

MAZES & MINOTAURS

PLAYERS MANUAL



The Roleplaying Game of Heroic Adventure in the Mythic Age – Revised Edition

LEGENDARY GAMES STUDIO

MAZES & MINOTAURS

THE ROLEPLAYING GAME OF HEROIC ADVENTURE IN THE MYTHIC AGE

BOOK ONE : PLAYERS MANUAL



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A Hearty Minotaurian Salute to the whole M&M legion of faithful hoplites, especially (in alphabetical order) Luigi Castellani, Hoplite Nomad, Guy Hoyle, John Marron, Carlos de la Cruz, Lyzi Shadow, Carl David Quaif, Jeff Rients, Emmanuel "Croquefer" Roudier, Reid "Reidzilla" San Filippo, Erik Sieurin, Matt Staggs, Garry "Doc" Weinberger, Joseph C. Wolf and, of course, Paul Elliott. Additional special thanks to Sergio Mascarenhas, game expert extraordinaire (and very nice guy).

Original M&M Dedication : 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 !

Revised Edition Dedication : This new book is dedicated to all the gamers on this planet who have contributed to the whole *Mazes & Minotaurs* experience by their talent, inspiration, dedication, support or critical advice. The original M&M rules were written by a French gamer from an original concept created by a British gamer. Since then, the game has been enriched by creative contributions from American, Italian, Swedish and Spanish gamers and has sparked the interest of people all over the world, from Portugal to Germany, Poland, Israel, Canada, Greece... making the *Mazes & Minotaurs* odyssey a truly unique and international experience. Gamers from all countries unite !!!

This facsimile PDF was updated in **August 2008**.

MAZES & MINOTAURS

Revised Second Edition

Book I : Players Manual

Includes full rules on character creation (with 12 classes !), combat and magic.

Book II : Maze Masters Guide

Includes chapters on mythic lore, creatures and game mastering, background on the world of Mythika and a catalogue of mythic items !

Book III : Creature Compendium

Amazing collection of more than 150 folks, beasts, monsters, spirits and other creatures, including special variants and subspecies.

Coming Soon : M&M Companion

Tons of new options for revised M&M, including secondary skills, Homeric combat, influencing NPCs, chariots and more !



Legendary Games Studio

Second Edition Foreword

So here we are, in 1987... Fifteen years (Holy Zeus, 15 years !!!) have passed since the **Mazes & Minotaurs** roleplaying game was first published by a small company called **Legendary Games Studio**.

Since those early (and almost mythical) days, roleplaying games have become a major hobby as well as an established part of modern pop culture, alongside with comic books, fantasy novels and science-fiction movies.

Back in 1972, when **Paul Elliott** and I were working on the original M&M game, a lot of people kept on telling us how silly our idea was and how our game would never get published because nobody would ever be interested in some sort of unrealistic "adventure wargame"... But our weird little game finally got published and caught the imagination of thousands of people around the planet.

Then, during the first years of the M&M odyssey, the same oracles kept on telling that roleplaying games were just a fad and would never survive the eighties. Wrong again. The rolegaming community prospered and here we are, 15 years after, with a new, fully revised version of the M&M rules.

This second edition of *Mazes & Minotaurs* takes the form of three core books : **The Players Manual** (which you are currently reading), **The Maze Masters Guide** and **The Creature Compendium**.

This basic trilogy will be followed by a fourth book, the **Mazes & Minotaurs Companion**, which will offer a variety of options to expand the basic game.

But why a new version, you ask ? And what does "revised" mean, anyway ?

First, a word to all M&M veterans : it is still the same game ! Nobles and priests, centaurs and sorcerers, cyclops and chimeras and, of course, mazes and minotaurs, they're all here ! The game system is the same too – except that we have streamlined, clarified and, well, revised a few things here and there, not to change the game but to make it better.

This new edition also incorporates revised material originally published in the first edition supplements, from the venerable **Men & Monsters** and **Myth & Magic** to the more recent **Unveiled Addenda** and **Hekatoteras**... along with new, never-before-published stuff, including background material on the world of Mythika (which shall be revealed in the forthcoming *Maze Masters Guide*) !

We also hope that this new edition will bring a whole new generation of heroic gamers to the mythical world of **Mazes & Minotaurs**... Adventure awaits !

Let the Odyssey begin... again !

Olivier Legrand

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I : CHARACTERS

Creating a Character

Creating a player-character for *Mazes & Minotaurs* follows a very simple seven-step process :

- Step 1 :** Select the character's class.
- Step 2 :** Roll the six basic attributes.
- Step 3 :** Determine name, gender and age.
- Step 4 :** Determine combat scores.
- Step 5 :** Determine other scores.
- Step 6 :** Determine wealth and equipment.
- Step 7 :** Flesh out the character.

Step 1 : Class Selection

In M&M, each player-character belongs to a class. A character's class may reflect his occupation, vocation or social background. These rules describe twelve classes, divided into three broad categories :

Warriors

- Amazons**, proud and undaunted female warriors
- Barbarians**, savage warriors from the wild lands
- Centaur**s, reckless and boisterous men-horses
- Nobles**, lords and champions of the civilized nations
- Spearmen**, elite soldiers and brave defenders

Magicians

- Elementalists**, masters of air, earth, fire or water
- Lyrists**, divinely inspired poets and musicians
- Nymphs**, alluring female spirits of Nature
- Priests**, servants and messengers of the Gods
- Sorcerers**, masters of illusion and mind magic

Specialists

- Hunters**, expert trackers and marksmen
- Thieves**, masters of stealth and subterfuge

A character's degree of accomplishment in his class is reflected by his level. All player-characters start at level 1 and will gain new levels during the course of the game, up to level 6.

Step 2 : Basic Attributes

A M&M character's physical and mental capabilities are represented by six attributes :

- MIGHT** (physical strength)
- SKILL** (adroitness and martial training)
- WITS** (alertness and cleverness)
- LUCK** (good fortune and divine favor)
- WILL** (resolve and self-discipline)
- GRACE** (charm and appeal)



A Noble warrior ready for Adventure !

Roll 2D6+6 six times and distribute the six scores between your character's attributes.

In M&M, all player-characters are assumed to be above-average individuals, favored by fortune and fate. For this reason, if the sum of the six scores is less than 75 or if they do not include at least two scores of 13+, simply discard the six scores and roll a new set of attributes; if needed, repeat this procedure until the dice give you a total of 75 points or more with at least two scores over 12.

Once you have generated the six attribute scores, you may lower one of them by 1 or 2 points to increase another score by the same amount. This may only be done once and may not take the increased attribute score over 18.

The two highest scores must always be allotted to the two primary attributes of the character's class (see Table 1A next page).

The other scores may be distributed as the player wishes between the character's other attributes.

Each attribute score gives a modifier ('mod'), which will be used for various calculations (see Table 1B).



A typical group of adventurers, from left to right : Pyros the Spearman, Lythia the Huntress, Faros the Noble and Xenon the Elementalist

Table 1A : Primary Attributes

Amazons	Skill & Grace
Barbarians	Might & Will
Centaurs	Might & Skill
Elementalists	Will & Wits
Hunters	Skill & Wits
Lyrists	Grace & Luck
Nobles	Luck & Other *
Nymphs	Grace & Luck
Priests	Luck & Will
Sorcerers	Will & Wits
Spearmen	Skill & Will
Thieves	Wits & Luck

* See description of class for more details.

Table 1B : Attribute Scores

Score	Description	Mod
1-2	Abysmal	-4
3-4	Pathetic	-3
5-6	Inferior	-2
7-8	Poor	-1
9-12	Average	0
13-14	Good	+1
15-16	Superior	+2
17-18	Exceptional	+3
19-20	Extraordinary	+4

Step 3 : Name, Gender & Age

The character's name is chosen by the player – try to find a name that *sounds* Greek or Mediterranean.

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

A character's starting age is normally rolled on 2D6+15 for Warriors or Specialists and on 2D6+20 for Magicians, except for Nymphs who are ageless.

Step 4 : Combat Scores

The combat abilities of a character are reflected by several important scores, all of which are derived from his attributes, as detailed below.

A character **Melee** modifier is applied to all his attack rolls in hand-to-hand combat. It is equal to the sum of the character's Might modifier (physical strength), Skill modifier (weapon training) and Luck modifier (battle fortune).

A character's **Missile** mod is applied to all his attack rolls in missile combat. It is equal to the sum of the character's Skill modifier (accuracy), Wits modifier (alertness) and Luck modifier (lucky shot).

A character's **Initiative** score reflects his ability to strike first in combat. This score is equal to 10, plus the character's Skill modifier (combat training) and Wits modifier (alertness).

A character's **Defense Class** reflects how hard he is to hit in combat. A character's basic Defense Class is equal to 12 plus his Luck modifier. A character's **EDC** (Effective Defense Class) is equal to his basic Defense Class plus 2 for each piece of protective equipment : breastplate, helmet, shield.

A character's **Hits Total** represents the amount of injury he can take before being killed. It is equal to his Basic Hits (12 for warriors, 10 for specialists and 8 for magicians), modified by his Might mod.

Combat Scores

Melee = Might mod + Skill mod + Luck mod

Missile = Skill mod + Wits mod + Luck mod

Initiative = 10 + Skill mod + Wits mod

Defense Class = 12 + Luck mod + armor

Hits Total = Basic Hits + Might mod

Step 5 : Other Scores

Saving Rolls

A character has four saving rolls which may come into play in various adventuring situations.

Each saving roll score is equal to the sum of three attribute modifiers (which always include the Luck modifier, as a direct reflection of the character's good fortune and divine favor).

Athletic Prowess rolls are used when characters attempt actions like climbing, swimming etc. A character's Athletic Prowess modifier is equal to the sum of his Might modifier (muscles and fitness), Skill modifier (adroitness) and Luck modifier.

Danger Evasion rolls are used to avoid perils and react quickly to unexpected situations. A character's Danger Evasion modifier is equal to the sum of his Wits modifier (alertness), Will modifier (resolve and self-discipline) and Luck modifier.

Mystic Fortitude rolls are used to resist the effects of hostile magic and other supernatural powers. A character's Mystic Fortitude modifier is equal to the sum of his Will modifier (strength of mind and spirit), Grace modifier (aura) and Luck modifier.

Physical Vigor rolls are used to resist the effects of poison, illness, pain, fatigue and other hardships. A character's Physical Vigor modifier is equal to the sum of his Might modifier (strength and stamina), Will modifier (willpower) and Luck modifier.

Athletic Prowess = Might md + Skill md + Luck md

Danger Evasion = Wits md + Will md + Luck md

Mystic Fortitude = Will md + Grace md + Luck md

Physical Vigor = Might md + Will md + Luck md

Saving Rolls in Play

All saving rolls follow the same procedure :

Roll 1D20, add the appropriate saving roll modifier and compare the final result to the required target number. This target number will vary according to the type of roll or to the situation : the higher the target number, the higher the danger or challenge.

If the final result is equal to or higher than the target number, the saving roll is successful.

If the final result is lower than the target number, the saving roll fails.

Chapter IV (*Adventuring*) has detailed rules on the various types of saving rolls.



Sometimes, a high Personal Charisma may be as useful as a high Hits total

Personal Charisma

All characters have a Personal Charisma modifier, which reflects their presence, personal aura and natural leadership qualities.

A character's **Personal Charisma** is equal to the sum of his Will modifier (strength of personality), Grace modifier (natural charm) and Luck modifier.

A character's Personal Charisma will affect other people's reactions when they first meet him as well as his ability to attract and command henchmen and other followers.

Special Talents

Specialists have a special score which reflects their mastery in their specialty : Hunting for Hunters and Thievery for Thieves.

In both cases, this score is equal to the sum of the character's mods from his two primary attributes.

A Hunter's **Hunting** score is equal to the sum of his Skill and Wits modifiers.

A Thief's **Thievery** score is equal to the sum of his Wits and Luck modifiers.

Thus, a first-level Thief with a Wits of 16 (+2) and a Luck of 13 (+1) will have a Thievery score of +3.

See chapter IV (*Adventuring*) for more details on the special talents of Thieves and Hunters.

Magical Abilities

All magicians also have three additional scores which reflect their magical abilities : Mystic Strength, Power points and a special talent score which varies according to their class.

These magical abilities and their various game uses are described in detail in chapter III.



Two adventurers going through the Equipment phase

Step 6 : 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).

Characters also receive a certain amount of money expressed in silver pieces (SP). The silver piece (sp) is the basic currency unit in the world of *Mazes & Minotaurs* but other types of coins exist :

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

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

This starting wealth can be saved for later or spent on extra equipment : see the *Standard Price List*.

See also the rules on Encumbrance later in this chapter for more details about the weight and bulk of weapons, armor and other items.

Step 7 : Fleshing Out

M&M characters should be more than a collection of statistics and a list of equipment.

Before play begins, players may choose to add various details to the description of their characters, such as his physical appearance and demeanor, his most notable psychological traits, family matters, personal history and other background elements.

The player should also consider his character's religious attitudes and preferences. See the *Maze Masters Guide* for more on deities and religion.

The *Mazes & Minotaurs Companion* also contains various optional rules that may add life and color to a character, including background skills.

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



Sample Character

Pyros the Spearman



Step 1 : Class Selection

Sam decides to create his first M&M character. He wants to play a Spearman.

Step 2 : Attributes

Sam begins by rolling six scores on 2D6+6. He gets the following scores : 13, 17, 13, 15, 8 and 10. This gives a total of 76, making this set of attributes suitable for a player-character. Sam decides to let the scores as they are.

Sam must put his two best scores (17 and 15) in the primary attributes of his character's class, which means Skill (17) and Will (15).

Sam then decides to put his two 13s in Might and Luck to create a good all-round fighter. He puts 10 in Wits, making his character a moderately bright fellow, and saves his lowest score (8) for Grace, since it is not a very important trait for Spearmen. In the end, this gives him the following scores and mods :

MIGHT = 13 (+1)	SKILL = 17 (+3)
LUCK = 13 (+1)	WILL = 15 (+2)
WITS = 10 (0)	GRACE = 8 (-1)

Step 3 : Name, Age & Gender

Sam decides to call his character Pyros. Pyros is male (all Spearmen are). Sam then rolls 2D6+15 for his character's age : his 2D6 roll is 8, which makes Pyros 23 years old.

Step 4 : Combat Scores

Next, Sam records Pyros's combat scores :

Melee +5 (Might +1, Skill +3, Luck +1).

Missile +4 (Skill +3, Wits 0, Luck +1).

Pyros' Skill mod of +3 and Wits mod of 0 give him a basic **Initiative** score of **13**.

Pyros' Luck modifier of +1 gives him a basic **Defense Class** of 13. His breastplate, helmet and shield give him a +6 bonus, so his EDC is 19. Since Pyros is a Spearman, his EDC is increased by his Skill mod (+3) when fighting with spear and shield, for a final EDC of 22.

Pyros' Might mod of +1 gives him **13 Hits**.

Step 5 : Other Scores

Sam then calculates Pyros' saving roll mods :

Athletic Prowess +5 (+1 from Might, +3 from Skill and +1 from Luck)

Physical Vigor +4 (+1 from Might, +2 from Will and +1 from Luck)

Danger Evasion +3 (nothing from Wits, +2 from Will and +1 from Luck)

Mystic Fortitude +2 (+2 from Will, -1 from Grace and +1 from Luck)

For **Personal Charisma**, Pyros' high Will (+2), low Grace (-1) and good Luck (+1) give him a very decent bonus of +2.

Step 6 : Wealth & Equipment

As a Spearman, Pyros starts with the following equipment : a spear, a sword, a dagger, a shield, a helmet and a breastplate. His 3D6 roll for money is a measly 7, which gives him a very modest **starting wealth** of 70 silver pieces.

Step 7 : Fleshing Out

Right now, Pyros is little more than a collection of numbers – but these numbers may help Sam define his character's overall personality.

Pyros' Skill, Might, Will and Luck make him a superior warrior and probably a good leader too (even though his Personal Charisma could be better). Sam interprets Pyros' low Grace and average Wits as a lack of social polish and intellectual finesse : Pyros is a disciplined, self-confident but unrefined fighter, with little talent or inclination for subtle tricks or social nuances.

On a more physical side, Pyros high Might and low Grace could also be interpreted as a broad and muscular body frame : Pyros is probably not very attractive but then, who really needs charm with a Skill score of 17 ?

Character Classes

Class Categories

This chapter details the twelve classes available to player-characters. These classes are divided into three different groups, as listed below :

Warriors	Magicians	Specialists
Amazons	Elementalists	Hunters
Barbarians	Lyrists	Thieves
Centaurs	Nymphs	
Nobles	Priests	
Spearmen	Sorcerers	

Some classes represent professions (Spearmen, Thieves, Hunters etc) or vocations (Priests, Lyrists, Sorcerers, Elementalists), while others reflect a privileged social status (Nobles) or a special origin (Barbarians, Amazons, Centaurs, Nymphs).

Description Format

Each class is described using the following format :

Primary Attributes : Each class has two primary attributes which represent the character's forte and must receive his two highest scores.

Gender : Some classes have gender restrictions.

Basic Hits : The character's starting Hits total at first level. This is equal to 12 for warriors, 10 for specialists and 8 for magicians and must be modified by the character's Might mod (if any).

Magic : Each magician class has its own Realm of magic as well as its own magic talent bonus, which is equal to the sum of its two primary attribute mods. Magicians also have a Mystic Strength score and a Power total which reflect the amount of magical energy they can use.

Special Abilities : Warriors and specialists receive two special advantages which are usually tied to their primary attributes.

Weapon of Choice : Warriors and specialists must select a specific weapon type as their weapon of choice (see chapter II for more details on Combat).

Level Benefits : Each level beyond the first gives various bonuses to a character's abilities, including his combat scores, Hits total and saving rolls.

Possessions : Equipment and starting wealth.

Restrictions : Magicians and specialists may be subject to special restrictions regarding armor use.



A beautiful (but deadly) Amazon warrior

Warrior Classes

AMAZONS

Amazons are female warriors ; they may be seen as the feminine equivalents of Barbarians but rely more on skill and grace than on brute strength.

Primary Attributes : Skill and Grace

Gender : All Amazons are female (obviously).

Basic Hits : 12

Deadly Shot : Amazons add their Skill mod to their damage roll when using a bow.

Battle Grace : Amazons add their Grace mod to their EDC against melee attacks, unless they are surprised or wearing a breastplate.

Weapon of Choice : All Amazons must select the bow as their weapon of choice.

Level Benefits : Each level beyond the first gives an Amazon +4 Hits, +1 to Luck and +2 to another attribute score, chosen by the player.

Possessions : Amazons start with a dagger, a primary melee weapon (such as a sword or a spear), a shield, a bow and 12 arrows, and a starting wealth of 3D6 x 5 silver pieces.



A mighty Barbarian swinging his two-handed sword

BARBARIANS

Barbarians are savage warriors from uncivilized lands - or regarded as such by members of the dominant Greek-like culture. In the fantasy world of Mythika, most Barbarian player-characters come from the northern wild lands of Hyperborea. In other universes, they may include Celts, Goths, Cimbrians and, of course, Cimmerians.

Barbarians are born fighters, whose ferocity in battle largely makes up for their lack of military discipline.

Primary Attributes : Might and Will

Gender : All Barbarian warriors are male.

Basic Hits = 12

Battle Might : Barbarians add their Might mod to their damage when using their barbarian melee weapons (see chapter II for more details).

Battle Fury : Barbarians add their Will modifier to their EDC against melee attacks, unless they are surprised or wearing a breastplate.

Weapon of Choice : Any barbarian weapon. Most Barbarians prefer axes or swords.

Level Benefits : Each level beyond the first gives a Barbarian +4 Hits, +1 to Luck and +2 to Might, Will or Skill (player's choice).

Possessions : Barbarians start with a dagger, their melee Weapon of Choice, a missile weapon (bow + 12 arrows OR 3 javelins OR sling + 12 stones) and a shield. Starting wealth is 3D6 x 5 silver pieces.

CENTAURS

Centaurs are the famous men-horses of legend, well-known for their recklessness and fiery temper. Centaur player-characters are assumed to belong to the nobler (or less beastly) breeds of their race.

Primary Attribute : Might and Skill.

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

Basic Hits = 12

Extraordinary Agility : Centaurs add their Skill mod to their EDC against melee attacks (as well as against missiles when *galloping*), unless they are surprised or wearing a breastplate.

Four-Legged : Centaurs may use bows and other missiles with no penalty while running at twice their basic movement allowance (120' per battle round when unencumbered) or may *gallop* at four times their movement allowance. When galloping, a Centaur cannot engage in melee combat but may deliver a special trampling attack on those who stand in his way (no attack roll required, 1D6 damage, Danger Evasion to avoid). Such an attack may also be delivered after a successful Charge.

Weapon of Choice : Bow, javelin, club or spear.

Level Benefits : Each level beyond the first gives a Centaur +4 Hits, +1 to Luck and +2 to Might, Skill, Wits or Will (player's choice).

Possessions : Centaurs start with a dagger, a spear and a missile weapon (bow + 12 arrows OR three javelins OR sling + 12 stones). They do not possess any monetary wealth.



A Centaur trying to look inconspicuous

NOBLES

Nobles are the members of the ruling families of kingdoms and city-states. They are often seen as proud and haughty (some Noble families even claim to descend from deities !) but also tend to show a very strong sense of duty to their people and nation.

Primary Attributes : Luck and another attribute reflecting the character's privileged heritage. This favored attribute is chosen by the player.

Gender : Nobles may be either male or female.

Basic Hits = 12

Battle Fortune : Nobles add their Luck modifier to their Initiative score in all circumstances.

Noble Heritage : All Nobles add 2 points to their two primary attributes. This may reflect the favor of the gods, a gifted lineage, an exceptional education or a superior heroic potential.

Weapon of Choice : Sword, spear, bow or javelin.

Level Benefits : Each level beyond the first gives a Noble character +4 Hits, +1 to Luck and +2 to any other attribute score (player's choice).

Possessions : Sword, dagger, shield, helmet, breastplate, and 3D6 x 100 silver pieces.

A Note on Favored Attributes : A Noble's favored attribute will define his family's most notable trait : a divine or heroic ancestry (Might), a strong martial tradition (Skill), a talent for stratagems (Wits), a tradition of strong leadership (Will), a goddess or nymph somewhere in the family tree (Grace) etc.



A stalwart Spearman



A proud and haughty Noble

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.

Primary Attributes : Skill and Will

Gender : Male only.

Basic Hits = 12

Defensive Fighting : When fighting with spear and shield, Spearmen add their Skill modifier to their EDC against all melee attacks. This bonus does not apply against surprise or missile attacks.

Martial Discipline : Spearmen add their Will mod to their Initiative score when fighting with a spear.

Weapon of Choice : All Spearmen must select the spear as their melee weapon of choice.

Level Benefits : Each level beyond the first gives a Spearman +4 Hits, +1 to Luck and +2 to Might, Will, Wits or Skill (player's choice).

Possessions : Spear, sword, dagger, shield, helmet and breastplate, plus 3D6 x 10 silver pieces.

Specialist Classes

HUNTERS

Hunters are rural characters skilled in scouting, woodcraft and marksmanship.

Primary Attributes : Skill and Wits

Gender : Most Hunters are male but Huntresses do exist, with the goddess Artemis as a role model.

Basic Hits = 10

Deadly Aim : Hunters know how to target the weak spots of animals and similar creatures : they add their Skill mod to their damage rolls when using any missile weapon against Beasts or Monsters.

Hunting : Hunters excel at stealth and woodcraft. This talent is reflected by a special Hunting bonus equal to the sum of their Skill mod and Wits mod. See chapter IV (*Adventuring*) for more details.

Weapon of Choice : Any missile weapon.

Level Benefits : Each level beyond the first gives a Hunter +2 Hits, +1 to Luck and +2 to Skill, Wits or Will (player's choice).

Possessions : Hunters start with a dagger, a spear and their missile weapon of choice (bow + 12 arrows OR three javelins OR sling + 12 stones). Their starting wealth is 3D6 x 5 silver pieces.

Restrictions : Hunters may wear any type of armor but usually choose not to do so, since encumbrance directly affects their stealth abilities.



A Hunter armed with bow and dagger

THIEVES

Thieves are cunning rogues who rely on luck, stealth and trickery to survive the vicissitudes of destiny and fortune.

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. But getting to trust them is often the problem.

Primary Attributes : Wits and Luck

Gender : Thieves may be either male or female.

Basic Hits = 10

Thievery : Thieves excel at hiding, sneaking, finding traps and, well, thieving. In game terms, all these skills are reflected by a special Thievery bonus equal to the sum of their Luck mod and Wits mod. See chapter IV (*Adventuring*) for more details.

Evasion : Thieves are also very good at dodging blows and add their Wits mod to their melee EDC (unless taken by surprise or wearing a breastplate).

Weapon of Choice : Dagger, thrown knife or sling.

Level Benefits : Each level beyond the first gives a Thief +2 Hits, +1 to Luck and +2 to Wits, Will or Skill (player's choice).

Possessions : Dagger and 3D6 x 5 silver pieces.

Restrictions : Thieves may wear any type of armor but usually choose not to do so, since encumbrance directly affects their stealth and agility.



A nimble female Thief stealing magical apples



first level Elementalist

Magician Classes

ELEMENTALISTS

Elementalists are magicians who draw their powers from the four classical elements defined by Greek philosophers : fire, water, earth, and air.

Primary Attributes : Wits and Will.

Gender : Elementalists may be male or female.

Basic Hits = 8

Elemental Magic : At first level, an Elementalist must select one of the four classical elements as his primary element. See chapter III for more details.

Elemental Mastery = Wits mod + Will mod

Mystic Strength = 12 + Elemental Mastery

Starting Power = 4 + Will mod

Level Benefits : Each level beyond the first gives an Elementalist +2 Hits, +4 Power points, +1 to Luck and +2 to Wits or Will (player's choice).

Possessions : Elementalists start the game with a dagger, a staff and 3D6 x 5 silver pieces.

Restrictions : Elementalists cannot wear helmets or breastplates since such huge amounts of metal in direct contact with their person would interfere with their command of elemental forces.

LYRISTS

Lyrists are wandering poets, musicians and storytellers with the Gift of Orpheus, which allows them to work magic through their mastery of the oratory and musical arts.

Their name comes from the *lyre*, their musical instrument as well as the symbol of their role as recipients of divine inspiration. All civilized people consider Lyrists to be as sacred as Priests.

Primary Attributes : Grace and Luck.

Gender : Lyrists may be male or female.

Basic Hits = 8

Poetic Magic : Lyrists can wield magic by singing Songs of power. See chapter III for a detailed description of this realm of magic.

Orphic Voice = Grace mod + Luck mod

Mystic Strength = 12 + Orphic Voice

Starting Power = 4 + Grace mod

Level Benefits : Each level beyond the first gives a Lyrist +2 Hits, +4 Power points, +1 to Luck and +2 to Grace, Wits or Will (player's choice).

Possessions : Lyrists start the game with a lyre, a dagger and 3D6 x 5 silver pieces.

Restrictions : Their role as sacred poets forbids Lyrists to wear any protective equipment as well as to use any weapon other than a staff or dagger, and only if they have been attacked first.



An inspired Lyrist



A graceful wood Nymph using her magical powers

NYMPHS

Nymphs are nature spirits who act as protectors of forests, rivers, mountains, caverns, the ocean and other sanctuaries of Nature.

The vast majority of Nymphs tends to be sedentary creatures but some of the younger ones sometimes leave their natural habitat to wander the world, out of sheer curiosity for mortals.

Primary Attributes : Grace and Luck.

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

Basic Hits = 8

Nature's Gifts : Their innate bond with the forces of Nature gives Nymphs magic powers. See chapter III for more details about these magical Gifts.

Odylic Charm = Grace mod + Luck mod

Mystic Strength = 12 + Odylic Charm

Starting Power = 4 + Grace mod

Level Benefits : Each level beyond the first gives a Nymph +2 Hits, +4 Power points, +1 to Luck and +2 to Grace, Wits or Will (player's choice).

Possessions : None.

Restrictions : Nymphs may never wear any type of armor, as it obviously detracts from their natural (and even supernatural) grace.

Know your Nymphs !



Dryad



Oread



Napaea



Helead



Naiad



Nereid

Table 2A : Nymph Kins

Nymphs come into several kins, each of which is tied to a different aspect of Nature. Roll 1D6 :

- 1 = **Dryad** (wood nymph)
- 2 = **Naiad** (river nymph)
- 3 = **Nereid** (sea nymph)
- 4 = **Oread** (mountain nymph)
- 5 = **Helead** (swamp nymph)
- 6 = **Napaea** (valley nymph)

Table 2B : Gods & Goddesses

Gods (1D6)

- 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 etc)
- 6 = **Hephaestus** (god of smithing and fire)

Goddesses (1D6)

- 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)



A wise Priestess

PRIESTS

Priests are devoted to the service and worship of a specific God or Goddess (chosen by the player or rolled randomly on Table 2B). Although most Priests live in temples or other sacred places, some of them are chosen by their god to lead a more adventurous life, going on quests, missions and expeditions.

Primary Attributes : Luck and Will.

Gender : Priests may be male or female, depending on which deity they serve. Male priests serve male gods, while priestesses serve goddesses.

Basic Hits = 8

Divine Prodigies : Priests are able to call on the power of their deity. See chapter III for more details.

Spiritual Aura = Will mod + Luck mod

Mystic Strength = 12 + Spiritual Aura

Starting Power = 4 + Will mod

Level Benefits : Each level beyond the first gives a Priest +2 Hits, +4 Power points, +1 to Luck and +2 to Will or another attribute tied to the deity : Might (Zeus, Ares, Poseidon, Hephaestus), Skill (Apollo, Ares, Athena, Artemis), Wits (Zeus, Apollo, Hermes, any Goddess), Grace (Apollo, any Goddess).

Possessions : Staff (or similar symbol of office), dagger, ceremony robes and 3D6 x 10 silver pieces.

Restrictions : Priests do not usually wear armor or use shields, not because it interferes with their powers but because they feel the favor of their deity is the only protection they really need.

SORCERERS

Sorcerers are adepts of the magical arts who use their arcane powers to confuse and manipulate the minds, emotions and perceptions of other persons. Most Sorcerers are seen with mistrust and defiance by most people, even by other magicians. Mythic characters like Circe the Witch and Queen Medea are good examples of Sorceresses.

Primary Attributes : Wits and Will.

Gender : Sorceresses are more frequent than male Sorcerers, women being more gifted for sorcery than men. To reflect this, Sorceresses roll their starting age on 2D6+15 and Sorcerers on 2D6+25.

Basic Hits = 8

Sorcery : Sorcerers study and practice the arcane arts of psychic Sorcery. See chapter III for more details on this realm of magic.

Psychic Gift = Will mod + Wits mod

Mystic Strength = 12 + Psychic Gift

Starting Power = 4 + Will mod

Level Benefits : Each level beyond the first gives a Sorcerer +2 Hits, +4 Power points, +1 to Luck and +2 to Wits or Will (player's choice).

Possessions : Dagger, staff or wand. Their starting wealth is 3D6 x 10 silver pieces.

Restrictions : For some mysterious metaphysical reasons, sorcerers may not use their Sorcerous powers while wearing a breastplate or a helmet.



A powerful and defiant Sorcerer



Bow, lyre and laurel crown...

Can you guess who this character's patron deity is ?

Patron Deities

All player-characters (not just Priests) should choose a patron deity corresponding to their class, as detailed below. This choice gives no immediate benefit in game terms but adds life and depth to a character's personality.

Amazons usually select either Artemis or Athena as their patron deity. Don't even think about male gods.

Barbarians normally worship strange and barbaric gods who never intervene in the material world (and who probably do not really exist). Barbarian player-characters however, are assumed to worship one of the true (ie Olympian) gods. These Barbarians tend to favor the warlike Ares or the solar Apollo as their patron deity but may also follow gods associated with might and power such as Zeus or Poseidon.

Centaurs, like Barbarians, usually show little religious inclination but the more heroic members of their race (which includes all Centaur player-characters) generally choose Artemis or Apollo as their patron deity. A few of them prefer to follow the ways of Ares – and those who spend too much time hanging around with Satyrs tend to go for Dionysus (who sure knows how to throw terrific parties).

Elementalists, like Sorcerers, would probably prefer not to have patron deities at all but the gods think otherwise. Every Elemental is actually watched quite closely by a specific deity who acts as his divine patron (whether the Elemental likes

it or not). This deity is determined by the character's primary element : Zeus for air, Poseidon for water, Hephaestus for fire and Demeter for earth.

Hunters usually follow Artemis or Apollo.

Lyrists almost always have Apollo as their divine patron, but a few of them actually follow Aphrodite.

Nobles usually select gods associated with rulership as their patron deities, such as Zeus and Athena, but some of them have other patron deities (whether by family tradition or by personal choice), such as Aphrodite, Apollo, Ares or Poseidon. For player-characters, this choice may be tied to the character's family heritage attribute, with Might or Will corresponding to Zeus, Ares or Poseidon, Skill or Wits to Athena or Apollo, Will to Zeus, Ares, Grace to Apollo or Aphrodite etc.

Nymphs, being tied to the primal forces of Nature, already have some sort of divine connection which normally dispense them from having a patron deity but those rare Nymphs who leave their home to go adventuring are wise enough to place themselves under the divine attention of a specific deity, usually Artemis for Dryads, Zeus for Oreads, Aphrodite for Naiads and Napeaea, Poseidon for Nereids and Demeter for Heleads. Alternatively, any Nymph may select the (so cute) Apollo as her patron deity...

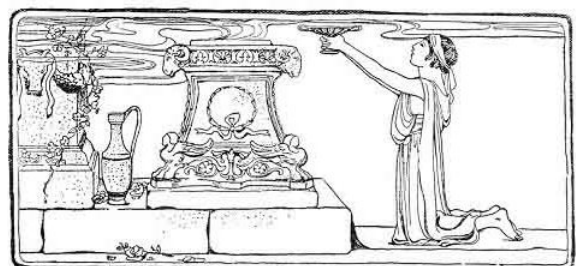
Sorcerers tend to be very independent individuals, who generally choose to ignore (or challenge ?) the power of the gods. For this reason, most of them have no patron deities – but those who do usually choose the divine patronage of Hermes (who is also the gods of liars, by the way).

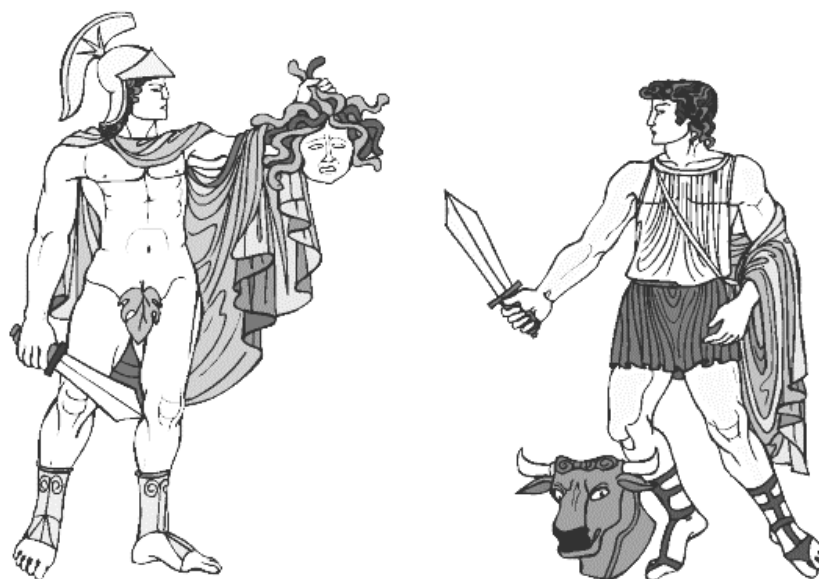
Spearmen almost always select Ares or Athena as their divine patron. This choice depends on whether the character sees himself as a brutal warrior (Ares) or as a valiant defender (Athena).

Thieves usually choose Hermes as their patron deity (since nobody cares about them anyway) but those of rural origin may actually prefer Artemis (in her nocturnal and lunar aspect) and the more romantically-inclined ones may follow Aphrodite.

See the *Maze Masters Guide* for more on deities, religion and worship.

The forthcoming *Mazes & Minotaurs Companion* also includes optional rules on the special favors bestowed by deities on their champions and agents.





Two mighty heroes comparing their latest accomplishments

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

Character Levels

Characters rise in levels by accumulating Glory points (warriors), Wisdom points (magicians) and Experience points (specialists).

Glory points are awarded for slaying monsters and accomplishing heroic deeds. Wisdom points are gained by defeating supernatural foes, exploring unknown lands or magical sites and other important mystical activities. Experience is gained differently for each specialist class : Hunters gain Experience by slaying or capturing Beasts and Monsters, while Thieves gain it by acquiring loot and valuable items.

The Maze Master has detailed rules about the awarding of Glory, Wisdom and Experience points at the end of an adventure session. See chapter IV (*Adventuring*) for more details about these awards.

A character's level reflects his degree of personal achievement and his overall heroic stature. In game terms, this is reflected by the improvement of the character's attribute scores.

Each level beyond the first allows a character to add 1 to his Luck and 2 to another attribute (see the description of each class for more details).

Increasing an attribute may in turn increase its modifier and all its associated score. Increasing a character's Skill, for instance, may also increase his Melee, Missile, Initiative and Athletic Prowess.

Regardless of the character's class and level, no attribute score may be increased past 20.

Characters who act as the personal agents and champions of the gods may gain additional level benefits. This option will be covered in detail in the forthcoming *Mazes & Minotaurs Companion*.

Characters also gain extra Hits at each new level. This has more to do with destiny than with physical constitution : great heroes, powerful mages and other exceptional individuals are harder to kill than common mortals not because their body is tougher but because they have a more important fate.

Table 1C : Class Levels

Warriors

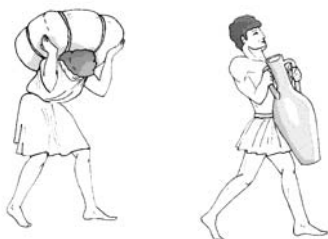
Glory	Level	Renown
0 to 999	1	Local Hero
1000 to 1999	2	Favored Hero
2000 to 3999	3	Celebrated Hero
4000 to 6999	4	Famous Hero
7000 to 9999	5	Illustrious Hero
10 000+	6	Legendary Hero

Magicians

Wisdom	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	Supreme Adept

Specialists

Experience	Level	Competence
0 to 999	1	Amateur
1000 to 1999	2	Competent
2000 to 3999	3	Superior
4000 to 6999	4	Expert
7000 to 9999	5	Master
10 000+	6	Extraordinaire



Encumbrance

Each character has an Encumbrance total which reflects the weight and bulkiness of his equipment and carried possessions. This total starts at **10** and is increased by the Encumbrance value (Enc) of every heavy or bulky item worn or carried.

The Enc of weapons and other common items are shown on Table 1D below. Thus, a Spearman with helmet (1), breastplate (3), shield (2), spear (2) and sword (1) will have an Encumbrance total of 19.

Money has an Enc of 1 per 100 coins. Thus, a bag of 300 sp will have an Enc of 3. Small, easily-carried items (gems, purses etc) have an Enc of 0.

A character's Encumbrance total is used as the **target number** of all his saving rolls when climbing, swimming, sneaking or attempting other actions requiring lightness and nimbleness (see chapter IV).

A character's Encumbrance total also determines his overall **Encumbrance status**. There are three different Encumbrance degrees, each of which has a maximum limit, based on the character's Might.

The first degree is **unencumbered**. A character is *unencumbered* as long as his Encumbrance total does not exceed a limit of (Might+5). Note that even *unencumbered* characters may be hindered by their Encumbrance total when trying to climb, swim and perform other athletic actions, as noted above).

The second degree is **encumbered** and has a limit of (Might+10). *Encumbered* characters have their movement allowance reduced by 1/3. For humans, this means a basic movement of 40' instead of 60'.

The third degree is **heavily encumbered** and has a limit of (Might+20). *Heavily encumbered* characters must halve their Initiative (round down) and reduce their movement allowance by 2/3. For humans, this means a basic movement of 20'. A character's Encumbrance total can never exceed this limit.

Thus, a character with an average Might score of 10 will have the following Encumbrance limits : he will be *unencumbered* up to 15, *encumbered* up to 20 and *heavily encumbered* up to 30.

Characters may sometimes have to carry another person (such as a wounded comrade, a struggling captive or even a dead body) in their arms, over their shoulders or on their back. In this case, the Encumbrance total of the carried person is simply added to the carrier's own total.

Example : Pyros and Madros

Pyros (Might 13) has the following Encumbrance limits : unencumbered 18, encumbered 23 and heavily encumbered 33. His spearman equipment (spear, sword, breastplate, helm and shield) gives him an Encumbrance total of 19, which makes him *encumbered* when fully-equipped for battle. This would change if he was to raise his Might to 14, since this would bump his first limit to 19, just enough to allow him to retain his full movement allowance on the battlefield.

Let's now suppose that Pyros needs to carry his wounded friend Madros on his back ? Like Pyros, Madros is wearing a full spearman outfit, which gives him an Encumbrance total (and value) of 19 : this would raise Pyros' own total to a hefty 38, well beyond his heavily encumbered limit... which means Pyros is simply not strong enough to carry a fully-equipped Madros while keeping all of his stuff. The only solution is to leave some equipment behind. Dumping Madros' spear, sword and shield will lower his Encumbrance to 14, which, once added to Pyros' own 19 makes a total of 33, just enough to be within Pyros' maximum limit. Pyros could make Madros a bit less bulky by removing his helmet and breastplate – but would still be *heavily encumbered* by his burden.

Table 1D : Encumbrance Values

Item	Enc
Dagger	0
Sword	1
Barbarian Weapon	2
Spear	2
Javelin	2
Bow	1
Quiver	1
Sling	0
Shield	2
Helmet	1
Breastplate	3
Bag of 100 coins	1
Harp	2
Person	Enc total
Other items	0-3 *

* determined by the Maze Master

Centaurs and Encumbrance

Because of their hybrid morphology, Centaurs are a special case. Their starting Encumbrance total is 20, making actions like climbing, swimming or sneaking extremely difficult (if not impossible) but their Encumbrance limits are also *doubled*, allowing them to carry quite a lot of stuff on their back (including riders) without being slowed down.

2007 Edition Notes & Comments : Characters & Classes

Twelve Classes !

The revised *Mazes & Minotaurs* rules included twelve character classes, twice as much as the first edition of the game (the 'white book').

As you probably all remember, the original M&M rules included six classes : Barbarian, Spearman, Noble, Sorcerer, Priest and Nymph.

The Amazon, who had been presented in the original rules as a « female Barbarian variant », was now given her own class description, striking a critical blow for warrior women's lib. Centaurs, Hunters, Thieves, Elementalists and Lyrist were taken from the first two supplements of the original game : *Men & Monsters* and *Myth & Magic*.

The much-talked-about Mariner class, which was mentioned but not described in *Men & Monsters*, obviously never found its way to the Revised rules, a fate which was shared by Mystagogues, Heralds, Philosophers and the myriads of alternate or variant classes published over the years in various sources.

From Faith to Will

In the original M&M rules, characters had a Faith attribute but no Will score. Despite persistent rumors, the transition from Faith to Will had nothing to do with the game designer's conversion to Nietzschean philosophy but was motivated by far more practical reasons : Faith was removed as an attribute because it constantly overlapped with Luck as a measure of a character's divine favor, which sometimes led to weird situations during play (and endless after-session debates).

During the design stage of these revised rules, the authors had first decided to remove Luck, transfer some of its functions to Faith and add Will as the missing sixth attribute, but they finally changed their mind, probably because Luck was perceived as an essential part of the game's system and spirit.

This bold design move was generally welcome by players and Maze Masters. It was also the reason why Olivier Legrand was once heard laughing maniacally in his LGS office : “ Ah ah ! I did it ! I finally cut the Gordian knot ! ” - typical case of game designer's hubris, if you ask me.

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.

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 (at least for warriors) was a simple and efficient way to encourage players to make their characters 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 » or greedy treasure hunters never quite took off and most M&M players stayed content with this fame-and-fortune approach to character growth.

Pyros the Spearman

In case you were wondering, there actually WAS a Pyros the Spearman among the first wave of M&M characters created by the original playtesters of the game, back in 1972. He was not played by a guy named Sam (as implied by the rules) but by the legendary David Jenkins himself, who later co-founded the Creative Minotaurian Society and eventually gained a reputation in the gaming hobby as something of a nitpicking curmudgeon (well, that's not the exact terms that were used by the people we talked too but I'm sure you get the idea).

This original Pyros met his end when he was toasted by a Chimera just after reaching level 3...

It was later discovered that the first edition of the M&M rules included a gross mistake regarding the range of Breath Weapons and that Pyros would NOT have been turned to ashes if the correct range had been used. This anecdote, which became known as “*the Chimera incident*”, was actually mentioned in the official errata of the original M&M rules) and was the start of Dave's great “*M&M rules suck*” crusade, which eventually got him barred from Mazecons and other gaming events...

II : COMBAT



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

Sequence of Action

For tactical and practical reasons, each combat sequence is broken down into *battle rounds*.

Each battle round roughly represents 6 seconds of action. There are 10 battle rounds in one minute.

Within a round, characters may only make one combat action (usually a melee or missile attack), which may be combined with a tactical movement. This combat action may also be replaced by another activity (such as magic use).

A battle round is divided into four 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) Missile Phase : Missile attacks are resolved in decreasing order of Initiative scores. Attackers with the same Initiative scores attack simultaneously, even if they are attacking each other.

3) Movement Phase : All characters and creatures may move up to their maximum movement (see the Movement section below). All movement actions are assumed to occur simultaneously.

4) Melee Phase : Melee attacks occur in decreasing order of Initiative scores ; attackers with identical Initiative scores act simultaneously, even if they are attacking each other.

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 act.

During the surprise round, he may do nothing except defend. Surprised characters cannot benefit from their shield. Likewise, characters who get a special Defense bonus because of their class cannot benefit from it when taken by surprise.

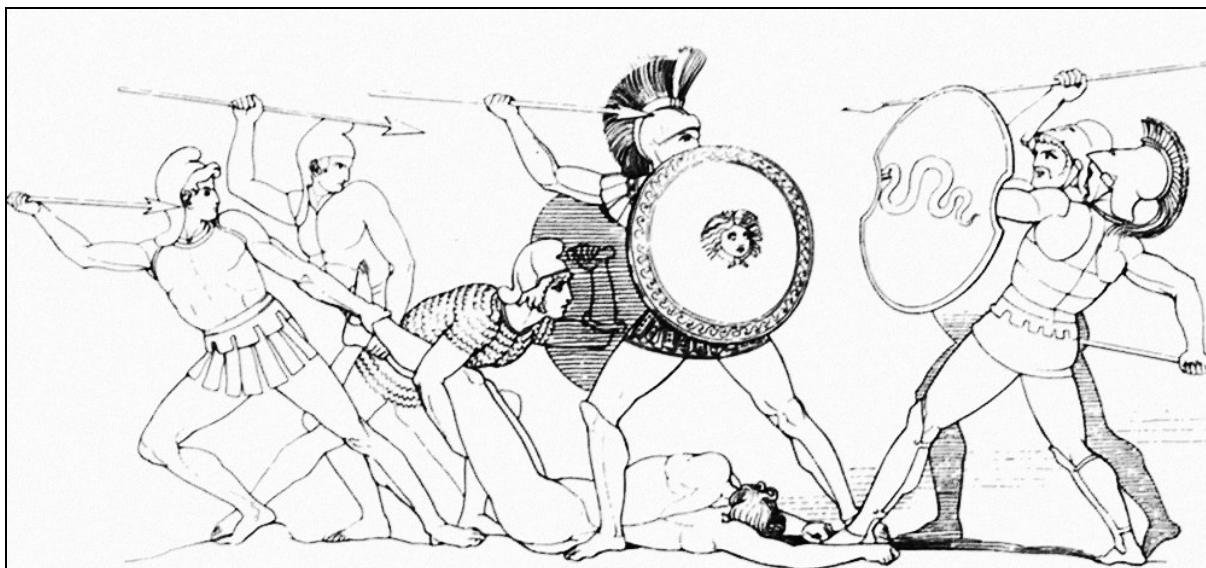
Movement

During a battle round, a moving character may use either *tactical movement* or *full movement*.

Tactical movement allows a character to move up to his movement allowance (which is normally equal to 60 feet per round) while performing other actions. A character who uses full movement allows can move up to twice his usual movement allowance (up to 120') but must forfeit all other actions.

A character's movement allowance may be affected by his overall encumbrance : characters have their movement allowance reduced to 40' if *encumbered* and to 20' if *heavily encumbered*.

A character moving on *difficult ground* will have his effective movement rate cut in half. These factors are cumulative, so a heavily encumbered character on difficult ground will have an effective movement rate of 10' (or 20' if he uses full movement).



A valiant Spearman and his fellow adventurers protecting a fallen comrade from the enemy

Melee Combat

Resolving Attacks

To strike an opponent, a character must roll 1D20 and add his Melee modifier. If the result is equal to or higher than the opponent's Defense Class (EDC), the attack succeeds and the opponent is wounded.

A wounded character loses a number of Hits equal to the attacker's damage roll (see *Damage & Injury*).

Melee Weapons

Melee weapons fall into four categories : Swords, Spears, Daggers and Barbarian Weapons (see next page for more details). In addition, these rules will often refer to "battle weapons", a term which encompasses all melee weapons except daggers.

Weapon Mastery

Warriors and specialists are assumed to be equally proficient with all weapons – but they also have a favorite weapon, referred to as their Weapon of Choice, with which they are *especially* skilled.

Whenever a character using his Weapon of Choice makes an attack roll, the player simply rolls two different D20 and keeps the better result, applying the usual modifiers to this roll.

Shield & Armor

A character's shield and armor increase his Effective Defense Class. In effect, each single piece of protective equipment (helmet, breastplate and shield) adds a +2 bonus to EDC. Thus, a completely equipped fighter (shield, helmet and breastplate) will have a +6 bonus to his EDC.

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 only use his full EDC (including his shield and any shield-related bonus, such as the Spearman's Defensive Fighting bonus) against front or flank attacks. Rear attacks only take into account the target's basic Defense Class and armor (if any), excluding shield-related bonuses.

Retreat

A character must *disengage* from combat before retreating. A character may only disengage from combat at the end of a battle round, if all his opponents have failed their attack roll against him.

A retreating character must forfeit all his attacks and other actions for this round. This allows him to move at twice his usual movement allowance (see p 20 for more details on movement rates).

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 M&M stands for 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, excitement and fun for players and Maze Master alike.



A dauntless Amazon charging into battle

Melee Weapons

Swords

In M&M, the term “sword” actually refers to what historians or modern weapon specialists would call a shortsword or a gladius. Bigger, heavier swords are categorized as Barbarian Weapons.

Swords are an almost mandatory weapon for civilized fighters (either as a primary weapon or in addition to a spear) and may even be the weapon of choice of some Nobles. Swords are all-purpose weapons; they are not subject to special restrictions and follow the standard weapon rules.

Swords have an Encumbrance value of 1.

Spears

Spears are used by Spearmen as well as by many other types of fighters, such as Nobles, Hunters, Amazons and even Barbarians.

These weapons are especially effective in the hands of Spearmen, as shown by the special abilities of this class (see chapter I). In addition, their length may give certain advantages or disadvantages in a variety of special combat situations.

Spears have an Encumbrance value of 2.

Daggers

Daggers (and other big knives) are, in most combat situations, far less effective than other weapons.

A successful attack with a dagger will inflict 1D3 Hits of damage, instead of the usual D6 used for all other weapons (but see *Sneak Attacks* p 26).

Daggers have an Encumbrance value of zero.

Barbarian Weapons

These weapons include big swords, huge battle axes and even heavy maces or crude cudgels.

As their name implies, are normally only used by Barbarians. Other warriors who try to use them need a Might of 13+ to wield them properly and will not gain the special damage bonus of Barbarians; characters with a Might below 13 can only use barbarian weapons using both hands (which prevents them from using a shield).

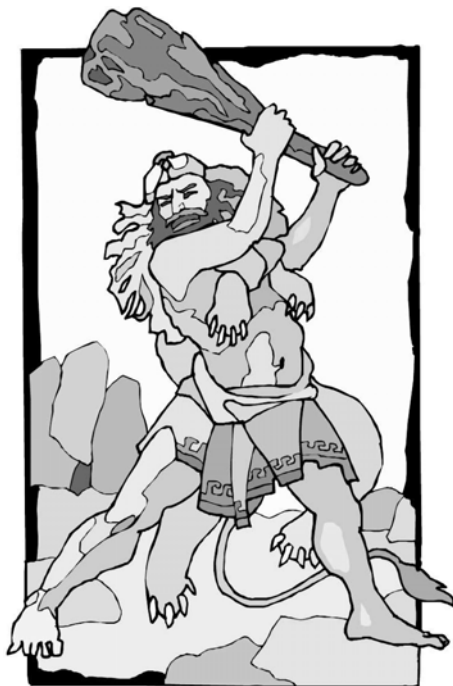
These weapons have an Encumbrance value of 2.

Other Melee Weapons

Some characters are so strong they may be able to wield the **enormous weapons** used by some Large creatures (much like Herakles with his big club in the illustration below). Such weapons have an Encumbrance value of 4 and can only be wielded by characters with a Might of 19 or 20, using both hands. They roll 2D6 for damage but cannot benefit from any special damage bonus. In addition, characters who do use such weapons in combat will strike at half their normal Initiative (rounded down).

Weapons of a truly Gigantic size are absolutely unusable by human-sized characters.

Beings of a Small size will also use weapons that are matched to their height; in game terms, the swords of such creatures are the equivalent of daggers (or may even be actual daggers, for that matter). The miniature weapons used by Tiny beings such as the legendary Myrmidons are absolutely useless to human-sized characters.



Now, that's what I call a REAL club !

Damage & Injury

Taking Wounds

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, like Barbarians and Amazons.

Life & Death

Characters who are reduced to zero Hit or less must roll D20 and add their Physical Vigor modifier.

If the result is less than 10, the character is dead.

If the result is 10 or more, the character does not die but is immediately incapacitated and will die if he suffers 1 more Hit of damage (*coup de grâce*).

If the result is 20 or more, the character will still die if he takes 1 more Hit... but until then, he can still continue to fight, showing heroic (or desperate) resistance as he hovers on the brink of Death ! Once the fight is over, however, he will immediately fall unconscious and become incapacitated.

Incapacitation

Characters who have been incapacitated after being reduced to zero Hit remain unable to act or even speak until they recover at least 1 Hit.

If nobody rescues them, they will almost certainly die from the consequences of their wounds.

Thus, mortally wounded characters (ie reduced to zero Hits) may actually survive provided they do not suffer any other injury and receive healing. Note however that such characters will always suffer from permanent sequels, as explained below.



Time for a coup de grâce...



- Aaargh, I've only 2 Hits left !

Permanent Injury

Characters who have been reduced to 2 Hits or less may suffer permanent effects from their wounds.

Once the adventure is over, such characters must make a Physical Vigor saving roll against a target number of 10 to avoid permanent effects. If this roll fails, roll 1D6 on the Physical Decrepitude table given below. Depending on the result, this may result in a one-point loss in Might, Skill or Grace.

Attribute loss caused by grievous wounds cannot normally be restored by magical healing.

Healing & Recovery

Each full week of complete rest allows a wounded character to make a Physical Vigor roll against a target number of 10.

Note that this target number may be raised by the Maze Master if the character cannot benefit from adequate recovery conditions.

If this roll is successful, the character recovers a number of Hits equal to (1D6 + character's level), up to his starting Hits total.

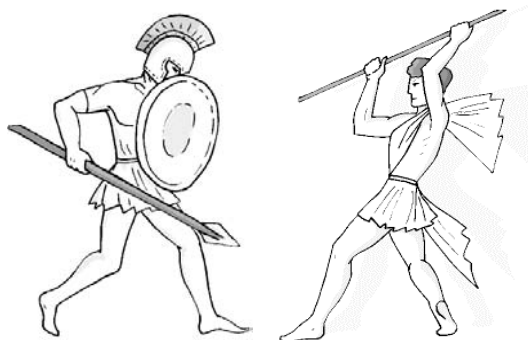
Thus, a third level character will recover 1D6+3 Hits if he makes his weekly Physical Vigor roll.

Note that warriors usually tend to heal faster than other characters because of their higher Physical Vigor modifier.

Wounded characters may also benefit from various forms of magical healing (see chapter III).

Table 3A : Physical Decrepitude

D6	Attribute Loss
1-2	Lose 1pt of Might.
3-4	Lose 1pt of Skill.
5-6	Lose 1pt of Grace.



Special Melee Tactics

During the decision phase, a character engaged in melee combat may choose to use special tactics and maneuvers in order to gain an offensive or defensive advantage over his opponents.

Charge Into Battle

Before the first battle round begins, a character with a Might of 13+ and a battle weapon may elect to *Charge into Battle*, running for at least 30 feet and delivering his attack as he enters melee.

This charge allows him to add his Might bonus to his Initiative and Melee attack roll for the first round.

This maneuver cannot be used in close quarters (ie by fighters with less than 30' of terrain before them).

Hold Back

This tactic can only be used by characters with a Skill of 13+ armed with a spear. Instead of attacking, the character uses his spear to keep opponents at bay. In game terms, this maneuver has the same effects as a *Weapon Parry* (see below).

Spearman do not need to use this maneuver, since their special ability already allows them to add their Skill bonus to their melee Defense Class without having to forfeit their attack to do so. This benefit reflects the Spearman's superior hoplite training.

Shield Wall

This maneuver requires expert training, timing and coordination; it can only be accomplished by two Spearman (or more) fighting in close formation with spears and shields. Shield walls must be formed at the start of the round, during the decision phase.

Once the shield wall has been formed, every Spearman in the line receives a +2 bonus to his EDC against all attacks, including missiles. A shield wall can be combined with a collective *Charge into Battle*. In this case, all the Spearman in the wall benefit from the advantages of the chosen tactic.

Subterfuge

Characters with a Wits of 13+ may try to fool or trick their opponent by using feints, false moves and other stratagems.

This requires some observation and evaluation of the opponent's moves. In game terms, the character must forfeit all his attacks for an entire battle round.

Once this round of observation is over, he will gain an attack modifier equal to his Wits mod. Thus, a character with Wits 16 will get a +2 attack modifier.

A new round of observation is necessary before every new use of subterfuge. During a round of observation, characters cannot use any special tactic, even *Weapon Parry*, since it would interfere with his observation of his opponent's moves.

Subterfuge attacks cannot be combined with any other special tactic, except two weapon fighting.

Two Weapons

Warriors with a Skill of 13+ may effectively fight with a battle weapon and a dagger in their other hand. This does not give them two attacks per round but simply adds a bonus of +1 to their attack roll.

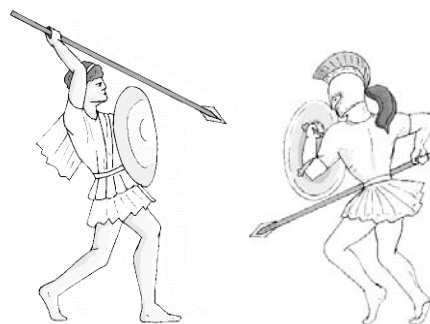
Warriors with a score of 13+ in both Skill and Might may use this tactic with a battle weapon in each hand, for an attack bonus of +2.

This tactic is obviously incompatible with the use of a shield but may be combined with a *Charge into Battle*, *Weapon Parry* or *Subterfuge* tactic.

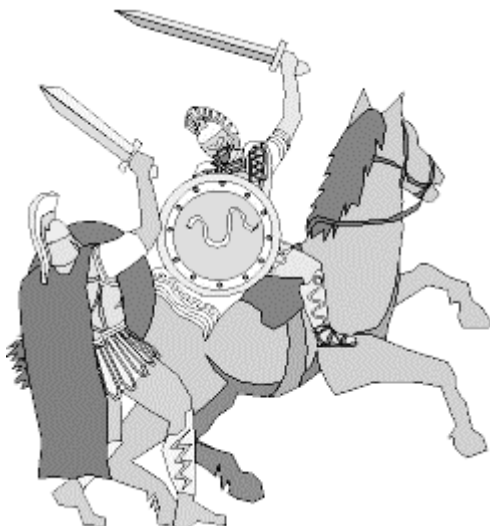
Weapon Parry

A character who selects this maneuver concentrates exclusively on parrying his opponents' attacks. This can only be done by characters with a Skill of 13+ armed with a sword or barbarian weapon.

In game terms, the character forfeits his attacks for this round but adds his Skill bonus to his Defense Class against *all* front or flank attacks made against him during this battle round.



Noble and Spearman practicing special melee tactics



Ah ah ! Tremble before my +2 attack bonus !

Special Situations

This section details various circumstances that may significantly affect the resolution of melee combat.

Close Quarters

In some situations, characters may not have all the room they need to use their weapons properly, such as when fighting in a narrow cave or other enclosed space. In game terms, this type of situation is known as *fighting in close quarters*.

In such a situation, characters using spears or barbarian weapons will have their effective Initiative halved (round down). Characters using swords or daggers will suffer no such disadvantage.

In addition, all characters fighting in close quarters will also be unable to use any special melee tactic.

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 of +2 to his own Initiative and melee attack roll, plus any extra Charge bonus given by his own Might.

This Charge maneuver may also be combined with a free *trampling attack* against creatures of Medium or smaller size.

Trampling attacks require no attack roll and cause 1d6 Hits of damage, unless the victim makes a Danger Evasion roll (target number 15), in which case this extra damage is avoided.

Only creatures that are able to *Charge into Battle* may have this ability. It cannot be used against opponents with a bigger Size. Thus, Medium beings cannot Trample Large or Gigantic victims. No more than one victim may be Trampled in a single round.

Note that Centaurs are also able to trample a foe, using exactly the same rules as horses.

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 for 1d6 Hits of damage.

Sneak Attacks

A sneak attack is an attack that takes a victim completely unaware. Such surprise attacks can only be delivered after a successful, undetected stealth movement (see chapter IV), making such attacks a favorite trick of Thieves and Hunters.

Sneak attacks are used to take down sentinels etc and usually take place out of the regular sequence of standard melee combat.

Sneak attacks can only be delivered with swords, barbarian weapons and daggers. When used to make sneak attacks, daggers are as deadly as any other weapon, inflicting 1D6 Hits of damage.

Such attacks still require an attack roll but receive a +4 bonus and benefit from all the usual advantages of surprise (no shield or special ability defensive bonus etc). In addition, if the attack roll exceeds the victim's Defense Class by 10 or more, the damage of the attack is doubled.

Sneak attacks cannot be combined with any of the special melee tactics previously detailed.



Playtesting the Sneak Attack rules



Missile Combat

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

Range and visibility may modify the attacker's roll, as shown on Table 3C below.

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 3B : 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
Using 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 3C : Missile Weapon Ranges

Javelin	(Might x 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 *Mazes & Minotaurs*, unarmed combat can take two forms : pugilism and wrestling. Both types of combat use the attacker's Melee modifier but must be resolved at the end of the Melee Phase, after all armed attacks have occurred.

Pugilism

When using pugilism, a character uses his fists to inflict damage to his opponents. In pugilistic combat, the victim suffers no real wound (ie does not lose 1D6 Hits) but gains a number of subdual damage points equal to 1D3 + attacker's Might modifier.

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 until he rolls 10 or more on 1D20 + Physical Vigor. One such roll may be made after every minute of unconsciousness. Upon waking, the character immediately reduces his subdual damage total by 1D6 points. Each subsequent hour of rest will allow him to 'heal' a number of subdual damage points equal to his level or twice that amount for warriors.

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

Wrestling

A successful wrestling attack does no damage but means the attacker has grappled his opponent.

A grappled character is immobilized and can only try to break free from his opponent's hold. To break free, the victim must roll higher than the grappler's Might score on 1D20 + Melee mod. Only one such attempt may be made per battle round.

An immobilized character cannot defend effectively against melee attacks : all melee attack rolls made against him receive a +4 bonus. Note that the grappler himself may not directly attack his victim while maintaining his hold.

Unlike pugilism, wrestling may be used against beasts or monsters (except those of Gigantic size).



The ancient art of lion-wrestling

2007 Edition Notes & Comments : Combat

The Initiative System

The initiative system of the original M&M rules was quite clunky and was 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 1987 Revised rules introduced a simplified, streamlined initiative system which made combat scenes faster to run, while taking into account the difference between missile and melee combat.

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) statement in the *Using Maps & Miniatures* boxed text, they probably never imagined it would start 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 magazines 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 :

« 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 (warcy ?) 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. Over the years, various RPG 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 – and that’s probably why the rules on Weapons of Choice were added in the revised second edition.

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.

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 had 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



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

Basic Concepts

In the M&M world, magic can take many forms, such as the mind-affecting spells of Sorcerers, the Divine Prodigies of Priests or the Natural Gifts of Nymphs. While they have very different origins and purposes, all these forms of magic share many common characteristics in game terms.

Realms of Magic

A magician's **Realm** defines how his powers work, where they come from and what he can do with them. The five Realms described in these rules (Divine Prodigies, Elementalism, Nature's Gifts, Poetic Magic and Sorcery) represent the most commonly practiced forms of magic in a typical M&M world but others may exist, representing darker or more exotic forms of magical lore.

Each Realm gives access to six different **magical powers**. In the Revised M&M rules, magicians have access to all the powers of their Realm regardless of their class level : rising in levels does not allow a magician to gain new powers but enable him to use his powers more effectively and more frequently.

Magnitude Levels

Each magical power has a different **Magnitude** level rated from 1 to 6. The Magnitude level of a power should not be confused with the level of the magician who uses it. It simply indicates how many Power points the magician must spend to use it.

Power points

A magician's **Power points** represent his available amount of mystical energy. At first level, a magician's Power points total is equal to 4 plus one of his primary attribute mods. Every time a magician reaches a new level, he gains 4 additional Power points. The most powerful magicians will have more than 20 Power points – Power indeed !

Magical Talents

All magicians have a talent bonus which has a different name for each Realm of magic and is used to calculate their Mystic Strength as well as various aspects of their magical powers.

Depending on the character's Realm of magic, this talent bonus may also have other applications.

In all cases, a magician's talent bonus is equal to the sum of his two primary attribute modifiers.

Lyrists have an **Orphic Voice** bonus that reflects the melodious and magical quality of their vocal cords as well as their affinity with Poetic Magic.

A Lyrist's Orphic Voice bonus is equal to the sum of the character's Grace mod and Luck mod.

Nymphs have an **Odylic Charm** bonus that reflects their magical attunement to the forces of Nature.

A Nymph's Odylic Charm bonus is equal to the sum of her Grace mod and Luck mod.

Priests have a **Spiritual Aura** bonus which reflects their mystic connection and attunement to the divine world and its prodigies.

A Priest's Spiritual Aura bonus is equal to the sum of his Luck and Will mods.

Sorcerers have a **Psychic Gift** bonus which reflects their innate affinity with the hidden powers of the human mind.

A Sorcerer's Psychic Gift bonus is equal to the sum of his Wits mod and Will mod.

Elementalists have an **Elemental Mastery** bonus which represents their command over primal forces.

An Elementalists's Elemental Mastery bonus is equal to the sum of his Wits mod and Will mod.



- Behold the eldritch might of my arcane powers !

Mystic Strength & Power

A magician's **Mystic Strength** score represents the potency and efficiency of his magical powers. It is equal to 12 + the magician's talent bonus. Thus, a Lyryst with an Orphic Voice bonus of +4 will have a Mystic Strength of 16.

A magician's **Power points** represent his personal reserve of mystical energy. This total is equal to 4 times the magician's level, plus one of his primary attribute modifiers : Will for Elementalists, Sorcerers and Priests or Grace for Nymphs and Lyrists. Thus, a level 2 Lyryst with a Grace mod of +3 will have a total of 11 Power points.

See the description of the various magician classes in chapter I for more details on these important scores and how they are calculated.

Using Magic

Using magic draws heavily on the character's inner mystic energy. Every time a magician uses one of his powers, he must spend an amount of Power equal to the Magnitude level of the power.

Thus, using a Magnitude level 3 power requires an expenditure of 3 Power points.

Unless otherwise specified, using magic normally requires one full battle round of full concentration, during which no other action can be performed.

If the magician's concentration is disrupted, the process will be aborted. Otherwise, the power will take effect at the end of the ongoing battle round. If two enemy magicians are using their magical powers against one another, these powers will take effect simultaneously.

Beyond these basic principles, a magician's powers work according to the specific rules of his Realm of magic. As detailed in the following pages, each Realm has its own restrictions, specific rules and special cases, as well as its own specific method and rate of Power points recovery.

Resisting Magic

Every time a magical power is used against an unwilling target, this target is allowed a Mystic Fortitude saving roll to counter or avoid its effects.

Mystic Fortitude saving rolls have a target number of equal to the attacking magician's Mystic Strength.

Thus, resisting the powers of a Sorcerer with a Mystic Strength of 19 will require a total of 19 or more on a roll of (1D20 + Mystic Fortitude).

Power Recovery

As stated earlier, each magician class has its own method for recovering Power points. A magician's Power recovery rate is based on his level. This recovery may not bring a magician's Power total over its usual maximum.

Priests recover Power by honoring their deity by performing religious rituals. Each hour of ceremony will restore a number of Power points equal to the character's level.

Lyrists recover Power by singing, playing music and reciting poems. Each hour of such activity will restore a number of Power points equal to the character's level.

Sorcerers and **Elementalists** recover their Power points by sleeping. Each two full hours of sleep will restore a number of Power points equal to the character's level.

Nymphs recover Power by melding themselves with their natural element (ie trees for a dryad, a river or spring for a naiad etc). Each hour of melding will restore a number of Power points equal to the character's level. While melding with Nature, a Nymph remains fully aware of her surroundings but may not participate in any activity.



*Leave me alone ! says the Dryad to the Lyryst.
Can't you see I'm melding with the forces of Nature ?*



Athena, goddess of skill and wisdom

Divine Prodigies

Magnitude 1 : Divine Blessing

With this power, a Priest may place his deity's blessing upon an individual (including himself). To Bless someone, the Priest must be able to touch the head, heart or shoulder of the chosen individual.

A Divine Blessing takes the form of a +2 bonus to one of the character's scores and lasts for a number of hours equal to the Priest's Spiritual Aura.

The affected score is chosen by the Priest among the three or four scores associated with his deity :

Apollo

Danger Evasion
Missile Attack
Mystic Fortitude
Personal Charisma

Zeus

Danger Evasion
Defense Class
Mystic Fortitude
Personal Charisma

Ares

Defense Class
Melee Attack
Physical Vigor

Hermes

Danger Evasion
Mystic Fortitude
Personal Charisma

Artemis

Danger Evasion
Defense Class
Missile Attack
Mystic Fortitude

Athena

Defense Class
Melee Attack
Mystic Fortitude
Personal Charisma

Hera

Danger Evasion
Mystic Fortitude
Personal Charisma

Hestia

Danger Evasion
Mystic Fortitude
Physical Vigor

Poseidon

Danger Evasion
Mystic Fortitude
Physical Vigor

Hephaestus

Defense Class
Mystic Fortitude
Physical Vigor

Demeter

Danger Evasion
Mystic Fortitude
Physical Vigor

Aphrodite

Danger Evasion
Mystic Fortitude
Personal Charisma

A Priest may place several Blessings on the same individual : in this case, each Blessing must affect a different score and must be performed separately. Thus, a Priest of Poseidon could place a triple blessing on the same character, giving him a bonus of +2 to Mystic Fortitude, Danger Evasion and Physical Vigor : this would take the Priest a total of three rounds and would cost him 3 Power points (one round and one point for each blessing).

Monsters and animals, having no faith, cannot be affected by Divine Blessings.

Magnitude 2 : Divine Vision

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 of the future often take a symbolic form that make them difficult to interpret.

Divine Vision requires an appropriate ritual of approximately one minute (10 battle rounds).

Deities will always answer truthfully to the questions of their Priests – but not always in a perfectly clear or complete manner. The Maze Master remains the final arbiter on the amount of information deities may wish to reveal through Divine Visions.



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

Magnitude 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 instantly restores (1D6 + Priest's Spiritual Aura) Hits to a wounded character or creature, without exceeding his usual maximum.

Magnitude 4 : Divine Gift

This power allows a Priest to bestow a spectacular ability to a chosen individual (including himself). This ability varies according to the deity's sphere of influence, as shown below. The effects of a Divine Gift may be combined with those a Blessing but are much shorter, lasting for a number of battle rounds equal to the Priest's Spiritual Aura.

To place a Divine Gift on someone, the Priest must call out his deity's name while pointing his finger (or other similar gesture) at the chosen individual.

Apollo : Accuracy

Aphrodite : Presence

Ares : Victory

Artemis : Accuracy

Athena : Victory

Demeter : Endurance

Hephaestus : Strength

Hera : Presence

Hermes : Celerity

Hestia : Endurance

Poseidon : Strength

Zeus : Presence

Accuracy : The character adds +4 to all his Missile attack rolls and +2 to all missile damage rolls.

Celerity : The character acts before anybody else in combat, regardless of Initiative, and increases his movement by 50%.

Endurance : The character automatically succeeds at all Physical Vigor rolls and regains 2 Hits at the end of each battle round, up to his maximum total.

Presence : The character automatically succeeds at all Mystic Fortitude and Personal Charisma rolls.

Strength : The character automatically succeeds at all the feats of strength he attempts, regardless of his Might (see *Feats of Strength* in chapter IV), and his wrestling holds cannot be broken.

Victory : The character adds +4 to all his Melee attack rolls and +2 to all melee damage rolls.

Different Gifts from different deities cannot operate at the same time on the same character.

Magnitude 5 : Divine Wrath

This power allows the Priest to strike his enemies with a bolt of pure spiritual energy.

Each use of Divine Wrath inflicts (1D6 + Priest's Spiritual Aura) Hits of damage to the chosen target. This power requires no attack roll and has a maximum range of 30 feet. The target is allowed a Mystic Fortitude roll to counter the effects.

Magnitude 6 : Divine Intervention

With this very spectacular power, a Priest may ask for a direct intervention by his deity. This requires the expenditure of 6 Power points, followed by a percentile roll to see if the deity actually answers. The chance of success of this percentile roll is equal to 2% per level of the Priest. If the % roll fails, the deity does not answer and the Power has been spent in vain : the Priest may try again but will have to spend 6 Power points before every new attempt.

Once a God or Goddess intervenes, the Priest has absolutely no influence over the deity's 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 *Jason & the Argonauts* ?).

There are two important things to keep in mind when dealing with deities. The first thing is that deities are omnipotent (at least within their sphere of power). When a deity really wants to accomplish something, then he or she automatically succeeds.

The second thing to remember is that deities do not like to be bothered for frivolous reasons and are under no obligation to help mortals who ask for their divine intervention. If the Maze Master feels that the Priest is calling a Divine Intervention for frivolous or stupid reasons, he is perfectly entitled to let the Priest spend his 6 Power points in vain and then send him a Divine Wrath attack (no Mystic Fortitude roll allowed) to reflect his deity's divine displeasure.

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.



Did someone ask for Divine Intervention ?



- Time for a little Elemental pyrotechnics !

Elemental Magic

Elemental magic (also known as 'Elementalism') is one of the most spectacular forms that magic can take. An Elementalist is a magician who uses his magical spells to obstruct, burn and sunder those who would oppose him.

The study of Elemental magic is actually divided between four different fields corresponding to the four classical elements : Fire, Air, Earth and Water.

Some Elementalists are also able to manipulate the pre-elementary forces of light and darkness (see the forthcoming *M&M Companion* for more on this).

When an Elementalist character is created, the player must choose the two elements that will define his magical repertoire. Some combinations are impossible : Fire and Water or Earth and Air.

One of these two elements will also have to be chosen as the character's primary element, which will give him extra advantages tied to his Elemental Mastery bonus when using its powers.

Each element gives access to three powers : thus, an Elementalist will have a total of six powers, as all other magicians. The powers of each element are divided into three ranks of Magnitude (1 to 3).

Elemental magic is a very spectacular form of magic but tends to be very taxing for the magician's energy and lacks the mystic finesse of other Realms.

Using an Elemental power costs a number of Power points equal to twice its Magnitude level : 2 points for a Magnitude 1 power, 4 points for a Magnitude 2 power and 6 points for a Magnitude 3 power.

Elementalism is a very physical power : for this reason, it usually cannot be resisted by Mystic Fortitude but most Elemental powers may be avoided with a Danger Evasion roll, made against the usual target number of 15 (and not against the Elementalist's Mystic Strength).

Air

Magnitude 1 : Swirling Winds

This power enables an Elementalist to cause the wind to whip around the target, increasing his EDC vs Missile attacks. This power has a range equal to the Elementalist's Mystic Strength in feet.

A character or creature affected by this power is considered to have a +4 bonus to EDC vs. missile for a number of rounds equal to the Elementalist's Mastery but the affected individual will also be unable to make any Missile attacks himself.

This power may be used on a group, up to a number of individuals equal to the Elementalist's Mastery bonus. In this case, all affected individuals must stand within 10 feet of each other.

Elementalists with Air as their primary element double their Mastery for purposes of calculating the maximum number of targets they can affect.

Magnitude 2 : Talons of the Wind

The target of this power is ravaged by a whirlwind that attempts to scourge every piece of equipment from him. The whirlwind lasts only one battle round.

The affected character or creature must make a separate Danger Evasion roll for each piece of equipment (armor, weapons, bags, etc.). Any piece of equipment that fails is thrown 2D6 feet in a random direction. This power also prevents the target from taking any type of physical action.

This power may be used on a group, up to a number of beings equal to the magician's Mastery bonus, as long as all targets are within 10' of each other. Elementalists who have Air as their primary element double their Mastery for purposes of calculating the number of targets they can affect.

This power has a range equal to the Elementalist's Mystic Strength in feet.

Magnitude 3 : Gale Fury

With this power, an Elementalist can summon a furious gigantic whirlwind that scatters his foes like leaves in the wind. The gale has a radius equal to twice the Elementalist's Mystic Strength in feet.



Air Elementalists can sometimes be such poseurs

All characters or creatures within this distance of the center of the whirlwind must pass a Danger Evasion roll *each round* or be tossed about.

Those who fail are thrown 3D6 feet in a random direction and take 1D6 Hits of damage.

The whirlwind lasts for a number of battle rounds equal to the Elementalist's Mastery bonus.

It can move at a speed equal to the Elementalist's Mystic Strength in feet per round (which requires the Elementalist's full concentration).

Elementalists with Air as their primary element double their Mastery for purposes of calculating the duration of this power.

Earth

Magnitude 1 : Hands of Stone

This power enables an Elementalist to cause stone hands to erupt from the ground and seize an enemy's legs. It has an effective range of 30 feet.

A being affected by this power is immobilized for a number of battle rounds equal to the Elementalist's Mastery, lowering his EDC by 4 and causing him to automatically fail all Danger Evasion rolls.

The victim can still attack opponents within melee reach or missile range, but with a penalty of -2.

The designated target may make a Danger Evasion roll to escape the grasp of the Hands of Stone. Once he has been grappled, he may try to break free with a successful *feat of strength*.

The Elementalist may simultaneously summon multiple pairs of hands to affect several targets within a number of feet equal to his Mystic Strength. In this case, each pair of hands will require the same expenditure of Power points. Thus, summoning three pairs of hands will require a total Power expenditure of 6 points (2 for each pair).

Elementalists with Earth as their primary element double their Elemental Mastery bonus for purposes of calculating the duration of this power.

Magnitude 2 : Skin of Bronze

With this power, an Elementalist infuses the target's body with the essence of bronze, greatly increasing his strength and resistance to damage.

The affected character or creature gains a +4 bonus to EDC and a +2 bonus to melee damage rolls.

This lasts for a number of battle rounds equal to the magician's Elemental Mastery bonus – or twice that duration for Elementalists who have chosen Earth as their primary element.



- By the power of Earth, I command you to WALK !

Magnitude 3 : Animate Statue

This powerful spell allows an Elementalist to animate a Large stone statue, bringing it to life. Animated stone statues will have the same characteristics as a Stone Titan (see the *Creature Compendium*).

The Stone Titan will obey all the commands of its creator for (5 minutes x Elemental Mastery), after which it will petrify, reverting to his original form as an inanimate statue.

Elementalists with Earth as their primary element double the duration of this power.

Fire

Magnitude 1 : Dart of Fire

With this power, an Elementalist summons forth a bolt of pure fire to hurl at his enemies. This fiery attack requires no attack roll but may be dodged with a Danger Evasion roll.

The dart does 1D6 Hits of damage and has a maximum range of (Elementalist's Mastery x 5').

Elementalists with Fire as their primary element double the range of this power.

Magnitude 2 : Blazing Sphere

This power allows the Elementalist to conjure a man-sized ball of fiery flame that he can move by mental command.

The sphere has a movement equal to twice the Elementalist's Mystic Strength in feet per round and causes 2D6 Hits of damage to any being within 5 feet of it as it moves about.

The sphere may thus be used against several targets, provided they are standing close enough to each other.

Each single target can only be damaged by the sphere once per battle round and may avoid all damage with a successful Danger Evasion roll.

The sphere will also ignite any flammable materials it comes into contact with.

Moving the sphere requires the Elementalist's full concentration, up to a number of rounds equal to the Elementalist's Mastery bonus.

