

MIEN & MONSTERS

A Supplement for the MAZES & MINOTAURS RPG



Includes 3 new classes, 20 new monsters and new rules galore !

Legendary Games Studio



Reproduction of the original black & white 1973 cover (artist unknown)



Credits

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Legendary Games Studio



MEN & MONSTERS

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I : CHARACTERS

Legendary Attributes

In some extraordinary circumstances (including divine boons and the effects of certain mythic items), a character may raise one (and only one) of his attributes over 18, up to an absolute limit of 20.

In this case, a score of 19 gives a modifier of +4 and a score of 20 a bonus of +5.



- Family Tradition of Martial Excellence ? I'm sure it's very interesting, dear, but what about my 19 in Grace ? Mmh ?

Nobles & Heritage

Instead of adding 1d6 to the attribute of his choice, the player of a Noble may roll 1d6 on the following table to determine randomly the Family Gift of his character. If this option is used, the affected attribute may be increased up to a maximum of 20.

1 = Divine Ancestry (God) : One of the character's male ancestors was a god. Add +1d6 to Might.

2 = Divine Ancestry (Goddess) : One of the character's female ancestors was a goddess. Add +1d6 to Grace.

3 = Family Tradition (Martial) : The character's family has a long-standing tradition of martial excellence. Add +1d6 to Skill.

4 = Family Tradition (Religious) : The character's family has a long-standing tradition of religious fervor. Add +1d6 to Faith.

5 = Favored by Fate (Fortune) : The family is blessed with good luck. Add +1d6 to Luck.

6 = Favored by Fate (Acumen) : The family has a reputation of genius or wisdom. Add +1d6 to Wits.

New Classes

This supplement describes three new classes : Thieves, Hunters and Centaurs. While the Centaur is clearly a fighting class, Thieves and Hunters are *specialist classes*. Unlike fighters or magicians, specialists care little for Glory or Wisdom and gain levels by accumulating Experience points.

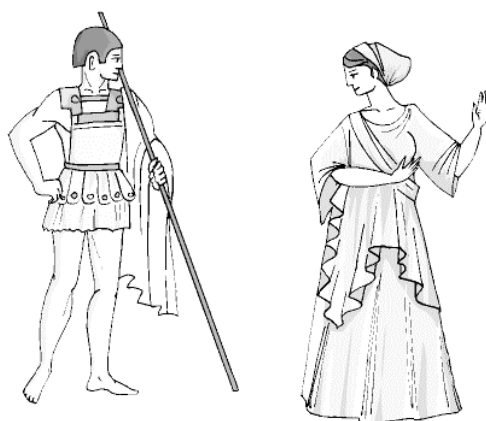
Table 1A : Experience Points & Level

Experience	Level	Expertise
0 to 999.....	1.....	Novice
1000 to 1999.....	2.....	Accomplished
2000 to 3999.....	3.....	Expert
4000 to 6999.....	4.....	Master
7000 to 9999.....	5.....	Legendary
10 000+.....	6.....	Mythic

Hunters gain Experience by slaying or capturing Beasts or Monsters (but not other creatures) : this award is equal to the creature's Glory award for Monsters but is doubled for Beasts. A Hunter's Experience gains are treated exactly like Glory awards. Thus, if three Spearmen and a single Hunter kill a 200 Glory points Monster, the Hunter gets 50 Experience and each Spearman gets 50 Glory. The doubling factor for Beasts is taken into account *after* such divisions have been made.

Thieves gain Experience by stealing money, jewels and other valuable items. At the end of an adventure, a Thief gains 1 Experience point for each silver piece of value he has stolen or « found ».

As a result of their very specialized (and exclusive) mode of advancement, Specialists tend to favor a specific type of adventure over others : wilderness adventures for Hunters, *intra muros* expeditions for Thieves and and seafaring scenarios for Mariners.



A worried Spearman and an optimistic Priestess exchanging views about the new character classes



A nimble female Thief stealing magical apples

HUNTERS

Hunters are rural characters skilled in scouting, woodcraft and marksmanship. They tend to favor missile weapons over melee weapons and can be deadly with a bow, sling or javelin.

Prime Requisite : Skill

Gender Restrictions : Hunters are predominantly male, although Huntresses do exist, with the goddess Artemis as a role model.

Basic Hits = 12

Marksman : A Hunter must select a missile weapon (bow, sling or javelin) as his weapon of choice. When using this weapon, he adds his Skill bonus to his damage roll.

Woodcraft : Hunters also add their level to all their detection and stealth rolls when outdoors.

Level Advancement : Every level after the first, a Hunter gets the following bonuses : Missile +1, Hits +2, Danger Evasion +1, Mystic Fortitude +1. He also gets +1 to Melee at levels 2, 4 and 6. Hunters rise in levels by accumulating Experience (see below).

Equipment : Hunters start with a dagger, a spear and their missile weapon of choice (bow + 12 arrows OR three javelins OR sling + 12 stones).

