

MAZES & MINOTAURS

PLAYERS MANUAL



The Roleplaying Game of Heroic Adventure in the Mythic Age

LEGENDARY GAMES STUDIO

2012 Silver Jubilee Edition

MAZES & MINOTAURS

THE ROLEPLAYING GAME OF HEROIC ADVENTURE IN THE MYTHIC AGE

BOOK ONE: PLAYERS MANUAL



This **Silver Jubilee Edition** of the *Revised M&M Players Manual* was released in March 2012. It includes various rule adjustments and clarifications, many of which were originally published in the official *Minotaur* webzine between 2007 and 2011.

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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 Riens, 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.

Book IV: 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 **Hekatoteratos**... 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
Centaur	Might & Skill
Elementalists	Will & Wits
Hunters	Skill & Wits
Lyrists	Grace & Luck
Nobles	Luck & Other *
Nymphs	Grace & Luck
Priests	Luck & Will
Sorcerers	Will & Wits
Spearman	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's **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), Skill modifier (reflexes and precision) 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), Wits modifier (presence of mind) 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 mod + Skill mod + Luck mod

Danger Evasion = Wits mod + Skill mod + Luck mod

Mystic Fortitude = Will mod + Wits mod + Luck mod

Physical Vigor = Might mod + Will mod + Luck mod

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 +4 (nothing from Wits, +3 from Skill and +1 from Luck)

Mystic Fortitude +3 (+2 from Will, nothing from Wits 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
Centaur	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 big, bad Barbarian

(yes, this is a new illustration, by our friend Chuck Parish)

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



A proud and haughty Noble

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 a martial attribute (Might or Skill, at the player's choice).

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.

Heroic Heritage: All Nobles add 2 points to their martial attribute (Might or Skill) and to either Wits, Will or Grace. This may reflect 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 Heroic Heritage: A Noble's favored attributes 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.

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.



A stalwart Spearman

Optional Martial Classes

The *M&M Companion* includes two optional martial classes: the Cavalryman and the Archer, as well as an alternate version of the Amazon class (which can be used either in place of or in addition to the version detailed in this chapter).

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 Elementalists

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 Elementalists 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 Elementalists +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

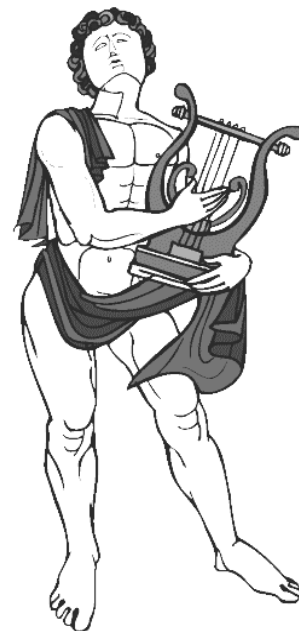
Mystic Strength = 12 + Orphic Voice

Starting Power = 4 + Grace mod

Level Benefits: Each level beyond the first gives a Lyrists +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 Lyrists



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

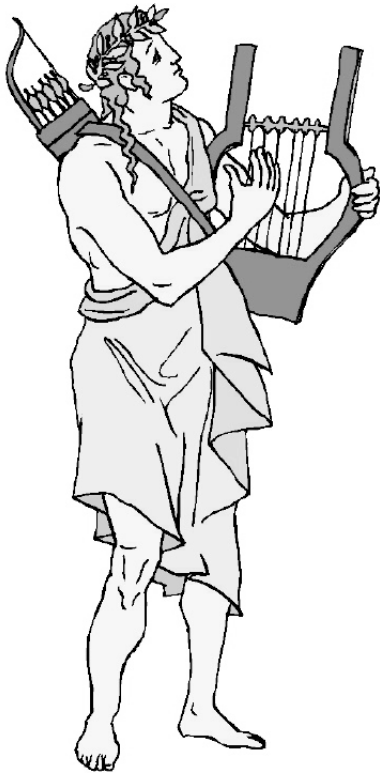
Level Benefits: Each level beyond the first gives a Sorcerer +2 Hits, +4 Power points, +1 to Luck and +2 to Wits or Will (player's choice).

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...

