

MAZES & MINOTAURS

MAZE MASTERS GUIDE



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

LEGENDARY GAMES STUDIO

MAZES & MINOTAURS

THE ROLEPLAYING GAME OF HEROIC ADVENTURE IN THE MYTHIC AGE

BOOK TWO : MAZE MASTERS GUIDE



Credits

Original Concept : Paul Elliott

Original Game Design : Olivier Legrand

Extra Material : Paul Elliott, Erik Sieurin, Luigi Castellani, Guy Hoyle, John Marron, Reid "Reidzilla" San Filippo and Carl David Quaif.

Revised Edition Supervisor : Olivier Legrand.

2008 Proofreading : Matthew Rees

Cover Art : © Luigi Castellani (d'après Ingres)

Interior Art : Diverse Hands.

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

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

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

MAZES & MINOTAURS

Revised Second Edition

Book I : Players Manual

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

Book II : Maze Masters Guide

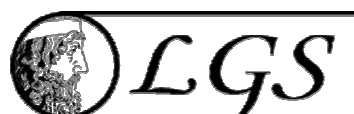
Includes chapters on mythic lore, creatures and game mastering, background on the world of Mythika and a catalogue of mythic items !

Book III : Creature Compendium

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

Coming Soon : M&M Companion

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



Legendary Games Studio

Second Edition Foreword

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

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

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

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

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

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

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

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

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

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

Let the Odyssey begin... again !

Olivier Legrand

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I : MYTHIC LORE



Gods & Goddesses

Who are the Gods ?

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

Each god has his own palace and is engaged in endless intrigues with the other Olympians for power and influence. Many times has this august assembly been at odds : in Greek mythology, the Trojan War is a perfect example of such struggles.

At one time each god sponsored his favourite heroes in glorious quests and bitter blood feuds on earth, but nowadays their influence is mainly achieved through their priests.

Religion and Worship

Each god has a host of temples scattered across the civilized world. These temples are only very loosely affiliated. In many cases each temple is dedicated to a different aspect of the god.

Worship usually takes place at an altar outside the front steps of a temple, but still within the sacred precinct. Sheep or goats are sacrificed and burnt as offerings to the god, then eaten as a sacred meal. Wine can also be offered as a libation.

Each cult also has its specific ceremonies, which may range from solemn celebrations to symbolic rituals or more orgiastic feasts.

Major Deities

Aphrodite

The amorous goddess of love, beauty and sex, married (in the myths) to Hephaestus.

She is fickle and passionate, and prone to initiating liaisons and romances. Young lovers pray to her, as well as courtesans and, oddly, seamen.

Symbol : A seashell

Typical Worshippers : Courtesans, nobles, sailors, some nymphs.

Apollo

A multi-talented god of sunlight, musicians, fortune-tellers and medicine. This bold and potent god is also the protector of herdsmen, but it is his association with the sun that is most strong.

Apollo's deadly and unerring skill with the bow is symbolic of rays of light but his typical symbol is the lyre, the musical instrument of the Lyrists.

Many famous seers and soothsayers also claim to have been given their powers by Apollo.

Symbol : The bow and the lyre.

Typical Worshippers : Lyrists, some nobles, some nymphs, poets, archers, shepherds, soothsayers, hunters, physicians.



Ares

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

Symbol : Blazing torch and the spear.

Typical Worshippers : Soldiers, commanders, warlike nobles, mercenaries.

Artemis

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

Symbol : A burning torch or a faithful hound.

Typical Worshippers : Hunters, women, dryads.

Athena

The virgin daughter of Zeus, Athena burst, fully armed and armored, from her father's head. After her birth she dispensed advice to Zeus.

Athena looks over artists, craftsmen, scholars and other agents or protectors of civilization, which includes doctors, actors, poets, students, soldiers, nobles etc. As a warrior-goddess, she fights for order, peace and righteous causes.

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

Typical Worshippers : Nobles, soldiers, craftsmen, scholars, defenders.

Demeter

This gentle goddess presides over agriculture, fertility and the earth. The cult of Demeter is often accompanied by wild orgies. Her temples, called *megara*, are usually found in or near the woods. Her daughter Persephone spends six months of the year with Hades, symbolising the changing seasons and the eternal cycle of life and death.

Symbol : The sheaf of corn.

Typical Worshippers : Farmers, country folk, earth elementalists, some nymphs.

Hephaestus

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

Symbol : Hammer and tongs.

Typical Worshippers : Smiths, armourers, bronzeworkers, fire elementalists.

Hera

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

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

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



Stately Hera, wife of Zeus



Hermes, god of travellers, merchants & thieves

Hermes

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

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

Typical Worshippers : Traders, thieves, travellers as well as some sorcerers.

Hestia

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

Symbol : Fire, Protection

Typical Worshippers : Housewives, magistrates, city officials, stewards.

Poseidon

Brother to Zeus, Poseidon is the god of the oceans and seas, as well as earthquakes and horses. A harsh and unrelenting god, the mighty Poseidon shows his anger with spectacular storms, floods and earthquakes. Sailors fear him.

Symbol : The trident (and the horse).

Typical Worshippers : Sailors, nereids, some nobles, water elementalists.



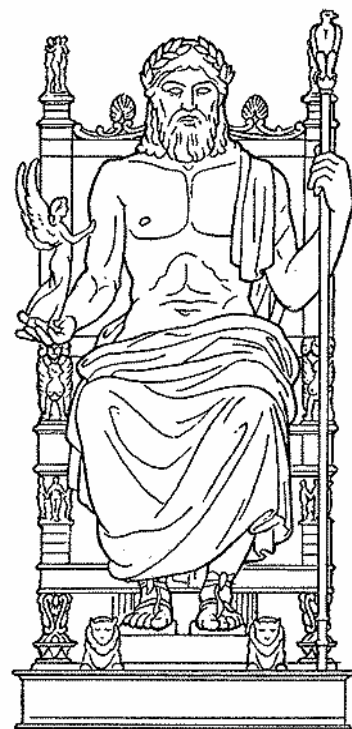
Zeus

Zeus is the supreme ruler of the Olympian gods – king of gods and god of kings. He is a powerful god of sovereignty, mastery, government and victory in warfare. He is also associated with storms, rain, tempests and with thunder and lightning.

Zeus watches over the affairs of the mortal world and is the supreme judge of divine quarrels. His realm is the Heavens : Earth belongs to his brother Poseidon and the Underworld is ruled by his other brother Hades.

Symbol : The eagle and the thunderbolt.

Typical Worshippers : Nobles, leaders, soldiers, some nymphs, air elementalists.



Never underestimate the power of divine decorum



Other Deities

Asclepius

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

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

Worshippers : Physicians.

Dionysus

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

Symbol : The *thyrsus*, a sacred pine-cone staff.

Worshippers : Actors, playwrights, entertainers, vintners, drunkards, mad poets.

Hades

The grim and dark god of the Underworld who rules with his wife Persephone. Hades is an incarnation of Death and has no temples and no organized cult.

Symbol : Cypress tree, narcissus

Worshippers : Witches

Minor Deities

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

The Greater Furies : Female demons serving the gods. Daughters of Gaea, these monstrous hags with canine faces and black wings hunt down offenders and drive them mad with terror. The three Furies are not vindictive, but impartial.

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

A World of Adventure

Mazes & Minotaurs adventures can be set in mythic Greece or in imaginary worlds with an ancient mediterranean flavor. The following section details such a setting : the world of Mythika.

Mythika is an imaginary world reminiscent of ancient mediterranean Europe. It is centered around a Middle Sea bordered by a civilized country called the Land of the Three Cities, itself reminiscent of mythic Greece. Mythika is a place of wonders and perils, heroes and monsters, quests and odysseys.

The following pages present a brief overview of the world of Mythika, divided into the following sections :

Geography (including a map of the world)

Languages (including nonhuman ones)

Cosmogony (how Mythika came to exist)

Mythic History (the three ages of the world)

Recent History (major events in the last century)

Maze Masters should note that various regions and locations of Mythika have been covered in some detail in the many adventure modules published by Legendary Games Studio for M&M over the years, as well as in the pages of *Griffin* magazine.

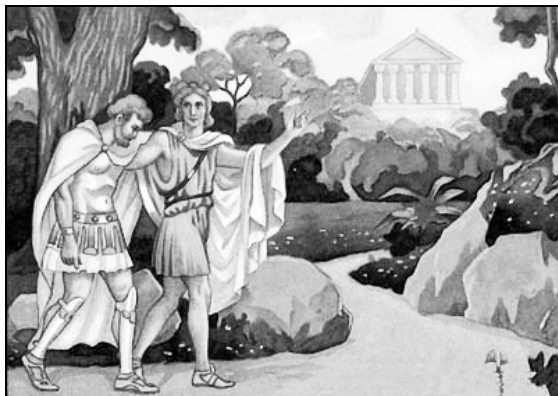
The Spirit of Mythika

Although it shares many similarities with (and was inspired by) the world of Greek mythology, Mythika is not ancient Greece – or even mythic Greece, for that matter. It is an imaginary world, which owes at least as much to adventure movies or modern fantasy novels as it owes to classic mythology or Homer's epic poems.

Erudite readers will probably find many major discrepancies between 'real' Greek mythology and the imaginary mythology of Mythika... but such discrepancies have been a full part of the M&M spirit since the birth of the game !

The main goal of this game is to offer fun and adventure to players, not to imprison them in a web of scholarly references. Simply put, Greek mythology is a source of inspiration for the game but is *not* its focus nor its theme.

In keeping with this spirit, Maze Masters should feel free to use their own knowledge of classic myths and ancient history as a source of inspiration, not as a source of restrictions. Maze Masters and players should simply forget about mythic orthodoxy or historical accuracy : despite its pseudo-Hellenistic trappings, Mythika is a fantasy world, with all the tropes of the genre. It is no more (or no less) connected to ancient Greece than R.E. Howard's Hyborian Age was connected to ancient Europe – and like Conan's world, Mythika exists only for two purposes : adventure and imagination.



Geography

The Land of the Three Cities

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

Each of these city-states is a major political power with its own culture, economy and armed forces. In the past, the strong rivalry of the Three Cities has caused several wars but they have been in peace for more than 100 years now, thanks to the efforts of the Thenan monarchs (see *History*).

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

The Middle Sea

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

The Wild North

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

To the west of Hyperborea lies the land of **Sybaris**, a former coastal colony of the lost empire of Atlantis, now an enclaved kingdom ruled by half-human Sorcerers, full of ancient wonders and perils.

To the east of Hyperborea, past the **Frozen Sea**, lies the half-legendary queendom of **Amazonia**, homeland of the famous undaunted warrior-women, with its surprisingly temperate climate.

The Unknown West

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

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

The Perilous East

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

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

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

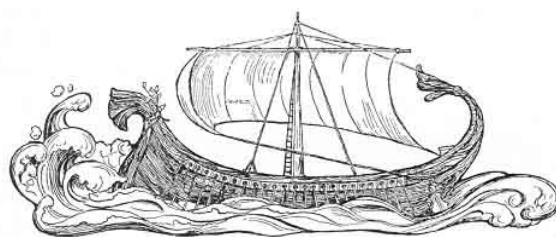
The Mysterious South

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

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

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

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





The World of Mythika

Map by Paul Elliott

Languages of Mythika

The following section lists all the major languages of Mythika, including the main nonhuman tongues.

Languages labelled (n) do not have a written form.

Languages labelled (w) have a written form and use the same alphabet as Minean, which means that characters who know how to speak one of these languages will also know how to read and write it if they already have Minean literacy.

Languages labelled (d) use a different alphabet : learning to read and write such languages counts as an extra language (in addition to its spoken form). Thus, learning to speak, read and write Atlantean or High Kemi will count as two languages.

Human Languages

Atlantean : The ancient language of Atlantis (d).

Borean : The language of Hyperborean barbarians and Amazons (n).

Charybdian : The language of the savage tribesmen of the Charybdis jungles (n).

High Khemi : The aristocratic language of the Desert Kingdom's nobility and priesthood (d).

Low Khemi : The native language of the Desert Kingdom's commoners (n).

Midian : The tongue of the Land of the South (w).

Minean : The common tongue of the Land of the Three Cities and the island of Seriphos, used by all the civilized nations surrounding the Middle Sea.

Tritonian : The language of the once mighty empire of Tritonis (d).

Umbrian : The native language of the ancient kingdom of Umbria. (w)

Stygian : The ancient language of the Stygian Empire... as well as the 'native tongue' of the Underworld (d).

Nonhuman Languages

Aerian : The native language of Icarians, Hawkmen and other aerial Folks (n).

Gaian : The native language of Nymphs, Centaurs and other Folks tied to life and nature (n).

Merian : The common tongue of Mermaids, Tritons and other speaking sea Folks (n).

Subterranean : The native language of Derros, Obsidians and other underground Folks (d).



An Elemental and a Priestess conversing in Minean

Characters & Languages

Starting Languages

For simplicity's sake, all player-characters (yes, even Barbarians and Centaurs) are assumed to be perfectly fluent in Minean.

All player-characters are also assumed to be literate with the exception of Barbarians, Amazons, Nymphs and Centaurs, who are illiterate but who speak a native language in addition to Minean : Borean (for Barbarians and Amazons) or Gaian (for Centaurs and Nymphs except Nereids, who speak Merian).

Nobles and all magicians automatically know two extra languages at character creation.

Learning New Languages

Characters who wish to learn new languages during play can become familiar with the basics of any one spoken language in 1D6+4 weeks of study or practice. This time is reduced by a character's Wits bonus (if any) or increased for characters with negative Wits mods.

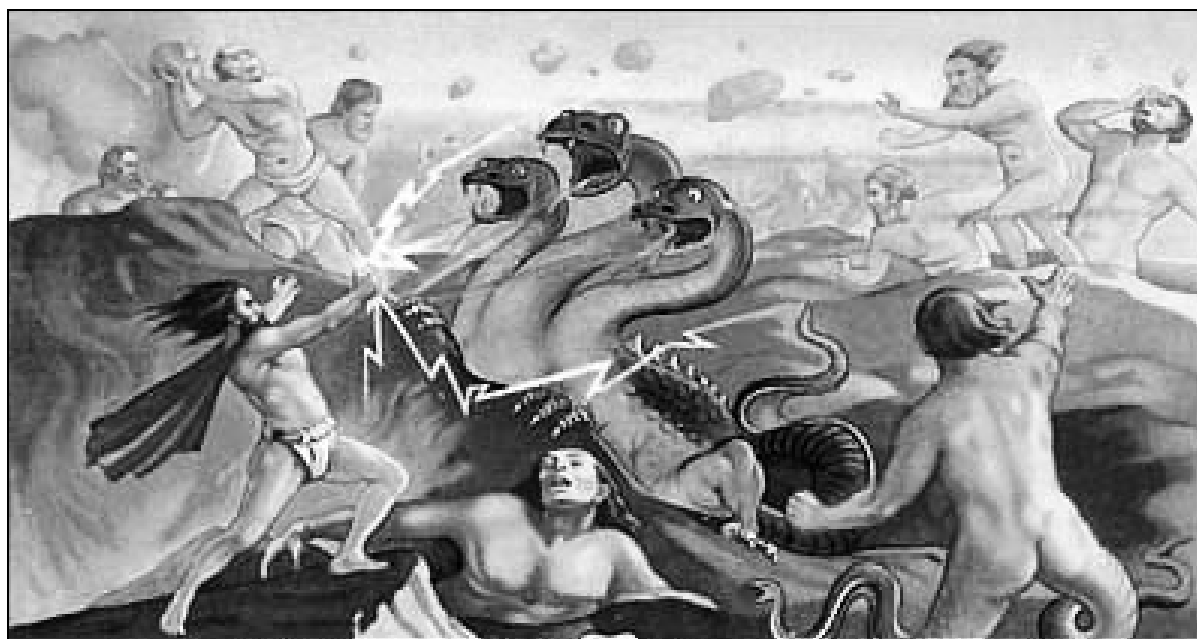
Becoming fluent takes 1D6+4 months, modified as above by the character's Wits modifier.

Learning to speak like a native with no trace of foreign accent actually takes 1D6+4 years, again modified by the character's Wits mod.

A new roll should be made for each new language and each new degree of fluency.

Reading & Writing

Learning to read and write a language takes 1D6+4 years, modified by the character's Wits mod as for learning a new language (see above), while having to learn a new alphabet takes an equivalent number of weeks.



Mighty Zeus, Cyclopes, Giants and various Monstrosities in a spectacular battle scene from the War of the Titans

Cosmogony

The Birth of the World

In the beginning there was only Chaos. Then came Gaia, the Earth, and Ouranos, the Sky. Their union produced twelve mighty children, the Titans, as well as some misshapen ones, marked with the taint of primal Chaos, among which were the first Cyclopes.

Those grotesque monsters offended Ouranos' sight, so he decided to drive them below the surface of the earth, into the deepest recesses of Gaia's womb. This caused Gaia's wrath and the irremediable sundering of the two entities : from this moment of anger, earth and sky were forever separated.