Starting Wealth : 3D6 x 5 silver pieces.

THIEVES

Thieves are cunning rogues who rely on luck, stealth and trickery to survive the vicissitudes of destiny. Despite what their name implies, Thieves are not necessarily treacherous or dishonest and can be as loyal companions of adventure as anyone else once you get to trust them.

Prime Requisite : Wits.

Gender Restrictions : None.

Basic Hits = 12

Alertness : Thieves add their level to all their detection and stealth rolls.

Thievery : A thief can cut purses, pick pockets, palm small objects and perform other feats of legerdemain with a successful stealth roll.

Evasion : Thieves are also very good at dodging blows and avoiding harm and add their Wits bonus to their EDC (except when taken by surprise).

Level Advancement : Every level after the first gives a Thief the following benefits : Danger Evasion +2, Mystic Fortitude +1, Hits +2. They also receive +1 to Missile attack at levels 2, 4 and 6. Thieves advance in levels by accumulating Experience points (see below).

Equipment : Thieves start the game with a dagger.

Starting Wealth : 3D6 x 5 silver pieces.



A Hunter armed with bow and dagger



A Centaur trying to look inconspicuous

CENTAURS

Centaurs are the famous men-horses of legend, well-known for their recklessness and fiery temper.

Prime Requisite : Might.

Gender Restrictions : Player character Centaurs can only be male. Female Centaurs (called *centaurides*) are far quieter creatures than their companions and would never leave their herd to go on quests or adventures.

Basic Hits = 12

Charge and Trample : Centaurs add their Might bonus to their initiative and attack rolls when charging into battle. This charge can be followed by a free trampling attack (no roll required, 1d6 damage, Danger Evasion to avoid).

Centaur Archery : Centaurs can use bows and other missile weapons with no penalty while running at 120' per battle round (or gallop at twice that speed without attacking).

Superior Agility : Unless completely surprised, Centaurs receive a +2 bonus to their EDC.

Level Advancement : Every level after the first, a Centaur receives the following benefits : Melee +1, Missile +1, Danger Evasion +1, Mystic Fortitude +1 and Hits +3. Centaurs advance as fighters, by accumulating Glory points.

Equipment : Centaurs start with a dagger, a spear and a missile weapon (bow + 12 arrows OR three javelins OR sling + 12 stones).

Starting Wealth : None.

2006 Edition Notes & Comments

Attributes over 18

This possibility was seen by some as the start of M&M's decadence as a 'realistic game' (a pretty dubious qualification to start with, for a game which features magic, monsters and gods walking among mortals).

Nevertheless, this possibility proved very popular with some players, who felt it gave to M&M the truly epic and mythic flavor it should have... It also gave birth to monstrous characters with strings of 19s and 20s on their sheet – the « *demigod syndrome* » was born !

Enter the Centaur !

Let's face it : Centaurs as player-characters were not very easy to include in non-wilderness scenarios. They were rarely chosen as a PC class, despite their various special abilities. Like an old fellow Maze Master used to say : « *Who needs a horse in an underground maze ?* »

The introduction of the Centaur as a PC class also contributed to the weird notion that all Creatures (or, at least, all Folks) from the M&M bestiary could be turned into playable characters – I once knew a guy who only played what he called « adapted creatures », including Hyenakins, Scorpion Men and even (I kid you not) Myrmidons...

Specialist Classes

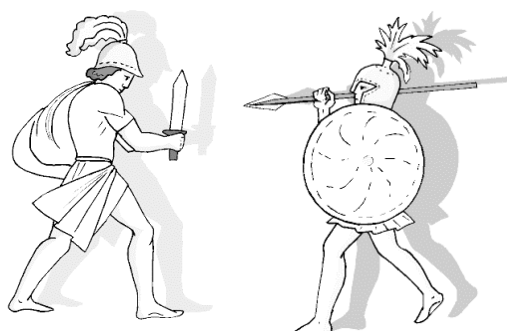
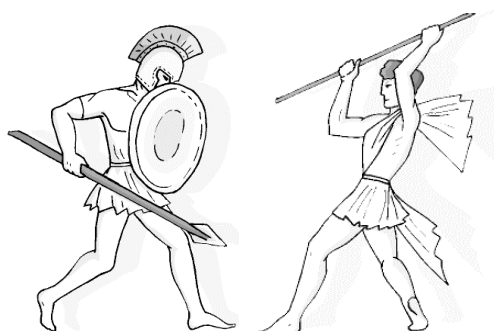
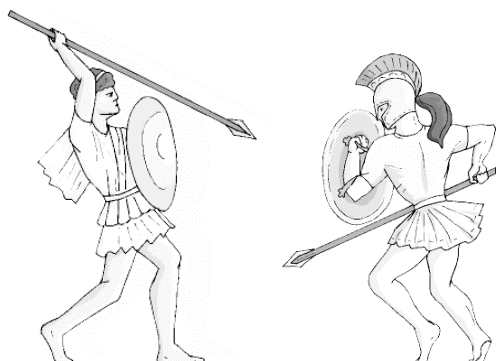
Hunters and Thieves proved quite popular from the beginning – especially with players who favored clever stratagems and prudent subterfuges over brute force or magic use. The appearance of Thieves around gaming tables also led to a notable increase in the number of devious and dangerous traps in caverns, lost temples and other adventure locations.