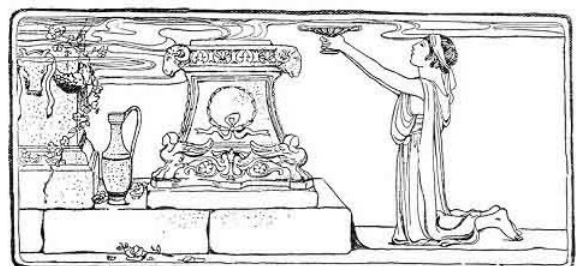
Sorcerers tend to be very independent individuals, who generally choose to ignore (or challenge?) the power of the gods. For this reason, most of them have no patron deities – but those who do usually choose the divine patronage of Hermes (who is also the gods of liars, by the way).

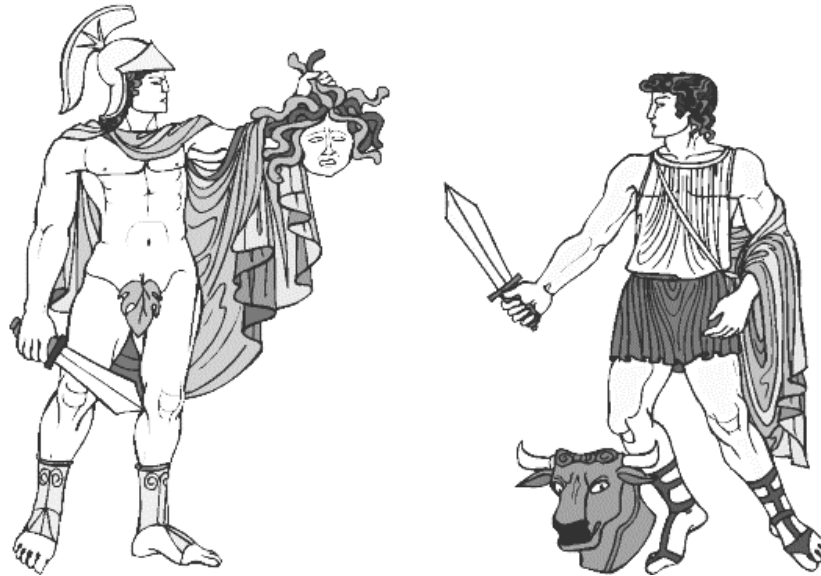
Spearmen almost always select Ares or Athena as their divine patron. This choice depends on whether the character sees himself as a brutal warrior (Ares) or as a valiant defender (Athena).

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 (see the description of each class for more details).

Increasing an attribute may in turn increase its modifier and all its associated scores. A character who improves his Skill, for instance, may also increase his Melee, Missile, Initiative, Danger Evasion and Athletic Prowess scores.

Regardless of the character's level, no attribute score may be increased past **20** – except for the two **primary attributes** of the character's class, which may be increased to a truly legendary score of **21** (with a corresponding attribute mod of +5).

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

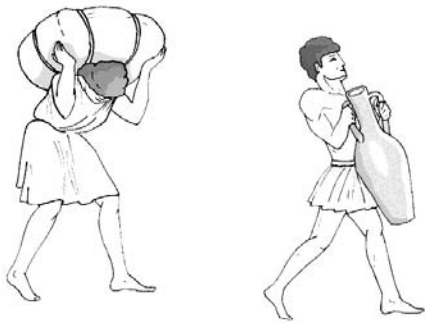
Glory	Level	Renown
0 to 999	1	Local Hero
1000 to 1999	2	Favored Hero
2000 to 3999	3	Celebrated Hero
4000 to 6999	4	Famous Hero
7000 to 9999	5	Illustrious Hero
10 000+	6	Legendary Hero

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

Characters have an Encumbrance total, which represents how heavy and encumbered they are.

This total is normally equal to 10 for humans and other medium-sized beings and is increased by the Encumbrance value of every heavy or bulky item worn or carried by the character.

Most melee weapons have an Encumbrance value of 1, except spears and barbarian weapons (see p 22), which have an Encumbrance value of 2, and daggers, knives and other small weapons which have an effective Encumbrance value of zero.

Missile weapons also have an Encumbrance value: 0 for slings and slingshots, 1 for a bow or a quiver full of arrows (2 for both) and 2 for a javelin.