Gaia began to plot against Ouranos, trying to sow the seeds of rebellion among her children... but even the mightiest Titans were afraid of Ouranos. Only the youngest one, Kronos, decided to act against his father. Using a magical golden sickle given to him by Gaia, Kronos attacked Ouranos, castrating him and wounding him mortally. Ouranos' blood fell to the earth, where it spawned another generation of fantastic beings, including the first Giants, the first Nymphs and the Greater Furies.

The Reign of Kronos

After the death of Ouranos, Kronos became the supreme ruler of the universe upon which he imposed his Law – which is called Time.

Kronos then imprisoned the Cyclopes and other chaotic beings in the dark subterranean realm of Tartarus. He then married his own sister Rhea but ate his own children as soon as they were born, fearing that they would one day try to destroy him, just like he had overthrown and slain his own father.

Just before giving birth to her sixth child, Rhea went into hiding and entrusted her newborn baby to the Nymphs. She then returned to her husband-brother Kronos and tricked him into eating a magical stone simulacrum instead of her child...

This child was Zeus. Fostered by the Nymphs, he soon grew into a young, mighty and clever immortal. His mother Rhea visited him in secret and together they decided it was time to overthrow Kronos.

Together, they tricked the Devourer into drinking a specially prepared magical brew, which made him so sick he regurgitated the five children he had already eaten. Being of a divine nature, they had survived inside Kronos' gigantic belly. Those five gods were Poseidon, Hades, Demeter, Hera and Hestia. As soon as they were free, they decided to join their younger brother Zeus in his cosmic struggle against their father Kronos the Devourer...

The War of the Titans

Thus began the War of the Titans (also called the Titanomachy). With the help of the other Titans, Kronos set out to crush his rebellious children.

At first, the War seemed to turn clearly to the Titans' advantage... but Zeus had a plan. He journeyed to the caves of Tartarus where Kronos had imprisoned the Cyclopes and other Chaos spawn and freed them in exchange for their help in the War.

Assisted by his new allies and armed with the power of lightning, Zeus returned to battle and quickly vanquished the Titans. After his victory, Zeus exiled most of the defeated Titans in Tartarus or in the darkest recesses of the cosmic void.

Thus began the reign of Zeus, as well as the First Age of History, also known as the Age of Myth...



During the Age of Myth, the Olympian Gods often interacted directly with mortals

Mythic History

Since the defeat of the Titans at the hands of Zeus and his allies, the world of Mythika has known three great ages : the Age of Myth, the Age of Magic and the Age of Heroes, also known respectively as the First, Second and Third Ages.

The following section presents a general overview of the three Ages of Mythika and a more detailed presentation of the most important events (so far) of the Age of Heroes, Mythika's current era.

The Age of Myth

The First Age of the world was a time of great marvels and wonders. Also known as the Divine Age, it (probably) lasted several millennia and was dominated by the consolidation of the Olympian deities' position of supremacy.

The Age of Myth saw the birth of many second generation Olympians (like Apollo, Hermes, Athena and Artemis) and of other semi-divine entities, such as Poseidon's various monstrous offspring.

A few other immortals of a more obscure origin (such as Dionysus and the mysterious gods of Sleep and Dream) also became gods in their own right (and the sovereigns of their own realms).

It was during the Age of Myth that many famous events involving the quarrels and intrigues of the Olympians took place.

The ruling gods also had to deal with various attempts to challenge or even overthrow their divine authority, like the time when a group of rebellious Giants nearly managed to bring down Mount Olympus (before being reduced to gigantic ashes by Zeus' wrathful lightning bolts).

The most serious challenge to Olympian rulership came from Prometheus, an idealist immortal of Titanic lineage who had sided with Zeus during the War of the Titans...

For some obscure reason (which is still debated by philosophers and mystics), Prometheus stole the Secret of Magic from the gods and gave it to Man. This naturally caused the anger of Zeus and the other Gods, who promptly punished Prometheus for his foolish arrogance by chaining him atop a mountain cliff to have his ever-regenerating liver eaten by birds for eternity...

But even the mighty Olympians could not reverse Time and undo what Prometheus had done : the Secret of Magic was now accessible to mortals and the Age of Myth was over.

The Age of Magic

Before the transgression of Prometheus, the only humans who could wield magic were Priests (who draw their powers directly from the deity they serve) and a few other recipients of divine inspiration, such as Oracles and Lyrists. By revealing the Secret of Magic to mortals, Prometheus created the first Sorcerers and Elementalists – humans who could work magic by the force of their own will.

These first Sorcerers and Elementalists, who were at least as powerful as today's mightiest magicians, called themselves the Autarchs. They quickly became the supreme rulers of the mortal world, creating their own kingdoms which they ruled as half-immortal tyrants.

During three centuries, these Autarchs ruled most of the lands bordering the Middle Sea, subjugating other nations by the might of their armies and the power of their magic. The only human folks who remained unconquered by the Autarchs were the dauntless Amazons and the fearless Hyperborean Barbarians. Among the nonhuman races, Centaurs also fought fiercely against the Autarchs' hegemony.

So great was the arrogance of the Autarchs that they eventually decided it was time for them to conquer the greatest power of the universe : Olympus itself. In a moment of aberrant hubris, the Autarchs declared war on the Gods themselves.

This decision was the doom of the Autarchs. Having decided that the joke had lasted long enough, Zeus and the other Olympians destroyed the power of the Autarchs, casting down their mighty towers of sorcery by earthquakes, storms, floods and other manifestations of their divine fury.

What the Autarchs had taken three centuries to build, the Gods destroyed in only three days – three days which are now known as the Days of Wrath. The reign of the Autarchs was now over – and so was the Age of Magic.



Two heroic Nobles getting ready for the Age of Heroes

The Age of Heroes

The Olympians gathered and decided it was time to forge a new era : an age where mortals would be led and inspired by just rulers, wise priests, eloquent poets and valiant heroes, instead of enduring the despotic domination of arrogant wizards.

Those rare Sorcerers and Elementalists who had remained faithful to the Gods were spared from the divine wrath of Zeus and were even allowed to pass on their knowledge as long as they taught their disciples to pursue Wisdom instead of Power.

Lastly, the Gods decided to extend a portion of their divine favor to the four races who had refused to bow down before the Autarchs : Amazons, Hyperborean Barbarians, Nymphs and Centaurs.

Together with the forefathers of Minean civilization, these folks were allowed by the Gods to play a major part in the birth and consolidation of the Third Age of Mythika : the Age of Heroes.

Recent History

The suggested setting for most *Mazes & Minotaurs* campaigns set in the world of Mythika is the early years of the fourth century of the Age of Heroes, some 300-330 years after the Days of Wrath.

The fourth century of the Heroic Age is a time of great wonders and high adventure, as well as a time of conflict. No less than three major wars have been fought during the last century, one of them is still going on and a fourth one seems well on its way...

It is also a time of uncertainty, where the Land of the Three Cities and its civilization is threatened by new menaces and old enemies.

The Umbrian War

The first war fought during the last century was the Umbrian war, which occurred some 100 years ago and lasted 7 years.

It resulted from an attempt by the warlike kingdom of Umbria to conquer the Land of the Three Cities and the island of Seriphos.

Formerly divided and wary of each other, these four states eventually managed to unite their military forces as the Minean Coalition, thanks to the resolute political efforts of the Thenan nobility.

The armies of Umbria were finally defeated by the combined might of the Coalition during a series of epic land and sea battles.

In the wake of the victory against Umbria, the Thenan nobles tried to persuade the rulers of Heraklia, Argos and Seriphos to consolidate the military alliance of the Minean Coalition into a permanent political federation of allied city-states...

But the diplomatic efforts of the Thenan nobles were undermined by old commercial and cultural rivalries, which soon escalated into a full-fledged war between Argos and Heraklia...

The War of Two Cities

This war (usually called the Argosean War in Heraklia and the Heraklian War in Argos) was a bloody and exhausting conflict.

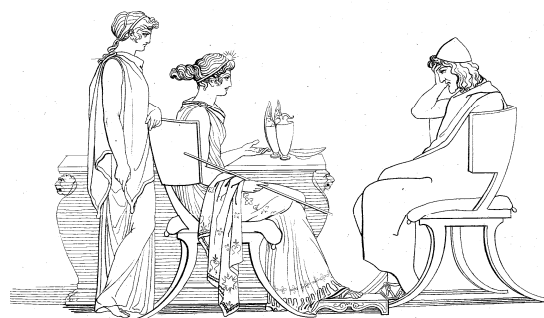
It started almost 20 years after the victory over Umbria, dragged on for more than 20 years and brought the two warring city-states of Argos and Heraklia to the verge of economic collapse.

It was eventually ended by the bold intervention of the Thenan armies.

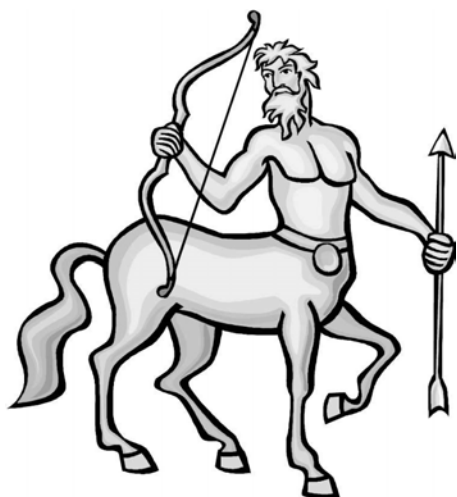
Once again acting as unifiers and peace-keepers, Thenan nobles managed to force their Argosean and Heraklian peers to agree on a peace treaty, which they have vigilantly enforced ever since.

For more than 60 years, the Thenan Peace has kept the Argosean-Heraklian rivalry strictly limited to the cultural and economic fields, for the greater good of everyone in the Land of the Three Cities.

But these six decades of peace have also enabled Heraklia and Argos to rebuild their armies and some war-mongering nobles from both sides seem to be chafing impatiently once again...



Three Thenan adventurers have gathered to discuss the latest news. ("Oh no ! Don't tell me those war-mongering morons from Argos and Heraklia are at it again !")



The Centaur archers from Sicania use very long arrows

Centaurs vs Amazons

Some 20 years ago, another very different war broke out in the vicinity of the Middle Sea : a war between the proud queendom of Amazonia and the impetuous Centaurs of Sicania, who apparently tried to push west into the territory of the Amazons.

The war is still going on, as more Centaur raiders from Sicania venture on the borders of Amazonia.

The wise Centaur sage Chiron has recently sent several of his former pupils to the Land of the Three Cities, in the hope of persuading the noble rulers of Thena to assist him in his peace-keeping efforts.

As if the situation wasn't bad enough already, an alliance of seafaring Barbarians from Hyperborea has started to attack Amazonia on its west, hoping to exploit the war against the Centaurs to invade, plunder and sack the sacred queendom.

Flanked on both sides by equally ferocious foes, the Queen of Amazonia has finally decided to send her own emissaries to the Land of the Three Cities, in the hope of enlisting the help of valiant adventurers (preferably female ones) against her enemies.

The Sybaris Situation

To the west, the fallen sea-empire of Atlantis seems to have awoken from centuries of decay and decadence and is apparently trying to re-establish control over its former colony of Sybaris.

As war is brewing between the princes of Sybaris and their former overlords, the rulers of the Land of the Three Cities and Seriphos are still unsure about what they should do : either intervene and help Sybaris to push back the Atlantean forces, running the risk of a full-fledged war with Atlantis (about which so little is known nowadays) or stand back and observe... running the risk of an Atlantean victory, with potentially disastrous consequences for all the nations of the Middle Sea.

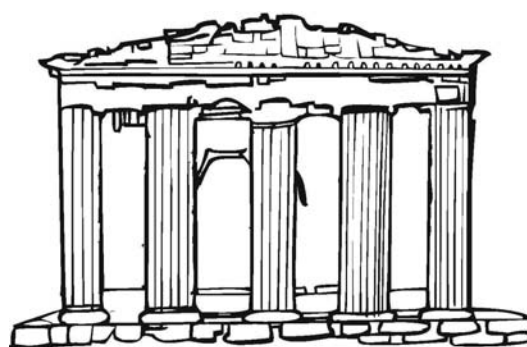
Tritonis Rising

Another growing menace for the civilized nations of the Middle Sea is the eastern isle of Tritonis.

Once the center of a mighty sea-empire, this kingdom had, like Atlantis to the west, lain dormant for the past four or five centuries...

But now the Sea Princes of Acharnia have started to rebuild a mighty fleet and are apparently trying to resume diplomatic contacts with the Land of the Sun and, according to some rumors, with the accursed Stygian Empire of the far south.

Could these events be the prelude to a great war between the East and the West ?



2007 Edition Notes & Comments

The World of Mythika

Ah, the glory that was Mythika...

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

Every adventure module published by LGS added an extra bit of depth, substance or atmosphere (or just a few new maps) to the 'official' M&M world... but the most important contribution came from *Griffin* magazine.

From 1975 to 1982, the monthly *Mythika Gazetteer* column detailed specific regions, kingdoms, islands or cities of the mythikal world. Most of these contributions came from individual gamers, who eventually transformed Mythika into the first *pen & paper wiki* RPG setting. Back then, all-important concepts like metaplots or official continuity were nonexistent.

Those were the days... Oops, looks like I've failed my saving roll against Nostalgia... again.

II : CREATURES



Creatures in Game Terms

Taxonomy

There are five broad categories of creatures : **Folks** (sentient and speaking races), **Beasts** (natural animals), **Monsters** (fabulous beasts, mythic beings etc), **Spirits** (ghosts, otherworldly entities etc) and **Animates** (artificially animated creatures).

Game Characteristics

The M&M rules use a simple system to define a creature's capabilities in game terms.

Creatures are rated in four general characteristics : **Size**, **Ferocity**, **Cunning** and **Mystique**.

As detailed below, these four basic characteristics are used to calculate the creature's Melee attack mod, EDC, Hits and other scores.

A creature's **Special Abilities** may also increase some of its scores, as detailed below.

Size

A creature's Size category may be **Tiny**, **Small**, **Medium** (man-sized), **Large** or **Gigantic**.

As shown on Table 6A next page, a creature's Size affects many of its key physical capabilities, including its Hits Total, the damage it inflicts in combat and its basic Movement rate.

Ferocity

This reflects the creature's natural aggressiveness, physical power or trained fighting ability :

Peaceful	0
Aggressive	+1
Dangerous	+2
Deadly	+3

Cunning

This represents the creature's innate shrewdness and survival instincts :

Average	0
Alert	+1
Clever	+2
Crafty	+3

Mystique

This reflects the creature's presence, aura or innate affinity with the forces of fate and magic :

Normal	0
Weird	+1
Eldritch	+2
Unearthly	+3

Table 6A : Creatures & Size

Size	Basic Hits	Hit Factor	Movement	Size Bonus	Damage
Tiny	1	1	30'	0	1pt
Small	2	2	45'	0	1d3
Medium	4	4	60'	0	1d6
Large	12	6	90'	+2	2d6
Gigantic	20	10	120'	+4	3d6

Basic Hits & Hit Factor : These are used to calculate the creature's Hits Total (see next page).

Size Bonus : This is used to calculate the creature's Melee attack modifier (see below).

Movement : The number of feet the creature may move during a battle round. As for characters, this is doubled if the creature is doing nothing else. It may be modified by various special abilities.

Damage : This is the creature's damage in melee combat, whether it uses natural or melee weapons.

Combat Scores

A creature's Size, Ferocity, Cunning and Mystique are used to calculate its basic combat scores, which may also be modified by certain Special Abilities.

Initiative = 10 + Ferocity + Cunning

Melee = (Ferocity x 2) + Size Bonus

Defense Class = 12 + Mystique

Hits Total = Basic Hits + (Ferocity x Hit Factor)

Thus, a creature with a Large size, a Dangerous level of Ferocity, an Alert Cunning and a Weird Mystique would have the following scores : Initiative 13, Melee +6, Defense Class 13 and Hits Total 24.

Saving Rolls

Creatures have three saving roll modifiers, which are calculated as follows :

Detection = Cunning x 2

Evasion = Cunning x 2

Mystic Fortitude = Mystique x 2

Evasion has the same uses as a character's Danger Evasion, except for Detection rolls which use a distinct modifier. Both rolls are based on (Cunning x 2) but may be modified by different special abilities.

Creatures do not have a Physical Vigor modifier because they do not need one : a creature can always continue to fight until it is reduced to zero Hits, at which point it is automatically killed.

Creatures & Combat

Size Matters

As shown on Table 6A, a creature's Size category determines many of its combat characteristics.

A creature's Size also determines the maximum **number of opponents** it may attack during a single round. Normally, a creature may only attack one opponent per battle round. This number is doubled for each category of Size in its favor.

Thus, in a single round, a Large creature may attack up to two Medium-sized opponents, while a Gigantic one will be able to attack up to four !

This also applies to characters (who are all Medium-sized) : thus, a character will be able to attack up to two Small or up to four Tiny beings per round.

As shown on Table 6A, a creature's Size category also determines its the **damage** it inflicts in combat, whether the creature uses **natural attacks** (such as claws, fangs etc) or **melee weapons** (since such weapons are matched to the size of their wielders).