The concept of specialist classes gave birth to various pointless or redundant classes published in magazines, such as the Artisan, the Actor, the Weapon Master or the Poisoner (which was banned from most gaming tables).

The Mysterious Mariner

Noticed the references to a Mariner class ? This was clearly a leftover from an earlier draft. Maybe the authors abandoned this idea altogether... or maybe they wanted to keep it for the much-anticipated *Triremes & Tritons* nautical supplement (which was, as most of you probably know, never published).

II : COMBAT



Homeric Combat

The following optional rules may be used to add an extra element of epic heroism, spectacular violence and dramatic unpredictability to combats.

Whenever a player-character's attack roll exceeds the target's EDC by 10 or more, the attack is a *critical hit* (see below). Note that this possibility only applies to player-characters and is never used for creatures and NPCs (no matter how powerful).

Whenever a character or creature rolls 1 on an attack (regardless of modifiers), the attack is not only a failure, but a *fumble* (see below).

Whenever a *critical hit* is achieved, roll 1d20 on the appropriate table, applying the attacker's Luck modifier to the die roll.

Melee Critical Hits

0 or less = Nothing special.

Normal damage still applies.

1-4 = Stunned !

Opponent takes normal damage and is -2 to attack and EDC next round.

5-8 = Dazed !

Opponent takes normal damage and is -4 to attack and EDC next round.

9-12 = Knocked Down !

Opponent takes normal damage and is knocked down and must spend a round getting back up. Prone characters suffer a -4 penalty to EDC.

13-14 = Armor Strap Cut !

Opponent takes normal damage and loses a randomly chosen piece of armor. If the opponent wears no armor, roll an extra d6 for damage.

15-16 = Weapon/Shield Broken !

Opponent's weapon is broken – unless he has a shield, in which case the shield is rendered useless. Opponent also takes normal damage. If the opponent has no weapon (other than its natural ones), roll an extra d6 for damage.

17-18 = Grievous Wound !

Roll an extra d6 for damage.

19 = Maimed !

Opponent takes 2 extra dice of damage and loses a randomly chosen limb.

20 or more = Instant Kill !

Attacker decapitates or otherwise instantly kills his opponent. Even multiple-headed monsters are killed by this result.

Missile Critical Hits

0 or less = Nothing special.

Normal damage still applies.

1-5 = Stunned !

Opponent takes normal damage and is -2 to attack and EDC next round.

6-10 = Dazed !

Opponent takes normal damage and is -4 to attack and EDC next round.

11-16 = Knocked Down !

Opponent takes normal damage and is knocked down and must spend a round getting back up. Prone characters are at -4 EDC in melee.

17-18 = Grievous Wound !

Roll an extra d6 for damage.

19 = Hit Vital Spot !

Opponent takes 2 extra dice of damage and loses a randomly chosen limb.

20 or more = Instant Kill !

Target shot between the eyes, through the heart or other instantly fatal wound. Even multiple-headed monsters are killed by this result.

Whenever a *fumble* occurs, roll 1d20 on the appropriate table, applying the attacker's Luck modifier to the die roll.

Missile Fumbles

0 or less = Hurt Self !

Attacker hits himself for 1d6 damage.

1-5 = Hit Friend !

If the attacker has an ally within weapon range, he accidentally hits him instead of his intended target for 1d6 damage. If no ally is within range, the attacker hurts himself as above.

6 = Weapon Broken !

Attacker's weapon breaks or becomes useless. Magical weapons are immune to this effect.

7 = Armor Strap Breaks !

Attacker loses a randomly chosen piece of armor. If this is impossible, treat as Lose Balance below.

8-9 = Lose Balance !

Attacker is at -4 to attack and EDC next round.

10-11 = Weapon Arm Numb / Pull Muscle !

Attacker is at -2 to attack and EDC next round.

12-15 = Vision Blocked !

Attacker is at -4 to Missile attack next round.

16-19 = Vision Impaired !

Attacker is at -2 to Missile attack next round.

20 or more = Clumsy Move.

Embarrassing, but no extra effect.



How to Make a Fool of Yourself In Melee

Melee Fumbles

0 or less = Hurt Self !

Attacker hits himself with his own weapon for 1d6 damage.

1 = Hit Friend !

If the attacker has an ally within weapon reach, he accidentally hurts him instead of his intended target for 1d6 damage. If no ally is within reach, the attacker hurts himself as above.

