

MAZES & MINOTAURS

The Roleplaying Game of Heroic Adventure in the Mythic Age



Legendary Games Studio



Reproduction of the original black & white 1972 cover (artist unknown)

Editor's Note : This Special 2006 Edition of *Mazes & Minotaurs* is a PDF fac-simile of the original rulesbook published by Legendary Games Studio in 1972, with some additional content, including a foreword by **Paul 'Mithras' Elliott**, creator of the original *Mazes & Minotaurs* concept.

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Credits

Original Concept : Paul Elliott

Game Design : Olivier Legrand

Additional Material : Paul Elliott

Illustrations : Diverse Hands

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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 !

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Foreword to the 2006 Edition



Legendary Games Studio



In 1972 I created the concept of *Mazes & Minotaurs*, the world's first roleplaying game. Inspired by my fanatical interest in ancient Greek and Macedonian wargaming, coupled with a love of Greek myth and the 1963 movie, *Jason and the Argonauts*, it took the gaming world by storm. I developed this concept into what would become the core of the *Maze Master's Lore* chapter while my close friend Olivier Legrand worked on the game itself.

Perhaps a little primitive by today's standards, it featured only six character classes, all its weapons did the same damage, and the sailing rules were crude (to say the least). But damn it was fun! Haughty Greek nobles, remote and magical islands, oared galleys, Greek Fire, the Oracle at Delphi, the Games, hoplite spear walls ... and the monsters! You remember the gorgons (no, not *those* Gorgons), the minotaurs, the hydras, the talking lions, the giant boars, the blind witches and ... well, I'm sure you remember all those classics.

Inevitably, within five years, there were a score of M&M clones on the market from various major game publishers. The mold had been made, the ancient world, with its universal themes of heroes fighting horrible monsters while the gods meddled, was endlessly refined. Some players hated these 'rehashes' but to me they were insights into a rapidly growing setting. Some players hankered for 'medieval-style' games with more dragons and dungeons than minotaurs and mazes, but the market was stuck on my fantasy version of the ancient world.

Of course some bright spark came out with SF and horror roleplaying games, but in those days it seemed impossible to break that first mold. We got a licensed version of *Battlestar Gallactica* (Egyptians in space!) and horror games were full of Egyptian mummies. Eventually games came out that had nothing to do with the ancient world, but even today some guy reckons they've come up with the ultimate new fantasy world. And blow me if doesn't just look like Athens in the 5th century BC or Rome in the 1st. Generic fantasy they call it. Sword and sandals. Corinthian columns everywhere, oared galleys. You can change the names of the gods, but it's still the ancient world isn't it?

Paul Elliott, December 2005

I : CHARACTERS

Creating a Character

Creating a character for M&M follows a very simple six-step process :

Step 1 : Roll the character's six basic attributes.

Step 2 : Select the character's class and record its special ability (if any).

Step 3 : Determine the character's name, gender and age.

Step 4 : Determine the character's combat modifiers, defense class and hits total.

Step 5 : Determine the character's other modifiers.

Step 6 : Determine wealth and equipment.

Basic Attributes

In M&M, a character's physical and mental capabilities are represented by six scores ranging from 3 to 18. These attributes are :

MIGHT (physical strength)

SKILL (training and weapon mastery)

LUCK (fortune and divine favor)

WITS (intelligence and alertness)

FAITH (piety and religious devotion)

GRACE (beauty and attractiveness)

Roll 4d6, discard the lowest die and add the three remaining results. This will produce a result ranging from 3 to 18, with an average of 10-11. Do this six times and distribute the results as you like. If all the attributes of the resulting character are lower than 13, raise the highest attribute to 13. Each attribute range gives a modifier (or 'mod'), which will be used in steps 5 and 6 for various calculations.

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



Class Selection

In M&M, each player-character belongs to a class. Depending on cases, this class may reflect the character's occupation, social status or origin. The six character classes are : **Barbarian**, **Spearman**, **Noble**, **Priest**, **Sorcerer** and **Nymph**. A character's class is determined by his highest attribute :

Highest Attribute	Corresponding Class
MIGHT	Barbarian
SKILL	Spearman
LUCK	Noble
WITS	Sorcerer
FAITH	Priest
GRACE	Nymph

A character may only have one class. If a character actually qualifies for two (or more) classes (ie has two or more equal highest attributes), the actual class will be chosen by the player. For example, a character with 18 in both Skill and Luck may be either a Spearman or a Noble (but not both).