Lastly, a creature's Size may affect its vulnerability to **missile fire**. The smaller a creature, the harder it is to hit with a javelin, arrow etc. Conversely, larger targets are easier to hit. In game terms, this takes the form of a modifier to Missile attack rolls.

If the target is bigger than the attacker, each Size category over the attacker's Size gives him a +2 attack bonus. This is reversed if the target is smaller than the attacker. Thus, a human archer will get a +4 attack bonus when firing at a Gigantic target but will suffer a -2 penalty when firing at a Small target.



A brave adventurer facing a fearsome creature

Creatures In Combat

Creatures cannot normally use the special maneuvers and tactics detailed in the Combat chapter of the *Players Manual* unless they have a special ability that allows them to do so (such as the *Charge into Battle* ability, described below).

Some creatures may be equipped with shields, breastplates and helmets, in which case they gain the same defensive bonuses as characters.

As noted earlier, all creatures may continue to fight until their Hits Total is reduced to zero... but some of them may find it safer to run away if their life is seriously threatened.

Folks will usually try to run away when they have lost more than half their original Hits, unless they are cornered, fanatical or desperate – or if they are fighting under the command of a charismatic leader or intimidating, superior creature.

Beasts will usually try to run away when they have lost more than half their original Hits, unless they are cornered, enraged, defending their lair or their young etc. Some animals (like Boars or Bears) will *always* fight to the death once they are wounded.

Monsters will always fight to the death.

Animates (who are usually Mindless beings) will always fight until they are dead or “out of order”.

Spirits usually behave like Folks, unless otherwise specified in their description.

Special Abilities

Aquatic

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

Breath Weapon

The creature can breathe fire or acid. This counts as one regular attack and does the same damage as the creature's other attacks. This takes effect during the missile phase, according to the creature's Initiative score and has a *maximum* range equal to 1/3 of the creature's basic Movement allowance.

This attack does *not* require an attack roll, making armor and shields pretty useless against it but a target may dodge with a successful Danger Evasion roll (target number 15), avoiding all damage.

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

Camouflage

This special ability allows the creature to « blend in » like a chameleon in its immediate surroundings. All creatures with this ability also have the *Stealthy* ability. When hiding in their natural terrain, creatures with this special ability add 4 to the target number of their opponent's detection rolls.

Charge Into Battle

The creature may use the *Charge into Battle* special maneuver (see the combat rules in the *Players Manual*) with an Initiative and Melee Attack bonus equal to +1 for Small creatures, +2 for Medium ones, +4 for Large ones and +6 for Gigantic ones.

Winged creatures may have a similar ability called *Dive into Battle*, giving the same bonuses.

Crushing Damage

This ability can only be used by creatures that can *Grapple* (see below). It may represent a bear-like hug or some other form of physical constriction.

Once the victim has been grappled by the creature, he will automatically take the creature's usual damage (ie 1d6 if Medium-sized, 2d6 if Large etc) at the end of each round during which he remains immobilized, unless he manages to break free, as per the usual wrestling rules. This ability cannot be used against creatures with a greater Size category.



Beware, I've got the Crushing Missiles special ability !

Crushing Missiles

Only Gigantic creatures may have this special ability. The creature may throw huge boulders, uprooted trees etc at its opponents. In game terms, this special attack form cannot be used with any other attack form during this round ; it requires no attack roll but may be avoided with a Danger Evasion roll against a target number of 15.

A Crushing Missile has a *maximum* range of 60 feet and does the same damage as the creature's melee attacks (3d6 Hits for Gigantic creatures).

Entangle

The creature has tentacles or other appendages it may use to entangle its victims. This ability may also reflect the power to create spider-like webs.

An entangle attack counts as one of the creature's normal attacks and is treated as a missile attack with a maximum range equal to 5' for Small creatures, 10' for Medium ones, 20' for Large ones and 30' for Gigantic ones.

This attack does not require an attack roll so armor and shield are useless against it – but the chosen target may avoid being entangled with a successful Danger Evasion roll against a target number of 15.

An entangled character cannot move but may continue to fight with an Attack and Initiative penalty of -4. This also applies to all subsequent Danger Evasion rolls the victim may have to make.

The victim may try to break free using the same rules as for wrestling, rolling against a Might of 12 for Small creatures, 16 for Medium-sized ones, 20 for Large ones and 24 for Gigantic ones.

Fearsome

The sight of the creature causes fear in the hearts of most NPCs and lesser creatures. Player characters and NPCs with levels are unaffected. This ability also adds +2 to Initiative and Defense Class.

Gallop

Only quadrupeds (and creatures with more than four legs) may have this special ability. When a creature with this special ability uses the *full movement* option, its movement is not doubled (as per the usual rules) but *quadrupled*.

Some Aquatic beings have a similar ability called *Cruise* which increases their underwater movement in the same proportion.

Grapple

The creature can make wrestling attacks. These attacks use the creature's standard Melee modifier and are resolved using the standard wrestling rules.

Grappling attacks always take place at the end of the melee phase, as per the usual wrestling rules.

Victims who try to break free must roll against an hypothetical Might score which depends on the Size of the creature : 16 for Medium-sized creatures, 20 for Large ones and 24 for Gigantic ones.

Creatures who have immobilized their opponent will have to forfeit their attack (or, in the case of bigger creatures, one of their attacks) in order to keep their victim immobilized.

Thus, a Large creature (which can normally attack two men-sized opponents per round) will still be able to make one attack per round while keeping a Grappled victim immobilized.

Creatures that also have the *Crushing Damage* special ability are able to inflict actual physical damage to their immobilized victims.



Wait a minute ! Is this a regular Grapple attack ?

Insubstantial

The creature is an ethereal being, with no physical body. It cannot be harmed by standard physical means but is vulnerable to magic.

Conversely, insubstantial beings cannot affect corporeal beings in a physical way and have to rely on supernatural attacks to harm their opponents.

Having no real body, these beings cannot have any special ability associated with physical resilience, such as Supernatural Vigor, Tough Skin, Natural Armor or Invulnerability. Insubstantial beings simply cease to exist when their Hits total drops to zero.

Invulnerability

This is an improved, supernatural form of *Natural Armor* (see below) which gives +8 to Defense Class.

Life Energy Drain

Creatures with this special ability may drain the life energy of their victims with their bite or touch. A creature with this special ability can only use it once per round, during the melee phase of the round, according to its Initiative score.

Bite attacks are resolved as normal melee attacks. Their damage is equal to the creature's usual damage plus 1d6 Hits for the Life Energy Drain.

Touch attacks occur at the creature's usual Initiative score. They require no attack roll and can be avoided with a Danger Evasion roll against a target number of 15. They cause 1d6 Hits of damage.

In all cases, the d6 damage from Life Energy is *added* to the creature's current Hits, allowing it to recover from the injuries it may just have suffered. This form of vampiric regeneration cannot take the creature's Hits total over its usual maximum.



- It's Life Energy Drain time !



So, hero, here is my riddle : what's big, with a pair of wings, a woman's head and a fondness for human flesh ?
Bonus clue : it also has the *Lightning Fast* special ability.

Lightning Fast

This special ability gives a +4 bonus to Initiative and Evasion and increases the creature's basic Movement allowance by one-third.

This Movement increase will also affect other movement-based abilities (such as *Gallop* or *Winged*) but will not change the maximum range of special abilities like *Breath Weapon* or *Entangle*.

Magic Resistance

This ability gives +4 to Mystic Fortitude.

Marksmanship

See *Missile Weapons* below.

Mindless

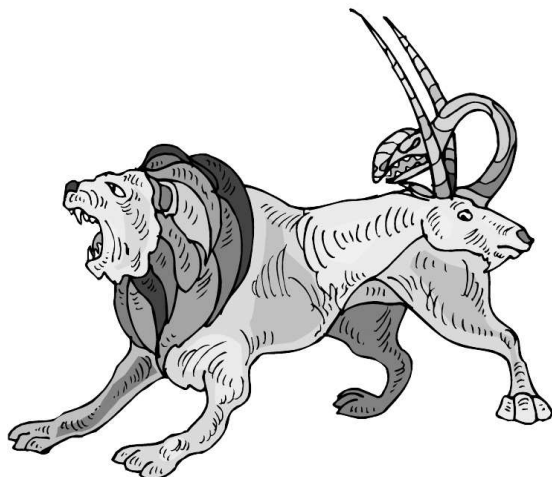
Creatures with this ability have no consciousness or soul of their own. This makes them immune to the effects of fear, pain and all mind or emotion-based magic, which includes all Sorcery and Poetic Magic powers, as well as some Nature's Gifts.

Whatever the circumstances, Mindless creatures always fight until reduced to 0 Hits. The Cunning of a Mindless creature cannot be higher than Alert.

Missile Weapons

Creatures with this ability are able to use missile weapons (javelins, bows, slings etc) with a Missile mod equal to the sum of its Ferocity and Cunning, with an extra +2 if it has the *Marksmanship* ability.

A creature's missile weapons are matched to the user's size : their damage is equal to the creature's normal weapon damage and their range is modified as follows : Tiny 1/6, Small 1/2, Large x1.5, Gigantic x3. For javelins, assume a basic range of 120 feet.



The classic three-headed Chimera

Multiple Heads

Each head beyond the first adds one opponent to the creature's maximum number of opponents it can attack during the same round.

Each extra head adds +1 to its Initiative and its Detection modifier.

Thus, a seven-headed gigantic hydra will be able to attack up to ten different man-sized opponents during the same battle round : four for its gigantic size and one more for each extra head. Such a heptaphalous creature would also get an Initiative and Detection bonus of +6.

Natural Armor

This upgraded version of *Tough Skin* (see below) gives +4 to Defense Class.

Petrification

The creature's gaze can turn its victims to stone.

To use this terrifying power, the creature must make eye-to-eye contact with its victim within a *maximum* range equal to 20 times its Mystique in feet.

This special attack counts as one of the creature's regular attacks but requires no die roll. It takes effect during the missile phase of the battle round, according to the creature's regular Initiative score.

The only way to avoid this gaze is to make a successful Danger Evasion roll (with a +2 bonus if using a shield). This Danger Evasion roll is made against a target number of 15.

If this roll is failed, the victim is still entitled to a Mystic Fortitude roll against a target number of 20 to avoid being turned to stone... permanently. Only Divine Intervention can restore these statues to life.

Poison

The creature has a vicious poisonous sting or pair of fangs coated with a venom that either kills the victim or causes paralysis (depending on the creature).

A creature with this special ability may only make one poison attack in a single battle round, instead of one of its regular melee attacks.

This poison attack is resolved like a regular melee attack and requires a successful Melee attack roll.

If the attack is successful, it does normal damage and the victim must immediately make a Physical Vigor saving roll against a target number of 15. If this roll fails, the victim is affected by the venom.

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

Psychic Powers

The creature has mental powers similar to Sorcery spells (see *Players Manual*). It can use the full repertoire of Sorcery powers with a Psychic Gift equal to the sum of its Cunning and its Mystique.

The being's Mystic Strength is equal to (12 + its Psychic Gift) and its Power points total is equal to 4 times its Psychic Gift bonus.

Thus, a Crafty (+3) and Eldritch (+2) creature with Psychic Powers will have a Psychic Gift bonus of 5, a Mystic Strength of 17 and 20 Power points.

Regeneration

At the end of each round, the creature automatically regains a number of Hits which varies according to its Size : Medium = 1, Large = 2, Gigantic = 3. This power cannot bring the creature's current Hits Total above its starting maximum and ceases to function when the creature's Hits are reduced to zero. Tiny and Small creatures cannot have this ability.



ARE YOU STARING AT ME ???



A Majestic Griffin

Sharp Senses

This ability gives +4 bonus to Detection rolls.

Sixth Sense

This ability gives +4 to Detection and +2 to Evasion.

Stealthy

Creatures with this ability excel at sneaking and hiding. Such actions *do not* require a die roll but be countered by detection rolls against a target number of $12 + (\text{Cunning} \times 2)$, modified by its Size (Tiny +4, Small +2, Large -2, Gigantic -4) and its other abilities (Insustantial +4, Uncanny Agility +2).

Supernatural Vigor

This ability increases the creature's Hits Total by a number equal to its Hit Factor. It also makes the creature completely immune to all natural poisons.

Tough Skin

This ability adds +2 to the creature's Defense Class.

Trample

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

After a successful Charge attack, the creature may Trample its victim. This does not count as an attack and requires no roll. The victim suffers an extra damage roll based on the creature's Size (1d6 if Medium, 2d6 if Large, 3d6 if Gigantic), unless he makes a Danger Evasion roll (target number 15).

A creature with this ability may also Trample those who stand in its way while it is using full movement.

Uncanny Agility

This special ability adds +1 to Melee and +2 to Initiative, Evasion and Defense Class. It cannot be possessed by Gigantic creatures.

Vocal Entrancement

This supernatural power allows the creature to charm its victims with its entrancing voice. It takes an entire battle round to use.

All living, conscious beings within 100' will be affected. Each victim must succeed at a Mystic Fortitude roll or be unable to take any action during the next battle round. The target number of this saving roll is equal to $12 + (\text{Mystique} \times 2)$.

If the creature wishes, it can also cause one entranced victim of its choice to advance in its direction during the movement phase of the battle round (at half his usual movement rate), even if this puts him in direct danger (falling in a chasm, into the sea etc) – but if it is the case, the chosen victim is allowed a last chance Mystic Fortitude saving roll.

The creature cannot directly attack an entranced victim without breaking the spell – except with Life Energy Drain or Psychic Powers.

Wallcrawling

The creature can walk or crawl on walls (or other vertical surfaces) at its normal Movement rate, without having to make climbing rolls.

Winged

The creature can fly. When using full movement, a flying creature's movement rate is *quadrupled*, it cannot be hit by Melee attacks and all Missile attacks against it are made with a penalty of -2. This ability also adds +2 to the creature's Evasion.



Yahoo, Silver ! Let's ride !

Building Creatures

The **Creature Compendium** (third book of the *Revised M&M* rules) will give you the characteristics of more than 100 creatures - but to illustrate how these rules work in practice, let us build two sample creatures from scratch : the Satyr from Greek myth and the dreadful Crawling Gorgon !

Sample Creature n°1 : Classic Satyr

Satyrs are the classic man-goat hybrid from myth.

Taxonomy : Satyr's are **Folks**.

Size : Even though their height tends to be slightly shorter than the human average, Satyr's are clearly **Medium**-sized beings.

Ferocity : Satyr's are Peaceful (if lusty) creatures.

Cunning : Satyr's are usually quite Clever (+2).

Mystique : Their hybrid morphology as well as their connection to the primeval forces of nature give Satyr's a Weird Mystique (+1).

Special Abilities : Satyr's are often noted for their Uncanny Agility and Supernatural Vigor. These creatures are also Lightning Fast (which raises their basic Movement allowance to 80'). They are also able to Grapple or use Missile Weapons such as javelins, slings or even bows.

These various characteristics and abilities give our horned, hooved friend the following scores :

Initiative : The Satyr's Ferocity (0), Cunning (+2), Lightning Fast speed (+4) and Uncanny Agility (+2) give him a final Initiative score of 18 – which makes him very quick on his feet.

Melee : His Peaceful Ferocity (0) and Uncanny Agility give the Satyr a Melee attack modifier of +1. Since neither their hooves nor their horns really qualify as natural weapons, Satyr's have to use melee weapons (usually spears) to fight.

Missile : Satyr's can use missile weapons, with a Missile mod equal to the sum of their Ferocity and Cunning modifiers (+2).

Defense Class : His Weird Mystique (+1) and Uncanny Agility (+2) give the Satyr a final Defense Class of 15. This could be increased by a shield or breastplate, but Satyr's do not normally wear such items (since it would encumber them too much).

Hits Total : Their Medium Size (4 Basic Hits, Hit Factor 4), Peaceful Ferocity (0) and Supernatural Vigor give Satyr's a final Hits Total of 8.

Detection / Evasion : His Clever Cunning gives the Satyr a basic Detection / Evasion of +4. His Evasion is increased by his Lightning Fast speed (+4) and Uncanny Agility (+2), for a final mod of +10.



Well, I couldn't make it as a character class in the Revised rules... but at least I get to be Sample Creature n°1.

Mystic Fortitude : His Weird Mystique gives the Satyr a Mystic Fortitude modifier of +2.

Sample Creature n°2 : Crawling Gorgon

Crawling Gorgons are similar to regular Gorgons, except that they have the lower body of a giant snake and often use bows against their enemies (in addition to their petrifying gaze) : you can see one of these creatures masquerading as Medusa in the movie *Clash of the Titans*.

Taxonomy : Crawling Gorgons are **Monsters**.

Size : Even though her serpentine half makes her quite large (or, more properly, quite long), her upper humanoid body clearly qualifies the Crawling Gorgon as a **Medium**-sized creature. This gives her a Hits Factor of 4, a damage roll of 1d6 and a Movement allowance of 60 feet.

Ferocity : The Crawling Gorgon is Deadly (+3).

Cunning : The Crawling Gorgon is Clever (+2).

Mystique : Her hybrid body, petrifying gaze and supernatural origins make the Crawling Gorgon more than Weird : Unearthly would probably be too much, so we rate her Mystique as Eldritch (+2).