2 = Weapon Broken !

Attacker's weapon shatters. If the attacker has no weapon, treat roll as above. Magical weapons are automatically immune to this effect.

3-4 = Drop Weapon !

Attacker's weapon flies 2d6 feet in a random direction. If the attacker has no weapon, treat as Trip/Fall below.

5-6 = Armor Strap Breaks !

Attacker loses a randomly chosen piece of armor. If this is impossible, treat as Trip/Fall below.

7-9 = Trip/Fall !

Attacker falls to the ground and must spend a round getting back up. Prone characters suffer a penalty of -4 to their EDC in melee.

10-14 = Lose Balance !

Attacker is at -4 to attack and EDC next round.

15-19 = Weapon Arm Numb / Pull Muscle !

Attacker is at -2 to attack and EDC next round.

20 or more = Clumsy Move.

Embarrassing, but no extra effect.



- Dammit ! Fumbled again !

New Combat Techniques

Net Fighting

Characters with a Skill of 13+ may use a net as an off-hand weapon.

This net may be used to deliver a special entangling attack instead of the character's regular melee or missile attack in any battle round.

When used as a missile weapon, the net has a range equal to the character's Might in feet but can only be used once in a single combat, just like a javelin or any other thrown weapon. When used in melee, the net is treated as a Reach III weapon and can be used for multiple attack attempts.

In all situations, attacking with a net requires a successful missile attack roll against the target's Basic Defense Class (no armor or shield bonuses). When used in melee,

Also note that EDC reductions versus missiles for Large and Gigantic creatures do not apply to this special attack roll. In fact, large targets will even be *harder* to catch : a man-sized combat net will suffer a -2 attack penalty against a Large target and a -4 penalty against a Gigantic one.

If the attack is successful, the target takes no damage but must make a Danger Evasion roll to avoid becoming entangled in the net. If the Danger Evasion roll fails, the target cannot move but may continue to fight with an attack and initiative modifier of -4, as per the Entangle special ability. This penalty also applies to any subsequent Danger Evasion rolls the character may have to make.

The entangled character may try to break free as per the usual wrestling rules, rolling against a hypothetical Might of 16.

In melee, the net wielder may also attempt to pull an ensnared target down to the ground. To do this, he must roll a successful wrestling attack against the ensnared individual's Might score. Prone characters suffer -4 to their melee EDC.

A combat net has an encumbrance of 1 (due to its bulk) and costs 20 sp.



- See what I told you ? You can't beat this combo !



A prone noble warrior suffering a -4 penalty to his EDC.

Bashing Attack

A character may elect to make a bashing attack instead of his usual melee attack, using his armament to push back (or even knock down) his opponent – rather than to wound him.

A character who attempts a bashing attack has a Reach of I regardless of the weapon he is currently wielding. He gains a special +2 attack bonus if he uses his shield as a bashing weapon.

If the attack is successful, the defender takes no damage but is knocked down.

A knocked down character must spend an entire battle round getting up and suffers a -4 penalty to his melee EDC while prone.

Disarming

A character may try to disarm his opponent rather than injure him. This special strike is treated as a standard melee attack and requires an attack roll against a special Defense Class equal to the opponent's EDC plus his Melee attack modifier. Thus, a character with a Basic Defense of 13, a +3 Melee attack, and equipped with breastplate, helmet and shield will have an EDC of 19 against standard attacks and 22 against disarming attacks.

All the usual modifiers (including a Spearman's defensive bonus and modifiers for weapon Reach) apply to this attack roll. This tactic cannot be used against opponents with a larger size category.

If the attack succeeds, the target takes no damage but loses his weapon.

Picking up a dropped weapon during melee takes a full battle round, during which the character can perform no action other than defense (with a -4 penalty to his EDC, as if prone). The opponent of a disarmed character may use the Hold Back tactic to prevent him from recovering his weapon.

Horsemanship

Horses

See the basic *Mazes & Minotaurs* rulesbook (chapter V, p 44) for the detailed characteristics of horses, including the differences between common and exceptional horses.



- Aha ! Tremble before my +2 melee attack bonus !

Mounted Combat

Characters fighting on horseback gain a +2 melee attack bonus against opponents on foot if these opponents are of Medium size.

Against Large or Gigantic creatures, fighting from a saddle brings no attack bonus ; against smaller opponents, riders are actually disadvantaged by their higher position (-2 versus Small opponents and -4 versus Tiny ones).

When Charging into Battle on a horse, the character applies his mount's bonus to his own Initiative and melee attack rolls (+2), plus any extra Charge bonus for his own Might. This Charge maneuver may also be combined against a free trampling attack against creatures of Medium or smaller size, as per the usual rules for Crushing Attacks.

In melee combat, opponents may choose to attack the mount rather than its rider. In this case, any single injury that causes 4 Hits or more to the horse requires a Danger Evasion roll from the rider to avoid falling from horseback.