See *Class Features* below for more details about each character class.



Name, Gender & Age

The character's name is usually chosen by the player – try to select or invent something that *sounds* Greek or Mediterranean.

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

A character's starting age is rolled on 2D6+15, except for Nymphs (who are ageless) and male Sorcerers (who add 10 years to account for their longer apprenticeship).

Combat Modifiers

A character's fighting abilities are represented by three combat modifiers :

Melee Attack = Might mod + Skill mod

Missile Attack = Skill mod + Luck mod

Initiative = Skill mod + Wits mod

Melee Attack : This modifier is applied to all the attack rolls made by the character in melee combat.

Missile Attack : This modifier is applied to all the attack rolls made with missile weapons.

Initiative : This modifier is added to the initiative die roll made at the start of a combat sequence.

Defense Class & Hits Total

A character also has a Defense Class which represents his ability to avoid harm in combat.

Basic Defense Class = 12 + Luck mod

A character's EDC (Effective Defense Class) is equal to his BDC (Basic Defense Class) plus a bonus of +2 for each of the following pieces of protective equipment : breastplate, helmet, shield.

A character also has a Hits total, which represents the amount of injury he may take before being killed.

Hits Total = Basic Hits + Might mod

A character's Basic Hits are determined by his chosen class (see class descriptions).

Other Modifiers

Characters also possess other modifiers which may come into play in a variety of adventuring situations.

Danger Evasion = Luck mod + Wits mod

First Reaction = Grace mod + Luck mod

Mystic Fortitude = Faith mod + Luck mod

Danger Evasion : When facing perilous situations, a character will sometimes have to make a Danger Evasion roll (with this modifier) to escape unscathed. See chapter IV for more detail.

First Reaction : This modifier is applied to the Reaction roll of encountered parties. See chapter IV for more about Reaction rolls.

Mystic Fortitude : This modifier is used when a character tries to resist the effects of a magic spell. See chapter III for full rules about magic.

Example : Pyros the Spearman

Sam decides to create his first M&M character. He begins by rolling six scores on 4d6 (discarding the lowest die). This gives him 11, 8, 16, 13, 15 and 10. Sam wishes to play a Spearman so he puts his best score (16) in Skill. He wants his character to be a good fighter so he puts his second best score (15) in Might and his third one (13) in Luck. He decides to put his lowest score (8) in Grace, his character's less important attribute. The remaining scores (10 and 11) are put in Faith and Wits, making for an intellectually and spiritually average character. This gives Sam's character the following scores and modifiers :

MIGHT = 15 (+1)	SKILL = 16 (+2)
WITS = 11 (0)	LUCK = 13 (+1)
FAITH = 10 (0)	GRACE = 8 (-1)

Sam decides to call his character Pyros. Pyros is male (all Spearmen are). Sam rolls for age and gets 8 on 2D6, resulting in an age of 23.

Next, he records Pyros's special ability as a Spearman (defensive bonus from Skill) and calculates his combat modifiers, defense class and hits total :

Melee Attack = +3 (+1 from Might, +2 from Skill)
 Missile Attack = +3 (+1 from Luck, +2 from Skill)
 Initiative = +2 (+2 from Skill, 0 from Wits)

Pyros's BDC is 13 (base 12, +1 from Luck). His equipment as a Spearman (breastplate, helmet and shield) gives him a +6 bonus, so his EDC is 20. This is increased by his Skill mod (+2) when fighting with spear and shield, for a final total of 22.

As a Spearman, Pyros has 12 Basic Hits. This is modified by Might for a total of 13.