Special Abilities : Fearsome, Grapple (with her snake-like tail), Invulnerability, Missile Weapons, Petrification (20' range), Poison (sting, death in 1d6 battle rounds), Sixth Sense, Stealthy and, of course, Supernatural Vigor.

Her various characteristics and special abilities give the Crawling Gorgon the following scores :

Initiative : The Crawling Gorgon's Ferocity (+3), Cunning (+2) and Fearsome looks (+2) give her a total Initiative score of 17.



A valiant warrior facing our Sample Creature n°2

Melee : Her Deadly Ferocity (+3) and Medium Size give the Crawling Gorgon a final Melee mod of +6.

Missile : The Crawling Gorgon may use bows or javelins, with a Missile mod equal to the sum of her Ferocity and Cunning modifiers (+5).

Defense Class : Her Eldritch Mystique gives the Crawling Gorgon a basic Defense Class of 14, which is raised by +2 for her Fearsome appearance and +8 for her Invulnerability, giving her a final, quite amazing Defense Class of 24.

Hits Total : The Crawling Gorgon's Ferocity (+3), Basic Hits of 4, Hit Factor of 4 and Supernatural Vigor give her a final Hits Total of 20.

Detection / Evasion : Her Clever Cunning gives her a basic Detection / Evasion mod of +4, which is increased to Detection +8 and Evasion +6 by her Sixth Sense ability.

Mystic Fortitude : Her Eldritch Mystique gives the Crawling Gorgon a Mystic Fortitude mod of +4.

Customizing Creatures

One of the major advantages of *M&M's* definition of creatures in game terms is the extreme flexibility and adaptability of the system, which allows a Maze Master to build weird variants or special versions of existing creatures in a matter of minutes.

This also makes it very easy to fine-tune the overall power level of a creature according to the strength of the party, as shown by the following examples.

Example 1 : Making Better Satyrs

A particularly devious Satyr could be given a Crafty Cunning, raising its Initiative to 19, Missile modifier to +3 and Danger Evasion to +10. Individual Satyrs could also be given additional abilities such as Marksmanship, Sharp Senses or Stealthy.

Example 2 : Adjusting the Crawling Gorgon

There are several ways to make this creature more dangerous. Raising her Cunning from Clever to Crafty, for instance, would bring her Initiative to 18, Missile mod to +6 and Evasion / Detection to +10.

Our Crawling Gorgon could also be given extra special abilities, such as Lightning Fast (+4 to Initiative and Evasion, Movement 80'), Magic Resistance (raising her Mystic Fortitude to +8), Marksmanship (raising her Missile mod to +7), Regeneration (which would be quite consistent with her ophidian nature) or even Uncanny Agility (+1 to Melee, +2 to Initiative, Defense Class and Evasion). If we really wanted to go over the top, we could also give her Psychic Powers...

If, on the other hand, our objective was to make the creature a bit less formidable, we could reduce her Cunning from Clever to Alert (lowering Initiative, Melee, Missile and Detection / Evasion) or even her Mystique from Eldritch to Weird (slightly lowering Defense Class and also reducing Mystic Fortitude).

On the special abilities front, we could downgrade her Invulnerability to Natural Armor or even Tough Skin or remove her ability to use Missile Weapons.

Example 3 : Making a Flying Gorgon

Let us now suppose that, for some mysterious reason, we want to devise a Flying Gorgon.

Such a strange creature could easily be defined in game terms using our Crawling Gorgon as its basic framework : simply remove Grapple (no ophidian lower body), add Winged and voilà – enter the Flying Gorgon !



Yes, we even managed to find an illustration for THAT



Mr Maze Master, how many Glory points is THIS worth ?

Vanquishing Creatures

Defeating creatures may bring Glory, Wisdom or Experience points (see *Character Advancement*). The Glory award for killing or defeating a creature is calculated with the following formula :

Glory Award = Menace Rating x Size Factor

A being's **Menace Rating** is calculated as follows :

MR = (Fer x 10) + (Cun x 5) + (Mys x 5) + A + E

Fer = Ferocity, Cun = Cunning, Mys = Mystique

A stands for **Special Abilities**. This is the sum of the specific Glory awards corresponding to the creature's **Special Abilities** (see Table 6B).

E stands for **Equipment** (if any) : each piece of protective equipment that adds +2 to EDC (shield, helmet or breastplate) also adds 5 to the creature's MR. Creatures that use two-handed weapons (+2 to Melee Attack) also add 10 to their MR.

If the creature is a **Monster**, double its final MR.

Size Factor : Tiny = 1/10, Small = 1/5, Medium = 1, Large = 2, Gigantic = 5. Round up all fractions.

Glory awards must be divided between the victors. A creature's Glory award also gives its Experience worth for Hunters (double for Beasts).

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

The Wisdom Award for a creature is simply equal to the sum of its Special Abilities awards (see Table 6B). This Wisdom award is *doubled* for Spirits.

Table 6B : Abilities & Awards

Special Ability	Glory	Wisdom
Aquatic	-	-
Breath Weapon	20	20
Camouflage	5	-
Charge Into Battle	5	-
Crushing Damage	10	-
Crushing Missiles	10	-
Entangle	10	-
Fearsome	10	10
Gallop	-	-
Grapple	5	-
Insubstantial	20	20
Invulnerability	20	10
Life Energy Drain	10	20
Lightning Fast	10	-
Magic Resistance	5	20
Marksmanship	5	-
Mindless	5	10
Missile Weapons	5	-
Multiple Heads	10*	10*
Natural Armor	10	-
Petrification	40	40
Poison	10	-
Psychic Powers	20	200
Regeneration	10	10
Sharp Senses	5	-
Sixth Sense	10	10
Stealthy	5	-
Supernatural Vigor	10	10
Tough Skin	5	-
Trample	5	-
Uncanny Agility	10	-
Vocal Entrancement	10	20
Wallcrawling	-	-
Winged	5	-

* per extra head (ie a three headed creature would be worth +20 Glory and Wisdom).

Non-Player Characters

In *M&M*, non-player characters (NPCs) are divided into two broad categories :

Major NPCs include the most important enemies and allies of player-characters. Such characters have a fully defined personality and the same game characteristics as player-characters, including a class, a level and individual attribute scores.

Minor NPCs include ordinary people, faceless guards, nameless thugs as well as most henchmen and followers. In game terms, such NPCs are treated as zero-level and are divided into two broad categories : *fighters* and *non-combatants*.

Non-combatants represent the majority of civilians, peasants and other common people. They cannot attack and only have 4 Hits.

Fighters represent the majority of soldiers, sailors, thugs and other fighting personnel. They can attack and have the following combat characteristics :

Initiative = 11

Melee mod = +2

Missile mod = +1

EDC = 12 + equipment bonus

Hits Total = 8

Fighters make all their saving rolls using an unmodified D20. Non-combatants always fail their saving rolls. These rules reflect Minor NPCs' lesser importance in the grand mosaic of Fate and makes them far more vulnerable to danger, magic and hardships than major characters.



Two Minor Non-Player Characters

Can you tell the Fighter from the Non-combatant ?

2007 Edition Notes & Comments

Revising Creatures

Despite what occasional malicious rumors implied, a lot of thought went into the revising of the rules on creatures. The two biggest (or, at least, most obvious) changes from the original *M&M* rules were the way a creature's Melee attack modifier and Hits Total were calculated.

In original *M&M*, the Melee attack mod was based on Ferocity as well as on Cunning; since Small and Tiny creatures tended to have higher Cunning than the bigger ones, these creatures also tended to have surprisingly high Melee attack bonuses, especially when compared to the biggest creatures. Somehow, this didn't seem quite right and the "killer mouse syndrome" became one of the favorite topics of discussion (especially between over-obsessive *Maze Masters* and ex-wargamers). The Revised rules solved the problem by taking Cunning out of the equation and adding a Size-based Melee bonus for Large and Gigantic creatures – without applying an equivalent penalty to Small and Tiny beings, who thus retained some of their fighting ferocity.

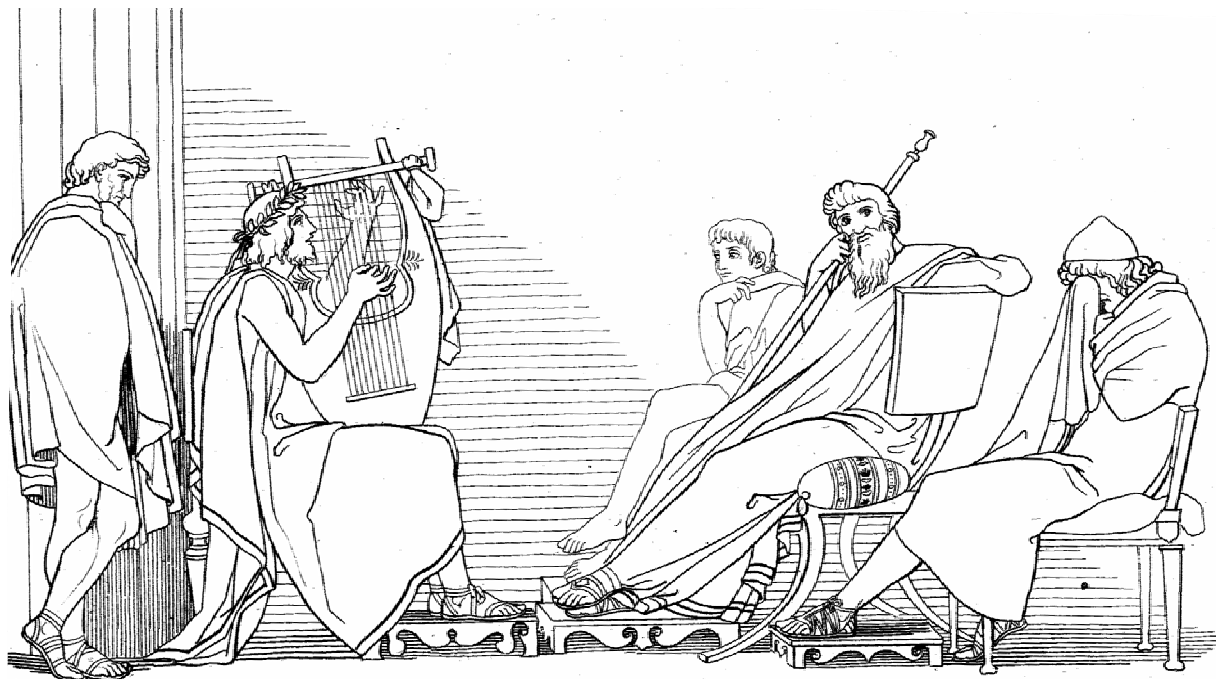
The change in Hits Total calculation was probably a more important issue, since it made quite a few creatures significantly tougher, especially Medium-sized nasties with Supernatural Vigor, such as Gorgons ("Oh no, not these Gorgons again !").

On the special abilities front, a few abilities were modified or streamlined (like Life Energy Drain or Psychic Powers), a few others were dumped and a few new ones were added (such as Vocal Entrancement, which quickly became a *Maze Masters* favorite). Lastly, the Lifeless / Mindless duo was finally clarified (which caused a sigh of relief - or was it regret ? - among rule lawyers everywhere).

These revised rules heralded the third book of the *Revised Mazes & Minotaurs* trilogy, the *Creature Compendium*, which compiled the revised stats of more than 100 creatures (taken from the original *M&M* rules, *Men & Monsters* and the unspeakable – in all senses of the word - *Hekatomteratos*). Heralded as "the biggest RPG bestiary ever published", the *Compendium* was saluted as "a graphic triumph" by some (slightly over-enthusiastic) gamers since each of the 100+ creatures it described had its own individual illustration – something that, even to this day, few RPG bestiaries have managed to achieve.

Anyway, the publication of the *Creature Compendium* did not prevent Griffin magazine and various RPG fanzines from publishing myriads of new creatures – or new variants of mythic creatures, in the grand *M&M*-esque tradition of Albinotaurs, Pyrotaurs (fire-breathing minotaurs) and Twinotaurs (bicephalous minotaurs) – and let's not forget the much dreaded, mind-warping Psychotaur...

III : GAME MASTERING



Entertaining his players is one of the Maze Master's primary responsibilities – so beware of overlengthy lyrical interludes

Creating Epic Adventures

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

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

Basic M&M adventures can be grouped into three broad types of scenarios, which are detailed below : Monster Hunts, Artefact Quests and Heroic Wars. Most M&M scenarios will also involve quite a lot of travel and adventurers will often explore or visit strange or unknown locations such as Mysterious Islands or even sections of the vast Underworld...

Gathering the Heroes

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

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

Follow A Leader : You are the loyal friends of a lord or king who has been exiled and now wanders across the world trying to find some way to regain his throne. As his closest allies, you carry out all kinds of dangerous quests and heroic challenges to aid him in this daunting task.

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

Monster Hunts

The Monster Hunt is a common story in Greek myth. The monster may be the Hydra, the Chimera, the Gorgon or any other suitably perilous creature : whatever it is, it needs to be slain. Sometimes the monster is just a large and more dangerous version of a normal animal (like the Caledonian Boar) and the hunt really is a proper hunt rather than a perilous raid on some underground lair.

There are many reasons to kill a monster. Perhaps the hellish creature is terrorizing a whole area or perhaps it is guarding some valuable treasure. The death of the beast itself might actually be the prize : perhaps some part of its body is in itself the treasure - think of the Hydra's poisonous blood, the Nemean Lion's hide or the Gorgon's head.



All in a day's work for a true mythic hero.

Monster hunts are usually short and simple tasks (as most of Heracles' were) since the location and the nature of the beast are often common knowledge. Monster hunts are best mixed in with other types of adventures.

Artefact Quests

The archetypal Greek adventure. Find the Golden Fleece, the Golden Apples of the Hesperides, the Pegasus, the One Eye of the Three Witches, the Girdle of the Amazon Queen. The steps to finding these artefacts can be many and varied. The quest will often involve travelling to distant parts of the world, to exotic locations, mysterious islands, lost mountains, and strange lands. There may be many stages to such epic quests : information to discover, guardian monsters to defeat, puzzles to solve, enemies to battle and traitors to uncover.

Often the heroes set out to recover the artefact but must sail or march to a person or oracle that can send them in the the right direction. Often this source of information demands that the heroes perform a task before it will help them on their way. They must travel to an island or distant land and recover *another* object or defeat some terrible creature before that information is freely given. Quests within quests. Adventures piled upon adventures. The idea began here in Greek myth.

What will the artefact be used for ? Is it symbolic ? Will it bring order to a ruined state ? Will it help a king recover his kingdom ? Is it a healing boon ? Will it give power over death ? Will it provide protection ? Or is it an aid in yet another quest - perhaps to kill some monster that requires such an exotic and powerful artefact (Perseus' mirrored shield, or Bellerophon's Pegasus).

Heroic Wars

Wars are common in the world of *Mazes & Minotaurs*, and the most famous war of them all, the Trojan War, happened in this era. Heroes can get embroiled in warlike adventures very easily.

They are the elite troops, the leaders, commanders and *commandoes* of any battle that they take part in. During the whole of Homer's Iliad, only one regular soldier is mentioned by name (Thersites) : all the important, meaningful action is carried out by heroes like the player characters.

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

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

Mysterious Islands

A staple of Greek voyages is the mysterious island. There are many known, inhabited islands - some of them large and important like Rhodes and Crete.

There are also hundreds of unknown islands, mysterious locations that may hold treasures, clues, monsters, allies or enemies. There may be secrets, plots, traps, witches and tyrannical kings.

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

This chapter contains a set of tables provided which will allow Maze Masters to create all sorts of perilous and mysterious islands with a few die rolls.

Underworld Journeys

In Greek myth, the Underworld is the realm of Hades and is inhabited by the shades of the living, by ghosts and spirits. It is a frightening Otherworld of palaces, fields, forests, magical rivers, strange monsters and other creatures. Many heroes made the perilous journey into the Underworld (Heracles, Odysseus, Theseus, Orpheus) and there were entrances to it scattered all across Greece (if you knew where to look).

In the context of a game like *Mazes & Minotaurs*, we can postulate the existence of many different Underworlds, beginning in caves and tunnels near the surface, connecting with others and (ultimately) with the Great Underworld of Hades, guarded by Cereberus and Charon, the ferryman of the dead.



- Excuse me, is this the entrance to the Underworld ?
(asked Clebos the clueless Lyrist).

The Underworld is a dreamland or otherworld distinctly apart from the mundane world of everyday existence. This Underworld environment should bear an omnipresent sense of strangeness, otherness and lurking, inexplicable, unease - even horror. Beyond the mundane details of monsters and traps and the subterranean environment itself, every Underworld should have a plethora of weird and creepy details to constantly remind the heroes that "we're not in Kansas anymore".

Weird abandoned temples and shrines, relics of the Golden Age of the Gods and lost civilizations, strange and inexplicable enigmas that will haunt and confuse the players and cause their expeditions to be motivated not just by a desire for power and treasure (tangible reward) but also by a desire for knowledge and understanding, to get to the bottom of the mystery (intangible reward).