Each piece of armor or protective equipment has a specific Encumbrance value: 2 for a shield, 1 for a helmet and 3 for a breastplate. Thus, a fully-equipped Spearman with a helmet (1), a breastplate (3), a shield (2), a spear (2) and a sword (1) will have an Encumbrance total of 19.

Money has an Encumbrance value of 1 per 100 coins. Thus, a bag of 300 silver pieces has an Encumbrance value of 3. Small or easily-carried items (gems, purses etc) have an Encumbrance value of zero. A human being has an Encumbrance value equal to his own Encumbrance total.

A character's Encumbrance total is used as the target number for all his saving rolls when climbing, swimming or performing similar activities requiring lightness and nimbleness. It will also affect a character's ability to move quietly in the same manner (see chapter IV).

Characters whose Encumbrance total is higher than their Might score are *encumbered*. An *encumbered* character has his basic movement allowance reduced by one-third. For humans, this means a movement allowance of 40' instead of 60'.

Characters whose Encumbrance total is higher than twice their Might score are *fully encumbered*. A *fully encumbered* character has his movement allowance reduced by 2/3. For humans, this means a basic movement allowance of 20'.

Characters who are *fully encumbered* must also halve their effective Initiative score (rounded down).

A character's Encumbrance total can never exceed three times his Might score.

Example: Pyros Carrying Madros

Let us suppose our friend Pyros the Spearman wants to carry his wounded and unconscious comrade Madros on his back.

Pyros has a complete Spearman equipment (helmet, breastplate, shield, spear and sword): this means that Pyros is already *encumbered*, since his Encumbrance total of 19 is higher than his Might score of 15.

Madros has exactly the same equipment as Pyros: if Pyros carries him with all his armament, his Encumbrance total will rise from 19 to 38, not beyond Pyros' maximum capacity of 45 (3 times his Might of 15) but enough to make him *fully encumbered*.

To avoid being fully encumbered by Madros, Pyros must reduce his Encumbrance total to 30 (twice his Might of 15) or less, which means reducing Madros' own Encumbrance value to 11 or less: Pyros decides to remove all Madros' equipment and weapons, reducing his friend's Encumbrance total to its basic value of 10.

Carrying a naked Madros across his shoulders raises Pyros' Encumbrance total to 29, allowing him to keep a basic movement allowance of 40'.

Table 1D: Encumbrance Values

Item	Encumbrance
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
Human being or body	Enc total
Harp	2
Other items	0-3 *

* determined by the Maze Master according to the weight or bulkiness of the item

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 Lyrists 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 can only perform one combat action (usually a melee or missile attack). This action may, under certain circumstances, be combined with movement (see below).

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 round. Actions are declared in increasing Initiative order (starting with the lowest score), so that characters with a better Initiative can take their opponents' actions into account before declaring their own choice of action. 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 the defensive bonus of their shield or from any special defensive bonus granted by the special abilities of their class.

Movement

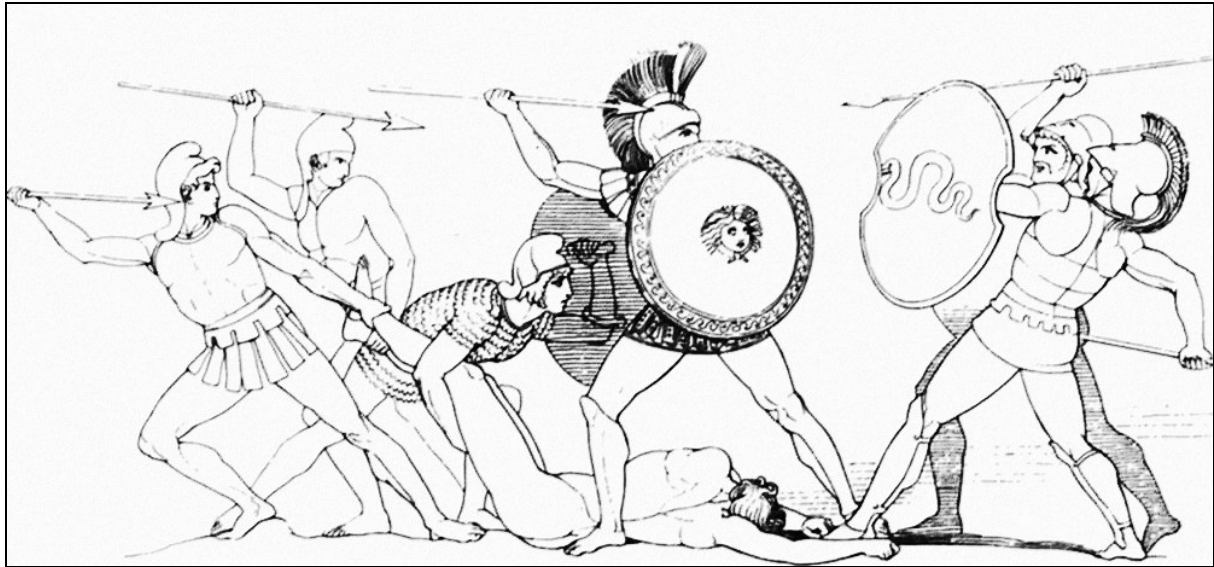
During a battle round, a moving character may use either *standard movement* or *full movement*.