Sam also calculates his character's other modifiers :
 Danger Evasion = +1 (+1 from Luck, 0 from Wits)
 First Reaction = 0 (-1 from Grace, +1 from Luck)
 Mystic Fortitude = +1 (+1 from Luck, 0 from Faith)

Class Features

Each character class is described thereafter using the following format :

Prime Requisite (highest attribute required)

Gender Restrictions (if any)

Basic Hits

Special Ability (if any)

Level Advancement (see below)

Equipment (weapons and armor)

Starting Wealth (expressed in *silver pieces*)

A character's accomplishment and experience in his chosen class is represented by his Level. All characters start at first Level (Level 1) and will gain new Levels during the course of the game by accumulating Glory Points (GPs). For more about Levels and GPs, see the end of this chapter.



A beautiful (but deadly) Amazon warrior

BARBARIANS

Barbarians are savage warriors from uncivilized lands - or regarded as such by members of the dominant Greek-like culture. Their ferocity in battle largely makes up for their lack of military discipline.

Prime Requisite : Might (or Skill for Amazons)

Gender Restrictions : Barbarians may be either male or female. Female Barbarians are called Amazons and have Skill (rather than Might) as their prime requisite.

Basic Hits : 12

Special Ability : Barbarians add their Might bonus to the damage of all their melee attacks. Amazons add their Skill bonus to the damage of all their missile attacks.

Level Advancement : Every level after the first, a Barbarian or Amazon gets the following bonuses : Melee +1, Missile +1, Hits +3, Danger Evasion +1, Mystic Fortitude +1.

Equipment : Barbarians start with a dagger, a primary melee weapon (such as a sword, axe or spear), a missile weapon (bow + 12 arrows OR three javelins OR sling + 12 stones) and a shield.

Starting Wealth : 3D6 x 5 silver pieces.

SPEARMEN

The Spearman (or *hoplite*) is an elite soldier who relies on his training and discipline on the battlefield. His favorite weapons are the spear and the shield.

Prime Requisite : Skill

Gender Restrictions : Male only.

Basic Hits : 12

Special Ability : Spearmen are expert at *fighting defensively*. When fighting with spear and shield, they add their Skill modifier to their Defense Class (DC) against all melee attacks. This bonus does not apply against surprise or missile attacks.

Level Advancement : Every level after the first, a Spearman gains the following benefits : Melee +1, Missile +1, Hits +3, Danger Evasion +1, Mystic Fortitude +1.

Equipment : Spear, sword, dagger, shield, helmet and breastplate.

Starting Wealth : 3D6 x 10 silver pieces.



A proud and haughty Noble

NOBLES

Nobles are the member of the ruling families of kingdoms and city-states. They tend to be proud and haughty, with a very strong sense of duty to their people and nation.

Prime Requisite : Luck

Gender Restrictions : None.

Basic Hits : 12

Special Ability : Due to their exceptional lineage (some of them even claim gods as their ancestors), favored destiny and superior education, Nobles may add an extra die to one of their basic attributes (chosen by the player), without increasing the score of this favored attribute over 18.

Level Advancement : Every level after the first, a Noble gains the following benefits: Melee +1, Missile +1, Hits +3, Danger Evasion +1, Mystic Fortitude +1.

Equipment : Sword, dagger, shield, helmet, breastplate.

Starting Wealth : 3D6 x 100 silver pieces.

PRIESTS

Priests are devoted to the service and worship of a specific God or Goddess. Although most of them live in temples or similar sacred places, some Priests follow a more adventurous life, going on quests and missions for their patron deity.

Prime Requisite : Faith.

Gender Restrictions : Priests may be male or female, depending on which God (or Goddess) they serve (see Chapter VI). Male priests generally serve male gods, while priestesses serve goddesses.

Basic Hits : 8

Special Ability : Priests are able to call on the power of the deity they serve. See the « Magic-using Classes » section below for more details.

Level Advancement : Every level after the first, a Priest receives +2 Hits, Danger Evasion +1 and Mystic Fortitude +2.

Equipment : Staff (or similar symbol of office), dagger, ceremony robes.

Starting Wealth : 3D6 x 10 silver pieces.



A wise Priestess

SORCERERS

Sorcerers are adepts of the magical arts. Unlike Priests, they do not draw their power from a deity and tend to follow their own goals in life.

Prime Requisite : Wits

Gender Restrictions : None, although Sorceresses are more frequent, women being more gifted for sorcery than men. To reflect this, Sorceresses do not increase their starting age by 10 unlike their male counterparts.