Having said that Underworlds are strange and frightening otherworlds, the more internal logic and consistency your Underworld has the better. Set it up as a living environment with at least a touch of common sense to placement of monsters and traps etc. (i.e. don't put monsters that would obviously kill/eat each other in adjacent caverns, monsters in caves they couldn't possibly get into and out of ...).

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

In an Underworld adventure, as many of the encounters should be with 'wandering monsters' in tunnels and empty caverns as with 'set' encounters in their lairs. Fleeing from the sounds of 'slithering' or 'footsteps' from around the corner or the other side of the door should become a very common occurrence and should keep the heroes on their toes and the tension level high.

They'll be *expecting* death around every corner, whether it's actually there or not. Of course it goes without saying that you should also include 'seemingly empty' rooms that *do* contain hidden monsters, traps, and treasures, to keep your players from getting too lax and careless.

Random Generators

The following sections present several collections of tables and charts that allow Maze Masters to create mysterious islands, temples, city-states and even adventure plots with only a few dice rolls.

Mysterious Islands

This set of tables may be used by Maze Masters to generate perilous islands (complete with local monsters, special features etc) to use as adventure settings when creating a scenario but may also be used as an emergency tool during play to spice up an unexpected sea journey.

What is the Coast Like? (1d6)

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

Is it Inhabited? (1d6)

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

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

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



- Hey, you there in the ships ! Guess what type of Monstrous creatures inhabit this Mysterious Island ?

Interesting Places (3d6)

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

Creatures (1d6)

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

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

Then roll on the appropriate subtables.

Folks (1d20)

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

Monsters (1d10)

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

Monsters (A)

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

Monsters (C)

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

Monsters (E)

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

Spirits (1d10)

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

Animates (1d10)

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

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

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

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



Temples

This set of tables may be used to determine the nature, importance and peculiarities (if any) of any temple the characters might encounter during their travels and adventures.

Deity

First roll 1d6 to determine if the temple is dedicated to a god (1-3) or to a goddess (4-6), then use the tables given in the *Players Manual* (chapter II) to determine the identity of the deity.

Size

Roll 1d6 to determine the overall size of the temple :

- 1 = shrine
- 2-3 = small temple
- 4-5 = standard temple
- 6 = large temple.

This size affects all the other characteristics of a temple : its material riches, the number of resident Priests and the number of mythic items (if any).

Size	Total Loot	Priests	Items
Shrine	1d6	0	0
Small	1d6 x 5	1	1d3-1
Standard	1d6 x 10	1d3	1d3
Large	1d6 x 50	1d6	1d3+1

Total Loot : This represents the total value in gold coins that can be plundered by sacking the temple. This loot may take many forms, from actual money to statues, jewels, vases, ornaments etc.

Priests : Roll 1d6 to determine the level of each Priest. Each resident Priest will also have a number of zero-level acolytes equal to his level.

Mythic Items : Roll 1d6 to determine the general category of each mythic item:

- 1 = Magical Armament
- 2 = Potions & Consumables
- 3 = Rings & Amulets
- 4 = Staves & Wands
- 5 = Garments & Accessories
- 6 = Miscellaneous Items

Inside this general category, the Maze Master will have to select the item that seems the most appropriate to the deity. Note that Unique Artifacts can only be found in randomly generated temples as a special feature (see below).

Special Features

Roll 1d6 to see if the temple has any special feature : this will be the case on a roll of 6 for shrines, 5-6 for small temples, 4-6 for standard temples and 3-6 for large temples.

If the temple does have a special feature, roll the die again and consult the following table :

- 1 = Local Oracle
- 2 = Secret Chamber
- 3 = Guardian Statues
- 4 = Favored by Deity
- 5 = Unique Artifact
- 6 = Roll twice (ignore this result thereafter)

Local Oracle : The temple is inhabited by an Oracle who delivers predictions and auguries.

Secret Chamber : The temple has a secret underground chamber with a treasure hoard full of gold and jewels (roll as per Total Loot) and 1d6 extra mythic items.

Guardian Statues : The temple is guarded by a number of animated statues. Their number depends on the size of the temple : 1 for shrines, 2 for small temples, 3 for standard temples and 4 for large ones. The nature of the guardians is determined with a d6 roll : 1-3 = 1 Bronze Colossus, 4-5 = 1d3+3 Iron Warriors, 6 = 1 Titanic Statue.

Favored by Deity : Priests who perform religious rites and ceremonies in this temple regain 1 extra Power point per hour.

Unique Artifact : The temple holds a well-guarded Unique Artifact associated with its deity. The exact powers and properties of this item will be determined by the Maze Master (who can also choose to ignore this result and replace it with another of his choice).

Plundering Temples

Treasure and mythic items may be too much of a temptation to some covetous adventurers... but all player-characters should be reminded by their Maze Master of the consequences of stealing from a temple.

Sacking a temple is an act of desecration and will always attract the deity's anger in the form of a permanent loss of 1d6 Luck points

Stealing a mythic item from a temple also attracts a similar divine punishment.

City-States

Adventurers often visit cities and large towns during their travels. The following tables enable Maze Masters to define the main characteristics of these settlements with a few dice rolls, giving each city its own distinctive flavor and features.

In game terms, a city's profile is summarized by the following seven elements :

- 1) Size (how big is the place ?)
- 2) Renown (what is it famous for ?)
- 3) Regime (who rules it ?)
- 4) Peace (how peaceful - or warlike - is it ?)
- 5) Prosperity (how wealthy is it ?)
- 6) Happiness (how happy is the populace ?)
- 7) Justice (how just are the local laws ?)

1) City Size

D6	City Size
1-2	Small
3-4	Average
5-6	Large

2) Renown

Roll 1d20 once for a Small city, twice for an Average one, three times for a Large one.

D20	Famous Thing
1	A special temple.
2	A sacred place that is not a temple.
3	An oracle.
4	A sorcerer or other magician.
5	A famous noble.
6	A famous non-noble warrior.
7	A famous artisan, sage or philosopher.
8	A monument/public work of art.
9	Local games / arena.
10	A curse from the gods.
11	A blessing from the gods.
12	A prophecy of doom for the city.
13	A prophecy of a great future for the city.
14	A haunting.
15	A spirit guardian.
16	Plagued by robbers.
17	Plagued by monsters.
18	Plagued by non-violent thieves.
19	A local dish / wine/ specialty.
20	A non-human minority.

3) Regime

Roll 1d6 (-1 for Small Cities, +1 for Large ones) and consult the following table :

2 or less = Democracy

All free men of property meet at the agora to determine policy or pass judgement.

3-4 = Monarchy

A hereditary King rules the city.

5 or more = Oligarchy

A council of Noble houses rules the city.

Once the general political regime has been defined, roll 1d10. If the result is 10, the regime is modified by special conditions, determined by a new d10 roll :

1-2 = Matriarchy

The ruler(s) of the city are female, not male, due to ancient traditions or divine decree. Democracy: Only free *women* of property have any say in the rule of the state. Monarchy: The ruler is always a Queen. Oligarchy: The Noble houses are led by females.

3-4 = Magocracy

The ruler(s) are magicians of some kind, due to ancient traditions or their own power. Democracy: Only people with any kind of magical power have any say in the rule of the state. Monarchy: The king is a magician of some kind. Oligarchy: The heads of the ruling houses are all skilled in magic.



As you can see, one of our city's most notable wonders is its myriads of random tables – each with its unique entries.

5-6 = Theocracy

The city is ruled by its temples and priesthoods. Democracy: All temples rule the city together by a council of its priests and priestesses. Monarchy: A single divine king or queen, chosen by the divine patron of the city, rules. Oligarchy: A council of priests or priestesses serving the divine patron of the city rules it.

7-8 = Allegiance

The city is a colony or client of another, more powerful city.

9 = Barbarian Rule

Barbarians have somehow conquered or influenced the city. Democracy: A ruling caste of barbarian tribesmen who once came here rule, and no one else owns property. Monarchy: The royal family descends from a barbarian warlord. Oligarchy: The nobles of the state are descended from barbarians.

10 = Nonhuman Rule

A Nonhuman Folk has somehow conquered or influenced the city. As per Barbarian rule, but change the Barbarians for one group of Folk (chosen by the Maze Master).

4) Peace

Roll 1d6 (-1 for Small Cities, -1 for Matriarchies or Magocracies, +1 for Large Cities, +1 for Barbarian or Nonhuman Rule) and consult the following table :

1 or less = Very Peaceful

No war with their neighbours in living memory. All First Reaction rolls are made with a +4 bonus since peace is the way of life.

2 = Peaceful

No war with their neighbours for a generation.

3-4 = Average

No war right now but there was one recently.

5 = Warlike

At war with one of their neighbours.

6 or more = Very Warlike

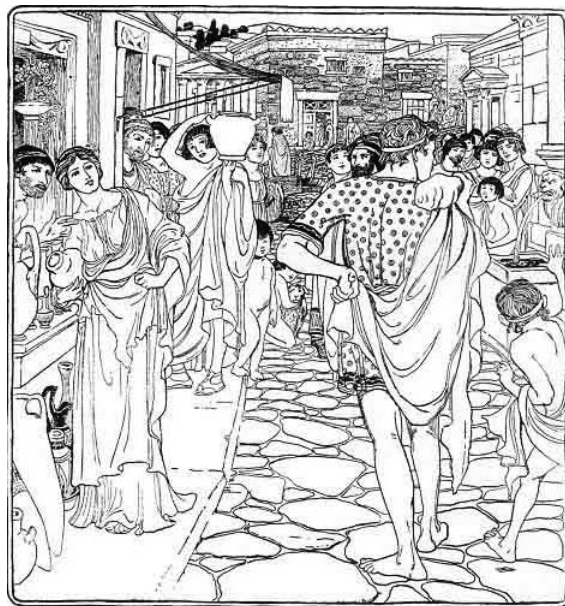
At war with all their neighbours. First Reaction rolls are at -4 since anyone can be a spy for the enemy, but the Reputation effect is doubled since the populace are impressed by adventurers' skills.

5) Prosperity

Roll 2d6 (-1 for Small Cities, -1 if Very Peaceful or Very Warlike, +1 for Large Cities, +1 if Peaceful or Warlike) and consult the following table :

2 or less = Very Poor

Roll twice on the Fiscal Misfortune Table. Double all prices. No luxury goods (like jewels, artwork or perfumes) will be bought or sold at all.



*Very Peaceful, Very Prosperous and Very Happy City...
Damn, I wish I could be as lucky with my own dice rolls.*

3-5 = Poor

Roll once on the Fiscal Misfortune Table.

6-8 = Normal

Roll once on the Fiscal Misfortune and once on the Fiscal Fortune Table. Contradictory results cancel each other out.

9-11 = Rich

Roll once on the Fiscal Fortune Table.

12 = Very Rich

Roll twice on the Fiscal Fortune Table.

Fiscal Misfortune (1d6)

1 = Bad Communications

All goods cost 10% extra, since import and export are so hard.

2 = No Mines

All goods made of metal or stone cost 20% extra, since the materials must be imported.

3 = Missing Artisans

One kind of craftsman or artisan is missing, and all goods made by them cost double. Roll 1d6 on the Craft table below to determine the missing craft and category of goods.

4 = Low Population

No mercenaries or servants can ever be hired.

5 = Meagre Vineyards

Wine costs three times as much.

6 = Barren Fields / Rare Cattle

Food costs twice as much.

Fiscal Fortune (1d6)

1 = Good Communications

All goods cost 5% less, since import and export are greatly facilitated.

2 = Rich Mines

All goods made of metal or stone costs 10% less.

3 = Master Artisans

One kind of artisan is especially skilled (or common) in the city, and all goods made by them cost 20% less than usual. Roll 1d6 on the Craft table below to determine the favored craft and category of goods.

4 = High Population

Mercenaries can be hired for 10% less than usual.

5 = Lush Vineyards

Wine costs 50% less than usual.

6 = Bountiful Fields / Abundant Cattle

Food costs 50% less than usual.

Craft Subtable (1d6)

1 = Weaponsmith (all weapons)

2 = Armorer (armor and shields)

3 = Wainwright (carts, wagons and chariots)

4 = Shipwright (ships)

5 = Horse trainer (all horses, draft, riding or battle)

6 = Blacksmith (all non-weapon metal goods)

6) Happiness

Roll 2d6 (-2 if Very Poor, -1 if Poor, +1 if Rich, +2 if Very Rich ; -2 if Very Warlike, -1 if Warlike, +1 if Peaceful, +2 if Very Peaceful) and consult the following table :

4 or less = Very Unhappy

The city is ruled by tyrant(s) or angry mobs. All First Reaction rolls are at -1, but it is easy to hire mercenaries (+1 to loyalty checks) since they desperately want out of here.

5-6 = Unhappy

There is unrest and conflict in the city.

7-8 = Indifferent

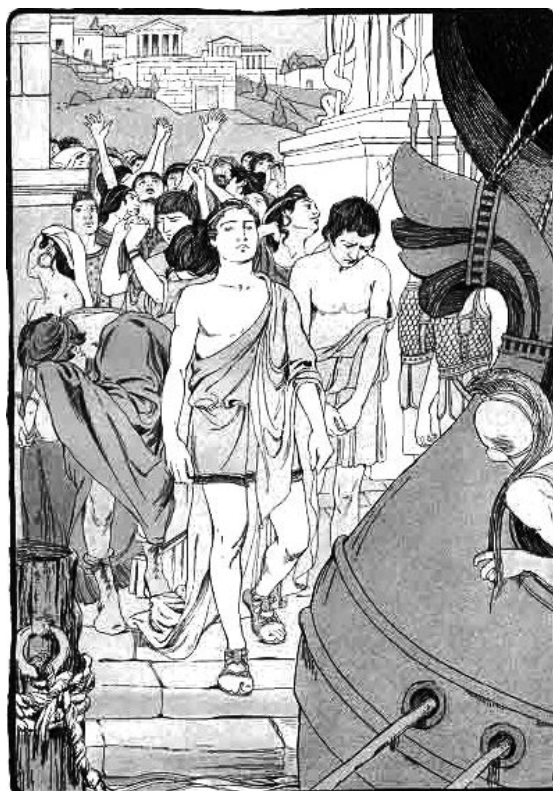
There is conflict among the rulers, but the populace are rather content.

9-10 = Happy

On the whole, the populace is content with its fate.

11 or more = Very Happy

The populace is very satisfied with its lot. All First Reaction rolls are at +1, but it will be more difficult to hire mercenaries (double rates) since they don't want to leave.



I say, Pyros, it's the LAST time we ever stop for a rest at a Very Unhappy city ! Let's sail away from this place – quick.

7) Justice

Roll 2d6 (-2 if Very Unhappy, -1 if Unhappy, +1 if Happy, +2 if Very Happy) and interpret the final result on the following table :

2 or less = No Justice

Courts and officials are actively corrupt. They will always accept a bribe.

3-4 = Weak Justice

Courts and officials are easily bribed or swayed. They will accept a bribe on a Neutral or better result.

5-9 = Indifferent Justice

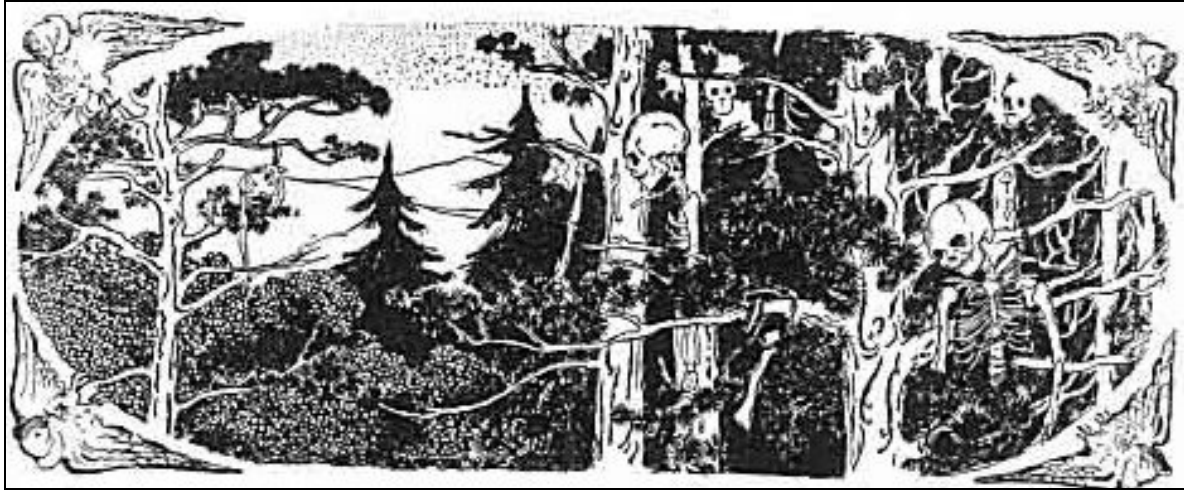
Some judges or officials may be corrupt, but most are reasonably honest. They will accept a bribe on a Trustful or better result.

10-11 = Strong Justice

Courts and officials are very hard to bribe, sway or threaten. They will accept a bribe on a Friendly or better result.

12 or more = Adamant Justice

Courts and officials are absolutely impossible to bribe, sway or threaten.



Welcome to the World-Famous Forest of Doom Adventure Location.