A mounted character who is Knocked Down (by a Critical Hit) also falls from horseback (no Danger Evasion roll allowed)..



- Slow down, Tornado ! We've finally made it to the Horsemanship rules ! Page 9 at last !

Perilous Feats

Outside of combat, mounted characters may attempt spectacular feats of horsemanship. In such situations, the Maze Master will have to determine if the feat represents a danger for the rider, for the steed or for both of them.

Feats that are dangerous for the horse require a successful Danger Evasion roll using the horse's own Danger Evasion modifier, while feats that are dangerous for the riders require a similar roll using the character's own modifier. Feats that are dangerous for both rider and mount require two distinct rolls.

If the horse fails his Danger Evasion roll, the maneuver does not succeed and hurts the horse, who takes 1d6 Hits of damage. If a rider fails his Danger Evasion roll, he falls from horseback.

Taking Falls

Falling from horseback causes 1d6 Hits of damage or 2d6 if the horse is *galloping*.



- Hi-yo, Silver ! Let's get back to the table of contents !



Chariots

A chariot is pulled by two horses, if this is a racing or travelling chariot these will be normal horses; if the chariot is used in war, they will be fully trained for battle. Chariots are deadly on the battlefield, providing cover for the crew, mobility (travelling at the speed of a horse), a high advantageous position, and also a devastating charge attack. Of course a chariot, its horses and a well-trained driver, do not come cheaply.

Each horse costs 6 GC, and a good chariot will cost 30 GC. The driver is often a Follower or Retainer. In combat the chariot can hold the driver and one warrior. Otherwise up to three passengers can squash into a typical chariot.

Chariot Combat

Characters fighting from a chariot gain a +2 melee attack bonus against opponents on foot if these opponents are of Medium size.

Against Large or Gigantic creatures, fighting from a chariot brings no bonus. Against smaller opponents chariot-fighters are actually disadvantaged by their higher position (-2 versus Small opponents and -4 versus Tiny ones). They also benefit from a +2 EDC as the chariot provides a little cover and protection.

When Charging into combat, a driver adds the horses' typical Initiative bonus (usually +3) to his own. He also adds *both* horses' Melee attack modifier (usually twice +4) to his attack roll.

Although these charges can be deadly (a chariot can run down two adjacent targets, while the chariot-warrior strikes at a third!) the enemy might choose to attack the chariot-horses rather than the crew. In this case, any single injury that causes 4 Hits or more to the horse requires a Danger Evasion roll from the beast or it stumbles and falls, and the chariot comes to a halt.

It is this danger of being brought to a halt that has made archery and javelin-throwing a more popular form of chariot-warfare, coupled with drive-by attacks using spears and swords when opportunity arises.

A chariot crewman who is Knocked Down (by a Critical Hit) will be knocked out of the chariot and suffer 1D6 damage; a Danger Evasion roll is allowed.

Chariot Feats

Spectacular chariot feats are possible! Drivers can attempt jumping over obstacles (logs, bodies, low walls, irrigation ditches, boulders, shield walls!), galloping down steep slopes, racing on a single wheel, side-swiping other chariots, carrying out 180° turns and so on ..

The player makes a single Danger Evasion roll for the horses, if it fails the maneuver does not succeed and hurts one or both of the horses (take 1D6 damage), and damages the chariot.

A chariot damaged twice will be destroyed and its crew will take 2D6 damage unless they make a Danger Evasion roll.



2006 Edition Notes & Comments

Homeric Combat

As you all know, these tables provided their share of spectacular scenes, weird results as well as memorable moments of unexpected comedy. And they changed the way M&M combats were played, forever.

Horses & Chariots

According to most reliable sources, the charioteering rules were devised by Paul Elliott, the very progenitor of the *Mazes & Minotaurs* game concept. In the following years, chariots became a recurrent cliché in fantasy roleplaying games – and were even the central theme of a whole RPG, *Pagan Chariot Racer*, which was set in a fantasy version of Dark Ages Britain (Brythanika).

III : CREATURES

Folks

Acteons

Description : Proud forest-dwelling humanoids with the head of a stag.

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : +2

Melee Attack : +3

Missile Attack : +2

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Danger Evasion : +4

Mystic Fortitude : +2

Special Abilities : Charge (+2), Missile Weapons (javelins), Supernatural Vigor, Uncanny Agility.

Glory Award : 40

Wisdom Award : 10

Bearmen

Description : Proud bearlike humanoids living in caverns. They often keep cave bears as pets.

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 120'

Initiative : +1

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 12

Danger Evasion : 0 (+4 stealth)

Mystic Fortitude : 0

Special Abilities : Charge (+2), Grapple (Might 16), Missile Weapons (javelins), Stealthy, Supernatural Vigor.

Glory Award : 40

Wisdom Award : 10

Boarmen

Description : Fierce boar-headed humanoids. They are the mortal enemies of other beastmen.