Basic Hits : 8

Special Ability : Sorcerers study and practice the art of sorcery. See the « Magic-using Classes » section below for more details.

Level Advancement : Every level after the first, a Sorcerer gains the following benefits : +2 Hits, Danger Evasion +1, Mystic Fortitude +2.

Equipment : Dagger, Staff or Wand.

Starting Wealth : 3D6 x 10 silver pieces.



A powerful and defiant Sorcerer



*A graceful wood Nymph
using her supernatural powers*

NYMPHS

Nymphs are nature spirits who act as protectors of sacred forests, rivers, caverns, mountains and other sanctuaries of nature. Adventuring Nymphs are quite rare but some of them (especially the young ones) sometimes leave their natural habitat to wander the world, out of sheer curiosity for mortals.

Prime Requisite : Grace

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

Basic Hits : 8

Special Ability : Their innate bond with the forces of Nature give Nymphs special powers. See the « Magic-using Classes » section below for more details.

Level Advancement : Every level after the first, a Nymph gains the following benefits : +2 Hits, Danger Evasion +1, Mystic Fortitude +2.

Equipment : None.

Starting Wealth : None.

Magic-using Classes

Magic-using characters (Sorcerers, Priests and Nymphs) have access to special powers which are detailed in the Magic chapter: Sorcery for Sorcerers, Divine Prodigies for Priests and Nature's Gifts for Nymphs.

Power Points

Magic-using characters possess an additional characteristic, Power points, which represent their reserves of magical energy. Every time a character uses one of his magical powers, he must spend a certain amount of Power points.

At first level, a magic-using character's Power is equal to 9 + the prime requisite bonus (Wits for Sorcerers, Faith for Priests and Grace for Nymphs)

Every level after the first, the character gains a number of extra Power points equal to his new level. Thus, a level 1 Priestess with a Faith of 16 (+2 bonus) has a total of 11 Power points, while a level 3 Sorcerer with a Wits of 18 (+3 bonus) would have a total of 17 Power points (9 + 3 for Wits + 2 at second level, + 3 at third level).

Sorcerers

A Sorcerer's magical powers take the form of specific Spells. Each level gives the Sorcerer access to a new spell. Thus, a level 5 Sorcerer would know a total of five Spells. See chapter III for a full list and detailed description of Sorcery Spells.

Priests

Male Priests serve a God, while female Priestesses serve a Goddess. The player of a Priest character may choose the deity himself or roll 1d6 on the appropriate table below :

Gods

- 1 = Zeus (god of lightning and rulership)
- 2 = Hermes (god of travel, trade and thievery)
- 3 = Ares (god of war)
- 4 = Poseidon (god of the sea)
- 5 = Apollo (god of the sun, poetry, archery and divination)
- 6 = Hephaestus (god of smithing, fire and volcanoes)

Goddess

- 1 = Hera (goddess of marriage and love)
- 2 = Hestia (goddess of hearth and healing)
- 3 = Aphrodite (goddess of love and passion)
- 4 = Demeter (goddess of the earth and fertility)
- 5 = Artemis (goddess of forests and hunting)
- 6 = Athena (goddess of skill and wisdom)

This choice will influence some of the character's powers. See the Magic chapter for more details.

Nymphs

Nymphs come into several 'kins', tied to different aspects of Nature. Roll on the following table to determine the kin of a Nymph player-character :

D6	Type of Nymph
1.....	Dryad (wood nymph)
2.....	Naiad (river nymph)
3.....	Nereid (sea nymph)
4.....	Oread (mountain nymph)
5.....	Limniad (swamp nymph)
6.....	Napaea (valley nymph)

A Nymph's magical powers are called Nature's Gifts. Every time the Nymph gains a new level, she receives a new Gift ; thus, a level 3 Nymph will have three Gifts.

A Nymph's kin may influence or restrict her choice of Gifts. See the Magic chapter for more details about Nature's Gifts.

Know your Nymphs !



Dryad



Oread



Napaea



Limniad



Naiad



Nereid

Know your Deities !



Zeus



Apollo



Aphrodite



Hephaestus



Athena



Ares



Hermes



Hera



Demeter



Poseidon



Artemis



Hestia

Glory & Experience

A character's degree of experience and personal accomplishment is measured by his Level.