Adventure Plots

Having a game session tonight and desperately stuck for an idea ? No need to worry anymore ! With our easy-to-use Random Plot Generator, an adventure synopsis can be cooked up with only a few dice rolls, in a matter of minutes !

Basic Plot Format

All the adventure plots generated by these tables basically follow the same single-sentence structure :

The adventurers are asked by (A) to venture through (B) in order to (C) but (D).

A = Adventure Patron, B = Main Location, C = Main Goal, D = Complications. Simply fill in the blanks by rolling 1d6 on the appropriate tables.

Table A : Adventure Patron

- 1 = A god or goddess
- 2 = The local king or queen
- 3 = A noble person or a noble family
- 4 = The populace of a village, town or city
- 5 = A wise man or sage
- 6 = A nymph

If God/Goddess or Nymph is rolled, Maze Masters may use the deities and nymph tables given in the first chapter of the *Players Manual* to specify the identity of the Patron.

Table B : Main Location

- 1 = Deep caverns
- 2 = Ominous ruins
- 3 = A mysterious island
- 4 = A dangerous forest
- 5 = Perilous mountains
- 6 = A sinister swamp

Table C : Adventure Goal

1 = Recover a lost or stolen Mythic Item from the dangerous denizens of the Main Location.

2 = Defeat a Mythic Monster (preferably Large or Gigantic) or some other supernatural menace, such as a hostile spirit, a powerful sorcerer etc. This entity is a direct threat to the safety or interests of the Patron and must be destroyed or banished.

3 = Prevent a disaster (earthquake, flood, famine, war etc) from occurring, either as the intentional result of a villain's actions or as a form of divine punishment, in which case the goal of the adventurers' deeds is to appease the deity involved.

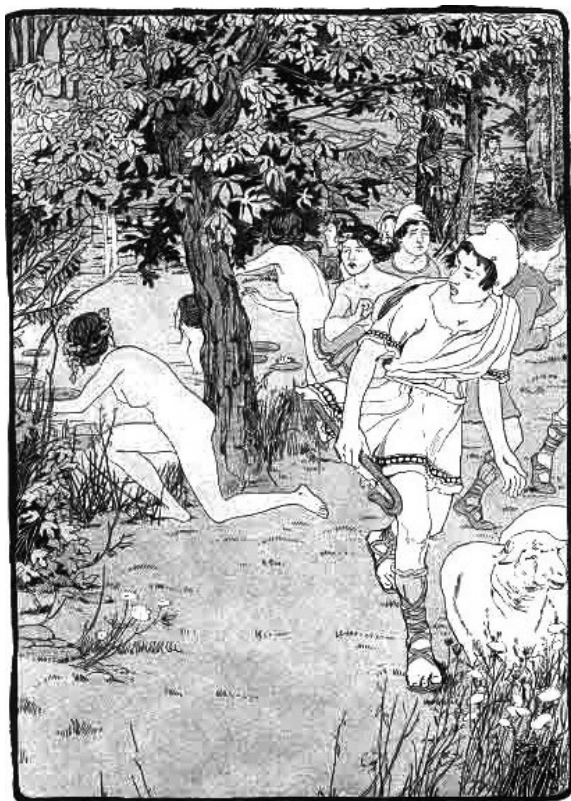
4 = Deliver something or escort someone into safety. In this case, the Main Location is not the final destination but a place that must automatically be passed through to arrive at the journey's end.

5 = Rescue important captive(s). These may be held for ransom, torture, religious sacrifice or other reasons. Their captors will usually belong to the Beastmen category of Folks, but there are of course other possibilities.

6 = Defeat a horde of hostile creatures which are a direct threat to the safety or interests of the Patron, be they Folks, lesser Monsters, minor Spirits, Animates or a mix of all this.



What ? You mean all this was actually randomized ?



Mmh, that's weird... I don't seem to recall the Adventure Plot Generator mentioned anything about naked Nymphs dancing around trees... wait – is this a Plot Complication ?

Table D : Complications

1 = Foul Play. The Patron was not entirely honest with the player-characters and has secret goals of his/her own. Depending on this patron's identity, this may mean anything from using the adventurers as pawns to manipulating or even betraying them.

2 = Two Parts. There are two different Main Locations for this Adventure (roll again on Table B)

3 = Far Away. The journey to the Main Location is very long and perilous, with many dangers and encounters en route.

4 = Combined / Conflicting Motives. There are actually two different Main Goals for this Adventure (roll again on Table C).

5 = Competition / Obstruction. The adventurers must either compete against a rival group of individuals (or single powerful being) who has the same goals (but wants to get all the Glory or Wisdom for himself) or cope with the unexpected interference of a third party that has nothing to do with the adventure in itself.

6 = More Complications ! This Adventure is actually very complicated : roll again twice on this table, ignoring subsequent rolls of 6.

Exempli Gratia

For the more skeptical among you, here is a short example on how these wonderful tables may be used to spark or aid a Maze Master's creativity.

The Maze Master makes four d6 rolls : 2, 4, 3 and 2. These rolls translate as : the adventurers are asked by the local king or queen to venture through a dangerous forest in order to prevent a disaster from occurring but the adventure will also take them to another location : we roll 2 (ominous ruins). How can this be transformed into a reasonably original, working Adventure Plot ?

Let's start with the two locations. The forest-ruins combination leads to a fairly obvious interpretation : the ruins are the proper destination of the adventure but the adventurers will have to cross the forest to get there. The conjunction of 'ruins' and 'disaster' strike a light in the Maze Master's mind : this disaster could be tied to some eldritch curse laid on an ancient city, which was destroyed a long time ago by a disaster similar to the one our heroes are now trying to prevent. The Maze Master decides to go for a plague.

So the same plague that wiped out the inhabitants of the ruined city on the other side of the forest would now threaten the kingdom where the adventurers are currently staying... but why ? And how could a journey to the ruins avert the new plague ?

First, let's concentrate on the why : curses are not random, gratuitous occurrences and always have some sort of justification. After a few minutes of brainstorming, the Maze Master comes up with the following story : the inhabitants of the original city were a very rich and refined people, so proud of their advanced culture that they eventually decided to abandon the worship of their Olympian patron deities (Apollo and Artemis) whom they now considered as 'grossly primitive abstractions'. This of course caused the two deities' divine wrath – who decided to go for a good old-fashioned plague because it not only wiped out the entire population but also made them extremely ugly during the last days of their lives – a fitting punishment for such vain and arrogant mortals.

This is a nice backstory, but how on Mythika could a journey to the ruins of this accursed city enable our fearless heroes to save another city from a similar plague ? The Maze Master ponders over this repetitive pattern and comes up with the following idea : the inhabitants of the city have begun to become as vain and arrogant as the long-dead plague victims... but this time, Apollo has decided to be merciful and to give them a single chance to appease his divine wrath : a chosen group of heroes will have to journey to the ruins of the ancient city (which are, of course, haunted by various malevolent spirits, including ghosts of plague victims etc) and bring back the crown of its last king (as a token of their quest) before seven days have passed.

Of course, this crown is ferociously guarded by an army of ghosts and other fell creatures have settled in the ruins. And to make things more challenging (and entertaining to watch), Artemis will plant various encounters and perils along their way through the forest (it is, after all, her own sacred domain). The adventure is now taking shape...

2007 Edition Notes & Comments

Random Tables

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

First published in the *Unveiled Addenda* supplement, the City-State and Adventure Plot generators proved very popular with Maze Masters – but also contributed to the infamous « Table Trend » of the 80s. Soon, every issue of Griffin magazine included at least one new table of some sort – Seasonal Weather Charts, Sleep Quality Table, Random Daily Events, Random Banquet Food Generator, Random This, Random That... The overdose point was probably reached with a Random Activity Between Adventures table in which your character could actually gain Glory points, find treasure, benefit from Divine Intervention or even DIE as a result of a single D100 roll.

Fanatics & Fallacies

Noticed the short paragraph on desecrating temples in the Random Temple Generator section ? Well, this is *probably* where the strange notion that RPGs had something to do with desecrating *churches* comes from – which is a bit ironic, considering the blatant paganism of the M&M world.

Remember the Big Anti-RPG Crusade of the 80s when pressure groups such as WAMM (Worried About Mazes & Minotaurs) or the so called Moral Majority tried to have RPGs banned in the USA ? Those were the same born-again bigots who heard subliminal satanic messages in heavy metal songs or thought that *The Beauty & the Beast* actually encouraged *lycanthropy* – not to mention 'invisible mind control mantras' hidden in solo gamebooks...

This wave of anti-RPG propaganda reached its climax with the hilarious *Maleficious Mazes* illustrated pamphlet, in which a Maze Mistress who looked like a S&M dominatrix initiated influenceable teen-agers into the « dark dianic mysteries » by playing M&M... while we all know that, in those days, most Maze Masters actually looked like overweight satyrs in Bermuda shorts. Panels of this memorable piece of bigotry & disinformation are reproduced here for our readers' enlightenment and enjoyment (not to mention the esthetic epiphany)...

MALEFICIOUS MAZES !



**I am your Maze Mistress
and you must obey me !**



Mike - No, not Pyros ! I'm going to die ! Don't cast me out of the game ! Somebody save me - or I'll kill myself out of frustration and spiritual helplessness !

Fran - Get out, Mike ! You're dead ! You don't exist any more for us, you pathetic whining loser ! Oh, and one last thing : it was *simulation* all along.



Marcie – Gee, Hank, you saved my soul...

Hank – See ? I told you Jesus had all the answers ! Now, let's go to the backyard and burn all those evil *Mazes & Minotaurs* books – and then we'll burn this Maze Mistress you told me about...

IV : MYTHIC ITEMS

Categories of Items

Over the course of their heroic careers, adventurers may acquire mythic items of varying degrees of power, either as loot or as divine boons. This chapter details many mythic items, presented in seven categories : Magical Armament, Potions and Consumables, Staves and Wands, Rings and Amulets, Garments and Accessories, Miscellaneous Items and Unique Artifacts.

Unless otherwise specified, mythic items have an effective Encumbrance of zero.

Magical Armament

Acheronian Arrows

These magical arrows can be used to wound insubstantial creatures.

Aegis

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

Arrows of Plague

Created by Apollo, usually only 1-3 will be found at a time. Anyone struck by a Plague Arrow who fails their Mystic Fortitude roll will sicken and lose 1d6 Hits per day until they die or they receive magical healing. Arrows of Plague disappear after use.

Arrows of the Sagittarius

These magical arrows, made by the legendary Centaur Chiron, grant a +1 bonus to the archer's Missile attack and damage rolls.

Boar Helmet

This barbaric helmet is shaped in the form of a boar's head. It has the same properties as a helmet of Ares (see below), except that the bonus used is the Might modifier. (Enc = 1)

Bow of Apollo

This magical bow can only be used by archers of great skill (ie characters with a positive Skill modifier). Every arrow shot from this bow adds the archer's Skill bonus to its damage roll. (Enc = 1)

Bow of Artemis

This bow can be used at no penalty while moving and has twice the normal range (600'). (Enc = 1)

Bow of Herakles

This bow can only be used by extremely strong individuals (ie characters with a Might of 13+).

Its user adds his Might bonus to his Missile attack and damage rolls. (Enc = 1)

Breastplate of Apollo

This ultra-light breastplate can only be used by extremely handsome male heroes (ie male warriors with a Grace of 13+).

Its wearer adds his Grace bonus to his EDC (in addition to the usual +2) as well as to his Mystic Fortitude and Danger Evasion rolls. (Enc = 1)

Breastplate of Ares

This breastplate provides twice the usual protection (+4 instead of +2 to Defense Class) for the same encumbrance value. It also grants a +2 bonus to Mystic Fortitude. (Enc = 3)

Cestus of Pugilism

Magical leather strips wrapped around each hand. Allows the wearer to inflict (1d3 + Might mod) Hits of regular damage using only his fists. Such attacks are delivered as regular pugilistic attacks, with all the usual restrictions (see the *Players Manual*).

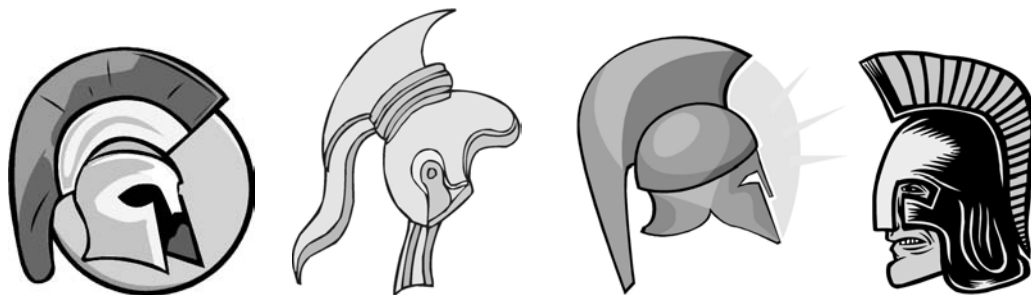
Dagger of Aphrodite

This magical dagger can only be used by persons attractive enough to gain Aphrodite's attention (ie characters with a positive Grace modifier).

It grants a damage bonus equal to the wielder's Grace bonus when used against beings of the opposite gender.



You need to be extra-careful with this Dagger of Aphrodite



Magical helmets have always been one of our most popular adventuring items – don't leave home without them !

Helmet of Ares

This magical helmet grants victory and protection in battle but can only be used by characters with a Skill of 13+. In game terms, its wearer adds his Skill bonus to his Melee rolls and to his EDC (on top of the regular +2 helmet bonus). (Enc = 1)

Helmet of Athena

This magical helmet grants wisdom and protection in battle but can only be used by characters with a Will of 13+. In game terms, its wearer adds his Will bonus to his Initiative score and to his EDC (on top of the regular +2 helmet bonus). (Enc = 1)

Helm of Hermaphrodite

A bronze helmet of Thracian design, it appears perfectly normal to every test...until worn. Named after the son of Hermes and Aphrodite, whose body was melded with that of a Nymph, creating a being of both sexes, the *Helm* is a cursed item; when placed on the head, it transforms a male wearer into a female of the same species, and vice versa.

Once used, the *Helm* loses all power, and cannot be used to reverse the effect. The curse can only be broken by Divine will, and will usually require a long and difficult quest to earn the Deity's help. (Enc = 1)



A bold Spearman exhibiting his magical armament (including a very stylish Helm of Hermaphrodite)

Javelin of Destiny

This javelin has twice the normal range, grants a +1 Missile and damage bonus and always comes back to the hand of the thrower if it misses. (Enc = 2)

Lightning Bolt

This is a true lightning bolt solidified by magic and usable as a javelin. It does 2d6 damage per strike and has full effects against insubstantial creatures.

Its range is half that of a normal javelin (in other words, Might x 5 feet). (Enc = 1)

Quiver of Artemis

The user of this magical quiver *never* runs out of arrows. Furthermore, all arrows taken from this quiver have a +1 bonus to damage. (Enc = 1)

Sling of Fortune

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

Spear of Athena

This spear may only be used by the most skillful fighters (ie warriors with a Skill of 13+). Its wielder adds his Skill bonus to his damage rolls. (Enc = 2)

Spear of Casting

This weapon looks like a normal spear with small wings at its neck. It can be thrown once per day out to three times the normal range of a javelin, with a +3 attack modifier. (Enc = 2)

Spear of Conquest

These spears were carried by ancient kings and princes and give a +1 Melee attack bonus – or +2 when used by Nobles. (Enc = 2)

Spear of Defense

This spear provides a +2 bonus to EDC and has an indestructible shaft. (Enc = 2)

Spear of Striking

This magic weapon grants +1 on Melee attack, as well as a +4 bonus for one attack, once per day (whether you hit or miss). (Enc = 2)

Spear of the Dragon

The heads of these spears are carved from the teeth of a great dragon slain many centuries ago by a legendary hero.

Dragon spears have a +3 to Melee attack but *cannot* be used against a dragon or hydra – ie the spear itself will not physically touch the hides of these creatures. Once per day the head of a Dragon Spear can erupt into flame for 6 rounds, causing an additional die of damage. (Enc = 2)

Spear of Vigilance

The tip of this spear glows in the dark, providing illumination in a radius of 20 feet. (Enc = 2)

Stargold

Back in the ancient days, this wondrous bluish metal (of meteoritic origin ?) was mined and used by the Derros and the Atlanteans, who have apparently lost the secret of its crafting.

Items forged in stargold as are indestructible as they are light. A stargold blade will never break or grow dull and gives a +1 bonus to damage.

A piece of armor gives +3 to EDC (instead of the usual +2) and reduces its usual encumbrance value by 1 (ie 2 for a breastplate and 0 for a helmet).

Sword of Ares

This sword may only be used by the most skillful fighters (ie warriors with a Skill of 13+). Its wielder adds his Skill bonus to his damage rolls. (Enc = 1)

Sword of Ruse

This sword can only be used by especially clever and astute warriors (ie with a Wits score of 13+).

It has a knack for finding the weakest spot in an opponent's defense, allowing its wielder to add his Wits bonus to his Melee attack rolls. (Enc = 1)

Sword of the Underworld

This magical sword can be used to wound insubstantial creatures. (Enc = 1)

Weapons of Hephaestus

These weapons are said to have been forged by Hephaestus and his Cyclops assistants.