Elementalists with Fire as their primary element double the maximum duration of this power.

Magnitude 3 : Volcanic Destruction

With this power, an Elementalist causes an eruption of volcanic fire that engulfs his foes in burning sorrow for a number of battle rounds equal to the Elementalist's Mastery bonus.

All beings within (Mystic Strength x 2) feet of the center of the eruption must pass a Danger Evasion roll each round.

Those who fail will take 2D6 Hits of damage during the first round and 1D6 additional Hits on each subsequent round. Even those who make their Danger Evasion roll will suffer 1D6 damage on the first round (but no damage afterwards).

The center of the eruption cannot be more than 20' away from the magician himself, who will be affected too. Since calling the eruption requires his full concentration, the magician automatically takes 2D6 damage on the first round (no saving roll allowed) but will suffer no further damage thereafter.

This strange side-effect is actually a manifestation of the Gods' will to limit the uses of this very destructive power and has been the doom of many overconfident Elementalists...

Elementalists with Fire as their primary element double the maximum duration of this power.



Caution : don't try Fire Elementalism at home

Water

Magnitude 1 : Torrent of Water

This power enables an Elementalist to cause water to spout mightily from his hand. He may direct this torrent automatically towards any target within a number of feet equal to his Mystic Strength.

A character or creature hit by the torrent must pass a Danger Evasion roll or be thrown back 2D6 feet and knocked down. Large creatures are only thrown back 1D6 feet and Gigantic ones are unaffected.

This power may be used against a group, up to a number of individuals equal to the magician's Elemental Mastery bonus, with a Danger Evasion roll for each intended victim.

Elementalists with Water as their primary element double their Mastery bonus for purposes of calculating the number of targets they can affect.

Magnitude 2 : Swirling Flood

With this power, an Elementalist can flood an area with vigorously churning water, causing all within to be hindered. It has a range of (Mystic Strength x 5') and a radius of (Mystic Strength x 2').

All beings in the affected area must make a Danger Evasion roll or suffer a -4 penalty applied to their Initiative, Attack and Danger Evasion scores for a number of minutes equal to the magician's Mastery.

Elementalists with Water as their primary element double their Elemental Mastery bonus for purposes of calculating the duration of this power.

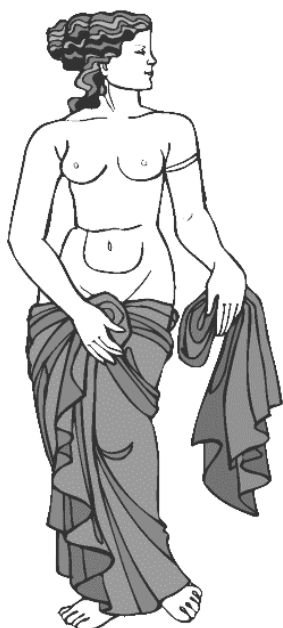
Magnitude 3 : Fist of the Sea

This power can only be used in the presence of a large body of water (at least 20 yards across). It allows the Elementalist to summon a giant tentacle-like appendage of water ending in a huge fist.

Each time this power is used, the fist can strike at targets within (Mastery x 10') of the water's edge, affecting up to one Gigantic creature, two Large ones or four individuals of Medium size (and so on) as long as they are closely adjacent to each other (a roughly circular zone of 10' diameter).

The affected target(s) must pass a Danger Evasion saving roll or suffer 1d6 Hits of damage and be incapacitated for an equivalent number of battle rounds as he coughs up water. The true might of this power is revealed when striking at sea vessels or fortifications. Such targets are automatically damaged for 1D6 Structure points every time they are hit by the Fist of the Sea.

Elementalists with Water as their primary element double the distance at which the fist may strike.



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

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.

Magnitude 1 : Nature's Seduction

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 (and be seen by) her intended target, who is allowed a Mystic Fortitude roll to resist.

If this roll fails, the target will be unable to take any hostile action against the Nymph for a number of rounds equal to the Odylic Charm of the Nymph. A successful melee, missile or magical 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 Odylic Charm), with an extra Power cost of 1pt per target and a separate Mystic Fortitude roll for each intended victim.

Magnitude 2 : Nature's Guises

This Gift allows a Nymph to alter her appearance : her hair and eye color, skin hue, facial features etc. It does not enable her to change her physical form but can make her look (and sound) like someone else, provided this someone is a humanoid female of roughly similar size. These cosmetic changes last until other changes are made. The Nymph will also have to spend 2 Power points to go back to her original appearance (if she so wishes).



Forget buxom warrior women in chainmail bikinis ! Nothing beats a pretty Nereid in full frontal nudity.

Magnitude 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 a number of Hits equal to (1D6 + the Nymph's Odylic Charm) to the wounded being.

Magnitude 4 : Nature's Favor

With this Gift (and a simple kiss), a Nymph may attune another person with her natural environment. These effects last for a number of hours equal to the Nymph's Odylic Charm.

This Gift may be bestowed on a group at no extra Power cost, up to a maximum number of persons equal to the Nymph's Odylic Charm.

Aquatic Breath (Naiads & Nereids)

Naiads and Nereids can give their target the power to breathe and even speak underwater.

Camouflage (All Other Nymphs)

All other Nymphs can grant their supernatural concealment ability to another character operating in the Nymph's natural environment.

See the *Adventuring* rules in chapter IV for more about stealth and concealment.

Magnitude 5 : Nature's Curse

With this Gift, a Nymph may use her kiss to bestow a curse on a chosen victim.

The exact form and effects of the curse depend on the Nymph's kin.

In all instances, the victim is entitled to a Mystic Fortitude saving roll ; if this roll is failed, the victim will be affected by the curse *forever*.

The only things that can lift this curse are Divine Intervention or the Nymph's own mercy (which will cost her 5 Power points).

Transmutation (Dryads & Oreads)

Dryads and 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.

Curse of the Drowned (Nereids & Naiads)

Victims of this dreadful curse will *always* fail their swimming rolls as well as their Physical Vigor rolls when drowning.

See chapter IV (*Adventuring*) for detailed rules about swimming and drowning.

Affliction (Heleads & Napaea)

Heleads and Napaea can curse a victim with a kiss, afflicting him with any one of the following effects :

Ugliness (lose 1D6 pts of Grace)

Weakness (lose 1D6 pts of Might)

Folly (lose 1D6 pts of Wits)

No attribute may be reduced below 3 in this manner.

Multiple effects may be inflicted on the same unfortunate victim, but each effect will count as a separate use of the power and the same effect cannot be repeated twice.



Well, now that you mention it, maybe there DOES seem to be an inordinate amount of art in this section



A band of merry Nereids frolicking in the sea

Magnitude 6 : Nature's Command

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

Animate Servant (Dryads & Oreads)

Dryads can animate a tree, bringing it to life and turning it into a Wood Titan.

Oreads can do the same thing with a huge rock or boulder, turning it into a Stone Titan.

See the *Creature Compendium* for a complete description of those magical Animates.

The animated servant will obey all the commands of its creator but will only live for a number of minutes equal to 10 times the Nymph's Odylic Charm bonus, after which it will root or petrify back – becoming an inanimate tree or rock once again.

Weather Control (Nereids)

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 a ship). This power allows her to control the weather for a number of hours equal to her Odylic Charm.

Create Water (Naiads)

With this power, Naiads can create springs or streams of freshwater out of nothing, with a flow equivalent to that of a small brook.

This water can be used for sustenance as well as to wash things away, undermine walls, extinguish small fires or even submerge a small 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, create a sailable body of water.

All these effects can be made permanent by the Naiad if she so wishes.

Kiss of Life (Napaeas)

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 individual has been dead for a number of battle rounds greater than the Nymph's Odyllic Charm bonus.

Persons who have died from natural causes (such as old age) cannot be brought back by this power : only «unnatural» deaths can be reverted by the kiss of a Napaea.

Fatal Kiss (Heleads)

Heleads 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 to avoid immediate death.



- Whom shall I kiss next ? wonders a meditative Helead

Poetic Magic

Lyrists have access to a repertoire of six songs of power. As this term implies, the Lyrist must be singing *and* playing music to use his powers.

A Lyrist's songs have an effective range equal to 5 times the Lyrist's Orphic Voice bonus in feet and may affect a maximum number of individuals equal to the Lyrist's Orphic Voice bonus.

Lyrists themselves are completely immune to the effects of Poetic Magic – which also means they cannot benefit from the effects of their own Songs.

Lifeless or Mindless creatures are totally immune to the powers of a Lyrist.

Magnitude 1: Song of Inspiration

This song grants a +2 bonus to one of the character's D20 modifiers (Melee, Missile or one of the four saving rolls) of the Lyrist's choice.

Like most other songs, it may affect a maximum number of beings equal to the Lyrist's Orphic Voice, giving the same bonus to all.

Playing this song takes one minute (10 battle rounds) during which the Lyrist can do nothing else.

The Power point is spent at the end of this minute. The song then takes its full effects, which last for a number of hours equal to the Lyrist's Orphic Voice.

Magnitude 2 : Song of Freedom

This song grants immunity to Fear, Petrification, Sorcery and other psychic powers. It takes one minute (10 battle rounds) to play and its effects last for a number of minutes equal to the Lyrist's Orphic Voice bonus.

Magnitude 3 : Song of Soothing

This song enables a Lyrist to entrance a mortal, animal or monster with his swelling music. Unlike the two previous songs, this song takes effect as soon as the Lyrist starts to sing and play. It may affect a maximum number of beings equal to the Lyrist's Orphic Voice bonus.

These targets must make a Mystic Fortitude roll as soon as the Lyrist begins to play.

Targets that fail to resist will be unable to take any hostile action against the Lyrist as long as he is playing. This song lasts one minute (10 battle rounds); Lyrists may play this song over and over, with a renewed expense of Power (and a new Mystic Fortitude roll for targets) every time.

A successful attack on one of the targets will immediately break the spell for everyone.

Magnitude 4 : Song of Comfort

Those who benefit from the effects of this song immediately heal 1D6 Hits (without exceeding their usual maximum).

It may affect up to (Lyrists's Orphic Voice bonus) individuals and takes one entire minute (10 battle rounds) to execute.

While listening to this song, characters must not be engaged in any strenuous activity (like combat or magic use) to benefit from its effects.

Magnitude 5 : Song of Wrath

This song is imbued with the power of rage and anger. Like the song of Soothing, it takes effect as soon as the Lyrists begins to play and may affect up to (Lyrists's Orphic Voice bonus) targets.

As soon as the Lyrists starts playing, all targets must make a Mystic Fortitude roll.

Those who fail will suffer 1 Hit of damage per battle round, until the Lyrists stops playing. A Lyrists can only play a Song of Wrath for a number of consecutive battle rounds equal to his Orphic Voice.

Magnitude 6 : Song of Glory

This song is imbued with the power of Fate itself. It allows the Lyrists to compose a poetic tale celebrating a hero's exploits and adventures. This individual must be known to the Lyrists and must belong to a warrior class.

The composition requires 1D6 days, at the end of which the Power is expended.



An inspired Lyrists with his instrument



See ? Female Lyrists do exist !

Once composed, a Song of Glory immediately brings a number of extra Glory points to the chosen individual equal to his own level times 250.

Thus, a level 4 character would gain as much as 1000 Glory points from such a song. Songs of Glory are more powerful for high-level characters because they actually build on the Glory and renown of the celebrated individual.

A given individual can only be affected by a single Song of Glory in his entire life. Also note that a Lyrists cannot use this power on himself.

Lyrists & Poetic Justice

Lyrists may also use a reversed version of this power (called a *Satire*) to castigate and denounce individuals who have fallen into hubris, offending the gods and the forces of Fate by their arrogance.

Composing a Satire is subject to the same conditions and restrictions as composing a Song of Glory but it actually causes the immediate loss of (250 x victim's level) Glory points (and may well reduce a character's actual level). Satires are far more devastating for high-level characters because they actually exploit the victim's fame and grandeur against him : the higher the fame, the higher the fall.

Satires are a manifestation of Poetic Justice : they can only be composed against characters who have perpetrated seriously dishonorable actions, angered the Gods by their hubris or otherwise offended the powers of Fate. Before deciding to use this power, a player will always have to consult the Maze Master to know whether or not his character's intended target deserves to be Satirized.

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.

In the descriptions below, some powers are described as *temporary* spells : they operate for a certain duration, which last for a number of battle rounds equal to the Sorcerer's Psychic Gift bonus.

Sorcery is essentially a psychic power : as such, it draws heavily on the powers of the mind and does not work against Mindless creatures.

Magnitude 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'. The target may make a Mystic Fortitude roll to resist its effects.

A being affected by this power is considered as *surprised* (see p 20) and also suffers a -4 penalty on all Danger Evasion and Mystic Fortitude rolls. These effects last for a maximum number of rounds equal to the Sorcerer's Psychic Gift but the spell will immediately be broken if the victim suffers damage or makes a successful Mystic Fortitude or Danger Evasion roll in response to another attack or event

This spell may be used against a group, up to a number of being equal to the Sorcerer's Psychic Gift. Each target requires a Power expenditure of 1 point and is allowed a separate Mystic Fortitude roll.

Magnitude 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.

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. The target is allowed a Mystic Fortitude saving roll. If this roll is failed, the victim will believe these illusions to be real and will react accordingly.

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

This spell may be used to affect several individuals, up to a number of beings equal to the Sorcerer's Psychic Gift, with no additional Power cost but with a separate Mystic Fortitude roll for each victim. Illusions will not fool animals or any creature with the *Sharp Senses* or *Sixth Sense* special ability.



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

Magnitude 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.

Other individuals will be absolutely unable to see or otherwise detect the character – unless he attacks them in melee, missile or magical combat, in which case the spell instantly wears off.

Only characters who actively suspect the presence of a Cloaked individual may try to see through the concealment : in such cases (and only then), a victim can make a Mystic Fortitude saving roll.

A successful saving roll means the character is no longer affected by the spell.

Otherwise, the effects of this spell last for a number of rounds equal to the Sorcerer's Psychic Gift.

This spell may also be used to conceal another person or even a whole group of persons, up to the Sorcerer's Psychic Gift (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).

Like Illusion, the *Cloak* power does not work against animals or creatures with the *Sharp Senses* or *Sixth Sense* special ability.



Compelling : mind is stronger than bronze !

Magnitude 4 : Compelling

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

The effective range of this power is equal to 5 times the Sorcerer's Psychic Gift in feet. It requires direct eye contact and thus can only be used against a single target. The victim is allowed 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 Psychic Gift.

Compelling may only be used against a single target since it requires direct psychic contact between the Sorcerer and his victim. It may be used on Beasts, Monsters and Spirits but, like all other Sorcery powers, has no effect against Mindless creatures.

The power of Compelling places victims under a very strong form of psychic suggestion but does not turn them into mindless drones. Orders which are directly suicidal will not be obeyed and will break the spell. Orders which are directly harmful to people the victim would not normally hurt (such as attacking one's fellow adventurers, king or family members) will trigger a new Mystic Fortitude roll, with the same consequences as above.

Magnitude 5 : Psychic Attack

With this power, a Sorcerer may strike his foes with an invisible bolt of pure sorcerous energy.

This spell requires the Sorcerer to focus his mind on his chosen target and can thus only be used against one target at a time. It requires no attack roll, has a maximum range of 30' and inflicts (1D6 + Sorcerer's Psychic Gift) Hits of damage, unless the chosen target makes a Mystic Fortitude saving roll (in which case the attack causes no damage).

Like all other Sorcery powers, Psychic Attacks cannot affect Mindless creatures, such as undead skeletons, animated statues etc.

Magnitude 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. Thus, each attempt at Enslavement will actually cost 10 Power points : 4 for the Compelling and 6 for the Enslavement itself.

Like Compelling, Enslavement requires direct eye contact between the Sorcerer and his victim and can only be used against a single target.

A successful Mystic Fortitude saving roll against Enslavement also dispels the Compelling. Beasts and Monsters who successfully resist Enslavement will almost always react by attacking the 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.

The victim of a sorcerous Enslavement acts as if placed under a permanent Compelling, with even more potent effects : unlike victims of Compelling, Enslaved beings *will* obey suicidal orders as well as orders which could be harmful to their friends or allies, with no possible resistance from their part.

Like all other Sorcery powers, Enslavement has no effect on Mindless creatures.

The maximum number of beings that can be kept Enslaved by a Sorcerer is equal to his Psychic Gift. This limit applies to Minor NPCs and all creatures except Monsters.

Characters with a class level are more "taxing" to Enslave, because of their greater importance in the tapestry of Fate : for the purposes of Enslavement, a single player-character or major NPC is worth a number of individuals equal to his level. Thus, a single level 3 character will take as much « slave space » as three standard individuals.

For Monsters, this equivalency is based on Size (1 if Small, 2 if Medium, 4 if Large and 8 if Gigantic), with an extra +1 for each extra head. Thus, a single Gigantic Cyclops will be the equivalent of eight Enslaved individuals, while a single, three-headed Chimera will be the equivalent of six individuals.

Once a Sorcerer has placed a being under his Compelling, he immediately knows whether or not he has enough « space » left to Enslave this victim.

The psychic bond created by Enslavement can only be broken by death or by the Sorcerer's own will.

A Sorcerer may decide to free any being he has previously Enslaved – but this is usually quite risky since former victims of Enslavement tend to harbor very hostile feelings toward their former master, so evil Sorcerers usually find it safer to kill Enslaved beings who are no longer useful to them.

A Sorcerer's death frees all his Enslaved victims.

2007 Edition Notes & Comments : Magic

Magic Unbound !

In the original *Mazes & Minotaurs* rules, magic use was far more limited : magicians only had access to powers of a magnitude equal to or lower than their own level.

Thus, first-level Priests were limited to Blessings, while first-level Sorcerers were little more than walking Confusion spells (which could become quite boring in the long run). Magician classes were lacking in power, as well as in versatility.

As a result, most low-level magicians tended to act as (often very mediocre) auxiliary fighters and, to quote a veteran Maze Master, "only began to behave like real magicians around level 3 or 4".

This relative weakness of magicians was perceived by many gamers as one of the major flaws of the original rules – a flaw that needed to be corrected in the Revised rules.

And man, did they correct it...

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 Helead'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.

The Revised rules brought another wave of Nymph jokes, based on the obscure term "Odylic" which was now used to define the Nymphs' magic gifts. According to most dictionaries, the adjective Odylic is related to "Od" or "Odyle", which is defined as :

An alleged force or natural power, supposed, by Reichenbach and others, to produce the phenomena of mesmerism, and to be developed by various agencies, as by magnets, heat, light, chemical or vital action etc.

While most erudite Maze Masters pointed out that dubious German metaphysics had nothing to do with Greek mythology, the less intellectually-inclined members of the M&M community simply saw this as a new opportunity to throw bad sexist jokes about odylic bras, odylic lipstick, odylic miniskirt etc.

Sorcerers vs Elementalists

In the original M&M rules, the only real wizard class was the Sorcerer. Like the Lyrist (who proved an instant hit with verbose players), the Elementalist was first introduced in the *Myth & Magic* supplement as an optional class.

With his very visual powers, the Elementalist class quickly became very popular among M&M players, even to the point of replacing the more psychically-inclined Sorcerers as the one and only « true wizard » class in the minds of many players, as shown by its inclusion in the Revised rules.

Strangely, shortly after the publication of these Revised rules, the Sorcerer became popular once again, especially with groups preferring stealth and subtlety over spectacular pyrotechnics.

Magic & Game Balance

Over the long history of *Mazes & Minotaurs*, Magic was probably one of the most frequent topics of heated debate between rival schools of gaming philosophy – remember the great "Classical vs Baroque" schism which followed the publication of *Myth & Magic* ?

These 'philosophy questions' regularly invaded the Letters page of *Griffin* magazine (and, of course, every other conversation involving more than one Maze Master). Ready for a few samples ?

« *Game balance ??? We're talking about magic, here – MAGIC !* »

« *Unfortunately, Mr X's letter fails to provide ANY valid argument showing that Game Balance should NOT apply to Magic or, for that matter, to the Gods themselves (...), who are themselves the very Guarantors of Cosmic Balance (...) not to mention the Law of Universal Equanimity* » (typical case of POCL – Pompous Overuse of Capital Letters)

« *Honestly, I'm fed up with people throwing verbal abuse at each other simply because they don't agree on how a GAME should be played (...) Come on, guys, there are more important things in life - new monsters, new mythic items, new tables (...)* »

« *After reading Mr Y's letter about magic resistance, may I suggest that he should immediately be committed to the nearest asylum ?* »

« *Another possibility would be to multiply the result of odd Mystic Fortitude rolls by the level of the casting magician, squaring the final result – except, of course, in the case of Initiative ties (...)* »

« *Blah blah blah blah...* ».

Those were the days.

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 Masters Guide* contains a complete set of tables that allow Maze Masters to generate random mysterious islands, complete with their hidden perils and monstrous denizens.

Navigation

Most ships only put to sea in the spring and summer, being unable 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.

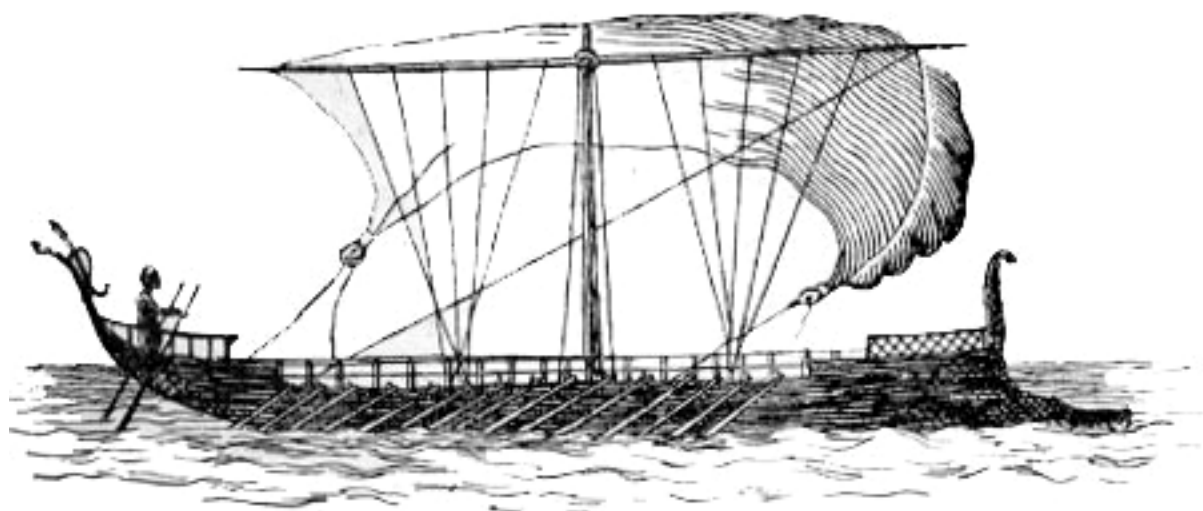
Greek captains followed well-known landmarks along the coast, pulled into coves or up onto beaches if bad weather threatened and beached the ship at night to camp on the shore (maybe foraging for water and food while they're there).

Types of Ships

In M&M, most seafaring ships tend to fall into two general categories :

Round Ships : Merchants generally use 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 (or of an unscrupulous king's war galleys)... or may be used by pirates themselves !

War Galleys : Kings and warlords often own these long and thin vessels powered by twenty to 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 had brightly painted eyes on their prows, ancient symbols of good luck.



Two types of smaller crafts may also be used by adventurers in the course of their travels :

Boats : In the context of these rules, the term “boat” refers to the small crafts that are used by individual fishermen or that are sometimes carried as utility vessels by larger merchant or war ships. These crafts may be rowboats or may actually have sails.

Rafts : This term refers to any hastily built craft, usually made with logs tied together by ropes. Rafts may not be a very reliable mode of transportation but can sometimes save your life... Like boats, rafts may actually have sails (but most of them do not).

Ship Characteristics

A Ship's **Strength** represents its overall resistance and gives its number of Structure points : this is generally equal to 2 for Rafts, 4 for Boats, 8 for Round Ships and 12 or more for War Gallies.

A Ship's **Fortune** represents its good (or bad) luck and is expressed in the form of a modifier which is equal to zero for most ships but may be negative or positive in the case of cursed or blessed ships.

Weather at Sea

When characters travel at sea, a daily D10 roll on Table 4A can determine the weather for the day.

The Maze Master might choose to roll the weather during the adventure or to roll for each day before play... or to ignore dice altogether and create his own weather to suit the scenario he intends to run. And don't bother about the direction of the wind : these simple 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. See the *Magic* chapter for more details about this power.

Table 5A : Daily Sea Weather

D10	Weather Conditions
1-2	Dead Calm
3-7	Good Breeze
8-9	Strong Gale
10	Storm !

Table 5B : Sailing Table

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

* Gallies cannot row in a Storm

Storms

A storm will last 1d6 hours. Each hour, roll 1d20 and add the ship captain's Danger Evasion modifier as well as the Fortune modifier of the ship (if any).

If the total is 15+, disaster is avoided. Otherwise, the ship is damaged and loses 1d6 Structure points. If a ship is reduced to zero Structure points, it starts to sink and must be abandoned.

Each hour, every character on board will also have to make individual Danger Evasion rolls, also modified by the Fortune of the ship and with the same target number of 15. Failure means they go overboard, in which case they are in danger of drowning (see p 44). This happens automatically as soon as a ship is reduced to zero Structure points.

Feats & Perils

Escaping Danger

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

Such situations (which include ambushes, traps that have been triggered and other surprise attacks) can generally be avoided (usually at the last second) with a Danger Evasion saving roll.

Unless otherwise specified, all Danger Evasion rolls have a target number of 15.

Success means the character avoids the danger thanks to his reflexes, alertness or good fortune.

Failure means the character was not alert or lucky enough to avoid the peril.

Possible consequences of a failed Danger Evasion roll include instant death, surprise, physical damage (lose 1D6 Hits), massive physical damage (lose 2D6 Hits), temporary paralysis (cannot move or act for 10 battle rounds), weakness (-2 Melee) etc.

Such rolls may also be used to avoid some creatures' special attacks, such as the fiery breath of Chimerae or the poisonous sting of Manticores.

Feats of Strength

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

When a character attempts such a spectacular feat of strength, roll 1D10. If the result is equal to or lower than the character's Might mod, the feat of strength succeeds. Otherwise, the feat fails and cannot be attempted again by the same character.

Performing such a feat usually takes 1D6 rounds.



Now, THAT's what I call a Feat of Strength !



Looks like it's time for a swimming roll

Swimming

All characters are assumed to know how to swim without difficulty in normal circumstances. Only troubled waters require Athletic Prowess rolls.

Such swimming rolls are usually made once per round, with a target number equal to the character's Encumbrance total. Thus, characters with shields, breastplates and other cumbersome items will find it far more difficult to stay afloat.

Characters who make their swimming roll (or who do not need to make one) can swim at a maximum speed of 20 feet per battle round.

A failed roll means the character cannot move for that round and must make a second swimming roll.

If this second swimming roll is failed, the character starts to drown.

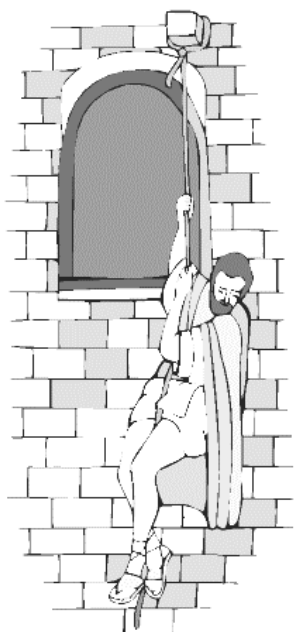
Drowning characters must make a Physical Vigor roll each round to survive.

The first of these rolls is made against a target number of 10, the second one against a target number of 15 and so on.

This continues until a roll is failed (in which case the character suffocates and dies) or the character is rescued by someone else.

Rescuing a drowning individual requires an extra swimming roll against the drowning person's own Encumbrance total.

Naiads and Nereids can breathe underwater ; they are immune to drowning and thus never need to make swimming rolls (even if rescuing a drowning swimmer). They also move twice as fast as mortals when underwater (40 feet per round).



Climbing is made so much easier with a rope

Climbing

Characters can climb at a maximum speed of 10' per battle round with a successful Athletic Prowess roll against a target number equal to the climber's Encumbrance total. Thus, characters who are not carrying any cumbersome items will make climbing rolls against a target number of 10.

If this roll is failed, the character cannot move and must make a second Athletic Prowess roll against the same target number to avoid falling.

Thieves add their Thievery bonus to their Athletic Prowess mod when making climbing rolls.

Oreads never need to make climbing rolls in a mountainous environment ; **Dryads** enjoy the same advantage when climbing trees.

Likewise, characters who use a rope to climb do not need to make Athletic Prowess rolls, unless they attempt an especially tricky or acrobatic maneuver.

Falling normally causes 1D6 Hits of damage per 10 feet fallen but the character will be killed if the fall causes him more damage than his Luck score.

Perception

Detection rolls are always resolved as Danger Evasion saving rolls. Their target number is usually equal to 15, except for especially well-concealed traps, secret doors etc, which may have a higher target number (up to 20).

Hunters and **Thieves** add their Hunting or Thievery bonus to their detection rolls as well as to the target number of detection rolls made against them.

Hunters may use detection rolls to identify and follow the trails of Beasts, Monsters and other creatures (except intangible ones, of course).

Tracking requires a detection roll against a target number of $(10 + \text{quarry's Danger Evasion modifier})$.

These tracking rolls are usually made every hour but Maze Masters may ask for more frequent rolls in especially difficult terrain. Old tracks are also harder to follow than recent ones. Each full day will add 1 to 3 to the target number, depending on the weather and conditions (at the Maze Master's discretion).

Nymphs add their Odylic Charm to the target number of detection rolls made against them in their natural environment : forests for Dryads, mountains and caverns for Oreads, swamps and marshes for Heleads, valleys, hills and fields for Napaea etc.

Stealth

When a character tries to move as quietly as possible, either to avoid being detected or to strike a target by surprise, he must make a stealth roll.

To make a stealth roll, roll 1D20 + the character's Danger Evasion modifier against a target number equal to the character's Encumbrance total.

If the stealth roll is failed, the character's presence will automatically be detected. If the roll succeeds, the character can only be detected if the opposing party succeeds at a detection roll (see above).

Nymphs never need to make stealth rolls when operating in their natural environment (forests for Dryads, mountains for Oreads etc).

Thieves and **Hunters** add their special Thievery or Hunting bonus to all their stealth rolls.

Thieves may also use stealth rolls to pick pockets, cut purses, palm small objects and perform other feats of legerdemain. These activities are opposed by the victim's own detection roll, according to the usual rules (see above).



Sneaking with heavy equipment is pretty hard



First feat of horsemanship : trying to catch your mount.

Horsemanship

Riding a horse requires no roll, unless the rider attempts a risky feat of horsemanship. In this case, the Maze Master will decide if the feat is dangerous for the rider, for the steed or for both of them.

Feats that are dangerous for the rider require a Danger Evasion roll, while feats that are dangerous for the horse require a similar roll using the horse's own Evasion modifier (usually equal to +2). Feats that are dangerous for both require two distinct rolls.

If the horse fails his 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.

Falling from horseback causes 1D6 Hits of damage or 2D6 if the horse is *galloping*.

Survival

Each full day without food or water requires a Physical Vigor roll : the first roll has a target number of 5, the second one a target number of 10, the third one a target number of 15 and so on.

Failure will mean that the character suffers 1D3 Hits of damage for that day if without nourishment or beverage, or a 1D6 if without both.

So remind your adventurers to bring food and water on their next odyssey !



A lone adventurer recovering from the effects of thirst

Table 5C : NPC Reactions

Total	NPC Reaction
5 or less	Hostile
6 to 8	Wary
9 to 13	Neutral
14 to 16	Trustful
17 or more	Friendly

Dealing with NPCs

First Reactions

When a character (or group of characters) meets a non-player character (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 circumstances or the motivations of the NPC.

In uncertain situations, this first reaction can be determined by a roll on the NPC Reactions table : roll 2D10, add the player-character's Personal Charisma and interpret the result accordingly.

Reputation

In the M&M world, warriors and magicians enjoy a certain degree of renown and influence thanks to the Glory or Wisdom they have accumulated.

Since a character's level allows him to increase his attributes, such increases may also affect his Personal Charisma – but a character's name and fame may also have a far more direct impact on those he meets. Depending on the morality and personal history of the character, this impact may represent a heroic and prestigious reputation... or a fearsome and intimidating notoriety.

In game terms, this **reputation effect** takes the form of a Reaction bonus equal to the character's level when dealing with a specific group of people, which varies according to the character's class.

There are six different reputation effects :

Aristocratic Authority : Nobles benefit from the reputation effect when dealing with people from their city-state or kingdom.

Eerie Mystique : Sorcerers and Elementalists benefit from the reputation effect when dealing with Minor NPCs (who are much more easily impressed than Major characters).

Military Comradeship : Spearmen benefit from the reputation effect when dealing with soldiers of non-hostile countries.



Personal Charisma in action

Poetic Prestige : Lyrists benefit from the reputation effect when dealing with other Lyrists, Nymphs as well as followers and priests of Apollo and Athena.

Religious Respect : Priests and Nymphs benefit from the reputation effect when dealing with the followers and priests of their patron deity.

Tribal Renown : Barbarians, Amazons and Centaurs benefit from the reputation effect when dealing with their own people.

Note that specialists never benefit from the reputation effect, since Hunters and Thieves are significantly less celebrated (or feared) than warriors and magicians.

Followers

Types of Followers

Two different categories of non-player-character followers may accompany a player-character on his adventures and quests : retainers and mercenaries.

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

Retainers can only be recruited between adventures and expeditions. They must be subject to the player-character's reputation effect; thus, a Centaur may only have Centaur retainers, while a Noble may find potential followers anywhere in his homeland.

A character may not have more followers than his **Leadership** score, which is equal to the sum of his level and his Personal Charisma. Characters with a Leadership of zero or less are simply not famous or charismatic enough to attract followers.

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 as many mercenaries as he wishes, as long as he can pay them.

The usual daily pay for a single mercenary is 4 silver pieces. Thus, hiring a band of 10 mercenaries for three days will cost around 120 silver pieces. Some mercenaries may accept delayed payment (in the form of plunder, treasure shares etc) but with an extra cost of 25%, payable in advance.

Followers in Game Terms

The characteristics of followers are not as detailed as those of player-characters. They do not have attribute scores, a level or even a specific class being essentially zero-level warriors.

The characteristics and equipment of a follower will vary according to his general profile, as detailed in the *Creature Compendium* (which includes an entry on Humans). Unlike player-characters, followers can never increase their level or their abilities during the course of the game and do not gain any Glory, Wisdom or Experience points.

Morale & Loyalty

Whenever a character's followers face a Fearsome creature or as soon as half of them have been killed or incapacitated, the leading player-character must check the morale of his followers.

To make a Morale check, roll 1D10. If the die roll is higher than his leader's Leadership, the followers 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 leader's Leadership, the followers will continue to fight whatever the odds.

A follower's loyalty may also affect his Reaction to a third party. If this third party is introduced as an ally of the follower's leader, the leader's Leadership is added to the Reaction roll, making positive reactions more likely. If the third party is suspected of being an enemy of the leader, Leadership is subtracted from the roll, making a negative reaction more likely.





Glory and Wisdom

Character Advancement

At the end of an adventure scenario, characters may earn adventure points as a reward for their heroic deeds and accomplishments.

Warriors earn Glory points, magicians earn Wisdom points and specialists earn Experience points. The accumulation of these points enables a character to increase his level in his chosen class.

Warriors

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 type of glorious or heroic deed, the Maze Master may reward *each one of them* with 100, 200 or even 500 Glory points depending on the magnitude of their deed.

Magicians

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), these Wisdom awards do not have 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 experiences.

Hunters

Killing or Capturing Creatures

Hunters earn Experience by killing or capturing Beasts and Monsters. This Experience award is equal to the Glory award the character would get if he was a warrior but is *doubled* for Beasts.

Thus, if two Spearmen and one Hunter kill a Beast worth 150 Glory, each Spearman will gain 50 Glory (1/3 of the total value) but the Hunter will gain twice as much Experience (100).

Note that Hunters do not earn Experience for killing or capturing humans, Folks, Spirits or Animates.

Using Hunting

Every time a Hunter makes a successful Hunting roll in an important adventuring situation, he gains 50 Experience points.

Thieves

Acquiring Loot

Every time a Thief manages to steal, find or otherwise acquire wealth, treasure and other valuable items, he gains a number of Experience points equal to the value of the treasure in gold coins (1 gold coin = 100 silver pieces). Thus, stealing a pack of six mules (6 gc each) will earn a Thief a total of 36 Experience points.

At the end of an adventure or expedition, a Thief simply calculates the total value of the loot he has acquired, converting it into Experience points. Totals of less than 100 sp are simply ignored and *cannot* be 'saved' to be added to later expeditions' profits.

Using Thievery

Every time a Thief succeeds at a Thievery roll in an important adventuring situation, he gains 50 points.

Benefits of Advancement

Every time a character reaches a new level, he gains various benefits which are detailed in the description of each class in chapter I.

Each new level allows a character to increase his Luck as well as another of his attributes (depending on his class), which may in turn improve his combat scores, saving rolls etc.

No attribute may be increased in this manner past a maximum score of 20.

In addition, each new level gives a character extra Hits (and extra Power points for magicians). Lastly, each new level also increases the reputation effect of warriors and magicians.

2007 Edition Notes & Comments

Rules & Realism

Despite the fact that it manages to cover quite a wide variety of topics in a few pages (or perhaps because of this), the Adventuring chapter was often criticized by simulation gamers of the late 80s 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 *Mazes & Minotaurs* 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). The M&M Companion (often referred to as "the fourth book of the trilogy") expanded the scope of the game by including rules on divine champions, influencing NPCs and other "heavy roleplay" topics.

Toward the end of the 1980s, 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.

Revising the Rules

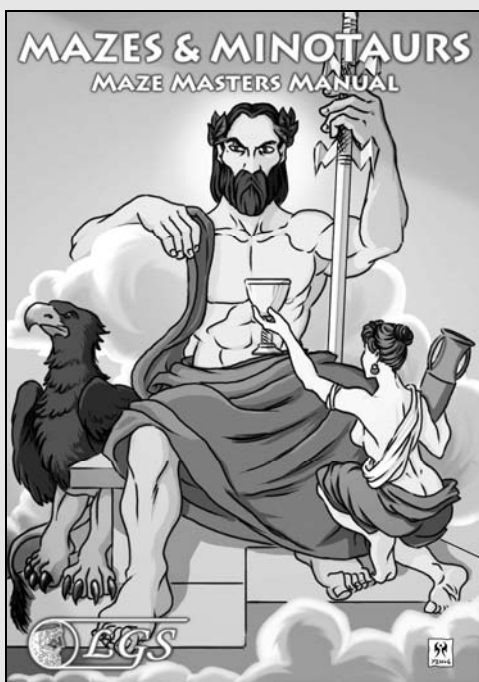
For those of you who actually care about such things, here are the main changes that were made between the original M&M rules and the Revised edition (as far as this chapter is concerned) :

Saving rolls were (slightly) clarified and expanded to include Athletic Prowess and Physical Vigor (aka Physical Endurance in *Unveiled Addenda*). The designers also did some streamlining / fine-tuning job regarding Hunting, Thievery, NPCs and Followers. Lastly, the character advancement rules were given a radical makeover, dumping fixed increments of combat scores and saving rolls at each level in favor of a more flexible (and more elegant) attribute-based approach.

On the whole, these changes were welcomed by most fans (except for some old-guard grognards who remained staunch advocates of "OM&M" (*Original Mazes & Minotaurs*)).

Oh, I almost forgot... the sailing rules were NEVER revised.

ALSO AVAILABLE FROM



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Book Two of the Revised M&M Rules

Includes chapters on mythic lore, deities, creatures and game mastering, as well as some entirely new background material on the world of Mythika, plus a catalogue of more than 100 mythic items !

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Book Four of the Revised M&M Rules

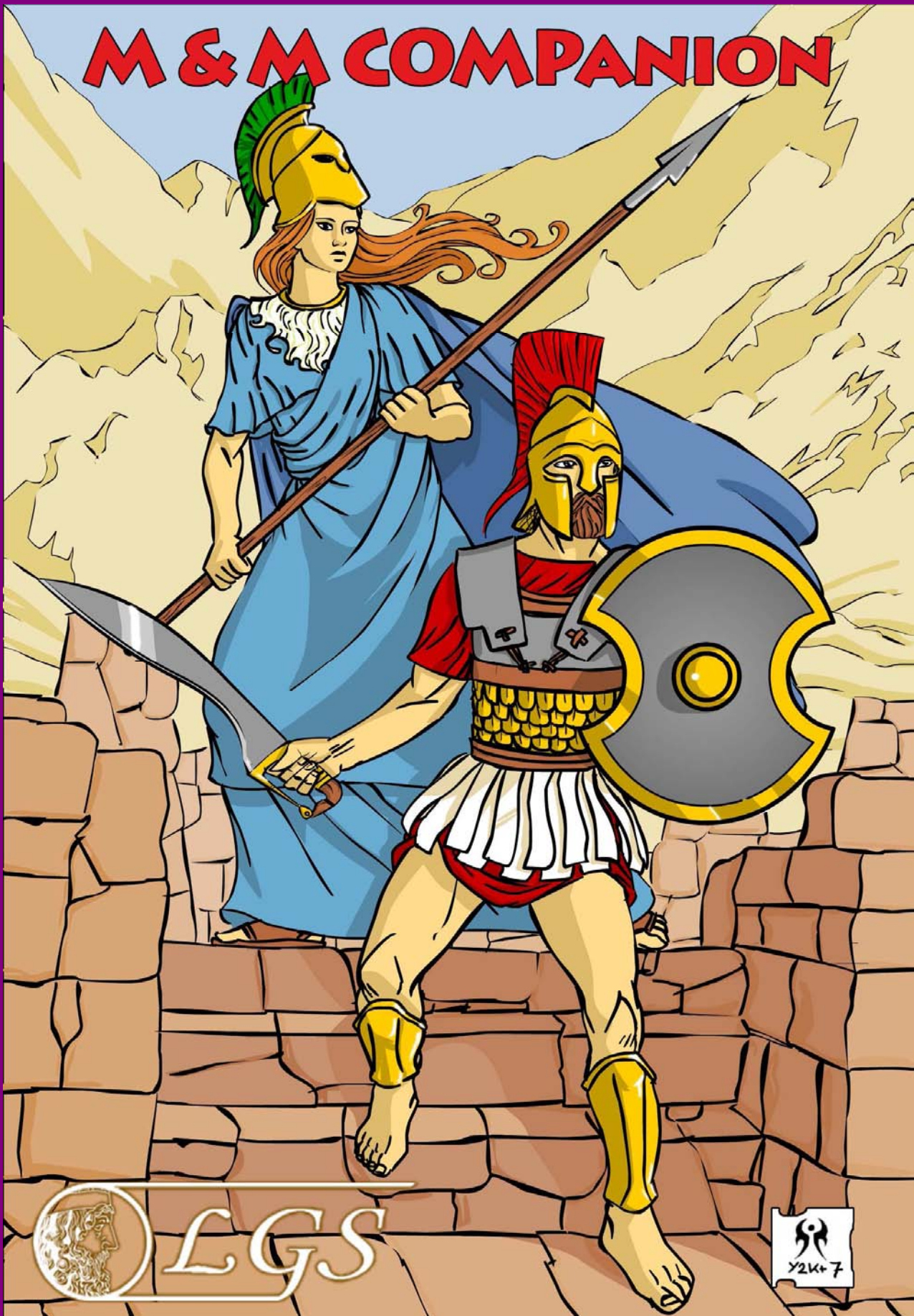
Who said trilogies couldn't leave room for a fourth book ? This final volume of the Revised M&M rules will include all sorts of optional systems and variants to expand and customize your *Mazes & Minotaurs* campaign ! **Including : Background Talents** system for characters ! The return of the **Homeric Combat** charts ! **Chariots** and **Taming Creatures** ! Plenty of **Great Stuff**, including some never-published-before material !

1986 was the Year of the Tiger...

1987 will be the Year of the Minotaur !



M & M COMPANION



Additional Rules & New Options for Revised MAZES & MINOTAURS

LEGENDARY GAMES STUDIO

MAZES & MINOTAURS

THE ROLEPLAYING GAME OF HEROIC ADVENTURE IN THE MYTHIC AGE

Foreword

The book you are about to read could be described as "the fourth book of the trilogy". Whereas the three *Revised Mazes & Minotaurs* rulebooks previously published by Legendary Games Studio (the *Players Manual*, the *Maze Masters Guide* and the *Creature Compendium*), gave you all the rules needed to play countless perilous expeditions and heroic quests, the *Mazes & Minotaurs Companion* is a collection of optional rules on a wide variety of topics.

'Optional' is the key word here : each Maze Master is free to decide which of these rules they want to use in their M&M games; like all other books and modules published by Legendary Games Studio, the *Companion* is a fully official M&M product, but 'fully official' does not mean 'mandatory'.

In keeping with the spirit of the Revised edition, most of these optional rules are streamlined or (sometimes heavily) reworked versions of rules that first appeared in original, pre-Revision supplements (like the venerable *Men & Monsters* and *Myth & Magic* or the more recent *Unveiled Addenda*) or in the columns of *Griffin* but this book also includes 100% new, never-before published material.

Many of these options take the *Mazes & Minotaurs* rules "beyond the labyrinth", expanding the horizon of the game into new directions and territories, such as military campaigning, divine power plays, court intrigue or even romantic interludes, illustrating the endless possibilities offered by roleplaying games in general and *Mazes & Minotaurs* in particular.

Let the Odysseys begin – over and over again !

Olivier Legrand, Winter 1987

Credits

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Cover Art : © Luigi Castellani (d'après J.A. Lee)

Interior Art : Diverse Hands, including the ancient master John Flaxman (1755-1826) and the talented Squire & Mars feminine duo.

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Special Thanks to Joseph C. Wolf, David Jenkins and, of course, Luke G. Reynard. Additional (and anachronistic) thanks to the Faithful Hoplites of the M&M Yahoo newsgroup (too many to list here, sorry guys !) for their ideas, dedication and loyal support when things went tough. Minotaurian salute to all !

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I : CHARACTER OPTIONS

Background Talents

In addition to their attributes and class abilities, *M&M* characters may be given background talents to reflect their upbringing and prior experience.

Background talents add an extra touch of life to a character's personal history as well as an element of diversity to the composition of any adventuring group, since two characters with the same class may have very different background talents.

Since they represent a character's education and pre-adventuring life, background talents can only be chosen at character creation. With the exception of Nymphs (see below), each character receives **two** background talents, which must be chosen by the player according to the character's class :

Amazon : Choose two talents among Armorer, Beastmaster, Equestrian, Healer, Mountaineer and Wrestler.

Barbarian : Choose two talents among Armorer, Beastmaster, Equestrian, Mountaineer, Woodsman and Wrestler.

Centaur : Choose two talents among Bowyer, Healer, Musician, Orator and Wrestler.

Elementalist : Choose two talents among Orator, Scholar, Armorer (fire), Healer (earth or water), Mountaineer (earth) and Sailor (water).

Hunter : Choose two talents among Beastmaster, Bowyer, Healer, Mountaineer and Woodsman.

Lyrlist : All Lyrlists automatically have the Musician and Orator talents.

Noble : Choose two among Equestrian, Musician, Orator, Sailor, Scholar, Tactician and Wrestler.

Nymph : All Nymphs have the Musician talent but no other talent, since they never received anything resembling an education or apprenticeship. This is counterbalanced by their affinity with their natural milieu (see *Players Manual*). Also remember that Nymphs never get old, so please stop complaining.

Priest : A Priest's choice of talents varies according to his deity. Choose two talents among Armorer (Hephaestus), Beastmaster (Artemis), Bowyer (Apollo, Artemis), Healer (Apollo, Hermes and all Goddesses), Musician (Apollo and all Goddesses), Navigator (Poseidon), Orator (all deities), Scholar (Apollo, Zeus, Athena) and Tactician (Ares, Athena).



Many Centaurs have the Musician background talent

Sorcerer : All Sorcerers automatically have the Scholar talent, plus a second talent chosen among Actor, Healer, Musician and Orator.

Spearman : Choose two talents among Armorer, Equestrian, Healer, Musician, Orator, Sailor, Tactician and Wrestler.

Thief : Choose two talents among Acrobat, Actor, Healer, Musician and Orator.

Example of Talent Selection

Remember our old friend **Pyros the Spearman** ?

As a trained professional soldier from the Land of the Three Cities, Pyros has a very broad choice for his two background talents. His player selects the Tactician and Wrestler talents, making Pyros a decidedly athletic and martial fellow.

As a further illustration of how background talents may help define a character's education and prior experience, we shall also determine the talents of Pyros' companions of adventure, as shown on p 5 of the *Players Manual* :

Lythia the Huntress is a strong-willed, self-reliant forester, making Woodsman a mandatory choice. Lythia's player selects Healing as a second talent, making her a very valuable asset for the party.

Faros the Noble is a heroic (but somewhat overconfident) Noble from the city of Thena. His player selects the Orator and Tactician talents to reflect Faros' typical aristocratic education.

Xenon the Elementalist likes to play the part of the mysterious and charismatic magician : the Orator and Scholar talents seem natural choices for such a character.

Talents in Play

Most talents are directly tied to a specific type of D20 roll commonly used in M&M adventures. When a character is *advantaged* on a D20 roll by one of his talents, two D20s are rolled instead of one and the higher roll is kept as the result.

Some talents may also give a character extensive knowledge in one or even several fields of study. The precise benefits of this knowledge in game terms are left to the Maze Master's discretion and will have to be adjudicated on a case-by-case basis.

As a general rule, such *knowledge talents* should seldom be used in conjunction with dice rolls. The easiest way to use them during the game is simply to give additional (or more accurate) information to the player, reflecting his character's knowledge.

List of Talents

Acrobat	Equestrian	Sailor
Actor	Healer	Scholar
Armorer	Mountaineer	Tactician
Beastmaster	Musician	Woodsman
Bowyer	Orator	Wrestler

Description of Talents

Acrobat : Characters with the Acrobat talent are advantaged on all their climbing rolls and other feats of balance or agility requiring Athletic Prowess rolls.

Actor : Characters with this talent are skilled at feigning emotions and impersonating others. In game terms, they are advantaged on all their deception rolls (see *Influencing NPCs*, chapter VI).

Armorer : Characters with this talent know how to make and repair metal weapons, shields, helmets and breastplates.

Beastmaster : Characters with this talent are advantaged when rolling to tame an animal by craft (see *Taming Beasts & Monsters*, chapter VI).

Bowyer : Characters with this talent know how to make and repair bows (as well as arrows).

Equestrian : Characters with this talent are advantaged on all their Danger Evasion rolls while riding or driving a chariot. This also applies to their horses' own Danger Evasion rolls.

Healer : Characters with this talent have knowledge of basic medical techniques and remedies which allow them to perform simple surgery, deliver babies and (occasionally) speed a patient's recovery. Wounded individuals who recover under the attention of a character with this talent are advantaged on their weekly Physical Vigor roll.

Mountaineer : Characters with this talent are advantaged on all their climbing rolls as well as on Danger Evasion rolls made to avoid or detect natural perils of the mountainous milieu (treacherous paths, avalanches etc).

Musician : Characters with this talent know how to play an instrument (usually the lyre or flute); they are also able to compose tunes and to sing in an attractive manner.

Orator : Characters with this talent are advantaged on all their persuasion rolls (see chapter VI) when making public speeches, using rhetorics etc.

Sailor : Characters with this talent are advantaged on all their Danger Evasion rolls made while sailing as well as on all their swimming rolls.

Scholar : Characters with this talent have extensive knowledge in many fields of study - flora, fauna, history, geography, astronomy, philosophy etc. They also know two extra languages.

Tactician : Characters with this talent are trained in strategy, battle tactics, siegecraft and other military arts. This will advantage them in various ways when preparing military operations; it may also be used with the mass combat rules given in chapter III.

Woodsman : Characters with this background talent are advantaged on all their Danger Evasion rolls (including all detection and stealth rolls) made while operating in woodland or forest environment.

Wrestler : Characters with this background talent are advantaged on all their wrestling attacks made against humans and other medium-sized opponents as well as on their rolls to break free from such opponents' grappling holds.



Practicing the Wrestler background talent

Alternate Soldier Classes

This section presents two optional new military classes : Cavalrymen and Archers. Both are more specialized (and thus less versatile) than the standard M&M classes and will probably be more at home in a military-oriented campaign than in a series of epic quests and adventurous odysseys.

ARCHERS

Archers are elite, military-trained bowmen.

Category : Specialists.

Primary Attributes : Skill and Wits

Gender : Male only.

Basic Hits = 10

Marksmanship : Archers add their Skill bonus to their damage roll when using bows.

Quick Aim : Archers add their Wits bonus to their Initiative when using their bow.

Weapon of Choice : All Archers must (obviously) take the bow as their weapon of choice.

Level Benefits : Each level beyond the first gives an Archer +2 Hits, +1 to Luck and +2 to Will, Wits or Skill (player's choice).

Possessions : Bow, quiver of 24 arrows, dagger, sword, helmet and breastplate. Their starting wealth is equal to 3D6 x 5 silver pieces.

Background Talents : All Archers have the Bowyer talent, plus a second talent chosen from Equestrian, Mountaineer, Woodsman, Sailor or Tactician.

Patron Deities : Most Archers follow Apollo.

Advancement : Archers gain Experience by killing enemies and creatures with their bow; these awards are calculated as per the usual Glory awards but are doubled for Archers. Killing opponents in melee combat does not bring any Experience to an Archer.

Reputation Effect : None.



Archer in action !



A proud Cavalryman and his equally proud battle horse

CAVALRYMEN

Cavalrymen are elite equestrian fighters, with expert training in mounted combat and horsemanship.

Category : Warriors.

Primary Attributes : Skill and Will

Gender : Male only.

Basic Hits = 12

Mounted Combat : A Cavalryman adds his Skill bonus to his Initiative and to his melee Defense Class when fighting on horseback.

Horsemanship : Cavalrymen add their Will bonus to all the Danger Evasion rolls they make while riding as well as to their mount's own Evasion rolls.

Weapon of Choice : Cavalrymen usually select the sword or the spear as their weapon of choice.

Level Benefits : Each level beyond the first gives a Cavalryman +4 Hits, +1 to Luck and +2 to Might, Will or Skill (player's choice).

Possessions : Sword, spear, dagger, breastplate, shield and helmet, a good battle-trained horse. Their starting wealth is equal to 3D6 x 10 silver pieces.

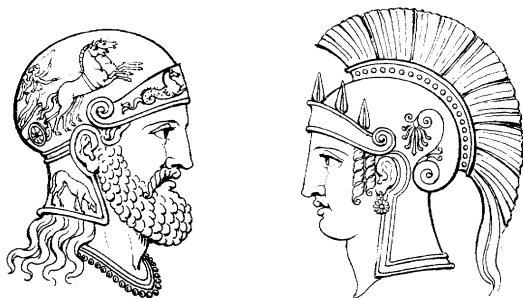
Background Talents : All Cavalrymen have the Equestrian talent, plus a second talent chosen from Armorer, Healer or Tactician.

Patron Deities : Most Cavalrymen follow Ares.

Advancement : As other warriors.

Reputation Effect : Military Comradeship.

Battle Horse : All player-characters Cavalrymen are allowed to start the game with a battle horse of exceptional quality, with the usual characteristics of Horses (see *Creature Compendium*, p 58), plus the *Uncanny Agility* special ability.



Two typically aristocratic profiles

Noble Heritage

Since attributes do not all have the same importance in game terms, allowing a Noble's player to choose his character's second primary attribute will very often result in exceptionally super-Mighty Nobles (and very rarely in super-Graceful ones) – or may leave irresolute players agonizing over the respective merits and drawbacks of each attribute.

Maze Masters may decide to replace this 'free choice' approach with a roll of 1D6 on the **Noble Heritage** table given below, adding an extra degree of randomness and variety to the profile of Noble characters. Luck is excluded from this table since it already acts as a primary attribute for all Nobles.

Noble Heritage

D6	Attribute
1	Might
2	Skill
3	Wits
4	Will
5	Grace
6	Player's Choice

A Noble's favored attribute may also be used to determine the **divine affiliation** of his family. This indicates which god or goddess acts as the Noble character's patron deity and may also reflect the character's divine lineage if he belongs to a family that claims to descend from a god. To determine this divine affiliation randomly, roll 1D6 on the table below, cross-referencing the result with the favored attribute. Note that these tables do not list all gods and goddesses and only include suitably aristocratic deities like Zeus, Athena, Apollo and a few others.

Noble Divine Affiliation

D6	Might	Skill	Wits	Will	Grace
1	Ares	Apollo	Apollo	Athena	Aphrodite
2	Ares	Apollo	Artemis	Athena	Aphrodite
3	Poseid.	Artemis	Athena	Hera	Aphrodite
4	Poseid.	Athena	Hermes	Poseid.	Apollo
5	Zeus	Athena	Zeus	Zeus	Apollo
6	Zeus	Zeus	Zeus	Zeus	Zeus

Heroic Development

Every time a character reaches a new level, he gains 2 extra points in one of the attributes listed in the level benefits of his chosen class, as detailed in the first chapter of the *Players Manual*.

Since no attribute can exceed 20, this means that characters who start with very good or exceptional scores in their class-related attributes will tend to reach their peak at an early level.

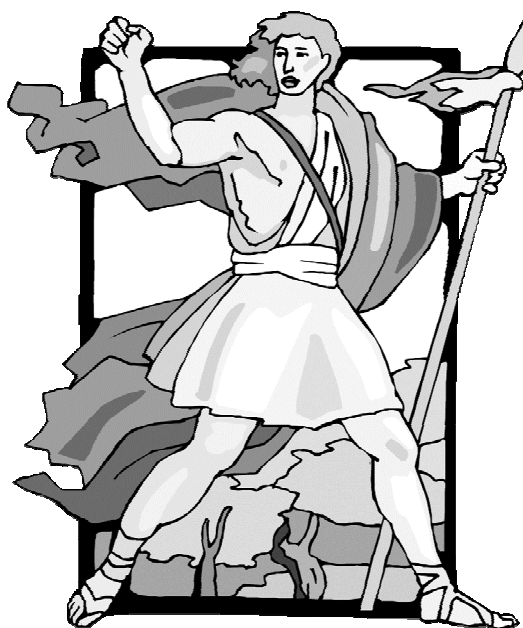
A Spearman who starts with a Skill score of 18, for instance, will only have the opportunity to increase this attribute once before reaching the upper limit of 20 ; once this limit is reached, the character will still be able to increase his Might, his Will or even his Wits but will have reached his peak as far as weapon expertise (Skill) is concerned.

This « attribute peak » limitation is not a design flaw and was purposefully built into the system with game balance in mind. Yet, some players and Maze Masters may find this limitation a bit frustrating.

At the Maze Master's discretion, the following optional rule of Heroic Development may be used to boost the improvement potential of characters.

Unlike other attributes, the two primary attributes of a character (ie Might and Will for Barbarians, Luck and another attribute for Nobles etc) may be raised up to a maximum, truly Supreme score of **21**, for a corresponding modifier of +5.

Thus, Amazons and Spearmen will be able to reach unparalleled heights of Skill (reflecting their superior martial training), while Nobles, Priests, Lyristes and Nymphs will be able to improve their Luck past the usual limit of 20 (reflecting their higher divine favor).



Heroic Development has changed my life !

2007 Edition Notes & Comments

It's All Optional

Welcome to the 20th anniversary fac-simile edition of the *Mazes & Minotaurs Companion*, often referred to as "the fourth book of the trilogy".

Unlike the three core books of the Revised rules (the *Players Manual*, the *Maze Masters Guide* and the *Creature Compendium*), the *Companion* was ENTIRELY composed of optional rules.

The persistence with which the authors of this venerable tome constantly remind their readers that "all of this is strictly optional" might appear a bit surprising by today's standards : in our enlightened 21st century, Maze Masters (or game masters in general for that matter) have long taken the healthy habit of tweaking and customizing game mechanics according to their own gaming tastes...

But back in 1987, terms like "strictly official", "completely noncanon" and "house rules" (not to mention the ubiquitous "simple question of common sense" or the dreaded "semi-official clarification") could easily turn what had begun as a friendly evening of heroic gaming into a four-hour long session of heated squabbling about Maze Master's fairness, game balance, mythic realism and various other cryptic concepts.

Back in those days, the Letters page of *Griffin* magazine was regularly invaded by recurring and passionate controversies about fascinating topics such as the real effects of combat fatigue, the time it actually takes to draw a sword from its scabbard with an arrow in your arm, how magic was really supposed to work and, of course, cubic feet.

By the middle of the 80s, the term "rule lawyer" began to appear; conventions, magazines and even local gaming shops were regularly plagued by self-proclaimed M&M experts who had apparently more fun at lecturing other people on How the Game Should be Played than at actually playing it.

The Gaming Inquisition

These people became quickly known as "the Gaming Inquisition" and the words "Ah ah ! Nobody expects the gaming inquisition !" became a popular catchphrase around gaming tables.

Worst of all, the Gaming Inquisition had its own arch-enemies, who were easily as fanatical and boring : the so-called "Revisionists" whose only goal in life seemed to inflict on anyone even remotely interested in M&M lengthy diatribes about Why and How This Particular Rule Should be Changed.

Within such a heated context, the whole "strictly optional" mantra of the M&M Companion resounded as a declaration of gaming freedom.

It was a way of telling players and Maze Masters : *Hey, this is only a game and these rules are only tools for you to use, not the bloody Constitution, Bible, Qûran or Little Red Book. Feel free to interpret them, modify them, expand them as you like. Have fun (and get a life, too).*

Sure, this declaration might seem pretty timid by today's standards (and I'll say nothing about Gaming Theory here) but back in those days, it really struck a blow for tabletop freedom. Now you know what those weird older gamers refer to when they talk about the "spirit of 87".

First Reactions

But let's get back to the book itself - and let's start with the beautiful, full-color cover art by Luigi Castellani. Like pretty much everything related to *Mazes & Minotaurs*, this picture had its fervent supporters and its detractors.

I will always remember the reaction of M&M guru Luke G. Reynards (yes, the *Twists in the Maze* guy) when he first saw the Companion cover : "Wow. Feels like the Virgin Mary is sooo going to kick your ass." He was, of course, referring to the blue-robed priestess of Athena.

Most of the various Character Options presented in the first chapter proved very popular with players and Maze Masters alike – especially the Heroic Development rule ("At last ! A simple and elegant solution to the biggest flaw in Revised M&M !") and the Background Talents, which added variety to characters "without grafting a *Glyphquest*-like fully-fledged skill system on good old M&M". The rules on Noble Heritage were obviously more popular with Maze Masters ("At last ! A simple and elegant solution to the biggest flaw in Revised M&M !") than with players ("Improved Grace ?? Give me a f***ing break !"). Of course, you could always find people who were completely unhappy with everything ("And you call this a skill system ?").

Revised or Recycled ?

As noted in the Introduction, a good proportion of the material included in the *Companion* had already been published in supplements for the original M&M rules (such as the memorable *Unveiled Addenda*) or in the pages of the *Griffin* magazine;

This is why some detractors of *Mazes & Minotaurs* (most of whom were ex-*Wargamist* contributors) used to talk about Recycled (and not Revised) M&M. But such crude sarcasms were a bit unfair, since most of this previously-published material had been thoroughly Revised (and not simply Recycled).

And now it's time to Go Mythical...

II : DIVINE AGENTS

Divine Favor

All M&M player-characters are assumed to enjoy some degree of favor from the gods in general and from their patron deity in particular.

In game terms, this form of divine attention is reflected by the character's Luck and by the fact that all characters increase their Luck as they gain new levels : thus, the more Glory, Wisdom or Experience a character accumulates, the more attention and protection he will receive from their patron deity.

Deities may grant even more spectacular privileges to a chosen few among their many devotees and protégés. These very rare individuals, who act as their patron deity's champions and troubleshooters in the mortal world, may be called by a variety of titles, such Herald of Apollo, Champion of Athena, Warlord of Ares or Chosen of Aphrodite; in game terms, they are collectively known as Divine Agents.

The following rules detail the various requirements, special benefits and obligations associated with the status of Divine Agent.

Like everything else in the *M&M Companion*, these rules are entirely optional and should probably not be used in M&M campaigns which do not place a major emphasis on the various conflicts and power plays of the Olympian deities.

Becoming an Agent

A player-character can only become a divine agent if the player and the Maze Master (who rules over all divine decisions) agree on this choice.

The character must also have a score of **20** in Luck and a score of **16** or more in another attribute, which varies according to each deity's personality and sphere of influence (see below).

Thus, only a few Nobles might start the game as divine agents, since they are the only ones who can meet such requirements at level 1. Other characters will have to reach higher levels before attracting their patron deity's closer attention.

If all these conditions are met, the deity will appear to the character at a suitable time and let him know he has been chosen as a new divine agent. This usually occurs when the character reaches the level which allows him to meet the attribute requirements.

Once the divine agent status has been conferred to a character, there is no turning back : this is a life-long commitment and agents who abandon their sacred duties are sure to provoke their patron's divine anger – but more on this later.



Hello, I'm looking for a brave and noble champion...

Divine Boons

The special benefits granted by a god to his agents are called **divine boons**. A character receives **three** such divine boons as soon as he becomes a Divine Agent. In addition, he will also receive one extra divine boon at each new level he gains thereafter.

Thus, a character who is made an Agent at level 4 will receive three boons at level 4, another one at level 5 and a last one at level 6.

Although they are granted by the deity, divine boons are chosen by the agent's player. There are three different types of divine boons : **Mythic Attributes**, **Divine Calls** and **Mythic Items**.

Mythic Attributes

This boon allows the agent to add 2 to one of the attributes favored by his patron deity, up to the Supreme score of **21** (see p 6) even if it is not one of the primary attributes of the character's class. This boon can only be taken once for each attribute favored by the deity (see below).

Divine Call

This divine boon allows him to call a single Divine Intervention as per the level 6 Divine Prodigy, except that it costs no Power points to use and works automatically.

This boon can be chosen several times, since each Divine Call only guarantees ONE answer.

Unlike the Divine Intervention prodigy, Divine Calls can even be sent by unconscious or dying Agents, in which case the help received will often take the form of a life-saving *deus ex machina*.

Remember that gods do not always intervene in person; they often prefer to act in disguise or through spectacular manifestations of their power over nature, which might also be interpreted as natural phenomena (especially in the case of gods such as Zeus or Poseidon).

Mythic Items

The deity gives a mythic item to the character. The item will be chosen by the Maze Master among the items associated with the deity, as detailed below. This boon can be taken multiple times, granting the character a different item each time.

Deities can only give mythic items which are associated with their name or sphere of influence. Each deity is given a list of typical mythic items (see below) but this list is by no means limitative ; the Maze Master remains the final arbiter on this matter.

As a general rule, two types of mythic items are never granted as divine boons : items with a limited number of uses such as potions (which are too ephemeral to qualify as proper boons) and, of course, Unique Artifacts, which can *only* be gained as the result of epic quests and odysseys.

Conditional Boons

In some situations, deities may send characters who are not (or not yet) their appointed Agents on quests or other perilous missions, even if the characters do not meet the requirements of Divine Agent status. This often occurs in desperate times, when the player-characters happen to be the only or the most suitable champions available on short notice.

In such cases, each character chosen by the deity will be granted a single Mythic Item (selected by the Maze Master rather than by the player). If the quest or task is fulfilled, the character will be allowed to keep the boon; if, on the other hand, the character fails, the deity will take back its gift.

This particular approach might even be used in campaigns which do not feature full-time Divine Agents, allowing characters to become "occasional agents" of the gods without attaching their entire life and destiny to the service of a deity.



Agents should always think twice before provoking their patron's divine anger

Obedience & Reprisals

As can be seen, being a divine agent confers many powerful benefits - but as one great sage once said : with great power comes great responsibility... and divine agents have the greatest responsibilities of all. In game terms, these great responsibilities are reflected by the agent's sacred mission (see below).

Even more than other characters, divine agents are expected to show an irreproachable degree of zeal and obedience in the service of their patron deity.

Whenever an agent causes the wrath of his deity by his decisions or actions, he *permanently* loses one of his boons – be it a Mythic Attribute, a Mythic Item or unused Divine Calls. This choice is made by the Maze Master, playing the role of the deity.

If the character has already lost all his boons, he suffers a permanent divine curse which reduces his Luck score by 2D6 (down to a minimum of 1).

On the other hand, an ex-agent is freed from all his obligations toward his ex-patron deity. If he ever does anything that should cause the deity's anger, however, he will immediately suffer XD6 of damage, where X equals his own level. That's what you get for being an ungrateful and stubborn mortal.

Divine Agent Profiles

This section gives a general profile for the agents of the 12 major deities, using the following format :

Preferred Classes : The characters most likely to be chosen as agents by the deity. As implied by the term "preferred", exceptions are always possible, as long as the attribute requirements are met. "Priest" or "Priestess" always refers to the deity's own.

Requirements : This gives the minimum attribute scores required to become the deity's agent.

Sacred Mission : The character's general duties and responsibilities as a divine agent.

Favored Attributes : The attributes which can benefit from a Mythic Attribute boon (see above).

Mythic Items : Examples of items which may be given by the deity as divine boons. These lists are by no means exhaustive and may be expanded by Maze Masters to include additional items.

Special Restrictions : Each god or goddess has a special restriction regarding the divine boons it may grant to its agents. This restriction usually reflects the deity's personality and attitudes toward mortals.

Agents of Aphrodite

Preferred Classes : Noble, Lyrist, Priestess.

Requirements : 20 in Luck, 16+ in Grace.

Sacred Mission : Agents of Aphrodite must protect and defend her priestesses, devotees and sacred sites. Aphrodite also has a tendency to embroil her agents in her games of divine intrigue, especially if agents of other deities are also involved.

Favored Attributes : Grace, Luck and Wits.

Mythic Items : Aegis, Dagger of Aphrodite, Amulet of Aphrodite, Tunic of Fortune.

Special Restrictions : Aphrodite loves to intervene in the affairs of mortals. For this reason, the first three divine boons granted to an agent of Aphrodite must include at least one Divine Call.



A Huntress Agent of Artemis with her loyal companion

Agents of Apollo

Preferred Classes : Centaur, Hunter, Lyrist, Noble, Nymph, Priest, Light Elementalist (see chapter III).

Requirements : 20 in Luck, 16+ in one attribute among Skill, Wits and Grace.

Sacred Mission : Divine agents of Apollo must protect and defend his sacred sites, his priests, his devotees and his various protégés, which include most lyrists and oracles. They must also help to spread the worship of their divine patron (even in a purely solar, abstract form) throughout the world.

Favored Attributes : Grace, Skill and Wits.

Mythic Items : Bow of Apollo, Breastplate of Apollo, Spear of Defense, Spear of Striking, Staff of Light, Harp of Poetic Insight.

Special Restrictions : Apollo prefers his agents to be truly exceptional individuals. For this reason, the first three divine boons granted to an agent of Apollo must include at least one Mythic Attribute.

Agents of Ares

Preferred Classes : Barbarian, Noble, Spearman.

Requirements : 20 in Luck, 16+ in Might.

Sacred Mission : Divine agents of Ares must protect and defend his sacred sites, his priests and his devotees. From time to time, Ares may also command them to actively participate in wars – or even to contribute to their outbreak.

Favored Attributes : Might, Skill and Will.

Mythic Items : Breastplate of Ares, Helmet of Ares, Spear of Striking, Sword of Ares.

Special Restrictions : Ares despises those who call for help. For this reason, the god of war never grants Divine Calls to his divine agents.

Agents of Artemis

Preferred Classes : Amazon, Centaur, Hunter, Noble, Nymph (Dryad), Priestess.

Requirements : 20 in Luck, 16+ in one attribute among Skill, Wits or Grace

Sacred Mission : Divine agents of Artemis must protect and defend their goddess' sacred sites, her priestesses, devotees and various protégés, which include most dryads, wild beasts and various forest Folks such as Acteons, Sylvans and Bee-Folk.

Favored Attributes : Grace, Skill and Wits.

Mythic Items : Bow of Artemis, Quiver of Artemis, Amulet of Artemis, Girdle of Protection, Tunic of Fortune, Bridle of Taming, Flute of the Shepherd.

Special Restrictions : The first three divine boons granted to an agent of Artemis must include at least one Mythic Item and one Mythic Attribute.



A valorous and charismatic Agent of Athena

Agents of Athena

Preferred Classes : Amazon, Noble, Priestess, Spearman.

Requirements : 20 in Luck, 16+ in one attribute chosen among Skill, Wits and Will.

Sacred Mission : Divine agents of Athena must protect and defend her sacred sites, her priestesses and her devotees. They must also help to spread civilization, peace and wisdom throughout the world.

Favored Attributes : Skill, Will and Wits.

Mythic Items : Aegis, Helmet of Athena, Spear of Athena, Spear of Defense.

Special Restrictions : Athena is a goddess of protection and personal excellence : the first three boons she grants to an agent must always include at least one Mythic Attribute or one Mythic Item.

Agents of Demeter

Preferred Classes : Nymph (Napaea or Helead), Priestess. Agents of Demeter are always females.

Requirements : 20 in Luck, 16+ in Will.

Sacred Mission : Divine agents of Demeter must protect her sacred sites, priestesses and devotees (which include many peasants and country folks).

Favored Attributes : Wits and Will.

Mythic Items : Caduceus, Staff of Earth, Amulet of Health, Amulet of Protection, Ring of Good Fortune, Tunic of Fortune, Flute of the Shepherd.

Special Restrictions : Demeter rarely intervenes in mortal affairs. The first three boons she grants cannot include more than one Divine Call.

Agents of Hephaestus

Preferred Classes : Barbarian, Priest. Male Elementalists specialized in Earth and Fire may also be considered if nobody else is available.

Requirements : 20 in Luck, 16+ in Might or Will.

Sacred Mission : Agents of Hephaestus must protect and defend his sacred sites, his priests and his devotees (which include most blacksmiths) ; he must also help the various races placed under the smith-god's protection (such as Lesser Cyclops).

Favored Attributes : Might and Will.

Mythic Items : Aegis, Weapons of Hephaestus.

Special Restrictions : Hephaestus does not usually meddle in the affairs of mortals. For this reason, he never grants Divine Calls to his divine agents. In addition, the agent's first three divine boons must include at least one Mythic Item.

Agents of Hera

Preferred Classes : Noble, Priestess.

Requirements : 20 in Luck, 16+ in one attribute chosen among Wits, Will and Grace.

Sacred Mission : Agents of Hera must protect and defend her sacred sites, her priestesses and her devotees. Their patron goddess will also regularly command them to interfere with her husband's own affairs and intrigues in the mortal world...

Favored Attributes : Will, Wits, Luck and Grace.

Mythic Items : Aegis, Sword of Ruse, Amulet or Girdle of Protection, Ring of Invisibility, Cloak of Concealment, Tunic of Fortune.

Special Restrictions : Hera loves to intervene in mortal affairs and watch her protégés closely. For this reason, the first three divine boons given to an agent of Hera must include at least one Divine Call.



*Sandals of Speed and Caduceus
A typical mythic panoply for Agents of Hermes*

Agents of Hermes

Preferred Classes : Priest, Sorcerer, Thief.

Requirements : 20 in Luck, 16+ in Wits.

Sacred Mission : Agents of Hermes must protect and defend his sacred sites, his priests and his numerous devotees (which include many traders, merchants and travellers) ; they must also help to expand and develop the practice of peaceful trade between cities and nations.

Favored Attributes : Wits, Luck and Grace.

Mythic Items : Ring of Good Fortune, Sandals of Hermes (especially that), Caduceus.

Special Restrictions : Hermes loves his agents to have visible tokens of their divine responsibilities; for this reason, the first three boons granted to an agent of Hermes always include at least one Mythic Item (especially a Caduceus or Sandals of Hermes).

Agents of Hestia

Preferred Classes : Priestess. Hestia never uses any other character class as her divine agents.

Requirements : 20 in Luck, 16+ in Will.

Sacred Mission : Divine agents of Hestia must protect and defend her sacred sites, her priestesses and her numerous devotees.

Favored Attributes : Will and Grace.

Mythic Items : Caduceus, Amulet of Health, Amulet of Protection, Ring of Fortune, Tunic of Fortune.

Special Restrictions : A goddess of modesty and domestic life, Hestia only selects her divine agents from the ranks of her own Priestesses.

Agents of Poseidon

Preferred Classes : Noble, Nymph (Nereid), Priest.

Requirements : 20 In Luck, 16+ in Might or Will.

Sacred Mission : Divine agents of Poseidon must protect and defend his sacred sites, his priests and his devotees (which include various undersea folks such as Dolphins, Tritons, Mermaids, Nereids etc).

Favored Attributes : Might and Will.

Mythic Items : Trident of Fury (same properties as a Spear of Striking), Amulet of the Merfolk, Amulet of the Nereids.

Special Restrictions : Poseidon does not like to be disturbed from his undersea realm but has been known to intervene at the request of his champions ; for this reason, the first three boons granted to his agents cannot include more than one Divine Call.

Agents of Zeus

Preferred Classes : Noble, Nymph (Oread), Priest.

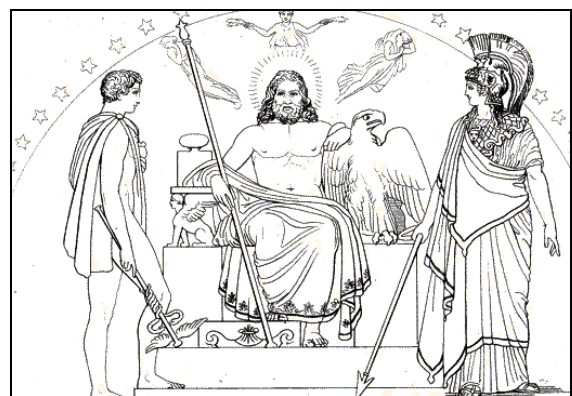
Requirements : 20 in Luck and 16+ in any other attribute (Zeus has eclectic tastes).

Sacred Mission : Agents of Zeus must protect and defend his sacred sites, priests and many devotees. They must also do everything in their power to battle creatures of Chaos and other enemies of Olympus. From time to time, Zeus will also command them to intervene in the affairs of kings and other powerful mortals or in his own games of intrigue against the agents of his spouse Hera.

Favored Attributes : Might, Will, Luck and Wits.

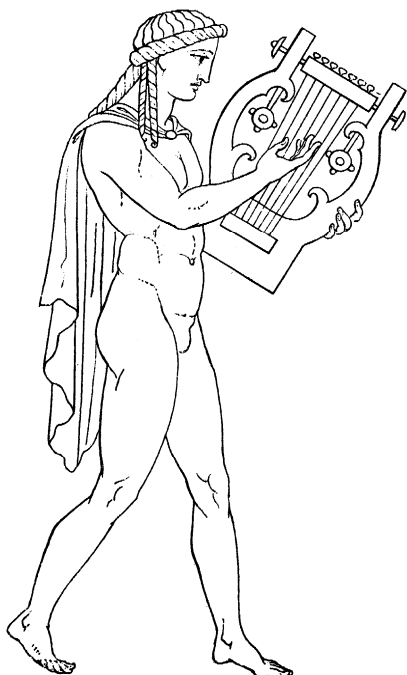
Mythic Items : Aegis, Lightning Bolt, Sword of Ruse, Staff of Light, Wand of Air, Amulet of Protection, Ring of Fortune, Ring of Invisibility.

Special Restrictions : As the supreme ruler of all gods, Zeus places no special restriction on the boons he grants to his agents.



What ? Another call for divine assistance ? Again ?

2007 Edition Comments



Here Come the Agents !

Remember the great Mazist / Mythist / Modernist schism of the 90s ? Well, it's an uncontested fact among hobby historians that it all started with the *Companion* – and their Divine Agents rules.

The concept of “divine boons” was first introduced in the 1973 *Myth & Magic* supplement but many of its specific features had been made obsolete by the new Revised rules, which no longer used Faith as an attribute and allowed characters to improve their attribute scores as the regular form of personal advancement, something which could only be done with divine boons in the Original M&M rules.

All this to say that the Divine Agents rules had been much awaited and were generally welcomed by the M&M community at large.

From Two Options to Four Styles

One interesting aspect of these rules is the way they interacted with the Heroic Development option to create four different combinations that eventually evolved into four different styles of play, each with its own jargon nomenclature : **Standard** campaigns used neither option, while campaigns which used either the Heroic Development option or the Divine Agents rules (but not both) were respectively called **Heroic** and **Mythic**. Campaigns which combined both options (by far the most frequent choice) were known by a variety of weird appellations, such as **Hero-Mythic**, **Mytho-Heroic** or **Full Monty**.

From Four Styles to Three Schools

By the end of the 80s, these various combinations laid the foundations for the three “schools of thought” that would dominate much of the 1990s :

Mazists (who mainly saw M&M as a game of good old cavern-crawling and monster-slaying) tended to favor Standard or Heroic campaigns,

Mythists (who wanted to “go back to the mythological roots of the game”) were clearly in favor of the Mythic approach (or “mythic paradigm” to use typical Mythist jargon)

...and **Modernists** (who were aptly described by a Californian friend of mine as “the cosmic children of Ray Harryhausen and that British guy who wrote this *War of the Kings* trilogy” – he was, of course, referring to the world-famous J.R.R Tarquin, but Jim had a bad memory when it came to literature) were strong proponents of the Full Monty / Mytho-Heroic / Anything Goes philosophy.