Standard movement allows a character to move up to his movement allowance (which is normally equal to 60 feet per round) while performing another action during the same battle round, such as entering melee combat (see p 21) or using a missile weapon (see p 26). For this reason, *standard movement* is sometimes called *tactical movement*.

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 encumbrance: *encumbered* characters have a movement allowance of 40' and *fully encumbered* characters have a movement allowance of 20'.

A character moving on *difficult ground* will have his effective movement rate cut in half. These factors are cumulative, so a fully 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

Melee & Movement

A character can use *standard movement* before entering melee. This is the only case in which a character can move and make a melee attack in the same round. Once locked in melee, a character cannot move away from his opponents unless he manages to *disengage* first (see *Retreat* below).

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.

Melee Weapons

Melee weapons fall into four categories: Daggers, Swords, Spears and Barbarian Weapons (see next page). The catch-all term *battle weapons* may be used to refer to all melee weapons except daggers.

Warrior and specialist characters are assumed to be proficient with all weapons – but they also have a *Weapon of Choice*, with which they are *especially* skilled. When a character makes an attack using his Weapon of Choice, the player simply rolls two D20s separately 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. The character must also forfeit all his attacks and other actions during this battle round. If all these conditions are met, the character is no longer engaged in melee at the start of the next round and is free to move as he wishes.

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).

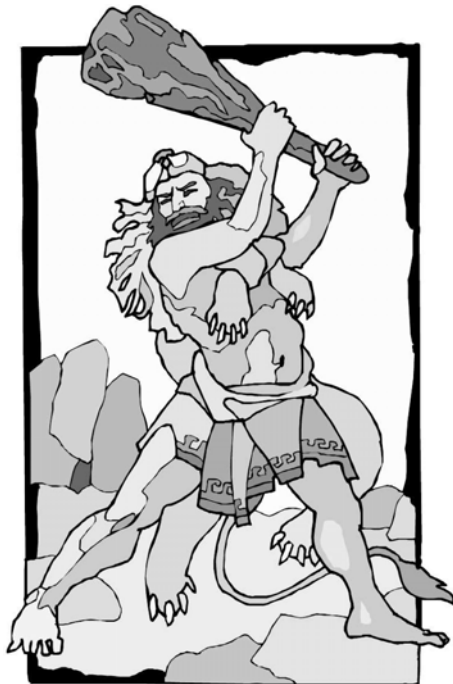
These weapons have an Encumbrance value of 2.

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 attribute loss, 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.

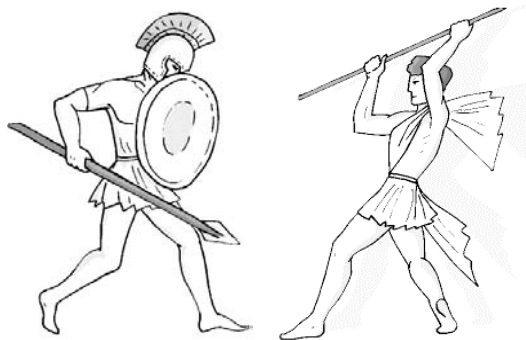
Thus, a third level character will recover 1D6+3 Hits if he makes his weekly Physical Vigor roll.

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).

Spearmen 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 Spearmen's superior hoplite training.