They can only be wielded by the mightiest warriors (Might of 13+) and give a damage bonus equal to the character's Might modifier. (Enc = usual)



Sipping a rare vintage from Arcadia

Potions & Consumables

Aphrodite's Venom

A single dose of this rare magical poison can be coated on a blade, arrowhead or spearpoint. Male creatures (including men) wounded by this weapon will take 2 extra Hits of damage.

The poison loses its effectiveness in 1d6 hours or after three wounds (whichever comes first). The recipe of this poison is only known to the heiresses of the royal Amazon bloodline.

Apollo's Water

This crystal-clear water is one of the only known remedies to the effects of Lethe Water. A single dose will also immediately awaken a Lyryst who has drunk too much Mead of the Muses.

When found, Apollo's Water usually comes in a small phial or flask containing 1d6 doses.

Cocytus Water

Must be kept in a fireproof flask, which can be hurled or spilled, doing 1d6 Hits of damage to a single target for 1-3 consecutive rounds.

Cocytus Water is generally found in small phials containing 1d3 doses.

Dust of Hypnos

Each pinch of this sparkling dust can plunge a person (or creature) into a deep enchanted sleep from which nothing can awake him for the next 1d6 hours. To work, the dust must be dropped or blown into the victim's face. The victim may make a Danger Evasion roll to avoid the soporific effect. Failure means he falls immediately asleep.

This dust is generally found in the form of small bags containing 1d3+3 pinches. Mindless creatures are immune to its effects.

Golden Apples

These rare magical apples can only be found on special magical trees - which only grow on a few magical islands.

Each time a character takes a golden apple from its tree and eats one of these wonderful fruits, he receives one of the following gifts. The gift must be chosen by the character himself – but the same gift can only be received once in an entire lifetime.

Strength : Gain 1d3 points of Might.

Dexterity : Gain 1d3 points of Skill.

Cleverness : Gain 1d3 points of Wits.

Fortune : Gain 1d3 points of Luck.

Willpower : Gain 1d3 points of Will.

Comeliness : Gain 1d3 points of Grace.

All attribute gains are permanent and cannot bring an attribute over 18.

These fruits lose their magical power once they fall from their tree. When such trees are met, there will be 1d6 trees, each holding 1d6 edible apples.

Hydra Head Potion

When the user imbibes this rare and costly potion, extra heads sprout from his shoulders. One extra head is grown per dose consumed, which lasts for one hour.

Each head beyond the first adds one opponent to the creature's maximum number of opponents per round. Each extra head also gives +1 to the character's Initiative score and detection mod, making him more difficult to surprise.

A pair of human shoulders cannot support more than 3 heads. Each dose taken beyond this limit will simply inflict 1d6 Hits of damage to the drinker.

Also note that each extra head gives a -4 penalty to Personal Charisma (and makes it impossible to pass incognito).

When found, Hydra Head Potion usually comes in a small bottle containing 1d6 doses.

Hyperborean Beer

Each cup of this thick, golden-brown beer restores 1 Hit to the drinker, up to his starting Hits total.

Each time a character drinks a cup of hyperborean beer, roll 1d6. If the result is 6, he suffers heavy intoxication and immediately loses 1d6 Hits – and will be unable to drink more Hyperborean beer for a number of days equal to the number of Hits lost.

Barbarians are immune to this unfortunate side-effect and can swallow unlimited quantities of this liquid (of which they are usually quite fond).

This beer is generally found in barrels that contain the equivalent of 24 cups.



Hydra Head Potion in Action !

Lethe Water

Drinking a single dose of this magical water will cause the immediate loss of one class level (and all related bonuses and benefits) unless a Mystic Fortitude roll is made.

Level 1 characters cannot be reduced below their current level but will suffer complete amnesia, forgetting all details about their personal lives (friends, family, their own names).

Lethe Water is generally found in small phials containing 1d3 doses.

Mead of Poseidon

Each dose of this greenish brew gives the ability to breathe and speak under water for the next hour.

Multiple doses will increase duration accordingly.

This drink is generally found in the form of small amphoras that contain the equivalent of 6 doses.

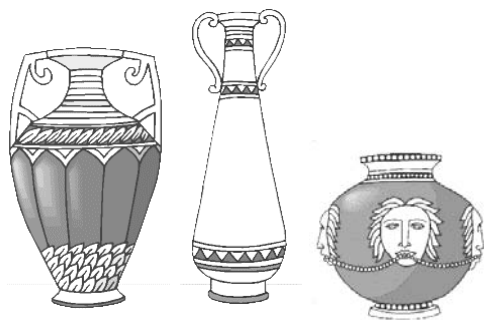
Mead of the Muses

This magical, beer-like, honey-tasting brew can help a tired Lyrist to refresh his poetic inspiration – but it is also extremely intoxicating.

Each cup of the mead restores 2d6 Power points to the Lyrist, without exceeding his regular total – but if the rolled points do take the character's Power above its maximum, he will immediately collapse and fall into a deeply enchanted sleep for a number of hours equal to the number of points in excess.

Moreover, each hour of this enchanted, Mead-induced sleep will cause the loss of 1d6 Power points, as the Muses take back what they have given to the hapless poet...

When found, the Mead of the Muses usually comes in a small phial or flask containing the equivalent of 1d6 cups. If drunk by a character other than a Lyrist, the Mead will have the standard effects of alcohol.



Deluxe containers for magical potions

Medea's Ointment

Each application of this body lotion grants a +2 bonus to a character's EDC and makes him totally immune to fire damage (natural or magical).

Applying the ointment requires approximately one minute and the effects of the ointment last for a number of hours equal to 4 plus or minus the character's Luck modifier.

This wonderful ointment is generally found in the form of small flasks that contain the equivalent of 6 full applications.

Oil of Aphrodite

The effects of this sweet and perfumed body lotion are left to the Maze Master's discretion and will have to be adjusted according to the age of the players around the table : suffice it to say that the oil is an extremely potent ointment.

This oil is generally found in the form of small flasks that contain the equivalent of 6 full applications.

Olive Tree of Athena

This tree produces a crop of olives once a month as long as appropriate sacrifices to Athena are made. Note that cuttings from this tree produce robust but normal olive trees.

Potion of Celerity

Each dose of this potion adds 50% (60' for humans) to a character's basic Movement allowance for the next 4 hours.

While under the influence of the potion, characters also gain +2 to Initiative and Danger Evasion.

Multiple doses *do not* have cumulative effects.

This potion is generally found in the form of small phials that contain the equivalent of 3 doses.

Potion of Healing

Each dose of this potion immediately restores 1d6 Hits to the drinker (up to his original Hits total).

This potion is generally found in the form of small phials that contain the equivalent of 3 doses.

Potion of Remembrance

This potion is one of the only known cures for the amnesia induced by Lethe Water (see above).

When found, potion of remembrance usually comes in a small phial or flask containing 1d6 doses.

Potion of Strength

Each dose of this potion adds +1 to a character's Might modifier (which affects his Melee modifier and Hits total, as well as his chances to accomplish spectacular feats of strength) for the next hour. Multiple doses can be taken for increased effect.

This potion is generally found in the form of small phials that contain the equivalent of 3 doses.

Styx Water

One dose of this liquid sprinkled on any malignant Spirit (shadow, ghost etc) will immediately banish it to the Underworld unless the creature makes a Mystic Fortitude roll. Sprinkling a Spirit counts as a melee attack but requires no attack roll. Styx Water is usually found in small phials of 1d3 doses.

Wine of Dionysus

A very heady, thick and almost black wine said to be made from the god's own personal vineyard.

Mortals who drink this wine immediately succumb to the "madness of Dionysus". These effects last for one hour for each cup taken.

The exact effects of the madness of Dionysus are left to the Maze Master's discretion and will have to be adjusted according to the age of the players around the table.

Nymphs are immune to this effect : for them, each full cup of this wine restores 1d6 Power points (up to the Nymph's original total).

The Wine of Dionysus is usually found in the form of wineskins or amphoras that contain the equivalent of six full cups.



Wine of Dionysus, anyone ?



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

Staves & Wands

Beta Ray Wand

This wand can shoot beams of green energy that causes damage to all creatures but is especially harmful to Animates.

It has a range of 20 feet, requires a Missile attack roll to hit and does 1d6 Hits of damage (or 2d6 if the target is an Animate). Each wand contains enough energy for 1d10 shots. (Enc = 1)

Caduceus

This mythic item of wondrous healing powers appears as a small staff or rod decorated with two coiled serpents.

When used by a Priest or Priestess of any deity, it doubles the number of Hits restored by their Divine Vitality power. (Enc = 1)

Rod of Lightning

This magical rod throws lightning bolts. Each bolt does 2d6 damage and has full effects against insubstantial creatures. These attacks have a range of 10 feet and require a Missile attack roll.

Each individual rod will contain enough lightning energy for 1d20 bolts. (Enc = 1)

Staff of Command

A Sorcerer holding this magical staff will only have to spend half the normal Power points when using his Compelling and Enslavement powers. (Enc = 2)

Staff of Earth

This item can only be used by an Elementalist skilled in the power of Earth.

When the magician uses any Earth power while holding this staff, its Power cost is reduced by half (ie equal to the Magnitude of the power). (Enc = 2)

Staff of Light

This staff can be used to emit a zone of bright light (equivalent to daylight), with a radius of 10 feet.

This light can be switched on and off at will by the holder of the staff. (Enc = 2)

Staff of Power

This magical staff can be used by Sorcerers to store extra Power points.

Unlike the Sorcerer, the staff does not recover its Power points once they are spent and will have to be "refilled". Each individual Staff of Power may store up to 1d6+6 Power points. (Enc = 2)

Staff of the Serpent

This cursed staff looks like a potent magical artifact but turns into a deadly venomous snake as soon as it is firmly held by a hand. The character holding the staff will have to make a Danger Evasion roll to avoid being bitten on the wrist by the snake. If the roll fails, he will die within 1d6 rounds. (Enc = 2)

Staff of Water

This item has the same effects as a Staff of Earth but its properties apply to Water Elemental magic.

Wand of Air

This item can only be used by an Elementalist skilled in the power of Air. When the character uses his Swirling Winds power (Magnitude 1), the wand doubles its duration as well as the maximum number of individuals it can affect. (Enc = 1)

Wand of Fire

This item can only be used by an Elementalist skilled in the power of Fire. When the character uses his Dart of Fire power (Magnitude 1), the wand simultaneously shoots a second Dart at the target of his choice (at no additional Power cost). (Enc = 1)

Rings & Amulets

Amulet of Aphrodite

This amulet gives a +4 bonus to Personal Charisma with persons of the opposite sex.

Amulet of Artemis

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

Amulet of Dreams

This magical amulet brings very pleasant dreams to its wearer. Sorcerers who wear it recover Power points twice as fast (ie 1d6 per hour of sleep).

Amulet of Health

This amulet *doubles* its wearer's healing rate.

Amulet of Protection

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

Amulet of the Merfolk

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

Amulet of the Nereids

The bearer of this fine marine ivory amulet can communicate with all undersea Folks and Monsters. Note that these creatures may not have anything interesting to say.

Armlet of Janus

A copper armlet, worn on the bicep; it is engraved with a two-faced head. The eyes of the faces – two in total - are inset with precious gems (an emerald on the left, a sapphire on the right).

This truly marvellous *Armlet* reflects Janus' status as the god of doorways. The wearer can, by touching the emerald eye and speaking a word of command, vanish from his present location and instantly reappear up to 60' away.

The destination must either be within plain view *or* in a place the wearer has been before (within range). By touching the sapphire eye and speaking the command word again, the wearer is returned to the exact spot he originally left from – but *only* if he is standing at the spot where he first materialized, otherwise the power fails to operate.

The *Armlet's* power operates only once per day in each direction, and the emerald's power cannot be used again unless the sapphire's power has been employed (or at least attempted). If either or both of the enchanted gems is removed, the *Armlet* will not function until they are restored to it.

Armlet of the Dioscuri

A copper armlet, worn on the bicep; it is engraved with a two-faced head, and is often mistaken for an *Armlet of Janus* (q.v.). The eyes of the faces – two in total - are inset with black pearls.

The *Armlet* reflects the dual nature of the Dioscuri, Kastor and Polydeuces – the former was mortal; the latter, immortal.

Once per day, the wearer may call on the *Armlet* to briefly emulate the power of Polydeuces; the next time the player has to make a Danger Evasion roll, it will automatically succeed.

Each time the *Armlet* is used, there is a 5% chance (cumulative) that one of the pearls crumbles into dust. The pearls cannot be replaced. Once both are destroyed, the *Armlet* becomes forever powerless.

Ring of Good Fortune

The wearer of this ring receives a +1 bonus to his Luck modifier, which will affect his EDC, Missile Attack, Danger Evasion, Mystic Fortitude and all other Luck-based scores. Cursed versions (called *Rings of Bad Luck*) exist, with the opposite effects.

Ring of Invisibility

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

Ring of Mystic Lore

This magical ring adds +4 to a character's Magic Lore bonus (see *Magic Lore* at the end of this chapter for more details).

Rings of the Elements

There are actually four different types of Elemental Rings (one for each element). Only Elementalists can use their magical properties, which vary according to the magician's elemental repertoire.

If the character does not master the element of the Ring, wearing it gives him access to the three powers of this element (in addition to the powers of his two chosen elements).

If the element of the Ring is already mastered by the character but is not his *primary element*, wearing the Ring allows the character to benefit from his Elemental Affinity bonus when using the powers of this element, effectively giving him two primary elements (his regular primary element and the element of the Ring).

Lastly, if the element of the Ring corresponds to the magician's primary element, wearing it doubles the character's Elemental Affinity bonus.

Rings representing opposite elements (Fire and Water, Earth and Air) are mutually exclusive and cannot be worn by the same character.

Garments & Accessories

Cloak of Concealment

This has the same effects as a *Ring of Invisibility*.

Fillet of Piety

This headgear adds +2 to a Priest's Spiritual Aura.

Girdle of Protection

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

Girdle of Strength

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

Girdle of Teiresias

Legends are confused about this handsome, jewel-inlaid girdle, which once belonged to the famed blind seer Teiresias, greatest of all Oracles... but the truth is obviously more complicated, since this is NOT a Unique Artificat.

Some say that this girdle will endow anyone who wears it with astounding prophetic abilities. Others say that the wearer will be struck blind, or have the ability to speak to snakes or will have its gender changed forever. The truth is that the Girdle can accomplish all this, but on a random basis. Whenever a character puts it on, roll 1d6 and apply the corresponding result :

1 = Oracular Sight

The character gains the ability to use the *Divine Vision* ability (as per the Divine Prodigy of the same name, described in the *Players Manual*) three times per day (at no Power cost).

2 = Ophidian Affinity

The character gains the ability to speak to snakes (including Giant Snakes) and understand their secret, hissing language. Note that this does not give him any command or control over them – nor does it guarantee that these creatures will have anything interesting to say.

3 = Blindness

The character is struck blind.

4 = Sex Change

The character's gender changes.

5 = Oracular Blindness

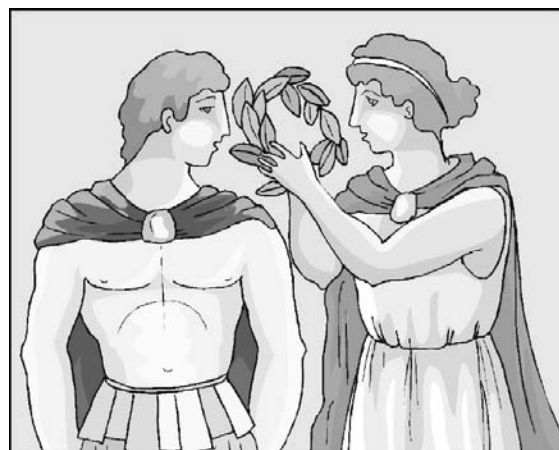
Apply results 1 and 3.

6 = Oracular Sex Change

Apply results 1 and 4.

These effects last as long as the Girdle is worn... and once it has been put on, it cannot be removed except by Divine Intervention.

To reflect the uncertain and confusing nature of the Girdle, a successful Magic Lore roll will only reveal one of its true properties, rolled randomly on the table given above.



These are Laurels of Glory. You ARE level 6, aren't you ?

Laurels of Glory

This magical crown of laurel can only be worn by Nobles, Spearmen and other fighters who have reached level 6. It gives the character a +4 bonus to Personal Charisma and makes him permanently immune to Sorcery, Fear and Petrification.

Any character of level 5 or less who puts these laurels on becomes guilty of *hubris* and immediately loses his current class level, falling to the next lower level (with the minimum amount of Glory).

Laurels of Wisdom

This magical crown of laurel has the same effects as the Laurels of Glory for magic-using characters.

Leggings of Speed

This pair of metal leggings increase Movement by one-third and add +2 to Initiative, with an effective encumbrance value of zero.

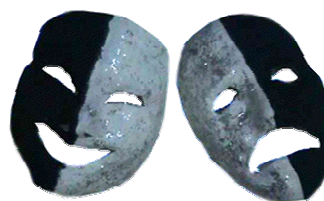
Masks of Thespis

This is a set of two masks similar to those worn by actors : one is happy and the other angry.