The Coming of Mithras

By the end of the 80s, these various combinations The Divine Agents rules also played a major role in the birth of the notorious “Mithraic Heresy”, which created yet another take on the M&M universe (and caused yet more uproar, dissent and division among the M&M community (not to mention terrible moments of metaphysical doubts).

But that little piece of gaming history is a whole story in itself – see p 28 for more details...



III : COMBAT OPTIONS



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

New Tactics & Techniques

Bashing

This special attack can only be attempted by a character armed with a battle weapon. It cannot be used against Large or Gigantic opponents. It may be combined with a *Charge into Battle*.

The 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 gains a special +2 attack bonus if he has a shield.

If the attack roll succeeds, the defender takes no damage but is knocked down. He will then have to spend an entire battle round getting up, suffering a penalty of -4 to his melee EDC while prone.

Disarming

This special attack can only be used by a character with a Skill of 13+ armed with a sword. It cannot be used against opponents with a larger Size category.

Instead of attacking his opponent to injure him, the attacker tries to disarm him. This requires a Melee attack roll against a special target number equal to 20 + the defender's own Melee modifier. This makes disarming an extremely difficult maneuver, unless your Melee mod is significantly higher than your opponent's. In a game like M&M, this maneuver is more a showy display of swordsmanship rather than a sensible option in a real, full-blooded fight.

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).



Hey, Andros, maybe it's time to use this Double Attack tactic you told me about...

Double Attack

Characters are normally limited to a single melee attack per battle round but warriors (and only them) may try to 'split' their attacks between two different opponents engaged in melee during the same battle round. This requires a Melee modifier of at least +4.

These attacks will both take place at the character's regular Initiative score, with a separate attack roll for each, with a Melee attack mod equal to one-half the character's usual Melee mod (rounded down).

This special tactic cannot be used to attack the same opponent twice in the same round. It cannot be combined with any other special melee tactic, except *Charge into Battle* (in which case the Charge bonus applies to both attack rolls) or *Shield Bashing* (in which case the Bashing effects only apply to one of the character's two attack rolls).

Mounted Archery

It is normally impossible to shoot a bow while riding a horse... except for Amazons with the Equestrian talent. Even for such characters, however, shooting a bow while riding will incur a -2 attack penalty (or -4 if the horse is galloping).



The ancient Amazon art of equestrian archery

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 per combat, just like any other thrown weapon. When used as a melee weapon, the net 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).

Also note that the usual modifiers for target size do not apply to this roll. On the contrary, the larger a creature, the harder it will be to catch or ensnare. Simply reverse the usual target modifiers (ie Tiny +4, Small +2, Large -2, Gigantic -4).

If the attack succeeds, the target takes no damage but must make a Danger Evasion roll to avoid becoming entangled in the net. If this roll fails, the target cannot move but may continue to fight with an attack and Initiative penalty of -4. 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 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.

Creatures quite likely to use nets in combat include Bronze Colossi (with a Might of 20 due to their Large size), Ichtyocentaurs, Sons of Dagon, Swamp Folk and Tritons. In this case, this special weapon should add +5 to the creature's basic Glory award, since it represents a weaker version of the *Entangle* special ability. Lastly, only creatures which also have the *Missile Weapons* special ability will be able to use their net outside melee combat. In all cases, the creature will use its net with an attack mod equal to the sum of its Ferocity and Cunning (with a +2 bonus for Large creatures, who use larger nets). A combat net costs 20 sp and has an encumbrance value of 1 (because of its bulk).



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



- Ayaaah ! It's Homeric Combat time !!!

Homeric Combat

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

Critical Hits

Whenever a player-character's Melee or Missile roll exceeds the target's EDC by 10 or more, the attack is a *critical hit*. Critical hits represent exceptionally well-aimed (or incredibly lucky) blows or shots. Whenever a *critical hit* occurs, a new D20 roll must be made on the appropriate table (see next page).

This rule only applies to player-character's attacks ; creatures and NPCs (no matter how powerful) can never inflict critical hits. This restriction reflects the fact that player-characters are the heroes of the story and thus enjoy a greater degree of combat fortune and dramatic stature.

Fumbles

Whenever an attack roll results in a natural roll of 1 (regardless of modifiers), the attack is not only a failure, but a *fumble*. A new D20 roll must then be made on the appropriate table (see next page).

This risk theoretically applies to all attackers, except for player-characters (and major NPCs) with a Luck of 13+, who are lucky enough to be immune to such embarrassing failures. Thus, most high-level PCs and NPCs will be immune to fumble results. Lastly, creatures using their natural weapons (claws, fangs etc) are also immune to fumbles.



Fumbles : How to Make a Fool of Yourself In Melee

Melee Critical Hits

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 = Instant Kill !

Attacker beheads (or otherwise instantly kills) his opponent (even if multiple-headed).

Missile Critical Hits

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 = Instant Kill !

Target shot between the eyes, through the heart or other instantly fatal wound.

Melee Fumbles

1 = Clumsy Move.

Embarrassing, but no extra effect.

2-5 = Weapon Arm Numb / Pull Muscle !

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

6-10 = Lose Balance !

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

11-13 = 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.

14-15 = Armor Strap Breaks !

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

16-17 = Drop Weapon !

Attacker's weapon flies 2D6 feet in a random direction. If unarmed, treat as Trip/Fall.

18 = Weapon Broken !

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

19 = Hit Friend !

If the attacker has an ally within melee reach, he accidentally hurts him for 1D6 damage. If no ally is within reach, the attacker hits himself as below.

20 = Hurt Self !

Attacker hits himself with his weapon (1D6 Hits).

Missile Fumbles

1 = Clumsy Move.

Embarrassing, but no extra effect.

2-4 = Vision Impaired !

Attacker is at -2 to Missile attack next round.

5-8 = Vision Blocked !

Attacker is at -4 to Missile attack next round.

9-10 = Weapon Arm Numb / Pull Muscle !

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

11-12 = Lose Balance !

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

13 = Armor Strap Breaks !

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

14 = Weapon Broken !

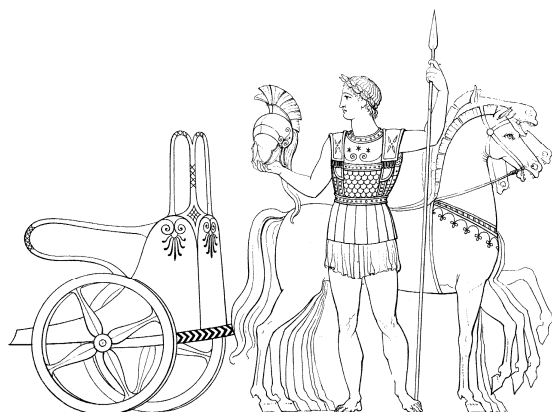
Attacker's weapon breaks or becomes useless. Magical weapons are immune to this effect.

15-19 = Hit Friend !

If the attacker has an ally within weapon range, he accidentally hits him for 1D6 damage. Otherwise, the attacker hits himself as below.

20 = Hurt Self !

Attacker hits himself for 1D6 damage.



A proud Noble posing with his chariots and horses

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 (moving at the speed of a horse), a high advantageous position, and also a devastating charge attack.

In combat the chariot can hold the driver and one warrior. Otherwise up to three passengers can squash into a typical chariot.

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 typical Minor NPC Follower.

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 Battle*, a driver adds both horses' Charge bonus to his own Initiative score and Melee attack roll (for a total bonus of +4), in addition to his own Might-based Charge bonus.

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 spear or sword attacks when opportunity arises.

A charioteer 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 is destroyed ; its crew will also take 2D6 Hits unless they make a Danger Evasion roll.

Characters with the Equestrian talent (and their horses) are *advantaged* on all their Danger Evasion rolls while driving a chariot. This advantage also applies to their horses' own Danger Evasion rolls.

Magical Chariots

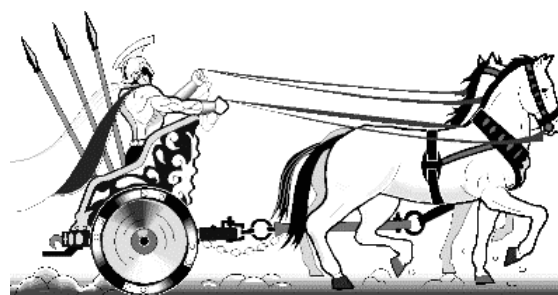
Various types of magical chariots may exist, as shown by the following two examples.

Chariot of Turning

This baby can wheel on a dime, and negotiate even the most cluttered battlefields. In game terms, a Chariot of Turning adds a +4 bonus to all Danger Evasion rolls made by its driver and its horses.

War Chariot of Ares

This chariot add +2 to the EDC of its crew members and must be damaged thrice (instead of only twice) to be destroyed. An even more powerful version (the War Chariot) exists, which adds +4 to EDC and is destroyed when damaged for the fourth time.



Test-driving the new War Chariot of Ares

2007 Edition Notes & Comments

Chariots & Charioteers

According to most reliable sources, the chariot rules (which had first been introduced in the old *Men & Monsters* supplement) were the work of Paul Elliott, the very progenitor of the *Mazes & Minotaurs* game concept.

As a result, chariots had quickly become a recurrent cliché in fantasy roleplaying games – they were even the central theme of a whole RPG, *Pagan Chariot Racer*, set in a fantasy version of Dark Ages Britain (Brythanika).

Critical Hits & Fumbles

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.

Like the charioteering rules, these tables had first appeared in the original *Men & Monsters* supplement. Many veterans considered them to be a classical element of the game and were a little disappointed not to find them in the *Players Manual*, as many other concepts originating from *Men & Monsters* (such as Centaur player-characters, Thieves, Hunters etc).

But then the *M&M Companion* came out, allowing everybody to “go Homeric” once again. As the old *Monty Python & the Golden Fleece* saying goes : “*And there was much rejoicing*”.

Compared to their *Men & Monsters* ancestors, these tables had been slightly altered – but the spirit was the same. What puzzled quite a few Maze Masters, however, was the immunity to fumbles granted to characters with a Luck of 13+ - which leads us to our next topic.

The Fumble Controversy

This infamous controversy raged in the Letters column of Griffin magazines for no less than five issues. It all started with a lengthy diatribe by one Donald Peterson from Grosse Pointe (Mich.), which ended with the following words :

“ This is nonsense ! It means that no high-level character – and the vast majority of low-level ones as well, since almost everybody has at least a decent Luck score – will NEVER have a chance to fumble ! ”.

This could have ended here – but Peterson had apparently struck a nerve. Quite surprisingly, the anonymous designer who was responsible for the whole “fumble immunity” concept entered the discussion the following month :

“You’re perfectly right when you say that a good proportion of player-characters (especially at high levels) will be immune to fumbles... but that IS precisely the idea behind the whole thing. Do you really want your heroic Noble or your level 5 Spearman to make a fool of himself in combat because of a bad die roll ?”.

Not to be outdone, Donald Peterson retorted in the Letters page of the following issue :

“This is all very well, but then what is the point of having rules for fumbles if they are almost never used ?”

For reasons that remain a mystery even to this day, the anonymous (and probably a bit over-obsessive) designer once again felt compelled to reply. His answer shed a fascinating light on the creative reasoning behind the Revision of the fumble rules – but it was actually quite long, so we will only quote the interesting bits :

“First, remember that everybody does not have a Luck of 13+.

Secondly, don’t forget that fumbles can happen to creatures, too (well, at least to those which use weapons).

Thirdly, how many times have you seen Jason or Herakles drop his weapon or trip over during an epic combat scene ? (...)

Eightly, remember that even the luckiest characters can sometimes suffer a permanent loss of Luck points (because of divine curses and other manifestations of divine anger) that will take their Luck below 13 : and what better illustrations of such characters’ misfortune, I ask you, than the risk of fumble in combat ?”

In the following issue, Donald Peterson tried to counter-attack under the somewhat transparent pseudonym of Peter Donaldson. This time, the designer’s answer took only three words :

“Go fumble yourself.”

Still reading ? Okay, so you might wonder why I actually spent half-a-page on a long-forgotten (and moderately interesting) anecdote – but then nobody said those *2007 Edition Comments* had to be top-notch, groundbreaking stuff.

What ?

Okay, okay, I confess : I was the “anonymous designer”. And I simply couldn’t miss such an opportunity to set things right and justify my design choices once and for all. Because you see, even after all these years, the pain is still there. Burn in hell, Donald Peterson.

IV : MAGIC OPTIONS

Light & Darkness

As mentioned in the description of Elemental Magic in the Players Manual, some Elementalists are able to manipulate the pre-elemental forces of light and darkness. Elementalists may only select Light or Darkness as their second element, but never as their primary element, which must always be one of the four classic elements (Air, Earth, Fire or Water).

In addition, the Powers of Light can only be chosen by Elementalists who follow Apollo as their patron deity. Powers of Darkness, on the other hand should only be made available to Elementalists who follow a dark deity such as Hades or Persephone, a choice that should be restricted to NPCs.

Powers of Light

Magnitude 1 : Arcane Lanthorn

An item touched by the Elementalist grows brightly and illuminates everything within (Mystic Strength x 2) feet. If the spell is cast upon a weapon, shield, or piece of armor, the Elementalist's Mastery bonus is added to the EDC of whomever uses it against melee attacks; the bright glare makes it hard to focus on the wielder. This lasts for a number of hours equal to the Elementalist's Mastery.

Magnitude 2 : Aura of Helios

The Elementalist's body momentarily grows so bright it is painful to look at him. Everyone within (Mystic Strength x 2) feet of the magician (including his allies) must make a Danger Evasion roll or be blinded for a number of rounds equal to the Elementalist's Mastery (or twice that amount if they were in darkness).

A blinded being suffers a -4 penalty on Melee Attack, EDC and Danger Evasion, and cannot make missile attacks. If he moves faster than at half speed, he must make a Danger Evasion roll each round or fall over and be prone. Beings that are vulnerable to sunlight (such as Empusae) will suffer the effects of one round of full daylight exposure.

Magnitude 3 : Arrows of Apollo

Rays of searing light strike from the Elementalist's fingers. This attack requires no roll and has a maximum range equal to twice the magician's Mystic Strength in feet. The rays may hit a number of different targets equal to the Elementalist's Mastery. Each target automatically takes 1D6 points of damage unless a Danger Evasion roll is made.

This attack can damage Insubstantial beings – who actually take double damage from it (2D6).



A gracious Light Elementalist

Powers of Darkness

Magnitude 1 : Cloak of Shadows

The Elementalist is enveloped in flickering shadows. He gains +2 to his EDC, since he is hard to focus on. He also adds his Mastery x 2 to all his Stealth rolls as well as to the target number of all detection rolls made against him, unless he is in bright daylight. This spell lasts for a number of minutes equal to the magician's Mastery.

Magnitude 2 : Eldritch Eclipse

An area within (Mystic Strength x 4) feet of the Elementalist of up to (Mystic Strength x 2) feet in radius becomes completely dark. No light can pass in or out and all light sources are temporarily darkened. This spell lasts for a number of minutes equal to the Elementalist's Mastery.

Magnitude 3 : Wandering Shadow

The Elementalist transform his shadow into a Shadow (see the *Creature Compendium*) under his complete command for a number of minutes equal to (Mastery x 10).

If the Shadow is killed, the Elementalist now lacks a shadow and cannot cast this spell; he will be treated with superstitious fear by anyone who notices this disturbing absence (-4 to NPC Reaction rolls). Only Divine Interventions may restore a lost shadow.

SHAPESHIFTERS

Shapeshifters are humans blessed with the innate magical ability to transform their body into a variety of forms, including animal ones. This wondrous magical gift appears to be partly genetic in nature, coming from the father or mother of the character and being transmitted to his children.

Category : Magician

Primary Attributes : Wits and Luck.

Gender : Shapeshifters can be male or female. In addition, the character's powers allow him / her to alter his sex (and even become hermaphrodite if desired – see following pages for more details).

Basic Hits = 8

Metamorphosis : Shapeshifters' magical powers are described in detail in the following pages.

Protean Repertoire : This is the name of the Shapeshifter's magical talent. It is equal to the sum of his Wits and Luck modifiers and affects the number of different animal and fantastic forms the character may take, as detailed below. Unlike all other magicians, Shapeshifters do not have (or need) a Mystic Strength score, since they can only use their powers on themselves.

Power : Shapeshifters start with (4 + Luck mod) Power points at first level and increase this total at the usual rate of +4 per level. Shapeshifters do not recover Power points in the manner or at the same rate as other magicians (see following pages).

Level Benefits : Each level beyond the first gives a Shapeshifter +2 Hits, +4 Power points, +1 to Luck and +2 to Will, Wits or Grace.

Possessions : Dagger, 3D6 x 5 silver pieces.

Background Talents : The two background talents of a Shapeshifter almost always have something to do with the natural world or with trickery. Favorite talent choices include Acrobat, Actor, Beastmaster, Healer, Mountaineer, Sailor and Woodsman.

Patron Deities : Shapeshifters who have a divine patron usually select Hermes or Artemis.

Advancement : As other magicians.

Reputation Effect : Because they can change their face and appearance at will, Shapeshifters never benefit from any form of Reputation.

Restrictions : The powers of Shapeshifter do not mix very well with armor, shields and cumbersome weapons, as detailed in the description of the Metamorphosis realm of magic (see chapter III).



Shapeshifter turning into a Stag (or into an Acteon ?)

Metamorphosis

Metamorphosis is the gift of shapechanging. Those who possess it are called Shapeshifters : most of them are tricksters and imposters, accustomed to alter their form to deceive others... and to escape the consequences of their actions afterwards.

Contrarily to popular belief, Shapeshifters cannot transform others – the notorious Circe was a Sorceress (or was she an Elementalist ?) with special powers, not a Shapeshifter herself.

Shapeshifting Basics

Shapeshifters can adopt a variety of different human forms ; depending on their magical talent, they may also transform themselves into a limited number of Beasts or nonhuman Folks – but unlike what some rumors and wild tales (surely created and spread by Shapeshifters themselves) would have us believe, they are absolutely unable to turn themselves into Monsters (not to mention Spirits or Animates).

Thus, a Shapeshifter may be able to alter his human form at will, mimic someone else's appearance or change into an eagle or fox, but will never have the power to take the form of a Chimera or Minotaur.

This reflects the fact that Monsters are essentially unnatural creatures, whose unnatural appearance and constitution cannot be duplicated by the natural magic of Shapeshifters. Similar reasons explain why Shapeshifters cannot change into Spirits (which have no natural, organic body) or Animates (which are at least as unnatural as Monsters).

Shapeshifters & Power

Shapeshifters also differ from other magicians in that they do not have a Mystic Strength score (since they never use their magical powers against others).

Furthermore, they do not regain lost Power points in the same way or at the same rate as other adepts of the magical arts : because of the very nature of their abilities, their Power recovery is more erratic and is heavily tied to the everlasting cycle of day and night.

While all other magician classes recover Power points according to their level, Shapeshifters regain 1D6 Power points per day (at sunset) if they are in their true form when the sun sets – or only 1 point if they are in any other form.

Furthermore, Shapeshifters who are not in their true form when the sun rises lose 1D6 Power points. If this reduces their Power to zero, the Shapeshifter will obviously be unable to use his powers until the next sunset. Thus, Shapeshifters may sometimes be « trapped by dawn » in a transformed shape.

Protean Repertoire

A Shapeshifter's magical talent is known as his Protean Repertoire. It is equal to the sum of his Wits and Luck modifiers.

A Shapeshifter's Protean Repertoire score indicates the number of different nonhuman forms (Beasts or Folks) he can take. These nonhuman forms must be selected when the character is created and a new form will be added to the Repertoire everytime the character increases his talent by one point.

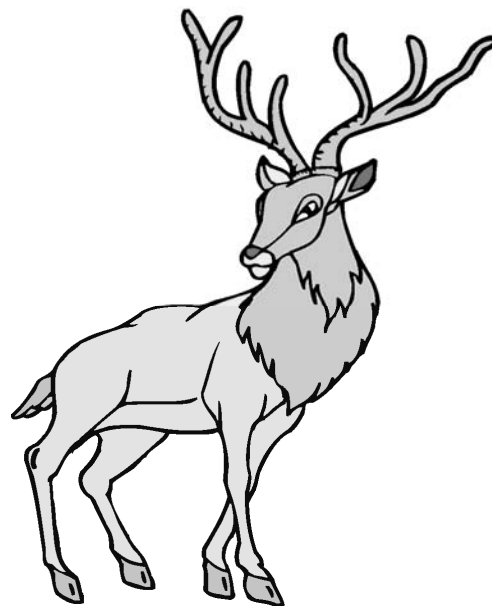
Thus, a Shapeshifter who starts with a Protean Repertoire of 4 will have four different nonhuman forms (such as Eagle, Fox, Stag and Acteon or Wolf, Bear, Bearman and Boar) and will add a fifth one when his magical talent is increased to 5.

The nonhuman forms of the Shapeshifter's Protean Repertoire can be chosen by the player from the various Beasts and Folks described in the *Creature Compendium*, with the following restrictions :

Only creatures of Medium, Small or Large Size may be chosen. Creatures of Tiny or Gigantic Size are beyond the powers of a Shapeshifter.

Flying variants of Beasts or Folks (Pegasus, Pegataur, Flying Unicorn etc) can only be chosen as forms by Shapeshifters whose Protean Repertoire already includes the non-flying version of the creature (Horse, Centaur, Unicorn etc). This rule also applies to superior versions of a specific species (such as Sagittarians for Centaurs).

Lastly, adopting the form of a creature does not necessarily grants you all of its abilities : see *Shapeshifting Effects* below for more details.



Transformation completed !

At the Maze Master's discretion, a Shapeshifter's Protean Repertoire may also include Beasts whose characteristics are not specifically detailed in the *Creature Compendium* but which can easily be defined using the rules from the Creatures chapter of the *Maze Master's Guide*, such as ravens, cats, otters or even pykes, as long as they respect the various restrictions detailed above.

Shapeshifting Effects

Each transformation takes a full battle round of total concentration, during which the Shapeshifter cannot do anything else, and costs a number of Power points equal to its Magnitude, as detailed below.

Regardless of his current form or appearance, a Shapeshifter always retains his own current Hits total, even in Small or Large forms.

He also retains his attribute scores and modifiers ; the creature's Ferocity, Cunning and Mystique do not modify his characteristics in any way.

The creature's Size, however, will affect his Melee mod and his natural damage, as per the usual rules (but not his Hits total). The Shapeshifter will also gain the movement rate of his new form.

Thus, a Shapeshifter who turns into a Large Bear will keep his Hits total and his modifiers but will receive a +2 bonus to Melee for his Large Size and will inflict 2D6 damage with his natural attacks.

The Shapeshifter also gains the special abilities of his new form (which may give him various bonuses), except special abilities which are clearly magical, supernatural or psychic in nature.



Damn ! I almost forgot the stupid horns !

Insubstantial, Invulnerability, Life Energy Drain, Magic Resistance, Psychic Powers, Sixth Sense, Supernatural Vigor and Vocal Entrancement cannot be duplicated by Metamorphosis.

Thus, a Shapeshifter who turns into a Mermaid will be able to breathe underwater (Aquatic) but not to sing like a true Mermaid (Vocal Entrancement).

This restriction also applies to unique magical abilities (such as the Unicorn's power of healing or the Icarian's mastery of winds) or to abilities which are specifically presented as 'magical' for a given creature type (such as the Camouflage-granting magical garments of Sylvans).

Also note that special abilities like Breath Weapon, Mindless or Petrification cannot be duplicated by Shapeshifters, since these powers are the privileges of Monsters, Animates or Spirits.

Metamorphosis cannot change your clothes nor can it create weapons, armor or other items. When a Shapeshifter takes a nonhumanoid form, he may be forced to abandon his clothing and possessions.

For this reason, many Shapeshifters prefer to hide their garments and belongings in a safe place before taking a Small or Large form.

This habit has given birth to various folk tales about shapeshifters who could not revert to their original form because their clothes had been taken away – which is, of course, just another fallacy.

Lastly, Shapeshifters who change into Beasts lose the ability to speak (but retain all their Wits as well as the ability to understand the languages they know).

Metamorphosis Powers

As all other magicians, Shapeshifters have access to six different powers, each with its own degree of Magnitude (which determines its Power cost).

Magnitude 1 : True Form

This power allows the Shapeshifter to revert to his true, original human form.

Magnitude 2 : Alter Appearance

This power allows the Shapeshifter to change various features of his appearance (hair, eyes, body frame, facial features, voice, apparent age etc) while retaining a human form. The only exception is gender (but see *Gender Change* below).

This power can be used as a magical form of disguise, either to make oneself incognito or to adopt the appearance of a specific individual (provided the Shapeshifter has had the opportunity to observe and study the person he wishes to mimic for a sufficient period of time). Characters (and animals) who are familiar with the individual being mimicked will sense 'something wrong' with a successful detection roll against a target number of 20.

This alteration will not affect the character's attribute scores, except for Grace, which may be temporarily modified by up to 4 points, up to a maximum of 18 or down to a minimum of 3. Increasing Grace costs 1 extra Power point per point added ; decreasing Grace does not cause entail any extra Power cost.

Magnitude 3 : Gender Change

This power allows the Shapeshifter to change sex or even to become hermaphrodite, turning into a masculine, feminine or androgynic version of their current form. This power may be combined with *Alter Appearance*, at a cumulative Power cost.

Magnitude 4 : Shapechange

This power allows the Shapeshifter to take one of the nonhuman, Medium-sized forms from his Protean Repertoire (see above for more details). It may be combined with *Gender Change* or with *Alter Appearance* (to mimic a specific individual member of the chosen species) at a cumulative Power cost.

Magnitude 5 : Reduction

This power works exactly like *Shapechange*, except that it allows the Shapeshifter to turn into a Small creature, provided this form is part of his Protean Repertoire. Like *Shapechange*, it may be combined with *Alter Appearance* and/or *Gender Change*.

Magnitude 6 : Enlargement

This power works like *Shapechange* or *Reduction* above, except that it applies to Large creatures.

2007 Edition Notes & Comments

An Important Note

Before we start delving into the secret history of the *Magic Options* chapter, we'd like to inform our esteemed readers that the Anonymous Contributor responsible for that stupid rant in the Comments of the last chapter has been swiftly disposed of. The following Comments (and those of the next chapters) are brought to you by another, far more reliable Anonymous Contributor (but you can call me Dave).

The Sieurin Legacy

The rules on Light and Darkness powers for Elementalists were originally written by Erik Sieurin, one of M&M's long-time contributors (and the original creator of the well-known *MinotaurLabrys* alternate universe), well before the Revised edition; they were initially intended for an OM&M (Original Mazes & Minotaurs) supplement on alternate realms of magic, which was to be called *Mages & Mystics* but was never published due to arcane editorial reasons. Fragments of its first draft survived, however, and can be found buried in the Messages list of the official *Mazes & Minotaurs* Internet newsgroup, detailing variant magician classes such as the feral Beastmaster or the oriental-inspired Gymnosophist.

If some rumors are to be believed, the decision not to publish *Mages & Mystics* was made after Legendary Games Studio had discovered that Erik Sieurin was actually the author of the unofficial, apocryphal and much controversial supplement *Misdeeds & Madness* (published by the now defunct Justicars College), which dealt with what someone at LGS called "very unsavory themes" (more on this in the Notes & Comments of the *Religious Options* chapter).

Shortly after the publication of the three Revised core books (which included some of his material), Erik Sieurin publicly expressed his dislike of the new version and quickly became one of the most active proponents of the GROOOMMR movement (Grogards for the Resurrection of the One and Only Original Mazes & Minotaurs Rules). He then went on to work on DADA (*Dark Ages Daring Adventures*), a RPG which used M&M-based rules with some notable differences (such as the treatment of weapons and armor) in an early medieval setting - now, THAT was a weird idea...

Shapeshifting Redux

Some of you might recall that the Shapeshifter class first appeared in the old *Myth & Magic* supplement, alongside the now long-forgotten Oracle and two of the most popular magician

classes ever designed for M&M - the Lyryst and the Elementalist. Many M&M veterans were surprised by the return of the Shapeshifter in the pages of the *Companion* - and even more to see that the completely unbalanced, totally over-the-top Metamorphosis powers from *Myth & Magic* (which, among other things, allowed high-level Shapeshifters to turn into Dragons...) had been turned into a fairly coherent set of rules which actually made the Shapeshifter a viable (if a bit unusual) character choice.

The attention given to Shapeshifters (three whole pages !) and the fact that Metamorphosis powers really 'felt different', made a famous game critic write that "*the Shapeshifter class itself feels like a whole new game*". This was actually quite prophetic, as these Revised Shapeshifting rules eventually gave birth to one of the weirdest M&M variants ever to grace a tabletop : often referred to as "*Changequest*", it focused exclusively on ageless Shapeshifters wandering the Ancient World in a mystical quest of self-discovery - all this with a distinctive New Age, all-roads-lead-to-Avalon feel.

Over the years, *Changequest* evolved into a wholly different game (even though it was never published as such, at least officially), with a much simplified set of mechanics (only three attributes and nothing else, if I recall correctly). In more traditionalist M&M circles, it was also known as "*the Manimal variant*" and the "*No Shifters Allowed*" motto quickly found its way into the ever-expanding M&M jargon.

Wizards & What-Have-Yous

Speaking of jargon, some gamers also complained about the scarcity of new "magical crunch" in the *Companion* ("*Half-a-realm of magic, a single new class... and that's it ??? I can't believe this !*"). It was well-known that the folks at LGS tried to avoid the proliferation of new magician classes - something which was typical of unofficial M&M supplements such as the aforementioned *Misdeeds & Madness*.

As an elegant way of filling this last paragraph, we give you a partial, alphabetical list of various alternate magician classes taken from unofficial supplements, magazines and fanzines (and yes, some names were used more than once) : Alchemist, Arcanist, Artificer, Beastmaster, Blue Adept, Cabalist, Conjurer, Demonist, Diabolist, Diviner, Druid (at least five of them), Enchanter, Evoker, Exorcist, Gymnosophist, Hexmaster, Hierokeryx, Illusionnist, Invoker, Kabbalist, Mage, Magist (don't ask), Magus, Mystagogue, Mystic, Necromancer, Oracle, Runemaster, Sea Witch, Seer, Shaman, Spiritualist, Stellar Mage, Summoner, Thaumaturge, Thessalian Witch, True Druid, Warlock, Witch, Wizard...

V : RELIGIOUS OPTIONS



Yes, this is a Divine Prodigy : a single illustration that perfectly reflects the two topics covered on this page.

Acolytes

Acolytes are Minor NPCs who assist Priests in the service of their deity as officiants and celebrants. As far as social hierarchy is concerned, Acolytes are considered as auxiliary Priests ; in fact, most of the resident « priests » serving in a temple will actually be Acolytes in the service of the local Priest(s).

Acolytes have the usual characteristics of Non-combatant Minor NPCs (4 Hits, no attack etc) and can also be used as special followers by Priests. A Priest cannot have more Acolytes in his service than his level and these will be counted in the character's regular maximum number of followers.

Acolytes do not have the mystical powers of true Priests and cannot call on the Divine Prodigies of their patron deity. Nevertheless, their faith and devotion can help the Priest they serve to recover his expended Power points by assisting him in the necessary rituals and ceremonies. When a Priest performs such ceremonies with the assistance of his Acolyte(s), roll 1D6 at the end of each hour. If the result is lower than or equal to the number of active Acolytes, the Priest recovers one extra point of Power (up to his maximum, as usual).

Lastly, the faith and devotion of Acolytes also make them somewhat more resistant to mystical forces than other Non-combatants, who are normally never allowed saving rolls. Acolytes are a partial exception to this rule and can make Mystic Fortitude rolls, using 1D20 and no personal modifier.

Ritual Sacrifices

According to the M&M rules, Priests recover a number of lost Power points equal to their level for each hour of ritual ceremony they perform. These ceremonies may be ended by the sacrificial killing of a single Beast by the Priest or his Acolytes (see below). This will allow the Priest to recover a number of extra Power points (up to his maximum) depending on the Size of the sacrificed Beast : 1 if Small, 2 if Medium and 3 if Large (which explains why Bulls are so often chosen for sacrifices).

Thus, a level 2 Priest who has expended 5 Power points could recover them all by performing a one-hour long ceremony (2 Power points) concluded by the sacrifice of a Bull (3 Power points) ; without this sacrifice, it would take our Priest 3 long hours of ritual ceremony to recover his 5 Power points.

Note that Beasts are the only type of creature which may be offered in sacrifice to an Olympian deity. Only dark, evil or barbaric deities (such as Cybele, Hecate or the weird gods of the Hyperborean barbarians) will accept Folks as sacrificial victims – and NO deity would ever accept a Monster, Animate or Spirit as a proper sacrifice. Also note that Beasts killed in combat cannot count as sacrificial victims.

In rare occasions, Olympian deities may ask for the sacrifice of a human being, but such extremities are always the consequences of a severe Divine Anger case and have nothing to do with the regular recovery of priestly Power.

Non-Olympian Cults

Olympian gods and goddesses are, by far, the most widely worshipped deities, but a typical *Mazes & Minotaurs* world may also have room for a few other, non-Olympian deities (such as Dionysos, the underworld king Hades, his spouse Persephone or even gods of foreign, non-Hellenistic cultures) also exist, with their own cults, followers and Priests.

While all player-character Priests are assumed to serve Olympian deities, Maze Masters may want to use Priests of non-Olympian deities as NPCs.

In game terms, such characters function exactly as Priests of Olympian deities, except that some of their powers work differently, as detailed below.

In particular, such characters can never benefit from true Divine Interventions. This restriction reflects the fact that Olympian gods are the dominant divine powers in the universe (or perhaps the other gods just prefer to let them think so). This current state of the cosmic balance also prevents non-Olympian deities from using Divine Agents in the mortal world.

Unless otherwise stated, non-Olympian Priests have the same primary attributes as other Priests (Luck and Will) and receive the following attribute gains for each level beyond the first : +1 to Luck and +2 to either Will or Wits. Exceptions are always possible, as in the case of Druids (see below).

Here are a four examples of non-Olympian cults that exist in the fantasy world of Mythika, along with their variant Divine Prodigies. These changes only affect the Divine Blessing (magnitude 1), Divine Gift (magnitude 4) and Divine Intervention (magnitude 6). All other Divine Prodigies (magnitude 2, 3 and 5) work exactly as per the standard rules.

The following section details four non-Olympian cults : the Cult of Cybele, the Cult of Dionysos, the Cult of Mithras and Druidic Faith.



A Daughter of Cybele, Servant of the Dark Mother

Cult of Cybele

Cybele is an earth mother goddess whose cult come from the Land of the Sun. Some scholars think she is simply Demeter under another name but the eastern "Dark Mother" (as she is often called by her followers) also shares some resemblance with Persephone, the queen of the underworld.

The worship of Cybele involves secret gatherings, human sacrifices and wild orgies, under the tutelage of Priestesses and (castrated) Priests collectively known as her "Daughters".

Because of its gruesome and morbid aspects, the Cult of Cybele has long been outlawed in the Land of the Three Cities and is actively fought by Priestesses of Demeter who see it as a barbaric degradation of their own faith.

Magnitude 1 : Divine Blessing

In the case of Cybele, the name of this Prodigy is both misleading and ironic, since the "blessings" of Cybele actually weaken its victims.

They work exactly as Divine Blessings for duration and Power expenditure, but instead of bestowing a +2 bonus, they inflict a temporary -2 penalty to one of the following scores : Melee, Defense Class, Mystic Fortitude and Physical Vigor.

Victims are allowed a Mystic Fortitude saving roll to avoid this effect. Lastly, this power only works on male characters or creatures, making Amazons, Nymphs and other female characters completely immune to its effects.

Magnitude 4 : Divine Gift

Like Priestesses of Demeter, Daughters of Cybele can bestow the Gift of Endurance.

Magnitude 6 : Divine Emasculation

The supreme power of the Daughters of Cybele takes the form of a terrible, permanent curse, which can only be lifted by Divine Intervention.

This power requires eye-to-eye contact and can only be used within 10' of the victim, who is allowed a Mystic Fortitude saving roll.

This terrible curse can only be bestowed on a male character or creature, changing the victim's gender to female. Except for obvious anatomical changes and pilosity, the victim's physical appearance is unaffected (thus, a big, burly Barbarian will become a big, burly female Barbarian).

In game terms, none of the victim's attributes, mods or other scores are affected but the victim can no longer benefit from his/her Reputation effect bonus.

Cult of Dionysos

Dionysos, the mad god of wine, insanity and dark passions, is served by unusual Priests known as *Hierokeryxes* ("sacred heralds").

Carrying the *Thyrsos*, a club or staff twined with vine leaves as their sacred symbol of power, these *Hierokeryxes* wander the land in search of new initiates for their cult (which involves quite a lot of drinking, dancing and carnal debauchery). They are known to get on well with Satyrs.

Magnitude 1 : Divine Blessing

Scores which can be Blessed by *Hierokeryxes* (Priests of Dionysos) are Physical Vigor, Mystic Fortitude and Danger Evasion.

Magnitude 4 : Divine Madness

Hierokeryxes can temporarily bestow the Gift of Madness on a chosen subject (with the same restrictions, duration etc as for other Divine Gifts).

While affected by *Dionysiac Madness*, a character throws off all his clothing (including armor) and will behave in a generally insane, grotesque manner. While he is in this state, all physical and magical attacks (including Divine Wrath etc) made against him will automatically fail but the character cannot make attacks (including magical ones) himself.

Hierokeryxes may, of course, bestow this Gift on themselves (which they often do).

Magnitude 6 : Divine Intervention

This works as the usual Divine Intervention power, except that Dionysos does nothing when he intervenes, aside from appearing in a terrible, unspeakable form which drives insane all those who behold it (no saving roll allowed – even averting or closing your eyes won't work since the Madness of Dionysos affects and transcends all senses).



Cultists of Dionysos sure know how to party !



*A Hierokeryx with his Dionysiac Thyrsos
(a.k.a « weird guy with a beard and a weird staff »)*

Hierokeryxes and devotees of Dionysos (who are all already crazy anyway) are immune to these effects.

This form of insanity is permanent and can only be cured by Divine Intervention; its specific effects are left to the discretion and the imagination of the Maze Master and can vary from one individual to another.

Player-characters who have been driven insane by the Dionysos cannot participate to quests, odysseys and other adventurous pursuits; they become NPCs whose fate is entirely within the hands of the Maze Master, until they are cured by Divine Intervention.

Cult of Mithras

Mithras is a solar god from the eastern Land of the Sun. As far as scholars from the Land of the Three Cities are concerned, this god is simply Apollo under another name or a long lost son of Apollo, "gone east" for some mysterious reasons.

Priests of Mithras (who are sometimes known as *Heliodromes*, which apparently means something like "heralds of the sun") have an entirely different opinion on that matter, since they see their deity as the *only* god in existence – a rather weird concept ("monotheism"), which has recently become a subject of heated debate among Philosophers.

Aside from being a god of the sun (or the son of such a god), Mithras also seems to be a god of soldiers (at least in the Land of the Sun) and is often known as "the bullslayer" – a nickname which refers to his worshippers' habit of sacrificing bulls but also seems to be connected with Minotaurs in some way. Perhaps the devotees of Mithras were the first men brave enough to fight the Gorgotaurs, eastern bovine monsters thought by some scholars to be the progenitors of the various Minotaur races (see the *Creature Compendium* for more details).

Magnitude 1 : Divine Blessing

Scores which can be Blessed by Priests of Mithras are Defense Class, Melee and Mystic Fortitude.

Magnitude 4 : Divine Gift

Priests of Mithras can temporarily bestow the Gift of Victory on a chosen subject (with all the usual restrictions, duration etc).

Magnitude 6 : Divine Resurrection

This spectacular Prodigy gives Priests of Mithras the power to resurrect fallen warriors – something that even the Olympians are unable (or unwilling ?) to do. This requires no roll; the Priest must simply touch the dead individual, who is then filled with a burst of luminous energy and comes back to life.

The chosen individual must not have been dead for a number of battle rounds greater than the Priest's Spiritual Aura bonus. For reasons known only to Mithras himself, this power only works on warriors (and not on magicians or specialists).

In addition, anybody resurrected by this power has 'seen the light' and is automatically converted to mithraic faith upon coming back to life.

Druidic Faith

In the fantasy world of Mythika, the word "Druid" refers to the Priests of the Hyperborean Barbarians.

In addition to their various ceremonial duties, Druids also act as seers and advisors for the local kings and chieftians. They have long beards, wear white robes and use golden sickles to collect various plants for their rituals.

The identity of the gods served by Druids is unclear; they seem to be weird barbarian versions of Apollo, Ares, Zeus, Artemis and Demeter. Unlike other Priests, Druids do not serve a specific deity but act as mediators with the divine world as a whole.

This absence of a clearly defined patron deity affects the nature of the Druids' powers, which can be defined in game terms as a weird mix of Divine Prodigies, Sorcery and Nature's Gifts.

The Druid's strange approach to religion is also reflected by their systematic use of the adjective 'Druidic' instead of the usual term 'Divine' when they refer to their powers (eg Druidic Prodigies, Druidic Blessing, Druidic Vitality, Druidic Wrath etc).

Druids even have different primary attributes (**Wits** and **Will**, which are also the only attributes they can improve with level (in addition to the usual Luck increase) as well as a different name for their magical talent, which works like Spiritual Aura but is called **Druidic Lore**. At least they recover Power points in the same way as other Priests.

Magnitude 1 : Druidic Blessing

This works exactly like Divine Blessing, with a duration based on the Druid's Druidic Lore talent. Druids may bless up to four scores : Melee, Mystic Fortitude, Physical Vigor and Danger Evasion.

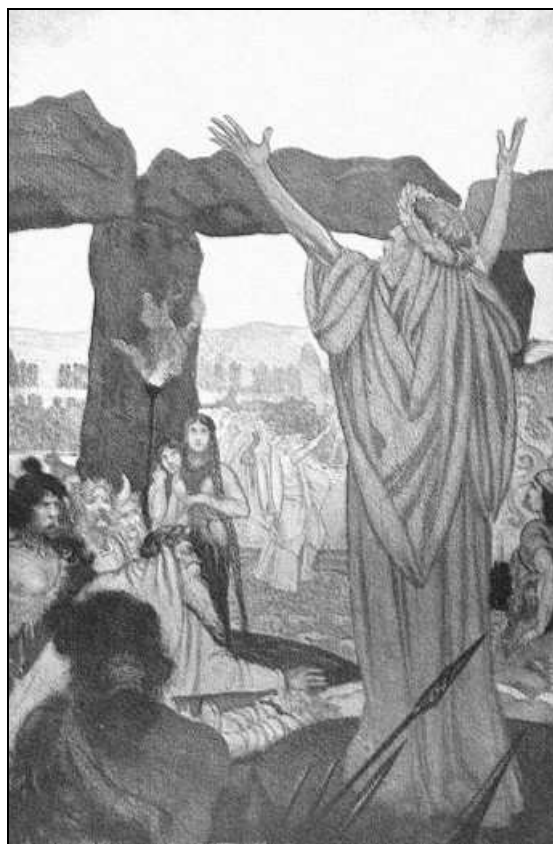
Magnitude 4 : Druidic Compelling

This power works exactly like the Sorcery power of Compelling, except that the Druid's Druidic Lore bonus is used instead of Psychic Gift.

Magnitude 6 : Druidic Curse

This power works exactly like the Affliction power of Heleads and Napaea (Nature's Gifts, Magnitude 5), except for the following differences. Druidic Curses are not delivered through a kiss : the Druid must simply be within 10 feet of his chosen victim and utter the curse verbally (usually in a sinister voice). In addition, a Druidic Curse also affects the victim's very fate, reducing his Luck by 1 in addition to the 1D6 loss in Might, Wits or Grace.

Thus, the same individual may lose up to 3 points of Luck if Cursed by a Druid - or even more if several Druids unite their efforts. This effect is one of the reasons why Druids often refer to themselves as "masters of Fate" and are feared by even the mightiest kings and heroes of Hyperborea.



A Druid performing some kind of mumbo-jumbo ceremony amid a crowd of superstitious, uneducated and thus easily-awed Barbarians.

2007 Edition Notes & Comments

Acolytes & Sacrifices

These rules were generally welcomed by the members of the Mythist faction, but were not so popular with the Mazists, who felt they “*endangered game balance*” by giving “*excessive advantages*” to Priests.

The designers of these rules obviously wanted to give Priests an edge over other magicians, on the grounds that Divine Power should legitimately surpass all other forms of magic – especially since Priests had to respect a far stricter code of behaviour than Sorcerers or Elementalists. And to be fair, these “*excessive advantages*” were not THAT excessive – and seem even less so in our age of crunchy bits and power combos.

The Call of Cybele

Religion has always been a touchy subject in M&M history. In 1987, the entire hobby was still in the fires of the Big Anti-RPG Crusade launched by the fanatics of WAMM (Worried About Mazes & Minotaurs) and other similar groups of religious fundamentalists – yeah, these guys wanted to ban everything M&M-related on the grounds that (a) the game promoted pagan polytheism, (b) one of its early supplement included a few lines about decresating temples, (c) they were a bunch of stupid, dangerous, book-burning bigots.

But let's get back to the *Companion*. Within such a heated context, publishing the gruesome section about the Cult of Cybele was quite a courageous move from LGS – and one which spawned yet another type of M&M variants. Known as “Call of Cybele” (or CoC) campaigns, these games focused exclusively on the darkest and most horrific aspects of the M&M universe, with the Cult of Cybele acting as an ubiquitous secret menace constantly plotting to bring the mythic world to an apocalyptic end.

In CoC games, Olympian gods took a backseat and Cybele herself was pictured as a gigantic, tentacled monstrosity reminiscent of (and sometimes identified with) HP Lovecraft's Shub-Niggurath, the Dark Goat of the Wood with a Thousand Youngs. Such campaigns also featured detailed rules on madness, ancient scrolls that could drive you insane and, of course, all sorts of horrendous rituals and orgies. Luckily for us all, WAMM never found out about CoC.

The Two Heresies

This chapter also presents the “Two Heresies” of M&M – the Dionysiac Heresy and the Mithraic Heresy. Both faiths were regularly the subject of heated debate within the M&M community, each with its staunch defenders and its relentless

detractors – the latter complaining about how these two divergent religions spoiled the “*elegant Olympian feel*” of True M&M (hence the term “*heresy*”). On closer examination, though, the Two Heresies are actually two very different stories.

Unlike that of Mithras, the existence of Dionysos in the M&M universe was never put into question : he was a fully legitimate, fully official part of Greek mythology... but he was also the object of a strange, unhealthy fascination from some gamers, who saw the Mad God as the embodiment of their secret desires to play bad, dark, crazy, oversexed characters (such as Satyrs or even the infamous, cannibalistic Maenads).

These self-proclaimed “Dionysiac Heretics” had their own Bible, the unofficial and notorious *Misdeeds & Madness* supplement, which covered All Things Dark and Dionysiac (you can still find a PDF fac-simile of it in the Files section of the official M&M newsgroup). For the true Dionysiac Heretic, the section on the Cult of Dionysos in the *Companion* was just “*vanilla Dionysos*” : a watered-down, emasculated (their words, not mine) imitation of “the real thing”. And no, WAMM never found out about them either.

The Mithraic Heresy was taken far more seriously by M&M traditionalists, because it introduced a “*completely anachronistic concept*” that had “*nothing to do in the mythical fantasy world of M&M*” and that could “*endanger the whole metaphysical fabric of the game we all love*”. They were, of course, talking about monotheism.

But the Cult of Mithras also had its fervent defenders. For those “Mithraic Heretics”, the new, monotheistic solar faith was far more than an interesting game option ; it reflected the necessity of spiritual rebirth in the M&M world.

It was as if these guys had been touched by Mithras himself. They began to run entire campaigns based on the triumphal advent of the One True God in Mythika and its struggle against the “*decadent semi-deities*” (yes, the Olympians), with player-characters acting as champions and missionaries of the great Mithraic Crusade.

The only part of the *Companion* which really bothered the Mithraic Heretics was the little sentence in the section on Non-Olympian Cults, which stated that Non-Olympian deities could not have Divine Agents. This “*arbitrary and unfair*” prohibition was quickly disposed of in Mithraic circles and within a few months, articles on Mithraic Agents and even fully-fledged classes (such as the Mithraic Champion, the Mithraic Initiate and the Mithraic Paladin) began to appear in various unofficial supplements and fanzines, such as *The Mithraeum*, which acted as the voice of the Mithraic community until its demise in 1994.

VI : MISCELLANEOUS RULES

Traps

Monsters are not everything in a hero's life. During their adventurous expeditions, characters may also run into traps – especially when exploring lost tombs and underground mazes...

Traps Characteristics

Type : A trap may be an indoor trap or an outdoor trap. This distinction is especially important as far as Thieves and Hunters are concerned (see below).

Effect : Each trap has a specific effect : the victim may fall into a pit, get pricked by a poisoned needle, end up buried under an avalanche of stone boulders etc. There are five basic trap effects : direct damage, falling, crushing, poison and entrapment. See below for more details about these effects.

Ratings : A trap has two ratings : a Concealment rating, which reflects how hard it is to detect, and a Danger rating, which reflects how hard it is to avoid. Both are rated from 15 to 20 and act as target numbers, as detailed below.

To randomly determine the various characteristics of a given trap, first roll 1D6+14 twice to determine its Concealment and Danger ratings, then roll 1D6 on the table below to determine its effects :

D6	Indoor Traps	Outdoor Traps
1	Direct Damage	Direct Damage
2	Falling	Direct Damage
3	Crushing	Crushing
4	Entrapment	Crushing
5	Poison	Entrapment
6	Combination*	Entrapment

* Roll again on the following sub-table :

- 1-2 = Falling + Direct Damage
- 3-4 = Falling + Entrapment
- 5 = Direct Damage + Poison
- 6 = Crushing + Entrapment

Detecting Traps

Traps can only be detected by characters who are actively searching for them. Inattentive characters will automatically trigger the trap as soon as they take the required move or action.



Will Krondar the Barbarian make his detection roll ?

Detecting a trap requires a successful detection roll made against a target number equal to the Concealment rating of the trap.

Thieves and Hunters normally add their special Thievery or Hunting bonus to all their detection rolls. As far as traps are concerned, Maze Masters may wish to restrict the Thieves' bonus to indoor traps and the Hunters' bonus to outdoor traps, to reflect the specialized skills of each class.

If a trap is successfully detected, the character will be aware of its presence and general mode of operation, which will usually allow him to avoid taking the action that would trigger the trap.

Avoiding Traps

Traps which have not been successfully detected will be triggered by the first applicable victim.

This victim is allowed a last chance Danger Evasion roll made against a target number equal to the Danger rating of the trap.

Thieves and Hunters do *not* add their Thievery or Hunting bonus to Danger Evasion rolls made to avoid undetected traps.

A successful roll means the character managed to avoid the trap at the last second. A failed roll means the character was not alert or fast enough to avoid the trap : see *Effects of Traps* below.

Depending on the size and working of the trap, its effects may apply to a single victim or to anyone within a certain area etc. Such specifics depend on the physical characteristics of the environment and are left to the discretion of the Maze Master.

Most traps are single-use devices : in other words, they only work once and have to be reset or re-armed in order to function again.



Mmmh... I wonder how that works... (famous last words)

Effects of Traps

Traps may have various effects when triggered :

Direct Damage : The victim suffers 1D6 Hits of damage, caused by stakes, blades, javelins etc.

Falling : The victim falls 10 feet or so and suffers 1D6 Hits of damage. This effect may be combined with Direct Damage above (for 2D6 Hits) if the victim falls on stakes, spearheads etc.

Crushing : The victim is buried under falling boulders, crushed by a massive stone, hingeless door etc for 2D6 Hits of damage.

Entrapment : The victim is trapped into an enclosed space, with no apparent natural exit... This may be combined with Crushing or Falling.

Poison : The victim is pricked by a poisoned needle, blade etc. The effects of this poison can be defined as per the Poison ability of some creatures (see *Maze Masters Guide* p 20). This effect may be combined to Direct Damage, taking the form of poison-coated stakes, spearheads, blades etc.

Disarming Traps

Once a trap has been detected, characters will be able to tell which actions or movements may trigger it (and thus avoid making such actions).

In most cases, this means that the characters will not be able to take a certain course of action (such as opening a treasure chest or passing through a doorway) unless the trap is disarmed.

Thieves and Hunters are the only characters who may attempt to disarm traps. Thieves can only attempt to disarm indoor traps, while Hunters can only attempt to disarm outdoor traps.

In the context of these rules, « disarming a trap » means neutralizing or removing it, depending in on how the trap actually works. Warning : attempting to disarm a trap is a very hazardous activity, even for experienced Thieves or Hunters.

To disarm a trap, the Thief or Hunter must attempt a Danger Evasion roll against a target number equal to the Danger rating of the trap, as per the rules for *Avoiding Traps* (see above). A failure has the usual consequences (the trap goes off) but if the roll succeeds, the trap will be successfully disarmed.

If the roll fails, the trap is triggered but the Thief or Hunter is allowed a Danger Evasion roll against the Danger rating of the trap, as per the usual rules. This last chance roll is not increased by the character's Thievery or Hunting bonus, since the character failed to disarm the trap in the first place.

Given the appropriate time and equipment, Thieves and Hunters may also be able to build or install the same type of traps they can disarm (ie indoor traps for Thieves and outdoor traps for Hunters). These « homemade » traps normally have a Concealment and Danger ratings equal to (14 + character's level).

Special Traps

Maze Masters may wish to pit their players against magical or extremely advanced mechanical traps.

In a typical M&M Bronze Age game world, such marvelous contraptions should remain extremely rare and should always be the works of Derros engineers or long-dead Daeadalus-like inventors.

Such devices always qualify as Indoor Traps. They have the same Concealment and Danger ratings as more common traps but will always be far more difficult to disarm. The target number required to disarm such a trap will be raised by 5. Thus, a mechanically advanced trap with a Danger rating of 16 will have a disarm target number of 21.

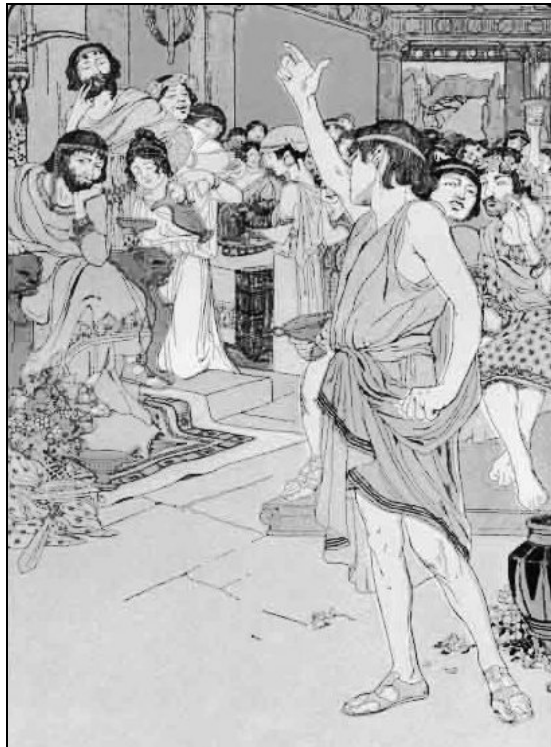
Here are a few examples of special effects magical or advanced mechanical traps may have :

Self-Reload : The trap has a normal Crushing, Direct Damage or Poison effect (or a combination of these effects) but the device automatically reloads or rearms itself after each use.

Fire Trap : The victim(s) of the trap is hit by a burst of flame. Treat as a 2D6 Breath Weapon, which can be avoided with a successful Danger Evasion roll. This may be combined with Self-Reload.

Explosion : KA-BOOM ! The trap explodes when triggered . In game terms, the effects are the same as Fire Trap above, except that everyone in a 2D6 feet radius may be affected. This special effect cannot be combined with Self-Reload.

Gas Trap : The trap lets out a cloud of poisonous gas. In game terms, this has the same effects as Poison, except that everybody in a 1D6 feet radius may be affected by the cloud. In addition, if this effect is combined with Entrapment, every victim will be affected and will have to make a new Physical Vigor saving roll every round against an increasing target number, as per the Drowning rules.



Elethos the Eloquent gets ready for a difficult Influence roll

Influencing NPCs

Influence & Roleplaying

The *Mazes & Minotaurs* rules are extremely concise when it comes to dealing with NPCs in a non-violent manner. In fact, the Reaction table is the only game system related to this topic : everything else is left to the discretion of the individual Maze Master.

While this lack of actual rules might be seen as an incentive for players to roleplay their characters, it also has a few unfortunate side-effects. Good players are not always good actors and most will probably feel more embarrassed than amused by the prospect of roleplaying a seduction attempt or an inspiring public speech, preferring to avoid such opportunities altogether – which is a pity as far as roleplaying is concerned. The purpose of the following optional rules is to resolve such situations using a set of simple game mechanics.

Influence Modifiers

A character's Personal Charisma represents his presence and power of command ; as such, it has a significant impact on first impressions (Reaction rolls) and an even greater impact on the loyalty and morale of the character's followers (Leadership).

But showing presence and authority is not the only way to interact with NPCs – especially if one wishes to go beyond first impressions. Characters who wish to influence NPCs in a significant manner may use three different methods : Intimidation, Persuasion and Seduction, each with its own modifier.

Influence Modifiers

Intimidation = (Will mod x 2) + Luck mod

Persuasion = (Wits mod x 2) + Luck mod

Seduction = (Grace mod x 2) + Luck mod

Intimidation involves bullying, browbeating and coercing NPCs into cooperation, passivity or submission. In this specific case, Trustful or Friendly reactions should be interpreted as cooperative and submissive attitudes. A character's Intimidation mod is equal to his Luck mod plus twice his Will mod.

Persuasion involves using rhetorics, logical arguments and oratory techniques to gain the NPC's favor or attention. The Maze Master may ask the player to deliver a convincing speech (or, at least, to paraphrase it) before making the roll. A character's Persuasion modifier is equal to his Luck modifier plus twice his Wits modifier.

Seduction involves flirting and using various forms of facial and somatic communication to attract the NPC's attention or interest. Seduction only works if the character and the target have compatible sexual affinities (a topic which goes beyond the scope of these rules). A character's Seduction mod is equal to his Luck mod plus twice his Grace mod.

A character's influence rolls may also benefit from his **reputation effect** (see *Players Manua*) ; thus, Centaurs will get an influence bonus equal to their level when trying to influence other Centaurs, while Nobles will get an equivalent bonus when trying to influence people from their homeland.



- Excuse me, are you trying to intimidate me ?

Target Numbers

The target number of an Influence roll is normally equal to **15** but may be modified by various factors which are summarized below.

Loyalty : If the NPC is a follower or servant of another character, this loyalty may, in some cases, make him harder to influence. In such cases, the Leadership of the commanding character is added to the target number. Thus, trying to influence the guards of Skelos the Tyrant (Leadership +8) will require an Influence roll of 23 or more (provided those guards aren't already Hostile).

Resolve : Strong-willed individuals are harder to influence than average persons. NPCs with a Will score add their Will modifier to the target number of Influence rolls made against them. Thus, influencing a character with a Will of 15 (+2) will require a roll of 17+. Conversely, NPCs with a particularly low Will (8 or less) will be easier to Influence, subtracting their Will penalty from the target number.

Deception : Influence may also be used to deceive, or trick NPCs : this usually applies to Persuasion (lying, fast talking, telling tall tales etc) but may also be used with Intimidation (false threats, poker-style bluffs etc) or Seduction (using charm or sex appeal to distract, trick or manipulate someone). In such cases, the target number will also be modified by the NPC's Wits modifier : the more clever the NPC, the more difficult he will be to fool. Like Resolve above, this only applies to Major NPCs, since Minor NPCs do not have attribute modifiers.



- I'm sorry, but *THIS* won't get you an Influence bonus !

Effects of Influence

To make an Influence roll, roll 1D20 and add the player-character's relevant Influence modifier. The roll succeeds if the final total is equal to or higher than the required target number (see below).

Influence can only be used on Trustful, Neutral or Wary individuals ; it has absolutely no effect on Hostile characters and is simply superfluous with already Friendly characters.

A successful Influence roll shifts the NPC's initial reaction by one category (ie from Hostile to Wary, from Wary to Neutral etc) in favor of the character.

A failed roll will actually shift NPC's Reaction one category down (ie turn a Neutral attitude into a Wary one or a Wary attitude into a Hostile one).

Limits of Influence

Depending on the situation, an influence roll might apply to a single individual or to a whole group of NPCs or to any fraction of the group specifically designated by the character. In the latter case (group Influence), a single Influence roll is made for the whole audience but some of its members may have higher target numbers than others (because of their higher Will, Wits etc) : thus, Maze Masters will be able to determine which individuals are affected by a character's Influence roll.

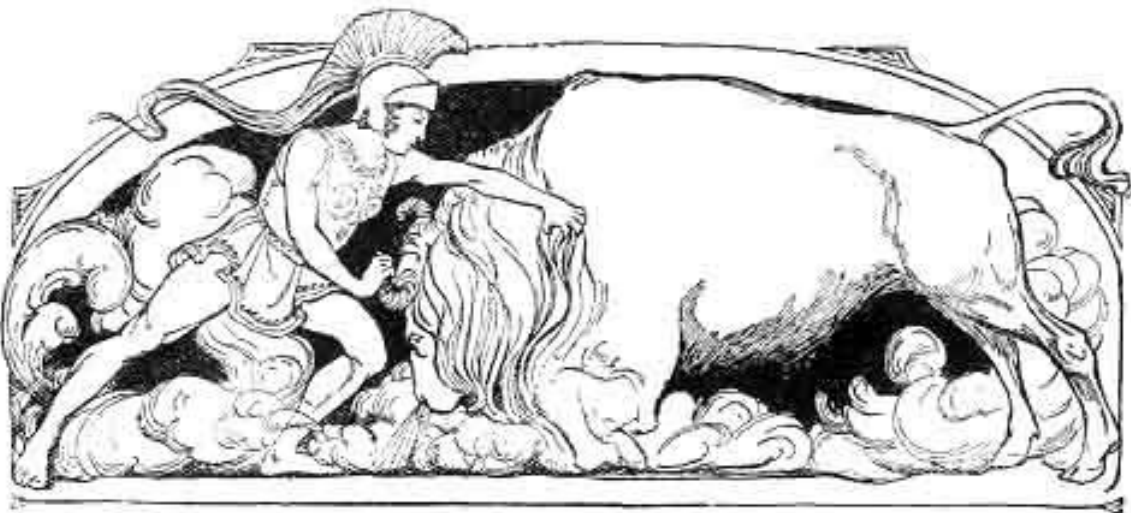
In most situations, the effects of an influence roll will affect its target NPCs as long as they remain in the character's presence – or until a specific event causes them to reconsider their attitude.

As shown by the various modifiers detailed above, most Influence rolls will have high to very high target numbers, making success quite unlikely, except for adventurers with high Influence bonuses.

Remember that the main purpose of these optional rules is NOT to turn every conversation between player-characters and NPCs into a series of dice rolls, but to make things easier for players and Maze Masters when dealing with decisive interactions.

Maze Masters should refrain from calling for Influence rolls every time characters wish to request something from NPCs. First reactions should always be taken into account and Influence rolls should only be called for when characters are *really* trying to Intimidate, Persuade or Seduce NPCs into doing, telling or accepting things that go beyond the normal manifestations of their attitude : Trustful (or even Neutral) NPCs, for instance, won't have to be Persuaded or Intimidated to reveal information they have no particular reason to conceal.

Also remember that influence is not mind control and NPCs are not puppets with no will of their own. Also remember that influence rolls can never be used against Beasts, Monsters, Animates or Spirits, other player-characters, deities or Maze Masters.



Taming 101 MCQ : This fearless adventurer is trying to Tame a Bull (a) by Force (b) by Craft (c) by Charm.

Taming Beasts & Monsters

In most *Mazes & Minotaurs* adventures, the only form of interaction between adventurers and Beasts or Monsters is combat.

Yet, many legendary tales feature heroes who have loyal animal companions or who are required to tame a fantastic creature as some sort of heroic task. This section presents optional rules to deal with such situations between game sessions.

There are three ways of taming a Beast or Monster that has been caught alive : by Craft , by Force or by Charm. Each of these three methods is described in detail in the following sections.

Taming by Craft

Only Hunters, Barbarians and Amazons can tame Beasts (but not Monsters) by Craft.

At the discretion of the Maze Master, this ability might be extended to Shapeshifters (see chapter IV), who have a natural affinity with animals.

To do so, the character must make a Danger Evasion roll versus a target number of 14 plus the creature's Defiance rating. Hunters also add their Hunting bonus to this roll.

A Beast's Defiance rating is equal to the sum of its Ferocity and Mystique modifiers.

Each attempt takes as many weeks as a damage roll for the creature's Size (ie 1d3 for Small animals, 1D6 for a Medium-sized ones, 2D6 for Large ones).

If the natural result of the D20 roll (not counting modifiers) is less than or equal to the Beast's Defiance rating, it can never be tamed (at least by craft) and runs away.

Thus, taming a Lion (Defiance 2, Medium-sized) by Craft will take at least 1D6 weeks and will require a Taming roll total of 16 or more ; furthermore, if the D20 roll is 1 or 2, the Lion will prove impossible to tame and will run away.

During this process, the Beast must somehow be kept in captivity. A character can never have more animals Tamed by Craft than his level.

Taming by Force

Anyone with a Might of 13+ can tame a captured Beast or Monster by Force. Since it relies on physical strength, Taming by Force is the favorite taming method of most Barbarians and Centaurs.

Only Medium-sized or Large creatures may be tamed in this way.

Creatures have a **Force** rating which measures their resistance to his form of taming. This rating is simply equal to 2 plus the creature's Melee modifier (which is a direct reflection of its Size and Ferocity).

Thus, a Bull (Melee +4) has a Force of 6, while a Giant Boar (Melee +6) has a Force of 8.

To tame a Beast or Monster by force, the character must wrestle the creature, according to the standard wrestling rules, and pin the creature down for a number of consecutive rounds equal to its Force.

This operation must be repeated for a number of consecutive days equal to the creature's Force rating. Between these shows of force, the Beast or Monster must be held captive somehow.

Note that most Beasts and Monsters will attack the tamer if the grapple fails or if they manage to break free before the required number of battle rounds has passed, making this method quite hazardous.

Taming by Charm

Lastly, Nymphs (and only them) can try to tame Beasts and Monsters by Charm, using the powers of their preternatural charisma.

This can only be attempted with creatures from the Nymph's natural environment - sea creatures for Nereids, woodland beasts for Dryads etc.

This process starts with a Reaction roll, using the Nymph's Personal Charisma as a bonus and the creature's Ferocity as a penalty (-1 if Aggressive, -2 if Dangerous and -3 if Deadly).

The taming process may only continue if this roll results in a Friendly reaction.

If this is the case, the Nymph must then spend a number of days in the company of the creature to create and reinforce this new bond of friendship. This number of days is equal to the creature's damage roll (1D6 days for a Medium creature or 1d3 for a Small one, for instance).

When this period is over, make a second Reaction roll with the same bonuses and penalties as above.

Friendly : The creature is Tamed.

Trustful : Try again, with a +2 bonus.

Neutral : Try again.

Wary : Creature runs away, presumably forever.

Hostile : Creature attacks (with surprise).

While trying to tame a creature, the Nymph must live in the wilds near it. The maximum number of creatures Tamed in this manner a Nymph may have at her command is equal to her Personal Charisma. Large creatures count as 2 and Gigantic ones as 4.

Thus, a Nereid who meets a Sea Serpent and gets a Friendly reaction (despite the -2 Ferocity penalty) may try to become its friend. This will take her 3D6 days (since the Sea Serpent is Gigantic). She will then have to make a new reaction roll (with the same -2 penalty for Ferocity) : if she gets another Friendly result, the Sea Serpent will be Tamed.

Loyalty of Tamed Creatures

After being tamed, a creature will be obedient enough to follow its master around, as long as it is given enough food. Its loyalty and morale may be tested like those of a human follower, using the same die (D10) and the same procedure ; the score being tested, however, is not the tamer's Leadership but a special **Bond** rating.

A tamed creature's **Bond** rating is equal to the sum of the tamer's **Will** and **Luck** mods and must also be modified according to the taming method used : -2 for Force, 0 for Charm and +2 for Craft. This rating is also reduced by 1 for all Monsters.



The Nereid and the Sea Serpent (see example above)

A creature's Bond will have to be tested whenever the creature meets a Fearsome foe or something it is afraid of. Most Beasts (but few Monsters) fear fire and very loud noises as well, so encountering these things can also call for a Bond check.

A tamed creature that fails a Bond check will flee for 1D6 hours. At the end of this period, a new check must be made. If it fails, the creature will simply not return to its master from its own initiative.

If the character manages to find the creature by himself, a third check will be made.

If it succeeds, the creature will come back to its master as soon as it can detect his proximity. If this third Bond check fails, the creature will no longer obey and will have to be Tamed again.

As the tamer's Will and Luck increase, so will the Bond of his Tamed companions. Those with a Bond of 10 or more are completely loyal to their master and will never have to test their Bond.

Lastly, it should be noted that cities, citadels, temples and noble domains will not let characters enter if they have a Monster with them, unless they get a Trustful or Friendly reaction. In such cases, each Tamed Monster following a character will give him a Reaction penalty equal to the creature's Melee modifier (which reflects its Size and Ferocity).



A graceful Huntress with her majestic companion

Training Tamed Creatures

Tamed creatures can be taught Tricks. This takes 1D6 months per Trick and requires a roll to see if the creature accepts the training. Roll 1D6 and add its Cunning modifier, with an extra bonus of +1 for each Bond point over 10. The creature learns the Trick if the total is equal to or greater than the Difficulty of the Trick. Otherwise, the creature does not learn the Trick and will be forever unable to do so. Here are the most common Tricks, with their Difficulty ratings.

Attack (4) : Order to attack a designated target.

Draft Beast (5) : The creature can now pull a suitable vehicle. A Loyalty check is made when it is yoked, and whenever he attempts a Perilous Feat.

Guard (5) : The creature calls out when a place it is guarding is disturbed (make Detection rolls if necessary). The owner must either be present or the creature must have been taught to Stay.

Heel (5) : Order not to attack a designated target.

Message (7) : The creature can carry a message to its home or any person it accepts as its owner.

Mount (4) : The creature can now be ridden. A Loyalty check is made when the owner mounts, and whenever he attempts a Perilous Feat.

Other Owner (5) : The creature accepts another person as its owner as well. It will always have a -1 penalty on all Bond checks, though. Note that anyone can acquire a tamed Beast in this way.

Protect (7) : The creature will automatically Guard (it must know that trick) its owner when he falls asleep, loses consciousness etc.

Save (7) : The creature must be able to swim; on orders, it will attempt to rescue a drowning person.

Search (5) : The creature actively helps searching for something (making detection rolls).

Stay (6) : The creature stays in one place for up to a day. Each hour after that calls for a Bond check.

Expert NPCs

Experts are Minor NPCs with a superior degree of expertise or mastery in a specific field. In game terms, all Experts are treated as Non-combatants : they only have 4 Hits, cannot attack and are not entitled to saving rolls but all of them have a special ability reflecting their expertise, as detailed below.

Navigators

These NPCs are expert, well, navigators and ship pilots. Unlike most sailors, they do not qualify as fighters but have a special expertise bonus ranging from +2 to +4 (roll 1D3+1) that is added to all Danger Evasion rolls made to protect a ship from storms and other natural sea hazards (such as dangerous reefs etc). A ship may only benefit from the skills of one Navigator at the same time.

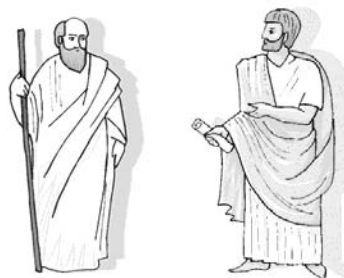
In addition, a Navigator will be able to predict the weather of the day with a % accuracy equal to 25 times his expertise bonus (eg 75% for a bonus of +3) : roll 1d100 and give a wrong prediction in case of failure. A Navigator can usually be hired at a daily fee equal to (9 + expertise bonus) silver pieces.

Physicians

Physicians are doctors, surgeons and healers. In game terms, their skills have the same applications and effects as the Healer background talent (see chapter I). Most of them are sedentary individuals and will not accept to follow adventurers on quests or expeditions. The cost of their services usually varies according to the nature of the said services. Those who are hired on a weekly basis (to aid the convalescence of a wounded character etc) usually take a weekly fee of around 20 silver pieces.

Sages

Sages have an extensive knowledge similar to the Scholar background talent (see chapter I). Maze Masters are free to decide that some questions are simply beyond a sage's vast knowledge or can only be answered by a specific sage. Sages tend to be very sedentary individuals and will usually refuse to go on quests and expeditions (even for knowledge's sake) – but they are often willing to freely share their knowledge with those who come to them.



Where is the Navigator ? asks the Sage to the Physician



Two Philosophers debating about Magic and Logic

Philosophers

Philosophers are intellectually-focused NPCs who study, teach and profess complex doctrines about Free Will, True Reason, Universal Logic and other concepts which tend to make them quite unpopular with Priests (and deities).

Philosophers are quite rare and can usually only be found at the courts of the more enlightened kings (acting as teachers, scholars or even mentors) or in the largest cities, although some of them chose to live as in the wilds as Hermits. With the exception of Hermits (and the rare, misanthropic Cynist), most Philosophers will usually be surrounded by a more-or-less numerous circle of disciples, who study under their tutelage but do not have the special abilities described below (until they are enlightened and mature enough to become true Philosophers themselves, which is actually extremely rare).

In game terms, all Philosophers have the same characteristics as Non-combatant Minor NPCs (4 Hits, no attack)... but they also have a single, unique ability which seems to defy the laws of mythical reality : they are completely immune to all forms of magic targeted against them, regardless of the magician's Mystic Strength or powers.

For Philosophers, Logic is the cosmic opposite force of Magic. Their belief in Free Will gives them an unfailing Mystic Fortitude against Sorcery, Nature's Gifts, Poetic Magic and other mind-affecting or emotion-based forms of magic, while their belief in True Reason makes them immune to the Divine Prodigies of Priests. And since they also believe in Mind over Matter, Philosophers are also immune to all forms of Elemental Magic. This imperviousness to magic, however, also has a big downside, since it makes Philosophers immune to all friendly forms of magic as well (such as divine blessings or the various types of magical healing).

The only forms of magic that are unaffected by the Philosophers' immunity are the powers of the Gods themselves (so beware Divine Interventions...) and, for some strange arcane reason, the Petrification ability of creatures such as Gorgons, Basilisks and Cockatrices (so much for Mind over Matter).

2007 Edition Comments

Miscellanea Unbound !

As its title implies, this chapter collected various bits and pieces that could not be put elsewhere. As such, it had that particular hodge-podge quality typical of so many old-school supplements.

The rules for Influencing NPCs (which spawned the diplomacy-heavy *Palaces & Politics* variant of M&M) and Taming Creatures (which were especially popular with players of Hunters and Amazons) were taken from the OM&M *Unveiled Addenda* supplement, but were also carefully Revised before being included in the *Companion*.

The rules on Traps were a revised and expanded version of an old *Griffin* article. Many Maze Masters felt that these should have been included in the *Maze Masters Guide* – but they were probably left out for space reasons (“Nah, come one...”). The section on Expert NPCs also came for the pages of *Griffin* but this one was actually shortened (the original article detailed dozens of specialized hirelings of dubious utility, such as professional flute players, masseurs and lawyers).

Revenge of the Philosopher

And then there was the Philosopher. What has started as a joke in an April's fool issue of the *Griffin* was now an official (if optional) element of the M&M universe – which caused quite a bit of uproar and incomprehension among the most “serious” members of the M&M community (“*Why on Mythika did you do such a thing ? Have you gone insane ?*”, “*Oh no ! Not that stupid Philosopher again !*”, “*What's next ? Rules for jesters ?*” etc etc), despite a few (okay, just one) enthusiastic reaction(s) (“*At last ! The Minotaurian Weltanschauung is now complete !*”).

Even though the class has been stripped of most of his original silliness and was now strictly limited to NPC-dom, I must admit I was very skeptical at first... until one of my Maze Master friends created a scenario that took advantage of the Philosophers' immunity to magic : it was about an evil Sorcerer who, under a false identity, had managed to Enslave a powerful king and all the closest members of his entourage – except one, the local court Philosopher, whose last resort was to recruit a band of valiant adventurers (including a Priestess of Athena !) to free the kingdom from the Sorcerer's domination. And I must say it was one of the most memorable sessions I've ever played – there was court intrigue, sorcerous machinations, sword-and-spear fights in the corridors of the royal palace, betrayal, tragedy and a fascinating final conversation (once the kingdom has been saved, the Sorcerer defeated and the order restored) between the Philosopher and our Priestess about Men, Gods, the Universe and Life in General. And not a single Monster.

Appendix : WARFARE RULES



Ah ah ! Rejoice, companions ! At last, rules for the ancient art of warfare and massive mayhem !

Epic Battles

Large-scale battles often occur in the mythic tales, novels and movies from which M&M draws its inspiration – just think of Homer's *Iliad* or J. R.R. Turquine's *War of the Kings* celebrated trilogy; yet, such epic battles (or even large skirmishes) can hardly be simulated using the standard M&M combat rules – just imagine rolling 1000 attack rolls to resolve a single round of battle !

The following section presents a very simple system that can be used to resolve such grand-scale events as a part of a *Mazes & Minotaurs* scenario without getting lost in technicalities or complex tactical considerations – remember that M&M is not, has never been and never will be a wargame.

Armies & Troops

Troops & Regiments

An army is composed of troops. These troops may be divided into smaller regiments. In the context of these rules, the word "regiment" simply refers to any number of men (or other beings) fighting together.

Regiments are usually composed of troops with similar characteristics and equipment (ie archers, hoplites, cavalymen, centaurs etc) but this is by no means mandatory. Every type of Folk described in the *Creature Compendium* may be used as troops.

Monsters may be integrated into an army, but only as *Unique Opponents*, as detailed in the section of the same name. Humanoid Animates like Skeletons or Automatons may be used as troops but are often subject to special rules, as detailed in the following sections. Spirits can never be used as troops.

Combat Factor

Each type of troop has a different Combat Factor (CF), which represents its overall martial prowess, independently of its numerical size. Combat Factor takes into account the troops' natural or trained fighting ability, their equipment as well as various other factors detailed below.

The Combat Factor of a specific troop type can be calculated from its characteristics as given in the *Creature Compendium*, using the following formula :

$$CF = (2Fer + Eq + SA) \times \text{Size Factor}$$

2Fer refers to twice the being's **Ferocity** mod.

Eq refers to **Equipment Bonus** : each piece of protective equipment (shield, helmet, breastplate) adds a +1 bonus to a creature's CF. Troops who fight with two-handed weapons also get a +1 bonus.

SA refers to **Special Abilities**. Each Special Ability which directly enhances the troops' physical or martial capabilities adds a bonus equal to one-fifth of its Glory award. This only applies to the abilities listed below (with their corresponding CF bonus) :

Breath Weapon (+4)	Multiple Heads (+2)**
Charge into Battle (+1)	Natural Armor (+2)
Crushing Missiles (+2)	Regeneration (+2)
Fearsome (+2)	Supernatural Vigor (+2)
Invulnerability (+4)	Tough Skin (+1)
Lightning Fast (+2)	Trample (+1)
Marksmanship (+1)*	Uncanny Agility (+2)
Mindless (+1)	Winged (+1)
Missile Weapons (+1)*	

** These bonuses should be only counted for troops armed with bows. The effects of single-use missiles like javelins are simply ignored in large-scale battles.*

*** per extra head.*

Lastly, the final Combat Factor of a troop type must be multiplied by its **Size Factor**, which is the same as the one used to calculate Glory awards : Tiny = 1/10, Small = 1/5, Medium = 1, Large = x2, Gigantic = x5). Do *not* round fractions at this stage.

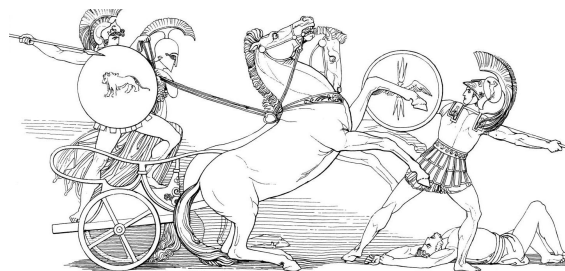
As an illustration of how this system works, let us calculate the Combat Factor of four Folks described in the *Creature Compendium* :

Human Soldiers : Their Aggressive Ferocity gives them a CF of 2; full military equipment (shield, helmet and breastplate) adds +3 and their only special ability is Charge into Battle (+1). This gives them a final Combat Factor of 6.

Centaurs : Aggressive (+2), no shield or armor (0) but a lot of special abilities : Charge (+1), Missile Weapons (+1), Supernatural Vigor (+2), Trample (+1) and Uncanny Agility (+2), for a final CF of 9. This assumes that these Centaurs are armed with bows; if they only had melee weapons (or javelins), the Missile Weapons ability would not be counted, reducing their CF to 8. Lastly, if these Centaurs fought with shields, helmets and breastplates, their Combat Factor would be raised by +3.