Shield Wall

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

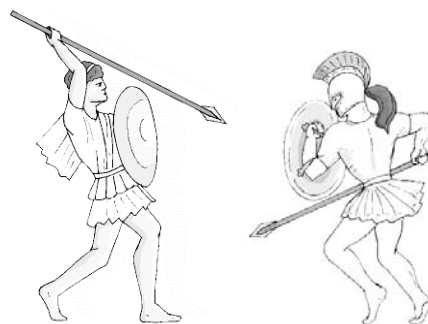
Warriors with a score of 13+ in both Skill and Might may use this tactic with a battle weapon in each hand, for an attack bonus of +2.

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 standard 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 magazine of the time (*The Wargamist*) interpreted this small sentence as some sort of implicit insult or sarcasm aimed at their hobby and published what was probably the most scornful review ever written about a RPG:

« *This strange little « fantasy game », that has nothing to do with serious simulation, will probably amuse immature fans of Jason & the Argonauts for a few hours (...) until they realize its utter vacuity and pretentiousness – not to mention its total lack of tactical realism and historical accuracy.* ».

During the following years, the phrase: « *M&M is NOT a wargame...* » became the motto (warcry?) of a group of hardcore wargamers who tried to have M&M excluded from all major gaming conventions.

The ensuing tension eventually incited the M&M enthusiasts to organize their own event – yes, that was how and why MAZECON came to be... This was in 1976 and M&M is still here!

Weapon Damage...

The fact that all weapons did the same damage was never accepted by some gamers. 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 Lyrists 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 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.

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, including movement. 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.

Unless otherwise specified, powers which operate at a distance usually have a range equal to 10 times the magician's magical talent, in feet.

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 he can touch, 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, who must be within (Spiritual Aura x 10) feet of the Priest for the magic to operate.

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 range of (Spiritual Aura x 10'). 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 the effects of most hostile Elemental powers can be avoided with a Danger Evasion roll, made against a target number equal to the Mystic Strength of the Elementalist.

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 of (Elementalist's Mastery x 10') and may be used on a group, up to a number of individuals equal to the Elementalist's Mastery bonus, as long as all the intended targets are within range.

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. The effects of this power can be avoided with a Danger Evasion saving roll.

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 which lasts for a number of rounds equal to the magician's Mastery bonus.

This power has the usual range of (Mastery x 10'); it may be used on a group, up to a number of beings equal to the magician's Mastery bonus, as long as all intended targets are within range. Elementalists who have Air as their primary element double their Mastery for purposes of calculating the number of targets they can affect.

At the start of each round, each affected target must make a Danger Evasion roll or be unable to act for the entire round. Small creatures suffer a -5 penalty to this saving roll, while Large ones receive a +5 bonus. Tiny creatures do not even receive a saving roll – but Gigantic ones are simply too big to be affected by this power.

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 can be created anywhere within sight of the magician and has a radius equal to (Mastery x 10').



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 effects given above are for humans and other medium-sized targets. Tiny creatures do not even get a saving roll and multiply the distance they are thrown away by 4, Small beings suffer a -5 penalty to their saving roll and multiply the distance they are thrown away by 2, Large beings receive a +5 bonus to their saving roll and can only be thrown 1D6 feet away. The damage remains the same (1D6) in all cases, except for Gigantic creatures, who are simply too massive to be affected by this power.

The whirlwind lasts for a number of rounds equal to the Elementalists's Mastery. It can move at a speed equal to (Mastery x 10') per round, which requires the magician'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 Elementalists to cause stone hands to erupt from the ground and seize an enemy's legs. It has a range of (Mastery x 10'). Gigantic creatures cannot be affected by this power. The designated target may make a Danger Evasion roll to escape the grasp of the Hands of Stone. Once he has been grappled, however, he may only try to break free with a *feat of strength*.

A being affected by this power is immobilized for a number of rounds equal to the Elementalists's Mastery (doubled for Elementalists with Earth as their primary element), 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, at a penalty of -2.

The Elementalists may simultaneously summon multiple pairs of hands to affect several targets within 10' of each other. In this case, each pair of hands require an expenditure of 2 Power points. Thus, creating three pairs of hands will require a total Power expenditure of 6 points (2 for each pair).