A character wearing the **happy mask** enjoys the same immunities as if he was affected by a Song of Freedom (Poetic Magic magnitude 2) and will also benefit from a +2 bonus to Personal Charisma.

A character wearing the **angry mask** will be absolutely immune to Poetic Magic – but will suffer a -2 penalty to Personal Charisma.

These effects apply as long as the mask is worn.



Masks of Thespis : can you guess which is which ?



Sandals of Hermes : top speed & top style !

Sandals of Hermes

This pair of magical sandals has the same effects as *Leggings of Speed*, with which they can be combined for increased speed (add +4 to Initiative and increase Movement by two-thirds !).

Siren's Comb

A decorative hair-comb, made from bone, with mother-of-pearl inlay. It carries the image of a woman-headed bird.

This item is especially enchanted to resist a Siren's power of Vocal Entrancement ; while worn in the hair, it grants the wearer – and only the wearer - complete immunity to the Siren's enchanting songs.

Any Siren who sees one of these combs in the hair of her prey will become enraged, and physically attack the wearer; it is suspected that the bone from which the *comb* is made comes from a Siren slain for that purpose.

Tunic of Fortune

This garment adds +1 to the Luck mod of its wearer.

Tunic of Nessos

This cursed tunic appears as a beautiful reddish piece of clothing. Any character who puts it on will automatically suffer 1d6 Hits of damage per battle round until he is dead or the tunic is taken off. The victim is so wretched in pain that he cannot remove the tunic himself, unless he makes a Danger Evasion roll (one try at the end of each round).

Miscellaneous Items

Amphora of Preservation

Liquids stored in these fabulous jars do not spoil. Poisonous or tainted liquids will be purified if stored within it for 1d6 days. (Enc = 2)

Ariadne's Ball of Twine

This ordinary-seeming ball of plain, non-descript twine can be used to find the exit to any labyrinth. Upon the utterance of the command word, the ball of twine, when dropped to the floor, will roll towards the nearest exit, leaving a trail of twine behind it.

The twine will not be able to pass through or over obstacles; instead, it will take whatever detour is necessary to reach the exit. Only if there is no way around an obstacle will the ball of twine stop rolling.

There doesn't seem to be any limit to the amount of twine wrapped around the ball, but any twine cut off from the main line is just plain twine. Once the exit has been found, repeating the command word will cause the twine to re-wrap itself around the ball.

Arrow of Infernal Direction

This magical arrow will point the way to the nearest underworld entrance (within 100 miles).

Atlantean Wargalleys

These powerful warships are decorated with bronze dolphins and fierce statues of Poseidon. They are powered by a magical wood-burning copper boiler that turns 120 bronze oars. The crew of an Atlantean galley can be a minimum of three : one steersman, one captain and one engineer. Sails are not needed. Each galley is fitted with three large catapults. These require their own crews. Atlantean galleys can row against the wind.

Bag of Winds

Each of these magical bags holds 2d6 points of Wind. Everytime the bag is opened by someone who knows its properties, the character will have to decide whether he wishes to spend 1, 2 or 3 points of Wind, depending on the desired effect.

When used on purpose, each point of Wind spent duplicates the equivalent magnitude level of Air Elementalism : thus, causing Swirling Winds costs 1pt, Talons of the Wind 2pts and Gale Fury 3pts.

These winds affect all characters and creatures in a radius of 20' and their effects last for 1d6 battle rounds. All Danger Evasion rolls must be made against a target number of 20.

A single point of Wind can also be used to propel a galley at top speed for 1d6 days.

If the bag is opened wide by an unsuspecting person, it will loose 1d3 points of Wind per battle round until it is closed or emptied.

Bridle of Taming

This bridle enables its possessor to tame (and ride) a Pegasus or Griffin.

Passing the bridle around the creature's neck requires a special Melee attack roll using the creature's Initiative (rather than its EDC) as the target number and inflicting no damage.

Bronze Bull Statuette

This small (Enc 1) bronze statuette representing a bull can be turned into a live Bronze Bull (see *Creature Compendium*) once per day by pressing the small gem located between its horns.

The Bronze Bull will remain in existence for 1d6 battle rounds and will obey the mental commands of the character who pressed the gem. It will then become a statuette again for the next 24 hours.

Chains of Prometheus

Not as cosmic as their name might imply, these magical iron chains forged by Hephaestus himself may nonetheless prove extremely useful.

Chains of Prometheus are absolutely unbreakable (except by direct Divine Intervention) – and can be used to chain absolutely anything, including the most gigantic monsters (once they have been subdued, of course).

Complete Works of Homeros

These seven scrolls of unmatched poetic grandeur collect the complete odes, songs and versified epics of Mythika's greatest poet and storyteller, the legendary (and long-dead) Homeros.

Any Lyryst reading these masterpieces will reach unsuspected heights of knowledge and inspiration in the form of 100 Wisdom points per scroll for the first four and 200 points for each one of scrolls V to VII.

Reading (and appreciating) the Complete Works take approximately a week per scroll.

A given library, tomb or treasure room will contain 1d10 such scrolls, in numbered order (thus, a roll of 4 means scrolls I to IV).

Flute of the Shepherd

This small magical wooden flute may only be used by characters with a very strong connection to the forces of nature: Hunters, Nymphs, Centaurs as well as Priestesses of Artemis or Demeter.

Playing the flute requires no specific skill and allows the user to duplicate the effects of a Lyryst's *Song of Soothing* (see Poetic Magic in the *Players Manual*).

The power of the Flute has an effective Mystic Strength of 20, has a range of 20' and can affect a maximum number of creatures equal to 4 plus the user's level. Its effects last as long as the character is playing the flute.



Playful flute-playing Thief trying to prevent a solemn Lyryst from using his Harp of Poetic Insight

Harp of Poetic Insight

This magical lyre can be used by Lyrists to store extra Power points.

Unlike the Lyryst himself, the harp does not recover its Power points once they are spent and will have to be "refilled". A Harp of Poetic Insight may store up to 1d6+6 Power points. (Enc = 2)

Pipes of Chaos

The sound of this instrument produces the same effects as a *Confusion* spell (Sorcery magnitude level 1) affecting everyone who hears its demented music (except the player himself) in a 20' radius.

Victims are allowed a Mystic Fortitude saving roll against a target number of 20. Mindless creatures are immune to this effect.

Seven Scrolls of Thessalia

These scrolls of eldritch lore are an extraordinary source of wizardly knowledge. They are identified by their numeral (I to VII). Any Sorcerer reading them will gain 100 Wisdom points per scroll for the first four and 200 points for each one of scrolls V to VII.

A given library, tomb or treasure room will contain 1d10 such scrolls, in numbered order (thus, a roll of 4 means scrolls I to IV). (Enc = 1 for each scroll)

Silveroak

This magical wood can be used to make virtually indestructible ships.

A ship with a hull made of Silveroak will have double the usual amount of Hull points. Silveroak only grows at the heart of the most ancient forests, in remote parts of the world full of strange wonders and perilous monsters.

Strings of Orpheus

When installed on a Lyryst's harp, lyre or similar instrument, these unbreakable magical strings will enhance the power of the Lyryst's songs, doubling their effective duration.



Watch out for this Sunstone Special !

Sunstones

This nut-sized yellow-orange gem emits a zone of bright daylight (10' radius) even in complete darkness (underground etc). Multiple stones do not increase the lighted area.

Sunstones can also be used as slingshot, in which case they burst on impact, causing 2d6 damage (but being destroyed in the process).

Tablets of Binding

These enchanted lead tablets act as the Sorcery spell Enslavement cast by a Sorcerer with a Mystic Strength of 20, but can be used by anybody who knows how to write.

The binder describes the person he wants to enslave in some detail, and the result that he wants to achieve. Typical examples include making someone fall in love with the binder, causing an athlete to lose against the binder's favorite, keeping the target from speaking ill of the binder etc.

The binder must bury the tablet in a graveyard or into a deep spring or pool during a full moon, where it will take effect the next dawn. If the tablet is found or destroyed within the year, the effects are dispelled; otherwise, they are permanent.

The victim is, of course, allowed a Mystic Fortitude roll to resist these effects (target number 20).

Treasures of Autolycus

Autolycus was a master thief of legendary fame. Amongst his most prized treasures were the wonderful tools with which he plied his craft :

Mask of Autolycus

Once donned, this woven mask allows the wearer to appear like a completely ordinary person, not worthy of attention, unless he does something to attract attention (like attacking a sentinel, walking into a lady's private chamber etc). Anyone who knows of the mask's abilities can attempt a detection roll (against a target number of 20) to detect the wearer.

Pigments of Autolycus

This canister of paint, suitable for coloring 1d6 Medium-sized beings, can be used to completely disguise someone or something. The fluid changes color to match the vision of the user, allowing him to conceal the identity of (for example) a stolen cow.

Large creatures require twice as much paint and Gigantic ones four times as much ; conversely, reduce quantity by half for Small creatures (50%).

Staff of Autolycus

A short metal rod (Enc = 1) with several small studs or buttons along its length. When pressed in the appropriate combination, the rod unfolds and extends in various configurations, becoming :

- 1) A climbing pole up to 30' long, with spokes protruding for aid in climbing (+4 to climbing rolls), and a spike for planting securely in the ground.
- 2) A 6' long spike, which can be used as a spear
- 3) A long pole suitable for pole-vaulting
- 4) Can be used to force open doors and similar feats of strength as if it had a Might of 18, provided it is braced properly.
- 5) Can be used as a pogo stick
- 6) Can be flung as if it was a javelin, and always returns to the same place it was thrown from.

If the proper combination is not known, an effect may be rolled randomly, using 1d6.

Wings of Daedalus

The wings of daedalus allow the user to fly at 240' per round... but the character must make a special flying roll every ten minutes of flight or fall from the sky, suffering 1d6 damage per 10 feet fallen.

Flying rolls are resolved exactly as *swimming* rolls, using the character's Athletic Prowess modifier and with a target number equal to his Encumbrance.



Crash-testing the new Wings of Daedalus



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

Unique Artifacts

Unique Artifacts are mythic items of tremendous power, often made or given by the Gods themselves, such as the Golden Fleece or the Harp of Orpheus. As their name implies, Unique Artifacts are one-of-a-kind mythic items.

Most (if not all) of them are of divine (or at least semi-divine) origin and can never be found by chance or as part of a treasure hoard. These items can never be found by chance and can only be obtained as the final reward of truly epic quests, after many perils and obstacles have been vanquished – and many Glory, Wisdom or Experience points have been gained.

Here are three examples of Unique Artifacts from the world of Mythika :

The Chess Pieces of the Gods

This is a set of 32 huge chess pieces which were crafted by Hephaestus himself.

They belonged to Zeus himself and have been used by the King of the Gods on numerous occasions to play destiny games against his wife Hera (or, more rarely, against another Olympian), where each move on the chessboard causes a corresponding event in the material world.

After an especially humiliating defeat, a furious Hera tossed the 32 playing pieces through the windows of his cloudy palace in a moment of divine anger.

They eventually landed on a mysterious lost island, where they lost their fate-affecting powers but retained some of their magical essence. Meanwhile, in Olympus, Zeus simply ordered Hephaestus to make new chess pieces and eventually forgot about the whole incident...

Each playing piece appears as a beautifully crafted statuette that appears to be made of ivory or ebony and has the same properties as a *Bronze Bull Statuette*, except that the creatures stay animated as long as their master wishes (or until they are 'killed' – see below) and that each type of piece corresponds to a specific type of Animate :

The set includes 2 x 8 Pawns (Iron Warriors), 2 x 2 Rooks (Bronze Bulls), 2 x 2 Towers (Bronze Colossus), 2 x 2 Bishops (Minatons), 2 x 1 King (Titanic Statue) and 2 x 1 Queen (Titanic Statue). Pawns have an Encumbrance of 1/4, Rooks, Towers and Bishops have an Encumbrance of 1 and Kings and Queens have an Encumbrance of 2.

See the *Creature Compendium* for the game characteristics of these various Animates.

If a mortal was to come into possession of the whole set, he would have a small (and portable !) army of Animates at his command. If one of these beings is reduced to zero Hits, it transforms back into a chess piece, ready to be re-animated and commanded by the next person who picks it up and wills it to live.

The Golden Fleece

This is the fabled item that was once recovered by the great hero Jason and his Argonauts – before being lost again...

It appears as the golden fleece of a huge ram, complete with the scalp and horns of the beast. Legends remain quite hazy about the true properties of this unique artifact – but all agree on their extraordinary magnitude.

In game terms, a character who claims the Golden Fleece as his prize will immediately gain 1000 Glory or Wisdom points (depending on his class) as well as 1d6 Luck points (up to a maximum of 20).



The Head of Orpheus, lost in its dark meditations

The Head of Orpheus

This is the severed head of the demigod Orpheus, first and greatest of all Lyrists (and an Oracle too). It appears as a normal-sized human head made of an indestructible metal akin to bronze but much darker, with uncannily vivid eyes...

The Head is able to talk : it can also sing, tell stories and make prophecies. In game terms, the Head has the same powers as a level 6 Lyryst with an Orphic Voice bonus of +10 and a Mystic Strength of 30.

It can also use the *Divine Vision* Divine Prodigy at the usual cost of 2 Power points per use.

Lastly, the Head can add +6 to any Magic Lore roll (see below), at the expense of 1 Power point.

The Head can hold up to 100 Power points... but since it is no longer really alive, it cannot recover its Power points as mortal magicians do.

The Head of Orpheus can only be « recharged » by any magician with his own Power points, at the rate of 1d6 points per full hour of mental symbiosis (during which the recharging character can do nothing else). When found, the Head of Orpheus will have 1d100 Power points left.

Moreover, listening to the Head's stories, poems and prophecies can bring Wisdom to any Lyryst, at the rate of 1 Wisdom point per full hour devoted to this activity... but beware, for the Head's Wisdom is also tainted with echoes of madness and despair.

Everytime a Lyryst gains 100 Wisdom points in this manner, he must make a Mystic Fortitude roll against a target number of 20 or fall into a deep state of dark melancholy.

A Lyryst affected by orphic melancholia will be absolutely unable to recover Power points or to gain new Wisdom points (including from the Head itself) as long as he remains in this state – which can only be cured by Divine Intervention.

Identifying Mythic Items

Most mythic items are not readily identifiable for what they are : it may be pretty difficult, for instance, to tell a Helmet of Ares from a Helmet of Athena since both look like... well, helmets.

Of course, the Maze Master may simply inform the players of the item's properties when it is found (« Okay, so this looks like a Sword of Ares – this adds your Skill bonus to damage rolls... ») but some Maze Masters may prefer to add an element of mystery and uncertainty to the discovery of mythic items by using the following optional rules.

Whenever a character examines a mythic item, he may recognize, guess or otherwise identify its properties by making a Magic Lore roll.

This roll must be made in secret by the Maze Master, using 1D10.

If the result is **7** or higher, the character immediately identifies the nature of the item, as well as its magical properties.

A roll from **2** to **6** means uncertainty, while a roll of **1** means the character make wrong assumptions about the properties of the item or mistakes it for another item with a similar appearance.

Characters from a magic-using class add their level to this roll. Thus, a level 3 Sorcerer, Priest or other member of a magician class will add a +3 bonus to all his Magic Lore rolls.

Note that this Lore bonus entirely eliminates the risk of making a mistake but leaves room for uncertainty. Only level 6 magicians will be able to identify a mythic item with no risk of error.



*Level 6 Sorcerer - I say, this is a Harp of Poetic Insight !
Level 1 Thief – You stupid old man ! It's a magical shield !*

2007 Edition Notes & Comments

Mythic Catalogue ?

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

Silly Jokes

The Bag of Winds was, of course, the subject of various gross jokes (sometimes with all-too-vivid sound effects) by unsavory players - but never in the presence of female gamers, as noted by an anonymous Maze Master in his letter to Griffin magazine, which listed the « 20 Good Reasons to Get Girls in a Gaming Group ».

Unique Artifacts

Ah, the Head of Orpheus...

The quest for its recovery was the central theme of my first truly epic M&M campaign as a player.

It sent us into a series of wild adventures across the Middle Sea, with myriads of perils and monsters (including a homebrew creature called the Hekkarax - don't ask) and a rival group of Atlantean Nobles who wanted to use the Head as part of some nefarious (and pretty confused) master plan.

After a dozen sessions (and a few deaths !), we eventually found the Head and brought it back to a secret shrine – but not before my own Lyryst character Eurybiad had (of course) overdosed on its Wisdom, sinking into a state of dark melancholy. He was cured by the Divine Intervention of the Muse Calliope herself - but, hey, that's another story...

YEAR OF THE MINOTAUR



1972-1987

15 Years In the Maze !

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The ultimate Mythic Bestiary, detailing over 150 creatures from the original *Mazes & Minotaurs* rulesbook, *Men & Monsters* and the *Hekatoteratos*, with fully revised and expanded game stats !

M&M COMPANION

Book Four of the Revised M&M Rules

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

1986 was the Year of the Tiger...

1987 will be the Year of the Minotaur !