Myrmidons : Dangerous (+4), shield, breastplate & helmet (+3), Supernatural Vigor (+2) and Uncanny Agility (+2); this would give them a formidable CF of 11 if they had human size, but their Tiny size divides this by 10, for a final result of 1,1 (which is not bad for 1' tall soldiers).

Tragos Marauders : Aggressive (+2), shield (+1) but no helm or breastplate, Charge into Battle (+1). This gives them a final Combat Factor of 4.



Special Troops

Archers are the only types of troops which can benefit from the *Missile Weapons* or *Marksmanship* special abilities in a large-scale battle. The effects of javelins and other missiles are simply integrated into the normal resolution system of the battle round, just like melee weapons.

Cavalrymen have a Combat Factor equal to their own CF plus the CF of their mount. Standard horses have a CF of 4 : +2 for Aggressive Ferocity, +1 for Charge into Battle, +1 for Trample. Thus, a heavy, fully-armored cavalry unit will have a Combat Factor of 10 (6 for the rider and 4 for the horse).

Chariots follow the same principle : add the CF of the two horses to the CF of the warrior in the chariot, with an extra +1 bonus for the protection and cover provided by the chariot. The driver does not add anything to this total. Thus, a chariot drawn by two horses (CF 8) and carrying a fully armored fighter (CF 6) will have a total CF of 15.

Regimental Strength

Each regiment has a Strength total which is equal to its numerical size multiplied by its Combat Factor.

Thus, a regiment of 100 soldiers with a Combat Factor of 6 will have a Strength total of 600.

The distribution of available troops into different regiments is entirely left to the decisions of the commanding general. Our regiment of 100 soldiers, for instance, could be split into two regiments of 50 men (each of which would have a Strength of 300).

A single regiment may even include troops with different characteristics and equipment : thus, a joint-force of 100 human soldiers (Combat Factor 6) and 50 Centaurs (Combat Factor 8) would have a combined Strength total of 1000 (600 for the human soldiers, plus 400 for the Centaurs).

This system also allows Maze Masters to take into account the superior quality of small bands of elite fighters within larger regiments (such as a handful of Sagittarians among a regiment of Centaurs).

The Strength of an army is equal to the sum of all its troops Strength. Thus, a joint force of 100 human soldiers (Strength 600), 100 myrmidons (Strength 110) and 50 Centaurs with bows (Strength 400) will have an overall Strength of 1110.

Unique Opponents

Monsters, major NPCs and player-characters may also be included in regiments but qualify as *unique opponents*. As such, they are subject to special rules and restrictions.

Such opponents do not form regiments of their own kind (forget about entire regiments of Giants or Chimeras...) but can be integrated into an existing regiment, either as leaders, champions or brothers-in-arms (for player-characters and major NPCs) or as special support (for Monsters).

For Monsters, simply calculate the creature's CF using the method given above for creatures and add it to the overall Strength of the regiment.

Player-characters and major NPCs who take part in a large-scale battle can also be given an individual CF to be added to their regiment's overall Strength.

This individual Combat Factor is simply equal to the character's Melee mod with the usual equipment bonus of +1 for each piece of protective equipment (helmet, shield or breastplate), with an additional bonus for warriors : +2 for Spearmen and Centaurs, +1 for Nobles, Barbarians and Amazons.

Thus, our old friend Pyros the Spearman, with his Melee mod of +5 (at level 1), his class bonus (+1) and his complete spearman equipment (+3) would have an individual CF of 9.

At the Maze Master's discretion, some mythic items may grant an additional +1 to a character's CF.

Regardless of their category, unique opponents will *never* be subject to group Morale effects or troop losses. Even on a battlefield, Monsters can only be dealt with in classic combat, using the standard M&M combat rules.

For the fate of major NPCs and player-characters taking part to a large-scale battle, see the *Heroic Phase* section later in this chapter.

Morale & Command

An army's **Morale** rating is normally equal to the Leadership score (see *Players Manual*, p 47) of its General but this may be modified before the battle, as detailed in *Before the Battle* below.

The two major exceptions to the Morale rules are Hordes and Animates.

Hordes are armies which are composed of savage, fanatical fighters. Most Beastmen (Tragos, Boarmen etc) will fight as Hordes. Hordes do not need a General, do not have a Morale score and thus do not need to make Morale checks – see the *Morale Phase* section below for more details.

Animates (and other Mindless creatures) do not have morale and always fight to the "death".



Time for an inspiring speech...

Before the Battle

Omens

Before battle, a General can prepare a ritual to ask the favour of the gods. Roll **2D6**, add the General's **Luck** mod and check the table below. If a Priest is present, add the Priest's level to the result as well.

The final result may affect the troops' Morale (which is based on their General's Leadership, as noted above) for the battle to come :

2 or less = Very bad omens (-2 Morale)

3-5 = Bad omens (-1 Morale)

6-8 = No answer or uncertain omens

9-11 = Good omens (+1 Morale)

12 or more = Very good omens (+2 Morale)

Morale cannot be reduced below 1 by bad omens.

Oratory

Before the battle (and after these auguries), the General (or, if applicable, any player-character with a reasonable Leadership score) may also try to make an inspiring speech to boost (or revive) the troops' Morale. This is not necessary if the omens are already *Good* or *Very good*.

Such a speech is resolved as a Reaction roll on the NPCs Reaction table, using the usual 2D10 and adding the speaker's Personal Charisma (and his reputation effect, if applicable) to the roll.

The speaker will be able to inspire his troops on a Trustful (+1 Morale) or Friendly (+2 Morale) result. Thus, a charismatic leader may be able to offset the effects of uncertain, bad or very bad omens.



Round Sequence

Battles are resolved in one-hour rounds. Each round of mass combat is resolved as follows :

1. Strategic Phase : Commit troops and calculate the **Strength** and **battle modifier** of each force.

2. Tactical Phase : Each side selects its degree of **Tactical Risk** (see below). The sum of these two ratings is called the **Massacre Factor** and will be used to compute casualties during the next phase.

3. Resolution Phase : Each side rolls 1D20 + battle modifier. Compare the results, apply the appropriate effects and calculate the losses suffered by each side according to the current Massacre Factor (MF).

4. Heroic Phase : Determine the individual fate of participating **player-characters** and major NPCs.

5. Morale Phase (if needed) : Make Morale checks.

6. Retreat Phase (if needed).

Each of these phases is detailed below.

Strategical Phase

At the start of each round, the general of each army decides which regiments he wishes to commit to battle during the round. Depending on his overall strategy, he may commit all his available troops or keep some regiments between the lines of battle to use them as reinforcements in later rounds.

The regiments committed to battle are collectively known as the **force**, while the troops left behind the lines are called the **reserve**. This distinction does not apply to Hordes, which always fight with all their available troops.

The **battle modifier** of each force must then be calculated. This modifier encompasses the following factors : Superiority, Position, Morale and Fatigue.

Superiority

Superiority represents the advantage provided bigger numbers and/or better troops. This modifier is determined on the table below by comparing the Strength totals of each side. The force with the greater Strength total receives the indicated bonus.

Strength Ratio	Bonus
Less than 1.5 to 1	0
At least 1.5 to 1	+1
At least 2 to 1	+2
At least 3 to 1	+3
At least 4 to 1	+4
At least 5 to 1	+5
At least 6 to 1	+6
At least 7 to 1	+7
At least 8 to 1	+8
At least 9 to 1	+9
10 to 1 or more	+10

Thus, a force of 200 human soldiers (Strength 1200) against 50 centaurs (Strength 400) would receive a +3 Superiority bonus.

The Superiority bonus will have to be recalculated at the start of each round, since the losses suffered by both sides may change the Strength ratio.

Morale

Force has higher Morale score	+1 *
Force is defending its own ground, city etc	+1
Force has already beaten this foe before	+1

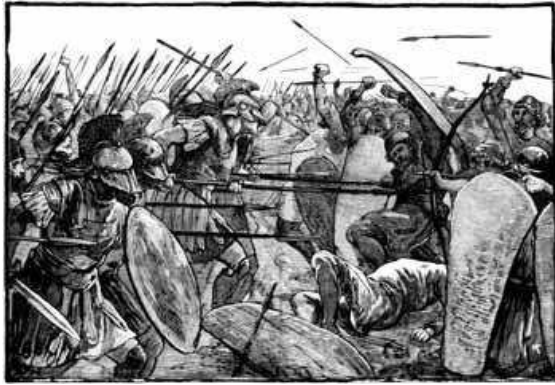
These modifiers never apply to Hordes or Animates.

Position

Each side may receives various position modifiers, reflecting terrain and other circumstances :

Fighting on higher ground	+4
Defending a narrow pass or river bank	+4
Attacking by ambush	+2
Defending in mountains, hills or behind walls	+2
Fighting in the snow or on sand	-2 *
Fighting in swamp, marsh etc	-4 *
Army with cavalry in mountains, hills etc	-4

** Troops that act in their natural environments (ie Swamp Folk in swamps etc) do not suffer this penalty. At the Maze Master's discretion, such troops may even receive a +2 bonus when fighting in their natural milieu.*



Come on, lads ! I want you all on Tactical Risk 3 !

Fatigue

Force is moderately fatigued	-2
Force is seriously fatigued	-4

Fatigue is an optional factor and is left at the Maze Master's discretion. As a rule of thumb, a regiment may be treated as moderately fatigued if it has fought for a number of consecutive battle rounds greater than its Combat Factor and seriously fatigued if it has fought for a number of consecutive rounds greater than twice its CF. Creatures with Supernatural Vigor and all Animates are completely immune to the effects of fatigue.

Calculating Battle Modifiers

Let's suppose a force of 50 human soldiers are defending a small town against a horde of 200 Tragos raiders. The human soldiers (CF 6) represent a Strength total of 300, while the 200 Tragos (CF 4) have a Strength total of 800.

Superiority : The Strength ratio clearly advantages the Tragos raiders, who outnumber the humans by more than 2 to 1 (but less than 3 to 1). This gives them a +2 Superiority bonus.

Morale : The human soldiers are led by a valorous Noble with a very high Leadership, but this has no effect since the Tragos fight as a Horde. Still, the soldiers are defending their own land, which gives them a Morale bonus of +1.

Position : The humans are defending behind walls, which gives them a +2 bonus.

Fatigue : None of the two forces suffer from fatigue at the start of the battle.

So, in the end, this gives the human soldiers a battle modifier of +3 (for defending their own city behind walls), while the Tragos marauders get a battle modifier of +2 due to their greater numbers). Thus, the human defenders start with a slight advantage – but this situation might change quite easily during the battle, especially if they suffer heavy losses...

Tactical Phase

Tactical Risk

Each round, the General of the army decides the degree of Tactical Risk he imposes on his troops. In game terms, Tactical Risk is rated from 0 to 3, according to the following scale :

0 = Minimum Risk. The troops concentrate exclusively on defensive maneuvers and positions ; the main goal of the General is to suffer as few casualties as possible.

1 = Average Risk. This is the default choice, mixing a more-or-less balanced choice of offensive and defensive tactics.

2 = High Risk. The troops privilege attack over defense, trying to inflict as much damage as possible to the enemy, even if this puts its own troops in serious danger.

3 = Maximum Risk. This extreme choice usually reflects a desperate or fanatical attitude and usually results in maximum bloodshed on both sides.

Tactical Risk is chosen by the General of the army. Forces which have lost their General and are left without a leader (see *Losing the General* below) automatically fight at Maximum Risk.

For Hordes, the Tactical Risk must be rolled randomly each round on 1D3. Thus, Hordes never fight at minimum risk.

Massacre Factor

Once each side has chosen its degree of Tactical Risk, the two ratings are added together to give the **Massacre Factor** (MF) of the current round : the higher the MF, the bloodier the fight (see *Resolution Phase*, below).

Thus, if one army selects Maximum Risk (3) and its enemy Average Risk (1), the battle round will have a total Massacre Factor of 4.

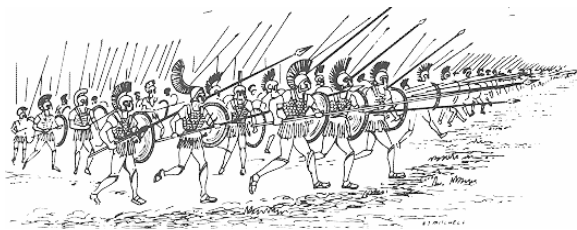
Resolution Phase

Basic System

Roll 1D20 for each army, adding its current battle modifier. If the army's General has the Tactician talent, roll two D20s and use the highest one. The army with the higher total wins the battle round.

The direct consequences of this are detailed under *Losses* below. If the winner beats the loser by 10 or more, he will receive an extra benefit (see below).

If both battle rolls are exactly equal, simply re-roll to break the status quo.



The Hoplites of Heraklia charging : this is Herakliaaaaa !!!

Losses

The losses suffered by each side are calculated according to the current Massacre Factor (MF) :

Losing Side's Losses = MF x 10%

Winning Side's Losses = MF x 5%

If the winner's battle roll beat the loser's roll by **10** or more, the army's General may decide to either **increase his enemy's losses** by one-half (making them equal to MF x 15%) or to **decrease his own losses** to a negligible (0%) level. A difference of 10+ between the two battle rolls will also place the General of the losing army in danger (see below).

Losses are expressed in percentile proportions ; thus, losses of 20% mean that the army loses 20% (one-fifth) of its current troops. Drop all fractions when calculating losses.

For simplicity's sake, these losses are equally distributed between all the regiments of the current force (the reserve being unaffected). One-half are dead, the other half are seriously wounded and incapacitated for the rest of the current battle.

The only exceptions to this rule are **unique opponents** (such as Monsters and player-characters) who are never counted among the general losses suffered by their force.

Losing the General

Whenever a force loses a battle round and its roll is beaten by 10 or more, its General is in danger. This character must then make a Danger Evasion roll (target number 15) to avoid being captured by the enemy. Captured generals may be either held captive or put to death, depending on the goals of the enemy. These rules only apply to NPC Generals. PC Generals follow the usual rules given in the *Heroic Phase* section below.

In all cases, a captured or incapacitated General can no longer lead the force, which will have disastrous effects on its Morale (see below), unless a second-in-command takes the lead. Having no General, Hordes are immune to this kind of disaster.

Any warrior player-character or major NPC with a Leadership score of 2 or above can qualify as a General or second-in-command.

Followers & Major NPCs

As Minor NPCs, personal followers and retainers should be included in the % losses determined in the Resolution Phase, according to the usual rules of loss distributions. Thus, if a player character fights with his followers and their side suffers 20% losses, these losses will also include 20% of the character's followers (which will have no effect if his followers are less than five, since all fractions are dropped when calculating losses).

At the Maze Master's discretion, the Battle Wounds rule from the Heroic Phase may also be used to determine the fate of major NPC allies or foes (including Generals who have survived the previous phase).

Heroic Phase

This phase determined the fate of player-characters participating in the battle.

Battle Wounds

Regardless of the outcome of a round, a character who actively participates in a mass battle may be injured. Simply compare the enemy army's battle roll to the character's melee **EDC**, as if the battle roll was an attack roll. If the roll is equal to or higher than the character's EDC, the character will lose **1D6** Hits. If the roll beats the character's EDC by 10 or more, this battle damage is raised to **2D6** Hits.

Feats of Arms

As long as a player-character can fight, he may accomplish feats of valor which may bring him Glory (if he is a warrior) and which may even affect the fate of the battle itself.

After the injuries have been recorded, roll 1D20 + the character's Melee modifier. If the total is equal to or higher than the enemy army's battle roll, the character gains a number of Glory points equal to 20% (one-fifth) of the enemy army's current Strength. If the total beats the enemy army's battle roll by 10 or more, this Glory award is doubled and the valorous deeds of the character even inspire his side's troops, boosting their Morale by +1.

Morale Phase

This phase only occurs if Morale checks need to be made. Forces who have lost their General have an effective Morale of 1.

A force which has lost more than **50%** of its original numbers (not Strength) must check Morale at the end of every battle round.

Roll **1D10**. If the result is equal or less than the force's Morale score, the army holds fast; if the result is higher than the force's Morale, the force routs and leaves the battlefield, suffering an extra loss of **20%** of its remaining troops in the process.

Having no Morale score, Hordes never need to make Morale checks – but they will automatically disband and rout if reduced to 20% (one-fifth) of their original numbers. Animates never need to make Morale checks and always fight to the “death”.

Retreat Phase

At the end of a battle round, the General of an army may decide to Retreat. This requires an extra Morale check, resolved according to the usual rules (see Morale Phase above).

A successful check allows the force to withdraw from the field without suffering significant extra losses, while a failed check means the troops rout, leaving the battlefield in complete panic, suffering 20% extra losses in the process.

In both cases, troops which have retreated or routed are out of the battle and may not be re-affected to the reserve : if no reserve troops are available, the army is defeated and the battle is over.

Sieges

Sieges are resolved in a slightly different way : each battle round represents one day (instead of one hour) and all losses are divided by 5.

The defenders receive a +2 position bonus (for defending behind walls); this bonus may be raised to +3 or even +4 if the fortifications are especially impregnable. The attackers may receive a similar +2 to +4 tactical bonus if they are using siege engines (ballistas, catapults etc) but it should be noted that such machines are a rarity in most M&M worlds.

When a besieged army has used all its food and water provisions, it becomes *Seriously Fatigued* and loses a cumulative 5% of its troops for each day gone by without food and water after the first (5%, then 10%, then 15% etc). Lastly, defenders in a siege cannot try to retreat and “rout” results must be interpreted as surrendering the city to the enemy.



2007 Edition Comments

The Warfare Rules

According to most reliable accounts, these mass combat rules were added to the *Companion* in the final stages of its development – which explains why they are presented as an Appendix rather than as a normal, regular chapter. They are actually a heavily-revised and greatly simplified version of a system written by Luke G. Reynards for his famous *Twists in the Maze* column in the *Griffin*. Here are the opening words of the original article, in Luke's own, inimitable voice :

“So, you are tired of mazes. As a kid, you kept dreaming of honor on the battlefield while reading the Iliad and you just finished watching Bakshi's animated version of “Lords of Troy”. However Bakshi's version sucked (we can only hope for something better in the future) LOTR really struck a chord and you are just dying to bring the clash of battle in your M&M games.”

And indeed, these rules were welcomed by the M&M community... but they also gave all those ex-Wargamist columnists and critics, who had always hated M&M, a new reason to rant and rave at conventions or even in the Letters column of *Griffin* about How & Why M&M Was a Disgrace to Simulation Gaming. Here is a small florilegium :

“You call this a mass combat system ? Well, we all know that, to quote your own words, “M&M is not a wargame” so you should really have spared you the ridicule to publish THIS.”

“Where are the rules for formation changes ? Facing ? Siege engines ? Slingers ?”

“The degree of randomness and simplification found in these rules simply makes them irrelevant as tactical simulation rules – and is that not what mass combat systems are all about ?”

“It would have been a far better idea to design a conversion system allowing gamers to use M&M creatures and characters with a real, serious wargame about ancient warfare, such as ‘Hoplite Phalanx’, ‘Battles of Alexander’ or ‘Trojan War’. Don't you people never play wargames ?”

“Lastly : where are the bloody NAVAL COMBAT rules ? As if your ludicrous sailing rules were not enough ! What do you folks against ships ?”

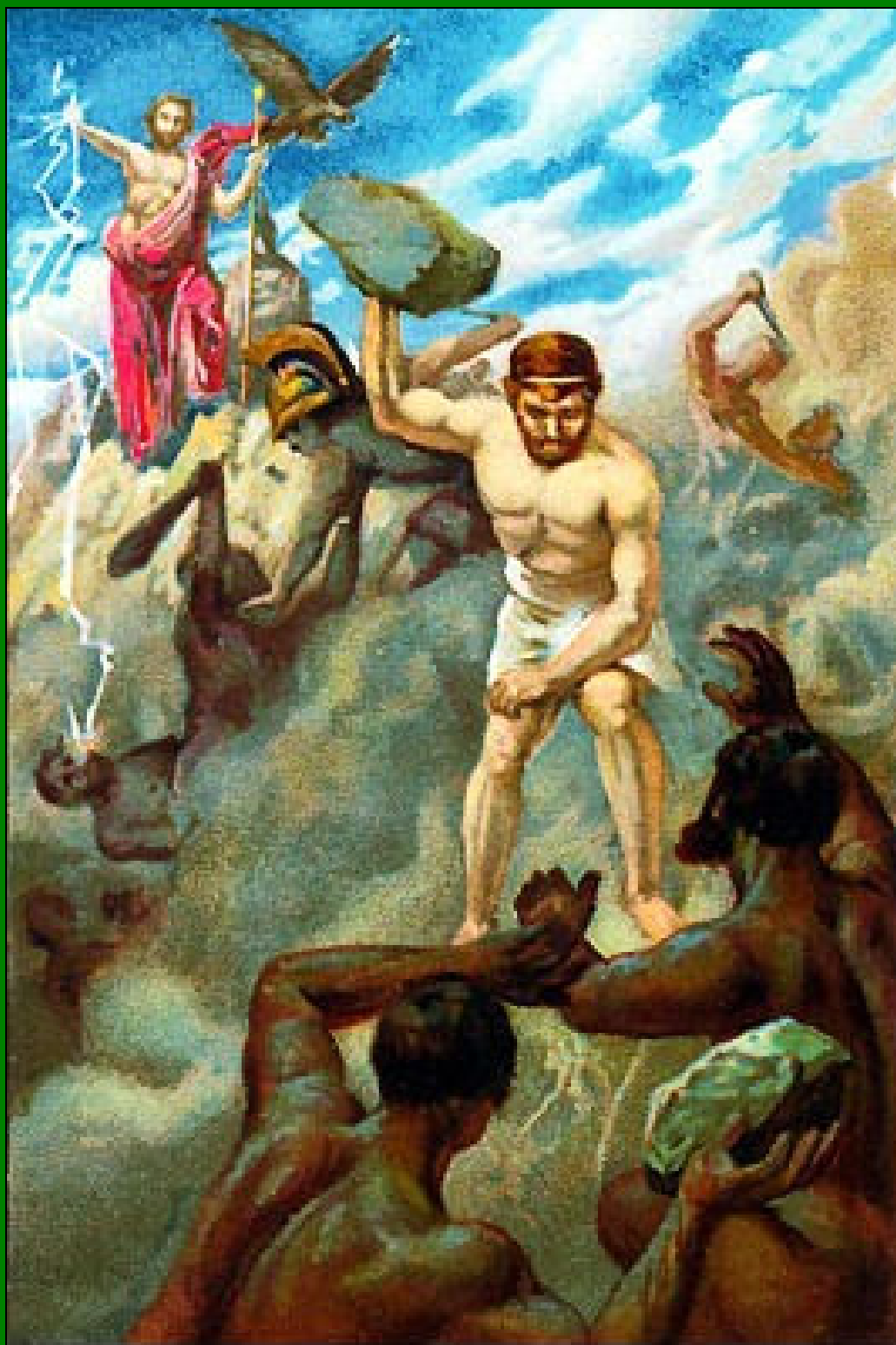
Editor's Closing Words

Uh, last page, already ? Well, that's all, folks... for now ! Stay tuned for more free M&M goodness coming very soon from Legendary Games Studio, including some never-published-before material !

A hearty Minotaurian salute to you all !

MYTHIC MANUAL

An Exciting and Groundbreaking Resource for the Mazes & Minotaurs RPG



Written by FRED RIGGBY

MINOTAUR PRESS

Prolegomenon (It means *Foreword* in Greek)

According to the basic Mazes & Minotaurs rules, characters' advancement is limited to level 6 : once adventurers have become Mythic Heroes or Magicians, they reach the peak of their development as RPG characters and can only expect to retire or die during one of their last adventures – not to mention the aging rules from *Unveiled Addenda*.

The goal of the *Mythic Manual* is to expand the possibilities of characters' growth beyond level 6 – not by adding extra levels (which would not be very interesting) but by exploring all-new possibilities for Mythic Heroes and Magicians !

Forget about retiring from adventuring to look after your grandchildren, your temple or your olive plantations : there's life beyond level 6 ! In fact, level 6 is where the real fun begins !

Prepare to enter a whole new world of Powers, Perils and Prodigies !

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Credits

Written by Fred Riggby (alone).

Illustrated by Diverse Hands.

A few useful suggestions made by Alf Zyk.

Dedicated to Fred Riggby.

This supplement is NOT officially approved by Legendary Games Studio. In fact, the folks at LGS even tried to prevent its publication, because they're just a bunch of envious poseurs who never took Greek mythology seriously in the first place. And Minotaur Press will bury them. And before I forget, the text of this book is © Fred Riggby 1988 and don't even think about ripping me off..

MINOTAUR PRESS IS THE BEST

Special 2006 Edition Comments

Trumpetted for more than three years by Minotaur Press and described by its author, the not-so-famous **Fred Riggby** as « *the book that will change Mazes & Minotaurs forever* », the **Mythic Manual** had quite a special destiny, since nobody seems to remember it nowadays.

In fact, those gamers who DO recall something about this book were extremely surprised to learn that it HAD been published after all. This comment from one of the Original Gamers we interviewed pretty sums it up :

« Gee... are you sure ? I remember reading adverts for it in Griffin and other magazines but I've always thought it was some kind of joke... »

Well, the *Mythic Manual* was not a joke (at least not in the mind of its designer), despite what the only review we could find (from the pages of the obscure British fanzine *Black Goblin*) seemed to imply :

« The whole thing MUST be a joke – albeit a very poor one, considering the slimness of the book (4 pages of actual content !)... and the price tag. As for us, well, we are NOT amused ! »

Obviously, back in 1988, the idea of playing nearly immortal, über-characters on their way to godhood failed to appeal to anyone - except Fred Riggby himself. But this was not the only reason why the *Mythic Manual* went completely unnoticed... as noted by Joe from the Friendly Local Game Shop :

« The damn booklet was so slim – you know, just four or five pages - that I took it for a free prospectus, you know, some kind of preview flyer for some forthcoming game, like they do now... and I'm sure many other guys made the same mistake. But hey, guess what ? I saw one copy of the thing on the Zbay auction website yesterday, for more than a hundred bucks... That's more than 20 dollars per page ! I tell ya : people are just crazy. »

Will the *Mythic Manual* become the cult classic of the new millennium ? After all, perhaps Fred WAS a misunderstood visionary all along...

(Okay, he wasn't).

COMING SOON FROM MINOTAUR PRESS

More exciting and groundbreaking supplements for the MAZES & MINOTAURS ® roleplaying game system including *The Book of Revised Magic*, *The Divine Digest*, *The Monstropaedia*, *Rules Revision Made Easy*, *The Fabulous Folio*, *Vikings & Vandals*, and *The Hoplite's Abridged Guide to Historically Accurate Spears* by Dave Jenkins himself !



- Hi, darling ! Guess who finally got to make his own Apogee ?

A Word of Warning : First of all, it must be made clear that the entire content of this book is optional. Maze Masters are perfectly entitled to decide whether to use it or not in their own campaigns.

Apogee and Elan

Once characters have reached level 6, they have become Mythic characters... and can now try to achieve Apogee to become **Demigods** (Mythic Fighters), **Paragons** (Mythic Magicians) and **Polytechs** (Mythic Specialists).

Once they have reached level 6, characters no longer gain Glory, Wisdom and Experience – simply because they have already gained all the Glory, Wisdom or Experience they could want and are *beyond* such things now.

But they have yet to achieve Apogee.

What is Apogee ? Simply put, it represents the transition between level 6 and one of the three Mythic Paths of Demigod, Paragon or Polytech.

Apogee is never reached by chance : it must be actively sought by the character (or at least by the player himself). Once a character has decided to reach Apogee, he must pass a Divine Ordeal to prove his worthiness as a candidate for Apogee.

In game terms, this Ordeal is reflected by calculating the character's Elan total (see below).

To be judged worthy of Apogee by the gods, a character must have an Elan total of 30 or more. In this case, the Ordeal was successfully passed and the Mythic Character can now start to advance on his new Mythic Path.

Each Mythic Path has its own formula for Elan, which is always equal to the sum of two attributes :

Demigod = Might + Grace

Paragon = Faith + Luck

Polytech = Wits + Skill

Characters who have sought Apogee but have an Elan of 29 or less do not pass the Ordeal, losing their only chance of ever becoming a Demigod, Polytech or Paragon. The gods have judged him guilty of Hubris and he will never have any new possibility to pass another Divine Ordeal. That's (divine) justice for you.

Mythic Paths

If a character successfully passes a Divine Ordeal, he reaches Apogee and becomes a Demigod (for fighters), a Paragon (for magicians) or a Polytech (for specialists).

As a reflection of his new mythic status, he receives a special Mythic Power, chosen from the list of Mythic Powers available to his new Mythic Path.

The character can also start collecting Mythos points. These Mythos points are gained for exactly the same reasons (and in the same quantities) as the character's former type of advancement points thus, if an adventure would have earned 500 Wisdom points to a Lyrist before he became a Paragon, it would now earn him 500 Mythos points.

These points form a total, which allows the character to advance his Mythic Level, according to the same thresholds than his former class levels. In other words, Mythic Characters start at Mythic Level 1 and can advance up to Mythic Level 6.

At each new Mythic Level, the character gains a new Mythic Power, chosen from the list of Mythic Powers available to his new Mythic Path.

Also note that characters who have successfully reached Apogee are now immune to the various adverse effects of aging (see *Unveiled Addenda*).

Demigods

All fighter characters who reach level 6 can try to become Demigods – with the exception of Centaurs, who really don't need to apply (don't ask why).

So, as far as official M&M rules are concerned, this leaves us with Barbarians, Spearmen and Nobles. And Amazons – never forget the Amazons.

We know what you're thinking : hey, how can my character suddenly *become* the half-mortal child of a god or goddess ? That doesn't make sense !

It does. First, perhaps your fighter character was the son of a god all along and just didn't know or realized it before reaching Apogee (yes, this has been known to happen).

Secondly, according to the Concise Oxford Dictionary, a Demigod is (and I quote) :

- a) a partly divine being
- b) the offspring of a god or goddess and a mortal
- c) a person of compelling beauty, power or personality

To, as you see, being a half-divine child is not the only way to become a Demigod – and don't pretend you know better than the Concise Oxford Dictionary.

By the way, the bit on « compelling beauty » was one of the reason we included Grace as a part of Elan for would-be Demigods. So – I guess that *finally* makes Grace a worthwhile attribute, eh ?

Mythic Powers

Every time a Demigod reaches a new Mythic Level, he acquires one of the following Mythic Powers :

Amazing Speed : The character's Movement allowance is increased by 50% and his Initiative die is changed from a d10 to a d20.



- Yes, that's true : there are Demigoddesses too.

Aura of Might : The character adds his Might bonus to his EDC and also subtracts this same bonus from the damage of every attack that injures him – whether physical or magical. Obviously, only Demigods with a Might bonus can purchase this Power, but then most if not all Demigods have a Might bonus anyway.

Formidable Presence : Characters with this Power can make themselves very frightening to simply look at. All mortals or creatures that want to attack them (even with missiles or magic) must first make a Mystic Fortitude roll against a target number of (14 + the Mythic Level of the Demigod). If this fails, the antagonist is absolutely unable to take any hostile action against the Demigod – forever. This cannot be chosen as the character's first Mythic Power.

Herculean Strength : Only Demigods with a Might of 18+ may purchase this Power. Characters with Herculean Strength always succeed at Feats of Strength (no die roll needed) and roll an extra d6 for damage in melee.

Heroic Grace : Only Demigods with a Grace of 13+ may purchase this Power. Characters with Heroic Grace add their Grace bonus to their EDC and to their Melee attack, Missile attack, Initiative, Danger Evasion and Mystic Fortitude modifiers.

Invincible Vigor : The character regains 1d6 Hits at the end of each battle round, as long as he has at least 1 Hit left.

Mystic Immunity : The character is completely immune to the effects of Sorcery.

One-Man Army : The character may make a number of additional attacks per battle round equal to his Might bonus, provided each attack is directed at a different opponent. This Power requires a Might score of 13+ (to get that Might bonus).

Unearthly Vitality : The character's Hits total is doubled, as well as the amount of Hits he may recover when wounded.

Paragons

As you all probably know, a Paragon is (once again according to our trusty Concise Oxford Dictionary) :

- a) *a model of excellence*
- b) *a supremely excellent person or thing*
- c) *a perfect diamond of 100 carats or more*

Well, okay, (a) and (b) are both pretty vague and (c) is completely irrelevant, so we'll make our own definition. A Paragon is a magician gone Mythic. All magician characters who reach level 6 can try to become Paragons – yes, even Nymphs.

Mythic Powers

Every time a Paragon reaches a new Mythic Level, he acquires one of the following Mythic Powers :

Aura of Faith : The character adds his Faith bonus to his EDC and also subtracts this bonus from the damage of every attack that injures him – whether physical or magical. Obviously, only Paragons with a Faith bonus can purchase this Power.

Divine Connection : The character can use the Divine Intervention power as a level 6 Priest, with exactly the same conditions and effects (see *Mazes & Minotaurs* basic rules). If the Paragon already had this power because he was a Priest in his mortal life, his chances of success are increased by his Faith bonus times 10 (ie +30% for a Faith of 18).

Divine Protection : Only Paragons with Faith and Luck scores of 13+ may purchase this Power. It allows the character to add the sum of his Faith and Luck bonuses to their EDC as well as to their Danger Evasion and Mystic Fortitude modifiers.

Formidable Presence : Characters with this Power can make themselves very frightening to simply look at. All mortals or creatures that want to attack them (even with missiles or magic) must first make a Mystic Fortitude roll against a target number of (14 + the Mythic Level of the Paragon). If this fails, the antagonist is absolutely unable to take any hostile action against the Paragon – forever. This cannot be chosen as the character's first Mythic Power.



Look at this ! Julia has become a floating Paragon !

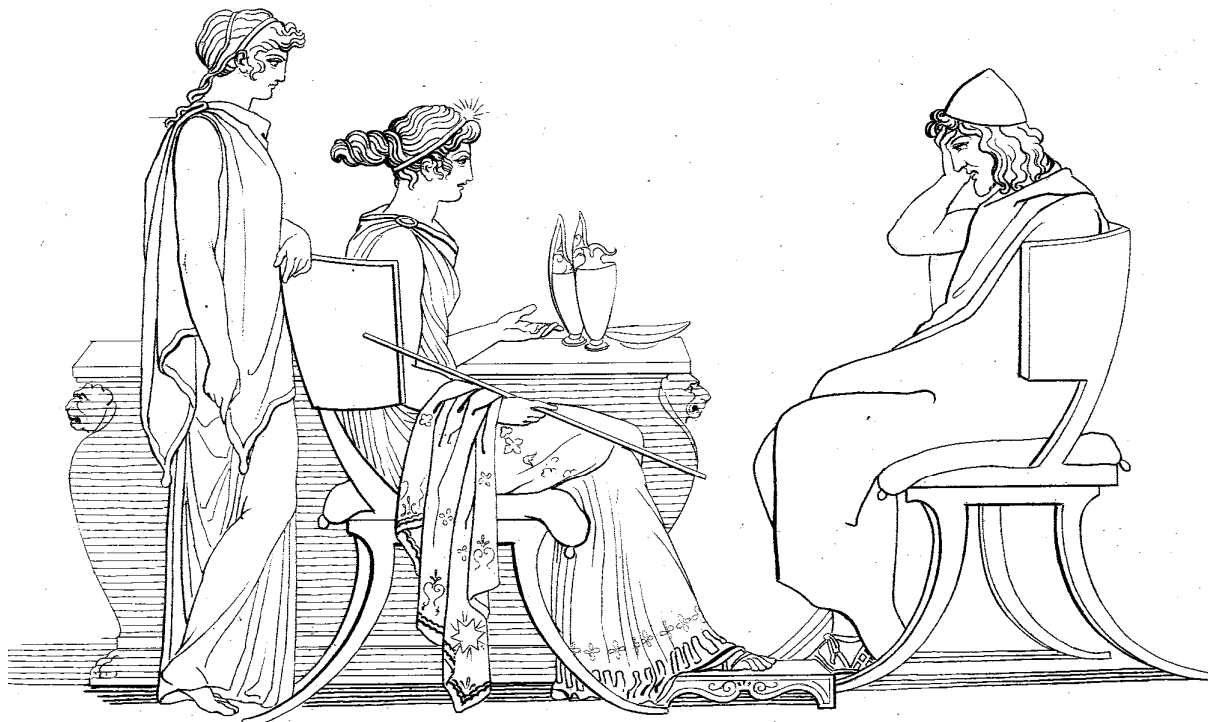
Puissant Magic : The character's magical powers are especially hard to counter : the target number of his opponents' Mystic Fortitude rolls is raised to 25.

Magical Epiphany : The character gains the magical powers of another magician class of his choice, up to a level equal to his Faith bonus. Yes, this means that this Power also requires a Faith of 13+ as well as a score of 13+ in the prime requisite of the new class. This Power can make you a Lyrst-Oracle like Orpheus, a Shapeshifter-Sorceress like Circe or any other crazy combination you can think of. Characters with this Power have two separate Power points pool – one for their original magician class and the other for their Magical Epiphany.

Mystic Immunity : The character is completely immune to the effects of Sorcery.

Unearthly Power : The character's Power points total is doubled, as well as the amount of points he may recover in a given period. If the character has two distinct Power pools (see Magical Epiphany above), the effects of his Unearthly Power only applies to their original Power points.

Unearthly Vitality : The character's Hits total is doubled, as well as the amount of Hits he may recover when wounded.



From left to right : a Demigod, a Paragon and a Polytech discussing complex and delicate matters of Game Balance

Polytechs

What's a Polytech ? According to our official sponsor the Concise Oxford Dictionary, a Polytech is... uh well... okay, we made up the word, but it does come from the Greek *polutekhnos* or something like that, which means « highly skilled in many arts or techniques ».

In the context of these rules, a Polytech is a Specialist (Thief, Hunter or whatever) that has reached Mythic Apogee – a dubious concept, we agree, but hey we don't want to upset the Game Balance by ignoring Specialists.

So, without further ado, let's see what we got in store for our semi-divine jacks-of-all-trades.

Mythic Powers

Every time a Polytech reaches a new Mythic Level, he acquires one of the following Mythic Powers :

Elusive Presence : Characters with this Power double their stealth bonus.

Amazing Awareness : Characters with this Power double their detection bonus.

Amazing Speed : The character's Movement allowance is increased by 50% and his Initiative die is changed from a d10 to a d20.

Dangerous Journeys : The character's Danger Evasion modifier is doubled when riding a horse, driving a chariot or handling a ship.

Magical Awakening : The character acquires magical powers equivalent to those of a Sorcerer or a Shapeshifter (player's choice) of a level equal to his Wits bonus. This also gives him the corresponding number of Power points. Only Polytechs with a Wits of 13+ can purchase this Power. Furthermore, this Power cannot be chosen as the character's first Mythic Power.

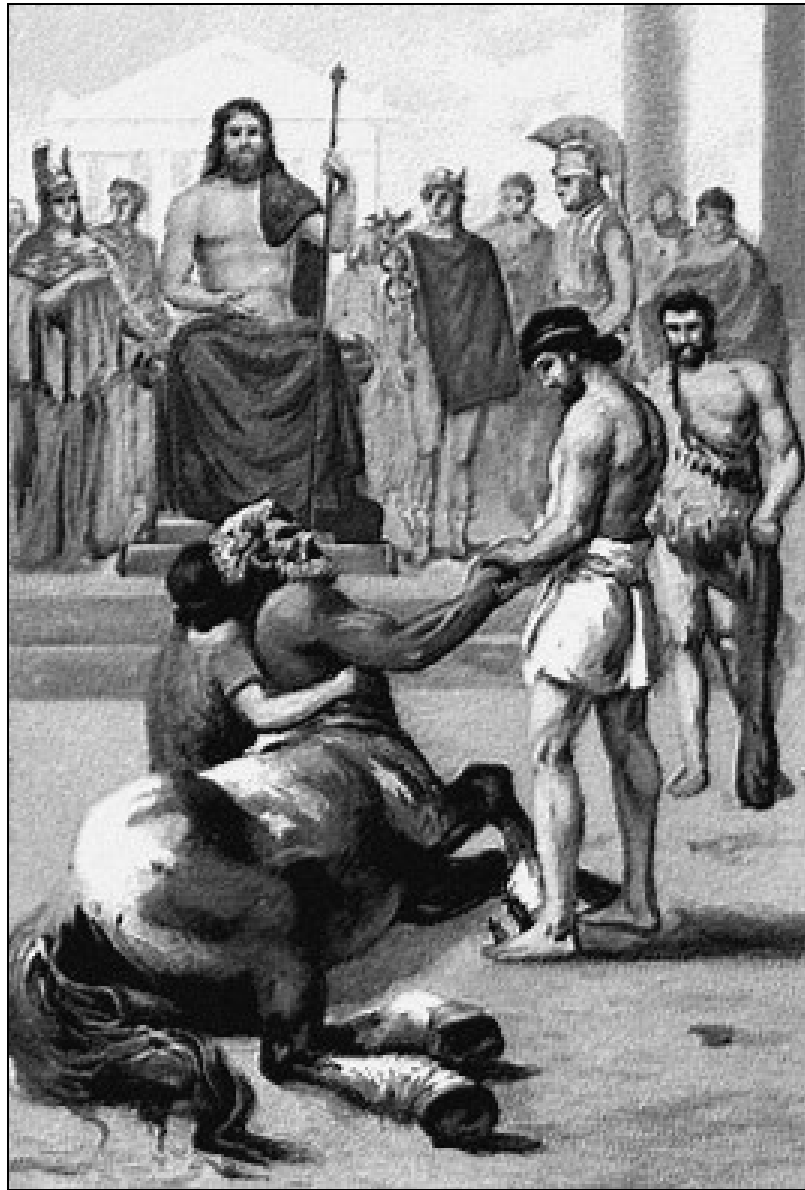
Mystic Immunity : The character is completely immune to the effects of Sorcery.

Trickster's Tongue : The character's Persuasion influence modifier (see *Unveiled Addenda*) is doubled. Only Polytechs with a positive Persuasion modifier may purchase this Gift.

Unearthly Vitality : The character's Hits total is doubled, as well as the amount of Hits he may recover when wounded.

Universal Evasion : Only Polytechs with Wits and Skill scores of 13+ may purchase this Power. It allows the character to add the sum of his Skill and Wits bonuses to their EDC as well as to their Danger Evasion and Mystic Fortitude modifiers.

So what happens after a Mythic Character reaches Mythic Level 6 ? Well, the game is not necessarily over yet, as you will soon discover in our forthcoming *Divine Digest* supplement, which will contain rules that allow you to go from Apogee to Apotheosis – yes, becoming gods ! Coming soon from Minotaur Press !



*We told you already : Centaurs CAN'T reach Apogee !
So will you please stop embarrassing everybody here ?*

MAZES & MINOTAURS

MAZE MASTERS GUIDE



The Roleplaying Game of Heroic Adventure in the Mythic Age – Revised Edition

LEGENDARY GAMES STUDIO

MAZES & MINOTAURS

THE ROLEPLAYING GAME OF HEROIC ADVENTURE IN THE MYTHIC AGE

BOOK TWO : MAZE MASTERS GUIDE



Credits

Original Concept : Paul Elliott

Original Game Design : Olivier Legrand

Extra Material : Paul Elliott, Erik Sieurin, Luigi Castellani, Guy Hoyle, John Marron, Reid "Reidzilla" San Filippo and Carl David Quaif.

Revised Edition Supervisor : Olivier Legrand.

2008 Proofreading : Matthew Rees

Cover Art : © Luigi Castellani (d'après Ingres)

Interior Art : Diverse Hands.

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A Hearty Minotaurian Salute to the whole M&M legion of faithful hoplites, especially (in alphabetical order) Luigi Castellani, Hoplite Nomad, Guy Hoyle, John Marron, Carlos de la Cruz, Lyzi Shadow, Carl David Quaif, Jeff Rients, Emmanuel "Croquefer" Roudier, Reid "Reidzilla" San Filippo, Erik Sieurin, Matt Staggs, Garry "Doc" Weinberger, Joseph C. Wolf and, of course, Paul Elliott. Additional special thanks to Sergio Mascarenhas, game expert extraordinaire (and very nice guy).

Original M&M Dedication : 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 !

Revised Edition Dedication : This new book is dedicated to all the gamers on this planet who have contributed to the whole *Mazes & Minotaurs* experience by their talent, inspiration, dedication, support or critical advice. The original M&M rules were written by a French gamer from an original concept created by a British gamer. Since then, the game has been enriched by creative contributions from American, Italian, Swedish and Spanish gamers and has sparked the interest of people all over the world, from Portugal to Germany, Poland, Israel, Canada, Greece... making the *Mazes & Minotaurs* odyssey a truly unique and international experience. Gamers from all countries unite !!!

MAZES & MINOTAURS

Revised Second Edition

Book I : Players Manual

Includes full rules on character creation (with 12 classes !), combat and magic.

Book II : Maze Masters Guide

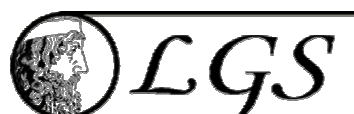
Includes chapters on mythic lore, creatures and game mastering, background on the world of Mythika and a catalogue of mythic items !

Book III : Creature Compendium

Amazing collection of more than 150 folks, beasts, monsters, spirits and other creatures, including special variants and subspecies.

Coming Soon : M&M Companion

Tons of new options for revised M&M, including secondary skills, Homeric combat, influencing NPCs, chariots and more !



Legendary Games Studio

Second Edition Foreword

So here we are, in 1987... Fifteen years (Holy Zeus, 15 years !!!) have passed since the **Mazes & Minotaurs** roleplaying game was first published by a small company called **Legendary Games Studio**.

Since those early (and almost mythical) days, roleplaying games have become a major hobby as well as an established part of modern pop culture, alongside with comic books, fantasy novels and science-fiction movies.

Back in 1972, when **Paul Elliott** and I were working on the original M&M game, a lot of people kept on telling us how silly our idea was and how our game would never get published because nobody would ever be interested in some sort of unrealistic "adventure wargame"... But our weird little game finally got published and caught the imagination of thousands of people around the planet.

Then, during the first years of the M&M odyssey, the same oracles kept on telling that roleplaying games were just a fad and would never survive the eighties. Wrong again. The rolegaming community prospered and here we are, 15 years after, with a new, fully revised version of the M&M rules.

This second edition of *Mazes & Minotaurs* takes the form of three core books : **The Players Manual** (which you are currently reading), **The Maze Masters Guide** and **The Creature Compendium**.

This basic trilogy will be followed by a fourth book, the **Mazes & Minotaurs Companion**, which will offer a variety of options to expand the basic game.

But why a new version, you ask ? And what does "revised" mean, anyway ?

First, a word to all M&M veterans : it is still the same game ! Nobles and priests, centaurs and sorcerers, cyclops and chimeras and, of course, mazes and minotaurs, they're all here ! The game system is the same too – except that we have streamlined, clarified and, well, revised a few things here and there, not to change the game but to make it better.

This new edition also incorporates revised material originally published in the first edition supplements, from the venerable **Men & Monsters** and **Myth & Magic** to the more recent **Unveiled Addenda** and **Herkatoteratos**... along with new, never-before-published stuff, including background material on the world of Mythika (which shall be revealed in the forthcoming *Maze Masters Guide*) !

We also hope that this new edition will bring a whole new generation of heroic gamers to the mythical world of **Mazes & Minotaurs**... Adventure awaits !

Let the Odyssey begin... again !

Olivier Legrand

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I : MYTHIC LORE



Gods & 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 his own palace and is engaged in endless intrigues with the other Olympians for power and influence. Many times has this august assembly been at odds : in Greek mythology, the Trojan War is a perfect example of such struggles.

At one time each god sponsored his 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 usually 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 offerings to the god, then eaten as a sacred meal. Wine can also be offered as a libation.

Each cult also has its specific ceremonies, which may range from solemn celebrations to symbolic rituals or more orgiastic feasts.

Major Deities

Aphrodite

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, as well as courtesans and, oddly, seamen.

Symbol : A seashell

Typical Worshippers : Courtesans, nobles, sailors, some nymphs.

Apollo

A multi-talented 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.

Apollo's deadly and unerring skill with the bow is symbolic of rays of light but his typical symbol is the lyre, the musical instrument of the Lyrists.

Many famous seers and soothsayers also claim to have been given their powers by Apollo.

Symbol : The bow and the lyre.

Typical Worshippers : Lyrists, some nobles, some nymphs, poets, archers, shepherds, soothsayers, hunters, physicians.



Ares

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.

Typical Worshippers : Soldiers, commanders, warlike nobles, mercenaries.

Artemis

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

Symbol : A burning torch or a faithful hound.

Typical Worshippers : Hunters, women, dryads.

Athena

The virgin daughter of Zeus, Athena burst, fully armed and armored, from her father's head. After her birth she dispensed advice to Zeus.

Athena looks over artists, craftsmen, scholars and other agents or protectors of civilization, which includes doctors, actors, poets, students, soldiers, nobles etc. As a warrior-goddess, she fights for order, peace and righteous causes.

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

Typical Worshippers : Nobles, soldiers, craftsmen, scholars, defenders.

Demeter

This gentle goddess presides over agriculture, fertility and the earth. The cult of Demeter is often accompanied by wild orgies. Her temples, called *megara*, are usually found in or near the woods. Her daughter Persephone spends six months of the year with Hades, symbolising the changing seasons and the eternal cycle of life and death.

Symbol : The sheaf of corn.

Typical Worshippers : Farmers, country folk, earth elementalists, some nymphs.

Hephaestus

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

Symbol : Hammer and tongs.

Typical Worshippers : Smiths, armourers, bronzeworkers, fire elementalists.

Hera

The matronly wife of Zeus, Hera is associated with the sky and with the moon. Goddess 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.

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



Stately Hera, wife of Zeus



Hermes, god of travellers, merchants & thieves

Hermes

The winged messenger of the gods, Hermes is also the god of thieves, travellers and merchants. Hermes also 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).

Typical Worshippers : Traders, thieves, travellers as well as some sorcerers.

Hestia

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

Typical Worshippers : Housewives, magistrates, city officials, stewards.

Poseidon

Brother to Zeus, Poseidon is the god of the oceans and seas, as well as earthquakes and horses. A harsh and unrelenting god, the mighty Poseidon shows his anger with spectacular storms, floods and earthquakes. Sailors fear him.

Symbol : The trident (and the horse).

Typical Worshippers : Sailors, nereids, some nobles, water elementalists.



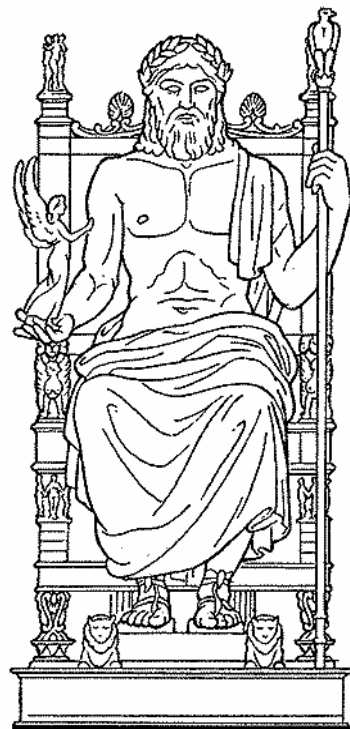
Zeus

Zeus is the supreme ruler of the Olympian gods – king of gods and god of kings. He is a powerful god of sovereignty, mastery, government and victory in warfare. He is also associated with storms, rain, tempests and with thunder and lightning.

Zeus watches over the affairs of the mortal world and is the supreme judge of divine quarrels. His realm is the Heavens : Earth belongs to his brother Poseidon and the Underworld is ruled by his other brother Hades.

Symbol : The eagle and the thunderbolt.

Typical Worshippers : Nobles, leaders, soldiers, some nymphs, air elementalists.



Never underestimate the power of divine decorum



Other Deities

Asclepius

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

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

Worshippers : Physicians.

Dionysus

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

Symbol : The *thyrsus*, a sacred pine-cone staff.

Worshippers : Actors, playwrights, entertainers, vintners, drunkards, mad poets.

Hades

The grim and dark god of the Underworld who rules with his wife Persephone. Hades is an incarnation of Death and has no temples and no organized cult.

Symbol : Cypress tree, narcissus

Worshippers : Witches

Minor Deities

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, these monstrous hags with canine faces and black wings hunt down offenders and drive them mad with terror. The three Furies are not vindictive, but impartial.

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

A World of Adventure

Mazes & Minotaurs adventures can be set in mythic Greece or in imaginary worlds with an ancient mediterranean flavor. The following section details such a setting : the world of Mythika.

Mythika is an imaginary world reminiscent of ancient mediterranean Europe. It is centered around a Middle Sea bordered by a civilized country called the Land of the Three Cities, itself reminiscent of mythic Greece. Mythika is a place of wonders and perils, heroes and monsters, quests and odysseys.

The following pages present a brief overview of the world of Mythika, divided into the following sections :

Geography (including a map of the world)

Languages (including nonhuman ones)

Cosmogony (how Mythika came to exist)

Mythic History (the three ages of the world)

Recent History (major events in the last century)

Maze Masters should note that various regions and locations of Mythika have been covered in some detail in the many adventure modules published by Legendary Games Studio for M&M over the years, as well as in the pages of *Griffin* magazine.

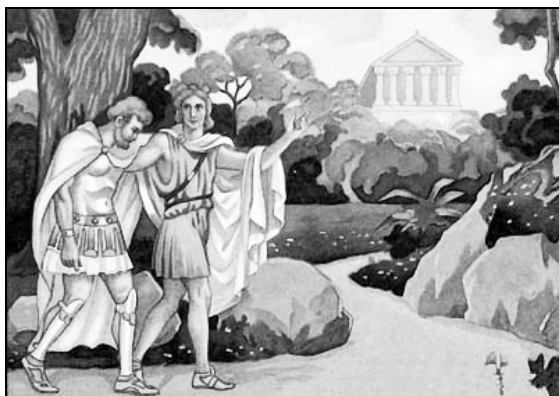
The Spirit of Mythika

Although it shares many similarities with (and was inspired by) the world of Greek mythology, Mythika is not ancient Greece – or even mythic Greece, for that matter. It is an imaginary world, which owes at least as much to adventure movies or modern fantasy novels as it owes to classic mythology or Homer's epic poems.

Erudite readers will probably find many major discrepancies between 'real' Greek mythology and the imaginary mythology of Mythika... but such discrepancies have been a full part of the M&M spirit since the birth of the game !

The main goal of this game is to offer fun and adventure to players, not to imprison them in a web of scholarly references. Simply put, Greek mythology is a source of inspiration for the game but is *not* its focus nor its theme.

In keeping with this spirit, Maze Masters should feel free to use their own knowledge of classic myths and ancient history as a source of inspiration, not as a source of restrictions. Maze Masters and players should simply forget about mythic orthodoxy or historical accuracy : despite its pseudo-Hellenistic trappings, Mythika is a fantasy world, with all the tropes of the genre. It is no more (or no less) connected to ancient Greece than R.E. Howard's Hyborian Age was connected to ancient Europe – and like Conan's world, Mythika exists only for two purposes : adventure and imagination.



Geography

The Land of the Three Cities

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

Each of these city-states is a major political power with its own culture, economy and armed forces. In the past, the strong rivalry of the Three Cities has caused several wars but they have been in peace for more than 100 years now, thanks to the efforts of the Thenan monarchs (see *History*).

With the exception of Barbarians, Centaurs and Amazons, 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 the same name, home to the decadent and dangerous Sea Princes of Acharnia.

The Wild 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, full of ancient wonders and perils.

To the east of Hyperborea, past the **Frozen Sea**, lies the half-legendary queendom of **Amazonia**, homeland of the famous undaunted warrior-women, with its surprisingly temperate climate.

The Unknown 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 Perilous 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...

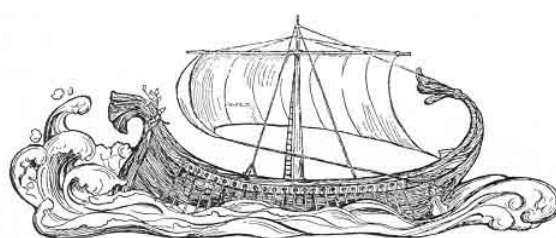
The Mysterious South

The southern shore of the Middle Sea is dominated by the nation of **Midia** and its capital **Solus**, a centre of trade with a cosmopolitan 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

Languages of Mythika

The following section lists all the major languages of Mythika, including the main nonhuman tongues.

Languages labelled (n) do not have a written form.

Languages labelled (w) have a written form and use the same alphabet as Minean, which means that characters who know how to speak one of these languages will also know how to read and write it if they already have Minean literacy.

Languages labelled (d) use a different alphabet : learning to read and write such languages counts as an extra language (in addition to its spoken form). Thus, learning to speak, read and write Atlantean or High Kemi will count as two languages.

Human Languages

Atlantean : The ancient language of Atlantis (d).

Borean : The language of Hyperborean barbarians and Amazons (n).

Charybdian : The language of the savage tribesmen of the Charybdis jungles (n).

High Khemi : The aristocratic language of the Desert Kingdom's nobility and priesthood (d).

Low Khemi : The native language of the Desert Kingdom's commoners (n).

Midian : The tongue of the Land of the South (w).

Minean : The common tongue of the Land of the Three Cities and the island of Seriphos, used by all the civilized nations surrounding the Middle Sea.

Tritonian : The language of the once mighty empire of Tritonis (d).

Umbrian : The native language of the ancient kingdom of Umbria. (w)

Stygian : The ancient language of the Stygian Empire... as well as the 'native tongue' of the Underworld (d).

Nonhuman Languages

Aerian : The native language of Icarians, Hawkmen and other aerial Folks (n).

Gaian : The native language of Nymphs, Centaurs and other Folks tied to life and nature (n).

Merian : The common tongue of Mermaids, Tritons and other speaking sea Folks (n).

Subterranean : The native language of Derros, Obsidians and other underground Folks (d).



An Elemental and a Priestess conversing in Minean

Characters & Languages

Starting Languages

For simplicity's sake, all player-characters (yes, even Barbarians and Centaurs) are assumed to be perfectly fluent in Minean.

All player-characters are also assumed to be literate with the exception of Barbarians, Amazons, Nymphs and Centaurs, who are illiterate but who speak a native language in addition to Minean : Borean (for Barbarians and Amazons) or Gaian (for Centaurs and Nymphs except Nereids, who speak Merian).

Nobles and all magicians automatically know two extra languages at character creation.

Learning New Languages

Characters who wish to learn new languages during play can become familiar with the basics of any one spoken language in 1D6+4 weeks of study or practice. This time is reduced by a character's Wits bonus (if any) or increased for characters with negative Wits mods.

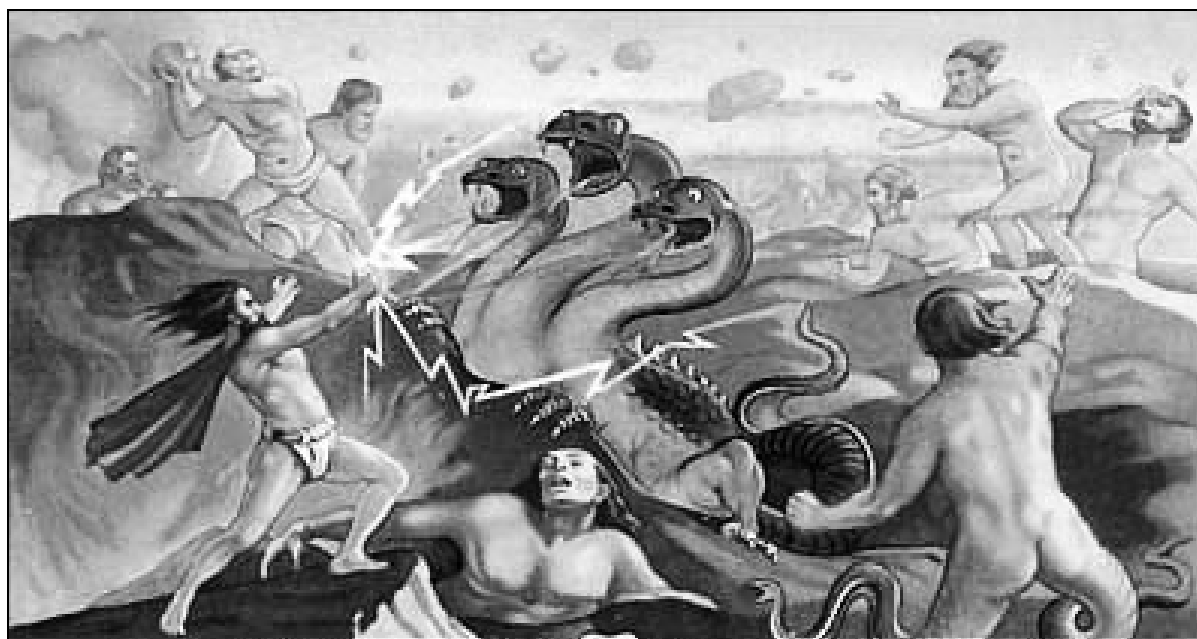
Becoming fluent takes 1D6+4 months, modified as above by the character's Wits modifier.

Learning to speak like a native with no trace of foreign accent actually takes 1D6+4 years, again modified by the character's Wits mod.

A new roll should be made for each new language and each new degree of fluency.

Reading & Writing

Learning to read and write a language takes 1D6+4 years, modified by the character's Wits mod as for learning a new language (see above), while having to learn a new alphabet takes an equivalent number of weeks.



Mighty Zeus, Cyclopes, Giants and various Monstrosities in a spectacular battle scene from the War of the Titans

Cosmogony

The Birth of the World

In the beginning there was only Chaos. Then came Gaia, the Earth, and Ouranos, the Sky. Their union produced twelve mighty children, the Titans, as well as some misshapen ones, marked with the taint of primal Chaos, among which were the first Cyclopes.

Those grotesque monsters offended Ouranos' sight, so he decided to drive them below the surface of the earth, into the deepest recesses of Gaia's womb. This caused Gaia's wrath and the irremediable sundering of the two entities : from this moment of anger, earth and sky were forever separated.

Gaia began to plot against Ouranos, trying to sow the seeds of rebellion among her children... but even the mightiest Titans were afraid of Ouranos. Only the youngest one, Kronos, decided to act against his father. Using a magical golden sickle given to him by Gaia, Kronos attacked Ouranos, castrating him and wounding him mortally. Ouranos' blood fell to the earth, where it spawned another generation of fantastic beings, including the first Giants, the first Nymphs and the Greater Furies.

The Reign of Kronos

After the death of Ouranos, Kronos became the supreme ruler of the universe upon which he imposed his Law – which is called Time.

Kronos then imprisoned the Cyclopes and other chaotic beings in the dark subterranean realm of Tartarus. He then married his own sister Rhea but ate his own children as soon as they were born, fearing that they would one day try to destroy him, just like he had overthrown and slain his own father.

Just before giving birth to her sixth child, Rhea went into hiding and entrusted her newborn baby to the Nymphs. She then returned to her husband-brother Kronos and tricked him into eating a magical stone simulacrum instead of her child...

This child was Zeus. Fostered by the Nymphs, he soon grew into a young, mighty and clever immortal. His mother Rhea visited him in secret and together they decided it was time to overthrow Kronos.

Together, they tricked the Devourer into drinking a specially prepared magical brew, which made him so sick he regurgitated the five children he had already eaten. Being of a divine nature, they had survived inside Kronos' gigantic belly. Those five gods were Poseidon, Hades, Demeter, Hera and Hestia. As soon as they were free, they decided to join their younger brother Zeus in his cosmic struggle against their father Kronos the Devourer...

The War of the Titans

Thus began the War of the Titans (also called the Titanomachy). With the help of the other Titans, Kronos set out to crush his rebellious children.

At first, the War seemed to turn clearly to the Titans' advantage... but Zeus had a plan. He journeyed to the caves of Tartarus where Kronos had imprisoned the Cyclopes and other Chaos spawn and freed them in exchange for their help in the War.

Assisted by his new allies and armed with the power of lightning, Zeus returned to battle and quickly vanquished the Titans. After his victory, Zeus exiled most of the defeated Titans in Tartarus or in the darkest recesses of the cosmic void.

Thus began the reign of Zeus, as well as the First Age of History, also known as the Age of Myth...



During the Age of Myth, the Olympian Gods often interacted directly with mortals

Mythic History

Since the defeat of the Titans at the hands of Zeus and his allies, the world of Mythika has known three great ages : the Age of Myth, the Age of Magic and the Age of Heroes, also known respectively as the First, Second and Third Ages.

The following section presents a general overview of the three Ages of Mythika and a more detailed presentation of the most important events (so far) of the Age of Heroes, Mythika's current era.

The Age of Myth

The First Age of the world was a time of great marvels and wonders. Also known as the Divine Age, it (probably) lasted several millennia and was dominated by the consolidation of the Olympian deities' position of supremacy.

The Age of Myth saw the birth of many second generation Olympians (like Apollo, Hermes, Athena and Artemis) and of other semi-divine entities, such as Poseidon's various monstrous offspring.

A few other immortals of a more obscure origin (such as Dionysus and the mysterious gods of Sleep and Dream) also became gods in their own right (and the sovereigns of their own realms).

It was during the Age of Myth that many famous events involving the quarrels and intrigues of the Olympians took place.

The ruling gods also had to deal with various attempts to challenge or even overthrow their divine authority, like the time when a group of rebellious Giants nearly managed to bring down Mount Olympus (before being reduced to gigantic ashes by Zeus' wrathful lightning bolts).

The most serious challenge to Olympian rulership came from Prometheus, an idealist immortal of Titanic lineage who had sided with Zeus during the War of the Titans...

For some obscure reason (which is still debated by philosophers and mystics), Prometheus stole the Secret of Magic from the gods and gave it to Man. This naturally caused the anger of Zeus and the other Gods, who promptly punished Prometheus for his foolish arrogance by chaining him atop a mountain cliff to have his ever-regenerating liver eaten by birds for eternity...

But even the mighty Olympians could not reverse Time and undo what Prometheus had done : the Secret of Magic was now accessible to mortals and the Age of Myth was over.

The Age of Magic

Before the transgression of Prometheus, the only humans who could wield magic were Priests (who draw their powers directly from the deity they serve) and a few other recipients of divine inspiration, such as Oracles and Lyrists. By revealing the Secret of Magic to mortals, Prometheus created the first Sorcerers and Elementalists – humans who could work magic by the force of their own will.

These first Sorcerers and Elementalists, who were at least as powerful as today's mightiest magicians, called themselves the Autarchs. They quickly became the supreme rulers of the mortal world, creating their own kingdoms which they ruled as half-immortal tyrants.

During three centuries, these Autarchs ruled most of the lands bordering the Middle Sea, subjugating other nations by the might of their armies and the power of their magic. The only human folks who remained unconquered by the Autarchs were the dauntless Amazons and the fearless Hyperborean Barbarians. Among the nonhuman races, Centaurs also fought fiercely against the Autarchs' hegemony.

So great was the arrogance of the Autarchs that they eventually decided it was time for them to conquer the greatest power of the universe : Olympus itself. In a moment of aberrant hubris, the Autarchs declared war on the Gods themselves.

This decision was the doom of the Autarchs. Having decided that the joke had lasted long enough, Zeus and the other Olympians destroyed the power of the Autarchs, casting down their mighty towers of sorcery by earthquakes, storms, floods and other manifestations of their divine fury.

What the Autarchs had taken three centuries to build, the Gods destroyed in only three days – three days which are now known as the Days of Wrath. The reign of the Autarchs was now over – and so was the Age of Magic.



Two heroic Nobles getting ready for the Age of Heroes

The Age of Heroes

The Olympians gathered and decided it was time to forge a new era : an age where mortals would be led and inspired by just rulers, wise priests, eloquent poets and valiant heroes, instead of enduring the despotic domination of arrogant wizards.

Those rare Sorcerers and Elementalists who had remained faithful to the Gods were spared from the divine wrath of Zeus and were even allowed to pass on their knowledge as long as they taught their disciples to pursue Wisdom instead of Power.

Lastly, the Gods decided to extend a portion of their divine favor to the four races who had refused to bow down before the Autarchs : Amazons, Hyperborean Barbarians, Nymphs and Centaurs.

Together with the forefathers of Minean civilization, these folks were allowed by the Gods to play a major part in the birth and consolidation of the Third Age of Mythika : the Age of Heroes.

Recent History

The suggested setting for most *Mazes & Minotaurs* campaigns set in the world of Mythika is the early years of the fourth century of the Age of Heroes, some 300-330 years after the Days of Wrath.

The fourth century of the Heroic Age is a time of great wonders and high adventure, as well as a time of conflict. No less than three major wars have been fought during the last century, one of them is still going on and a fourth one seems well on its way...

It is also a time of uncertainty, where the Land of the Three Cities and its civilization is threatened by new menaces and old enemies.

The Umbrian War

The first war fought during the last century was the Umbrian war, which occurred some 100 years ago and lasted 7 years.

It resulted from an attempt by the warlike kingdom of Umbria to conquer the Land of the Three Cities and the island of Seriphos.

Formerly divided and wary of each other, these four states eventually managed to unite their military forces as the Minean Coalition, thanks to the resolute political efforts of the Thenan nobility.

The armies of Umbria were finally defeated by the combined might of the Coalition during a series of epic land and sea battles.

In the wake of the victory against Umbria, the Thenan nobles tried to persuade the rulers of Heraklia, Argos and Seriphos to consolidate the military alliance of the Minean Coalition into a permanent political federation of allied city-states...

But the diplomatic efforts of the Thenan nobles were undermined by old commercial and cultural rivalries, which soon escalated into a full-fledged war between Argos and Heraklia...

The War of Two Cities

This war (usually called the Argosean War in Heraklia and the Heraklian War in Argos) was a bloody and exhausting conflict.

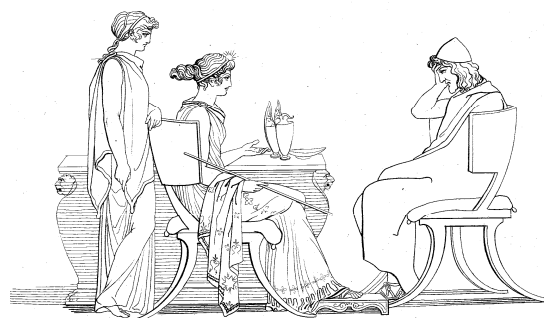
It started almost 20 years after the victory over Umbria, dragged on for more than 20 years and brought the two warring city-states of Argos and Heraklia to the verge of economic collapse.

It was eventually ended by the bold intervention of the Thenan armies.

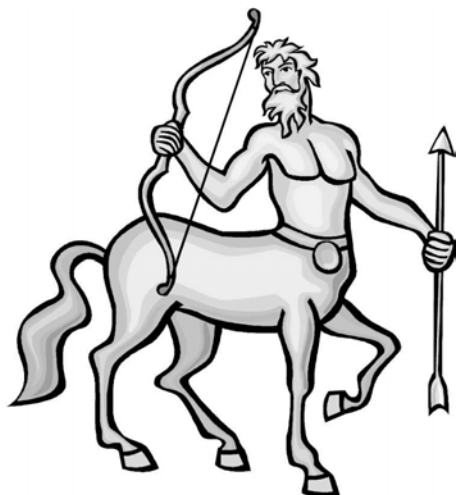
Once again acting as unifiers and peace-keepers, Thenan nobles managed to force their Argosean and Heraklian peers to agree on a peace treaty, which they have vigilantly enforced ever since.

For more than 60 years, the Thenan Peace has kept the Argosean-Heraklian rivalry strictly limited to the cultural and economic fields, for the greater good of everyone in the Land of the Three Cities.

But these six decades of peace have also enabled Heraklia and Argos to rebuild their armies and some war-mongering nobles from both sides seem to be chafing impatiently once again...



Three Thenan adventurers have gathered to discuss the latest news. ("Oh no ! Don't tell me those war-mongering morons from Argos and Heraklia are at it again !")



The Centaur archers from Sicania use very long arrows

Centaurs vs Amazons

Some 20 years ago, another very different war broke out in the vicinity of the Middle Sea : a war between the proud queendom of Amazonia and the impetuous Centaurs of Sicania, who apparently tried to push west into the territory of the Amazons.

The war is still going on, as more Centaur raiders from Sicania venture on the borders of Amazonia.

The wise Centaur sage Chiron has recently sent several of his former pupils to the Land of the Three Cities, in the hope of persuading the noble rulers of Thena to assist him in his peace-keeping efforts.

As if the situation wasn't bad enough already, an alliance of seafaring Barbarians from Hyperborea has started to attack Amazonia on its west, hoping to exploit the war against the Centaurs to invade, plunder and sack the sacred queendom.

Flanked on both sides by equally ferocious foes, the Queen of Amazonia has finally decided to send her own emissaries to the Land of the Three Cities, in the hope of enlisting the help of valiant adventurers (preferably female ones) against her enemies.

The Sybaris Situation

To the west, the fallen sea-empire of Atlantis seems to have awoken from centuries of decay and decadence and is apparently trying to re-establish control over its former colony of Sybaris.

As war is brewing between the princes of Sybaris and their former overlords, the rulers of the Land of the Three Cities and Seriphos are still unsure about what they should do : either intervene and help Sybaris to push back the Atlantean forces, running the risk of a full-fledged war with Atlantis (about which so little is known nowadays) or stand back and observe... running the risk of an Atlantean victory, with potentially disastrous consequences for all the nations of the Middle Sea.

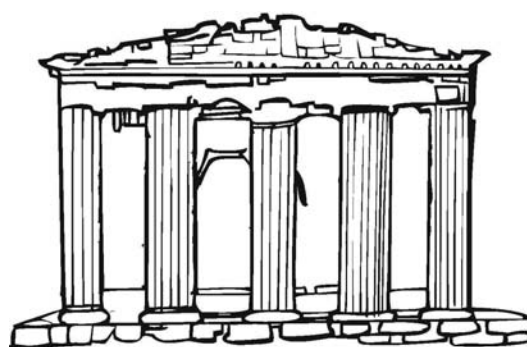
Tritonis Rising

Another growing menace for the civilized nations of the Middle Sea is the eastern isle of Tritonis.

Once the center of a mighty sea-empire, this kingdom had, like Atlantis to the west, lain dormant for the past four or five centuries...

But now the Sea Princes of Acharnia have started to rebuild a mighty fleet and are apparently trying to resume diplomatic contacts with the Land of the Sun and, according to some rumors, with the accursed Stygian Empire of the far south.

Could these events be the prelude to a great war between the East and the West ?



2007 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 the original rules 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. 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.

Those were the days... Oops, looks like I've failed my saving roll against Nostalgia... again.

II : CREATURES



Creatures in Game Terms

Taxonomy

There are five broad categories of creatures : **Folks** (sentient and speaking races), **Beasts** (natural animals), **Monsters** (fabulous beasts, mythic beings etc), **Spirits** (ghosts, otherworldly entities etc) and **Animates** (artificially animated creatures).

Game Characteristics

The M&M rules use a simple system to define a creature's capabilities in game terms.

Creatures are rated in four general characteristics : **Size**, **Ferocity**, **Cunning** and **Mystique**.

As detailed below, these four basic characteristics are used to calculate the creature's Melee attack mod, EDC, Hits and other scores.

A creature's **Special Abilities** may also increase some of its scores, as detailed below.

Size

A creature's Size category may be **Tiny**, **Small**, **Medium** (man-sized), **Large** or **Gigantic**.

As shown on Table 6A next page, a creature's Size affects many of its key physical capabilities, including its Hits Total, the damage it inflicts in combat and its basic Movement rate.

Ferocity

This reflects the creature's natural aggressiveness, physical power or trained fighting ability :

Peaceful	0
Aggressive	+1
Dangerous	+2
Deadly	+3

Cunning

This represents the creature's innate shrewdness and survival instincts :

Average	0
Alert	+1
Clever	+2
Crafty	+3

Mystique

This reflects the creature's presence, aura or innate affinity with the forces of fate and magic :

Normal	0
Weird	+1
Eldritch	+2
Unearthly	+3

Table 6A : Creatures & Size

Size	Basic Hits	Hit Factor	Movement	Size Bonus	Damage
Tiny	1	1	30'	0	1pt
Small	2	2	45'	0	1d3
Medium	4	4	60'	0	1d6
Large	12	6	90'	+2	2d6
Gigantic	20	10	120'	+4	3d6

Basic Hits & Hit Factor : These are used to calculate the creature's Hits Total (see next page).

Size Bonus : This is used to calculate the creature's Melee attack modifier (see below).

Movement : The number of feet the creature may move during a battle round. As for characters, this is doubled if the creature is doing nothing else. It may be modified by various special abilities.

Damage : This is the creature's damage in melee combat, whether it uses natural or melee weapons.

Combat Scores

A creature's Size, Ferocity, Cunning and Mystique are used to calculate its basic combat scores, which may also be modified by certain Special Abilities.

Initiative = 10 + Ferocity + Cunning

Melee = (Ferocity x 2) + Size Bonus

Defense Class = 12 + Mystique

Hits Total = Basic Hits + (Ferocity x Hit Factor)

Thus, a creature with a Large size, a Dangerous level of Ferocity, an Alert Cunning and a Weird Mystique would have the following scores : Initiative 13, Melee +6, Defense Class 13 and Hits Total 24.

Saving Rolls

Creatures have three saving roll modifiers, which are calculated as follows :

Detection = Cunning x 2

Evasion = Cunning x 2

Mystic Fortitude = Mystique x 2

Evasion has the same uses as a character's Danger Evasion, except for Detection rolls which use a distinct modifier. Both rolls are based on (Cunning x 2) but may be modified by different special abilities.

Creatures do not have a Physical Vigor modifier because they do not need one : a creature can always continue to fight until it is reduced to zero Hits, at which point it is automatically killed.

Creatures & Combat

Size Matters

As shown on Table 6A, a creature's Size category determines many of its combat characteristics.

A creature's Size also determines the maximum **number of opponents** it may attack during a single round. 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 round, a Large creature may attack up to two Medium-sized opponents, while a Gigantic one will be able to attack up to four !

This also applies to characters (who are all Medium-sized) : thus, a character will be able to attack up to two Small or up to four Tiny beings per round.

As shown on Table 6A, a creature's Size category also determines its the **damage** it inflicts in combat, whether the creature uses **natural attacks** (such as claws, fangs etc) or **melee weapons** (since such weapons are matched to the size of their wielders).

Lastly, a creature's Size may affect its vulnerability to **missile fire**. The smaller a creature, the harder it is to hit with a javelin, arrow etc. Conversely, larger targets are easier to hit. In game terms, this takes the form of a modifier to Missile attack rolls.

If the target is bigger than the attacker, each Size category over the attacker's Size gives him a +2 attack bonus. This is reversed if the target is smaller than the attacker. Thus, a human archer will get a +4 attack bonus when firing at a Gigantic target but will suffer a -2 penalty when firing at a Small target.



A brave adventurer facing a fearsome creature

Creatures In Combat

Creatures cannot normally use the special maneuvers and tactics detailed in the Combat chapter of the *Players Manual* unless they have a special ability that allows them do to so (such as the *Charge into Battle* ability, described below).

Some creatures may be equipped with shields, breastplates and helmets, in which case they gain the same defensive bonuses as characters.

As noted earlier, all creatures may continue to fight until their Hits Total is reduced to zero... but some of them may find it safer to run away if their life is seriously threatened.

Folks will usually try to run away when they have lost more than half their original Hits, unless they are cornered, fanatical or desperate – or if they are fighting under the command of a charismatic leader or intimidating, superior creature.

Beasts will usually try to run away when they have lost more than half their original Hits, unless they are cornered, enraged, defending their lair or their young etc. Some animals (like Boars or Bears) will *always* fight to the death once they are wounded.

Monsters will always fight to the death.

Animates (who are usually Mindless beings) will always fight until they are dead or “out of order”.

Spirits usually behave like Folks, unless otherwise specified in their description.

Special Abilities

Aquatic

The creature can swim with no reduction of its Movement allowance. Most creatures with this special ability can also breathe underwater for extended periods of time or with no time limit at all. 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 counts as one regular attack and does the same damage as the creature's other attacks. This takes effect during the missile phase, according to the creature's Initiative score and has a *maximum* range equal to 1/3 of the creature's basic Movement allowance.

This attack 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 (target number 15), 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.

Camouflage

This special ability allows the creature to « blend in » like a chameleon in its immediate surroundings. All creatures with this ability also have the *Stealthy* ability. When hiding in their natural terrain, creatures with this special ability add 4 to the target number of their opponent's detection rolls.

Charge Into Battle

The creature may use the *Charge into Battle* special maneuver (see the combat rules in the *Players Manual*) with an Initiative and Melee Attack bonus equal to +1 for Small creatures, +2 for Medium ones, +4 for Large ones and +6 for Gigantic ones.

Winged creatures may have a similar ability called *Dive into Battle*, giving the same bonuses.

Crushing Damage

This ability can only be used by creatures that can *Grapple* (see below). It may represent a bear-like hug or some other form of physical constriction.

