scrolls V to VII. A given library, tomb or treasure room will contain 1d10 such scrolls, in numbered order (thus, a roll of 4 means scrolls 1 to 4).

Pipes of Chaos : The sound of this instrument produces the same effect as a Confusion spell (Sorcery level 1) affecting everyone who hears its demented music (except the player himself) in a 20' radius. Only Mindless and Lifeless creatures are immune to this effect.



Unique Artifacts

Unique artifacts, as their name implies, are mythic items of tremendous power, often made or given by the Gods themselves – such as the Golden Fleece or the Harp of Orpheus. When such an item is found in the course of the game, its specific powers and properties must be determined by the Maze Master. Finding a unique artefact is always a source of Glory and can also be a source of Wisdom, depending on the nature of the item.

2006 Edition Notes & Comments

The World of Mythika

Ah, the glory that was Mythika... Over the years, Mythika evolved from the very brief overview presented in this chapter to '*a mythic tapestry of many colors*' (quote from an unknown gamer from the Letters page of *Griffin* magazine).

Every adventure module published by LGS added an extra bit of depth, substance or atmosphere (or just a few new maps) to the 'official' M&M world... But the most important contribution came from *Griffin* magazine. From 1975 to 1982, the monthly *Mythika Gazetteer* column detailed specific regions, kingdoms, islands or cities of the mythikal world were described in detail. Most of these contributions came from individual gamers, who eventually transformed Mythika into the first *pen & paper wiki* RPG setting. Back then, all-important concepts like metaplots or official continuity were nonexistent.

Mysterious Islands

How many times have these wonderful tables saved the day of uninspired Maze Masters worldwide ? With a few die rolls and a reasonable spark of common sense, you could cook up a whole adventure in only a few minutes. Some hardcore improvisers even used them during play, rolling up creatures and situations as the characters sailed from island to island – a style of play which eventually became known as « random odysseys ».

Mythic Items

By old-school standards, the list of mythic items described in these basic rules was fairly modest, especially when compared to the ones found in the earliest imitations of the game – remember the 921 magic items from *Warfare & Wizardry* ?

Myth & Magic, the second supplement published for M&M, detailed dozens of new mythic items – including several unique artefacts, such as the Golden Fleece, the Head of Orpheus or the Chessboard of the Gods.

MAZES & MINOTAURS

Character Record Sheet

Character's Name _____ Class _____
 Level _____ Gender _____ Age _____ Description _____
 Personal Background _____

Attribute	Score	Mod	Ability Modifiers	Hits
MIGHT	_____	_____	Melee Attack _____	0 1 2 3 4 5 6 7 8 9 10
SKILL	_____	_____	Missile Attack _____	11 12 13 14 15 16 17 18 19 20
WITS	_____	_____	Initiative _____	21 22 23 24 25 26 27 28 29 30
LUCK	_____	_____	Danger Evasion _____	Hits Total = _____ Recovery = _____ / week
FAITH	_____	_____	Mystic Fortitude _____	EDC = 12 + () + () = _____
GRACE	_____	_____	First Reaction _____	Movement allowance _____ feet/round

Special Abilities _____

Melee Weapon	Reach	Damage	Enc
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Magical Powers

Missile Weapon	Range	Damage	Enc
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Power Points

0 1 2 3 4 5 6 7 8 9 10
 11 12 13 14 15 16 17 18 19 20
 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40

Armor	EDC	Enc
_____	_____	_____
_____	_____	_____
_____	_____	_____

Starting Power total = _____

Miscellaneous Information

Item	Enc
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Glory / Wisdom points = _____