

# MAZES & MINOTAURS

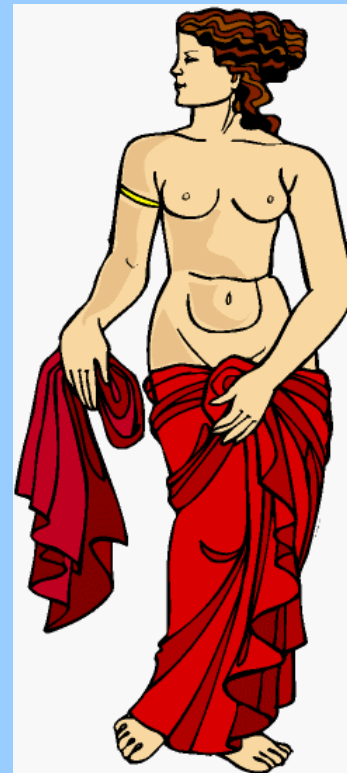
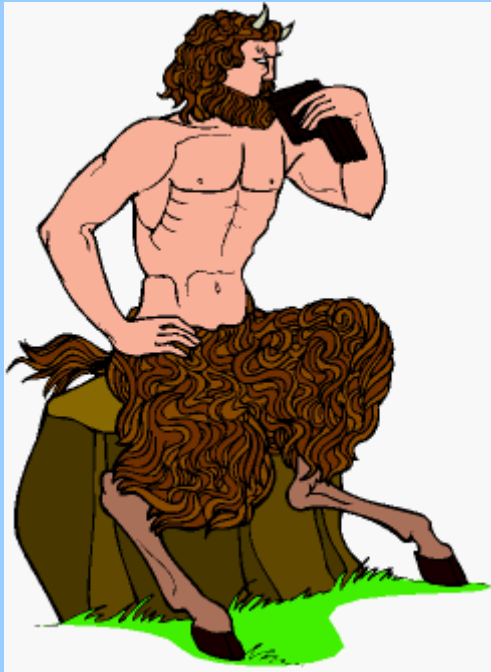
The Roleplaying Game of Epic Adventure in the Mythic Age



## Maze Master's Aegis

Legendary Games Studios





**Table 1A : Attribute Scores**

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

**Table 4A : Sailing Table**

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

\* Note that a Galley cannot row in a Storm

**Table 2A : Melee Weapons Reach**

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

**Table 2C : Missile Weapons Ranges**

Javelin.....	(Might x 10) feet
Sling.....	150 feet
Bow.....	300 feet
<b>Short range</b> = up to (range / 5)	
<b>Long range</b> = up to (range x 2)	

**Table 2B : Missile Combat Modifiers**

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

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

**Standard Price List**

**Melee Weapons**

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

**Missile Weapons**

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

**Armor**

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

**Travel & Expeditions**

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

**Food & Lodging**

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

\* prices vary with quality

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

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

**Table 4b : NPC Reactions**

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

### Melee Critical Hits

**0 or less = Nothing special.**

Normal damage still applies.

**1-4 = Stunned !**

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

**5-8 = Dazed !**

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

**9-12 = Knocked Down !**

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

**13-14 = Armor Strap Cut !**

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

**15-16 = Weapon/Shield Broken !**

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

**17-18 = Grievous Wound !**

Roll an extra d6 for damage.

**19 = Maimed !**

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

**20 or more = Instant Kill !**

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

### Melee Fumbles

**0 or less = Hurt Self !**

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

**1 = Hit Friend !**

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

**2 = Weapon Broken !**

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

**3-4 = Drop Weapon !**

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

**5-6 = Armor Strap Breaks !**

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

**7-9 = Trip/Fall !**

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

**10-14 = Lose Balance !**

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

**15-19 = Weapon Arm Numb / Pull Muscle !**

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

**20 or more = Clumsy Move.**

Embarrassing, but no extra effect.

### Missile Critical Hits

**0 or less = Nothing special.**

Normal damage still applies.

**1-5 = Stunned !**

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

**6-10 = Dazed !**

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

**11-16 = Knocked Down !**

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

**17-18 = Grievous Wound !**

Roll an extra d6 for damage.

**19 = Hit Vital Spot !**

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

**20 or more = Instant Kill !**

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

### Missile Fumbles

**0 or less = Hurt Self !**

Attacker hits himself for 1d6 damage.

**1-5 = Hit Friend !**

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

**6 = Weapon Broken !**

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

**7 = Armor Strap Breaks !**

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

**8-9 = Lose Balance !**

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

**10-11 = Weapon Arm Numb / Pull Muscle !**

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

**12-15 = Vision Blocked !**

Attacker is at -4 to Missile attack next round.

**16-19 = Vision Impaired !**

Attacker is at -2 to Missile attack next round.

**20 or more = Clumsy Move.**

Embarrassing, but no extra effect.



**Table 5C : Master Size Chart**

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

\* = natural Reach of unarmed attacks (claws etc)

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

\*\*\* = modifier to EDC vs missiles

## Glory Rewards

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

## Wisdom Rewards

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