Once the victim has been grappled by the creature, he will automatically take the creature's usual damage (ie 1d6 if Medium-sized, 2d6 if Large etc) at the end of each round during which he remains immobilized, unless he manages to break free, as per the usual wrestling rules. This ability cannot be used against creatures with a greater Size category.



Beware, I've got the Crushing Missiles special ability !

Crushing Missiles

Only Gigantic creatures may have this special ability. The creature may throw huge boulders, uprooted trees etc at its opponents. In game terms, this special attack form cannot be used with any other attack form during this round ; it requires no attack roll but may be avoided with a Danger Evasion roll against a target number of 15.

A Crushing Missile has a *maximum* range of 60 feet and does the same damage as the creature's melee attacks (3d6 Hits for Gigantic creatures).

Entangle

The creature has tentacles or other appendages it may use to entangle its victims. This ability may also reflect the power to create spider-like webs.

An entangle attack counts as one of the creature's normal attacks and is treated as a missile attack with a maximum range equal to 5' for Small creatures, 10' for Medium ones, 20' for Large ones and 30' for Gigantic ones.

This attack 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 against a target number of 15.

An entangled character cannot move but may continue to fight with an Attack and Initiative penalty of -4. This also applies to all subsequent Danger Evasion rolls the victim may have to make.

The victim may try to break free using the same rules as for wrestling, rolling against a Might of 12 for Small creatures, 16 for Medium-sized ones, 20 for Large ones and 24 for Gigantic ones.

Fearsome

The sight of the creature causes fear in the hearts of most NPCs and lesser creatures. Player characters and NPCs with levels are unaffected. This ability also adds +2 to Initiative and Defense Class.

Gallop

Only quadrupeds (and creatures with more than four legs) may have this special ability. When a creature with this special ability uses the *full movement* option, its movement is not doubled (as per the usual rules) but *quadrupled*.

Some Aquatic beings have a similar ability called *Cruise* which increases their underwater movement in the same proportion.

Grapple

The creature can make wrestling attacks. These attacks use the creature's standard Melee modifier and are resolved using the standard wrestling rules.

Grappling attacks always take place at the end of the melee phase, as per the usual wrestling rules.

Victims who try to break free must roll against an hypothetical Might score which depends on the Size of the creature : 16 for Medium-sized creatures, 20 for Large ones and 24 for Gigantic ones.

Creatures who have immobilized their opponent will have to forfeit their attack (or, in the case of bigger creatures, one of their attacks) in order to keep their victim immobilized.

Thus, a Large creature (which can normally attack two men-sized opponents per round) will still be able to make one attack per round while keeping a Grappled victim immobilized.

Creatures that also have the *Crushing Damage* special ability are able to inflict actual physical damage to their immobilized victims.



Wait a minute ! Is this a regular Grapple attack ?

Insubstantial

The creature is an ethereal being, with no physical body. It cannot be harmed by standard physical means but is vulnerable to magic.

Conversely, insubstantial beings cannot affect corporeal beings in a physical way and have to rely on supernatural attacks to harm their opponents.

Having no real body, these beings cannot have any special ability associated with physical resilience, such as Supernatural Vigor, Tough Skin, Natural Armor or Invulnerability. Insubstantial beings simply cease to exist when their Hits total drops to zero.

Invulnerability

This is an improved, supernatural form of *Natural Armor* (see below) which gives +8 to Defense Class.

Life Energy Drain

Creatures with this special ability may drain the life energy of their victims with their bite or touch. A creature with this special ability can only use it once per round, during the melee phase of the round, according to its Initiative score.

Bite attacks are resolved as normal melee attacks. Their damage is equal to the creature's usual damage plus 1d6 Hits for the Life Energy Drain.

Touch attacks occur at the creature's usual Initiative score. They require no attack roll and can be avoided with a Danger Evasion roll against a target number of 15. They cause 1d6 Hits of damage.

In all cases, the d6 damage from Life Energy is *added* to the creature's current Hits, allowing it to recover from the injuries it may just have suffered. This form of vampiric regeneration cannot take the creature's Hits total over its usual maximum.



- It's Life Energy Drain time !



So, hero, here is my riddle : what's big, with a pair of wings, a woman's head and a fondness for human flesh ?
Bonus clue : it also has the *Lightning Fast* special ability.

Lightning Fast

This special ability gives a +4 bonus to Initiative and Evasion and increases the creature's basic Movement allowance by one-third.

This Movement increase will also affect other movement-based abilities (such as *Gallop* or *Winged*) but will not change the maximum range of special abilities like *Breath Weapon* or *Entangle*.

Magic Resistance

This ability gives +4 to Mystic Fortitude.

Marksmanship

See *Missile Weapons* below.

Mindless

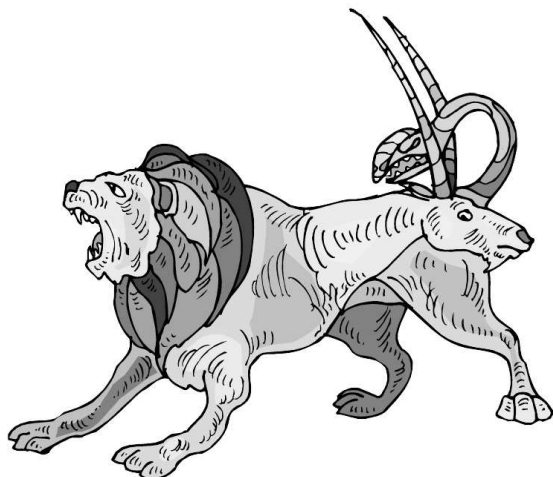
Creatures with this ability have no consciousness or soul of their own. This makes them immune to the effects of fear, pain and all mind or emotion-based magic, which includes all Sorcery and Poetic Magic powers, as well as some Nature's Gifts.

Whatever the circumstances, Mindless creatures always fight until reduced to 0 Hits. The Cunning of a Mindless creature cannot be higher than Alert.

Missile Weapons

Creatures with this ability are able to use missile weapons (javelins, bows, slings etc) with a Missile mod equal to the sum of its Ferocity and Cunning, with an extra +2 if it has the *Marksmanship* ability.

A creature's missile weapons are matched to the user's size : their damage is equal to the creature's normal weapon damage and their range is modified as follows : Tiny 1/6, Small 1/2, Large x1.5, Gigantic x3. For javelins, assume a basic range of 120 feet.



The classic three-headed Chimera

Multiple Heads

Each head beyond the first adds one opponent to the creature's maximum number of opponents it can attack during the same round.

Each extra head adds +1 to its Initiative and its Detection modifier.

Thus, a seven-headed gigantic hydra will be able to 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. Such a heptaphalous creature would also get an Initiative and Detection bonus of +6.

Natural Armor

This upgraded version of *Tough Skin* (see below) gives +4 to Defense Class.

Petrification

The creature's gaze can turn its victims to stone.

To use this terrifying power, the creature must make eye-to-eye contact with its victim within a *maximum* range equal to 20 times its Mystique in feet.

This special attack counts as one of the creature's regular attacks but requires no die roll. It takes effect during the missile phase of the battle round, according to the creature's regular Initiative score.

The only way to avoid this gaze is to make a successful Danger Evasion roll (with a +2 bonus if using a shield). This Danger Evasion roll is made against a target number of 15.

If this roll is failed, the victim is still entitled to a Mystic Fortitude roll against a target number of 20 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 either kills the victim or causes paralysis (depending on the creature).

A creature with this special ability may only make one poison attack in a single battle round, instead of one of its regular melee attacks.

This poison attack is resolved like a regular melee attack and requires a successful Melee attack roll.

If the attack is successful, it does normal damage and the victim must immediately make a Physical Vigor saving roll against a target number of 15. 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 has mental powers similar to Sorcery spells (see *Players Manual*). It can use the full repertoire of Sorcery powers with a Psychic Gift equal to the sum of its Cunning and its Mystique.

The being's Mystic Strength is equal to (12 + its Psychic Gift) and its Power points total is equal to 4 times its Psychic Gift bonus.

Thus, a Crafty (+3) and Eldritch (+2) creature with Psychic Powers will have a Psychic Gift bonus of 5, a Mystic Strength of 17 and 20 Power points.

Regeneration

At the end of each round, the creature automatically regains a number of Hits which varies according to its Size : Medium = 1, Large = 2, Gigantic = 3. This power cannot bring the creature's current Hits Total above its starting maximum and ceases to function when the creature's Hits are reduced to zero. Tiny and Small creatures cannot have this ability.



ARE YOU STARING AT ME ???



A Majestic Griffin

Sharp Senses

This ability gives +4 bonus to Detection rolls.

Sixth Sense

This ability gives +4 to Detection and +2 to Evasion.

Stealthy

Creatures with this ability excel at sneaking and hiding. Such actions *do not* require a die roll but be countered by detection rolls against a target number of $12 + (\text{Cunning} \times 2)$, modified by its Size (Tiny +4, Small +2, Large -2, Gigantic -4) and its other abilities (Insustantial +4, Uncanny Agility +2).

Supernatural Vigor

This ability increases the creature's Hits Total by a number equal to its Hit Factor. It also makes the creature completely immune to all natural poisons.

Tough Skin

This ability adds +2 to the creature's Defense Class.

Trample

Only creatures that are able to *Charge into Battle* may have this ability. It cannot be used against opponents with a bigger Size. Thus, Medium beings cannot Trample Large or Gigantic victims. No more than one victim may be Trampled in a single round.

After a successful Charge attack, the creature may Trample its victim. This does not count as an attack and requires no roll. The victim suffers an extra damage roll based on the creature's Size (1d6 if Medium, 2d6 if Large, 3d6 if Gigantic), unless he makes a Danger Evasion roll (target number 15).

A creature with this ability may also Trample those who stand in its way while it is using full movement.

Uncanny Agility

This special ability adds +1 to Melee and +2 to Initiative, Evasion and Defense Class. It cannot be possessed by Gigantic creatures.

Vocal Entrancement

This supernatural power allows the creature to charm its victims with its entrancing voice. It takes an entire battle round to use.

All living, conscious beings within 100' will be affected. Each victim must succeed at a Mystic Fortitude roll or be unable to take any action during the next battle round. The target number of this saving roll is equal to $12 + (\text{Mystique} \times 2)$.

If the creature wishes, it can also cause one entranced victim of its choice to advance in its direction during the movement phase of the battle round (at half his usual movement rate), even if this puts him in direct danger (falling in a chasm, into the sea etc) – but if it is the case, the chosen victim is allowed a last chance Mystic Fortitude saving roll.

The creature cannot directly attack an entranced victim without breaking the spell – except with Life Energy Drain or Psychic Powers.

Wallcrawling

The creature can walk or crawl on walls (or other vertical surfaces) at its normal Movement rate, without having to make climbing rolls.

Winged

The creature can fly. When using full movement, a flying creature's movement rate is *quadrupled*, it cannot be hit by Melee attacks and all Missile attacks against it are made with a penalty of -2. This ability also adds +2 to the creature's Evasion.



Yahoo, Silver ! Let's ride !

Building Creatures

The **Creature Compendium** (third book of the *Revised M&M* rules) will give you the characteristics of more than 100 creatures - but to illustrate how these rules work in practice, let us build two sample creatures from scratch : the Satyr from Greek myth and the dreadful Crawling Gorgon !

Sample Creature n°1 : Classic Satyr

Satyrs are the classic man-goat hybrid from myth.

Taxonomy : Satyrs are **Folks**.

Size : Even though their height tends to be slightly shorter than the human average, Satyrs are clearly **Medium**-sized beings.

Ferocity : Satyrs are Peaceful (if lusty) creatures.

Cunning : Satyrs are usually quite Clever (+2).

Mystique : Their hybrid morphology as well as their connection to the primeval forces of nature give Satyrs a Weird Mystique (+1).

Special Abilities : Satyrs are often noted for their Uncanny Agility and Supernatural Vigor. These creatures are also Lightning Fast (which raises their basic Movement allowance to 80'). They are also able to Grapple or use Missile Weapons such as javelins, slings or even bows.

These various characteristics and abilities give our horned, hooved friend the following scores :

Initiative : The Satyr's Ferocity (0), Cunning (+2), Lightning Fast speed (+4) and Uncanny Agility (+2) give him a final Initiative score of 18 – which makes him very quick on his feet.

Melee : His Peaceful Ferocity (0) and Uncanny Agility give the Satyr a Melee attack modifier of +1. Since neither their hooves nor their horns really qualify as natural weapons, Satyrs have to use melee weapons (usually spears) to fight.

Missile : Satyrs can use missile weapons, with a Missile mod equal to the sum of their Ferocity and Cunning modifiers (+2).

Defense Class : His Weird Mystique (+1) and Uncanny Agility (+2) give the Satyr a final Defense Class of 15. This could be increased by a shield or breastplate, but Satyrs do not normally wear such items (since it would encumber them too much).

Hits Total : Their Medium Size (4 Basic Hits, Hit Factor 4), Peaceful Ferocity (0) and Supernatural Vigor give Satyrs a final Hits Total of 8.

Detection / Evasion : His Clever Cunning gives the Satyr a basic Detection / Evasion of +4. His Evasion is increased by his Lightning Fast speed (+4) and Uncanny Agility (+2), for a final mod of +10.



Well, I couldn't make it as a character class in the Revised rules... but at least I get to be Sample Creature n°1.

Mystic Fortitude : His Weird Mystique gives the Satyr a Mystic Fortitude modifier of +2.

Sample Creature n°2 : Crawling Gorgon

Crawling Gorgons are similar to regular Gorgons, except that they have the lower body of a giant snake and often use bows against their enemies (in addition to their petrifying gaze) : you can see one of these creatures masquerading as Medusa in the movie *Clash of the Titans*.

Taxonomy : Crawling Gorgons are **Monsters**.

Size : Even though her serpentine half makes her quite large (or, more properly, quite long), her upper humanoid body clearly qualifies the Crawling Gorgon as a **Medium**-sized creature. This gives her a Hits Factor of 4, a damage roll of 1d6 and a Movement allowance of 60 feet.

Ferocity : The Crawling Gorgon is Deadly (+3).

Cunning : The Crawling Gorgon is Clever (+2).

Mystique : Her hybrid body, petrifying gaze and supernatural origins make the Crawling Gorgon more than Weird : Unearthly would probably be too much, so we rate her Mystique as Eldritch (+2).

Special Abilities : Fearsome, Grapple (with her snake-like tail), Invulnerability, Missile Weapons, Petrification (20' range), Poison (sting, death in 1d6 battle rounds), Sixth Sense, Stealthy and, of course, Supernatural Vigor.

Her various characteristics and special abilities give the Crawling Gorgon the following scores :

Initiative : The Crawling Gorgon's Ferocity (+3), Cunning (+2) and Fearsome looks (+2) give her a total Initiative score of 17.



A valiant warrior facing our Sample Creature n°2

Melee : Her Deadly Ferocity (+3) and Medium Size give the Crawling Gorgon a final Melee mod of +6.

Missile : The Crawling Gorgon may use bows or javelins, with a Missile mod equal to the sum of her Ferocity and Cunning modifiers (+5).

Defense Class : Her Eldritch Mystique gives the Crawling Gorgon a basic Defense Class of 14, which is raised by +2 for her Fearsome appearance and +8 for her Invulnerability, giving her a final, quite amazing Defense Class of 24.

Hits Total : The Crawling Gorgon's Ferocity (+3), Basic Hits of 4, Hit Factor of 4 and Supernatural Vigor give her a final Hits Total of 20.

Detection / Evasion : Her Clever Cunning gives her a basic Detection / Evasion mod of +4, which is increased to Detection +8 and Evasion +6 by her Sixth Sense ability.

Mystic Fortitude : Her Eldritch Mystique gives the Crawling Gorgon a Mystic Fortitude mod of +4.

Customizing Creatures

One of the major advantages of M&M's definition of creatures in game terms is the extreme flexibility and adaptability of the system, which allows a Maze Master to build weird variants or special versions of existing creatures in a matter of minutes.

This also makes it very easy to fine-tune the overall power level of a creature according to the strength of the party, as shown by the following examples.

Example 1 : Making Better Satyrs

A particularly devious Satyr could be given a Crafty Cunning, raising its Initiative to 19, Missile modifier to +3 and Danger Evasion to +10. Individual Satyrs could also be given additional abilities such as Marksmanship, Sharp Senses or Stealthy.

Example 2 : Adjusting the Crawling Gorgon

There are several ways to make this creature more dangerous. Raising her Cunning from Clever to Crafty, for instance, would bring her Initiative to 18, Missile mod to +6 and Evasion / Detection to +10.

Our Crawling Gorgon could also be given extra special abilities, such as Lightning Fast (+4 to Initiative and Evasion, Movement 80'), Magic Resistance (raising her Mystic Fortitude to +8), Marksmanship (raising her Missile mod to +7), Regeneration (which would be quite consistent with her ophidian nature) or even Uncanny Agility (+1 to Melee, +2 to Initiative, Defense Class and Evasion). If we really wanted to go over the top, we could also give her Psychic Powers...

If, on the other hand, our objective was to make the creature a bit less formidable, we could reduce her Cunning from Clever to Alert (lowering Initiative, Melee, Missile and Detection / Evasion) or even her Mystique from Eldritch to Weird (slightly lowering Defense Class and also reducing Mystic Fortitude).

On the special abilities front, we could downgrade her Invulnerability to Natural Armor or even Tough Skin or remove her ability to use Missile Weapons.

Example 3 : Making a Flying Gorgon

Let us now suppose that, for some mysterious reason, we want to devise a Flying Gorgon.

Such a strange creature could easily be defined in game terms using our Crawling Gorgon as its basic framework : simply remove Grapple (no ophidian lower body), add Winged and voilà – enter the Flying Gorgon !



Yes, we even managed to find an illustration for THAT



Mr Maze Master, how many Glory points is THIS worth ?

Vanquishing Creatures

Defeating creatures may bring Glory, Wisdom or Experience points (see *Character Advancement*). The Glory award for killing or defeating a creature is calculated with the following formula :

Glory Award = Menace Rating x Size Factor

A being's **Menace Rating** is calculated as follows :

MR = (Fer x 10) + (Cun x 5) + (Mys x 5) + A + E

Fer = Ferocity, Cun = Cunning, Mys = Mystique

A stands for **Special Abilities**. This is the sum of the specific Glory awards corresponding to the creature's **Special Abilities** (see Table 6B).

E stands for **Equipment** (if any) : each piece of protective equipment that adds +2 to EDC (shield, helmet or breastplate) also adds 5 to the creature's MR. Creatures that use two-handed weapons (+2 to Melee Attack) also add 5 to their Menace Rating.

If the creature is a **Monster**, double its final MR.

Size Factor : Tiny = 1/10, Small = 1/5, Medium = 1, Large = 2, Gigantic = 5. Round up all fractions.

Glory awards must be divided between the victors. A creature's Glory award also gives its Experience worth for Hunters (double for Beasts).

Vanquishing some creatures will also bring **Wisdom** points to magicians. 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 contributes to the creature's demise.

The Wisdom Award for a creature is simply equal to the sum of its Special Abilities awards (see Table 6B). This Wisdom award is *doubled* for Spirits.

Table 6B : Abilities & Awards

Special Ability	Glory	Wisdom
Aquatic	-	-
Breath Weapon	20	20
Camouflage	5	-
Charge Into Battle	5	-
Crushing Damage	10	-
Crushing Missiles	10	-
Entangle	10	-
Fearsome	10	10
Gallop	-	-
Grapple	5	-
Insubstantial	20	20
Invulnerability	20	10
Life Energy Drain	10	20
Lightning Fast	10	-
Magic Resistance	5	20
Marksmanship	5	-
Mindless	5	10
Missile Weapons	5	-
Multiple Heads	10*	10*
Natural Armor	10	-
Petrification	40	40
Poison	10	-
Psychic Powers	20	200
Regeneration	10	10
Sharp Senses	5	-
Sixth Sense	10	10
Stealthy	5	-
Supernatural Vigor	10	10
Tough Skin	5	-
Trample	5	-
Uncanny Agility	10	-
Vocal Entrancement	10	20
Wallcrawling	-	-
Winged	5	-

* per extra head (ie a three headed creature would be worth +20 Glory and Wisdom).

Non-Player Characters

In *M&M*, non-player characters (NPCs) are divided into two broad categories :

Major NPCs include the most important enemies and allies of player-characters. Such characters have a fully defined personality and the same game characteristics as player-characters, including a class, a level and individual attribute scores.

Minor NPCs include ordinary people, faceless guards, nameless thugs as well as most henchmen and followers. In game terms, such NPCs are treated as zero-level and are divided into two broad categories : *fighters* and *non-combatants*.

Non-combatants represent the majority of civilians, peasants and other common people. They cannot attack and only have 4 Hits.

Fighters represent the majority of soldiers, sailors, thugs and other fighting personnel. They can attack and have the following combat characteristics :

Initiative = 11

Melee mod = +2

Missile mod = +1

EDC = 12 + equipment bonus

Hits Total = 8

Fighters make all their saving rolls using an unmodified D20. Non-combatants always fail their saving rolls. These rules reflect Minor NPCs' lesser importance in the grand mosaic of Fate and makes them far more vulnerable to danger, magic and hardships than major characters.



Two Minor Non-Player Characters

Can you tell the Fighter from the Non-combatant ?

2007 Edition Notes & Comments

Revising Creatures

Despite what occasional malicious rumors implied, a lot of thought went into the revising of the rules on creatures. The two biggest (or, at least, most obvious) changes from the original *M&M* rules were the way a creature's Melee attack modifier and Hits Total were calculated.

In original *M&M*, the Melee attack mod was based on Ferocity as well as on Cunning; since Small and Tiny creatures tended to have higher Cunning than the bigger ones, these creatures also tended to have surprisingly high Melee attack bonuses, especially when compared to the biggest creatures. Somehow, this didn't seem quite right and the "killer mouse syndrome" became one of the favorite topics of discussion (especially between over-obsessive *Maze Masters* and ex-wargamers). The Revised rules solved the problem by taking Cunning out of the equation and adding a Size-based Melee bonus for Large and Gigantic creatures – without applying an equivalent penalty to Small and Tiny beings, who thus retained some of their fighting ferocity.

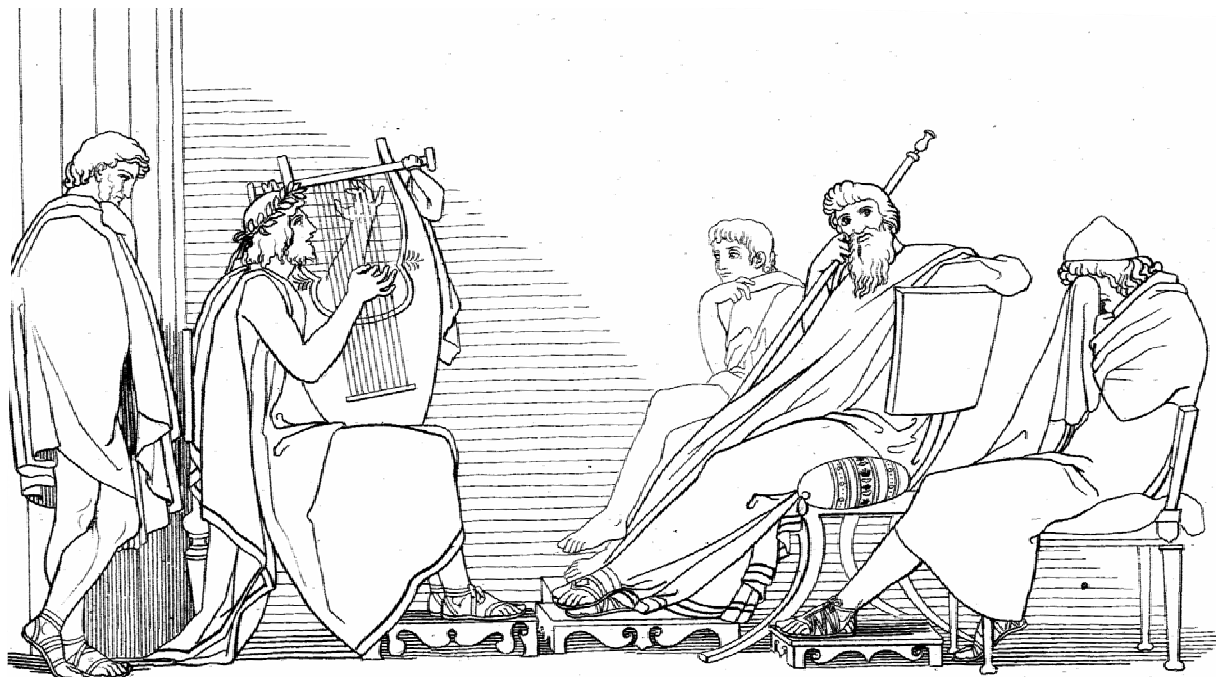
The change in Hits Total calculation was probably a more important issue, since it made quite a few creatures significantly tougher, especially Medium-sized nasties with Supernatural Vigor, such as Gorgons ("Oh no, not these Gorgons again !").

On the special abilities front, a few abilities were modified or streamlined (like Life Energy Drain or Psychic Powers), a few others were dumped and a few new ones were added (such as Vocal Entrancement, which quickly became a *Maze Masters* favorite). Lastly, the Lifeless / Mindless duo was finally clarified (which caused a sigh of relief - or was it regret ? - among rule lawyers everywhere).

These revised rules heralded the third book of the *Revised Mazes & Minotaurs* trilogy, the *Creature Compendium*, which compiled the revised stats of more than 100 creatures (taken from the original *M&M* rules, *Men & Monsters* and the unspeakable – in all senses of the word - *Hekatoteros*). Heralded as "the biggest RPG bestiary ever published", the *Compendium* was saluted as "a graphic triumph" by some (slightly over-enthusiastic) gamers since each of the 100+ creatures it described had its own individual illustration – something that, even to this day, few RPG bestiaries have managed to achieve.

Anyway, the publication of the *Creature Compendium* did not prevent Griffin magazine and various RPG fanzines from publishing myriads of new creatures – or new variants of mythic creatures, in the grand *M&M*-esque tradition of Albinotaurs, Pyrotaurs (fire-breathing minotaurs) and Twinotaurs (bicephalous minotaurs) – and let's not forget the much dreaded, mind-warping Psychotaur...

III : GAME MASTERING



Entertaining his players is one of the Maze Master's primary responsibilities – so beware of overlengthy lyrical interludes

Creating Epic Adventures

Mazes & Minotaurs is a fantasy roleplaying game that draws most of 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.

Basic M&M adventures can be grouped into three broad types of scenarios, which are detailed below : Monster Hunts, Artefact Quests and Heroic Wars. Most M&M scenarios will also involve quite a lot of travel and adventurers will often explore or visit strange or unknown locations such as Mysterious Islands or even sections of the vast Underworld...

Gathering the Heroes

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

Defend the City : You are the brave lords and warrior heroes of a famous 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 lord or king who has been exiled and now wanders across the world trying to find some way to regain his throne. As his closest allies, you carry out all kinds of dangerous quests and heroic challenges to aid him in this daunting task.

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.

Monster Hunts

The Monster Hunt is a common story in Greek myth. The monster may be the Hydra, the Chimera, the Gorgon or any other suitably perilous creature : whatever it is, it needs to be slain. Sometimes the monster is just a large and more dangerous version of a normal animal (like the Caledonian Boar) and the hunt really is a proper hunt rather than a perilous raid on some underground lair.

There are many reasons to kill a monster. Perhaps the hellish creature is terrorizing a whole area or perhaps it is guarding some valuable treasure. The death of the beast itself might actually be the prize : perhaps some part of its body is in itself the treasure - think of the Hydra's poisonous blood, the Nemean Lion's hide or the Gorgon's head.



All in a day's work for a true mythic hero.

Monster hunts are usually short and simple tasks (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 Quests

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 such epic quests : information to discover, guardian monsters to defeat, puzzles to solve, 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 Wars

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 important, meaningful 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 side's 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.

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.

A single 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 the Cyclops Island was for Odysseus).

This chapter contains a set of tables provided which will allow Maze Masters to create all sorts of perilous and mysterious islands with a few die rolls.

Underworld Journeys

In Greek myth, the 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).

In the context of a game like *Mazes & Minotaurs*, we can postulate the existence of many different Underworlds, beginning in caves and tunnels near the surface, connecting with others and (ultimately) with the Great Underworld of Hades, guarded by Cereberus and Charon, the ferryman of the dead.



- Excuse me, is this the entrance to the Underworld ?
(asked Clebos the clueless Lyrist).

The Underworld is a dreamland or 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.

Random Generators

The following sections present several collections of tables and charts that allow Maze Masters to create mysterious islands, temples, city-states and even adventure plots with only a few dice rolls.

Mysterious Islands

This set of tables may be used by Maze Masters to generate perilous islands (complete with local monsters, special features etc) to use as adventure settings when creating a scenario but may also be used as an emergency tool during play to spice up an unexpected sea journey.

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



- Hey, you there in the ships ! Guess what type of Monstrous creatures inhabit this Mysterious Island ?

Interesting Places (3d6)

- 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 or glen
- 18 = Two of the above

Creatures (1d6)

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

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 has 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... a whole load of extra fun for our bold adventurers !



Temples

This set of tables may be used to determine the nature, importance and peculiarities (if any) of any temple the characters might encounter during their travels and adventures.

Deity

First roll 1d6 to determine if the temple is dedicated to a god (1-3) or to a goddess (4-6), then use the tables given in the *Players Manual* (chapter II) to determine the identity of the deity.

Size

Roll 1d6 to determine the overall size of the temple :

- 1 = shrine
- 2-3 = small temple
- 4-5 = standard temple
- 6 = large temple.

This size affects all the other characteristics of a temple : its material riches, the number of resident Priests and the number of mythic items (if any).

Size	Total Loot	Priests	Items
Shrine	1d6	0	0
Small	1d6 x 5	1	1d3-1
Standard	1d6 x 10	1d3	1d3
Large	1d6 x 50	1d6	1d3+1

Total Loot : This represents the total value in gold coins that can be plundered by sacking the temple. This loot may take many forms, from actual money to statues, jewels, vases, ornaments etc.

Priests : Roll 1d6 to determine the level of each Priest. Each resident Priest will also have a number of zero-level acolytes equal to his level.

Mythic Items : Roll 1d6 to determine the general category of each mythic item:

- 1 = Magical Armament
- 2 = Potions & Consumables
- 3 = Rings & Amulets
- 4 = Staves & Wands
- 5 = Garments & Accessories
- 6 = Miscellaneous Items

Inside this general category, the Maze Master will have to select the item that seems the most appropriate to the deity. Note that Unique Artifacts can only be found in randomly generated temples as a special feature (see below).

Special Features

Roll 1d6 to see if the temple has any special feature : this will be the case on a roll of 6 for shrines, 5-6 for small temples, 4-6 for standard temples and 3-6 for large temples.

If the temple does have a special feature, roll the die again and consult the following table :

- 1 = Local Oracle
- 2 = Secret Chamber
- 3 = Guardian Statues
- 4 = Favored by Deity
- 5 = Unique Artifact
- 6 = Roll twice (ignore this result thereafter)

Local Oracle : The temple is inhabited by an Oracle who delivers predictions and auguries.

Secret Chamber : The temple has a secret underground chamber with a treasure hoard full of gold and jewels (roll as per Total Loot) and 1d6 extra mythic items.

Guardian Statues : The temple is guarded by a number of animated statues. Their number depends on the size of the temple : 1 for shrines, 2 for small temples, 3 for standard temples and 4 for large ones. The nature of the guardians is determined with a d6 roll : 1-3 = 1 Bronze Colossus, 4-5 = 1d3+3 Iron Warriors, 6 = 1 Titanic Statue.

Favored by Deity : Priests who perform religious rites and ceremonies in this temple regain 1 extra Power point per hour.

Unique Artifact : The temple holds a well-guarded Unique Artifact associated with its deity. The exact powers and properties of this item will be determined by the Maze Master (who can also choose to ignore this result and replace it with another of his choice).

Plundering Temples

Treasure and mythic items may be too much of a temptation to some covetous adventurers... but all player-characters should be reminded by their Maze Master of the consequences of stealing from a temple.

Sacking a temple is an act of desecration and will always attract the deity's anger in the form of a permanent loss of 1d6 Luck points

Stealing a mythic item from a temple also attracts a similar divine punishment.

City-States

Adventurers often visit cities and large towns during their travels. The following tables enable Maze Masters to define the main characteristics of these settlements with a few dice rolls, giving each city its own distinctive flavor and features.

In game terms, a city's profile is summarized by the following seven elements :

- 1) Size (how big is the place ?)
- 2) Renown (what is it famous for ?)
- 3) Regime (who rules it ?)
- 4) Peace (how peaceful - or warlike - is it ?)
- 5) Prosperity (how wealthy is it ?)
- 6) Happiness (how happy is the populace ?)
- 7) Justice (how just are the local laws ?)

1) City Size

D6	City Size
1-2	Small
3-4	Average
5-6	Large

2) Renown

Roll 1d20 once for a Small city, twice for an Average one, three times for a Large one.

D20	Famous Thing
1	A special temple.
2	A sacred place that is not a temple.
3	An oracle.
4	A sorcerer or other magician.
5	A famous noble.
6	A famous non-noble warrior.
7	A famous artisan, sage or philosopher.
8	A monument/public work of art.
9	Local games / arena.
10	A curse from the gods.
11	A blessing from the gods.
12	A prophecy of doom for the city.
13	A prophecy of a great future for the city.
14	A haunting.
15	A spirit guardian.
16	Plagued by robbers.
17	Plagued by monsters.
18	Plagued by non-violent thieves.
19	A local dish / wine/ specialty.
20	A non-human minority.

3) Regime

Roll 1d6 (-1 for Small Cities, +1 for Large ones) and consult the following table :

2 or less = Democracy

All free men of property meet at the agora to determine policy or pass judgement.

3-4 = Monarchy

A hereditary King rules the city.

5 or more = Oligarchy

A council of Noble houses rules the city.

Once the general political regime has been defined, roll 1d10. If the result is 10, the regime is modified by special conditions, determined by a new d10 roll :

1-2 = Matriarchy

The ruler(s) of the city are female, not male, due to ancient traditions or divine decree. Democracy: Only free *women* of property have any say in the rule of the state. Monarchy: The ruler is always a Queen. Oligarchy: The Noble houses are led by females.

3-4 = Magocracy

The ruler(s) are magicians of some kind, due to ancient traditions or their own power. Democracy: Only people with any kind of magical power have any say in the rule of the state. Monarchy: The king is a magician of some kind. Oligarchy: The heads of the ruling houses are all skilled in magic.



As you can see, one of our city's most notable wonders is its myriads of random tables – each with its unique entries.

5-6 = Theocracy

The city is ruled by its temples and priesthoods. Democracy: All temples rule the city together by a council of its priests and priestesses. Monarchy: A single divine king or queen, chosen by the divine patron of the city, rules. Oligarchy: A council of priests or priestesses serving the divine patron of the city rules it.

7-8 = Allegiance

The city is a colony or client of another, more powerful city.

9 = Barbarian Rule

Barbarians have somehow conquered or influenced the city. Democracy: A ruling caste of barbarian tribesmen who once came here rule, and no one else owns property. Monarchy: The royal family descends from a barbarian warlord. Oligarchy: The nobles of the state are descended from barbarians.

10 = Nonhuman Rule

A Nonhuman Folk has somehow conquered or influenced the city. As per Barbarian rule, but change the Barbarians for one group of Folk (chosen by the Maze Master).

4) Peace

Roll 1d6 (-1 for Small Cities, -1 for Matriarchies or Magocracies, +1 for Large Cities, +1 for Barbarian or Nonhuman Rule) and consult the following table :

1 or less = Very Peaceful

No war with their neighbours in living memory. All First Reaction rolls are made with a +4 bonus since peace is the way of life.

2 = Peaceful

No war with their neighbours for a generation.

3-4 = Average

No war right now but there was one recently.

5 = Warlike

At war with one of their neighbours.

6 or more = Very Warlike

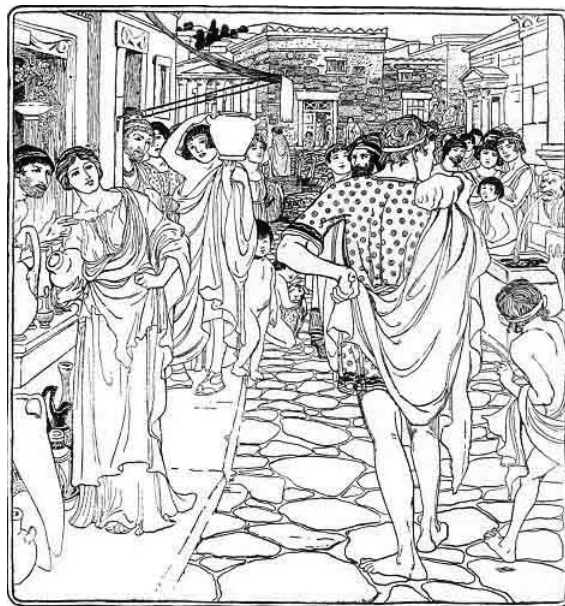
At war with all their neighbours. First Reaction rolls are at -4 since anyone can be a spy for the enemy, but the Reputation effect is doubled since the populace are impressed by adventurers' skills.

5) Prosperity

Roll 2d6 (-1 for Small Cities, -1 if Very Peaceful or Very Warlike, +1 for Large Cities, +1 if Peaceful or Warlike) and consult the following table :

2 or less = Very Poor

Roll twice on the Fiscal Misfortune Table. Double all prices. No luxury goods (like jewels, artwork or perfumes) will be bought or sold at all.



*Very Peaceful, Very Prosperous and Very Happy City...
Damn, I wish I could be as lucky with my own dice rolls.*

3-5 = Poor

Roll once on the Fiscal Misfortune Table.

6-8 = Normal

Roll once on the Fiscal Misfortune and once on the Fiscal Fortune Table. Contradictory results cancel each other out.

9-11 = Rich

Roll once on the Fiscal Fortune Table.

12 = Very Rich

Roll twice on the Fiscal Fortune Table.

Fiscal Misfortune (1d6)

1 = Bad Communications

All goods cost 10% extra, since import and export are so hard.

2 = No Mines

All goods made of metal or stone cost 20% extra, since the materials must be imported.

3 = Missing Artisans

One kind of craftsman or artisan is missing, and all goods made by them cost double. Roll 1d6 on the Craft table below to determine the missing craft and category of goods.

4 = Low Population

No mercenaries or servants can ever be hired.

5 = Meagre Vineyards

Wine costs three times as much.

6 = Barren Fields / Rare Cattle

Food costs twice as much.

Fiscal Fortune (1d6)

1 = Good Communications

All goods cost 5% less, since import and export are greatly facilitated.

2 = Rich Mines

All goods made of metal or stone costs 10% less.

3 = Master Artisans

One kind of artisan is especially skilled (or common) in the city, and all goods made by them cost 20% less than usual. Roll 1d6 on the Craft table below to determine the favored craft and category of goods.

4 = High Population

Mercenaries can be hired for 10% less than usual.

5 = Lush Vineyards

Wine costs 50% less than usual.

6 = Bountiful Fields / Abundant Cattle

Food costs 50% less than usual.

Craft Subtable (1d6)

1 = Weaponsmith (all weapons)

2 = Armorer (armor and shields)

3 = Wainwright (carts, wagons and chariots)

4 = Shipwright (ships)

5 = Horse trainer (all horses, draft, riding or battle)

6 = Blacksmith (all non-weapon metal goods)

6) Happiness

Roll 2d6 (-2 if Very Poor, -1 if Poor, +1 if Rich, +2 if Very Rich ; -2 if Very Warlike, -1 if Warlike, +1 if Peaceful, +2 if Very Peaceful) and consult the following table :

4 or less = Very Unhappy

The city is ruled by tyrant(s) or angry mobs. All First Reaction rolls are at -1, but it is easy to hire mercenaries (+1 to loyalty checks) since they desperately want out of here.

5-6 = Unhappy

There is unrest and conflict in the city.

7-8 = Indifferent

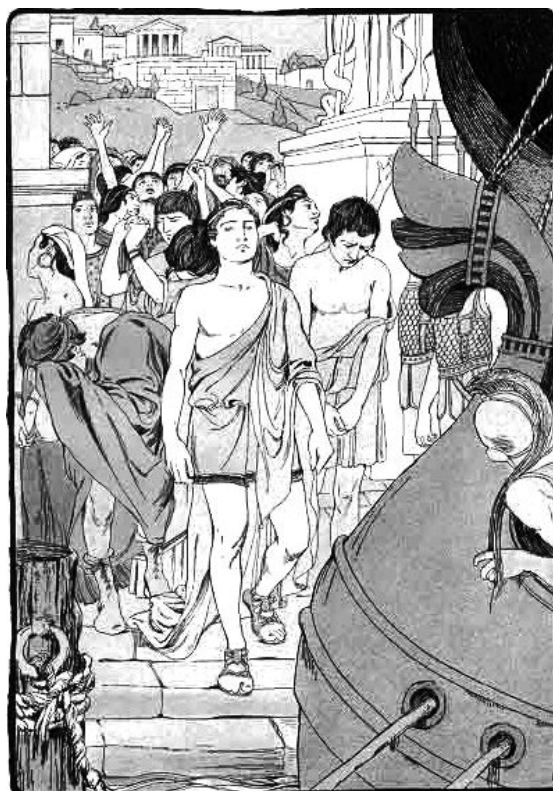
There is conflict among the rulers, but the populace are rather content.

9-10 = Happy

On the whole, the populace is content with its fate.

11 or more = Very Happy

The populace is very satisfied with its lot. All First Reaction rolls are at +1, but it will be more difficult to hire mercenaries (double rates) since they don't want to leave.



I say, Pyros, it's the LAST time we ever stop for a rest at a Very Unhappy city ! Let's sail away from this place – quick.

7) Justice

Roll 2d6 (-2 if Very Unhappy, -1 if Unhappy, +1 if Happy, +2 if Very Happy) and interpret the final result on the following table :

2 or less = No Justice

Courts and officials are actively corrupt. They will always accept a bribe.

3-4 = Weak Justice

Courts and officials are easily bribed or swayed. They will accept a bribe on a Neutral or better result.

5-9 = Indifferent Justice

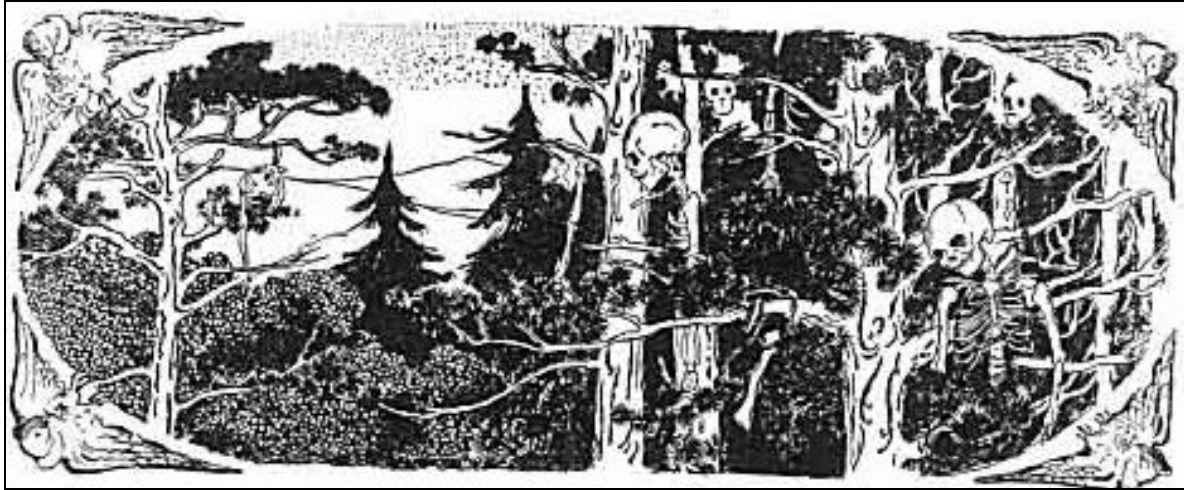
Some judges or officials may be corrupt, but most are reasonably honest. They will accept a bribe on a Trustful or better result.

10-11 = Strong Justice

Courts and officials are very hard to bribe, sway or threaten. They will accept a bribe on a Friendly or better result.

12 or more = Adamant Justice

Courts and officials are absolutely impossible to bribe, sway or threaten.



Welcome to the World-Famous Forest of Doom Adventure Location.

Adventure Plots

Having a game session tonight and desperately stuck for an idea ? No need to worry anymore ! With our easy-to-use Random Plot Generator, an adventure synopsis can be cooked up with only a few dice rolls, in a matter of minutes !

Basic Plot Format

All the adventure plots generated by these tables basically follow the same single-sentence structure :

The adventurers are asked by (A) to venture through (B) in order to (C) but (D).

A = Adventure Patron, B = Main Location, C = Main Goal, D = Complications. Simply fill in the blanks by rolling 1d6 on the appropriate tables.

Table A : Adventure Patron

- 1 = A god or goddess
- 2 = The local king or queen
- 3 = A noble person or a noble family
- 4 = The populace of a village, town or city
- 5 = A wise man or sage
- 6 = A nymph

If God/Goddess or Nymph is rolled, Maze Masters may use the deities and nymph tables given in the first chapter of the *Players Manual* to specify the identity of the Patron.

Table B : Main Location

- 1 = Deep caverns
- 2 = Ominous ruins
- 3 = A mysterious island
- 4 = A dangerous forest
- 5 = Perilous mountains
- 6 = A sinister swamp

Table C : Adventure Goal

1 = Recover a lost or stolen Mythic Item from the dangerous denizens of the Main Location.

2 = Defeat a Mythic Monster (preferably Large or Gigantic) or some other supernatural menace, such as a hostile spirit, a powerful sorcerer etc. This entity is a direct threat to the safety or interests of the Patron and must be destroyed or banished.

3 = Prevent a disaster (earthquake, flood, famine, war etc) from occurring, either as the intentional result of a villain's actions or as a form of divine punishment, in which case the goal of the adventurers' deeds is to appease the deity involved.

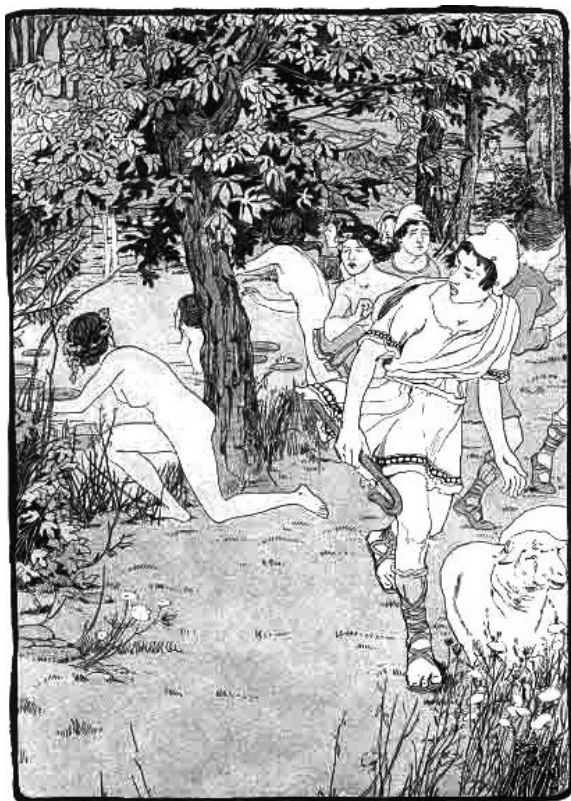
4 = Deliver something or escort someone into safety. In this case, the Main Location is not the final destination but a place that must automatically be passed through to arrive at the journey's end.

5 = Rescue important captive(s). These may be held for ransom, torture, religious sacrifice or other reasons. Their captors will usually belong to the Beastmen category of Folks, but there are of course other possibilities.

6 = Defeat a horde of hostile creatures which are a direct threat to the safety or interests of the Patron, be they Folks, lesser Monsters, minor Spirits, Animates or a mix of all this.



What ? You mean all this was actually randomized ?



Mmh, that's weird... I don't seem to recall the Adventure Plot Generator mentioned anything about naked Nymphs dancing around trees... wait – is this a Plot Complication ?

Table D : Complications

1 = Foul Play. The Patron was not entirely honest with the player-characters and has secret goals of his/her own. Depending on this patron's identity, this may mean anything from using the adventurers as pawns to manipulating or even betraying them.

2 = Two Parts. There are two different Main Locations for this Adventure (roll again on Table B)

3 = Far Away. The journey to the Main Location is very long and perilous, with many dangers and encounters en route.

4 = Combined / Conflicting Motives. There are actually two different Main Goals for this Adventure (roll again on Table C).

5 = Competition / Obstruction. The adventurers must either compete against a rival group of individuals (or single powerful being) who has the same goals (but wants to get all the Glory or Wisdom for himself) or cope with the unexpected interference of a third party that has nothing to do with the adventure in itself.

6 = More Complications ! This Adventure is actually very complicated : roll again twice on this table, ignoring subsequent rolls of 6.

Exempli Gratia

For the more skeptical among you, here is a short example on how these wonderful tables may be used to spark or aid a Maze Master's creativity.

The Maze Master makes four d6 rolls : 2, 4, 3 and 2. These rolls translate as : the adventurers are asked by the local king or queen to venture through a dangerous forest in order to prevent a disaster from occurring but the adventure will also take them to another location : we roll 2 (ominous ruins). How can this be transformed into a reasonably original, working Adventure Plot ?

Let's start with the two locations. The forest-ruins combination leads to a fairly obvious interpretation : the ruins are the proper destination of the adventure but the adventurers will have to cross the forest to get there. The conjunction of 'ruins' and 'disaster' strike a light in the Maze Master's mind : this disaster could be tied to some eldritch curse laid on an ancient city, which was destroyed a long time ago by a disaster similar to the one our heroes are now trying to prevent. The Maze Master decides to go for a plague.

So the same plague that wiped out the inhabitants of the ruined city on the other side of the forest would now threaten the kingdom where the adventurers are currently staying... but why ? And how could a journey to the ruins avert the new plague ?

First, let's concentrate on the why : curses are not random, gratuitous occurrences and always have some sort of justification. After a few minutes of brainstorming, the Maze Master comes up with the following story : the inhabitants of the original city were a very rich and refined people, so proud of their advanced culture that they eventually decided to abandon the worship of their Olympian patron deities (Apollo and Artemis) whom they now considered as 'grossly primitive abstractions'. This of course caused the two deities' divine wrath – who decided to go for a good old-fashioned plague because it not only wiped out the entire population but also made them extremely ugly during the last days of their lives – a fitting punishment for such vain and arrogant mortals.

This is a nice backstory, but how on Mythika could a journey to the ruins of this accursed city enable our fearless heroes to save another city from a similar plague ? The Maze Master ponders over this repetitive pattern and comes up with the following idea : the inhabitants of the city have begun to become as vain and arrogant as the long-dead plague victims... but this time, Apollo has decided to be merciful and to give them a single chance to appease his divine wrath : a chosen group of heroes will have to journey to the ruins of the ancient city (which are, of course, haunted by various malevolent spirits, including ghosts of plague victims etc) and bring back the crown of its last king (as a token of their quest) before seven days have passed.

Of course, this crown is ferociously guarded by an army of ghosts and other fell creatures have settled in the ruins. And to make things more challenging (and entertaining to watch), Artemis will plant various encounters and perils along their way through the forest (it is, after all, her own sacred domain). The adventure is now taking shape...

2007 Edition Notes & Comments

Random Tables

The Mysterious Islands tables were probably one of the most beloved features of the original M&M rules – and were left unchanged in the Revised rules. 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 ».

First published in the *Unveiled Addenda* supplement, the City-State and Adventure Plot generators proved very popular with Maze Masters – but also contributed to the infamous « Table Trend » of the 80s. Soon, every issue of Griffin magazine included at least one new table of some sort – Seasonal Weather Charts, Sleep Quality Table, Random Daily Events, Random Banquet Food Generator, Random This, Random That... The overdose point was probably reached with a Random Activity Between Adventures table in which your character could actually gain Glory points, find treasure, benefit from Divine Intervention or even DIE as a result of a single D100 roll.

Fanatics & Fallacies

Noticed the short paragraph on desecrating temples in the Random Temple Generator section ? Well, this is *probably* where the strange notion that RPGs had something to do with desecrating *churches* comes from – which is a bit ironic, considering the blatant paganism of the M&M world.

Remember the Big Anti-RPG Crusade of the 80s when pressure groups such as WAMM (Worried About Mazes & Minotaurs) or the so called Moral Majority tried to have RPGs banned in the USA ? Those were the same born-again bigots who heard subliminal satanic messages in heavy metal songs or thought that *The Beauty & the Beast* actually encouraged *lycanthropy* – not to mention 'invisible mind control mantras' hidden in solo gamebooks...

This wave of anti-RPG propaganda reached its climax with the hilarious *Maleficious Mazes* illustrated pamphlet, in which a Maze Mistress who looked like a S&M dominatrix initiated influenceable teen-agers into the « dark dianic mysteries » by playing M&M... while we all know that, in those days, most Maze Masters actually looked like overweight satyrs in Bermuda shorts. Panels of this memorable piece of bigotry & disinformation are reproduced here for our readers' enlightenment and enjoyment (not to mention the esthetic epiphany)...

MALEFICIOUS MAZES !



**I am your Maze Mistress
and you must obey me !**



Mike - No, not Pyros ! I'm going to die ! Don't cast me out of the game ! Somebody save me - or I'll kill myself out of frustration and spiritual helplessness !

Fran - Get out, Mike ! You're dead ! You don't exist any more for us, you pathetic whining loser ! Oh, and one last thing : it was *simulation* all along.



Marcie – Gee, Hank, you saved my soul...

Hank – See ? I told you Jesus had all the answers ! Now, let's go to the backyard and burn all those evil *Mazes & Minotaurs* books – and then we'll burn this Maze Mistress you told me about...

IV : MYTHIC ITEMS

Categories of Items

Over the course of their heroic careers, adventurers may acquire mythic items of varying degrees of power, either as loot or as divine boons. This chapter details many mythic items, presented in seven categories : Magical Armament, Potions and Consumables, Staves and Wands, Rings and Amulets, Garments and Accessories, Miscellaneous Items and Unique Artifacts.

Unless otherwise specified, mythic items have an effective Encumbrance of zero.

Magical Armament

Acheronian Arrows

These magical arrows can be used to wound insubstantial creatures.

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. (Enc = 2)

Arrows of Plague

Created by Apollo, usually only 1-3 will be found at a time. Anyone struck by a Plague Arrow who fails their Mystic Fortitude roll will sicken and lose 1d6 Hits per day until they die or they receive magical healing. Arrows of Plague disappear after use.

Arrows of the Sagittarius

These magical arrows, made by the legendary Centaur Chiron, grant a +1 bonus to the archer's Missile attack and damage rolls.

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 (see below), except that the bonus used is the Might modifier. (Enc = 1)

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. (Enc = 1)

Bow of Artemis

This bow can be used at no penalty while moving and has twice the normal range (600'). (Enc = 1)

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. (Enc = 1)

Breastplate of Apollo

This ultra-light breastplate can only be used by extremely handsome male heroes (ie male warriors with a Grace of 13+).

Its wearer adds his Grace bonus to his EDC (in addition to the usual +2) as well as to his Mystic Fortitude and Danger Evasion rolls. (Enc = 1)

Breastplate of Ares

This breastplate provides twice the usual protection (+4 instead of +2 to Defense Class) for the same encumbrance value. It also grants a +2 bonus to Mystic Fortitude. (Enc = 3)

Cestus of Pugilism

Magical leather strips wrapped around each hand. Allows the wearer to inflict (1d3 + Might mod) Hits of regular damage using only his fists. Such attacks are delivered as regular pugilistic attacks, with all the usual restrictions (see the *Players Manual*).

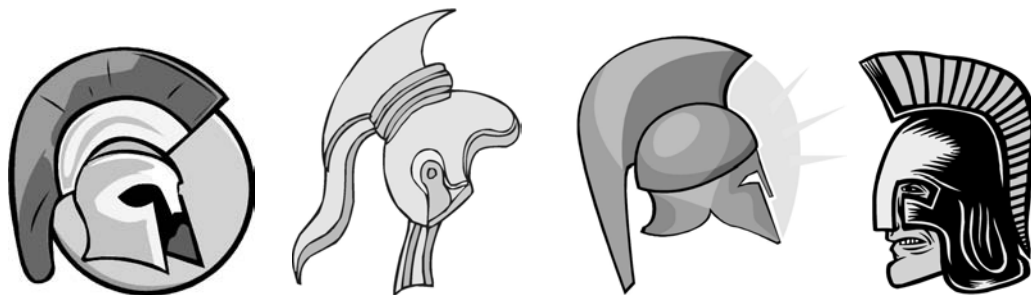
Dagger of Aphrodite

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 beings of the opposite gender.



You need to be extra-careful with this Dagger of Aphrodite



Magical helmets have always been one of our most popular adventuring items – don't leave home without them !

Helmet of Ares

This magical helmet grants victory and protection in battle but can only be used by characters with a Skill of 13+. In game terms, its wearer adds his Skill bonus to his Melee rolls and to his EDC (on top of the regular +2 helmet bonus). (Enc = 1)

Helmet of Athena

This magical helmet grants wisdom and protection in battle but can only be used by characters with a Will of 13+. In game terms, its wearer adds his Will bonus to his Initiative score and to his EDC (on top of the regular +2 helmet bonus). (Enc = 1)

Helm of Hermaphrodite

A bronze helmet of Thracian design, it appears perfectly normal to every test...until worn. Named after the son of Hermes and Aphrodite, whose body was melded with that of a Nymph, creating a being of both sexes, the *Helm* is a cursed item; when placed on the head, it transforms a male wearer into a female of the same species, and vice versa.

Once used, the *Helm* loses all power, and cannot be used to reverse the effect. The curse can only be broken by Divine will, and will usually require a long and difficult quest to earn the Deity's help. (Enc = 1)



A bold Spearman exhibiting his magical armament (including a very stylish Helm of Hermaphrodite)

Javelin of Destiny

This javelin has twice the normal range, grants a +1 Missile and damage bonus and always comes back to the hand of the thrower if it misses. (Enc = 2)

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). (Enc = 1)

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. (Enc = 1)

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).

Spear of Athena

This spear may only be used by the most skillful fighters (ie warriors with a Skill of 13+). Its wielder adds his Skill bonus to his damage rolls. (Enc = 2)

Spear of Casting

This weapon looks like a normal spear with small wings at its neck. It can be thrown once per day out to three times the normal range of a javelin, with a +3 attack modifier. (Enc = 2)

Spear of Conquest

These spears were carried by ancient kings and princes and give a +1 Melee attack bonus – or +2 when used by Nobles. (Enc = 2)

Spear of Defense

This spear provides a +2 bonus to EDC and has an indestructible shaft. (Enc = 2)

Spear of Striking

This magic weapon grants +1 on Melee attack, as well as a +4 bonus for one attack, once per day (whether you hit or miss). (Enc = 2)

Spear of the Dragon

The heads of these spears are carved from the teeth of a great dragon slain many centuries ago by a legendary hero.

Dragon spears have a +3 to Melee attack but *cannot* be used against a dragon or hydra – ie the spear itself will not physically touch the hides of these creatures. Once per day the head of a Dragon Spear can erupt into flame for 6 rounds, causing an additional die of damage. (Enc = 2)

Spear of Vigilance

The tip of this spear glows in the dark, providing illumination in a radius of 20 feet. (Enc = 2)

Stargold

Back in the ancient days, this wondrous bluish metal (of meteoritic origin ?) was mined and used by the Derros and the Atlanteans, who have apparently lost the secret of its crafting.

Items forged in stargold as are indestructible as they are light. A stargold blade will never break or grow dull and gives a +1 bonus to damage.

A piece of armor gives +3 to EDC (instead of the usual +2) and reduces its usual encumbrance value by 1 (ie 2 for a breastplate and 0 for a helmet).

Sword of Ares

This sword may only be used by the most skillful fighters (ie warriors with a Skill of 13+). Its wielder adds his Skill bonus to his damage rolls. (Enc = 1)

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 Melee attack rolls. (Enc = 1)

Sword of the Underworld

This magical sword can be used to wound insubstantial creatures. (Enc = 1)

Weapons of Hephaestus

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. (Enc = usual)



Sipping a rare vintage from Arcadia

Potions & Consumables

Aphrodite's Venom

A single dose of this rare magical poison can be coated on a blade, arrowhead or spearpoint. Male creatures (including men) wounded by this weapon will take 2 extra Hits of damage.

The poison loses its effectiveness in 1d6 hours or after three wounds (whichever comes first). The recipe of this poison is only known to the heiresses of the royal Amazon bloodline.

Apollo's Water

This crystal-clear water is one of the only known remedies to the effects of Lethe Water. A single dose will also immediately awaken a Lyryst who has drunk too much Mead of the Muses.

When found, Apollo's Water usually comes in a small phial or flask containing 1d6 doses.

Cocytus Water

Must be kept in a fireproof flask, which can be hurled or spilled, doing 1d6 Hits of damage to a single target for 1-3 consecutive rounds.

Cocytus Water is generally found in small phials containing 1d3 doses.

Dust of Hypnos

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 next 1d6 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. Mindless creatures are immune to its effects.

Golden Apples

These rare magical apples can only be found on special magical 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.

Strength : Gain 1d3 points of Might.

Dexterity : Gain 1d3 points of Skill.

Cleverness : Gain 1d3 points of Wits.

Fortune : Gain 1d3 points of Luck.

Willpower : Gain 1d3 points of Will.

Comeliness : Gain 1d3 points of Grace.

All attribute gains are permanent and cannot bring an attribute over 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.

Hydra Head Potion

When the user imbibes this rare and costly potion, extra heads sprout from his shoulders. One extra head is grown per dose consumed, which lasts for one hour.

Each head beyond the first adds one opponent to the creature's maximum number of opponents per round. Each extra head also gives +1 to the character's Initiative score and detection mod, making him more difficult to surprise.

A pair of human shoulders cannot support more than 3 heads. Each dose taken beyond this limit will simply inflict 1d6 Hits of damage to the drinker.

Also note that each extra head gives a -4 penalty to Personal Charisma (and makes it impossible to pass incognito).

When found, Hydra Head Potion usually comes in a small bottle containing 1d6 doses.

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 loses 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.



Hydra Head Potion in Action !

Lethe Water

Drinking a single dose of this magical water will cause the immediate loss of one class level (and all related bonuses and benefits) unless a Mystic Fortitude roll is made.

Level 1 characters cannot be reduced below their current level but will suffer complete amnesia, forgetting all details about their personal lives (friends, family, their own names).

Lethe Water is generally found in small phials containing 1d3 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.

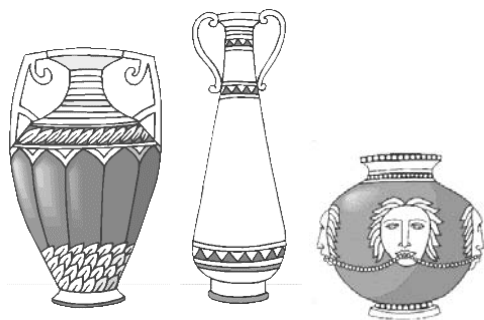
Mead of the Muses

This magical, beer-like, honey-tasting brew can help a tired Lyrist to refresh his poetic inspiration – but it is also extremely intoxicating.

Each cup of the mead restores 2d6 Power points to the Lyrist, without exceeding his regular total – but if the rolled points do take the character's Power above its maximum, he will immediately collapse and fall into a deeply enchanted sleep for a number of hours equal to the number of points in excess.

Moreover, each hour of this enchanted, Mead-induced sleep will cause the loss of 1d6 Power points, as the Muses take back what they have given to the hapless poet...

When found, the Mead of the Muses usually comes in a small phial or flask containing the equivalent of 1d6 cups. If drunk by a character other than a Lyrist, the Mead will have the standard effects of alcohol.



Deluxe containers for magical potions

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 (natural or magical).

Applying the ointment 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.

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.

Olive Tree of Athena

This tree produces a crop of olives once a month as long as appropriate sacrifices to Athena are made. Note that cuttings from this tree produce robust but normal olive trees.

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.

While under the influence of the potion, characters also gain +2 to Initiative and Danger Evasion.

Multiple doses *do not* have cumulative effects.

This potion is generally found in the form of small phials that contain the equivalent of 3 doses.

Potion of Healing

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.

Potion of Remembrance

This potion is one of the only known cures for the amnesia induced by Lethe Water (see above).

When found, potion of remembrance usually comes in a small phial or flask containing 1d6 doses.

Potion of Strength

Each dose of this potion adds +1 to a character's Might modifier (which affects his Melee 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.

Styx Water

One dose of this liquid sprinkled on any malignant Spirit (shadow, ghost etc) will immediately banish it to the Underworld unless the creature makes a Mystic Fortitude roll. Sprinkling a Spirit counts as a melee attack but requires no attack roll. Styx Water is usually found in small phials of 1d3 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". These effects last for one hour for each cup taken.

The exact 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).

The Wine of Dionysus is usually found in the form of wineskins or amphoras that contain the equivalent of six full cups.



Wine of Dionysus, anyone ?



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

Staves & Wands

Beta Ray Wand

This wand can shoot beams of green energy that causes damage to all creatures but is especially harmful to Animates.

It has a range of 20 feet, requires a Missile attack roll to hit and does 1d6 Hits of damage (or 2d6 if the target is an Animate). Each wand contains enough energy for 1d10 shots. (Enc = 1)

Caduceus

This mythic 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. (Enc = 1)

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 energy for 1d20 bolts. (Enc = 1)

Staff of Command

A Sorcerer holding this magical staff will only have to spend half the normal Power points when using his Compelling and Enslavement powers. (Enc = 2)

Staff of Earth

This item can only be used by an Elementalist skilled in the power of Earth.

When the magician uses any Earth power while holding this staff, its Power cost is reduced by half (ie equal to the Magnitude of the power). (Enc = 2)

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. (Enc = 2)

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". Each individual Staff of Power may store up to 1d6+6 Power points. (Enc = 2)

Staff of the Serpent

This cursed staff looks like a potent magical artifact but turns into a deadly venomous snake as soon as it is firmly held by a hand. The character holding the staff will have to make a Danger Evasion roll to avoid being bitten on the wrist by the snake. If the roll fails, he will die within 1d6 rounds. (Enc = 2)

Staff of Water

This item has the same effects as a Staff of Earth but its properties apply to Water Elemental magic.

Wand of Air

This item can only be used by an Elementalist skilled in the power of Air. When the character uses his Swirling Winds power (Magnitude 1), the wand doubles its duration as well as the maximum number of individuals it can affect. (Enc = 1)

Wand of Fire

This item can only be used by an Elementalist skilled in the power of Fire. When the character uses his Dart of Fire power (Magnitude 1), the wand simultaneously shoots a second Dart at the target of his choice (at no additional Power cost). (Enc = 1)

Rings & Amulets

Amulet of Aphrodite

This amulet gives a +4 bonus to Personal Charisma with persons of the opposite sex.

Amulet of Artemis

This amulet gives its wearer "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 Power points twice as fast (ie 1d6 per hour of sleep).

Amulet of Health

This amulet *doubles* its wearer's healing rate.

Amulet of Protection

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

Amulet of the Merfolk

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

Amulet of the Nereids

The bearer of this fine marine ivory amulet can communicate with all undersea Folks and Monsters. Note that these creatures may not have anything interesting to say.

Armlet of Janus

A copper armlet, worn on the bicep; it is engraved with a two-faced head. The eyes of the faces – two in total - are inset with precious gems (an emerald on the left, a sapphire on the right).

This truly marvellous *Armlet* reflects Janus' status as the god of doorways. The wearer can, by touching the emerald eye and speaking a word of command, vanish from his present location and instantly reappear up to 60' away.

The destination must either be within plain view *or* in a place the wearer has been before (within range). By touching the sapphire eye and speaking the command word again, the wearer is returned to the exact spot he originally left from – but *only* if he is standing at the spot where he first materialized, otherwise the power fails to operate.

The *Armlet's* power operates only once per day in each direction, and the emerald's power cannot be used again unless the sapphire's power has been employed (or at least attempted). If either or both of the enchanted gems is removed, the *Armlet* will not function until they are restored to it.

Armlet of the Dioscuri

A copper armlet, worn on the bicep; it is engraved with a two-faced head, and is often mistaken for an *Armlet of Janus* (q.v.). The eyes of the faces – two in total - are inset with black pearls.

The *Armlet* reflects the dual nature of the Dioscuri, Kastor and Polydeuces – the former was mortal; the latter, immortal.

Once per day, the wearer may call on the *Armlet* to briefly emulate the power of Polydeuces; the next time the player has to make a Danger Evasion roll, it will automatically succeed.

Each time the *Armlet* is used, there is a 5% chance (cumulative) that one of the pearls crumbles into dust. The pearls cannot be replaced. Once both are destroyed, the *Armlet* becomes forever powerless.

Ring of Good Fortune

The wearer of this ring receives a +1 bonus to his Luck modifier, which will affect his EDC, Missile Attack, Danger Evasion, Mystic Fortitude and all other Luck-based scores. Cursed versions (called *Rings of Bad Luck*) exist, with the opposite effects.

Ring of Invisibility

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

Ring of Mystic Lore

This magical ring adds +4 to a character's Magic Lore bonus (see *Magic Lore* at the end of this chapter for more details).

Rings of the Elements

There are actually four different types of Elemental Rings (one for each element). Only Elementalists can use their magical properties, which vary according to the magician's elemental repertoire.

If the character does not master the element of the Ring, wearing it gives him access to the three powers of this element (in addition to the powers of his two chosen elements).

If the element of the Ring is already mastered by the character but is not his *primary element*, wearing the Ring allows the character to benefit from his Elemental Affinity bonus when using the powers of this element, effectively giving him two primary elements (his regular primary element and the element of the Ring).

Lastly, if the element of the Ring corresponds to the magician's primary element, wearing it doubles the character's Elemental Affinity bonus.

Rings representing opposite elements (Fire and Water, Earth and Air) are mutually exclusive and cannot be worn by the same character.

Garments & Accessories

Cloak of Concealment

This has the same effects as a *Ring of Invisibility*.

Fillet of Piety

This headgear adds +2 to a Priest's Spiritual Aura.

Girdle of Protection

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

Girdle of Strength

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

Girdle of Teiresias

Legends are confused about this handsome, jewel-inlaid girdle, which once belonged to the famed blind seer Teiresias, greatest of all Oracles... but the truth is obviously more complicated, since this is NOT a Unique Artificat.

Some say that this girdle will endow anyone who wears it with astounding prophetic abilities. Others say that the wearer will be struck blind, or have the ability to speak to snakes or will have its gender changed forever. The truth is that the Girdle can accomplish all this, but on a random basis. Whenever a character puts it on, roll 1d6 and apply the corresponding result :

1 = Oracular Sight

The character gains the ability to use the *Divine Vision* ability (as per the Divine Prodigy of the same name, described in the *Players Manual*) three times per day (at no Power cost).

2 = Ophidian Affinity

The character gains the ability to speak to snakes (including Giant Snakes) and understand their secret, hissing language. Note that this does not give him any command or control over them – nor does it guarantee that these creatures will have anything interesting to say.

3 = Blindness

The character is struck blind.

4 = Sex Change

The character's gender changes.

5 = Oracular Blindness

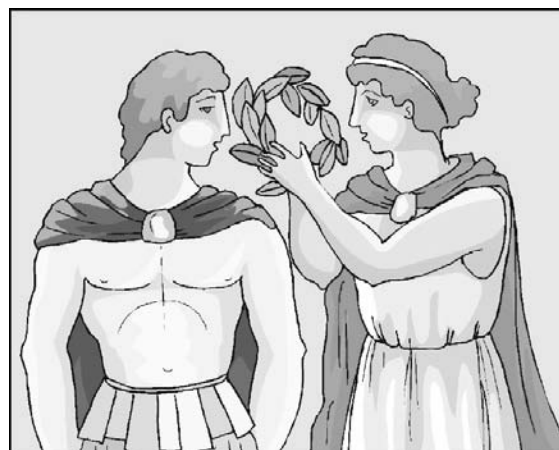
Apply results 1 and 3.

6 = Oracular Sex Change

Apply results 1 and 4.

These effects last as long as the Girdle is worn... and once it has been put on, it cannot be removed except by Divine Intervention.

To reflect the uncertain and confusing nature of the Girdle, a successful Magic Lore roll will only reveal one of its true properties, rolled randomly on the table given above.



These are Laurels of Glory. You ARE level 6, aren't you ?

Laurels of Glory

This magical crown of laurel can only be worn by Nobles, Spearmen and other fighters who have reached level 6. It gives the character a +4 bonus to Personal Charisma and makes him permanently immune to Sorcery, Fear and Petrification.

Any character of level 5 or less who puts these laurels on becomes guilty of *hubris* and immediately loses his current class level, falling to the next lower level (with the minimum amount of Glory).

Laurels of Wisdom

This magical crown of laurel has the same effects as the Laurels of Glory for magic-using characters.

Leggings of Speed

This pair of metal leggings increase Movement by one-third and add +2 to Initiative, with an effective encumbrance value of zero.

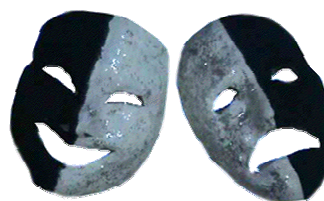
Masks of Thespis

This is a set of two masks similar to those worn by actors : one is happy and the other angry.

A character wearing the **happy mask** enjoys the same immunities as if he was affected by a Song of Freedom (Poetic Magic magnitude 2) and will also benefit from a +2 bonus to Personal Charisma.

A character wearing the **angry mask** will be absolutely immune to Poetic Magic – but will suffer a -2 penalty to Personal Charisma.

These effects apply as long as the mask is worn.



Masks of Thespis : can you guess which is which ?



Sandals of Hermes : top speed & top style !

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 (add +4 to Initiative and increase Movement by two-thirds !).

Siren's Comb

A decorative hair-comb, made from bone, with mother-of-pearl inlay. It carries the image of a woman-headed bird.

This item is especially enchanted to resist a Siren's power of Vocal Entrancement ; while worn in the hair, it grants the wearer – and only the wearer - complete immunity to the Siren's enchanting songs.

Any Siren who sees one of these combs in the hair of her prey will become enraged, and physically attack the wearer; it is suspected that the bone from which the *comb* is made comes from a Siren slain for that purpose.

Tunic of Fortune

This garment adds +1 to the Luck mod of its wearer.

Tunic of Nessos

This cursed tunic appears as a beautiful reddish piece of clothing. Any character who puts it on will automatically suffer 1d6 Hits of damage per battle round until he is dead or the tunic is taken off. The victim is so wretched in pain that he cannot remove the tunic himself, unless he makes a Danger Evasion roll (one try at the end of each round).

Miscellaneous Items

Amphora of Preservation

Liquids stored in these fabulous jars do not spoil. Poisonous or tainted liquids will be purified if stored within it for 1d6 days. (Enc = 2)

Ariadne's Ball of Twine

This ordinary-seeming ball of plain, non-descript twine can be used to find the exit to any labyrinth. Upon the utterance of the command word, the ball of twine, when dropped to the floor, will roll towards the nearest exit, leaving a trail of twine behind it.

The twine will not be able to pass through or over obstacles; instead, it will take whatever detour is necessary to reach the exit. Only if there is no way around an obstacle will the ball of twine stop rolling.

There doesn't seem to be any limit to the amount of twine wrapped around the ball, but any twine cut off from the main line is just plain twine. Once the exit has been found, repeating the command word will cause the twine to re-wrap itself around the ball.

Arrow of Infernal Direction

This magical arrow will point the way to the nearest underworld entrance (within 100 miles).

Atlantean Wargalleys

These powerful warships are decorated with bronze dolphins and fierce statues of Poseidon. They are powered by a magical wood-burning copper boiler that turns 120 bronze oars. The crew of an Atlantean galley can be a minimum of three : one steersman, one captain and one engineer. Sails are not needed. Each galley is fitted with three large catapults. These require their own crews. Atlantean galleys can row against the wind.

Bag of Winds

Each of these magical bags holds 2d6 points of Wind. Everytime the bag is opened by someone who knows its properties, the character will have to decide whether he wishes to spend 1, 2 or 3 points of Wind, depending on the desired effect.

When used on purpose, each point of Wind spent duplicates the equivalent magnitude level of Air Elementalism : thus, causing Swirling Winds costs 1pt, Talons of the Wind 2pts and Gale Fury 3pts.

These winds affect all characters and creatures in a radius of 20' and their effects last for 1d6 battle rounds. All Danger Evasion rolls must be made against a target number of 20.

A single point of Wind can also be used to propel a galley at top speed for 1d6 days.

If the bag is opened wide by an unsuspecting person, it will loose 1d3 points of Wind per battle round until it is closed or emptied.

Bridle of Taming

This bridle enables its possessor to tame (and ride) a Pegasus or Griffin.

Passing the bridle around the creature's neck requires a special Melee attack roll using the creature's Initiative (rather than its EDC) as the target number and inflicting no damage.

Bronze Bull Statuette

This small (Enc 1) bronze statuette representing a bull can be turned into a live Bronze Bull (see *Creature Compendium*) once per day by pressing the small gem located between its horns.

The Bronze Bull will remain in existence for 1d6 battle rounds and will obey the mental commands of the character who pressed the gem. It will then become a statuette again for the next 24 hours.

Chains of Prometheus

Not as cosmic as their name might imply, these magical iron chains forged by Hephaestus himself may nonetheless prove extremely useful.

Chains of Prometheus are absolutely unbreakable (except by direct Divine Intervention) – and can be used to chain absolutely anything, including the most gigantic monsters (once they have been subdued, of course).

Complete Works of Homeros

These seven scrolls of unmatched poetic grandeur collect the complete odes, songs and versified epics of Mythika's greatest poet and storyteller, the legendary (and long-dead) Homeros.

Any Lyryst reading these masterpieces will reach unsuspected heights of knowledge and inspiration in the form of 100 Wisdom points per scroll for the first four and 200 points for each one of scrolls V to VII.

Reading (and appreciating) the Complete Works take approximately a week per scroll.

A given library, tomb or treasure room will contain 1d10 such scrolls, in numbered order (thus, a roll of 4 means scrolls I to IV).

Flute of the Shepherd

This small magical wooden flute may only be used by characters with a very strong connection to the forces of nature: Hunters, Nymphs, Centaurs as well as Priestesses of Artemis or Demeter.

Playing the flute requires no specific skill and allows the user to duplicate the effects of a Lyryst's *Song of Soothing* (see Poetic Magic in the *Players Manual*).

The power of the Flute has an effective Mystic Strength of 20, has a range of 20' and can affect a maximum number of creatures equal to 4 plus the user's level. Its effects last as long as the character is playing the flute.



Playful flute-playing Thief trying to prevent a solemn Lyryst from using his Harp of Poetic Insight

Harp of Poetic Insight

This magical lyre can be used by Lyrists to store extra Power points.

Unlike the Lyryst himself, the harp does not recover its Power points once they are spent and will have to be "refilled". A Harp of Poetic Insight may store up to 1d6+6 Power points. (Enc = 2)

Pipes of Chaos

The sound of this instrument produces the same effects as a *Confusion* spell (Sorcery magnitude level 1) affecting everyone who hears its demented music (except the player himself) in a 20' radius.

Victims are allowed a Mystic Fortitude saving roll against a target number of 20. Mindless creatures are immune to this effect.

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 I to IV). (Enc = 1 for each scroll)

Silveroak

This magical wood can be used to make virtually indestructible ships.

A ship with a hull made of Silveroak will have double the usual amount of Hull points. Silveroak only grows at the heart of the most ancient forests, in remote parts of the world full of strange wonders and perilous monsters.

Strings of Orpheus

When installed on a Lyryst's harp, lyre or similar instrument, these unbreakable magical strings will enhance the power of the Lyryst's songs, doubling their effective duration.



Watch out for this Sunstone Special !

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).

Tablets of Binding

These enchanted lead tablets act as the Sorcery spell Enslavement cast by a Sorcerer with a Mystic Strength of 20, but can be used by anybody who knows how to write.

The binder describes the person he wants to enslave in some detail, and the result that he wants to achieve. Typical examples include making someone fall in love with the binder, causing an athlete to lose against the binder's favorite, keeping the target from speaking ill of the binder etc.

The binder must bury the tablet in a graveyard or into a deep spring or pool during a full moon, where it will take effect the next dawn. If the tablet is found or destroyed within the year, the effects are dispelled; otherwise, they are permanent.

The victim is, of course, allowed a Mystic Fortitude roll to resist these effects (target number 20).

Treasures of Autolycus

Autolycus was a master thief of legendary fame. Amongst his most prized treasures were the wonderful tools with which he plied his craft :

Mask of Autolycus

Once donned, this woven mask allows the wearer to appear like a completely ordinary person, not worthy of attention, unless he does something to attract attention (like attacking a sentinel, walking into a lady's private chamber etc). Anyone who knows of the mask's abilities can attempt a detection roll (against a target number of 20) to detect the wearer.

Pigments of Autolycus

This canister of paint, suitable for coloring 1d6 Medium-sized beings, can be used to completely disguise someone or something. The fluid changes color to match the vision of the user, allowing him to conceal the identity of (for example) a stolen cow.