Magnitude 2: Skin of Bronze

This power works on any living being the magician can touch (including himself); it infuses the recipient 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 rounds equal to the magician's Mastery – 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 Elementalists to animate a Large stone statue, bringing it to life. In order to use this power, the Elementalists must be within (Mastery x 10') of the statue.

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 Elementalists 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 saving roll.

The dart does 1D6 damage and has a range of (Mastery x 10'). This range is doubled for Elementalists with Fire as their primary element.

Magnitude 2: Blazing Sphere

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

The sphere has a movement equal to Mastery x 10 in feet per round and causes 2D6 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 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 $Mastery \times 10'$ of the center of the eruption must make a Danger Evasion saving roll each round. Those who fail this saving roll take 2D6 damage during the first round and 1D6 extra damage on each subsequent round. Even those who make their Danger Evasion roll will suffer 1D6 damage on the first round.

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 range of $(Mastery \times 10')$. 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 Mastery, at no extra Power cost but with a separate 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 $(Mastery \times 50')$ and a radius of $(Mastery \times 10')$.

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.

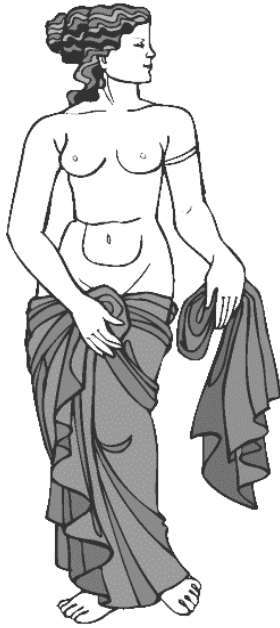
Elementalists with Water as their primary element double their Elemental Mastery bonus for purposes of calculating the duration of this power.

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 $(Mastery \times 10')$ 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). Elementalists with Water as their primary element double the distance at which the fist may strike

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



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. The power has a range equal to the Nymph's Odylic Charm x 10'.

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 sum of the Nymph's level and her Odylic Charm bonus. A successful attack on the victim will immediately break the spell.

This power can be used on several individuals at the same time (up to a maximum equal to the 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 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)

Melancholy (lose 1D6 pts of Will)

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 full description of those magical Animatees.

The chosen object must be within (Odylic Charm x 10') of the Nymph when the power is first used but is not required to stay within this distance once it has been animated. 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, 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 Odylic 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 10 times the Lyrist's Orphic Voice 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.

Mindless beings are totally immune to Poetic Magic.

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 can be used to free other characters or creatures from Enslavement by a Sorcerer or creature with Psychic Power. The Enslaved being must be within the usual radius of 10 times the Lyrist's Orphic Voice bonus; the song may affect several individuals (up to the Lyrist's Orphic Voice bonus), at no additional Power cost. Playing this Song takes one minute (10 battle rounds).

At the end of the Song, each targeted listener is allowed a Mystic Fortitude saving roll *with a bonus equal to the Lyrist's Orphic Voice* against a target number equal to the Mystic Strength of their master.

If this roll is successful, the target will be instantly freed from Enslavement. If the roll is failed, however, the Enslaved being will be forever unable to hear this particular Lyrist's Songs of Freedom.

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. In order to achieve this immediate effect, the Lyrist must spend his Power points on the first round of singing – an expenditure which he may renew later, if needed, as detailed below.



An inspired Lyrist with his instrument

This Song 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 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 (Lyrist'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 and must be powered as soon as the Lyrist begins to play (see *Song of Soothing* above). It may affect up to (Lyrist's Orphic Voice bonus) targets and has a range of (Orphic Voice x 10'), like all other Songs.

As soon as the Lyrist starts playing, all targets must make a Mystic Fortitude roll. Those who fail suffer 1 Hit of damage per round and will be unable to take any form of hostile action against the Lyrist (as for a Song of Soothing), until he stops playing. A Lyrist can only play a Song of Wrath for a number of consecutive rounds equal to his Orphic Voice – at which point he may choose to renew his Power expenditure to start a new Song of Wrath.

Going A Cappella

As most of you probably know, *singing a cappella* means *singing without musical accompaniment*. Theoretically, Lyrists need to be able to sing *and* use their harp to work their magic – but since Poetic Magic is based on Orphic Voice, a Lyrist who, for some reason, finds himself deprived of his precious instrument, may still use his powers by singing a cappella, at double the usual cost in Power points and at *half the usual range*.