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 120'

Initiative : +1

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 12

Danger Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge (+2), Supernatural Vigor.

Glory Award : 25

Wisdom Award : 10

Cynocephals

Description : Dog-headed humanoids. They are sworn enemies of Boarmen and Lycans. Some of them serve as mercenaries, which has earned them the nickname « dog-soldiers ».

Number Appearing : 1d10

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Average

Movement : 120'

Initiative : +2

Melee Attack : +3

Missile Attack : +2

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Danger Evasion : +2 (+6 perception)

Mystic Fortitude : 0

Special Abilities : Missile Weapons (javelins and slings), Sharp Senses.

Glory Award : 25

Wisdom Award : 0

Ghostlings

Description : Humanoids from another plane of existence, appearing as ghosts in our world.

Number Appearing : 1d6

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 120'

Initiative : +1

Melee Attack : +1

Damage : see below

Defense Class : 12

Hits Total : 8

Danger Evasion : +8

Mystic Fortitude : +6

Special Abilities : Insubstantial, Magic Resistance, Psychic Powers (as level 3 Sorcerers, 15 Power points, Sixth Sense).

Glory Award : 45

Wisdom Award : 190



A menacing Selenite warrior

Selenites

Description : Haughty silver-skinned humanoids from the Moon, whose ancestors were exiled to Earth after a lunar civil war. Selenites dwell in deep underground caverns, hiding from the sunlight they fear and hate. They are very determined to find a way to get back to the Moon and overthrow the Lunar Oligarchy.

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 120'

Initiative : +4

Melee Attack : +5

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Danger Evasion : +6

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Supernatural Vigor.

Glory Award : 40

Wisdom Award : 30

Swamp Folk

Description : Also called *newtlings* ; peaceful humanoid amphibians with bugling eyes and scaly skin, living in small swamp-dwelling communities. They are the sworn enemies of Troglodytes, who often come out of their underground lairs to raid their swamp villages.

Number Appearing : 1d10

Size : Medium

Ferocity : Peaceful

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : +1

Melee Attack : +1

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 8

Danger Evasion : +4 (+8 stealth)

Mystic Fortitude : 0

Special Abilities : Amphibious, Entangle (net-fighting ; 12' range, Might 16, can only be used once), Stealthy, Uncanny Agility.

Glory Award : 15

Wisdom Award : 0

Monsters

Aberrant Beast

Description : A bizarre hybrid between a goat and a fire-breathing lion ; believed to be the stunted offspring of a Chimera and an unidentified animal.

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +3

Melee Attack : +5

Damage : 2d6 (claws and teeth)

Defense Class : 15

Hits Total : 24

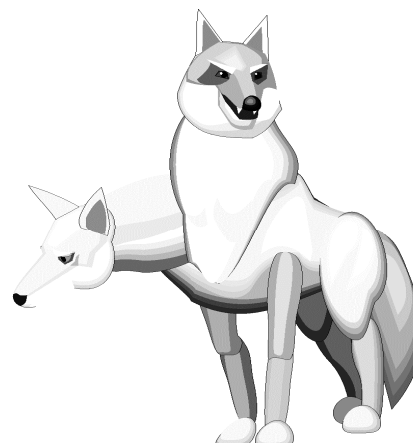
Danger Evasion : +2

Mystic Fortitude : +6

Special Abilities : Breath Weapon (fire, 60' range), Magic Resistance, Regeneration (4 Hits / round), Supernatural Vigor, Tough Skin.

Glory Award : 380

Wisdom Award : 100



A Bicephalous Wolf contemplating the classic dilemma of the fork in the road

Bicephalous Wolves

Description : Two-headed wolves ; thought to be the hybrid offspring of a Cerberus and a wolf.

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 120' (240' when galloping)

Initiative : +3

Melee Attack : +3

Damage : 1d6 (claws and teeth)

Defense Class : 13

Hits Total : 8

Danger Evasion : +2 (+6 stealth, +7 detection)

Mystic Fortitude : +2

Special Abilities : Gallop, Multiple Heads (two) ; Sharp Senses, Stealthy.

Glory Award : 70

Wisdom Award : 10



Yes, that's a hermaphrodite Aberrant Beast

Birds of Ares

Description : Huge birds shooting arrow-like darts from their wings.

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 240' flying

Initiative : +4

Melee Attack : +3

Missile Attack : +2

Damage : 1d6 (beak & claws, arrows)

Defense Class : 15 (17 vs missiles w flying)

Hits Total : 8

Danger Evasion : +6

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons (100' range), Uncanny Agility, Winged.

Glory Award : 80

Wisdom Award : 0

Catoblepas

Description : A huge herbivorous quadruped with a very heavy head, tough skin and a petrifying gaze.