Large creatures require twice as much paint and Gigantic ones four times as much ; conversely, reduce quantity by half for Small creatures (50%).

Staff of Autolycus

A short metal rod (Enc = 1) with several small studs or buttons along its length. When pressed in the appropriate combination, the rod unfolds and extends in various configurations, becoming :

- 1) A climbing pole up to 30' long, with spokes protruding for aid in climbing (+4 to climbing rolls), and a spike for planting securely in the ground.
- 2) A 6' long spike, which can be used as a spear
- 3) A long pole suitable for pole-vaulting
- 4) Can be used to force open doors and similar feats of strength as if it had a Might of 18, provided it is braced properly.
- 5) Can be used as a pogo stick
- 6) Can be flung as if it was a javelin, and always returns to the same place it was thrown from.

If the proper combination is not known, an effect may be rolled randomly, using 1d6.

Wings of Daedalus

The wings of daedalus allow the user to fly at 240' per round... but the character must make a special flying roll every ten minutes of flight or fall from the sky, suffering 1d6 damage per 10 feet fallen.

Flying rolls are resolved exactly as *swimming* rolls, using the character's Athletic Prowess modifier and with a target number equal to his Encumbrance.



Crash-testing the new Wings of Daedalus



- 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 baubbe, stupid woman – the Bowl of Serendipity is mine !

Unique Artifacts

Unique Artifacts are mythic items of tremendous power, often made or given by the Gods themselves, such as the Golden Fleece or the Harp of Orpheus. As their name implies, Unique Artifacts are one-of-a-kind mythic items.

Most (if not all) of them are of divine (or at least semi-divine) origin and can never be found by chance or as part of a treasure hoard. These items can never be found by chance and can only be obtained as the final reward of truly epic quests, after many perils and obstacles have been vanquished – and many Glory, Wisdom or Experience points have been gained.

Here are three examples of Unique Artifacts from the world of Mythika :

The Chess Pieces of the Gods

This is a set of 32 huge chess pieces which were crafted by Hephaestus himself.

They belonged to Zeus himself and have been used by the King of the Gods on numerous occasions to play destiny games against his wife Hera (or, more rarely, against another Olympian), where each move on the chessboard causes a corresponding event in the material world.

After an especially humiliating defeat, a furious Hera tossed the 32 playing pieces through the windows of his cloudy palace in a moment of divine anger.

They eventually landed on a mysterious lost island, where they lost their fate-affecting powers but retained some of their magical essence. Meanwhile, in Olympus, Zeus simply ordered Hephaestus to make new chess pieces and eventually forgot about the whole incident...

Each playing piece appears as a beautifully crafted statuette that appears to be made of ivory or ebony and has the same properties as a *Bronze Bull Statuette*, except that the creatures stay animated as long as their master wishes (or until they are 'killed' – see below) and that each type of piece corresponds to a specific type of Animate :

The set includes 2 x 8 Pawns (Iron Warriors), 2 x 2 Rooks (Bronze Bulls), 2 x 2 Towers (Bronze Colossus), 2 x 2 Bishops (Minatons), 2 x 1 King (Titanic Statue) and 2 x 1 Queen (Titanic Statue). Pawns have an Encumbrance of 1/4, Rooks, Towers and Bishops have an Encumbrance of 1 and Kings and Queens have an Encumbrance of 2.

See the *Creature Compendium* for the game characteristics of these various Animates.

If a mortal was to come into possession of the whole set, he would have a small (and portable !) army of Animates at his command. If one of these beings is reduced to zero Hits, it transforms back into a chess piece, ready to be re-animated and commanded by the next person who picks it up and wills it to live.

The Golden Fleece

This is the fabled item that was once recovered by the great hero Jason and his Argonauts – before being lost again...

It appears as the golden fleece of a huge ram, complete with the scalp and horns of the beast. Legends remain quite hazy about the true properties of this unique artifact – but all agree on their extraordinary magnitude.

In game terms, a character who claims the Golden Fleece as his prize will immediately gain 1000 Glory or Wisdom points (depending on his class) as well as 1d6 Luck points (up to a maximum of 20).



The Head of Orpheus, lost in its dark meditations

The Head of Orpheus

This is the severed head of the demigod Orpheus, first and greatest of all Lyrists (and an Oracle too). It appears as a normal-sized human head made of an indestructible metal akin to bronze but much darker, with uncannily vivid eyes...

The Head is able to talk : it can also sing, tell stories and make prophecies. In game terms, the Head has the same powers as a level 6 Lyryst with an Orphic Voice bonus of +10 and a Mystic Strength of 30.

It can also use the *Divine Vision* Divine Prodigy at the usual cost of 2 Power points per use.

Lastly, the Head can add +6 to any Magic Lore roll (see below), at the expense of 1 Power point.

The Head can hold up to 100 Power points... but since it is no longer really alive, it cannot recover its Power points as mortal magicians do.

The Head of Orpheus can only be « recharged » by any magician with his own Power points, at the rate of 1d6 points per full hour of mental symbiosis (during which the recharging character can do nothing else). When found, the Head of Orpheus will have 1d100 Power points left.

Moreover, listening to the Head's stories, poems and prophecies can bring Wisdom to any Lyryst, at the rate of 1 Wisdom point per full hour devoted to this activity... but beware, for the Head's Wisdom is also tainted with echoes of madness and despair.

Everytime a Lyryst gains 100 Wisdom points in this manner, he must make a Mystic Fortitude roll against a target number of 20 or fall into a deep state of dark melancholy.

A Lyryst affected by orphic melancholia will be absolutely unable to recover Power points or to gain new Wisdom points (including from the Head itself) as long as he remains in this state – which can only be cured by Divine Intervention.

Identifying Mythic Items

Most mythic items are not readily identifiable for what they are : it may be pretty difficult, for instance, to tell a Helmet of Ares from a Helmet of Athena since both look like... well, helmets.

Of course, the Maze Master may simply inform the players of the item's properties when it is found (« Okay, so this looks like a Sword of Ares – this adds your Skill bonus to damage rolls... ») but some Maze Masters may prefer to add an element of mystery and uncertainty to the discovery of mythic items by using the following optional rules.

Whenever a character examines a mythic item, he may recognize, guess or otherwise identify its properties by making a Magic Lore roll.

This roll must be made in secret by the Maze Master, using 1D10.

If the result is **7** or higher, the character immediately identifies the nature of the item, as well as its magical properties.

A roll from **2** to **6** means uncertainty, while a roll of **1** means the character make wrong assumptions about the properties of the item or mistakes it for another item with a similar appearance.

Characters from a magic-using class add their level to this roll. Thus, a level 3 Sorcerer, Priest or other member of a magician class will add a +3 bonus to all his Magic Lore rolls.

Note that this Lore bonus entirely eliminates the risk of making a mistake but leaves room for uncertainty. Only level 6 magicians will be able to identify a mythic item with no risk of error.



*Level 6 Sorcerer - I say, this is a Harp of Poetic Insight !
Level 1 Thief – You stupid old man ! It's a magical shield !*

2007 Edition Notes & Comments

Mythic Catalogue ?

By old-school standards, the list of mythic items described in the M&M 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* ?

Silly Jokes

The Bag of Winds was, of course, the subject of various gross jokes (sometimes with all-too-vivid sound effects) by unsavory players - but never in the presence of female gamers, as noted by an anonymous Maze Master in his letter to Griffin magazine, which listed the « 20 Good Reasons to Get Girls in a Gaming Group ».

Unique Artifacts

Ah, the Head of Orpheus...

The quest for its recovery was the central theme of my first truly epic M&M campaign as a player.

It sent us into a series of wild adventures across the Middle Sea, with myriads of perils and monsters (including a homebrew creature called the Hekkarax - don't ask) and a rival group of Atlantean Nobles who wanted to use the Head as part of some nefarious (and pretty confused) master plan.

After a dozen sessions (and a few deaths !), we eventually found the Head and brought it back to a secret shrine – but not before my own Lyryst character Eurybiad had (of course) overdosed on its Wisdom, sinking into a state of dark melancholy. He was cured by the Divine Intervention of the Muse Calliope herself - but, hey, that's another story...

YEAR OF THE MINOTAUR



1972-1987

15 Years In the Maze !

COMING SOON FROM



CREATURE COMPENDIUM

Book Three of the Revised M&M Rules

The ultimate Mythic Bestiary, detailing over 150 creatures from the original *Mazes & Minotaurs* rulesbook, *Men & Monsters* and the *Hekatoteratos*, with fully revised and expanded game stats !

M&M COMPANION

Book Four of the Revised M&M Rules

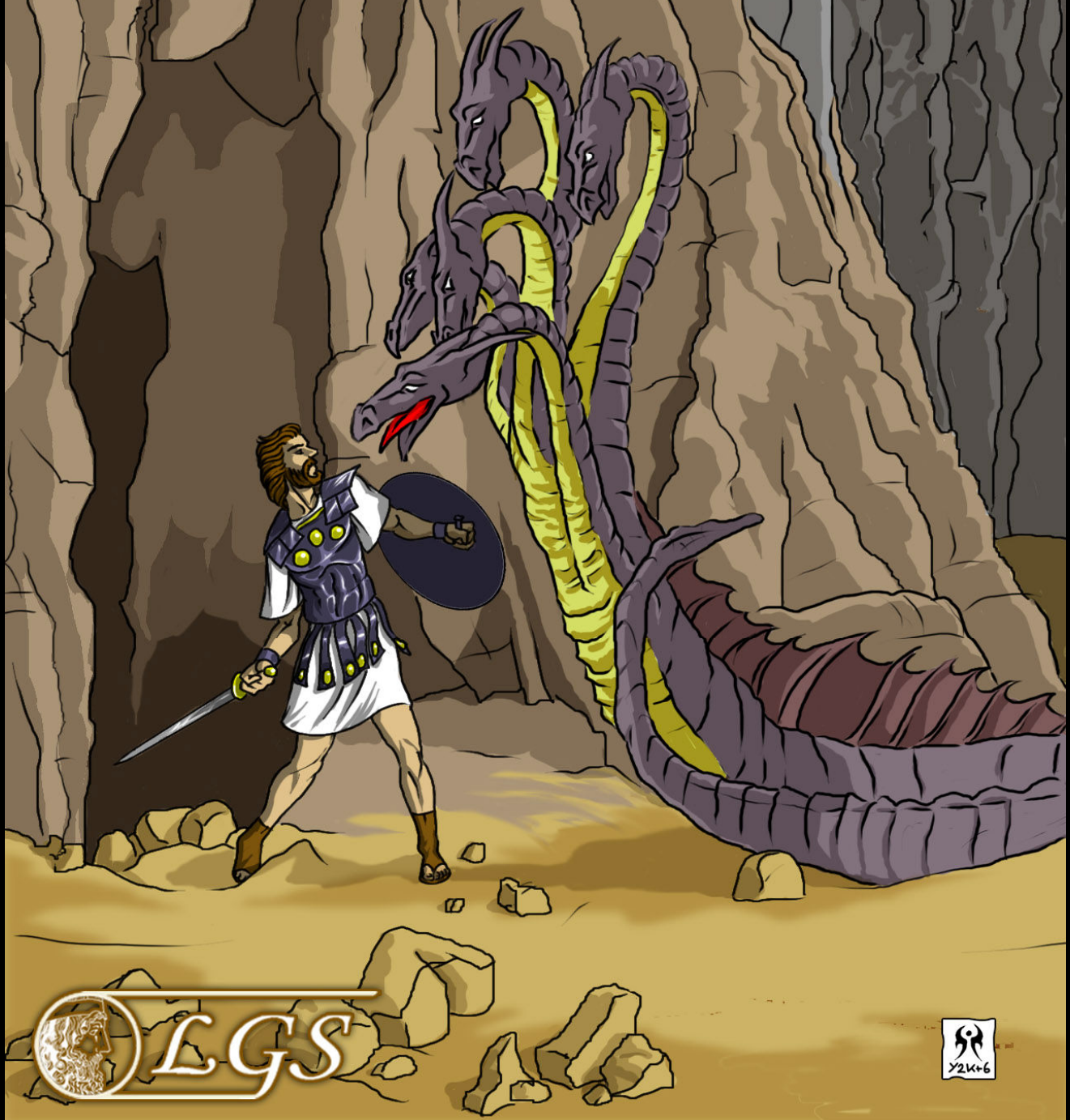
Who said trilogies couldn't leave room for a fourth book ? This final volume of the Revised M&M rules will include all sorts of optional systems and variants to expand and customize your *Mazes & Minotaurs* campaign ! **Including : Background Talents** system for characters ! The return of the **Homeric Combat** charts ! **Chariots** and **Taming Creatures** ! Plenty of **Great Stuff**, including some never-published-before material !

1986 was the Year of the Tiger...

1987 will be the Year of the Minotaur !

MAZES & MINOTAURS

CREATURE COMPENDIUM



The Roleplaying Game of Heroic Adventure in the Mythic Age – Revised Edition

LEGENDARY GAMES STUDIO

MAZES & MINOTAURS

THE ROLEPLAYING GAME OF HEROIC ADVENTURE IN THE MYTHIC AGE

BOOK THREE : CREATURE COMPENDIUM

Credits

Main Monster Master : Olivier Legrand

Other Creature Creators : Paul Elliott, Guy Hoyle, Jonas Mustonen, Jeff Rients, Erik Sieurin.

Revised Edition Supervisor : Olivier Legrand.

Cover Art : © Luigi Castellani (d'après Ingres)

Interior Art : Diverse Hands, including original illustrations by Emmanuel Roudier, Luigi Castellani, Chuck Chavez and Damon Threet (see "A Note on Original Artwork" below for more details).

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A Hearty Minotaurian Salute to the whole M&M legion of faithful hoplites, especially (in alphabetical order) Luigi Castellani, Chuck Chavez, Paul Elliott (who started it all), Hoplite Nomad, Guy Hoyle, John Marron, Carlos de la Cruz, Lyzi Shadow, Carl David Quaif, Jeff Rients, Emmanuel "Croquefer" Roudier, Reid "Reidzilla" San Filippo, Erik Sieurin, Matt Staggs, Damon Threet, Garry "Doc" Weinberger, Joseph C. Wolf and, of course, Paul Elliott. Extra special thanks to Sergio Mascarenhas, game expert extraordinaire (and very nice guy).

Extra Compendium Thanks to Darren Peech (for the nice Song of Comfort verses), Bertrand Houvenaghel (for the technical support) and my wife Sylvie (for her Penelopean patience).

Original M&M Dedication : 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 !

Revised Edition Dedication : This new book is dedicated to all the gamers on this planet who have contributed to the whole *Mazes & Minotaurs* experience by their talent, inspiration, dedication, support or critical advice. The original M&M rules were written by a French gamer from an original concept created by a British gamer. Since then, the game has been enriched by creative contributions from American, Italian, Swedish and Spanish gamers and has sparked the interest of people all over the world, from Portugal to Germany, Poland, Israel, Canada, Greece... making the *Mazes & Minotaurs* odyssey a truly unique and international experience. Gamers from all countries unite !!!



A Note on Original Artwork

Unlike the previous *Mazes & Minotaurs* books, the **Creature Compendium**, contains interior artwork that was specifically created for this book by the following artists, to whom I wish to express my eternal minotaurian gratitude : Luigi Castellani, Emmanuel Roudier and Damon Threet.

Luigi Castellani did one of the Carnivorous Clouds, the Morlock as well as the splendid cover.

Chuck Chavez did the bonus Twinotaur – but future M&M products will undoubtedly include more artwork by this dedicated Minotaurian.

Emmanuel Roudier did all the following creatures : Acteon, Apeman, Argusoid, Arimaspien, Automaton, Bearman, Bee Folk, Bronze Bird, Bucentaur, Catoblepas, Sataur, Cerberus, Charont, Curete, Gigantic Cyclops, Cynocephal, Daughter of Arachne, Derros, Dichotomian, Two-Headed Giant, Grotesk, Hag, the big Harpy, Hellephaut, Hooded Horror, Hyenakin, Ice Worm, Ichtyocentaur, Ker, Lar, Lemure, Leonid, Lizardian, Lycan, Manticore, Albinotaur, Impostaur, Twinotaur, Minoton, Moon Spawn, Muscus & Rhabdosian, Myrmidon, Ogre, Onocentaur, Orycter, Quinotaur, Ratling, Rocky Python, Sand Folk, Caliban, Scorpion Folk, Stygian Lord, Swamp Folk, Sylvan, Tetrax, Tigerman of Kathai, Titanian, Troglodyte, Ubasti, Wood Titan...

Damon Threet did the Atlantean War Slave, the Attack Kelp, a Carnivorous Cloud, the Degenerate Man, the Giant Slug, the small Harpy and the Stirge.

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MAZES & MINOTAURS

THE ROLEPLAYING GAME OF HEROIC ADVENTURE IN THE MYTHIC AGE

BOOK THREE : CREATURE COMPENDIUM

MAZES & MINOTAURS - Revised Edition

CREATURE COMPENDIUM

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Foreword for the Future

The book you are holding in your hands is the ultimate *Mazes & Minotaurs* bestiary.

The *Creature Compendium* gives you the fully Revised game stats of more than 200 creatures (no, we didn't have the courage to count them all !), including all your old favorites from the original 1972 M&M rules, *Men & Monsters* and (of course) the *Hekatoteros*, as well as many creatures from the *Creature Compendium* column of Griffin magazine and some new, never-before published monsters !

But that's not all. Every creature described in these pages has its own illustration - something that had never been done before, which makes this book something of a world première (well, as far as RPG bestiaries are concerned). No longer will you have to wonder about the appearance of the Acteon, the Ichtyocentaur, the Chimera or the Quinotaur (not to mention the Bucentaur or the Catoblepas). This is 1987 and roleplaying game has come a long way since its humble beginnings, back in 1972.

But enough self-praise and nostalgic indulgence ! Let's take a look to the future - to the approaching nineties and (yes) the forthcoming 21st century.

Where will we be twenty years from now ? Will there still be mazes to explore, minotaurs to slay and mythic items to win ?

Will we still be playing our strange little games in space stations, with intelligent super-computers in lieu of Maze Masters ? Or will roleplaying games be the hobby of the last human survivors of the atomic armageddon, locked in their underground shelter ?

Perhaps RPGs will have been completely forgotten by then. Or perhaps they will have transformed into something completely different, with players taking the part of misunderstood monsters (*Minotaurs & Manticores*, anyone ?). Or perhaps we will still be around, leading a new generation of gamers into the great M&M Revival of the Third Millennium...

Who knows what the future holds ?

See you in 2007 AD !

Olivier Legrand

A

Aberrant Beast

Taxonomy : Monster

Description : A bizarre half-goat, half-lion hybrid of monstrous size, with the ability to breathe fire. These extremely weird creatures are believed to descend from the stunted offspring of a Chimera and an unidentified animal.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 17

Melee Attack : +6

Damage : 2d6 (hooves & teeth)

Defense Class : 19

Hits Total : 30

Detection / Evasion : +6 / +4

Mystic Fortitude : +6

Special Abilities : Breath Weapon (fire, 60' range), Fearsome, Magic Resistance, Regeneration (2 per round), Sharp Senses, Supernatural Vigor, Tough Skin, Trample, Uncanny Agility.

Awards : Glory 480, Wisdom 70.



Yes – this is a hermaphrodite Aberrant Beast



Beware... the Abominathol !

Abominathol

Taxonomy : Monster

Description : Huge ape-like monster covered in white, wooly fur that haunts the snow-covered mountains of northern Hyperborea.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 90'

Initiative : 15

Melee Attack : +7

Damage : 2d6 (claws)

Defense Class : 16

Hits Total : 30

Detection / Evasion : +6 / +4

Mystic Fortitude : 0

Special Abilities : Camouflage (18, snowy terrain), Crushing Damage, Crushing Missiles, Grapple (Might = 20), Sharp Senses, Stealthy (14), Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards : Glory 360, Wisdom 10.

Note : The *Crushing Missiles* ability is normally restricted to Gigantic creatures ; in this specific case, it reflects the Abominathol's ability to cause perilous avalanches in his natural mountainous environment (60' range, 3d6 damage).

Acteon

Taxonomy : Folk

Description : Proud forest-dwelling humanoids with the head of a stag. They are believed to descend from Acteos, a prince of the mythic age who was cursed by the goddess Artemis for his arrogance (and turned into a half-man, half-stag hybrid).

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : +3

Missile Attack : +2

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +2 / +4

Mystic Fortitude : +2

Special Abilities : Charge Into Battle (Initiative 16, Melee Attack +5), Missile Weapons (javelin, 120'), Supernatural Vigor, Uncanny Agility.

Awards : Glory 50, Wisdom 10.



A proud Acteon warrior



A deceptively charming Alseid

Alseid

Taxonomy : Spirit

Description : Nymph-like beings that live in old ruins, guarding them the same way that dryads guard trees, Alseids appear as vain and haughty noblewomen from times past. They are exclusively nocturnal, melding away in their ruins as soon as the sun rises. Alseids can be very hostile to anyone trying to steal from their ruins, but can also help adventurers who wish to rid those ruins of unwanted creatures (including rival Spirits). They often appear with wild Folks or Beasts under their domination.

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : 13

Melee Attack : +2

Damage : 1d6 (if using weapons)

Defense Class : 14

Hits Total : 12

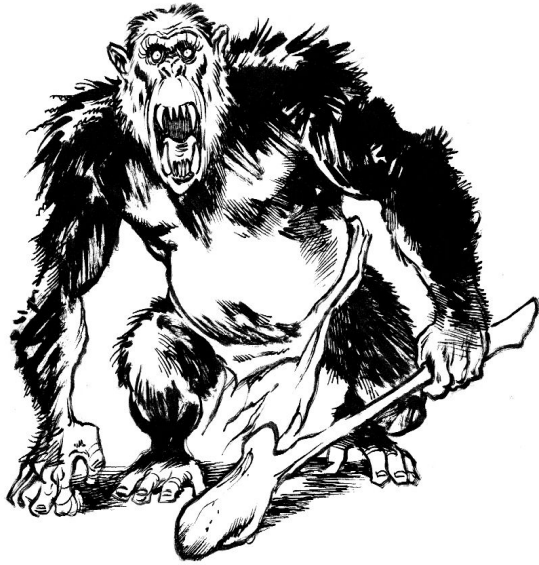
Detection / Evasion : +8 / +6

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, Power 20), Sixth Sense, Stealthy (16), Supernatural Vigor.

Awards : Glory 80, Wisdom 480.

Additional Lore : According to most accounts, Alseids were once true Nymphs. During the Age of Magic, they consorted with power-hungry Autarch Elementalists who challenged the supreme authority of Apollo. After the demise of the foolhardy wizards, the sun god condemned the Alseids to never live again under the light of the sun, forever shunned by mortal men and daylight beings. Apollo also stripped the Alseids of their Nymphal powers (which is why they eventually developed sorcerous powers).



A menacing Apeman armed with a crude club

Anubian

Taxonomy : Folk

Description : These jackal-headed humanoids from the Desert Kingdom are skilled sorcerers and get along very well with Sphinxes.

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : +2

Damage : 1d6 (claws)

Defense Class : 14

Hits Total : 12

Detection / Evasion : +10 / +8

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, Power 20), Sixth Sense, Stealthy (18), Supernatural Vigor.

Additional Lore : The ancient Necromancer Princes of the Anubian race were the ones who first brought necromancy to the wizards of the Stygian Empire, teaching them how to create mummies, skeletons, Stygian dogs and other foul animates.

Awards : Glory 85, Wisdom 240.

Apeman

Taxonomy : Folk

Description : Man-sized carnivorous primates who live in the savage jungles of Charybdis. Apemen are fierce enemies of the local human tribes, who call them *mongani*.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 13

Melee Attack : +3

Missile Attack : +1

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 8

Detection / Evasion : 0 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 15, Melee +5), Grapple (Might 16), Missile Weapons (javelins, 120'), Stealthy (14), Uncanny Agility.

Awards : Glory 40.



A malevolent Anubian Sorcerer



A terrifying vision : an Argusoid

Argusoid

Taxonomy : Monster

Description : Argusoids are huge semi-humanoid creatures whose bodies are covered with a myriad of bulging eyes – a pretty disgusting sight in itself. They make excellent guardians (since they never really sleep) and are (quite logically) natural enemies of Cyclops (with whom they share a common origin as spawns of Primal Chaos).

Size : Large

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 90'

Initiative : 16

Melee Attack : +8

Damage : 2d6 (huge mace)

Defense Class : 18

Hits Total : 36

Detection / Evasion : +20 / +4

Mystic Fortitude : +8

Special Abilities : Charge Into Battle (Initiative 20, Melee Attack +12), Fearsome, Magic Resistance, Regeneration (2 per round), Sharp Senses, Sixth Sense, Supernatural Vigor, Tough Skin, Trample.

The many eyes of the Argusoids give them a hefty +10 bonus to Detection.

Awards : Glory 440, Wisdom 60.



*A savage Arimasgian warrior
wearing the typical costume of his nation*

Arimasgian

Taxonomy : Folk

Description : One-eyed, man-sized humanoids, noted for their superb horsemanship, archery, mastery of wrestling and fanatical hatred of Griffins (who are very fond of horse flesh). Arimasgians are semi-nomadic ; in the world of Mythika, they roam the great plains east of the Thanatari Mountains.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : +3

Missile Attack : +4

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +2 / +4

Mystic Fortitude : +6

Special Abilities : Grapple (Might 16), Magic Resistance, Marksmanship, Missile Weapons (bow, 300'), Supernatural Vigor, Uncanny Agility.

Awards : Glory 60, Wisdom 30.

Additional Lore : Some scholars believe Arimasgians to be the offspring of some weird union between Lesser Cyclops and human women or Centaurides (which would explain the Arimasgians' affinity with horses and bows). Never ask a Centaur, though. It is obviously a touchy topic.

Asheeba

Taxonomy : Monster

Description : A prowling predator with the body of a black panther and the head of a beautiful woman. Swift, deadly and cruelly playful, Asheebas love to taunt their preys while stalking them in the night. They may be related to sphinxes but seldom care to ask riddles to their victims.

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Weird

Movement : 90' (360' galloping)

Initiative : 22

Melee Attack : +7

Damage : 1d6 (claws & teeth)

Defense Class : 15

Hits Total : 20

Detection / Evasion : +14

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 24, Melee Attack +9), Gallop, Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (20), Supernatural Vigor, Uncanny Agility.

Awards : Glory 220, Wisdom 40.

Additional Lore : Like the Sphinxes (p 107), the Anubians (p 6) and the Ubastis (p 122), Asheebas originate from the Desert Kingdom. Some of them have been adopted as pets by evil Sorcerers and decadent Nobles from the Land of the Sun.



A cruel Asheeba on the prowl



A haughty Atlantean Noble

Atlantean Noble

Taxonomy : Folk

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

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : 15

Melee Attack : +4

Damage : 1d6 (weapons)

Defense Class : 14 (18 with helmet & breastplate)

Hits Total : 16

Detection / Evasion : +6

Mystic Fortitude : +4

Special Abilities : Psychic Powers (Psychic Gift 5, Mystic Strength 17, Power 20), Supernatural Vigor.

Awards : Glory 75, Wisdom 210. Atlantean Nobles with helmets and breastplates are worth +5 Glory. Note that those pieces of equipment are made of a special Atlantean alloy that allows Atlantean Nobles to use their Sorcery powers without any hindrance.

Atlantean War Slave

Taxonomy : Folk

Description : Humans who have been turned into mindless fighters by the dark Atlantean arts. Every Atlantean Noble will usually be accompanied by a personal escort of 4-6 War Slaves.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 18 (w helmet, shield & breastplate)

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee +4), Mindless, Missile Weapons (javelins).

Notes : Atlantean War Slaves are fanatically loyal to their masters and will always fight to the death.

Awards : Glory 45.



A Mindless Atlantean War Slave

Attack Kelp

Taxonomy : Animate

Description : Large man-eating seaweed.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Aquatic, Camouflage (as sea weeds, 16), Entangle (10', Might 16), Stealthy (12).

Awards : Glory 30.

Note : Attack Kelps always attempt to Entangle their victims before attacking them. In many cases, two or even three Kelps will simultaneously attack a single Medium-sized prey. In this case, a victim Entangled by several Kelps will suffer cumulative penalties (ie -8 if Entangled by two Kelps).



Trapped by the Attack Kelp !



A Bronze age Automaton

Automaton

Taxonomy : Animate

Description : Artificially animated mechanical man. The first Automaton was created by Daedalos, the greatest inventor of the Age of Magic.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapon)

Defense Class : 17

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Grapple (Might = 16), Mindless, Natural Armor, Supernatural Vigor.

Awards : Glory 50, Wisdom 20.

B

Bapharon

Taxonomy : Monster

Description : Amphibious humanoid predator that lurks in swamps and marshes; bapharons often hide under the surface to leap at their surprised victims before tearing them to pieces.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 14

Melee Attack : +6

Damage : 2d6 (claws & bite)

Defense Class : 15

Hits Total : 30

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Amphibious, Camouflage (hiding under the surface, 16), Stealthy (12), Supernatural Vigor, Tough Skin.

Awards : Glory 220, Wisdom 10.



Beware the Bapharon !

Basilisk

Taxonomy : Monster

Description : Magical reptile whose gaze can turn his victims to stone. Looks like a wolf-sized dragon.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : 16

Melee Attack : +5

Damage : 1d6 (claws & fangs)

Defense Class : 20

Hits Total : 16

Detection / Evasion : +4 / +6

Mystic Fortitude : +8

Special Abilities : Fearsome, Magic Resistance, Petrification (40' range), Supernatural Vigor, Stealth (18), Tough Skin, Uncanny Agility.

Awards : Glory 250, Wisdom 80.

Additional Lore : These weird creatures were first thought to be the improbable offspring of a serpent and a Gorgon but most scholars now postulate them to be unique creatures spawned by the power of Chaos in some mysterious manner.



A Basilisk ready to petrify its next victim

Bear

Brown Bear

Taxonomy : Beast

Description : Common forest or mountain bear.

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 90'

Initiative : 11

Melee Attack : +4

Damage : 2d6 (claws & bite)

Defense Class : 14

Hits Total : 18

Detection / Evasion : +4 / 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 15, Melee +8), Crushing Damage (bear hug), Grapple (M = 20), Sharp Senses, Stealthy (10), Tough Skin.

Awards : Glory 90.

Cave Bear

Taxonomy : Beast

Description : Enormous cave-dwelling bear.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (claws & bite)

Defense Class : 14

Hits Total : 24

Detection / Evasion : +4 / 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 16, Melee +8), Crushing Damage (bear hug), Grapple (M = 20), Sharp Senses, Stealthy (10), Tough Skin.

Awards : Glory 110.



A menacing Cave Bear

Great Hyperborean Bear

Taxonomy : Beast

Description : Those enormous white bears can be encountered in Hyperborea, near the Frozen Sea. They are more cunning than other bears (and their pure white fur gives them a strange aura as well).

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +6

Damage : 2d6 (claws & bite)

Defense Class : 15

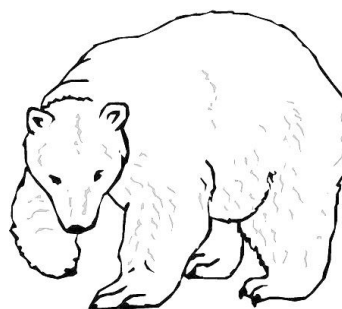
Hits Total : 24

Detection / Evasion : +6 / +2

Mystic Fortitude : +2

Special Abilities : Charge Into Battle (Initiative 17, Melee +10), Crushing Damage (bear hug), Grapple (M = 20), Sharp Senses, Stealthy (12), Tough Skin.

Awards : Glory 130.



Ursus Hyperborealis Albus



A robust Bearman

Bearman

Taxonomy : Folk

Description : These proud bearlike humanoids, who call themselves *Ursids*, live in caverns, where they often keep cave bears as pets. Bearmen are fierce enemies of most other Beastmen but get on reasonably well with humans – as long as they do not try to intrude on their territory. Most Ursids are devoted worshippers of Artemis.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (club)

Defense Class : 14

Hits Total : 12

Detection / Evasion : +4 / 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 14, Melee +4), Grapple (Might = 16), Sharp Senses, Stealthy (12), Supernatural Vigor, Tough Skin.

Awards : Glory 45, Wisdom 10. Bearmen with two-handed clubs are worth +5 extra Glory points.

Bee-Folk

Taxonomy : Folk

Description : Tiny (½ foot-tall) winged humanoids fighting with miniature spears. They get on well with Sylvans, Dryads, Satyrs and other woodland beings.

Size : Tiny

Ferocity : Aggressive

Cunning : Clever

Mystique : Weird

Movement : 40' (combat), 160' (full movement)

Initiative : 19

Melee Attack : +3 (+5 with two-handed spear)

Missile Attack : +5

Damage : 1pt (weapons)

Defense Class : 15

Hits Total : 2

Detection / Evasion : +4 / +12

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Marksmanship, Missile Weapons (miniature spear, range 20'), Stealthy (22), Uncanny Agility, Winged.

Awards : Glory 7.



A graceful Bee-woman



A sinister Stymphalian Bird (a.k.a Bird of Ares)

Bird of Ares

Taxonomy : Monster

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

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80' (320' flying)

Initiative : 19

Melee Attack : +5

Missile Attack : +3

Damage : 1d6 (beak & talons, arrows)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +2 / +10

Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 21, Melee +7), Lightning Fast, Missile Weapons (120' range, darts), Uncanny Agility, Winged.

Awards : Glory 130.

Additional Lore : Also called *Ornithes Areioi* or *Stymphalian Birds* by pretentious scholars, these aerial creatures were encountered by the Argonauts during their quest for the Golden Fleece, guarding a shrine of the god Ares.

Black Stalker

Taxonomy : Monster

Description : Huge, powerfully-built and ferocious humanoids with a rock-hard jet black skin. They live in deep underground caverns, far from the surface world, preying on various subterranean Folks (and the occasional adventurer).

Size : Large

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +8

Damage : 2d6 (claws)

Defense Class : 17

Hits Total : 36

Detection / Evasion : +2

Mystic Fortitude : +6

Special Abilities : Camouflage (in darkness, 24), Crushing Damage (req. grapple), Grapple (Might = 20), Magic Resistance, Natural Armor, Stealthy (12), Supernatural Vigor.

Awards : Glory 360, Wisdom 30.

Additional Lore : Black Stalkers are dire enemies of Obsidians (see p 86), whose flesh they are especially fond of.



A deadly Black Stalker

Boar

Wild Boar

Taxonomy : Beast

Description : Common forest boar.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60' (240' galloping)

Initiative : 11

Melee Attack : +2

Damage : 1d6 (tusks)

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4), Gallop.

Awards : Glory 15.

Giant Boar

Taxonomy : Monster

Description : Giant boars have roughly the same size as a rhinoceros.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 90' (360' when galloping)

Initiative : 12

Melee Attack : +6

Damage : 2d6 (tusks)

Defense Class : 12

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 16, Melee +8), Gallop, Supernatural Vigor, Trample.

Awards : Glory 160, Wisdom 10.



Welcome to the Boar page !

Juggernaut Boar

Taxonomy : Monster

Description : Giant boar of truly titanic proportions (roughly the size of a large elephant).

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 120' (480' when galloping)

Initiative : 12

Melee Attack : +8

Damage : 3d6 (tusks)

Defense Class : 12

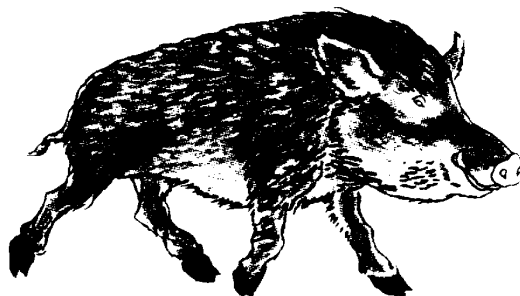
Hits Total : 50

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 18, Melee +14), Gallop, Supernatural Vigor, Trample.

Awards : Glory 400, Wisdom 10.



*Common ? Magical ? Giant ? Juggernaut ?
Giant AND Magical ? Who Knows ?*

Magical Boar

Taxonomy : Monster

Description : Looks like a common boar.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80' (320' galloping)

Initiative : 19

Melee Attack : +5

Damage : 1d6 (tusks)

Defense Class : 23

Hits Total : 16

Detection / Evasion : +6 / +10

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 21, Melee Attack +7), Gallop, Invulnerability, Lightning Fast, Magic Resistance, Sixth Sense, Supernatural Vigor, Uncanny Agility.

Awards : Glory 200, Wisdom 50.

Magical Giant Boar

Taxonomy : Monster

Description : Looks like a giant boar.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 120' (480' galloping)

Initiative : 19

Melee Attack : +7

Damage : 1d6 (tusks)

Defense Class : 23

Hits Total : 30

Detection / Evasion : +6 / +10

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 23, Melee Attack +9), Gallop, Invulnerability, Lightning Fast, Magic Resistance, Sixth Sense, Supernatural Vigor, Uncanny Agility.

Awards : Glory 400, Wisdom 50.



A brutish boarman

Boarman

Taxonomy : Folk

Description : As their name implies, Boarmen are brutish boar-headed humanoids. They are mortal enemies of most other beastmen (especially Acteons, Cynocephals and Lycans). They may be encountered either as roaming marauders or as mercenaries in the service of tyrants, warmongers, evil sorcerers and other troublemakers.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 12 (14 with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 13, Melee Attack +4), Supernatural Vigor.

Awards : Glory 25, Wisdom 10. Those with two-handed weapons or shields are worth 60 Glory.



A majestic Bronze Bird diving into Battle

Bronze Bird

Taxonomy : Animate

Description : A huge, animated metal bird that can be used as an aerial mount (two seats).

Size : Large

Ferocity : Peaceful

Cunning : Average

Mystique : Weird

Movement : 360' flying

Initiative : 10

Melee Attack : +2

Damage : 2d6 (beak & talons)

Defense Class : 17

Hits Total : 18

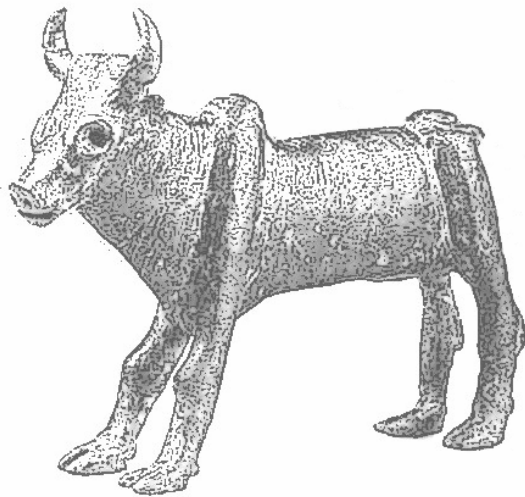
Detection / Evasion : 0 / +2

Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 14, Melee +6), Mindless, Natural Armor, Supernatural Vigor, Winged.

Awards : Glory 90, Wisdom 20.

Additional Lore : Bronze Birds are believed to have been created by an ancient wizard-engineer for a mighty conqueror king who wanted to add units of flying cavalry to his already awesome army.



Bronze Bull

Taxonomy : Animate

Description : Huge animated metal bull.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (horns & hooves)

Defense Class : 17

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +10), Mindless, Natural Armor, Supernatural Vigor, Trample.

Variants : For extra firepower, Bronze Bulls may be customized with a Breath Weapon (fire, 30' range) or/and with extra armor for Invulnerability (EDC 21).

Awards : Glory 130, Wisdom 20. Breath Weapon adds 40 Glory and 20 Wisdom, while Invulnerability adds 20 Glory and 10 Wisdom.

Additional Lore : Bronze Bulls were (probably) built by ancient wizards-engineers (perhaps the same guys responsible for Bronze Birds) as the bronze age equivalent of armored tanks – or perhaps they were used in decadent pit-fighting games as the ultimate corrida opponents.

Bronze Colossus

Taxonomy : Animate

Description : Huge animated metal man.

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 11

Melee Attack : +4

Damage : 2d6 (weapon)

Defense Class : 17 (19 with shield)

Hits Total : 24

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee +8), Grapple (Might = 20), Crushing Damage (after successful grapple), Mindless, Natural Armor, Supernatural Vigor.

Awards : Glory 130, Wisdom 20. Those with shields or two-handed weapons are worth +10 Glory.

Additional Lore : These huge metal golems were obviously built by the same obsessive ancient wizards-engineers that devised Bronze Birds, Bronze Bulls and other Bronze Animates – perhaps they were used as guards (and they make excellent sentinels, since they *never* sleep) or to fight Bronze Bulls in mechanical gladiatorial games.



An impressive Bronze Colossus

Bronze Horse

Taxonomy : Animate

Description : Horse automatons.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 11

Melee Attack : +2

Damage : 1d6 (hooves)

Defense Class : 17

Hits Total : 12

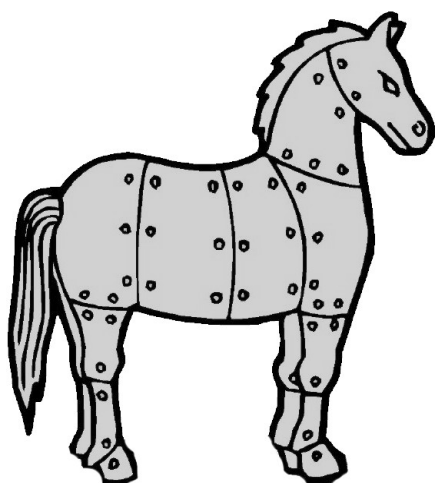
Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge Into Battle (Initiative 13, Melee +4), Gallop, Mindless, Natural Armor, Supernatural Vigor, Trample.

Awards : None (for the same reasons as for normal horses – see p 58).

Additional Lore : Guess who created these metal mounts ? (Secret clues are hidden in the previous creature entries). Bronze Horses have several major advantages over living mounts : they never tire and never need to eat, drink, sleep or even rest. They do not, however, possess the instinct and spirit of real horses. They are also quite vulnerable to the effects of rust, rain and cold, which makes them impractical for long-distance travels.



A nice Bronze Horse



A mighty Bucentaur with his hand-crafted stone axe

Bucentaur

Taxonomy : Folk

Description : Bucentaurs are to bulls what centaurs are to horses. They are much more massive than Centaurs and their human head, torso and arms are much bigger than those of a mortal man. Like bulls, they are not very bright and are quick to anger (avoid red cloaks or tunics !). Contrarily to popular belief (and despite what their name implies), Bucentaurs (who call themselves *Taurogs*) are not Centaur hybrids but a distinct species.

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 90'

Initiative : 11

Melee Attack : +4

Damage : 2d6 (huge club or stone axe)

Defense Class : 12

Hits Total : 24

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge Into Battle (Initiative 15, Melee Attack +8), Supernatural Vigor, Trample.

Awards : Glory 60, Wisdom 10.

Bull

Common Bull

Taxonomy : Beast

Description : Normal bull or wild auroch

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 90' (180' running)

Initiative : 11

Melee Attack : +4

Damage : 2d6 (horns & hooves)

Defense Class : 12

Hits Total : 18

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Trample.

Awards : Glory 40.

Giant Bull

Taxonomy : Monster

Description : An elephant-sized bull.

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 120'

Initiative : 12

Melee Attack : +8

Damage : 3d6 (horns & hooves)

Defense Class : 12

Hits Total : 50

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 18, Melee Attack +14), Supernatural Vigor, Trample.

Awards : Glory 400, Wisdom 10.



A fearless hero wrestling with a white magical bull

Magical Bull

Taxonomy : Monster

Description : All magical bulls are white.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 120' (240' running)

Initiative : 16

Melee Attack : +6

Damage : 2d6 (horns & hooves)

Defense Class : 21

Hits Total : 30

Detection / Evasion : 0 / +4

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 20, Melee Attack +10), Invulnerability, Lightning Fast, Magic Resistance, Supernatural Vigor, Trample.

Awards : Glory 320, Wisdom 40.



The all-purpose Bull



Enter the Cacodemon !

Cacodemon

Taxonomy : Spirit

Description : Malevolent spirit of Chaos and mayhem ; likes to wreak havoc on poor mortals. Has a vaguely humanoid appearance but is made of pure Chaotic energy.

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Unearthly

Movement : 80'

Initiative : 22

Melee Attack : n/a

Damage : special

Defense Class : 17

Hits Total : 16

Detection / Evasion : +10 / +14

Mystic Fortitude : +10

Special Abilities : Insubstantial, Life Energy Drain (touch), Lightning Fast, Magic Resistance, Psychic Powers (Psychic Gift 6, Mystic Strength 18, 24 Power points), Sixth Sense, Uncanny Agility.

Awards : Glory 145, Wisdom 740.

Capricorn Horror

Taxonomy : Monster

Description : Huge, horned creature with a scaly humanoid upper body, and a snake-like lower body. Dwells in deep underground caverns.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +6

Damage : 2d6 (claws & bite)

Defense Class : 17

Hits Total : 30

Detection / Evasion : +2

Mystic Fortitude : +6

Special Abilities : Crushing Damage (constriction), Grapple (with tail, Might = 20), Magic Resistance, Natural Armor, Regeneration (2 / round), Stealthy (12), Supernatural Vigor.

Awards : Glory 340, Wisdom 40.

Additional Lore : These deadly monstrosities are a mystery to naturalists and scholars. Are they an actual species ? Spawns of Chaos ? Bizarre hybrids ? One thing is sure : Capricorn Horrors love the taste of human flesh, bones and brains.



Menacing Capricorn Horror (pleonasm)



An enigmatic Carapax sorcerer

Carapax

Taxonomy : Folk

Description : Strange solitary reptilian humanoids with mighty psychic powers; they tend to be more enigmatic than malevolent.

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Eldritch

Movement : 90'

Initiative : 12

Melee Attack : 0

Damage : 1d6 (staff)

Defense Class : 18

Hits Total : 8

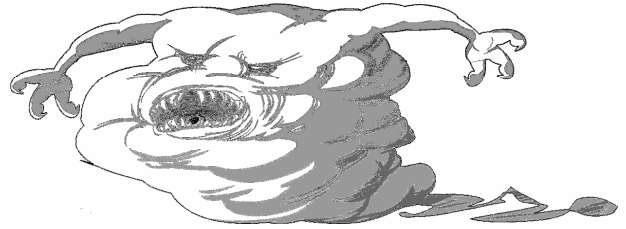
Detection / Evasion : +4

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Natural Armor, Psychic Powers (Psychic Gift 4, Mystic Strength 16, Power points 16), Supernatural Vigor.

Awards : Glory 65, Wisdom 230.

Additional Lore : Carapaxes are loners and never associate with Lizardians, Troglodytes or any other reptilian Folk. They are sworn enemies of the Serpent Folk, who are responsible for the downfall of the once mighty race. If properly approached, a Carapax might even help those who fight the Serpent Folk and their minions.



A big, bad, ugly Carnivorous Cloud

Carnivorous Cloud

Taxonomy : Monster

Description : A strange floating fungus that resembles a fluffy white cloud until it deploys its rending claws and opens its enormous toothy maw. Carnivorous Clouds live in the sky and can only attack aerial creatures (or airborne adventurers).

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 90' (flying)

Initiative : 11

Melee Attack : +4

Damage : 2d6 (claws & maw)

Defense Class : 12

Hits Total : 18

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Camouflage (as cloud, 14), Mindless, Stealthy (10).

Awards : Glory 120, Wisdom 10.



Another big, bad, ugly Carnivorous Cloud



Beware the gaze of the Catoblepas !

Catoblepas

Taxonomy : Monster

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

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (claws and teeth)

Defense Class : 15

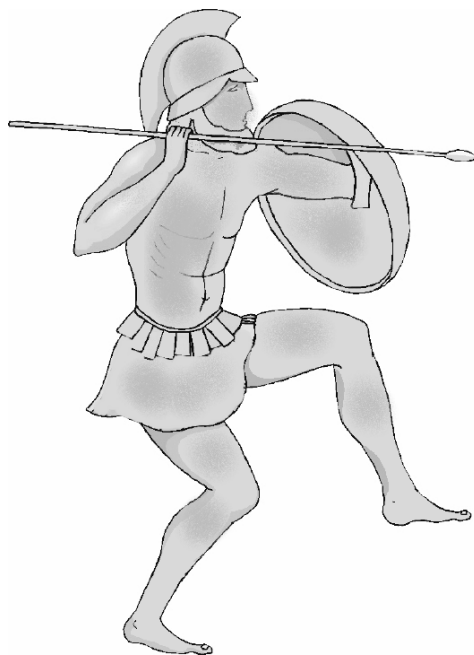
Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge Into Battle (Initiative 16, Melee Attack +10), Magic Resistance, Petrification (20'), Supernatural Vigor, Tough Skin, Trample.

Awards : Glory 380, Wisdom 70.



This wary adventurer tried to attack a grazing Catoblepas from behind but was obviously detected



A proud Centaur warrior

Centaur

Taxonomy : Folk

Description : The classic man-horse hybrids of Greek mythology. In the world of Mythika, Centaurs come from the land of Sycania. Most of them are proud, reckless but honorable warriors – quite unlike the beastly, brutish Centaurs most often encountered in Greek myth (which would actually qualify as *Brutaur*s – see Variants below).

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 14

Melee Attack : +3

Missile Attack : +2 (no penalty while moving)

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +2 / +4

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 16, Melee +5), Gallop, Missile Weapons (bow, 300'), Supernatural Vigor, Trample, Uncanny Agility.

Awards : Glory 55, Wisdom 10.

Centaur Variants

The Centaur race has produced several variants, which are described below. Other pseudo-Centaur creatures detailed in this book include Bucentaurs (p 19), Equinians (p 40), Ichtyocentaurs (p 64), Onocentaurs (p 87) and Pegataurs (p 89).

Brutaur

Taxonomy : Folk (Centaur)

Description : Degenerate, primitive Centaurs with an equal fondness for human and horse flesh. They have the same characteristics as common Centaurs but only have Average Cunning and are apparently too dumb to use missile weapons.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 14

Melee Attack : +3

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Detection / Evasion : 0 / +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 16, Melee +5), Gallop, Supernatural Vigor, Trample, Uncanny Agility.

Awards : Glory 45, Wisdom 10.



A brutish Brutaur armed with a crude club



This sweet Centauride babe is all legs !

Centauride

Taxonomy : Folk (Centaur)

Description : Centaurides are the female members of the Centaur species – much more peaceful than their male companions (who are also very jealous). A female Centaur will never be encountered without *at least* one male Centaur to protect her.

Size : Medium

Ferocity : Peaceful

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 13

Melee Attack : +1

Damage : does not usually fight

Defense Class : 15

Hits Total : 8

Detection / Evasion : +2 / +4

Mystic Fortitude : +2

Special Abilities : Gallop, Supernatural Vigor, Uncanny Agility.

Awards : Killing a Centauride will not bring any Glory – but is sure to cause the fury and vengeance of several male Centaurs.

Centaur Colts will have the same characteristics as their adult counterparts, except for a Small size. Thus, a male Centaur child will only have 6 Hits and a Movement of 120' when galloping. Killing or capturing a Centaur colt brings no Glory and is a sure way to enrage adult Centaurs.

Chironian Centaur

Taxonomy : Folk (Centaur)

Description : Chironian Centaurs are the noblest, wisest (and rarest ?) of all Centaurs. Unlike other true Centaurs, they are solitary creatures, living in the wilds as sages and semi-nomadic hermits. Chironian Centaurs also are adepts of Poetic Magic and, like all Lyrists, will only fight to defend themselves (or those who are under their protection) in which case they prove to be formidable foes.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 60' (240' when galloping)

Initiative : 16

Melee Attack : +5

Missile Attack : +6 (no penalty while moving)

Damage : by weapon

Defense Class : 16

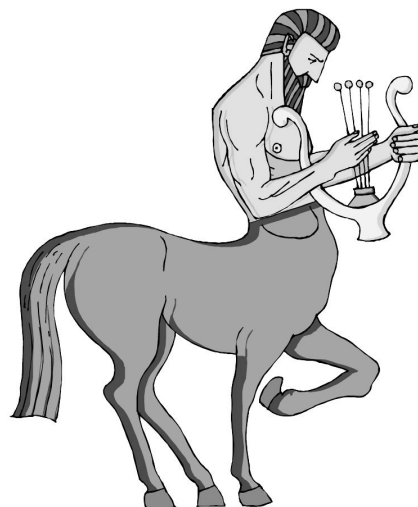
Hits Total : 16

Detection / Evasion : +4 / +6

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 18, Melee Attack +7), Gallop, Magic Resistance, Marksmanship, Missile Weapons (bow, 300'), Supernatural Vigor, Trample, Uncanny Agility. Chironian Centaurs also qualify as Lyrists (Orphic Voice 4, Mystic Strength 16, 16 Power points, access to all Poetic Magic powers).

Awards : No Glory or Wisdom can be gained from killing a Chironian Centaur – this reflects their special status as the Lyrists of the Centaur folk.



Chironian Centaur demonstrating his Lyrical powers

Sagittarian

Taxonomy : Folk (Centaur)

Description : Sagittarians are the best archers and fighters of the Centaur race and form a special caste within Centaur society, acting as the honorary guard and elite warriors of Centaur chieftains and kings. Sagittarians have the same characteristics as standard Centaurs, but are more Dangerous and are unparalleled archers.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 16

Melee Attack : +5

Missile Attack : +6 (no penalty while moving)

Damage : 1d6 (weapon)

Defense Class : 15

Hits Total : 16

Detection / Evasion : +4 / +6

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 18, Melee Attack +7), Gallop, Marksmanship, Missile Weapons (bow, 300'), Poison (poisoned arrows), Supernatural Vigor, Trample, Uncanny Agility.

Awards : Glory 85, Wisdom 10.



Sagittarian taking a careful aim



A mad Sataur invoking his sorcerous powers

Sataur

Taxonomy : Folk (Centaur)

Description : Sataurs are sterile Centauride-Satyr hybrids; they look like Centaurs with small horns and pointed ears. All Sataurs are insane and are treated as outcasts by Centaurs. Their madness, which is the consequence of a terrible divine curse, is also the source of their sorcerous powers.

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Eldritch

Movement : 60' (240' galloping)

Initiative : 15

Melee Attack : +3

Damage : 1d6 (weapons)

Defense Class : 16

Hits Total : 12

Detection / Evasion : +4 / +6

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 17, Melee +5), Gallop, Magic Resistance, Psychic Powers (Psychic Gift 4, Mystic Strength 16, 16 Power points), Supernatural Vigor, Trample, Uncanny Agility.

Awards : Glory 85, Wisdom 230.

Additional Lore : The curse of the Sataurs affect their Centauride mothers as well. All Centaurides who give life to a Sataur die in childbirth. This curse acts as a potent deterrent to Centaurides who might be tempted by a secret affair with a Satyr.



A triply enraged Cerberus

Cerberus

Taxonomy : Monster

Description : Monstrous three-headed hounds whose race originates in the Underworld. Also known as Hell Hounds, these creatures are believed to be the spawn of the original Cerberus who guards the very Gates of the Underworld. They are often used as watch dogs by powerful necromancers and other evil magicians.

Size : Large

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 18

Melee Attack : +8

Damage : 2d6 (claws & bite)

Defense Class : 17

Hits Total : 36

Detection / Evasion : +12 / +4

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 22, Melee Attack +12), Fearsome, Magic Resistance, Multiple Heads (3), Sharp Senses, Sixth Sense, Supernatural Vigor, Tough Skin.

Awards : Glory 440, Wisdom 70.

Charont

Taxonomy : Spirit

Description : A charont looks like a gaunt man with an owl's face. Charonts are the spirits of misers and selfish hoarders turned into wraiths by the powers of the Underworld. They usually carry huge magical hammers (see below) and often guard impressive treasure heaps.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Eldritch

Movement : 60'

Initiative : 13

Melee Attack : +6 (two-handed hammer)

Damage : See below

Defense Class : 14

Hits Total : 12

Detection / Evasion : +10 / +4

Mystic Fortitude : +8

Special Abilities : Insubstantial, Life Energy Drain (touch), Magic Resistance, Mindless, Sharp Senses, Sixth Sense, Stealthy (18).

Hammer of Hades : When wielded by an insubstantial creature, this two-handed magical weapon (Attack +2), crafted in the underworld forges of Hades, can affect corporeal beings and adds +2 to its wielder's damage roll. It also adds +10 to the creature's Glory and Wisdom awards.

Awards : Glory 110, Wisdom 180.



A malevolent Charont ready to strike



A Fearsome Chimera

Chimera

Taxonomy : Monster

Description : Terrifying monster with three different heads : a lion, a goat (or ram) and a dragon. Their tail ends with a poisonous sting (or, in some cases, the head of a venomous snake). Chimeras are among the most dangerous monsters in the whole *Mazes & Minotaurs* world.

Size : Large

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 120'

Initiative : 25

Melee Attack : +9

Damage : 2d6 (claws & bite)

Defense Class : 20

Hits Total : 36

Detection / Evasion : +14

Mystic Fortitude : +8

Special Abilities : Breath Weapon (dragon head, fire, 30' range), Charge into Battle (Initiative 29, Melee Attack +13), Fearsome, Lightning Fast, Magic Resistance, Multiple Heads (three; the snake head on some Chimeras' tail does *not* count as an extra head, given its peculiar position), Poison (sting on tail or venomous snake head on tail; paralysis), Regeneration (2 Hits per round), Sharp Senses, Sixth Sense, Stealthy (16), Supernatural Vigor, Tough Skin, Uncanny Agility. Some Chimeras are also Winged (480' when flying).

Award : Glory 740 (760 if Winged), Wisdom 110.

Cockatrice

Taxonomy : Monster

Description : Oversized rooster-lizard hybrid whose gaze can turn you to stone !

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Eldritch

Movement : 60'

Initiative : 15

Melee Attack : +4

Damage : 1d6 (beak & talons)

Defense Class : 18

Hits Total : 16

Detection / Evasion : +2

Mystic Fortitude : +8

Special Abilities : Fearsome, Magic Resistance, Petrification (40' range), Supernatural Vigor, Tough Skin. Since a Cockatrice's wings do not really allow it to fly, these creatures do not qualify as *Winged*.

Awards : Glory 210, Wisdom 80.

Additional Lore : These weird creatures were first thought to be the improbable offspring of a rooster and a Basilisk but most scholars now postulate them to be unique creatures spawned by the power of Chaos in some mysterious manner.



Beware the gaze of the Cockatrice !

Crawling Aberration

Taxonomy : Monster

Description : Giant polypous being vaguely looking like a cross between a murena and a medusa.

Size : Gigantic

Ferocity : Dangerous

Cunning : Alert

Mystique : Eldritch

Movement : 120'

Initiative : 15

Melee Attack : +8

Damage : 3d6 (tentacles & bite)

Defense Class : 18

Hits Total : 50

Detection / Evasion : 0

Mystic Fortitude : +8

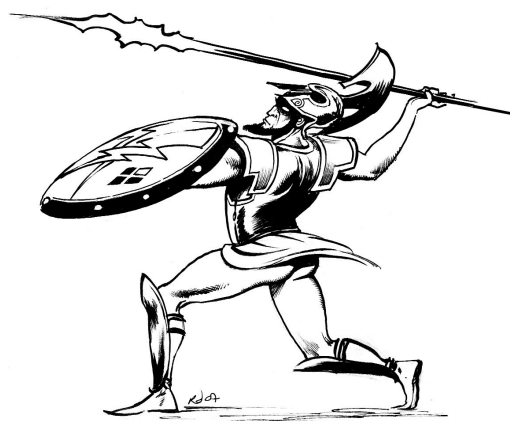
Special Abilities : Crushing Damage (constriction), Grapple (Might = 24), Fearsome, Magic Resistance, Mindless, Regeneration (3 H / round), Supernatural Vigor, Tough Skin.

Awards : Glory 1000, Wisdom 60.

Additional Lore : In ancient eras, these loathsome spawns of Primal Chaos were worshipped as gods by degenerate or decadent populations who gave them names like The Nameless One, The Dweller of the Dark, The Writhing Whisperer In the Shadows or The Unspeakable Abomination of (insert city name). Scholars postulate that Aberrations are not native to our world and were originally summoned from their aberrant, non-geometrical plane of existence by Demented Adepts of the Dark Arts (DADA for short).



As we said : polypous AND vaguely looking like a cross between a murena and a medusa.



A Curete ready to hurl his lightning javelin

Curete

Taxonomy : Spirit

Description : These lightning spirits appear as quick-moving, bronze-armored men armed with shields and spears or swords.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Unearthly

Movement : 80'

Initiative : 22

Melee Attack : +7

Damage : 1d6 (sword or spear)

Defense Class : 27 (with shield)

Hits Total : 20

Detection / Evasion : +2 / +8

Mystic Fortitude : +10

Special Abilities : Charge Into Battle (Initiative 24, Melee Attack +9), Fearsome, Lightning Fast, Magic Resistance, Mindless, Invulnerability, Supernatural Vigor, Uncanny Agility. Curetes are also able to hurl bolts of lightning (treat as Breath Weapon, 20').

Awards : Glory 150, Wisdom 160.

Additional Lore : The divine mission of Curetes, which they pursue to the exclusion of all other considerations, is to punish those who flout Zeus' laws. They are often found in places that have been struck by lightning or that are sacred to Zeus. They may also be sent on Earth by Zeus to punish a specific offender : in this case, vanquishing a curete does not automatically risk the further displeasure of Zeus. The encounter with the Curetes is considered sufficient chastisement; however, further crimes will be dealt with more harshly.



Run, you fools ! This is an angry Gigantic Cyclops !

Cyclops

In Greek mythology, the word “Cyclops” actually refers to two very different types of beings : the Cyclops who serve Hephaestus in his volcanic forges and the brutish, man-eating one-eyed Giants like Polyphemus – the Cyclops who was tricked and defeated by the clever Odysseus.

In *Mazes & Minotaurs*, these two types of creatures are treated as completely distinct races, respectively known as Lesser Cyclops and Gigantic Cyclops.

The relationship between Lesser and Gigantic Cyclops is unclear. Most scholars now scoff at the old popular notion that made Lesser Cyclops the offspring of human women and Gigantic Cyclops. Maybe the two races are completely unrelated – or at least no more related than normal, two-eyed Giants and normal, two-eyed mortals.

Gigantic Cyclops

Taxonomy : Monster

Description : One-eyed giants à la Polyphemus. Gigantic Cyclops are clearly Spawns of Chaos; they are as stupid as they are huge and their existence is entirely governed by their brutish instincts (which include eating smaller people, crushing their ships with boulders etc).

Size : Gigantic

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : 15

Melee Attack : +10

Damage : 3d6 (weapons)

Defense Class : 17

Hits Total : 60

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 21, Melee Attack +16), Crushing Damage (after Grapple), Crushing Missiles (stones, boulders etc), Fearsome, Grapple (Might = 24), Magic Resistance, Supernatural Vigor, Tough Skin, Trample.

Awards : Glory 1000, Wisdom 40.

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

Horned Cyclops

Some Gigantic Cyclops have satyr-like legs and a single horn on their head. How did such creatures come to life ? Some questions are better left unanswered, especially when Satyrs are concerned. These Horned Cyclops have exactly the same game characteristics as normal Gigantic Cyclops.

Lesser Cyclops

Taxonomy : Folk

Description : One-eyed huge humanoids who live underground. Lesser Cyclops are the underground smiths and sentinels of the god Hephaestus. They live in deep, subterranean caverns located near volcanoes and use lava to fuel the roaring furnaces of their enormous forges.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (hammer)

Defense Class : 15

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +6

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

Awards : Glory 100, Wisdom 30.



A typical (and typically ugly) Lesser Cyclops



A mean, mangy Cynocephal armed with spear and shield

Cynocephal

Taxonomy : Folk

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

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Average

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Attack : +2

Damage : 1d6 (weapons)

Defense Class : 12 (14 with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Missile Weapons (javelins, 120'), Sharp Senses.

Awards : Glory 25 (30 with shield).

2007 Edition Notes & Comments

Welcome to the 2007 PDF edition of the M&M *Creature Compendium*, third of the three core books of the Revised *Mazes & Minotaurs* rules.

With more than 230 creatures (each one with its own illustration !), this book quickly gained a reputation as "the ultimate RPG bestiary".

The *Creature Compendium* compiled nearly all the creatures from the original *Mazes & Minotaurs* rules and its supplements (including the *Hekatoteratos*) but also included quite a few new additions (mostly taken from the ever-popular *Creature Compendium* column of *Griffin* magazine, from which this book took its title).

Among these newcomers to the M&M monstrous menagerie were the Asheeba, the Atlantean War Slave, the Bapahron, the Basilisk, the Black Stalker, the Carapax and the various magical animals (well, as far as letters A to C are concerned).

Next page (and at irregular intervals throughout this PDF book), you will find a short selection of readers' comments from the Letters Page of *Griffin* magazine; these probably capture the mood of this era of gaming history more than any "20 years later" nostalgic prose...

From the Letters Page of Griffin Magazine



Abominathol : How can a fantasy monster have a name that sounds like a pharmaceutical product ?

Anubian (I) : Anubians are great ! They are the best creatures ever designed for M&M ! I love Anubians : I've written a pop song about them – called « Walk like an Anubian », it will be the hit of the next Mazecon !

Anubian (II) : Why did you change the Anubians ??? In the *Hekatoteros*, they had the ability to conceal themselves by mimicking egyptian-style bas-reliefs – where is this power ? I had based an entire adventure on it and now I must change everything ! You HAVE to publish an errata as soon as possible !

Asheeba : Asheebas are soooo sexy.

Bapharon : I thought we had hit the bottom with the Abominathol... but the Bapharon... seriously, folks, doesn't this sound like the name of some big brass instrument to you ? What's next – the trumpetide ?

Basilisk : So the Catoblepas and the Cockatrice were not enough, were they ? You couldn't resist to the pleasure of plaguing us poor adventurers with yet another I-turn-you-to-stone-before-you-can-do-anything monster, could you ? You (expletive deleted).

Black Stalker : Grendel the Greek ?

Bronze Bird, Bull & Horse : Bronze Dogs, Bronze Cats, Bronze Mules, Bronze Barbarians...

Capricorn Horror : I love Capricorn Horrors. My players kept on complaining on the lack of new creatures so last night, I wiped out the entire party with two Capricorn Horrors. You want new ? I'll give you new.

Carapax : Ah ah, a serious contender for the Abominathol in the Pharmaetical Creatures league !!!

Carnivorous Cloud : Are you people actually smoking something when designing new monsters ?

Centaur Variants : These variants rock ! Now Mazemasters can devise *whole campaigns* based on Centaurs and Centaurland, with player-character Centaurs fighting Brutaurs for glory, territory and fun !

Chironian Centaur : My Mazemaster told me that I could not play one. Why ? Why should standard Centaurs be allowed as a player-character class but not Chironians ? This is absurd, especially since Lyrists are a predominantly player-character class ! Could you provide some kind of official ruling on this ?

Centauride : My Mazemaster told me that I could not play one. Why ? Why should male Centaurs be allowed as a player-character class but not female ones ? This is absurd, especially since Amazons are a predominant player-character class ! Could you provide some kind of official ruling on this ?

Centauride (II) : Centaurides ? Shouldn't they be called *centauresses* ?

Centauride (III) : Why can't I play a Chironian Centauride ?

Sagittarian : You should publish a Sagittarian player-character class, with exactly the same characteristics as the Centaur class, but with Skill (rather than Might) as its prime requisite.

Winged Centaur : Are there Winged Sagittarians ? Winged Centaurides ? Winged Chironian Centaurs ? Why can't I play a Winged Chironian Centauride Priestess of Aphrodite ?

D



A cruel Daughter of Arachne

Daughter of Arachne

Taxonomy : Monster

Description : Cruel hybrid creatures looking like a man-sized spider with the face of a beautiful woman. They love to play with their prey, taunting their victims with their mockingly gentle voices.

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Weird

Movement : 60'

Initiative : 18

Melee Attack : +7

Damage : 1d6 (legs)

Defense Class : 15

Hits Total : 20

Detection / Evasion : +6 / +8

Mystic Fortitude : +8

Special Abilities : Entangle (webs, range 10', Might = 16), Magic Resistance, Poison (sting, paralysis), Stealthy (20), Supernatural Vigor, Tough Skin, Uncanny Agility, Wallcrawling.

Awards : Glory 210, Wisdom 30.

Additional Lore : There are no male members of this species. When a Daughter of Arachne devours a man, she absorbs all the vital principles of her prey's body in her organism – and that's how these creatures reproduce themselves. Thus, the more men a Daughter devours, the more eggs she will have... Yes, this is a Freudian nightmare.

Degenerate Man

Taxonomy : Folk

Description : These beastly cannibals resemble stooped, hairy Wildmen and can be found in some isolated settlements scattered in the Helicon Mountains. They are all too-often confused with Wildmen, who do not share their anthropophagous habits (and who tend to kill them on sight).

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (stone axe or club)

Defense Class : 12

Hits Total : 8

Detection / Evasion : +4 / 0

Mystic Fortitude : 0

Special Abilities : Grapple (Might = 16), Sharp Senses, Stealthy (12).

Awards : Glory 25.

Additional Lore : There are three different theories regarding the true origins of Degenerate Men. The first theory claims that Degenerate Men are actually hybrids of true men and beastmen such as Lycans or Boarmen. The second theory makes them the inbred descendants of a proud and mighty nation of human warriors... so proud that they refused to mix their "superior blood" with that of other humans. According to the third theory, their ancestors were a clan of outstanding (but needlessly cruel) hunters, who were cursed by Artemis for their arrogant and bloodthirsty ways. Only the Gods (and the Maze Master) know the truth...



A stooping Degenerate Man



A Devious Derro holding a Deadly Device

Derros

Taxonomy : Folk

Description : Malevolent, pre-human dwarves who live in deep underground complexes and have advanced mechanical knowledge. See next page for more details on their infernal devices.

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 45'

Initiative : 13

Melee Attack : +2

Missile Attack : +4

Damage : 1d3 (weapons)

Defense Class : 13

Hits Total : 4

Detection / Evasion : +6

Mystic Fortitude : +8

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

Awards : Glory 8, Wisdom 20.

Additional Lore : Derros are notorious as inventors of strange mechanical weapons and infernal devices (see below). They were the masters of the ancient civilization of Lemuria, which was defeated and destroyed by the lords of Atlantis during the Age of Magic, after a long war in which armies and fleets were supplanted by sorcery and machinery.

The surviving Derros took refuge underground where they tried to rebuild a subterranean version of their old empire, constantly trying to conquer and enslave the underground Folks they encounter. Needless to say, they hate Atlanteans (and, on a general basis, all other Folks of Medium size). Some Derros also degenerated into the brutish and not-so-bright beings known as Morlocks (p 83).

Deadly Devices of the Derros !

Fire Cannon

Non-portable flamethrower. Requires a crew of 2 Derros. Treat as a 2d6 Breath Weapon with a range of 40 feet. Glory +40, Wisdom +20.

Webshooter

Mounted on a wristband, shoots a weblike fluid which solidifies into a net ; treat as a one-use Entange attack with a range of 6 feet. ; almost always used in conjunction with a stun-trident or vampiric rod (see below). Glory +5.

Vampiric Rod

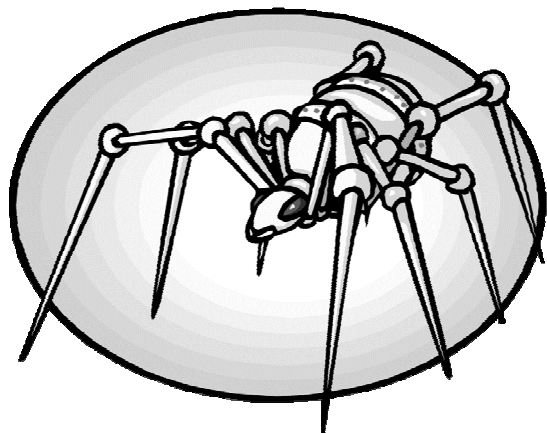
Small wand of black metal. Works as a touch Life Energy Drain. Glory +10, Wisdom+20.

Stun-Trident

Treat as a paralysing Poison attack. Glory +5.

Mental Cannon

This device is probably one of the Derros' most feared creations. Requires a crew of 3 ; this infernal device has the Psychic Powers ability (Psychic Gift 6, Mystic Strength 18, 24 Power points). Glory +10, Wisdom +200.



Metallic Menace at its Meanest : a Derros Warcraft



A Dichotomian by daylight

Derros Warcraft

Taxonomy : Animate

Description : Not a creature per se but a magically-animated vehicle resembling a huge mettalic spider. Each warcraft is manned by a Derros, hidden in the mettalic body of the creature.

Size : Large

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 90'

Initiative : 14

Melee Attack : +4

Damage : 2d6 (metallic limbs)

Defense Class : 17

Hits Total : 18

Detection / Evasion : +6

Mystic Fortitude : +2

Special Abilities : Breath Weapon (30' range), Mindless, Natural Armor.

Awards : Glory 140, Wisdom 30.

Notes : The warcraft's Cunning actually reflects that of its Derros pilot. Its Breath Weapon is actually a primitive flamethrower. Bringing the warcraft to 2 Hits or less will disable it ; bringing it below zero Hits will actually damage the Derros inside.

Dichotomian

Taxonomy : Folk

Description : These hairless humanoids look like normal humans, except for one striking difference : the left half of their entire body is ebony black while the right half is ivory white – the halved being separated by a perfectly vertical line. From dawn to twilight, dichotomians are under the influence of their white side, acting in a peaceful and courteous manner... changing to a totally wicked, vicious and malevolent personality from nightfall to dawn under the influence of their dark half. Although each half is perfectly aware of the existence of the other, it has no control over its thoughts, intents or actions.

Size : Medium

Day Ferocity : Peaceful

Night Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 60'

Day Initiative : 12

Night Initiative : 14

Day Melee Attack : 0

Night Melee Attack : +4

Damage : 1d6 (weapon)

Defense Class : 13

Day Hits Total : 4

Night Hits Total : 12 *

Detection / Evasion : +4

Mystic Fortitude : +6

Special Abilities : Magic Resistance.

Awards : Defeating a Dichotomian by day brings neither Glory nor Wisdom. In their nocturnal version, they are worth 40 Glory and 20 Wisdom.

** Dichotomians who have been injured at night will start the following day with their usual daylight Hits Total of 4, unless they have been reduced below this threshold (in which case they will keep their current, lowered Hits Total).*

Additional Lore : Dichotomians were once a race of atheist Philosophers who were constantly debating about the arbitrary nature of concepts such as good and evil : apparently, some deity eventually grew weary (or amused ?) of their intellectual arrogance and punished them by dividing their body, their mind and their soul in two opposite parts.

Dolphin

Taxonomy : Folk (*not* Beast)

Description : The well-known marine mammal.

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 80' (320' when cruising)

Initiative : 18

Melee Attack : +1

Damage : 1d6 (head butt)

Defense Class : 15

Hits Total : 4

Detection / Evasion : +8 / +12

Mystic Fortitude : +6

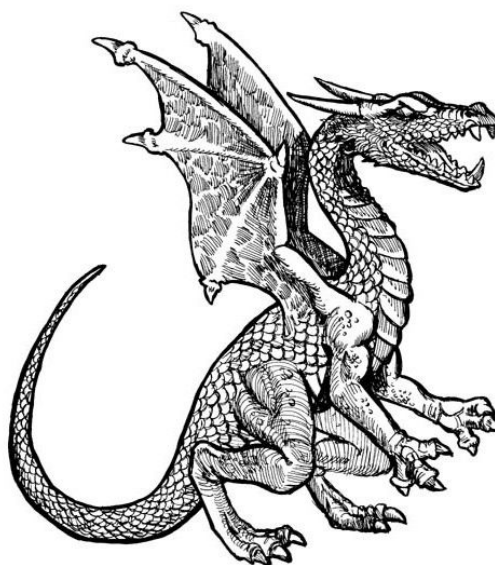
Special Abilities : Aquatic, Charge Into Battle (Initiative 20, Melee +3), Cruise, Lightning Fast, Magic Resistance, Sixth Sense, Uncanny Agility.

Awards : Killing these playful and peaceful creatures brings neither Glory nor Wisdom.

Notes : Dolphins are often used as playmates by Nereids, Mermaids and other sea beings.



*A playful Dolphin and his human companion
(who will become a Noble hero when he grows up)*



A Winged Dragon ready to use its Breath Weapon

Dragon

Taxonomy : Monster

Description : The classic monster from legend.

Size : Gigantic

Ferocity : Dangerous or Deadly

Cunning : Average to Crafty

Mystique : Weird or Eldritch

Movement : 120'

Initiative : 14 to 18

Melee Attack : +8 or +10

Damage : 3d6 (claws & bite)

Defense Class : 19 or 20

Hits Total : 50 or 60

Detection / Evasion : varies

Mystic Fortitude : varies

Special Abilities : Fearsome, Natural Armor, Supernatural Vigor, plus 1d3 other special abilities chosen between Breath Weapon (fire), Charge into Battle, Magic Resistance, Poison, Psychic Powers, Regeneration, Sixth Sense and Winged.

Awards : Glory and Wisdom awards vary according to the creature's characteristics and abilities.

Notes : In *Mazes & Minotaurs*, dragons are very rare creatures; in *Mythika*, they are mostly encountered on lonely, foreboding islands lost in the mists of the Western Ocean. Some over-imaginative scholars have postulated that Dragons actually came from another plane of existence (called, appropriately enough, the Dragon Dimension).

E

Eagle

Common Eagle

Taxonomy : Beast

Description : Normal eagle.

Size : Small

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 180' flying

Initiative : 18

Melee Attack : +3

Damage : 1d3 (beak & talons)

Defense Class : 14

Hits Total : 4

Detection / Evasion : +6 / +10

Mystic Fortitude : 0

Special Abilities : Dive into Battle (Initiative 19, Melee Attack +4) Lightning Fast, Sharp Senses, Uncanny Agility, Winged.

Awards : Glory 10.

Giant Eagle

Taxonomy : Monster

Description : This enormous bird can easily grab a human being in each of its talons.

Size : Large

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 480' flying

Initiative : 18

Melee Attack : +5

Damage : 2d6 (beak & talons)

Defense Class : 14

Hits Total : 18

Detection / Evasion : +6 / +10

Mystic Fortitude : 0

Special Abilities : Dive into Battle (Initiative 22, Melee Attack +9) Lightning Fast, Sharp Senses, Uncanny Agility, Winged.

Awards : Glory 200.



Holy Zeus ! Three different types of Eagles !

Olympian Eagle

Taxonomy : Monster

Description : Man-sized, fully intelligent magical eagles who are the sacred servants of Zeus, Olympian Eagles have the power of speech as well as a distinctive silvery white plumage.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 360' flying

Initiative : 20

Melee Attack : +5

Damage : 1d6 (beaks & talons)

Defense Class : 23

Hits Total : 16

Detection / Evasion : +12 / +14

Mystic Fortitude : +8

Special Abilities : Dive into Battle (Initiative 22, Melee Attack +7), Grapple (Might = 16), Invulnerability, Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Supernatural Vigor, Uncanny Agility, Winged.

Awards : Killing an Olympian Eagle brings no Glory or Wisdom but is sure to anger Zeus.

Elephant

Taxonomy : Beast

Description : The well-known mastodon. On the world of Mythika, Elephants come from the southern jungles of Charybdis – but some of them may also exist in the fabled eastern Land of the Sun.

Size : Gigantic

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : 12

Melee Attack : +6

Damage : 3d6 (tusks & feet)

Defense Class : 14

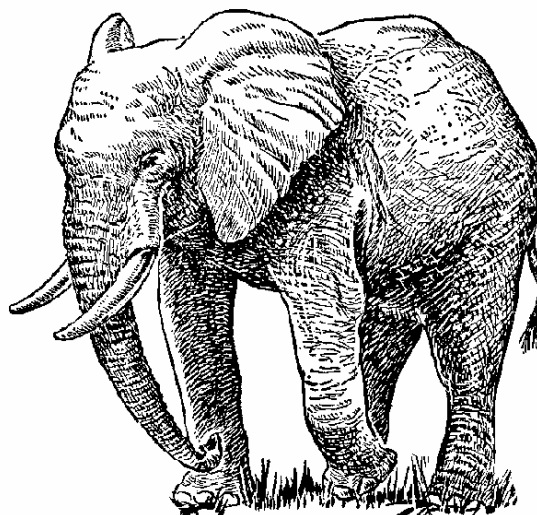
Hits Total : 30

Detection / Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 18, Melee Attack +12), Tough Skin, Trample.

Awards : Glory 150.



A typical, big-eared Charybdian Elephant

Empusa

Taxonomy : Spirit

Description : Beautiful (but blood-drinking) undead temptress. Empusae are the revenants of seductive witches who have given their souls to Hecate, goddess of darkness, in exchange for eternal unlife.

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 90'

Initiative : 23

Melee Attack : +5

Damage : energy drain

Defense Class : 18

Hits Total : 16

Detection / Evasion : +12

Mystic Fortitude : +8

Special Abilities : Fearsome, Grapple (Might = 16), Life Energy Drain (kiss ; only usable vs immobilized victims), Lightning Fast, Magic Resistance, Sixth Sense, Stealthy (20), Supernatural Vigor, Uncanny Agility, Wallcrawling.

Some Empusae have Psychic Powers (Psychic Gift 5, Mystic Strength 17, 20 Power points).