Magnitude 6: Song of Prophecy

Inspired by the prophetic gifts of Orpheus, the first Lyrist, this Song allows a Lyrist to perceive and reveal the hidden patterns of Fate.

The Lyrist must enter a state of prophetic trance, during which he improvises with his harp and voice. This state of supreme inspiration requires absolute concentration and lasts for one minute (10 rounds), at the end of which the Lyrist spends 6 Power points and receives a prophetic illumination. Unlike a Priest's *Divine Vision*, this illumination does not take the form of a verbal prediction which can be shared with others but as a deep, subconscious insight that will find its true meaning when Fate manifests itself.

In game terms, this insight allows the Lyrist's player to ask three yes / no questions to the Maze Master at any time before the conclusion of the ongoing adventure. These questions may pertain to any subject, past, present or future, and will receive truthful answers – unless the Maze Master feels that answering a particular question could ruin the plot of the adventure, in which case he should simply reply that *the pattern of Fate is shrouded in mist* or that *Destiny follows many paths*. Such elusive answers, however, will not be counted toward the Lyrist's total of three questions; thus, if a Lyrist receives one straight answer and two elusive ones, he will still have two questions left. Questions which have not been used before the end of the ongoing adventure, however, are considered lost to the tides of Fate.



See? Female Lyrists do exist!

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.

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 power enables a Sorcerer to disorient and befuddle the mind of another person, animal or monster. It has a range of Psychic Gift x 10' and may be resisted with a Mystic Fortitude saving roll.

A being affected by this spell is treated as *surprised* during a number of rounds equal to the Sorcerer's Psychic Gift: see chapter II for the effects of surprise in combat. In addition, Confused individuals suffer a -4 penalty on all their Danger Evasion and Mystic Fortitude saving 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 power, 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 and must be within (Psychic Gift x 10') of his chosen target.

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 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 power 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 radius 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 power allows a Sorcerer to dominate the will of another individual. It requires direct eye contact and thus can only be used against a single target. In addition, its range is limited to 5 times the Sorcerer's Psychic Gift in feet (i.e. half of the usual range for ranged powers). 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 the Sorcerer's commands for a number of 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 (Psychic Gift x 10') and inflicts (1D6 + Psychic Gift) 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, can only be used against a single target and has a range of (Psychic Gift x 5').

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 standard 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

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

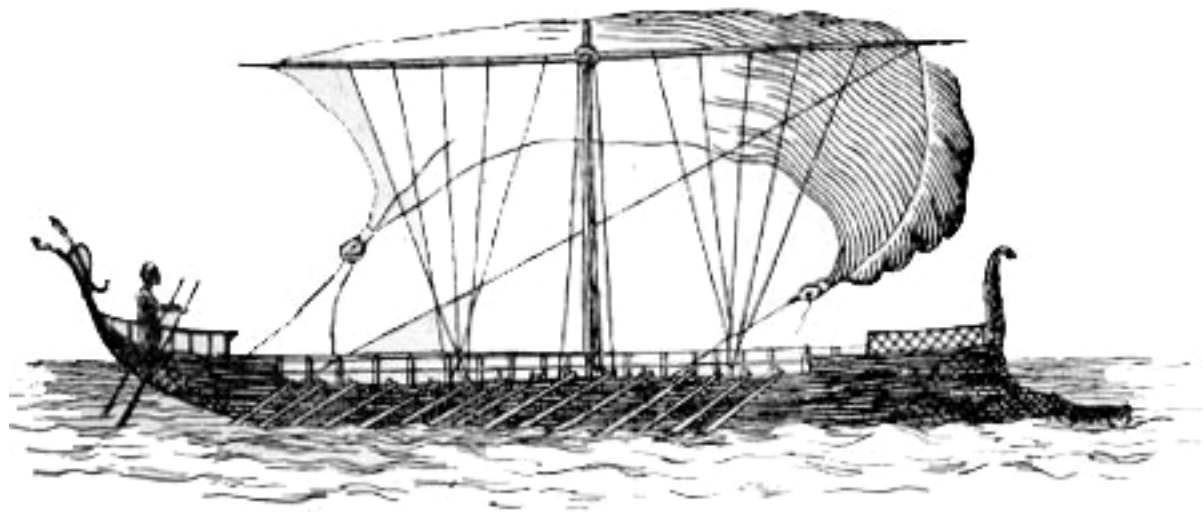
Greek captains followed well-known landmarks along the coast, pulled into coves or up onto beaches if bad weather threatened and beached the ship at night to camp on the shore (maybe foraging for water and food while they're there).