Number Appearing : 1

Size : Large

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +2

Melee Attack : +3

Damage : 2d6 (claws and teeth)

Defense Class : 15

Hits Total : 24

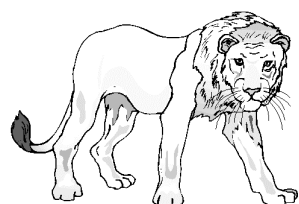
Danger Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge (+4), Crushing Attack (trample), Petrification (60' range), Supernatural Vigor, Tough Skin.

Glory Award : 340

Wisdom Award : 50



A giant lion (not shown to actual scale)

Giant Crab

Number Appearing : 1d6

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 90' on land

Initiative : +1

Melee Attack : +2

Damage : 2d6 (pincers)

Defense Class : 16

Hits Total : 16

Danger Evasion : 0 (+4 to stealth rolls)

Mystic Fortitude : 0

Special Abilities : Grapple (Might 20), Natural Armor, Stealthy.

Glory Award : 120

Wisdom Award : 0



Beware the gaze of the Catoblepas...

Giant Lion

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +3

Melee Attack : +5

Damage : 2d6 (claws & bite)

Defense Class : 15 (13 vs missiles)

Hits Total : 16

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

Mystic Fortitude : +2

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

Glory Award : 180

Wisdom Award : 0



Giant one-eyed Satyr ? No, Horned Cyclops !

Leucrota

Description : A huge devious hyena-like predator with a fondness for human flesh. It has the ability to speak and imitate human voices...

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 180'

Initiative : +4

Melee Attack : +6

Damage : 2d6 (claws and teeth)

Defense Class : 16 (14 vs missiles)

Hits Total : 16

Danger Evasion : +10 (+14 stealth and detection)

Mystic Fortitude : +2

Special Abilities : Sharp Senses, Sixth Sense, Stealthy, Tough Skin, Uncanny Agility

Glory Award : 240

Wisdom Award : 10

Horned Cyclops

Description : Gigantic cyclops with a satyr's legs and a single horn on its head. How did such a monster came to life ? Some questions are better left unanswered, especially if Satyrs are concerned.

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.

Glory Award : 660

Wisdom Award : 40



Beware the Fury of the Mighty Megataur !

Megataur

Description : Oversized Minotaur with incredible physical strength (and slow wits).

Number Appearing : 1

Size : Large

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +3

Melee Attack : +6

Damage : 2d6 (natural)

Defense Class : 15 (13 vs missiles)

Hits Total : 24

Danger Evasion : +0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (+4 bonus), Crushing Attack (trample), Grapple (Might 20), Magic Resistance, Supernatural Vigor, Tough Skin.

Glory Award : 280

Wisdom Award : 30

Quinotaur

Description : A massive triton-like creature with the head (and temper) of a giant bull !

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 180' swimming

Initiative : +2

Melee Attack : +4

Damage : 2d6 (claws and teeth)

Defense Class : 15

Hits Total : 24

Danger Evasion : +0

Mystic Fortitude : +6

Special Abilities : Aquatic, Charge (+4), Grapple (Might 20), Magic Resistance, Supernatural Vigor, Tough Skin.

Glory Award : 200

Wisdom Award : 30

Animates

Automaton

Description : Artificially animated mechanical man.

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : +1

Melee Attack : +2

Damage : 1d6 (weapon)

Defense Class : 17

Hits Total : 12

Danger Evasion : +0

Mystic Fortitude : +6

Special Abilities : Magic Resistance, Mindless, Natural Armor, Supernatural Vigor

Glory Award : 35

Wisdom Award : 40

Improved Bronze Bull

Description : Huge animated metal bull with a few special options added by its creator.

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +2

Melee Attack : +4

Damage : 2d6 (horns & hooves)

Defense Class : 20 (18 vs missiles)

Hits Total : 24

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Breath Weapon (fire, 60' range), Charge into Combat (+4 bonus), Crushing Attack (trampling), Invulnerability, Magic Resistance, Mindless, Supernatural Vigor.

Glory Award : 180

Wisdom Award : 70



The World's Most Famous Titanic Statue

Titanic Statue

Description : Gigantic metal statue

Number Appearing : 1

Size : Gigantic

Ferocity : Deadly

Cunning : Average

Mystique : Eldritch

Movement : 240'

Initiative : +3

Melee Attack : +6

Damage : 3d6 (weapon)

Defense Class : 24

Hits Total : 48

Danger Evasion : 0

Mystic Fortitude : +8

Special Abilities : Charge into Battle (+6 bonus), Crushing Attack (trampling), Crushing Missiles (boulders), Invulnerability, Fearsome, Magic Resistance, Mindless, Supernatural Vigor.

Glory Award : 380

Wisdom Award : 60

Tragic Floating Head

Description : A huge (10' high) flying head apparently made of stone with a face like a tragedy mask. The head speaks in a deep, bombastic voice in an unknown (alien ?) language.