Awards : Glory 120, Wisdom 140. Psychic Powers add +20 Glory and +400 Wisdom.

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



A deceptively charming Empusa

Eolian

Taxonomy : Spirit

Description : These playful but impetuous spirits of the winds appear as humanoid clouds.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Unearthly

Movement : 80' (320' flying)

Initiative : 12

Melee Attack : n/a (insubstantial)

Damage : n/a (insubstantial)

Defense Class : 17

Hits Total : 8

Detection / Evasion : +2 / +10

Mystic Fortitude : +10

Special Abilities : Camouflage (24, as clouds), Entangle (tendrils of wind, range 10'), Insubstantial, Lightning Fast, Magic Resistance, Stealthy (20), Uncanny Agility, Winged (invisible wings).

Awards : Glory 100, Wisdom 80.



A playful Eolian



A muscular Equinian overseer

Equinian

Taxonomy : Folk

Description : Also known as *Anticentaurs*, Equinians look like horse-headed humanoids. They sometimes associate with marauding Tragos to attack Centaurs, their hated arch-enemies. It is rumored that the first Equinian was in fact a malformed Centaur foal who was abandoned in the wilderness because of his deformity...

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapon)

Defense Class : 12 (14 with shield)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee +4), Grapple (Might 16).

Awards : Glory 25 (30 with shield).

F

Flamoïd

Taxonomy : Spirit

Description : These elemental spirits are the living embodiment of fire and appear as living beings made of flames. Flamoïds can be found in or near the forges of Lesser Cyclops, acting as guardians, assistants and energy source.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Unearthly

Movement : 80'

Initiative : 19

Melee Attack : n/a (insubstantial)

Damage : n/a (insubstantial)

Defense Class : 17

Hits Total : 12

Detection / Evasion : +2 / +8

Mystic Fortitude : +10

Special Abilities : Breath Weapon (Fire, 20' range, 1d6 damage), Insubstantial, Lightning Fast, Magic Resistance, Uncanny Agility.

Awards : Glory 105, Wisdom 120.

The Flamoïd's fiery breath is its only way to cause direct damage to material opponents.



A fiery Flamoïd



Beware of strange Monsters with Psychic Powers !

Floating Eye

Taxonomy : Monster

Description : A big (3' diameter) flying sphere with a single central eye and many smaller ones on peduncles – endowed with psychic powers. Floating Eyes are evil entities who enjoy manipulating and dominating humans and other Folks using their powerful psychic abilities.

Size : Small

Ferocity : Deadly

Cunning : Crafty

Mystique : Eldritch

Movement : 45' (hovering)

Initiative : 16

Melee Attack : n/a

Damage : n/a

Defense Class : 16

Hits Total : 10

Detection / Evasion : +10 / +8

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, 20 Power points), Sixth Sense, Tough Skin.

The Floating Eyes cannot inflict physical damage on their victims. Their only forms of attacks are their Psychic Powers.

Awards : Glory 38, Wisdom 230.

Additional Lore : These strange creatures actually come from another world (called Gaxia) – how and why they came on Mythika remains a mystery.



A menacing Fomoros ready to Petrify his victim

Fomoros

Taxonomy : Monster

Description : Fiendish undersea Cyclops with green scaly skin, iron-hard claws and extremely sharp teeth who live in the deepest abysses of the Western Ocean. They can petrify their victims with their gaze and also hold some form of magical control over the sea. All in all, pretty nasty fellows.

Size : Large

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 90'

Initiative : 17

Melee Attack : +8

Damage : 2d6 (claws and teeth)

Defense Class : 20

Hits Total : 36

Detection / Evasion : +4

Mystic Fortitude : +8

Special Abilities : Amphibian, Crushing Damage (bear hug), Entangle (tendrils of water, 20', can only be used underwater), Fearsome, Grapple (Might 20), Magic Resistance, Natural Armor, Petrification (40'), Regeneration (2 Hits / rd), Supernatural Vigor.

Unique Ability : Fomoros can summon the Wrath of the Abyss against any ship that sails over their undersea lairs. This group power can only be used from below, with a maximum range of 90'. It takes one round to use. At the end of the round, the ship's captain must make a Mystic Fortitude roll (with the Fortune of the ship as a modifier) against a target number of 14 + the number of Fomoros summoning the Wrath, up to a maximum of 20. If the roll fails, the ship immediately loses 1d6 Structure points. If the roll succeeds, the ship becomes forever immune to this power (thanks to Poseidon). This adds +20 to the Fomoros' Glory and Wisdom awards.

Awards : Glory 660, Wisdom 110.

Additional Lore : The fearsome Fomoros are believed to descend from Poseidon himself. They once ruled a mighty empire of islands in the Western Ocean – but in their arrogance, they rebelled against their divine ancestor, challenging his command over the seas. Poseidon raised a great maelstrom which sunk their kingdom in the deepest abysses, killing most of them in the process. The survivors fell into a deep magical slumber, sleeping at the bottom of the seas for thousands of years... A few decades ago, Fomoros began to wake from their torpor, eager to wreak havoc on the world of man.

Fox

Foxes are noted for their exceptional cunning and stealthy ways. Some of them are actually magical animals protected by Hermes and Artemis.

Common Fox

Taxonomy : Beast

Size : Small

Ferocity : Aggressive

Cunning : Clever

Mystique : Normal

Movement : 60' (240' galloping)

Initiative : 19

Melee Attack : +3

Damage : 1d3 (claws & bite)

Defense Class : 14

Hits Total : 4

Detection / Evasion : +8 / +10

Mystic Fortitude : 0

Special Abilities : Gallop, Lightning Fast, Sharp Senses, Stealthy (20), Uncanny Agility.

Awards : Glory 10.



A Priestess befriendng a Magical Fox

Hyperborean Fox

Taxonomy : Beast

Description : White foxes from the northern forests of Hyperborea, slightly bigger, more ferocious and tougher than other foxes. Their snow-white fur is especially prized by the vain nobles of Sybaris.

Size : Small

Ferocity : Dangerous

Cunning : Clever

Mystique : Normal

Movement : 60' (240' galloping)

Initiative : 20

Melee Attack : +5

Damage : 1d3 (claws & bite)

Defense Class : 14

Hits Total : 6

Detection / Evasion : +8 / +10

Mystic Fortitude : 0

Special Abilities : Camouflage (white fur on snow, 24), Gallop, Lightning Fast, Sharp Senses, Stealthy (20), Uncanny Agility.

Awards : Glory 13.

Magical Fox

Taxonomy : Monster

Description : Magical foxes look like ordinary foxes but, unlike most other magical animals, have been given the power of speech.

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 60' (240' galloping)

Initiative : 20

Melee Attack : +3

Damage : 1d3 (claws & bite)

Defense Class : 23

Hits Total : 6

Detection / Evasion : +10

Mystic Fortitude : +6

Special Abilities : Gallop, Invulnerability, Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (22), Supernatural Vigor, Uncanny Agility.

Awards : Glory 42, Wisdom 50.



A Lesser Fury wielding the weapons of Vengeance

Fury

Taxonomy : Spirit

Description : These spirits are servants of the Greater Furies, the classic dreaded spirits of vengeance from myth (also known as the Erynies). They act as agents of divine retribution, bringing doom to fratricides, parricides and other kinslayers. They may be called by Divine Intervention. Furies appear as irate women carrying flaming whips; although their appearance is not monstrous per se, they are surrounded by an aura of dread that makes them as terrifying as the most fearsome creatures.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Unearthly

Movement : 80'

Initiative : 20

Melee Attack : +6

Damage : 1d6 (weapons)

Defense Class : 25

Hits Total : 20

Detection / Evasion : +8 / +10

Mystic Fortitude : +10

Special Abilities : Entangle (whip, Might = 16, 10' range), Fearsome, Invulnerability, Lightning Fast, Magic Resistance, Mindless, Regeneration (1 Hit per round), Sixth Sense, Supernatural Vigor.

Awards : Defeating a Lesser Fury brings neither Glory nor Wisdom. These beings cannot be killed. If reduced to 0 Hits, they instantly vanish and will come back, fully regenerated, 1d6 days later.



An angry, vengeful Ghost

Ghost

Taxonomy : Spirit

Description : Ghosts usually look like translucent, intangible humans; some may look like long-dead corpses but even those who look reasonably “alive” are surrounded by an eerie, frightful aura that leaves no doubt as to their real nature.

Size : Medium

Ferocity : Peaceful to Dangerous

Cunning : Alert to Crafty

Mystique : Eldritch

Movement : 60'

Initiative : varies

Melee Attack : n/a

Damage : Special

Defense Class : 16

Hits Total : varies

Detection / Evasion : varies

Mystic Fortitude : +8

Special Abilities : Fearsome, Insubstantial, Life Energy Drain (touch), Magic Resistance, Sixth Sense, Stealthy. Some Ghosts also have Psychic Powers (Psychic Gift 3 to 5).

Like all Insubstantial beings, Ghosts cannot be harmed by mundane weapons or means and cannot inflict physical damage to material beings (except with their Life Energy Drain ability).

Awards : Variable.

Ghostling

Taxonomy : Folk (*not* Spirit)

Description : Translucent, ethereal humans. They are actually the denizens of another plane of existence, appearing as ghosts in our world (in which material beings appear as insubstantial). Ghostlings communicate by telepathy and do not share their secrets with other beings.

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : n/a

Damage : see below

Defense Class : 12

Hits Total : 4

Detection / Evasion : +4

Mystic Fortitude : +6

Special Abilities : Insubstantial, Magic Resistance, Psychic Powers (Psychic Gift 3, Mystic Strength 15, Power total 12), Stealthy (20).

Awards : Glory 65, Wisdom 250.



Two translucent, ethereal Ghostlings



A Common Giant with his improvised weapon

Giant

Common Giant

Taxonomy : Monster

Description : Like a Cyclops with two eyes.

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 120'

Initiative : 14

Melee Attack : +8

Damage : 3d6 (weapons)

Defense Class : 16

Hits Total : 50

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 20, Melee +14), Crushing Damage (after Grapple), Crushing Missiles (stones etc), Fearsome, Grapple (Might = 24), Magic Resistance, Supernatural Vigor, Tough Skin, Trample.

Awards : Glory 850, Wisdom 40.

Mountain Giant

Taxonomy : Monster

Description : The mightiest and tallest of all Giants, with a grey, stone-like skin.

Size : Gigantic

Ferocity : Deadly

Cunning : Average

Mystique : Normal

Movement : 120'

Initiative : 15

Melee Attack : +10

Damage : 3d6 (weapons)

Defense Class : 18

Hits Total : 60

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 21, Melee Attack +16), Crushing Damage (after Grapple), Crushing Missiles, Fearsome, Grapple (Might 24), Magic Resistance, Natural Armor, Supernatural Vigor, Trample.

Awards : Glory 1000, Wisdom 40.



A towering Mountain Giant



A Two-Headed Giant facing his inner contradictions

Two-Headed Giant

Taxonomy : Monster

Description : Bicephalous giant.

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : 15

Melee Attack : +8

Damage : 3d6 (weapons)

Defense Class : 17

Hits Total : 50

Detection / Evasion : +1 / 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 21, Melee Attack +14), Crushing Damage (after Grapple), Crushing Missiles (stones etc), Fearsome, Grapple (M = 24), Magic Resistance, Multiple Heads (two), Supernatural Vigor, Tough Skin, Trample.

Awards : Glory 1000, Wisdom 50.

From the Letters Page of Griffin Magazine

Daughter of Arachne : Of course, such blatant sexist stereotypes (not to mention sickly Freudian overtones) seriously harm the image of M&M-ers as responsible, psychologically sound persons, but let's face it, these babes sure spin a mean web !

Derros Warcraft : At least we didn't get the Giant Derros Fighting Automaton...

Dolphin : Dolphins are so cute. Why can't I play a dolphin ? You should definitely publish a Dolphin character class, with powers similar to those of a Nymph (and a much higher swimming bonus).

Eolians & Flamoids : Where do these stupid names come from ? Also, since these two types of creatures are obviously elemental spirits, why didn't you include water and earth elementals as well ? It was a simple matter of common sense – especially in a game that features a realm of magic (Elementalism) based on the four traditional Greek elements of earth, air, fire and water.

Floating Eye : Giant floating one-eyed spheres ? Come out of it, guys ! How can you expect such absurd creatures to be taken seriously ?

Fomoros : These make terrific villains for a long-term campaign ! Long live Celtic M&M !

Fox : Foxes ?? Honestly, what is the use of having detailed stats for foxes ?? Can't you see this will simply incite Hunters to go on a Fox-killing spree as a cheap way to cash in Experience points ?



Holy shit ! As if giant spiders were not enough !

Giant Bat

Taxonomy : Beast (*not* Monster)

Description : An oversized bat with a body the size of a man (and the corresponding wingspan !).

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 240' flying

Initiative : 14

Melee Attack : +3

Damage : 1d6 (claws & fangs)

Defense Class : 14

Hits Total : 8

Detection / Evasion : +6 / +8

Mystic Fortitude : 0

Special Abilities : Sharp Senses, Uncanny Agility (only when flying), Winged.

Awards : Glory 35.

Giant Crab

Taxonomy : Monster

Description : Ferocious crabs that are able to grab a man in each of their mighty pincers !

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60' on land

Initiative : 11

Melee Attack : +4

Damage : 2d6 (pincers)

Defense Class : 16

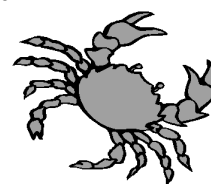
Hits Total : 18

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Grapple (Might = 20), Mindless, Natural Armor, Stealthy (10).

Awards : Glory 160, Wisdom 10.



Giant Rat

Taxonomy : Monster

Description : Rhino-sized rats.

Size : Large

Ferocity : Aggressive

Cunning : Clever

Mystique : Normal

Movement : 120'

Initiative : 13

Melee Attack : +5

Damage : 2d6 (claws & fangs)

Defense Class : 14

Hits Total : 18

Detection / Evasion : +8 / +6

Mystic Fortitude : 0

Special Abilities : Sharp Senses, Stealthy (16), Uncanny Agility.

Awards : Glory 160.



A Giant Scorpion ready to strike

Giant Scorpion

Taxonomy : Monster

Description : Rhino-sized scorpions. Usually lurk in desert ruins and other doomed locations.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 120' (90' wallcrawling)

Initiative : 16

Melee Attack : +6

Damage : 2d6 (sting & pincers)

Defense Class : 14

Hits Total : 24

Detection / Evasion : 0 / +4

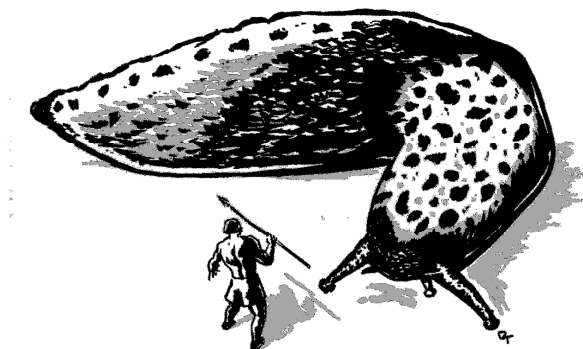
Mystic Fortitude : 0

Special Abilities : Lightning Fast, Mindless, Poison (sting, death in 1d6 rounds), Stealthy (10), Tough Skin, Wallcrawling.

Awards : Glory 240, Wisdom 10.



So that's where the Giant Rat was hiding...



A fearless Spearman facing a Giant Slug

Giant Slug

Taxonomy : Monster

Description : Slimy mollusks of titanic proportions ; mostly found underground or in very old ruins.

Size : Gigantic

Ferocity : Peaceful

Cunning : Average

Mystique : Normal

Movement : 60' (crawling)

Initiative : 10

Melee Attack : +4

Damage : 3d6 (whole body)

Defense Class : 14

Hits Total : 20

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Mindless, Regeneration (3 Hits / rnd), Stealthy (8), Tough Skin, Wallcrawling.

Awards : Glory 300, Wisdom 20.

Other Giant Animals

The following Giant Animals can be found in other sections of the *Creature Compendium* :

Giant Boar : See Boar (p 15).

Giant Bull : See Bull (p 20).

Giant Eagle : See Eagle (p 38).

Giant Lion : See Lion (p 69).

Giant Ram : See Ram (p 92).



Are curved swords better against Giant Snakes ?

Giant Snake

Taxonomy : Monster

Description : Giant snakes can be grouped in two broad categories : constrictors and venomous.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +6

Damage : 2d6 (bite)

Defense Class : 15

Hits Total : 24

Detection / Evasion : +8 / +6

Mystic Fortitude : +2

Special Abilities : Grapple (Might = 20), Crushing Damage (constriction) or Poison (bite, death in 1d6 rounds), Regeneration (2 Hits / round), Sixth Sense, Stealthy (12), Tough Skin.

Awards : Glory 260, Wisdom 20.



A much reduced depiction of a Giant Spider

Giant Spider

Cave Spider

Taxonomy : Monster

Description : Huge spiders that can attack two men (or other medium-sized opponent) at the same time.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 90'

Initiative : 14

Melee Attack : +7

Damage : 2d6 (fangs & legs)

Defense Class : 16

Hits Total : 24

Detection / Evasion : +2 / +4

Mystic Fortitude : 0

Special Abilities : Entangle (webs, 20' range, Might 20), Poison (fangs or sting, effect varies), Stealthy (14), Tough Skin, Uncanny Agility, Wallcrawling.

Awards : Glory 260.

Gigantic Spider

Taxonomy : Monster

Description : Huge spiders that can attack four men (or other medium-sized opponent) at the same time.

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : 16

Melee Attack : +10

Damage : 3d6 (fangs & legs)

Defense Class : 17

Hits Total : 50

Detection / Evasion : +6 / +4

Mystic Fortitude : +6

Special Abilities : Entangle (webs, range 30', Might 24), Fearsome, Magic Resistance, Poison, Sixth Sense, Stealthy (10), Tough Skin, Wallcrawling.

Awards : Glory 950, Wisdom 30.



The Big, Bad Gigantosaur

Gigantosaur

Taxonomy : Monster

Description : A gigantic, six-legged, carnivorous lizard with rock-hard scales. Gigantosaurs live in deep underground caverns where they prey on smaller creatures – unless something bigger (like adventurers) venture into their subterranean lair...

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 120'

Initiative : 14

Melee Attack : +8

Damage : 3d6 (claws & bite)

Defense Class : 16

Hits Total : 40

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 21, Melee +12), Fearsome, Natural Armor, Trample.

Awards : Glory 500, Wisdom 10.

Additional Lore : Due to their heat-based vision, Gigantosaurs can see perfectly in the dark (even in the total darkness of their underground caverns).

God-Shadow

Taxonomy : Spirit

Description : The gods themselves are so powerful even their shadows are to be feared - for sometimes these shadows get loose and wander in the lands of mortals, causing chaos and confusion around them.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Unearthly

Movement : 90'

Initiative : 17

Melee Attack : n/a (insubstantial)

Damage : n/a (insubstantial)

Defense Class : 16

Hits Total : 24

Detection / Evasion : +6

Mystic Fortitude : +10

Special Abilities : Fearsome, Insubstantial, Magic Resistance, Mindless, Sixth Sense, Stealthy (18), Uncanny Agility. God-Shadows are also able to hurl bolts of divine energy (treat as Breath Weapon, 30' range, 2d6), which is the only way they can directly harm physical beings.

Awards : Glory 260, Wisdom 180.



A meditative God-Shadow



A deadly Gorgon

Gorgon

Taxonomy : Monster

Description : Ugly and absolutely deadly female humanoids with snakes in their hair and a petrifying gaze. They are the descendants of Medusa, the mythic mother-goddess of their race.

Size : Medium

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : 17

Melee Attack : +6

Damage : 1d6 (claws)

Defense Class : 24

Hits Total : 20

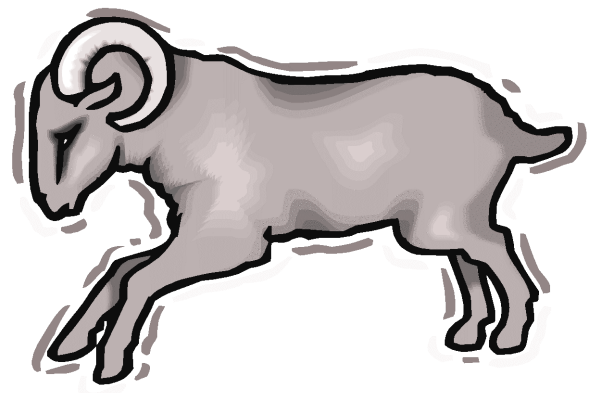
Detection / Evasion : +8 / +6

Mystic Fortitude : +8

Special Abilities : Fearsome, Invulnerability, Magic Resistance, Petrification (40' range), Regeneration (1 Hit per round), Sixth Sense, Stealthy (16), Supernatural Vigor.

Awards : Glory 320, Wisdom 110.

Additional Lore : Gorgons are not really a species - at least not in the traditional sense of the term : there are no male Gorgons (or Gorgon babies for that matter). All living Gorgons were actually spawned during the Mythic Age : after Medusa was beheaded by the great mythic hero Perseus, her body was left to rot in some lost ruins, where each drop of her supernatural blood eventually turned into a Gorgon, giving birth to the Gorgon "race".



Look out ! Golden Ram charging !

Golden Ram

Taxonomy : Animate

Description : Much like the Bronze Bull, except that... well you get the idea.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (horns & hooves)

Defense Class : 17

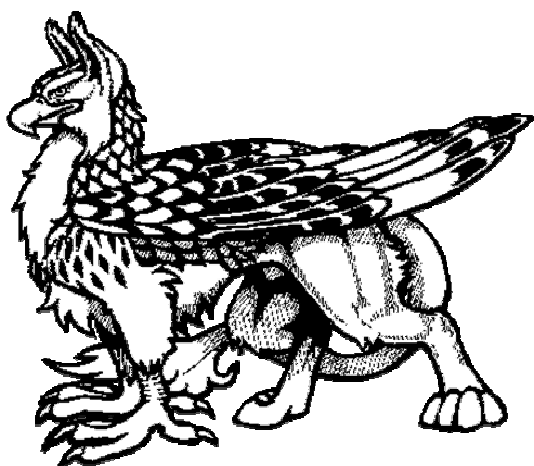
Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 16, Melee +10), Mindless, Natural Armor, Supernatural Vigor, Trample.

Awards : Glory 130, Wisdom 20.



A majestic Griffin

Griffin

Classic Griffin

Taxonomy : Monster

Description : The classic lion-eagle hybrid.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80' (320' flying)

Initiative : 19

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 17

Hits Total : 16

Detection / Evasion : +6 / +10

Mystic Fortitude : +6

Special Abilities : Charge or Dive into Battle (Initiative 21, Melee Attack +7), Grapple (Might 16), Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (16), Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Awards : Glory 190, Wisdom 30.

Notes : Griffins have roughly the same size as common lions – except for Gryphons (see below), which are much larger. Other Griffin cousins include the Nyctoglyph (p 53) and the Hippogriff (p 57).

Gryphon

Taxonomy : Monster

Description : A rare subspecies of very large Griffins; also known as Royal Griffins, the Gryphons have golden feathers which form a somewhat leonine mane at the base of their neck.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 120' (480' flying)

Initiative : 19

Melee Attack : +7

Damage : 2d6 (claws & bite)

Defense Class : 17

Hits Total : 30

Detection / Evasion : +6 / +10

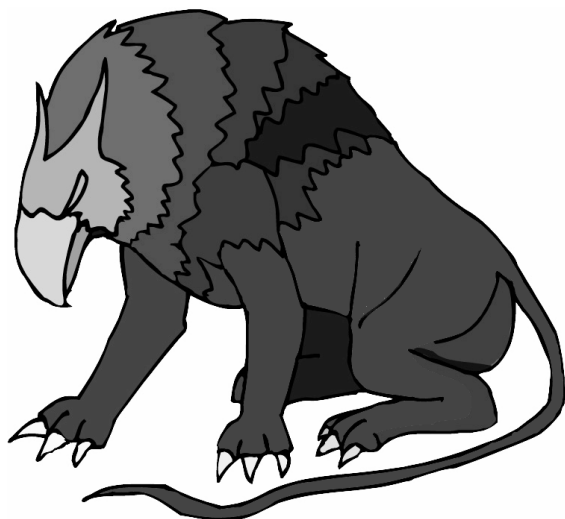
Mystic Fortitude : +6

Special Abilities : Charge (or Dive) into Battle (Initiative 24, Melee Attack +11), Grapple (Might 20), Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (14), Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Awards : Glory 380, Wisdom 30.



An even more majestic Gryphon



A ravenous Nyctogriff

Nyctogriff

Taxonomy : Monster

Description : These monstrous predators look like wingless Gryphons with a distinctive black pelt and plumage. They are exclusively nocturnal and live in the monster-infested Thanatari Mountains. Like their winged cousins, they are particularly fond of horse flesh but also prey on other creatures, including humans, Wildmen and even Ogres.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : 19

Melee Attack : +7

Damage : 2d6 (claws & bite)

Defense Class : 17

Hits Total : 30

Detection / Evasion : +6 / +8

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 24, Melee +11), Grapple (Might 20), Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (14), Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards : Glory 360, Wisdom 30.

Additional Lore : These ferocious creatures are actually a cursed lineage of Gryphons, which were deprived of their golden hue and wings by Apollo himself in punishment for having slaughtered a whole herd of Pegasuses.

Grotesk

Taxonomy : Folk

Description : These malevolent creatures look like big bodiless heads with arms. They actually have two sole-like pads at the bottom of their body, which allow them to crawl on ground. Grotesks live in large subterranean cities and have a nasty habit of putting to death (and eating) all the humanoids (or "bodies" as they call them) who intrude on their territory.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 30' *

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Tough Skin.

Awards : Glory 25.

* Their movement allowance is reduced because of their peculiar mode of travel.

Additional Lore : Grotesks are actually the stunted and mishapen descendants of a now extinct race of Giants and are well aware of their grotesque shape, which is why they hate humanoids so much.



An infuriated Grotesk

H

Hag

Taxonomy : Spirit

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

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : 15

Melee Attack : +6

Damage : 1d6 (claws)

Defense Class : 17

Hits Total : 20

Detection / Evasion : +10 / +8

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, 20 Power points), Regeneration (1 Hit / round), Sixth Sense, Supernatural Vigor, Tough Skin.

Awards : Glory 115, Wisdom 500.



Hags are as ugly as they are deadly



A shrieking Harpy

Harpy

Taxonomy : Monster

Description : Bat-winged, jet black-skinned vicious humanoid creatures with sharp fangs, sharper talons and a fondness for human flesh...

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 240' flying

Initiative : 15

Melee Attack : +5

Damage : 1d6 (claws & fangs)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4 / +8

Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 17, Melee +7), Grapple (16), Uncanny Agility, Winged.

Awards : Glory 120.



Yes, we give you two Harpies for the price of one

Hawkman

Taxonomy : Folk

Description : Flying humanoids related to Icarians (see p 63), but much harder and fiercer. Hawkmen are noted for their nobility and sense of honor. They are also known as *Vultans*.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 240' (flying)

Initiative : 16

Melee Attack : +5

Missile Attack : +6

Damage : 1d6 (weapons)

Defense Class : 15 (19 with helmet and shield)

Hits Total : 16

Detection / Evasion : +4 / +8

Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 18, Melee Attack +7), Marksmanship, Missile Weapons (bows, 300', or javelins, 120'), Supernatural Vigor, Uncanny Agility, Winged.

Awards : Glory 75 (85 helm & shield), Wisdom 10.



A proud Hawkman warrior posing



A Hippodrac statant (see next page)

From the Letters Page of Griffin Magazine

Grotesks : Giant rolling heads ? Have you guys gone nuts or something ? As if the Tragic Floating Head was not enough ! These are probably the most ridiculous monsters ever invented for M&M !

Grotesks (again) : Since Grotesks are obviously based on the villainous Ononoes from Edgar Rice Burroughs' *Tarzan* stories, they cannot be '*the most ridiculous monsters ever invented for M&M*'. Perhaps they could qualify as the most ridiculous monsters ever invented for a jungle adventure tale, but that's another point entirely.

Gryphons : Gryphons ? Griffins ? Gryphins ? Griffons ? Gryffyns ? Gryphyns ?

Griffins, Hawkmen & Other Aerial Beings : I'm afraid that these creatures are nearly completely useless in the absence of detailed rules for aerial combat. Here are my own house rules on the subject. Flying creatures can be grouped in five Aerial Maneuverability classes, which, for simplicity's sake, are called Q, R, S, T and P. Within each Aerial Maneuverability class, several specific categories blah blah blah blah blah (...)

What ? No Hecatonchire ?

Many creatures were considered for inclusion in the *Creature Compendium*, before being rejected by the editors – such as the **Hecatonchire**, a giant from Greek mythology with 50 heads and 100 arms – which, in M&M terms, translated as a +49 bonus to Initiative and detection and 49 extra attacks per battle round.

Many of these Rejected Creatures (RC) eventually ended up in the pages of various magazines and fanzines or in second-rate clones of the *Creature Compendium* published by other companies, such as Justicars College's infamous *Bizarre Bestiary* or Labyrinthine Designs' pathetic *Monsterama*.



Beware the hellish breath of the Hellephaunt !

Hellephaunt

Taxonomy : Monster

Description : An enormous, elephantine horror, plated with bony armor, with tremendous tusks, shooting flame from its trunk. These creatures (which live in the deepest jungles of Charybdis) are thought to be the result of some forgotten mad god's experiment.

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : 14

Melee Attack : +8

Damage : 3d6 (trunk, tusks etc)

Defense Class : 17

Hits Total : 50

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Breath Weapon (burning gas from trunk, 40' range), Charge into Battle (Initiative 20, Melee +14), Crushing Missiles (thrown with trunk), Grapple (with Trunk, Might 24), Fearsome, Magic Resistance, Natural Armor, Regeneration (3 Hits / round), Supernatural Vigor, Trample.

Note : May not use Breath Weapon or Crushing Missiles while Grappling (the bloody thing only has one trunk, thanks Zeus).

Awards : Glory 1150, Wisdom 70.

Hippodrac

Taxonomy : Monster

Description : This strange creature looks like a dark, reptilian Pegasus with bat-like wings. It has the power to breathe fire and is sometimes used as an aerial mount by Stygian Lords (see p 111). The combination of its wings, natural armor and breath weapon makes it a most formidable steed.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping or flying)

Initiative : 15

Melee Attack : +5

Damage : 1d6 (hooves, beak & talons)

Defense Class : 19

Hits Total : 16

Detection / Evasion : +2 / +6

Mystic Fortitude : +6

Special Abilities : Breath Weapon (fire, 10' range), Charge into Battle (Initiative 21, Melee +7), Gallop, Magic Resistance, Natural Armor, Supernatural Vigor, Trample, Uncanny Agility, Winged.

Awards : Glory 200, Wisdom 50.

Additional Lore : The first Hippodrac were the products of dark crossbreeding experiments made by Autarch sorcerers, involving a captured Pegasus mare and the fiery fluids of a Dragon

Hippogriff

Taxonomy : Monster

Description : This creature looks as a cross between an eagle and a horse. It makes a fantastic aerial mount (provided you can tame it in the first place).

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80' (320' when galloping or flying)

Initiative : 19

Melee Attack : +5

Damage : 1d6 (hooves, beak & talons)

Defense Class : 15

Hits Total : 16

Detection / Evasion : +6 / +10

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 21, Melee Attack +7), Gallop, Lightning Fast, Magic Resistance, Sharp Senses, Supernatural Vigor, Trample, Uncanny Agility, Winged.

Awards : Glory 170, Wisdom 30.



A noble Hippogriff waiting for a noble rider



A sinister Hooded Horror

Hooded Horror

Taxonomy : Uncertain

Description : These mysterious beings appear to be robed humans, until they throw back their hoods and reveal that they possess a single giant unblinking eye where their heads should be !

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : +4

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : +8 / +6

Mystic Fortitude : +4

Special Abilities : Psychic Powers (Psychic Gift 4, Mystic Strength 16, 16 Power points), Sixth Sense, Stealthy (16), Wallcrawling.

Awards : Glory 65, Wisdom 210.



A Noble hero and his noble steed

Horse

Common Horse

Taxonomy : Beast

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60' (240' when galloping)

Initiative : 12

Melee Attack : +2

Damage : 1d6 (hooves)

Defense Class : 12

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Gallop, Trample.

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

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

Diomedian Horse

Taxonomy : Beast

Description : A breed of high-spirited horses raised from birth on a diet of human flesh and blood.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 60' (240' when galloping)

Initiative : 15

Melee Attack : +5

Damage : 1d6 (hooves)

Defense Class : 14

Hits Total : 12

Detection / Evasion : +2 / +4

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 17, Melee Attack +7), Gallop, Trample, Uncanny Agility.

Awards : Glory 35.

Magical Horse

Taxonomy : Beast

Description : Magical horses are always of a single, pure color (white, black, silver, green etc).

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 80' (320' when galloping)

Initiative : 20

Melee Attack : +5

Damage : 1d6 (hooves)

Defense Class : 23

Hits Total : 16

Detection / Evasion : +8 / +12

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 22, Melee Attack +7), Gallop, Invulnerability, Lightning Fast, Magic Resistance, Sixth Sense, Supernatural Vigor, Trample, Uncanny Agility.

Awards : None.



A haughty Amazon warrior

Human

This entry presents several categories of minor human fighters (see the *Maze Masters Guide*, p 25) that may be encountered by adventurers in the course of their travels and expeditions. Even in the case of Amazons and Barbarians, these rank-and-file NPCs are significantly less powerful than most player-characters (who are exceptional individuals) and major NPCs (who, as noted in the *MMG*, should be given the same characteristics as player-characters, including a class, a level and all the corresponding abilities).

Amazon

Taxonomy : Human

Description : The famous warrior women of mythic tales. On the world of Mythika, Amazons come from the northern Queendom of Amazonia.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 14

Melee Attack : +3

Missile Attack : +4

Damage : 1d6 (weapons)

Defense Class : 14 (16 with shield)

Hits Total : 8

Detection / Evasion : +2 / +4

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +5), Marksmanship, Missile Weapons (bows or javelins), Uncanny Agility.

Awards : Glory 40 (50 with helmet and shield).

Archer

Taxonomy : Human

Description : Combat-trained bowmen.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +3

Damage : 1d6 (weapons)

Defense Class : 12 (16 w. helmet & breastplate)

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Marksmanship, Missile Weapons (bow, 300').

Awards : Glory 20 (30 with helmet and breastplate).

Bandit

Taxonomy : Human

Description : This broad category of NPCs include outlaws, brigands, raiders and other rabble.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Missile Weapons (bow, 300' or sling 150'), Stealthy (12).

Awards : Glory 20.

Barbarian

Taxonomy : Human

Description : Savage warriors from untamed lands. In the world of Mythika, most Barbarians come from the northern land of Hyperborea.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 13

Melee Attack : +3 (+5 with two-handed weapon)

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 8

Detection / Evasion : 0 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 15, Melee +5), Missile Weapons, Uncanny Agility.

Awards : Glory 30 (35 with two-handed weapon).

Notes : This profile may also be used for savage jungle warriors (such as those of Charybdis) who usually favor spears and shields over two-handed weapons, giving them a Defense Class of 16.



A big, bad Barbarian swinging his big battle axe



Two soldiers from the famous regiment of the Expendable Extras

Soldier

Taxonomy : Human

Description : Military-trained fighting men.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 18 (helmet, shield & breastplate)

Hits Total : 8

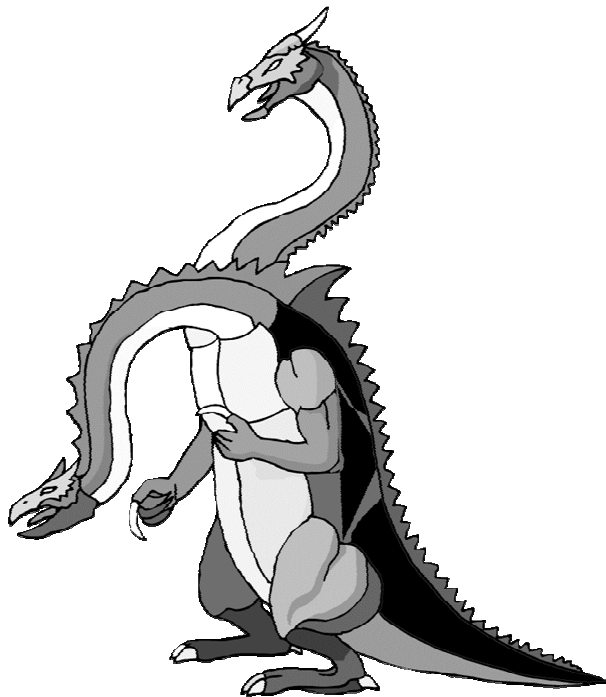
Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4).

Note : If trained as Spearmen, Soldiers will also be able to use the *Shield Wall* special maneuver in battle (see the combat rules of the *Players Manual*).

Awards : Glory 30 (with complete equipment).



A Bicephalous Hydra (aka Double Trouble)

Hydra

Classic Hydra

Taxonomy : Monster

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

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 120'

Initiative : 16 + 1 per extra head

Melee Attack : +10

Damage : 3d6 (claws & bite)

Defense Class : 20

Hits Total : 60

Detection / Evasion : (Heads +1) / +2

Mystic Fortitude : +8

Special Abilities : Fearsome, Magic Resistance, Multiple Heads (up to 6 extra heads), Natural Armor, Regeneration (3 Hits / round), Supernatural Vigor.

Awards : Glory 900 + 100 per extra head, Wisdom 50 + 10 per extra head. Thus, a seven-headed one will be worth 1500 Glory and 110 Wisdom.



Can you count the heads of this Hydra ?

Sea Hydra

Taxonomy : Monster

Description : An undersea (actually amphibious) version of the classic monster from legend.

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 120'

Initiative : 16 + 1 per extra head

Melee Attack : +10

Damage : 3d6 (claws & bite)

Defense Class : 20

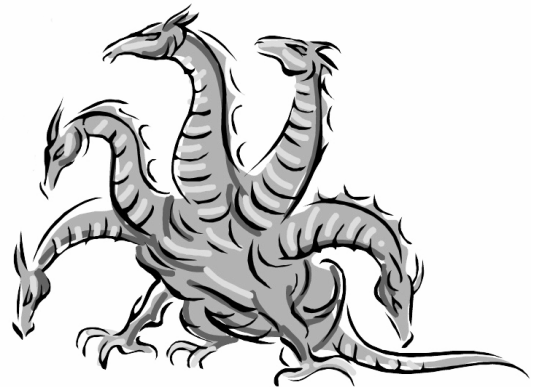
Hits Total : 60

Detection / Evasion : (Heads+1) / +2

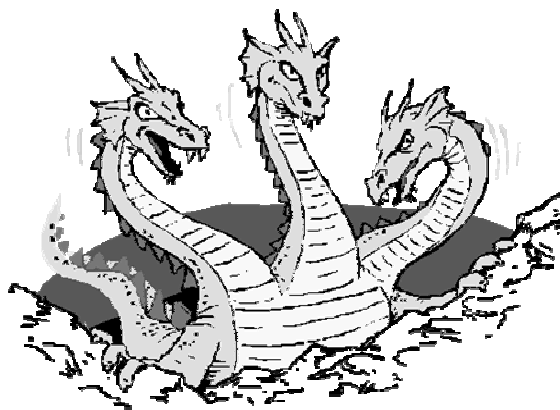
Mystic Fortitude : +8

Special Abilities : Amphibious, Fearsome, Magic Resistance, Multiple Heads (up to 6 extra heads), Natural Armor, Regeneration (3 Hits per round), Supernatural Vigor.

Awards : Glory 900 + 100 per extra head, Wisdom 50 + 10 per extra head.



A five-headed Sea Hydra



A Pyroheadra, ready for a triple fire breath !

Pyrohydra

Taxonomy : Monster

Description : Reddish hydra with three heads... all of which are able to breathe fire !

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 120'

Initiative : 18

Melee Attack : +10

Damage : 3d6 (claws & bite)

Defense Class : 20

Hits Total : 60

Detection / Evasion : (Heads+1) / +2

Mystic Fortitude : +8

Special Abilities : Breath Weapon (40'), Fearsome, Magic Resistance, Multiple Heads (three, detection +6), Natural Armor, Regeneration (3 Hits / round), Supernatural Vigor.

Note : The Pyrohydra may make up to three Breath Weapon attacks against different targets per battle round (one for each head). Each such attack counts as one of its regular attacks, as per the usual rules.

Awards : Glory 1300, Wisdom 90.

Hyenakin

Taxonomy : Folk

Description : Hyena-headed carnivorous and barbaric humanoids that roam the deserts of Midia. They are the sworn enemies of the Leonids.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Attack : +2

Damage : 1d6 (weapons)

Defense Class : 12 (14 with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Missile Weapons (javelins, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 30 (35 with shield).



A vicious Hyenakin scavenger

Rise, Children of the Hydra !

It is a well-known fact that a Hydra's teeth can turn into animated Skeletons (see p 105). Each Hydra head holds four such magical teeth - so a dead seven-headed Hydra could mean a small army of 28 Skeletons ! Simply toss the tooth on earthy ground : one battle round later, a sword-wielding Skeleton will sprout from the ground, ready to obey your every command - but only for 10 battle rounds, after which it will fall apart, crumbling into a pile of old dead bones. This is a one-time trick, since each tooth can only be used once.

I-K

Icarian

Taxonomy : Folk

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

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 240' flying

Initiative : 14

Melee Attack : +1

Missile Attack : +4

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 8

Detection / Evasion : +4 / +8

Mystic Fortitude : +2

Special Abilities : Marksmanship, Missile Weapons (bow, 300'), Supernatural Vigor, Uncanny Agility, Winged.

Unique Ability : Icarians qualify as Elementalists, with Air as their primary (and only) element. They have a Mastery bonus of 3, a Mystic Strength of 15 and 12 Power points. This adds +40 to their Glory award and +200 to their Wisdom award.

Awards : Glory 90, Wisdom 210.



A noble Icarian ready to summon the winds

Ice Worm

Taxonomy : Monster

Description : A giant carnivorous worm entirely covered in white fur that makes it extremely hard to spot in the snow-covered mountains where it lurks.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90' (crawling)

Initiative : 14

Melee Attack : +7

Damage : 2d6 (fangs)

Defense Class : 17

Hits Total : 24

Detection / Evasion : 0 / +2

Mystic Fortitude : +2

Special Abilities : Camouflage (white fur on snow, 16), Crushing Damage (constriction), Grapple (with body, Might = 20), Mindless, Regeneration (2 Hits / round), Stealthy (12), Tough Skin, Uncanny Agility.

Awards : Glory 340, Wisdom 20.



Ice Worm alert !!!



Half-triton, half-centaur : the Ichtyocentaur !

Ichtyocentaur

Taxonomy : Folk

Description : Very weird green-skinned Triton-Centaur hybrids, with the forelegs of a horse and a triton-like scaly tail where the hindlegs should be.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when cruising)

Initiative : 12 (14 underwater)

Melee Attack : +2 (+3 underwater)

Damage : 1d6 (trident)

Defense Class : 15 (17 underwater)

Hits Total : 12

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Amphibian, Charge into Battle (only underwater, Initiative 16, Melee Attack +5), Cruising (but NO Galloping on land), Supernatural Vigor, Tough Skin, Uncanny Agility (only in water).

Awards : Glory 50 (in water) or 40 (on land).

Additional Lore : These beings' true origins remain a complete mystery : are they actual crossbreeds ? Centaurs cursed by Poseidon ? Malformed Tritons ? No one knows for sure – the only certain fact is that there are no female ichtyocentaurs.

Iron Warrior

Taxonomy : Animate

Description : Animated iron statues of hoplites, often encountered in groups of 2 to 6.

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +6

Damage : 1d6 (weapon)

Defense Class : 19 (with shield)

Hits Total : 20

Detection / Evasion : 0

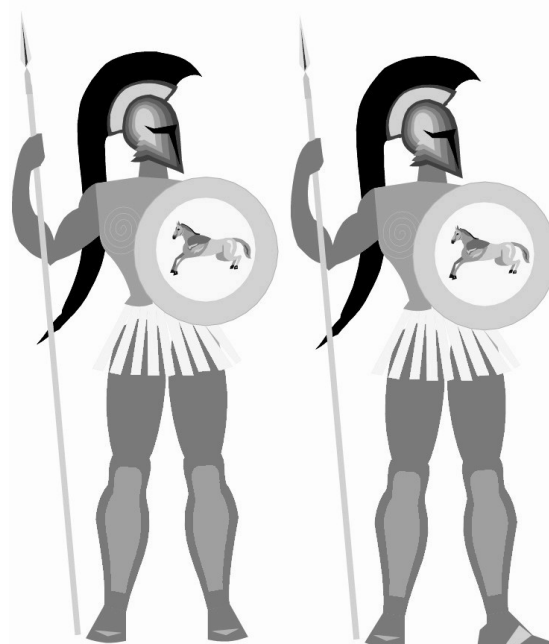
Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Mindless, Natural Armor, Supernatural Vigor.

Unique Ability : Iron Warriors can use the *Shield Wall* special maneuver (see *Players Manual*, p 23).

Awards : Glory 75, Wisdom 30.

Additional Lore : These deadly Animates were probably created by the same wizard-engineers who crafted Bronze Bulls, Colossi, Horses and Birds.



Two Mindless Iron Warriors



A Ker (plural Keres – but one is more than enough)

Ker

Taxonomy : Spirit

Description : Keres (sing. *Ker*) are vicious she-demons with bat-like wings, razor-sharp claws and piercing fangs. who prey on the life-energy of their victims, devouring their very souls.

Size : Medium

Ferocity : Deadly

Cunning : Clever

Mystique : Unearthly

Movement : 60' (240' flying)

Initiative : 19

Melee Attack : +7

Damage : 1d6 (claws and fangs)

Defense Class : 21

Hits Total : 20

Detection / Evasion : +8 / +10

Mystic Fortitude : +8

Special Abilities : Fearsome, Life Energy Drain (bite*), Magic Resistance, Regeneration (1 / round), Sixth Sense, Stealthy (18), Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Awards : Glory 135, Wisdom 160.

* Victims killed by a Ker's Life Energy Drain can never be resurrected by any power (including Divine Intervention), since their soul has been reaped by the Ker and directly sent to Hades at the very instant of their death.

Additional Lore : Keres are generally encountered near entrances to the Underworld. Most of the time, their actions are guided by their own malignancy and hunger but like the Lesser Furies, Keres sometimes act as agents of divine retribution, carrying their task with the merciless efficiency of a professional assassin.

Klaatakaa'rr

Taxonomy : Folk

Description : Vicious humanoid predators with dark leathery skin and large bat-like wings, living in the southern mountains of Charybdis.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 60' (240' flying)

Initiative : 15

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 17

Hits Total : 12

Detection / Evasion : +2 / +6

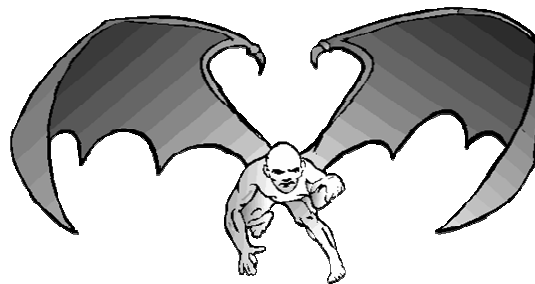
Mystic Fortitude : +2

Special Abilities : Dive into Battle (Initiative 17, Melee Attack +7), Grapple (Might 16), Tough Skin, Uncanny Agility, Winged.

Note : One of their favorite tricks is to grapple a victim, fly as high as possible while carrying him (60' up in one round) and then drop the unfortunate individual from this height, resulting in 6d6 Hits. The victim's only chance is to actually try to « grapple back » the creature (using the usual wrestling rules).

Purple Klaatakaa'rr : These are the leaders of the Klaatakaa'rr race, easily identifiable by their dark purple hue and stronger body frame. They are **Deadly**, **Clever** and have **Magic Resistance**, which gives them Initiative 17, Melee +7, Hits Total 16, Detection +4, Evasion +8, Mystic Fortitude +6.

Awards : Glory 60 (80 and 20 Wisdom if Purple).



Bewaaaaarre the Klaatakaa 'rr !

L

Lamassu

Taxonomy : Monster

Description : Giant winged lions with human faces, Lamassu are always encountered as guardians of the lost tombs or ruined temples of the long-dead Hazarian civilization, which once ruled the Land of the Sun. A Lamassu can stay immobile for hours, looking exactly like (and often mistaken for) huge statues. Lamassu may be related to Sphinxes but, unlike them, do not have the power of speech.

Size : Large

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 120' (480' flying)

Initiative : 20

Melee Attack : +9

Damage : 2d6 (claws & bite)

Defense Class : 18

Hits Total : 36

Detection / Evasion : +6 / +10

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 24, Melee +13), Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (14), Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Awards : Glory 420, Wisdom 30.



Don't be fooled by this Lamassu's cute looks



A Lamia ready to devour her next victim

Lamia

Taxonomy : Monster

Description : Ophidian monstrosity with the upper body of a woman and the lower body of a giant snake... and a taste for human flesh. They usually haunt desert ruins and lost necropolises.

Size : Medium

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 80'

Initiative : 21

Melee Attack : +6

Damage : 1d6 (claws & bite)

Defense Class : 18

Hits Total : 20

Detection / Evasion : +4 / +8

Mystic Fortitude : +8

Special Abilities : Crushing Damage (constriction), Fearsome, Grapple (Might = 16), Lightning Fast, Magic Resistance, Poison (sting, causes paralysis), Psychic Powers (Psychic Gift 4, Mystic Strength 16, 16 Power pts), Regeneration (1 Hit / rd), Stealthy (16), Supernatural Vigor, Tough Skin.

Awards : Glory 300, Wisdom 250

Additional Lore : Lamia are the descendants of a sorceress-queen of the East who was cursed by the gods for her lustful debauchery.



A boyish Lar showing his Cornucopia

Lar

Taxonomy : Spirit

Description : Lares (sing. Lar) are benign spirits who protect farms, vineyards, olive groves and the like. They look like small, beautiful youths, who carry a basket or horn full of food, their Cornucopia. They reward pious, hardworking and serious people, but punish the wicked, lazy and disrespectful. They know everything about the area they live in, and are gossipy little guys. Lares are the natural enemies of Lemures (see below).

Size : Small

Ferocity : Peaceful

Cunning : Clever

Mystique : Eldritch

Movement : 45'

Initiative : 14

Melee Attack : n/a *

Damage : n/a '

Defense Class : 16

Hits Total : 4

Detection / Evasion : +4 / +6

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Stealthy (20), Supernatural Vigor, Uncanny Agility.

' A lar has no effective physical attack unless he shapeshifts (see below).

Unique Ability : Lares also have the powers to shapeshift into any Small to Large Beast ; they prefer changing into farm animals like bulls, rams or guard dogs to fight. This transformation takes one battle round and gives the Lar all the characteristics and abilities of the chosen creature.

Cornucopia : All Lares carry a basket or horn of plenty, a cornucopia. Every day, this magical item can create enough wine, bread, cheese, fruit and olives to feed up to six persons. If the cornucopia is stolen or the Lar killed, it becomes cursed, and everything it produces is poisoned.

Awards : None. In addition, the killer of a Lar suffers a permanent loss of 1d6 Luck points.

Lemure

Taxonomy : Spirit

Description : Lemures are evil spirits who haunt lonely desolate places. They look like emaciated, mishapen urchins. Dishonest, greedy and cowardly, they like to steal from or harass travelers through "their" lands. They are compulsive and cheating gamblers. Lemures hate Lares and lust for Nymphs.

Size : Small

Ferocity : Aggressive

Cunning : Clever

Mystique : Eldritch

Movement : 45'

Initiative : 15

Melee Attack : +2

Damage : 1d3 (sharp nails) + life-energy drain

Defense Class : 16

Hits Total : 6

Detection / Evasion : +8

Mystic Fortitude : +8

Special Abilities : Grapple (12), Life-Energy Drain (bite, 1d6 Hits), Magic Resistance, Sixth Sense, Stealthy (20), Supernatural Vigor, Uncanny Agility.

Thieving Sack : All Lemures carry a magical thieving sack. If the Lemure is within 30' of a container that is not held by another being, he can magically transfer one item from this container into the sack. If a character tries to retrieve a specific item from the sack, there is a 10% chance that the item is permanently lost. This chance increases to 20% if the sack was stolen from a Lemure that still exists. Only Divine Intervention may restore items lost in a Lemure's thieving sack.

Awards : Glory 17, Wisdom 120.



A thieving Lemure stealing away



A fierce Leonid warrior Charging into Battle

Leonid

Taxonomy : Folk

Description : Proud lion-headed humanoids who inhabit the wild and mountainous regions. Leonids are nobler and more honorable than most other breeds of beastmen; they are fierce enemies of Hyenakins and Lycans.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 13

Melee Attack : +5

Missile Attack : +3

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 16

Detection / Evasion : +6 / +4

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +7), Missile Weapons (javelins, 120' range), Sharp Senses, Stealthy (16), Supernatural Vigor, Uncanny Agility.

Awards : Glory 65, Wisdom 10.

Leucrota

Taxonomy : Monster

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

Size : Large

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 120'

Initiative : 20

Melee Attack : +6

Damage : 2d6 (claws and bite)

Defense Class : 17

Hits Total : 24

Detection / Evasion : +8 / +10

Mystic Fortitude : +6

Special Abilities : Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (16), Tough Skin, Uncanny Agility.

Unique Ability : Leucrota are very good at imitating human voices – not just voices in general but the voice of specific individuals, which, combined to its exceptional stealth, allows them to lure and trap their preys in a variety of fiendish ways. Characters who hear a Leucrota imitating the voice of someone they know will be fooled by the monster's vocal mimicry unless they succeed at a detection roll against a target number of 20.

Awards : Glory 300, Wisdom 20.



A fiendish Leucrota waiting for its next victims

Lion

Common Lion

Taxonomy : Beast

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 80' (320' when galloping)

Initiative : 19

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 14

Hits Total : 12

Detection / Evasion : +6 / +8

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 21, Melee +7), Gallop, Lightning Fast, Sharp Senses, Stealthy (16), Uncanny Agility.

Awards : Glory 60.

Giant Lion

Taxonomy : Monster

Description : A rhino-sized lion.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : 19

Melee Attack : +7

Damage : 2d6 (claws & bite)

Defense Class : 14

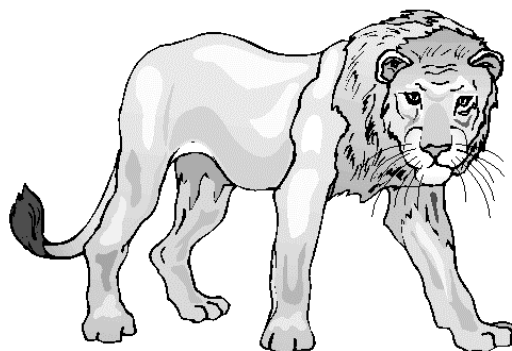
Hits Total : 30

Detection / Evasion : +6 / +8

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 25, Melee +11), Gallop, Lightning Fast, Sharp Senses, Stealthy (14), Supernatural Vigor, Uncanny Agility.

Awards : Glory 260, Wisdom 10.



Giant or normal Lion ? You decide.

Magical Lion

Taxonomy : Monster

Size : Medium

Ferocity : Deadly

Cunning : Clever

Mystique : Weird

Movement : 80' (320' when galloping)

Initiative : 21

Melee Attack : +7

Damage : 1d6 (claws & bite)

Defense Class : 23

Hits Total : 20

Detection / Evasion : +12

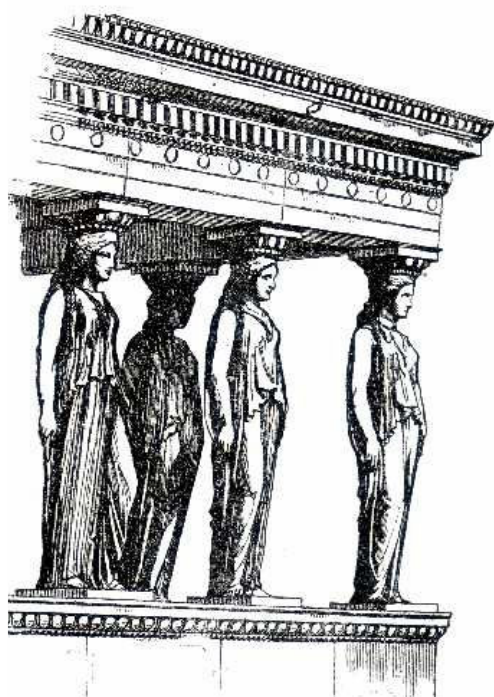
Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 23, Melee +9), Gallop, Invulnerability, Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (18), Supernatural Vigor, Uncanny Agility.

Awards : Glory 250, Wisdom 50.



A Majestic Magical Lion, King of Narnios



Well, at least WE have a roof over our heads

Living Caryatid

Taxonomy : Animate

Description : Living caryatids appear to be a decorative stone pillar fashioned in the shape of a beautiful young woman. Their most common use is as guardians of some place or treasure; appearing to be nothing more than a lifeless carving, they come “alive” when their charge is threatened or disturbed. They are often found in the ruins of ancient palaces and temples.

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : 14

Melee Attack : +8

Damage : 3d6 (fist or foot)

Defense Class : 23

Hits Total : 50

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Crushing Damage (crushing grip), Grapple (Might 24), Invulnerability, Fearsome, Mindless, Supernatural Vigor.

Awards : Glory 450, Wisdom 40.

Lizardian

Taxonomy : Folk

Description : Carnivorous reptilian humanoids akin to Troglodytes, but with greater cunning, agility and stamina as well as powers of regeneration.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Normal

Movement : 60'

Initiative : 16

Melee Attack : +5

Damage : 1d6 (weapons)

Defense Class : 16 (18 with shield)

Hits Total : 16

Detection / Evasion : +4 / +6

Mystic Fortitude : 0

Special Abilities : Regeneration (1 Hit per round), Stealthy (18), Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards : Glory 70 (75 with shield), Wisdom 10.

Lycan

Taxonomy : Folk

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

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 12 (14 with shield)

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Missile Weapons (javelin, 120'), Sharp Senses, Stealthy (14).

Awards : Glory 35 (40 with shield).



A devious Lizardian armed with sword and shield



A savage Lycan marauder charging into battle

Lycocentaur

Taxonomy : Folk

Description : A very rare, sterile hybrid of Centaur and Lycan, these vile creatures lack the exceptional vitality and hardness of true Centaurs. For some mysterious reason, Lycocentaurs do not have hooves but wolf-like feet, making them stealthier than Centaurs. Since these creatures always result from the rape of a Centauride by Lycans, Centaurs will always kill a Lycocentaur on sight.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 14

Melee Attack : +3

Missile Attack : +2 (no penalty while moving)

Damage : 1d6 (weapons)

Defense Class : 15

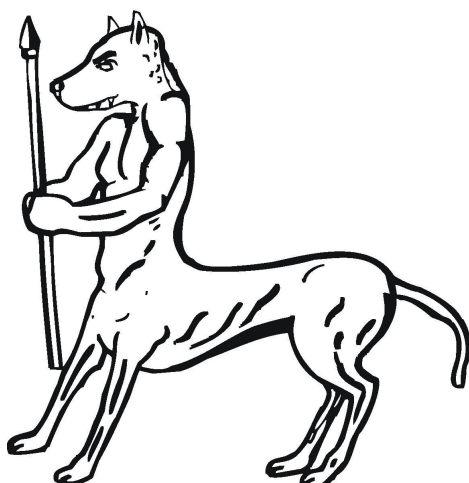
Hits Total : 8

Detection / Evasion : +2 / +4

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +5), Gallop, Missile Weapon (javelins, 120'), Stealthy (16), Uncanny Agility.

Awards : Glory 45.



A vile (and crudely drawn) Lycocentaur

2007 Edition Notes & Comments

Beastmen Unbound !

Lycans, Leonids, Tragos, Hyenakin, Acteons, Bearmen, Boarmen, Dogheads... Beast-headed humanoids certainly were the most crowded ecological niche in the M&M menagerie. Griffin magazine's famous *Creature Compendium* column was regularly invaded by new races or subraces of beastly hybrids, which roughly fell into two broad 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 the « spear-fodder » creatures are best left forgotten – except, of course, for the magnificent Orycters (yes : aardvark-men, see p 88).

Mutants too were variants of existing races of Beastmen, but with an extra (often weird) ability grafted on : bicephalous Lycans, Boarmen with Regeneration, winged Acteons, frost-breathing white-furred Bearmen – you get the idea...

Hybrids Unbound too !

Another typically M&M-esque type of creature was the hybrid : a crossbreed between two existing species of creatures. Unbeknownst to many M&M gamers, some of these weird beings (such as the Ichtocentaur described on p 64) were actually taken from 'real' mythological sources. Others, like the Lycocentaur described on this very page were simply the bizarre creations of Maze Masters trying to « surprise » their players with their « creativity ».

From the Letters Page of Griffin Magazine

Sea Hydra : Aside from its natural environment, what's the difference between a Sea Hydra and a normal Hydra ? Or should they be called Land Hydrae now ? While you were at it, why didn't you give us the Cave Hydra, the Mountain Hydra, the Forest Hydra and the Garden Hydra ?

Keres : As if Divine Wrath, Curetes and Lesser Furies were not enough...

Klaatakaa'rr : And how on Earth are you supposed to pronounce that in the middle of a fight ? After a dozen tries, my players finally gave up and decided to call them 'flying chimps'.

Lamassu : Your version of the Lamassu has almost nothing to do with the Babylonian mythical creature of the same name ! As a Babylonian myself, I can't help but feel insulted and my only honorable course of action is to call the manifold curse of Marduk and Tiamat on you and your descendants (for 1d6+1 generations), unless you quickly amend yourself by publishing my brilliant Babylonian Quest rpg.

Lares : What's the point ? M&M characters are supposed to be heroes, or at least adventurers, not farmers... This is not *Shepherds & Sickles* !!!

M



The Monstrous, Man-Eating Manticore

Manticore

Taxonomy : Monster

Description : The body of a giant lion, the head of a bearded man and the tail of a giant scorpion. Fierce, vicious and fond of human flesh

Size : Large

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 120'

Initiative : 23

Melee Attack : +9

Damage : 2d6 (claws & bite)

Defense Class : 20

Hits Total : 36

Detection / Evasion : +8 / +10 (+12 if Winged)

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 27, Melee Attack +13), Fearsome, Lightning Fast, Magic Resistance, Poison (sting, causes death in 1d6 rounds), Sharp Senses, Stealthy (16), Supernatural Vigor, Tough Skin, Uncanny Agility.

Some Manticores are Winged.

Awards : Glory 500 (+20 if Winged), Wisdom 40.

Additional Lore : Originally from the faraway Land of the Sun in the East, these terrible Monsters now infest the Thanatari Mountains.



The latest fashion in warfare : the Mechanical Archer

Mechanical Archer

Taxonomy : Animate

Description : Automaton with bows and arrows. Each archer is equipped with a quiver of 12 arrows. Once they have shot their arrows, these automatons *cannot* fight in melee, being only 'programmed' to shoot and move.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 11

Melee Attack : n/a

Missile Attack : +3

Damage : 1d6 (arrows)

Defense Class : 17

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Mindless, Marksmanship, Missile Weapons (bow, range 300'), Natural Armor, Supernatural Vigor.

Awards : Glory 55, Wisdom 20.

Megalopodoi

Taxonomy : Folk (*not* Monster)

Description : Megalopodos (sing. *megalopodoi*) are shy and usually peaceful apemen with huge feet, who inhabit cold mountainous regions. They are all too often mistaken for Abominathols (see p 4) by adventurers and have grown very wary of man. They will only attack if they feel threatened or if they fear for the safety of their young.

Size : Large

Ferocity : Peaceful

Cunning : Alert

Mystique : Normal

Movement : 90'

Initiative : 13

Melee Attack : +3

Missile Attack : +1

Damage : 2d6 (club)

Defense Class : 16

Hits Total : 12

Detection / Evasion : +6 / +4

Mystic Fortitude : +0

Special Abilities : Crushing Damage (bear-like hug), Grapple (Might = 20), Missile Weapons (thrown rocks, 60'), Sharp Senses, Stealthy (14), Tough Skin, Uncanny Agility.

Awards : Killing these shy and peaceful creatures only bring half the usual Glory (50 per individual).



A shy Megalopodoi walking away

Mermaid

Taxonomy : Folk

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

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 80' (320' cruising)

Initiative : 18

Melee Attack : +1

Damage : none *

Defense Class : 15

Hits Total : 8

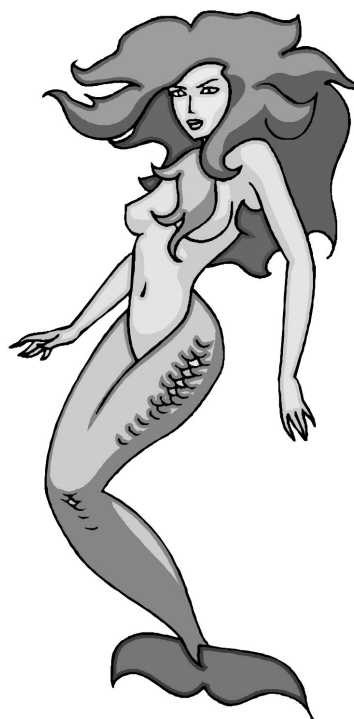
Detection / Evasion : +4 / +10

Mystic Fortitude : +2

Special Abilities : Aquatic, Cruise, Lightning Fast, Stealthy (18), Supernatural Vigor, Uncanny Agility, Vocal Entrancement (40' range).

Awards : None. Killing a Mermaid brings neither Glory nor Wisdom but is a sure way to provoke the wrathful vengeance of Tritons.

** Mermaids never fight, using their supernatural charm to lure and enthrall their victims. If faced with An unreceptive (or aggressive) opponent, they usually Cruise away from trouble or, if really necessary, call a few angry Tritons to their help.*



An alluring Mermaid

Midas Man

Taxonomy : Animate

Description : Animated statues made of stargold, crafted by Atlantean wizard-engineers.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +4

Damage : 1d6 (arms)

Defense Class : 21

Hits Total : 16

Special Abilities : Crushing Damage (bear-like hug), Grapple (Might = 16), Invulnerability, Mindless, Supernatural Vigor.

Awards : Glory 80, Wisdom 30.

Additional Lore : Once killed, each Midas Man can be « chipped » for 10 gold coins worth of gold (with the same encumbrance as coins).



A golden Midas Man



Enter the Minotaur !

Minotaur

Taxonomy : Monster

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

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : +6

Damage : 1d6 (big axe)

Defense Class : 15

Hits Total : 20

Detection / Evasion : +2

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +8), Crushing Damage (bear-like hug), Grapple (Might = 16), Magic Resistance, Stealthy (14), Supernatural Vigor, Tough Skin.

Awards : Glory 170, Wisdom 30.

Additional Lore : For some unknown reason, each individual Minotaur has its own unique appearance. Some of them have a human-like body, while others are covered with a pelt of the same color as their bovine head, some of them have hooved feet (and even hooved hands !) etc. In addition, the Minotaur race has spawned various weird sub-species.

Minotaur Variants

Several special breeds and subspecies of Minotaurs are detailed below.

Albinotaur

Taxonomy : Monster

Description : A rare breed of albino Minotaurs with white skin and red eyes.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : +6

Damage : 1d6 (big axe)

Defense Class : 16

Hits Total : 20

Detection / Evasion : +2

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +8), Crushing Damage (bear-like hug), Grapple (Might = 16), Magic Resistance, Stealthy (14), Supernatural Vigor, Tough Skin.

Awards : Glory 180, Wisdom 30.



The all-white Albinotaur



A beastly Bronze Minotaur

Bronze Minotaur

Taxonomy : Monster

Description : Bronze Minotaurs are not made of metal but have a bronze-like skin; they are tougher (but less alert) than their more common cousins.

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +6

Damage : 1d6 (big axe)

Defense Class : 17

Hits Total : 20

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +8), Crushing Damage (bear-like hug), Grapple (Might = 16), Magic Resistance, Natural Armor, Stealthy (12), Supernatural Vigor.

Awards : Glory 170, Wisdom 30.

Dancing Minotaur

Taxonomy : Monster

Description : Dancing Minotaurs are amazingly agile Minotaurs with satyr-like, nimble legs. Unlike most other Minotaurs, Dancing Minotaurs prefer one-handed swords to big axes or unarmed attacks.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 16

Melee Attack : +7

Damage : 1d6 (sword)

Defense Class : 17

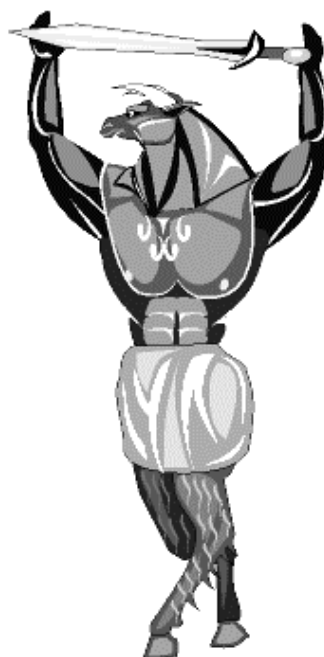
Hits Total : 20

Detection / Evasion : +2 / +4

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 18, Melee Attack +9), Magic Resistance, Stealthy (16), Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards : Glory 160, Wisdom 30.



A Dancing Minotaur elegantly closing for the kill



A proud and noble Golden Minotaur

Golden Minotaur

Description : Golden Minotaurs have a distinctive golden hued skin and are as noble and honorable as standard Minotaurs are brutish and beastly.

Taxonomy : Monster

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : +4

Damage : 1d6 (axe)

Defense Class : 15 (17 with breastplate)

Hits Total : 16

Detection / Evasion : +4

Mystic Fortitude : +6

Special Abilities : Charge Into Battle (Initiative 16, Melee Attack +6), Grapple (Might 16), Magic Resistance, Supernatural Vigor, Tough Skin.

Additional Lore : Golden Minotaurs might be the last remnants of a once mighty race that eventually degenerated into the monstrous Minotaurs. Another theory makes them the descendants of a forgotten king who was turned into a bull-headed humanoid by some angry deity.

Awards : Glory 130, Wisdom 30.

Gorgotaur

Taxonomy : Monster

Description : Enormous Minotaur with hooves instead of hands (which prevents them from using weapons). Gorgotaurs also lack the power of speech. They are mainly found in the Eastern parts of Mythika, originating from the Land of the Sun.

Size : Large

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +8

Damage : 2d6 (hooves)

Defense Class : 15

Hits Total : 36

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 17, Melee +12), Crushing Damage (bear-like hug), Grapple (Might 20), Magic Resistance, Supernatural Vigor, Tough Skin.

Awards : Glory 300, Wisdom 30.

Additional Lore : Gorgotaurs are thought by some scholars to be the original ancestors of the entire Minotaur species. According to this theory, the first "normal" Minotaurs actually were human-Gorgotaur hybrids - which, incidentally, might explain why the physical characteristics of Minotaurs are so varied (hands or hooves, body hair or human-like skin etc).



Facing the Gorgotaur



A cunningly disguised Impostaur

Impostaur

Taxonomy : Special

Description : These are not real Minotaurs, but human brutes and brigands who masquerade as Minotaurs (thanks to convincing horned headmasks) to terrify the countryside and satisfy their own bestial urges - under the mask...

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Average

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (club or other weapon)

Defense Class : 14 (minotaur helm)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4), Grapple (Might = 16).

Awards : Glory 25.

Megataur

Taxonomy : Monster

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

Size : Large

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +8

Damage : 2d6 (big axe)

Defense Class : 15

Hits Total : 36

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 17, Melee +12), Crushing Damage (bear-like hug), Grapple (Might = 20), Magic Resistance, Supernatural Vigor, Tough Skin.

Awards : Glory 300, Wisdom 30.



A mighty, muscular Megataur

Psychotaur

Taxonomy : Monster

Description : A Minotaur with psychic powers of confusion and concealment. Beware !

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : +4

Damage : 1d6 (weapon)

Defense Class : 16

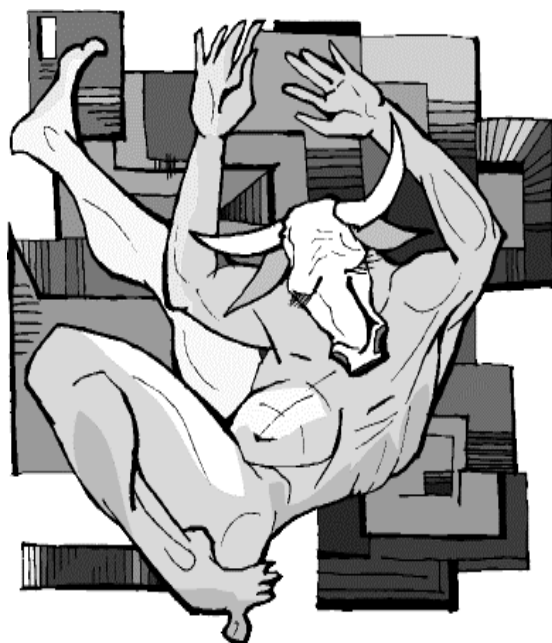
Hits Total : 16

Detection / Evasion : +8 / +6

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +6), Crushing Damage (bear-like hug), Grapple (Might = 16), Magic Resistance, Psychic Powers (Psychic Gift 3, Mystic Strength 15, 12 Power points), Sixth Sense, Stealthy (16), Supernatural Vigor, Tough Skin.

Awards : Glory 230, Wisdom 240.



Beware the Psychotaur's power of confusion



A Red Minotaur, ready to breathe fire

Red Minotaur

Taxonomy : Monster

Description : A very rare, magically-mutated breed, also known as *Pyrotours*, they have a distinctly reddish hue *and* the power to breathe fire.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : +6

Damage : 1d6 (big axe)

Defense Class : 15

Hits Total : 20

Detection / Evasion : +2

Mystic Fortitude : +6

Special Abilities : Breath Weapon (fire, 20' range), Charge into Battle (Initiative 16, Melee Attack +8), Crushing Damage, Grapple (16), Magic Resistance, Stealthy (14), Supernatural Vigor, Tough Skin.

Awards : Glory 210, Wisdom 50.

Silver Minotaur

Taxonomy : Monster

Description : Silver Minotaurs have a distinctive grey-silvery hue and a very athletic body. They are amazingly fast-moving and fast-healing.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 80'

Initiative : 18

Melee Attack : +6

Damage : 1d6 (big axe)

Defense Class : 15

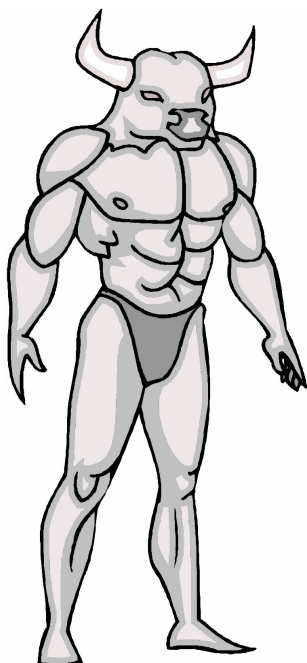
Hits Total : 20

Detection / Evasion : +2 / +6

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +8), Crushing Damage (bear hug), Grapple (16), Lightning Fast, Magic Resistance, Regeneration (1 Hit per round), Stealthy (14), Supernatural Vigor, Tough Skin.

Awards : Glory 210, Wisdom 40.



A Silver Minotaur, ready for a sprint



A doubly infuriated Twinotaur

Twinotaur

Taxonomy : Monster

Description : Bicephalous Minotaur.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 15

Melee Attack : +6

Damage : 1d6 (big axe)

Defense Class : 15

Hits Total : 20

Detection / Evasion : +3 / +2

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 16, Melee +8), Crushing Damage (bear hug), Grapple (16), Magic Resistance, Multiple Heads (two), Stealthy (14), Supernatural Vigor, Tough Skin.

Awards : Glory 190, Wisdom 40.



*I don't care if you already have a Twinotaur illustration !
I am... the Twin Twinotaur !!!*

Minoton

Taxonomy : Animate

Description : A huge animated huge bronze minotaur.

Size : Large

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +8

Damage : 2d6 (metal fists)

Defense Class : 21

Hits Total : 36

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 17, Melee +12), Crushing Damage (bear hug), Grapple (Might = 20), Invulnerability, Mindless, Supernatural Vigor, Trample.

Awards : Glory 200, Wisdom 30.



Attacking Blanc-Mange... uh, Moon Spawn

Moon Spawn

Taxonomy : Monster

Description : Amorphous blob of a sickly white, summoned from the moon by the priests of a forgotten cult centuries ago. They live at the bottom of deep wells named Moon Pits.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (pseudopods)

Defense Class : 12

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Grapple (Might = 20), Mindless, Regeneration (2 Hits per round), Stealthy (10), Supernatural Vigor.

Awards : Glory 160, Wisdom 30.



The Minoton : Metallic & Monstrous

Morlock

Taxonomy : Folk

Description : Morlocks are degenerate Derros who lack the technical knowledge and acumen of their parent race. Physically, they look like bloated, hairy albino Derros – not a very attractive combination.

Size : Small

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 45'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d3 (clubs or small javelins)

Defense Class : 12

Hits Total : 4

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Missile Weapons, (javelins, 60'), Sharp Senses, Stealthy (14).

Awards : Glory 5.



 2007

*A Morlock drawn by a mysterious
Illustrator from 20 years in the future*



A decaying Mummy

Mummy

Taxonomy : Animate

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

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Eldritch

Movement : 60'

Initiative : 12

Melee Attack : n/a

Damage : See below

Defense Class : 14

Hits Total : 16

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Life Energy Drain (touch attack), Mindless, Stealthy (12), Supernatural Vigor.

Note : A mummy's only attack is Life Energy Drain.

Notes : Some Mummies are so gruesome in appearance (complete with maggots sprouting from empty eyes etc) that they count as Fearsome creatures (raising their Initiative score to 14 and their Defense Class to 16).

Awards : Glory 65, Wisdom 40. Fearsome ones are worth 75 Glory and 50 Wisdom.



A duel to the death between two mighty champions of the Muscussi and the Rhabdosians

Muscus & Rhabdosian

Muscus

Taxonomy : Folk

Description : A miniature race of humanoid mice, the Muscusi are sworn foes of the Rhabdosians, very proud of their cliff city of Mus, and devotees of Athena. Their endless war with the frog folk stems from the rivalry between their divine patrons.

Size : Tiny

Ferocity : Peaceful

Cunning : Clever

Mystique : Normal

Movement : 30' (10' burrowing)

Initiative : 14

Melee Attack : +1

Missile Attack : +2

Damage : 1pt (tiny weapons)

Defense Class : 14 (18 with helmet and shield)

Hits Total : 2

Detection / Evasion : +4 / +6

Mystic Fortitude : 0

Special Abilities : Missile Weapons (javelin 20'), Stealthy (22), Supernatural Vigor, Uncanny Agility.

Awards : Glory 4 (5 with helmet and shield).

Rhabdosian

Taxonomy : Folk

Description : A tiny race of humanoid frogs, the Rhabdosians are fierce enemies of the Muscusi mouse-people, very proud of their swamp city of Rhana, and devotees of Poseidon. Their unending war with the mice folk stems from the rivalry between their divine patrons.

Size : Tiny

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 30' (even on difficult ground or in water)

Initiative : 13

Melee Attack : +3

Missile Attack : +1

Damage : 1pt (miniature weapons)

Defense Class : 14 (18 with shield & helmet)

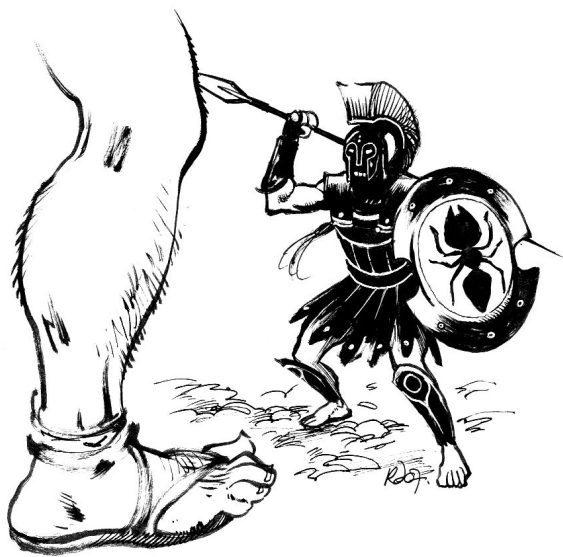
Hits Total : 3

Detection / Evasion : 0 / +2

Mystic Fortitude : 0

Special Abilities : Amphibious, Missile Weapons (javelins, range 20'), Poison (on javelins, causes paralysis), Supernatural Vigor, Uncanny Agility.

Awards : Glory 5 (6 with helmet and shield).



A fearless Myrmidon facing a human opponent

Myrmidon

Taxonomy : Folk

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

Size : Tiny

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 30'

Initiative : 15

Melee Attack : +5

Missile Attack : +3

Damage : 1pt (weapons)

Defense Class : 20 (helm, shield & breastplate)

Hits Total : 4

Detection / Evasion : +2 / +4

Mystic Fortitude : 0

Special Abilities : Missile Weapons (spear, 20'), Poison (on spear; effect varies), Supernatural Vigor, Uncanny Agility.