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 dangers – such as ambushes, traps, natural hazards and the special attacks of some creatures, such as a Chimera's fiery breath or a Manticore's poisonous sting.

Such perils 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.

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 but can be attempted again if the character succeeds at a Physical Vigor roll versus a target number of 15.

Failure on this Physical Vigor saving roll or on the second Might roll means that the feat of strength cannot be attempted again by the same character until he has somehow increased his Might.

Attempting 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.

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 + 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).

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 and add the character's Danger Evasion modifier.

Stealth rolls are always made 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 in their natural environment: forests for Dryads, mountains and caverns for Oreads, swamps and marshes for Heleads, valleys, hills and fields for Napaea etc. This ability can only work if the Nymph is unencumbered (ie her Encumbrance total is 10).

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, magicians earn Wisdom and specialists earn Experience: the accumulation of these points allows a character to increase his level in his chosen class.

Warriors

Vanquishing Foes in Battle

Slaying, capturing or otherwise defeating a creature in battle brings a number of Glory points equal to the creature's Glory value.

Major NPC foes (i.e. NPCs with a character class and a level) are worth 50 Glory points per level, with an extra bonus of 5 points per Defense Class above 12 (due to Luck, equipment, mythic items etc).

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 Foes

Some supernatural Creatures have a Wisdom award. NPC magicians are worth 100 Wisdom points per level. Unlike Glory awards for defeating enemies (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

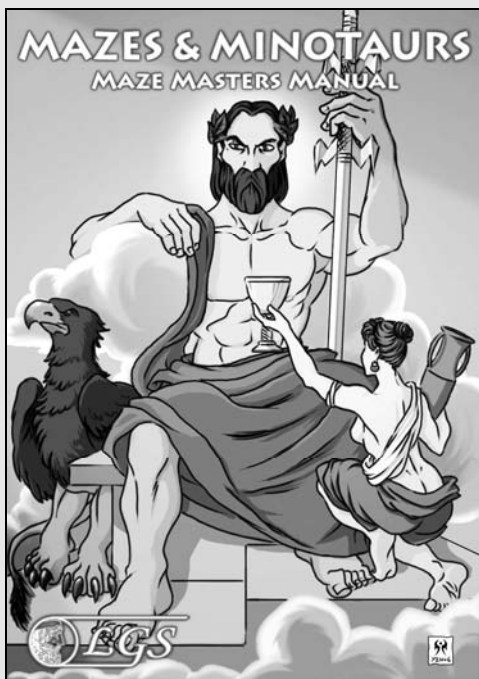
For those of you who actually care about such things, here are the main changes that were made between the original M&M rules and the Revised edition (as far as this chapter is concerned):

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.

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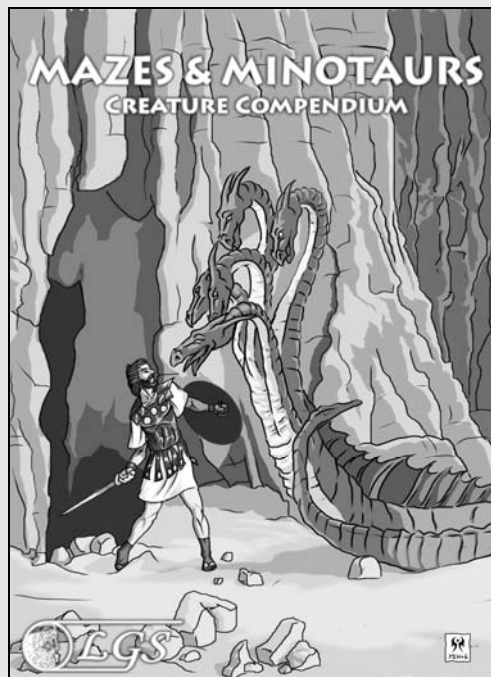
YEAR OF THE MINOTAUR



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1986 was the Year of the Tiger...

1987 will be the Year of the Minotaur!