Number Appearing : 1

Size : Large

Ferocity : n/a

Cunning : Crafty

Mystique : Unearthly

Movement : 180' (hovers 10' above ground)

Initiative : +3

Melee Attack : n/a (see below)

Damage : n/a (see below)

Defense Class : 22 (18 vs missiles)

Hits Total : 24

Danger Evasion : +10

Mystic Fortitude : +10

Special Abilities : Fearsome, Invulnerability, Magic Resistance, Mindless, Petrification, Sixth Sense, Supernatural Vigor.

Glory Award : 180

Wisdom Award : 110



- SLETROM, ZELBMERT ! said the Tragic Floating Head.

Note : The Tragic Floating Head is a complete enigma. Nobody knows where it came, what it is or why it attacks those it encounters on sight with its petrifying gaze. The Head has no melee attack and will never engage in melee combat. Its only attack is its Petrification ability.

2006 Edition Notes & Comments

Beastmen Unbound !

Lycans, Leonids, Tragos, Hyenakin, Acteons, Bearmen, Boarmen, Dogheads... Beast-headed humanoids soon became one of the most crowded ecological niches in the Mazeverse. And this was only the beginning. Griffin magazine's famous Creatures Compendium column was regularly invaded by new races of beastly hybrids, which roughly fell into two big categories : « *clones* » and « *mutants* ».

Clones were uninspired pretty pointless variants of existing Beastmen, with exactly the same stats or a +1 here and a -1 there for variety's sake. Most of this « spear-fodder » creatures are best left forgotten – except, of course, for the magnificent Orycters (yes : aardvark-men).

Mutants too were variants of existing races of Beastmen, but with an extra (often weird) special ability grafted on : two-headed Lycans, Boarmen with Regeneration, winged Acteons (I believe they were called Perytons or some similarly silly name), frost-breathing white-furred Bearmen – you get the idea...

Megataurs & Quinotaur

Aside from hordes of redundant Beastmen, one other typical feature of the evergrowing M&M bestiary was its inordinate proportion of weird Minotaur variants. It started with Megataurs and Quinotaur (in fact, it had already begun with the Minotaur of the basic M&M rules) and quickly spread to scenarios, supplements and (of course) the Creatures Compendium column of Griffin magazine like a mutating virus, spawning grotesque creatures such as the one-horned Rhinotaur, the diminutive Minitaur or the madness-inducing Schizotaur...

One little-known fact among M&M enthusiasts is that the marine Quinotaur is actually a 'real' legendary creature, apparently tied to a very obscure occult tradition about the Merovingian dynasty. Exactly how bull-headed tritons relate to the first kings of France remains to be seen.

The Tragic Floating Head

Was the TFH a living mineral organism ? A mechanical construct made by a mad engineer ? A vehicle from another planet, time or dimension ? An unscrutable joke created by a lost race of pranksters ? The theories were many... but the true nature of the Floating Head remained a mystery even to this day.

But the TFH Enigma actually extended to its very creation : where did such a weird concept come from ? Most gamers believed that the idea was simply borrowed from the movie **Zardoz** (starring Sean Connery in a costume that has to be seen to be believed)... but this ultra-kitsch, pre-Star Wars piece of sci-fi cinema only came out in 1974, one year after *Men & Monsters* was published – a fact that was taken by some as the utter proof that LSD had been involved in the conception of the creature, which was in fact an archetypal chemically-induced consensual hallucination. And all this 25 years before The Matrix.

COMING SOON FOR MAZES & MINOTAURS !

MYTH & MAGIC

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MONSTROUS MISTAKES

OFFICIAL MEN & MONSTERS ERRATA

First printed in issue 13 (Nov. 1973) of *Griffin Magazine* and apparently never updated

Page 3 : A **Mariner** class is mentioned but cannot be found anywhere in the book. This is a classic editorial mistake (but we *did* fire Nigel, didn't we ?). The description of the Mariner class will be included (quite appropriately) in the forthcoming *Triremes & Tritons* supplement.

Page 13 : The Breath Weapon of the **Aberrant Beast** should have a range of 30' (and not 60'). If you don't see why, see the main rulesbook errata.

Page 14 : If Lions have the *Gallop* special ability (see the main rulesbook errata), then **Giant Lions** should also have it (boosting their movement to 360' when sprinting !).

Page 16 : The Breath Weapon of the **Improved Bronze Bull** should have a range of 30' (and not 60'). If you don't see why, see the main rulesbook errata.

Page 12 : The statistics for **Ghostlings** are absolutely *riddled* with errors ! Their Initiative and Melee Attack modifiers should be +2 (not +1), their Defense Class 13 (not 12) and they should not have any Hits since they are Insustantial ! This also changes their Glory Award from 45 to 50. Moreover, the Sixth Sense special ability should not be included in parentheses, as if it was somehow (?) related to their Psychic Powers. Clearly some people in the proofreading department did not do their job properly (but we did fire Nigel, didn't we ?).