Awards : Glory 8.

2007 Edition Notes & Comments



Minotaur Variants

Aside from hordes of redundant Beastmen, one other typical feature of the evergrowing M&M bestiary was its inordinate proportion of weird Minotaur variants.

This weird trend started with Megataurs and Quinataurs in the venerable *Men & Monsters* supplement... no, in fact, it had already begun with the Minoton, which was already part (as the 'Minaton') of the Original M&M rulesbook.

Anyway, this trend quickly spread to scenarios, supplements and (of course) the *Creature Compendium* column of *Griffin* magazine like a mutating virus, spawning grotesque creatures such as the one-horned Rhinotaur, the diminutive Minotaur or the madness-inducing Schizotaur...

From the Letters Page of Griffin Magazine

Megalopodos : This creature is a barely-disguised version of Bigfoot - with a stupid Greek-sounding name to make it « more M&M ». What's next ? The Monster of Lokos Nessos ?

Mermaid : Mermaids are so cute ! Why can't I play a Mermaid ? And why are their male companions called Tritons, and not Mermen ?

Minotaur Variants : I wonder when this stupid trend will ever end. I mean, what's next ??? Kongotaur ? Pseudotaur ? Demi-notaur ? (expletive deleted)otaur ?

Dancing Minotaur : At least we didn't get a Tap-dancing Minotaur subspecies...

Golden Minotaur : This rocks ! It should be included as a playable character class !

Impostaur : Must we *really* endure this ?

Psychotaur : Wow, M&M has finally entered the Psychedelic Age ! Perhaps you should change the name of your company to Legendary Simulation Designs (LSD), now.

Morlocks : And were are the Elois, I ask you ?

Muscusii & Rhabdosians : Mouses ? Frogs ? Who needs combat scores when all you have to do is stomp the damn critters under your sandal ?



Obsidian

Taxonomy : Folk

Description : Obsidians are humanoids of magical origin whose skin resembles black bronze – and are thus often mistaken for Animates. They live in deep underground caverns and are sworn enemies of the Derros, who once enslaved their entire race.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +4

Missile Attack : +3

Damage : 1d6 (spear)

Defense Class : 21 (with helmet and shield)

Hits Total : 16

Detection / Evasion : +2

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +6), Magic Resistance, Missile Weapons (javelins, range 120'), Natural Armor, Supernatural Vigor.

Awards : Glory 65, Wisdom 30.



A barbaric, cave-dwelling Ogre



An Obsidian Spearman posing for our illustrator

Ogre

Taxonomy : Folk

Description : Anthropophagous cave-dwelling savages ; they look like primitive humans except for their oversized, tusk-like canine teeth... They are the mortal enemies of Wildmen and often raid their lairs to capture their women and children.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +4

Damage : 1d6 (weapons)

Defense Class : 12 (14 with shield)

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +6), Stealthy (12).

Awards : Glory 30.

Additional Lore : Ogres worship a monstrous goddess of darkness and frenzy known as Gorgora (which, in Ogrish tongue, roughly translates as "the Great Devourer-Mother"). Every Ogre cavern has its own stone statue of Gorgora, before which victims are slaughtered and eaten (not necessarily in that order) by the members of the tribe.



A buxom Onocentaur bimbo displaying her unique rural charm

Onocentaur

Taxonomy : Folk

Description : Onocentaurs are to asses what centaurs are to horses. They are cowardly, stubborn, lazy and lustful (not to mention quite stupid). Onocentaurs can easily be recognized by their ridiculous tail and their silly, self-satisfied expression (and by their donkey ears).

Size : Medium

Ferocity : Cowardly

Cunning : Stupid

Mystique : Inept

Movement : 60'

Initiative : 10

Melee Attack : 0

Damage : 1d6 (hooves)

Defense Class : 12

Hits Total : 4

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Onocentaurs do not possess special abilities *per se* but are very good at making fools of themselves, often behaving (literally) as perfect asses.

Awards : You can't be serious.

Oracle Owl

Taxonomy : Spirit

Description : White sacred owls associated with the goddess Athena. They have the powers of speech and Divine Vision.

Size : Small

Ferocity : Peaceful

Cunning : Crafty

Mystique : Unearthly

Movement : 240' flying

Initiative : 17

Melee Attack : never fights

Damage : n/a

Defense Class : 25

Hits Total : 4

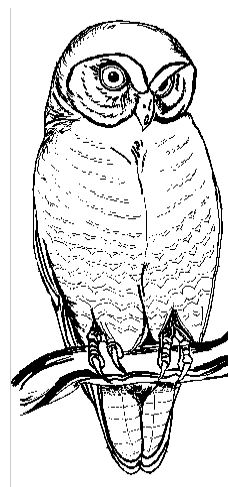
Detection / Evasion : +10 / +16

Mystic Fortitude : +10

Special Abilities : Invulnerability, Lightning Fast, Magic Resistance, Sixth Sense, Supernatural Vigor, Uncanny Agility, Winged.

Unique Ability : Once per day, an Oracle Owl may be asked for an augury about a specific question. The bird's prediction will take the form of a Divine Vision (as per the Magnitude II Divine Prodigy) which she will describe to the requesting character, usually in a symbolic

Awards : Killing an Oracle Owl does not bring any Glory or Wisdom but a special curse that causes the permanent loss of 1d6 Luck points.



Oracle Owls can be such poseurs



Mohawk haircuts have recently become quite popular among Orkos marauders

Orkoï

Taxonomy : Folk

Description : Orkos (sing Orkoï) are barbaric and brutish humanoids who use Giant Boars as mounts. They roam in packs led by their bloodthirsty warlords and gleefully engage in acts of plunder, rape, wanton destruction and mass slaughter. They are sworn enemies of the Hyperborean Amazons, who hate the 'pig-riders' with burning passion.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 12 (16 with shield and helmet).

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4), Missile Weapons (javelins, 120').

Awards : Glory 20 (30 with shield and helmet).

See p 15 for the characteristics of Giant Boars.

Orycter

Taxonomy : Folk

Description : 5' tall stocky aardvark-men with a long snout, long ears and a very short temper. They live in tribal communities in the lush savannahs of the southern continent of Midia.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Attack : +2

Damage : 1d6 (weapon)

Defense Class : 14 (17 with shield)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : 0

Special Abilities : Missile Weapons (javelins, 120'), Stealthy (14), Tough Skin.

Awards : Glory 30.

Additional Lore : Once a proud warrior race, the Orycters now live as scavengers in the shadow of their long-lost glory... but one day, the Great Orycter Hero will rise and restore the grandeur of the Aardvark Empire !



This brave Orycter warrior would of course be far more menacing if he was properly armed

P-Q



Pegasus

Taxonomy : Beast

Description : The classic winged horse of legend.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Unearthly

Movement : 80' (320' flying)

Initiative : 20

Melee Attack : +5

Damage : 1d6 (hooves & bite)

Defense Class : 15

Hits Total : 16

Detection / Evasion : +8 / +14

Mystic Fortitude : +10

Special Abilities : Charge or Dive into Battle (Initiative 21, Melee +7), Gallop, Lightning Fast, Magic Resistance, Sixth Sense, Supernatural Vigor, Trample, Uncanny Agility, Winged.

Awards : Killing a Pegasus will bring neither Glory nor Wisdom. Capturing one, however, may bring 105 Glory and 40 Wisdom.

Pegataur

Taxonomy : Folk

Description : Also known as *Pegataurs* : a race of winged Centaurs who live in the remotest parts of the Thanatari Mountains. Their origins remain a mystery and they tend to be very wary of « grounded beings » (including Centaurs).

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping or flying)

Initiative : 14

Melee Attack : +3

Missile Attack : +4

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +2 / +6

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +5), Gallop, Marksmanship, Missile Weapons (bows or javelins), Supernatural Vigor, Trample, Uncanny Agility, Winged.

Awards : Glory 65, Wisdom 10.



The Arduous Art of Aerial Archery



Behold... the Peryton !

Peryton

Taxonomy : Monster

Description : Absurd and nasty creatures who look like a cross between an eagle and a stag (yes, complete with antlers), with (wait for it) a completely human-like shadow.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Eldritch

Movement : 60' (240' flying)

Initiative : 14

Melee Attack : +3

Damage : 1d6 (talons & bite)

Defense Class : 16

Hits Total : 12

Detection / Evasion : +2 / +6

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +5), Stealthy (16), Supernatural Vigor, Uncanny Agility, Winged.

Awards : Glory 120, Wisdom 10.

Additional Lore : There are, of course, many wild theories about the origins of these weird and mishapen creatures – but M&M is proud to present you with the Truth : Perytons were created as a joke by a blasé god (who prefers to remain anonymous).

Phoenix

Taxonomy : Monster

Description : The classic deathless bird of legend.

Size : Large

Ferocity : Aggressive

Cunning : Clever

Mystique : Unearthly

Movement : 480' flying

Initiative : 19

Melee Attack : +5

Damage : 2d6 (beak & talons)

Defense Class : 25

Hits Total : 24

Detection / Evasion : +8 / +14

Mystic Fortitude : +10

Special Abilities : Dive into Battle (Initiative 23, Melee +9), Invulnerability, Lightning Fast, Magic Resistance, Regeneration (2 Hits / rd), Sixth Sense, Supernatural Vigor, Uncanny Agility, Winged.

Unique Ability : When a Phoenix falls to zero Hits, he is immediately engulfed by blazing flames which do 2d6 damage to everyone within 20' (unless a Danger Evasion roll is made). The Phoenix is then instantly reborn (with his full Hits Total) and usually flies away toward friendlier skies.

Awards : Glory 280 – but no Wisdom.



A Phoenix about to undergo a fiery rebirth



Terror of the Undersea : the Quinotaur !

Pterodactyl

Taxonomy : Monster

Description : Winged dinosaur.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 360' flying

Initiative : 12

Melee Attack : +6

Damage : 2d6 (beak & talons)

Defense Class : 14

Hits Total : 24

Detection / Evasion : 0 / +2

Mystic Fortitude : 0

Special Abilities : Dive into Battle (Initiative 16, Melee +10), Grapple (20), Tough Skin, Winged.

Awards : Glory 160.



A hovering Pterodactyl

Quinotaur

Taxonomy : Monster

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

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90' swimming

Initiative : 12

Melee Attack : +6

Damage : 2d6 (huge club)

Defense Class : 15

Hits Total : 30

Detection / Evasion : 0

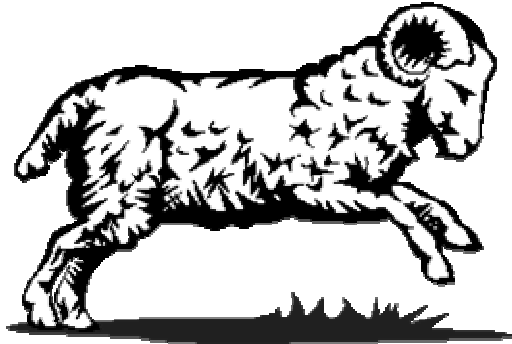
Mystic Fortitude : +6

Special Abilities : Aquatic, Charge into Battle (Initiative 16, Melee Attack +10), Crushing Damage (bear-like hug), Grapple (Might = 20), Magic Resistance, Supernatural Vigor, Tough Skin.

Awards : Glory 260, Wisdom 30.

Pedantic Note : 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.

R



A furious Ram charging into combat

Ram

Common Ram

Taxonomy : Beast

Description : The common horned male sheep.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60' (240' when galloping)

Initiative : 13

Melee Attack : +3

Damage : 1d6 (hooves & horns)

Defense Class : 14

Hits Total : 8

Detection / Evasion : 0 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +5), Gallop, Uncanny Agility.

Awards : Glory 25.

Magical Ram

Taxonomy : Monster

Description : Looks like a golden-hued ram.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80' (320' when galloping)

Initiative : 19

Melee Attack : +5

Damage : 1d6 (hooves & horns)

Defense Class : 23

Hits Total : 16

Detection / Evasion : 0 / +6

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Init 21, Melee Att +7), Gallop, Invulnerability, Lightning Fast, Magic Resistance, Supernatural Vigor, Uncanny Agility.

Awards : Glory 180, Wisdom 40.

Giant Ram

Taxonomy : Monster

Description : Rhino-sized ram.

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 90' (360' galloping)

Initiative : 13

Melee Attack : +4

Damage : 2d6 (horns & hooves)

Defense Class : 16

Hits Total : 24

Detection / Evasion : 0 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +8), Gallop, Supernatural Vigor, Tough Skin, Trample, Uncanny Agility.

Awards : Glory 180, Wisdom 10.



A scruffy Ratling waiting in ambush

Ratling

Taxonomy : Folk

Description : Sneaky and malevolent rat-headed humanoids who live in deep underground caves.

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 60'

Initiative : 20

Melee Attack : +3

Missile Attack : +4

Damage : 1d3 (claws or weapons)

Defense Class : 15

Hits Total : 4

Detection / Evasion : +10 / +12

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons (darts), Poison (poisoned darts, range 60'), Sharp Senses, Stealthy (22), Uncanny Agility.

Awards : Glory 15.

Additional Lore : Ratlings worship an evil deity known as Pestia, the Great Rat Mother, who has promised them that they will inherit the world after the Fall of Man. According to some legends, the ancestors of Ratlings were degenerate humans who made a monstrous pact with Pestia in order to survive a terrible plague...

Rhinoceros

Common Rhinoceros

Taxonomy : Beast

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (horn)

Defense Class : 16

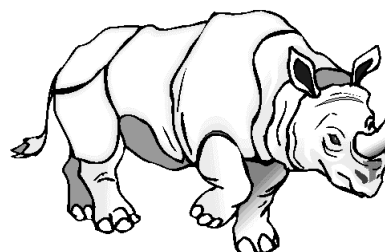
Hits Total : 24

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +10), Natural Armor, Trample.

Awards : Glory 80.



Rhinoceros about to charge

Hyperborean Rhinoceros

This wooly, white rhinoceros can be found in the wildest parts of Hyperborea. The local Barbarians sometimes hunt one as an ultimate test of strength and courage. Hyperborean Rhinos have exactly the same game characteristics as common rhinos.



The Hyperborean Rhino (aka « The Big Wooly »)



A Rhinotaur waiting for combat

Rhinotaur

Taxonomy : Monster

Description : Huge rhino-headed brute.

Size : Large

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +8

Damage : 2d6 (huge club)

Defense Class : 17

Hits Total : 36

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 17, Melee Attack +12), Crushing Damage (bear-like hug), Grapple (Might 20), Magic Resistance, Natural Armor, Supernatural Vigor.

Awards : Glory 320, Wisdom 30.

Roc

Taxonomy : Monster

Description : The classic gigantic bird from legend.

Size : Gigantic

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 480' flying

Initiative : 13

Melee Attack : +8

Damage : 3d6 (beak & talons)

Defense Class : 14

Hits Total : 50

Detection / Evasion : +6 / +4

Mystic Fortitude : +6

Special Abilities : Crushing Missiles (dropped stones), Grapple (with talons, Might 24), Magic Resistance, Sharp Senses, Supernatural Vigor, Tough Skin, Winged.

Awards : Glory 750, Wisdom 30.



Meeting the Roc



A Brutish Bicephalous Rugog

Rocky Python

Taxonomy : Animate

Description : A huge constrictor snake made of interconnected stones.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 *

Defense Class : 21

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Crushing Damage (constriction), Grapple (with body, Might = 20), Invulnerability, Mindless, Supernatural Vigor.

* The Rocky Python can only inflict damage to its victims with its Crushing Damage ability.

Awards : Glory 160, Wisdom 30.

Rugog

Taxonomy : Monster

Description : Huge (9' tall), two-headed humanoids with a sickly green, very thick skin. They usually live in mountain caverns, preying on lost sheep, incautious shepherds and passing adventurers.

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +4

Damage : 2d6 (huge club)

Defense Class : 15

Hits Total : 24

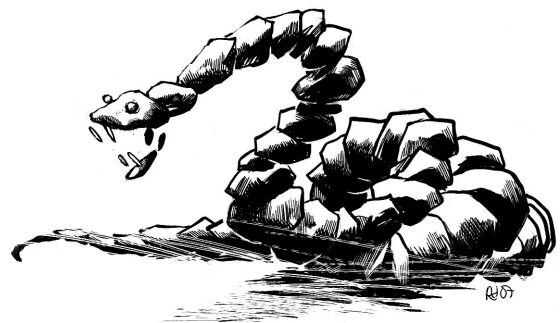
Detection / Evasion : +1 / 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +8), Grapple (20), Magic Resistance, Multiple Heads (2), Supernatural Vigor, Tough Skin.

Awards : Glory 200, Wisdom 40.

Additional Lore : These foul bicephalous brutes clearly carry the taint of Primal Chaos. They are generally thought to be the mutated, hybrid spawn of female Ogres and Two-headed Giants.



A Rocky Python (some assembly required)



Salamanders are known for their fiery temper

Salamander

Taxonomy : Spirit

Description : These elemental spirits of fire (not to be confused with Flamoids) dwell in the vast pits of liquid fire that burn near the center of the Earth but can sometimes be encountered guarding magical places connected to the element of fire. They look like half-humanoid beings with a fiery orange skin, a horned head and the lower body of a snake.

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Unearthly

Movement : 80'

Initiative : 20

Melee Attack : +7

Damage : 1d6 (claws and fiery barbs)

Defense Class : 25

Hits Total : 20

Detection / Evasion : +6 / +10

Mystic Fortitude : +10

Special Abilities : Breath Weapon (Fire, 20' range, 1d6 damage), Grapple (with tail, Might = 16), Invulnerability, Lightning Fast, Magic Resistance, Regeneration (1 Hit per round), Sixth Sense, Supernatural Vigor, Uncanny Agility.

Awards : Glory 150, Wisdom 160.

Sand Folk

Taxonomy : Folk

Description : An ancient race of evil humanoids with emaciated sand-encrusted bodies and strangely koala-like heads ; they inhabit ancient lost ruins scattered in the sand-covered depths of the Desert Kingdom. They are the arch-enemies of the Orycters : apparently, the Sand Folk once ruled a mighty Desert Empire, which was eventually destroyed by the relentless attacks of the aardvark-headed barbarians.

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Average

Movement : 60'

Initiative : 12

Melee Attack : +2

Damage : 1d6 (claws)

Defense Class : 14

Hits Total : 8

Detection / Evasion : +4

Mystic Fortitude : +2

Special Abilities : Stealthy (14), Tough Skin.

Awards : Glory 25.



A member of the mysterious Sand Folk



A Satyr trying to attract Nymphs

Satyr

Taxonomy : Folk

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.

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 80'

Initiative : 18

Melee Attack : +1

Missile Attack : +2

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 8

Detection / Evasion : +4 / +10

Mystic Fortitude : +2

Special Abilities : Grapple (Might = 16), Lightning Fast, Missile Weapons (sling 150', or javelin 120'), Supernatural Vigor, Uncanny Agility.

Awards : Glory 55, Wisdom 10.

Satyr Variants

Caliban

Taxonomy : Folk

Description : Also known as Dark Satyrs, these creatures have the same general appearance as true Satyrs, with coarser facial features and a surly expression. They lack their natural exuberance and joyful lust. Instead, Calibans display a vicious and cruel temper, revelling in brutality and bestiality.

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Weird

Movement : 80'

Initiative : 19

Melee Attack : +3

Missile Attack : +3

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4 / +10

Mystic Fortitude : +2

Special Abilities : Grapple (Might = 16), Lightning Fast, Missile Weapons (slings, javelins etc), Stealthy (18), Supernatural Vigor, Uncanny Agility.

Awards : Glory 65, Wisdom 10.



A brutish Caliban



*A couple of drunk Demi-Satyr
making fool of themselves*

Demi-Satyr

Demi-Satyrs are the sterile (but very lusty) offspring of Satyrs and human women. They look like hornless Satyrs - but lack the exceptional quickness and agility of their fathers. They have the same game characteristics as Silenes (see below).

Faun

Taxonomy : Folk (Satyr)

Description : Satyr children.

Size : Small

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 60'

Initiative : 18

Melee Attack : n/a *

Damage : n/a *

Defense Class : 15

Hits Total : 4

Detection / Evasion : +4 / +10

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Stealthy (20), Supernatural Vigor, Uncanny Agility.

Awards : Killing a Faun brings no Glory.

** Fauns never fight and will always try to get away from trouble if they feel threatened.*



A jazzy Silene

Silene

Taxonomy : Folk (Satyr)

Description : Silenes are old Satyrs who have grown plumpy from a life of unbridled feasting.

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : 0

Damage : 1d6 (weapons)

Defense Class : 13

Hits Total : 8

Detection / Evasion : +4

Mystic Fortitude : +2

Special Abilities : Supernatural Vigor.

Awards : Glory 25, Wisdom 10.



A youthful Faun



A menacing member of the Scorpion Folk

Scorpion Folk

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

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80'

Initiative : 17

Melee Attack : +4

Damage : 1d6 (weapons)

Defense Class : 15 (19 with shield & helmet)

Hits Total : 16

Detection / Evasion : +2 / +6

Mystic Fortitude : +2

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

Awards : Glory 65 (75 with shield and helmet).

Sea Horror

Taxonomy : Monster

Description : Gigantic squid.

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : 14

Melee Attack : n/a *

Damage : see below *

Defense Class : 17

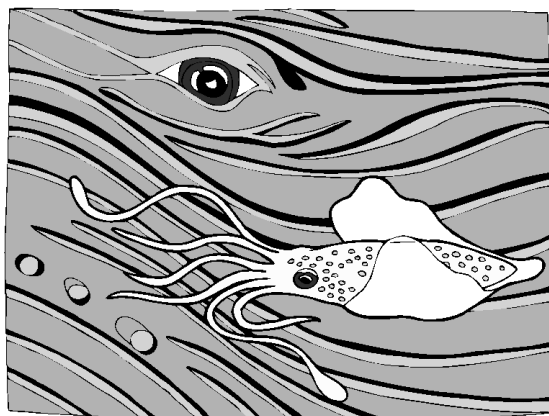
Hits Total : 50

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Aquatic, Entangle (tentacles*, 30' range, Might = 24), Extra Arms (tentacles**, see below), Fearsome, Supernatural Vigor, Tough Skin.

Awards : Glory 900, Wisdom 20.



Can you spot the Sea Horror ?

* The Sea Horror's only mode of attack is its Entangling tentacles. Each round, the Horror can drown a previously Entangled victim into the sea. This drowning attack counts as one of its regular Entangle attacks; it requires no attack roll but give the victim a last chance to break free, as per the usual rules; if the victim fails to break free, he will be thrust into the water and will begin to drown (see the *Players Manual*, chapter IV). Meanwhile, the Horror still Entangles the victim, since it intends to feast upon its drowned corpse later on.

** This reflects the Sea Horror's many tentacles; it allows it to make Entangle attack against up to 8 separate Medium-sized victims in a single round.

Sea Horse

Taxonomy : Beast

Description : Also known as *Hippocampus*, these beasts make great undersea mounts (once tamed).

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when cruising)

Initiative : 13

Melee Attack : +3

Damage : 1d6 (hooves)

Defense Class : 16

Hits Total : 12

Detection / Evasion : +2 / +4

Mystic Fortitude : +2

Special Abilities : Aquatic, Charge into Battle (Initiative 15, Melee Attack +5), Cruise, Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards : Killing a Hippocampus is like killing a horse (see Horse)



A Sea Lion rampant

Sea Lion

Taxonomy : Monster

Description : Just what the name suggests.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80'

Initiative : 19

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 17

Hits Total : 16

Detection / Evasion : +6 / +8

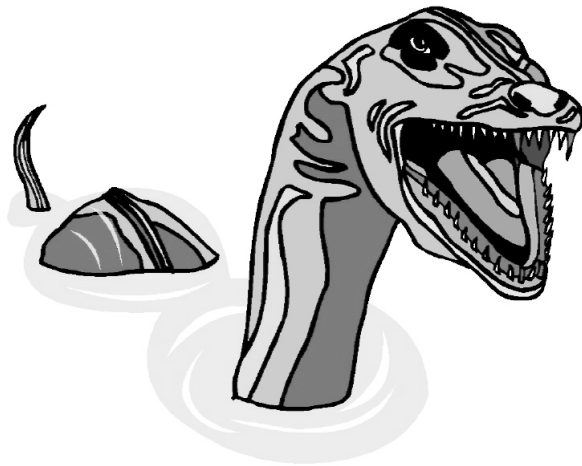
Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 21, Melee Attack +7), Lightning Fast, Sharp Senses, Stealthy (16), Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards : Glory 160, Wisdom 10.



A prancing Sea Horse



Surprise ! It's the Sea Serpent !

Sea Serpent

Taxonomy : Monster

Description : The classic sea monster of legend.

Size : Gigantic

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : 15

Melee Attack : +8

Damage : 3d6 (bite & body)

Defense Class : 17

Hits Total : 50

Detection / Evasion : +2

Mystic Fortitude : +6

Special Abilities : Aquatic, Crushing Damage (constriction), Fearsome, Grapple (Might 24), Magic Resistance, Regeneration (3 Hits / rd), Supernatural Vigor, Tough Skin.

Awards : Glory 950, Wisdom 50.

Unique Ability : Sea Serpents are so big they can actually damage a ship by ramming and crushing its hull. Each round, the creature may select to forfeit all its other attacks to inflict 1D6 Structure points damage on a ship. This attack takes place at the Serpent's usual Initiative score and requires no attack roll. It can only be avoided if the captain of the ship makes a Danger Evasion roll (counting the ship's Fortune bonus, if any) against a target number of 15. This ability adds +20 to the creature's basic Menace Rating (for a final Glory bonus of +100, already counted in the above award).

Selenite

Taxonomy : Folk

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.

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : 13

Melee Attack : +4

Damage : 1d6 (weapon)

Defense Class : 18

Hits Total : 16

Detection / Evasion : +4

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +6), Magic Resistance, Natural Armor, Supernatural Vigor.

Awards : Glory 70, Wisdom 30.



A menacing Selenite warrior



As we said : absolutely unspeakable.

Seven-Mawed Thing

Taxonomy : Monster

Description : Absolutely unspeakable (see illo).

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Eldritch

Movement : 120'

Initiative : 20

Melee Attack : +8

Damage : 3d6 (bite)

Defense Class : 18

Hits Total : 50

Detection / Evasion : +6 / 0

Mystic Fortitude : +2

Special Abilities : Fearsome, Mindless, Multiple Heads (seven), Regeneration (3 Hits per round), Supernatural Vigor, Tough Skin.

Awards : Glory 1350, Wisdom 100.

Serpent Man

Taxonomy : Folk

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

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : 14

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14

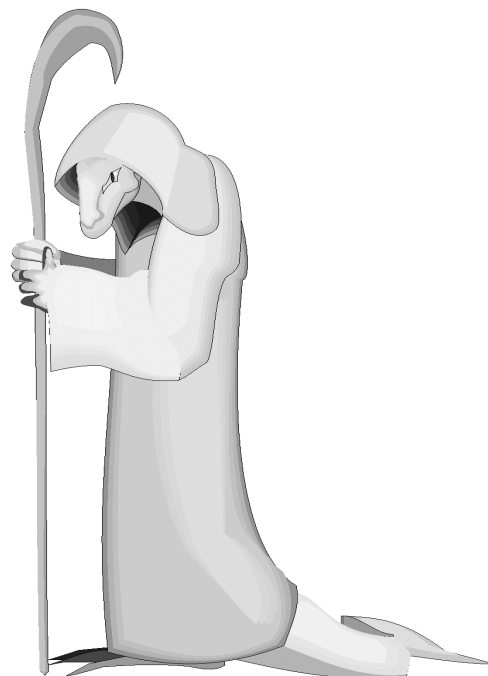
Hits Total : 12

Detection / Evasion : +10 / +8

Mystic Fortitude : +4

Special Abilities : Psychic Powers (Psychic Gift 5, Mystic Strength 17, 20 Power points), Regeneration (1 Hit / round), Sixth Sense, Supernatural Vigor.

Awards : Glory 85, Wisdom 230.



A shifty Serpent Man preparing to use his powers of psychic sorcery



Even Shadows can be taken by surprise !

Shadow

Taxonomy : Spirit

Description : Insubstantial, life-drinking spirit of darkness looking like a human shadow.

Size : Medium (two-dimensional)

Ferocity : Dangerous

Cunning : Clever

Mystique : Unearthly

Movement : 60'

Initiative : 16

Melee Attack : n/a

Damage : See below

Defense Class : 17

Hits Total : 12

Detection / Evasion : +8

Mystic Fortitude : +10

Special Abilities : Camouflage (as shadow, 26), Insubstantial, Life Energy Drain (touch), Magic Resistance, Sixth Sense, Stealthy (22), Uncanny Agility, Wallcrawling.

As all Insubstantial beings, shadows cannot be harmed by mundane weapons ; they may only be harmed by magic. Their only physical attack is their Life-Energy Drain touch.

Awards : Glory 110, Wisdom 140,

Silent Lurker

Taxonomy : Folk

Description : Also simply known as "Lurkers", these short-sized, grey-skinned and completely hairless humanoids were granted powers of mimetic camouflage by the gods as a « reward » for their ancestors' legendary cowardice.

Size : Medium

Ferocity : ~~Harmless~~ Cowardly

Cunning : Crafty

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : will never fight in melee

Missile Attack : +3

Damage : special (see below)

Defense Class : 15

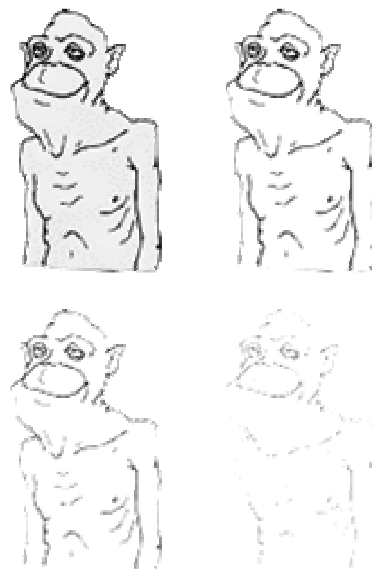
Hits Total : 4

Detection / Evasion : +10

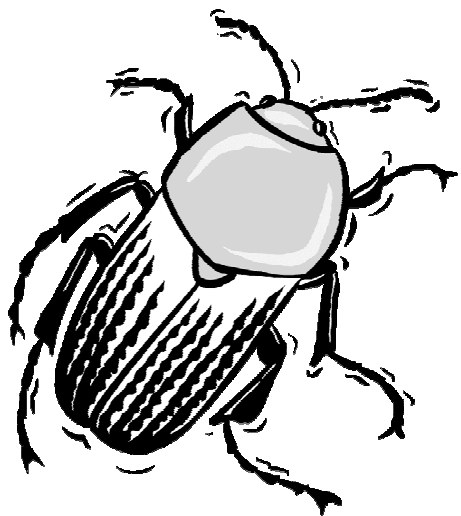
Mystic Fortitude : +2

Special Abilities : Camouflage (usable in any environment, 24), Missile Weapons (darts, 1d3 damage, 60' range), Poison (poisoned darts), Sixth Sense, Stealthy (20), Uncanny Agility.

Awards : Glory 65, Wisdom 10.



*Now you see me, now you don't...
the four stages of the Lurkers Secret Survival Technique*



This Beetle will make your adventurers sing « Help ! »

Silver Beetle

Taxonomy : Animate

Description : Massive metallic scarabs who produce weird, psychedelic music when attacking.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +4

Damage : 2d6 (legs & mandibles)

Defense Class : 17

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Mindless, Natural Armor, Supernatural Vigor, Wallcrawling.

Awards : Glory 110, Wisdom 20.

Singing Keledon

Taxonomy : Animate

Description : Keledones are golden automatons in the form of sirens (woman-headed birds), who song with an entrancing (if a bit artificial) voice.

Size : Small

Ferocity : Peaceful

Cunning : Average

Mystique : Weird

Movement : 180' (flying)

Initiative : 10

Melee Attack : +1

Damage : 1d3 (talons)

Defense Class : 19

Hits Total : 4

Detection / Evasion : 0 / +4

Mystic Fortitude : +2

Special Abilities : Mindless, Natural Armor, Supernatural Vigor, Uncanny Agility, Vocal Entrancement, Winged.

Awards : Glory 12, Wisdom 40.

Note : The *Vocal Entrancement* of the Keledones is similar to that of the Sirens (see next page), except that they cannot use it to attract victims toward them, since they are Mindless creatures. The Singing Keledones can sing indefinitely : the only way to stop them is to destroy them.



Home decorations of a dubious taste ? Think again.



*The classic, woman-headed, bird-bodied Siren
(How can people confuse them with Mermaids ???)*

Siren

Taxonomy : Monster

Description : Sirens are the classic woman-headed birds of legend, with their well-known powers of vocal entrancement.

Size : Small

Ferocity : Aggressive

Cunning : Clever

Mystique : Weird

Movement : 180' (flying)

Initiative : 15

Melee Attack : +3

Damage : 1d3 (talons)

Defense Class : 15

Hits Total : 6

Detection / Evasion : +4 / +8

Mystic Fortitude : +6

Special Abilities : Magic Resistance, Supernatural Vigor, Uncanny Agility, Vocal Entrancement (40' range), Winged.

Awards : Glory 26, Wisdom 50.

Additional Lore : For some mysterious reasons, Sirens are all-too often confused with other mythic creatures, such as Mermaids (who also have Vocal Entrancement powers), Harpies (who are described in some sources as woman-headed birds - but see p 54) or even Singing Keledones (who are actually Animates modeled after real Sirens).

Skeleton

Taxonomy : Animate

Description : Human skeleton animated by magic.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 13

Melee Attack : +2

Damage : 1d6 (weapon)

Defense Class : 15 (17 with shield)

Hits Total : 8

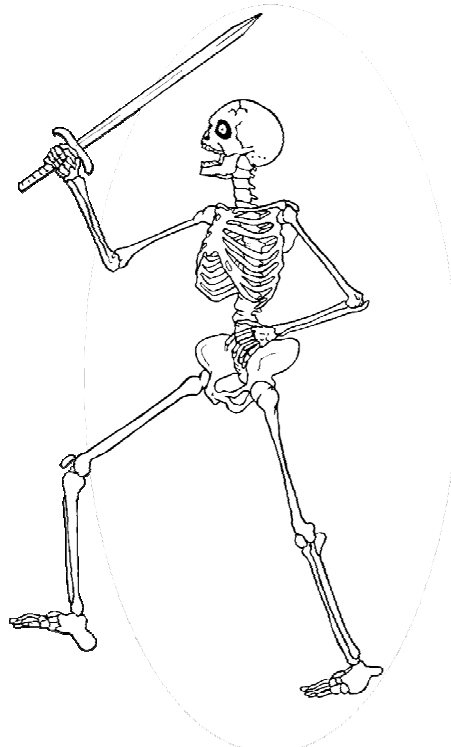
Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 15, Melee Attack +4), Fearsome, Mindless.

Awards : Glory 40, Wisdom 20.

Additional Lore : These Animates can be produced by a variety of means, including the necromantic arts of Anubians and Stygian Lords and the famous Hydra Teeth method (see p 62).



A battle-ready Skeleton

Son of Cecrops

Taxonomy : Monster

Description : Sons of Cecrops are very rare male specimens of the Lamia race (see p 66).

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Eldritch

Movement : 60'

Initiative : 13

Melee Attack : +2

Damage : 1d6 (weapon)

Defense Class : 16

Hits Total : 12

Detection / Evasion : +4

Mystic Fortitude : +8

Special Abilities : Crushing Damage (constriction), Grapple (Might 16), Magic Resistance, Psychic Powers (Psychic Gift 4, Mystic Strength 16, 16 Power pts), Regeneration (1 Hit / round), Stealthy (16), Supernatural Vigor, Tough Skin.

Awards : Glory 200, Wisdom 240.

Additional Lore : Sons of Cecrops only represent 10% or so of the total Lamia population. Although their appearance is similar, they are actually very different in terms of characteristics : they are less deadly than their female companions in combat and do not share the Lamiae's taste for human flesh and tend to shun their company – including during the mating season, since Lamiae also have the habit of devouring their sexual partners once impregnated.



A sorcerous Son of Cecrops



A Son of Dagon armed with trident and shield

Son of Dagon

Taxonomy : Folk

Description : Evil fish-headed amphibians who sometimes leave the undersea realm to attack ships and isolated fishing communities. Most of them fight with tridents and shields.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60' (60' swimming)

Initiative : 11

Melee Attack : +2

Damage : 1d6 (trident)

Defense Class : 14 (16 with shield)

Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Amphibious, Tough Skin.

Awards : Glory 15 (20 with shield).

Additional Lore : As their name implies, Sons of Dagon believe themselves to be the children of an obscure Sea God who was defeated by Poseidon a long time ago – but the Sons never acknowledged this and continued to worship their forgotten deity, waiting for the glorious day when Dagon shall rise again from the Abyss to rule the undersea (and probably the surface too). They are sworn enemies of Tritons (and, on a general basis, of all sea beings related to Poseidon).



A stately Sphinx memorizing new riddles

Sphinx

Taxonomy : Monster

Description : The classic riddling monster of myth.

Size : Large

Ferocity : Deadly

Cunning : Crafty

Mystique : Eldritch

Movement : 120' (480' flying if winged)

Initiative : 22

Melee Attack : +9

Damage : 2d6 (claws & bite)

Defense Class : 18

Hits Total : 36

Detection / Evasion : +14

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 26, Melee +13), Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (18), Supernatural Vigor, Tough Skin, Uncanny Agility. Some of them are Winged.

Additional Lore : For some mysterious reason, some sphinxes (but not all) love to ask riddles to their victims before devouring them, unless they find the right answer, in which case the sphinx *usually* lets the clever mortal live. Beware : some sphinxes are very bad losers.

Riddles : Sphinx riddles can only be solved by a player's ingenuity – but finding the right answer will grant the player's character 1 extra point of Wits (up to the usual limit of 20) as well as 100 points of Wisdom, Glory or Experience.

Awards : Glory 480 (500 if Winged), Wisdom 40.

2007 Edition Notes & Comments

From the Letters Page of Griffin Magazine

Oracle Owls : Hoot ! You mean they can see the footoore ? Hoot !

Orkos : Aside from their use of Giant Boars as mounts, I'm pretty sure these creatures were taken from a little-known English fantasy novel I remember reading several years ago - but I can't recall its title. Does this sound familiar to anyone ?

Satyrs (I) : Why can't I play a Satyr ??? You should definitely publish a Satyr character class !

Satyrs (II) : If there are no female Satyrs and Demi-Satyrs are sterile, how do these creatures actually perpetuate their species ?

Satyrs (III) : Just ask the Dryads.

Satyrs (IV) : Well, actually there *was* a Satyr class published some years ago in an unofficial M&M supplement called *Madness & Misdeeds*. It also had neat stuff about Maenads, Dionysian cults, poisons and other 'forbidden' topics

Calibans : Evil Satyrs named *Calibans* ??? We already had the « Crawling Gorgon » in the MMG. Is M&M turning into some sort of unofficial *Clash of the Titans* RPG ? Well, at least we were spared the Kraken. And the silly robot owl.

Sea Horses & Sea Lions : Sea Cats, Sea Boars, Sea Bears, Sea Rats...

Sea Creatures in General : I'm afraid these creatures are nearly completely useless in the absence of detailed rules for underwater combat. Here are my own house rules on the subject. Marine creatures can be grouped in five Nautical Maneuverability classes, which, for simplicity's sake, are called B, C, D, E and W. Within each Nautical Maneuverability class, several specific categories blah blah blah blah blah (...)

Seven-Mawed Thing : I guess this name was 'created' by the same (obviously over-imaginative) person who gave us the Two-Headed Giant and the Tricephalous Vulture...That's creativity for you.

Silent Lurkers : Camouflage at 24 (!!!) in ANY environment ? Aren't things going a little over the top here ? I mean, how the hell are we supposed to kill them if we can't even see them ? Uh ?

Silver Beetle : Roll up for the mystery tour !

Singing Keledones : Bronze Age living juke-box.

Sons of Cecrops : Wait a minute ! The origins of this creature have absolutely nothing to do with the real myth of Cecrops ! Am I the only one to have noticed this ? Or could it be that nobody cares ?

Sons of Dagon : Fishmen with a fancy name.

Sphinx : Why didn't you publish the innovative Fiendish Riddles Table I sent you months ago ?



60 Experience points for the Hunter !

Stag

Common Stag

Taxonomy : Beast

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60' (240' when galloping)

Initiative : 13

Melee Attack : +3

Damage : 1d6 (horns & hooves)

Defense Class : 14

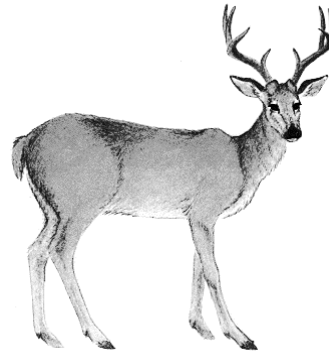
Hits Total : 8

Detection / Evasion : +4 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 15, Melee +5), Gallop, Sharp Senses, Uncanny Agility.

Awards : Glory 30.



A common forest Stag

Magical Stag

Taxonomy : Monster

Description : Magical stags are often of a rare or unusual color such as white, red or golden.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 80' (320' when galloping)

Initiative : 19

Melee Attack : +5

Damage : 1d6 (horns & hooves)

Defense Class : 23

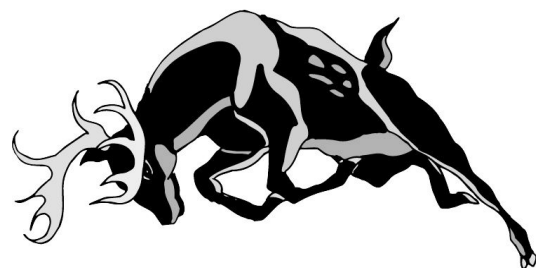
Hits Total : 16

Detection / Evasion : +10

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 21, Melee +7), Gallop, Invulnerability, Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Supernatural Vigor, Trample, Uncanny Agility.

Awards : Glory 220, Wisdom 50.



Charge of the Magical Stag

Stichios

Taxonomy : Spirit

Description : Stichioses are trees possessed by the vampiric spirits. They cannot move, but try to harm those who come near, using their supernatural powers to attract their victims. It fights anyone trying to cut it down with its branches and tries to suck the life from any being resting close to it.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Eldritch

Movement : None (rooted)

Initiative : 13

Melee Attack : +6

Damage : 2d6

Defense Class : 22

Hits Total : 30

Detection / Evasion : +2 / n/a (stationary)

Mystic Fortitude : +4

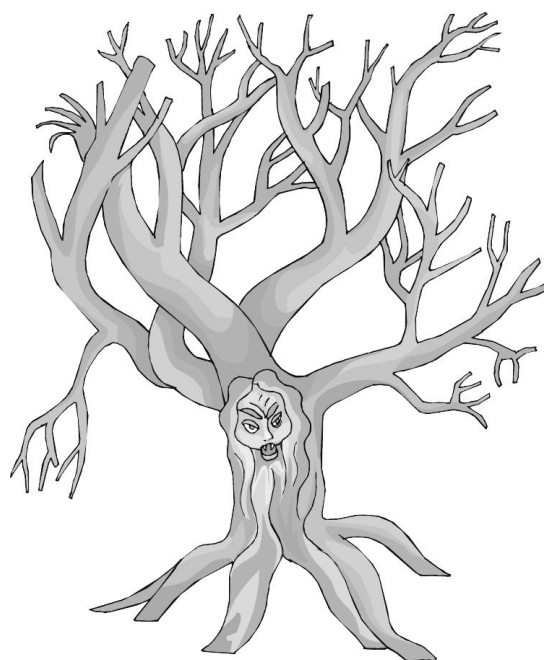
Special Abilities : Invulnerability, Life Energy Drain (touch), Magic Resistance, Psychic Powers (Psychic Gift 3, Mystic Strength 15, 12 Power points), Supernatural Vigor, Vocal Entrancement.

Awards : Glory 220, Wisdom 560.

The Stichios' Vocal Entrancement takes the form of quiet and haunting whispers, resembling the noise of the wind in the branches of a tree. It uses this power to attract victims near its trunk so that he can touch them with its branches and drain them from their Life Energy.



A (literally) bloodthirsty Stiche



A Stichios waiting for a new victim to lure

Stirge

Taxonomy : Monster

Description : Bird-sized vampiric mosquitoes.

Size : Tiny

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 120' (flying)

Initiative : 15

Melee Attack : +2

Damage : 1pt + 1d6 Life Energy Drain (sting)

Defense Class : 12

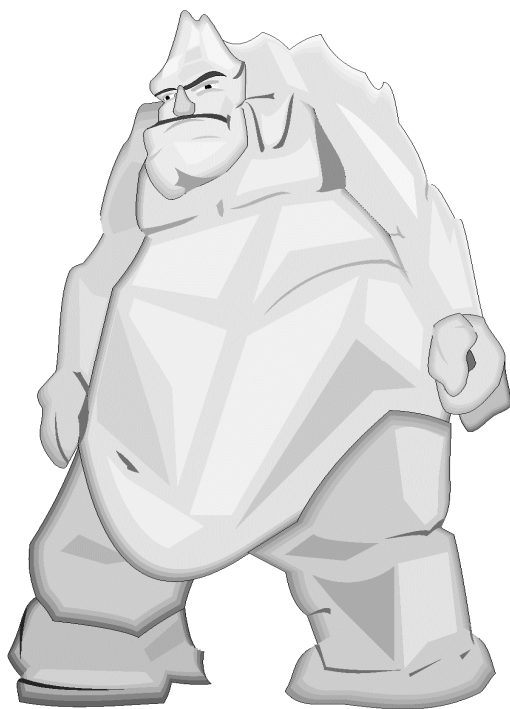
Hits Total : 2

Detection / Evasion : 0 / +6

Mystic Fortitude : 0

Special Abilities : Life Energy Drain (bite, 1d6), Lightning Fast, Winged.

Awards : Glory 5, Wisdom 20.



Who needs grace and majesty when you've got a +10 Charge melee attack bonus and Invulnerability ?

Stone Titan

Taxonomy : Animate

Description : Not true Titans, but huge golems of stone animated by magic.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 14

Melee Attack : +6

Damage : 2d6 (stone arms)

Defense Class : 21

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 18, Melee +10), Invulnerability, Fearsome, Mindless, Supernatural Vigor, Trample.

Awards : Glory 170, Wisdom 30.

Stygian Hound

Taxonomy : Animate

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

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 80' (320' galloping)

Initiative : 18

Melee Attack : +4

Damage : 1d6 (claws & bite)

Defense Class : 15

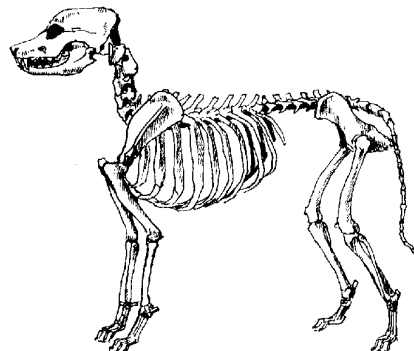
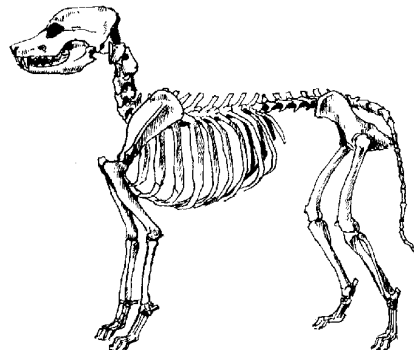
Hits Total : 12

Detection / Evasion : +4

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 20, Melee +6), Fearsome, Gallop, Lightning Fast, Mindless, Sharp Senses.

Awards : Glory 65, Wisdom 20.



Stygian Hounds : bad to the bone



Beware the Wrath of the Stygian Lords !

Stygian Lord

Taxonomy : Folk

Description : Necromancer from the hidden empire of Stygia (south of Midia) who have prolonged their life through the practice of dark sorceries.

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : 18

Melee Attack : +6

Damage : 1d6 (weapons)

Defense Class : 16 (20 w helmet and breastplate)

Hits Total : 20

Detection / Evasion : +10 / +8

Mystic Fortitude : +8

Special Abilities : Fearsome, Life Energy Drain (touch), Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, 20 Power points), Sixth Sense, Supernatural Vigor.

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

Awards : Glory 120 (+10 if equipped with helmet & breastplate), Wisdom 270.

Stygian Serpent

Taxonomy : Monster

Description : Abnormally intelligent and magically resistant giant snakes.

Size : Large

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 90'

Initiative : 14

Melee Attack : +6

Damage : 2d6 (bite & tail)

Defense Class : 16

Hits Total : 30

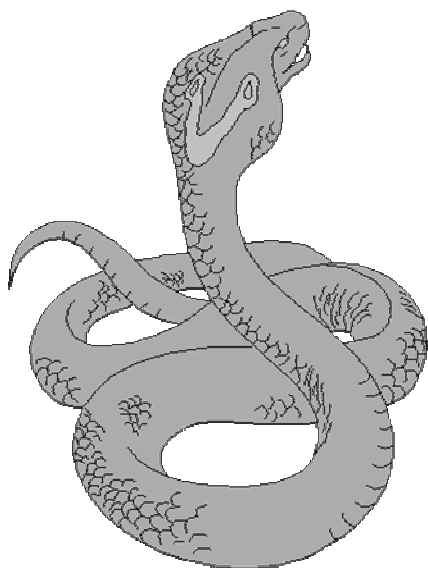
Detection / Evasion : +8 / +6

Mystic Fortitude : +8

Special Abilities : Grapple (Might = 20), Crushing Damage (constriction), Magic Resistance, Poison (bite, death in 1d6 rounds), Regeneration (2 Hits / round), Sixth Sense, Stealthy (14), Supernatural Vigor, Tough Skin, Wallcrawling.

Awards : Glory 440, Wisdom 50.

Additional Lore : Stygian Serpents are bred in the Stygian Empire by the priests of the obscure (but extremely malevolent) snake god Sethos. They are used as guardians for the temples of Sethos.



A slithering Stygian Serpent



A wary Swamp Folk specimen

Swamp Folk

Taxonomy : Folk

Description : Also called *newtlings*, these peaceful humanoid amphibians with bugling eyes and scaly skin, living in small swamp-dwelling communities. They are the sworn enemies of Lizardians and Troglodytes, who sometimes come out of their underground lairs to raid their swamp villages – both reptilian species being very fond of newtling flesh and eggs. Swamp Folks are not hostile to humans but have grown wary of them over the last centuries.

Size : Medium

Ferocity : Peaceful

Cunning : Alert

Mystique : Average

Movement : 60'

Initiative : 13

Melee Attack : +1

Missile Attack : +1

Damage : 1d6 (dagger or spear)

Defense Class : 17

Hits Total : 4

Detection / Evasion : +2 / +4

Mystic Fortitude : 0

Special Abilities : Amphibious, Missile Weapons (javelins, range 120'), Stealthy (16), Tough Skin, Uncanny Agility.

Awards : Glory 30.



A Sylvan Archer on the path of war

Swamp Horror

Taxonomy : Monster

Description : Also known as *Quagmires*, these vaguely humanoid, shambling creatures appear to be made of living mud. They haunt the swamps at night, devouring the life-energy of those unlucky enough to encounter them...

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60' (60' swimming)

Initiative : 11

Melee Attack : n/a *

Damage : special *

Defense Class : 20

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Amphibious, Grapple (Might 16), Invulnerability, Life Energy Drain (touch), Mindless, Stealthy (12), Supernatural Vigor.

* The Life-Energy Drain ability of Quagmires is their only way to inflict damage to their opponents.

Awards : Glory 140, Wisdom 50.

Sylvan

Taxonomy : Folk

Description : Short-sized (5') humanoids with elfin features ; they live in small tree-villages hidden in the deepest forests and are on friendly terms with Dryads, Satyrs and most woodland beasts. Sylvans wear magical green garments that makes them very hard to spot when hiding in the woods. Their lifespan is at least 4 times longer than a human's (300 years and more) and they never seem to age once they have reached adolescence. All Sylvans are devoted worshippers of Artemis, the goddess of hunting, forests and the moon.

Size : Medium

Ferocity : Peaceful

Cunning : Crafty

Mystique : Weird

Movement : 80'

Initiative : 19

Melee Attack : +1

Missile Attack : +4

Damage : 1d6 (dagger or spear)

Defense Class : 15

Hits Total : 8

Detection / Evasion : +10 / +12

Mystic Fortitude : +6

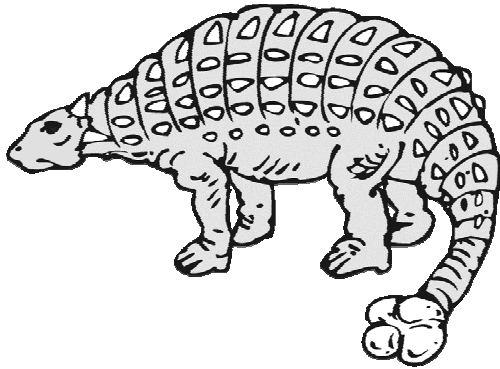
Special Abilities : Camouflage (24, in the woods), Lightning Fast, Magic Resistance, Marksmanship, Missile Weapons (bow, 300'), Regeneration (1 Hit per battle round), Sharp Senses, Stealthy (20), Supernatural Vigor, Uncanny Agility.

Awards : Glory 90, Wisdom 40.



Run, you fools – this is a Swamp Horror !!!

T



*Approaching a Tarasque from the rear
is not the wisest choice*

Tarasque

Taxonomy : Monster

Description : This abominable and undomitable creature looks very much like an Ankylosaurus.

Size : Gigantic

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : 15

Melee Attack : +10

Damage : 3d6 (bite)

Defense Class : 23

Hits Total : 60

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 22, Melee Attack +16), Crushing Tail (see below), Fearsome, Invulnerability, Regeneration (3 Hits / rnd), Supernatural Vigor.

Awards : Glory 1000, Wisdom 40.

Note : The *Crushing Tail* of the Tarasque works exactly like a *Crushing Missile*, except that the attack takes place during the melee phase and can only be used against a melee opponent.

Telchine

Taxonomy : Monster

Description : These mischievous creatures frolic in the seas near inhabited islands, causing havoc and confusion with their weather-affecting powers. They look like hybrid creatures with the heads of dogs and the flippers of dolphins.

Size : Medium

Ferocity : Peaceful

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : 13 (15 in water)

Melee Attack : n/a*

Damage : n/a *

Defense Class : 14 (16 in water)

Hits Total : 8

Detection / Evasion : +6 (+8 Evasion in water)

Mystic Fortitude : +8

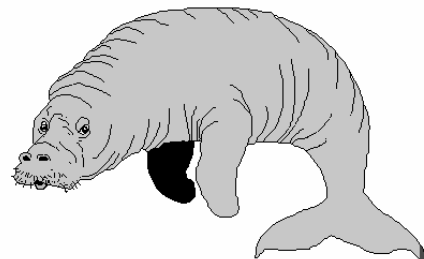
Special Abilities : Amphibious, Magic Resistance, Uncanny Agility (in water).

Unique Ability : Telchines can use the powers of an Elementalist, with Air as their primary (and only) element. They have a Mastery of 5, a Mystic Strength of 17 and 20 Power points. This unique ability adds +80 to their basic Glory award and +200 to their Wisdom award.

* *Lacking natural weapons as well as hands to hold melee weapons, Telchines are simply unable to fight in melee combat.*

Additional Lore : Telchines were once powerful Elementalists whose hubris angered the Gods, who transformed them into their current form. They somehow managed to retain their intelligence as well as a small portion of their magical powers.

Awards : Glory 150, Wisdom 220.



What are you staring at ? You think I look funny ? We'll see if you're still laughing when me and my Telchine buddies sink your ship with our elemental powers !



A furious Tetrax

Tetrax

Taxonomy : Monster

Description : Four-armed ape-like humanoids with chitinous grey skin, Tetrax inhabit lost ruins located in the deep jungles of Charybdis. They are brutish predators with a strong taste for human flesh.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : +5

Damage : 1d6 (arms)

Defense Class : 17

Hits Total : 16

Detection / Evasion : 0 / +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 16, Melee Attack +7), Crushing Damage (bear-like hug), Extra Arms (2), Grapple (Might 20), Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards : Glory 160, Wisdom 10.

Note : Tetrax are so strong that their fists cause the same damage as weapons (not subdual damage). Their four arms also give them various advantages in combat (see *Extra Arms* below).

New Special Ability : Extra Arms

Each pair of extra arms gives the creature an extra melee attack per battle round. Thus, a creature with four arms will have two melee attacks per battle round against opponents with the same Size category.

These two attacks may be made against different opponents or against the same one (make two simultaneous melee attack rolls and, if necessary, two damage rolls).

Each extra pair of arms also adds +4 to the creature's effective Grapple Might and allows it to keep a grappled opponent immobilized while attacking with its free arms.

Creatures with this special ability add 10 to their Menace Rating for each pair of extra arms.



*A Titanic Titanian
(see next page)*



A terrible Tigerman of Kathai ready to enter the arena

Tigerman of Kathai

Taxonomy : Monster

Description : Tiger-like humanoids from the far eastern jungles beyond the Land of the Sun ; tall (7' on the average) and powerfully built, they are as cunning as they are cruel, they are especially prized as elite pit-fighters by the decadent nobles of Ishtar and Kandaria. When on their home territory, they delight in their own bloodsports - hunting human prey for the sheer pleasure of killing.

Size : Medium

Ferocity : Deadly

Cunning : Clever

Mystique : Normal

Movement : 80'

Initiative : 21

Melee Attack : +7

Damage : 1d6 (claws & teeth or weapon)

Defense Class : 14

Hits Total : 20

Detection / Evasion : +8 / +10

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 23, Melee Attack +9), Grapple (Might = 20), Lightning Fast, Sharp Senses, Stealthy (18), Supernatural Vigor, Uncanny Agility.

Awards : Glory 180, Wisdom 10.

Titanian

Taxonomy : Folk

Description : Large (10' tall) humanoids who claim to descend from the true Titans, blessed with superhuman strength, fortitude and longevity (c. 300 years). Titanians live in fortresses hidden in the mountains or on lost islands, away from civilization. They hate humanity but fear the Olympian deities.

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 90'

Initiative : 13

Melee Attack : +6

Missile Attack : +3

Damage : 2d6 (weapons)

Defense Class : 15 (17 with shield)

Hits Total : 30

Detection / Evasion : +6 / +4

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 17, Melee Attack +10) Grapple (Might = 20), Magic Resistance, Missile Weapons (javelins, range 200'), Sixth Sense, Supernatural Vigor, Tough Skin.

Awards : Glory 150, Wisdom 40. Those with shields are worth +10 Glory.



The World's Most Famous Titanic Statue

Titanic Statue

Taxonomy : Animate

Description : Gigantic metal statue

Size : Gigantic

Ferocity : Deadly

Cunning : Average

Mystique : Eldritch

Movement : 120'

Initiative : 15

Melee Attack : +10

Damage : 3d6 (arms or weapons)

Defense Class : 24

Hits Total : 60

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 21, Melee Attack +16), Crushing Damage (after grapple), Crushing Missiles (boulders), Grapple (Might = 24), Invulnerability, Fearsome, Mindless, Supernatural Vigor, Trample.

Awards : Glory 620, Wisdom 40.

Tragic Floating Head

Taxonomy : Animate

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.

Size : Large

Ferocity : n/a

Cunning : Crafty

Mystique : Unearthly

Movement : 90' (hovers 10' above ground)

Initiative : 15

Melee Attack : n/a (see below)

Damage : n/a (see below)

Defense Class : 25

Hits Total : 18

Detection / Evasion : +10 / +8

Mystic Fortitude : +10

Special Abilities : Fearsome, Invulnerability, Magic Resistance, Mindless, Petrification (60' range), Sixth Sense, Supernatural Vigor.

Awards : Glory 270, Wisdom 110.



SLETROM, ZELBMERT !!!

says the Tragic Floating Head

Tragos

Taxonomy : Folk

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

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60'

Initiative : 12

Melee Attack : +2

Missile Weapons : +2

Damage : 1d6 (weapons)

Defense Class : 13 (17 with shield & breastplate)

Hits Total : 8

Detection / Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +4) Missile Weapons (javelins, 120').

Awards : Glory 30 (+5 for shield or breastplate).

Additional Lore : Some tragos have been warped by the taint of Chaos and display weird mutations as a result, such as an Uncanny Agility, a Tough Skin, Lightning Fast speed or even Two Heads.



A bloodthirsty Tragos raider

Tragostomos

Taxonomy : Monster

Description : This goat-mutilating and blood-drinking creature is a sworn enemy of Tragos and Satyrs. It looks like a hunched quadruped with warty green skin and glowing red eyes.

Size : Small

Ferocity : Deadly

Cunning : Clever

Mystique : Weird

Movement : 60' (240' galloping)

Initiative : 21

Melee Attack : +7

Damage : 1d3 (bite) + Life-energy drain

Defense Class : 17

Hits Total : 10

Detection / Evasion : +12

Mystic Fortitude : +6

Special Abilities : Gallop, Life Energy Drain (bite), Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (20), Supernatural Vigor, Tough Skin, Uncanny Agility, Wallcrawling.

Awards : Glory 46, Wisdom 60.



El Chupacabros... uh I mean the Tragostomos



A stealthy and wary Triclope

Tricephalous Vulture

Taxonomy : Monster

Description : Well, the name says it all : a big vulture with three heads. What did you expect ? Ah yes, the background story : well, they were probably created by some demented wizard a long time ago.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 360' flying

Initiative : 14

Melee Attack : +4

Damage : 1d6 (beak & talons)

Defense Class : 13

Hits Total : 16

Detection / Evasion : +6 / +2

Mystic Fortitude : +6

Special Abilities : Dive into Battle (Initiative 16, Melee Attack +6), Magic Resistance, Multiple Heads (three), Sharp Senses, Supernatural Vigor, Winged.

Awards : Glory 150, Wisdom 50.

Triclope

Taxonomy : Folk

Description : Primitive, muscular humanoids with three eyes, long hair and a grey-blue skin. Triclopes live in deep underground caverns and are sworn enemies of Derros, Lizardians and Troglodytes.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4), Magic Resistance, Missile Weapons (javelin, 120'), Stealthy (12), Supernatural Vigor, Tough Skin

Awards : Glory 50, Wisdom 30.

Additional Lore : These strange beings came into existence millennia ago, when the women of a now extinct tribe of cave-dwelling humans started to interbreed with Lesser Cyclops. This mixed heritage is the origin of the Triclopes' third eye, tough skin, magic resistance and supernatural vigor.



Tricephalous Vulture : the latest aerial craze

Triton

Taxonomy : Folk

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

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 80'

Initiative : 18

Melee Attack : +3

Damage : 1d6 (trident)

Defense Class : 17 (19 with shield)

Hits Total : 12

Detection / Evasion : +2 / +8

Mystic Fortitude : +2

Special Abilities : Aquatic, Charge into Battle (Initiative 20, Melee Attack +5), Lightning Fast, Supernatural Vigor, Tough Skin, Uncanny Agility.

Awards : Glory 60, Wisdom 10.



A mighty Triton leader



A menacing Troglodyte

Troglodyte

Taxonomy : Folk

Description : Carnivorous reptilian humanoids dwelling in deep underground caves. They are as slow-witted as they are cold-blooded. Troglodytes are fierce enemies of Wildmen and Swamp Folk; they are often found in the service of Lizardians, their nimbler and more clever cousins.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 12

Melee Attack : +4

Damage : 1d6 (weapon)

Defense Class : 14

Hits Total : 12

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 14, Melee Attack +6 / +8 with two-handed mace), Magic Resistance, Stealthy (12), Tough Skin.

Awards : Glory 40, Wisdom 20.



Beware of smiling Troliths !

Trolith

Taxonomy : Monster

Description : Huge, blue-skinned humanoids noted for their immense strength, brutish stupidity and monstrous endurance. They live in deep caverns located in the northern mountains of Hyperborea. The local Barbarians simply call them *trolls*.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 90'

Initiative : 14

Melee Attack : +6 (+8 with two-handed mace)

Damage : 2d6

Defense Class : 14

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Battle (Initiative 18, Melee Attack +10 or +12 with two-handed weapon), Crushing Damage (after grapple), Grapple (Might 20), Magic Resistance, Regeneration (2 Hits / rnd), Supernatural Vigor, Tough Skin.

Awards : Glory 280, Wisdom 40.

The Tragic Floating Head Enigma

Was the Tragic Floating Head 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 the Head was first published in *Men & Monsters*— a fact that was taken by some as the irrefutable proof that LSD had been involved in the conception of the creature, which was in fact a chemically-induced consensual hallucination. And all this 25 years before *The Matrix*.

Tyrannosaurus

Taxonomy : Monster

Description : Fierce carnivorous dinosaur.

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : 16

Melee Attack : +10

Damage : 3d6 (claws & bite)

Defense Class : 16

Hits Total : 50

Detection / Evasion : +2

Mystic Fortitude : 0

Special Abilities : Fearsome, Tough Skin.

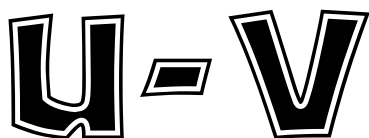
Awards : Glory 500, Wisdom 10.



Godzillos the T-Rex (not to scale)



An enigmatic Ubasti



Ubasti

Common Ubasti

Taxonomy : Folk

Description : Cat-men from the Desert Kingdom ; once a proud and civilized people, Ubastis have lost much of their ancient glory, becoming bloodthirsty and decadent ; they are as cruel as they are playful.

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Normal

Movement : 80'

Initiative : 19

Melee Attack : +3

Damage : 1d6 (claws or sword)

Defense Class : 14

Hits Total : 8

Detection / Evasion : +8 / +10

Mystic Fortitude : 0

Special Abilities : Lightning Fast, Sharp Senses, Stealthy (18), Uncanny Agility.

Awards : Glory 50.

Ubasti of Noble Blood

Taxonomy : Folk

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Weird

Movement : 80'

Initiative : 20

Melee Attack : +3

Damage : 1d6 (claws or sword)

Defense Class : 15

Hits Total : 12

Detection / Evasion : +10

Mystic Fortitude : +6

Special Abilities : Lightning Fast, Magic Resistance, Sharp Senses, Stealthy (20), Supernatural Vigor, Uncanny Agility.

Awards : Glory 75, Wisdom 30.

Ubasti of Royal Blood

Taxonomy : Folk

Description : A few Ubastis of Royal Blood act as the despotic leaders of their race ; they are stronger than their subjects and have retained a part of their ancestors' sorcerous lore.

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 80'

Initiative : 21

Melee Attack : +5

Damage : 1d6 (claws or sword)

Defense Class : 16

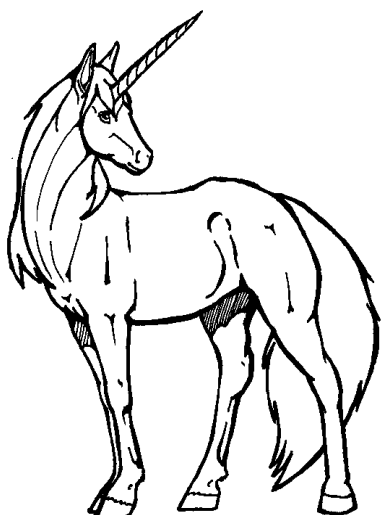
Hits Total : 16

Detection / Evasion : +10 / +12

Mystic Fortitude : +8

Special Abilities : Lightning Fast, Magic Resistance, Psychic Powers (Psychic Gift 5, Mystic Strength 17, 20 Power points), Sharp Senses, Stealthy (20), Supernatural Vigor, Uncanny Agility.

Awards : Glory 110, Wisdom 230.



The peaceful and noble Unicorn

Unicorn

Classic Unicorn

Taxonomy : Beast

Description : The classic horned horse of legend. Unicorns are shy creatures who can only be approached or tamed by virgins. Most Unicorns have a white pelt but exceptions exist.

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Eldritch

Movement : 80' (320' galloping)

Initiative : 18

Melee Attack : +1

Damage : 1d6 (hooves)

Defense Class : 16

Hits Total : 8

Detection / Evasion : +12

Mystic Fortitude : +8

Special Abilities : Gallop, Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (18), Supernatural Vigor, Uncanny Agility.

Unique Ability : A Unicorn may heal any living creature she touches with her horn. The individual immediately recovers all his lost Hits.

Awards : Anyone who kills a Unicorn receives *no* Glory or Wisdom and suffers a special curse causing a permanent loss of 1d6 Luck points.

Flying Unicorn

Taxonomy : Beast

Description : Legends say these fabled beasts are unicorn-pegasus crossbreeds. Apart from its obvious physical features (that's right – *wings*), this rare aerial breed has a fiercer temper than the classic unicorn.

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Eldritch

Movement : 80' (320' galloping or flying)

Initiative : 19

Melee Attack : +3

Damage : 1d6 (hooves)

Defense Class : 16

Hits Total : 12

Detection / Evasion : +12 / +14

Mystic Fortitude : +8

Special Abilities : Dive into Battle (In21, Melee +5), Gallop, Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (18), Supernatural Vigor, Trample, Uncanny Agility, Winged.

Unique Ability : A Flying Unicorn may heal any living creature she touches with her horn. The individual immediately recovers all his lost Hits.

Awards : Anyone who kills a Flying Unicorn receives *no* Glory or Wisdom and suffers a special curse causing a permanent loss of 1d6 Luck points.



*The equally noble (but a bit more impetuous)
Flying Unicorn*

Malacorn

Taxonomy : Monster

Description : A cursed and malevolent Unicorn with a distinctive sickly, mangy appearance and a weird, eerie aura of fear and discomfort. The Malacorn's horn does not heal but drains life energy...

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 80' (320' galloping)

Initiative : 20

Melee Attack : +5

Damage : 1d6 (hooves)

Defense Class : 16

Hits Total : 16

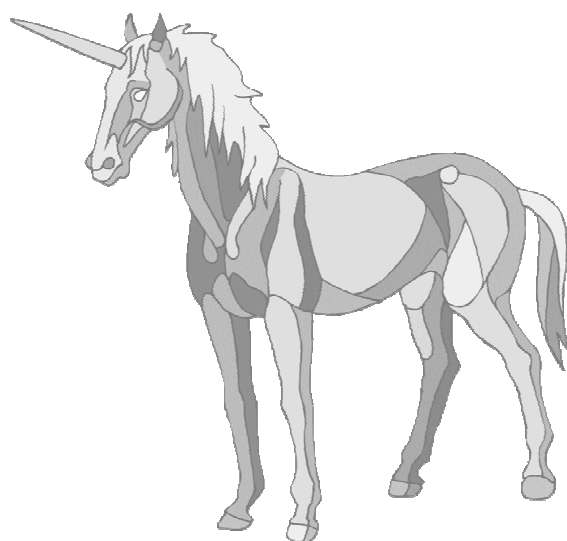
Detection / Evasion : +12

Mystic Fortitude : +8

Special Abilities : Charge into Battle (Initiative 22, Melee Attack +7), Gallop, Life-Energy Drain (with horn, treat as touch attack), Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy (18), Supernatural Vigor, Trample, Uncanny Agility.

Awards : Glory 230, Wisdom 60.

Additional Lore : Malacorns were once Unicorns, who have been irremediably warped by exposure to some foul necromancy, probably as a result of some Stygian Lord's dark experiments.



Beware the touch of the Malacorn



Hero about to suffer a very un-heroic death at the hands... uh... tendrils of a Vine of Tantalus

Vine of Tantalus

Taxonomy : Animate

Description : Magical life-drinking vines.

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 60'

Initiative : 14

Melee Attack : See below

Damage : See below

Defense Class : 15

Hits Total : 12

Detection / Evasion : +4

Mystic Fortitude : +2

Special Abilities : Entangle (vines, Might 16, 10' range), Life-Energy Drain (touch), Mindless, Regeneration (1 Hit / round), Sixth Sense, Stealthy (14), Uncanny Agility.

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

Additional Lore : These vegetal animates were probably created in ancient times by an unknown deity or very powerful nature spirit to guard sacred groves and similar sites but have long been left to their own fate (or so to speak since we are speaking about *plants* here).

Awards : Glory 90, Wisdom 50.

W-Z

Wildman

Taxonomy : Folk

Description : Primitive men. Wildmen are fierce enemies of Ogres, Leonids, Apemen, Troglodytes and most other cave-dwelling Folks or Beastmen but get on reasonably well with Bearmen.

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 60'

Initiative : 11

Melee Attack : +2

Missile Attack : +1

Damage : 1d6 (weapons)

Defense Class : 12

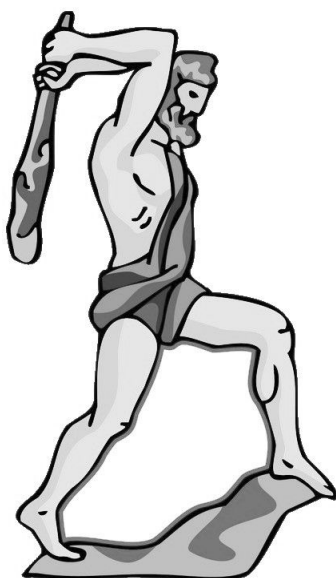
Hits Total : 8

Detection / Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 13, Melee Attack +4), Missile Weapons (javelins, 120'), Stealthy (12).

Awards : Glory 25.



A savage Wildman

Wolf

Common Wolf

Taxonomy : Beast

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 60' (240' when galloping)

Initiative : 12

Melee Attack : +2

Damage : 1d6 (claws & bite)

Defense Class : 12

Hits Total : 8

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 14, Melee +4), Gallop, Sharp Senses, Stealthy (14).

Awards : Glory 30.

Bicephalous Wolf

Taxonomy : Monster

Description : Two-headed wolves, thought by most scholars and adventurers to be the hybrid offspring of a Cerberus and a wolf. In the world of Mythika, whole packs of those mishapen predators infest some parts of the Thanatari Mountains (which are known to be home to many strange monsters).

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 60' (240' when galloping)

Initiative : 12

Melee Attack : +2

Damage : 1d6 (claws & teeth)

Defense Class : 13

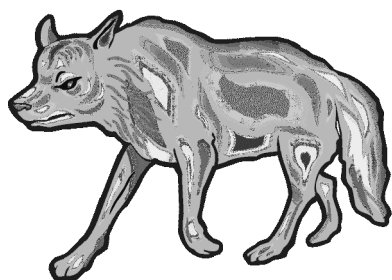
Hits Total : 8

Detection / Evasion : +7 / +2

Mystic Fortitude : +2

Special Abilities : Gallop, Multiple Heads (two); Sharp Senses, Stealthy (14).

Awards : Glory 80, Wisdom 10.



A stealthy Hyperborean Wolf

Hyperborean Wolf

Taxonomy : Beast

Description : Also known as Dire Wolves, these predators are stronger and fiercer than their common cousins.

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 60' (240' when galloping)

Initiative : 13

Melee Attack : +4

Damage : 1d6 (claws & bite)

Defense Class : 12

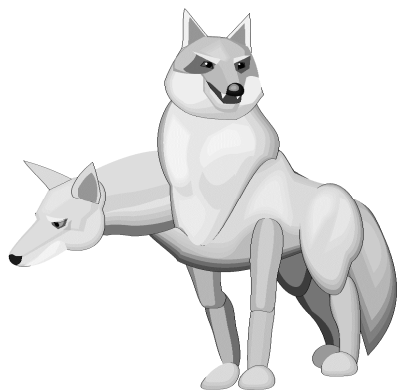
Hits Total : 12

Detection / Evasion : +6 / +2

Mystic Fortitude : 0

Special Abilities : Charge into Battle (Initiative 15, Melee +6), Gallop, Sharp Senses, Stealthy (14).

Awards : Glory 40.



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



A Wood Titan coming to life

Wood Titan

Taxonomy : Animate

Description : Huge tree animated by magic.

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 90'

Initiative : 12

Melee Attack : +6

Damage : 2d6 (branches)

Defense Class : 15

Hits Total : 30

Detection / Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Battle (Initiative 18, Melee Attack +10), Crushing Damage (bear hug), Grapple (Might 24), Mindless, Regeneration (2 Hits / round), Supernatural Vigor, Tough Skin.

Additional Lore : Most Wood Titans are temporary creations of Dryads (through their magical Gifts) but some of them also exist as permanent creatures. Some ancient tales call these beings the Watchers of the Woods or, in a more poetic vein, the Everlasting Wardens of the Eternal Forest.

Awards : Glory 170, Wisdom 30.

Zorba

Taxonomy : Folk

Description : A race of ugly anthropophagous dwarves, with red beards and reddish skin. Zorbas inhabit the Helicon mountains east of Sybaris, preying on Wildmen and the occasional adventurer.

Size : Small

Ferocity : Aggressive

Cunning : Clever

Mystique : Normal

Movement : 60'

Initiative : 19

Melee Attack : +3

Missile Attack : +5

Damage : 1d3 (spears) + poison

Defense Class : 16

Hits Total : 4

Detection / Evasion : +8 / +10

Mystic Fortitude : 0

Special Abilities : Lightning Fast, Marksmanship, Missile Weapons (small spear, 60'), Poison (paralysis ; on spears), Sharp Senses, Stealthy (16), Tough Skin, Uncanny Agility.

Awards : Glory 15.

Additional Lore : Zorbas delight in tormenting and torturing their prisoners before eating them. Some of them have been enslaved by decadent Sybarian nobles who use them as spies and assassins.



A devious, treacherous, backbiting Zorba

2007 Edition Notes & Comments

From the Letters Page of Griffin Magazine

Sylvans (I) : Greek Elves ???

Sylvans (II) : Sylvans rock ! I love Sylvans ! You should definitely publish a Sylvan character class !

Tarasque : During my holidays in France, I discovered that one of their local saints actually captured and subdued a Tarasque into submission using only the belt of her dress. Where are the rules for this ? Which leads me to my next question : when will you people publish rules for playing Christian Priests in M&M. My friends and I are eager to convert the whole world of Mythika to the One True Faith.

Telchine : Brilliant creature ! You should definitely publish a Telchine character class, with the same powers as Elementalists (but with a much higher swimming bonus).

Tetrax : Four arms ? In combat ? Are there any plans for a Tetrax character class ?

Titanian : Titanians rock ! I love Titanians ! Your magazine should definitely publish a Titanian player-character class that would allow players to take advantages of the new Enormous Weapons rules in the *Players Manual* ?

Tragostomos : After Bigfoot, the Chupacabras ! What's next ? Small grey men in flying disks ?

Tricephalous Vulture : Couldn't anyone come up with a better name than *that* ?

Tritons : Tritons rock ! I love Tritons ! You should definitely publish a Triton player-character class (2007 Ed's note : *they actually did this.*)

Trollith : First the Orkos, then that... Well, at least you didn't call them Trollos, Trolloï or I don't know what. Please spare us the Hobbitos.

Malacorn : Warped life-draining Unicorns ? Well, at least we didn't get Bicephalous or Fire-breathing variants (2007 Ed's note : *A few issues after this letter was published, the Creature Compendium column published seven unusual Unicorn variants, including a fire-breathing Pyrocorn.*)

Triclopes : Mmmh... I guess this would make us normal humans... biclopes ?

Ubasti : Ubasti rock ! I love Ubasti ! You should definitely publish a Ubasti player-character class giving all the advantages of the Hunter and Thief classes, with better combat abilities (and sorcerous powers as well).

Zorbas : Zorbas ? Are you people at LGS running a secret 'daftest Greek name for a creature' contest or something ? What's next ? A living giant protoplasm called the Moussaka ?



MAZES & MINOTAURS

Character record sheet

Player's name _____ Maze Master _____

Character's name _____

Class _____ Level _____

Personal Background _____



Character sketch, symbol or physical description

ATTRIBUTES



MIGHT

_____ Adjustment

SKILL

_____ Adjustment

WITS

_____ Adjustment

LUCK

_____ Adjustment

WILL

_____ Adjustment

GRACE

_____ Adjustment

SAVING ROLLS

Athletic Prowess _____

Danger Evasion _____

Mystic Fortitude _____

Physical Vigor _____

Other scores

Personal Charisma _____

SPECIAL ABILITIES : _____

COMBAT MODIFIERS

Melee _____

Missile _____

Initiative _____

Hits total _____

recovery _____

EFFECTIVE DEFENSE CLASS

Basic Defense Class ()

+ Shield ()

+ Helmet ()

+ Breastplate ()

+ Special ()



HITS

00 01 02 03 04 05 06 07 08 09 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 41 42 43 44 45 46 47



MAGIC

Magical Talent () _____

Mystic Strength = 12 + Talent _____

Power total = (level x 4) + Talent _____

01 02 03 04 05 06 07 08 09 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

Power recovery = 1d6 / _____

MAGICAL POWERS

EQUIPMENT

Write down **Damage** of weapons and **Range** of missile weapons, **EDC bonus** of armor pieces, and **Encumbrance** value of all items

COMMON ITEMS

MYTHIC ITEMS

Current Encumbrance Total = _____

Enc.	Status	Movement
_____	Unencumb.	_____ feet/round
_____	Encumbered	_____ feet/round
_____	Heavily Enc.	_____ feet/round

**Glory, Wisdom or
Experience points**

Needed for next level _____