All characters are created at Level 1.

Warriors (Barbarians, Spearmen and Nobles) may gain new levels by accumulating Glory Points (GP) as shown on Table 1B : *Glory & Character Level*.

Magicians (Sorcerers, Priests and Nymphs) gain new levels by accumulating Wisdom Points (WP) as shown on Table 1C : *Wisdom & Character Level*.

Glory Points are gained by slaying monsters and accomplishing heroic deeds, while Wisdom Points are gained by defeating magical creatures and exploring unknown lands or magical sites.

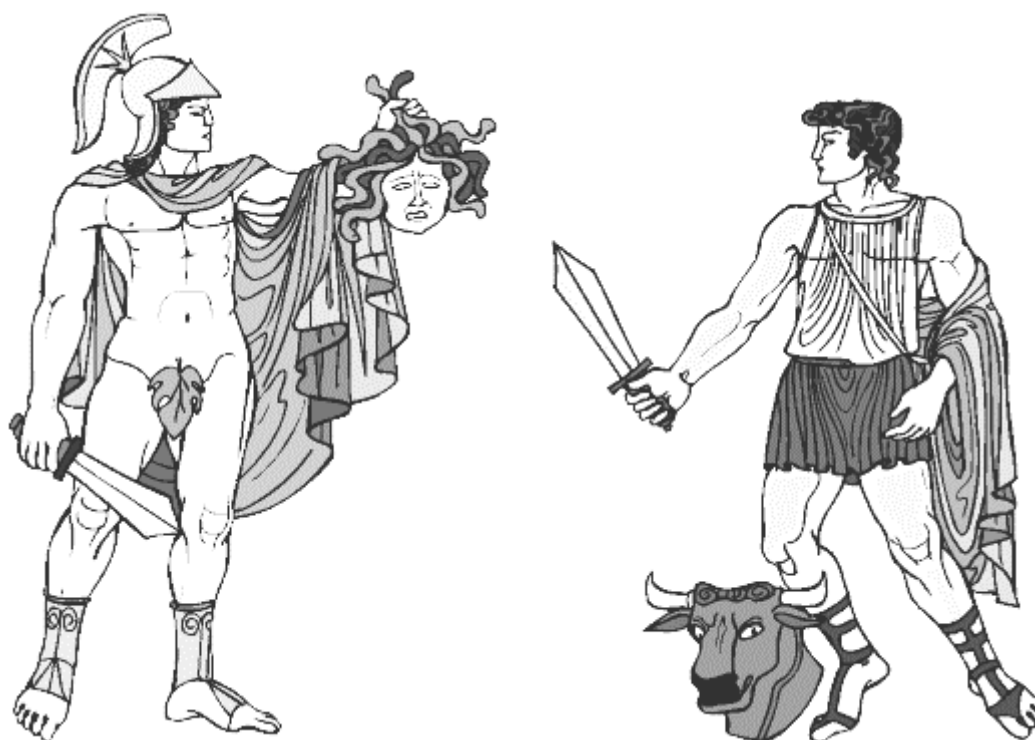
See chapter IV for fully detailed rules about the awarding of Glory and Wisdom Points at the end of an adventure session.

Table 1B : Glory Points & Level

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

Table 1C : Wisdom & Level

Glory Points	Level	Insight
0 to 999.....	1.....	Novice Adept
1000 to 1999.....	2.....	Initiate Adept
2000 to 3999.....	3.....	Wise Adept
4000 to 6999.....	4.....	Sage Adept
7000 to 9999.....	5.....	Venerable Adept
10 000+.....	6.....	Immortal Adept



Two mighty heroes comparing their latest accomplishments

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

Wealth & Equipment

Each character starts the game with the equipment listed in the description of his class (as well as basic items such as clothes, sandals etc), plus a certain sum of money expressed in silver pieces (SP). This starting wealth represents the character's only starting funds and cannot normally be spent during character creation.

The silver piece is the basic currency unit in the world of *Mazes & Minotaurs*. Other types of coins exist, with different values :

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

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

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

2006 Edition Notes & Comments

What ? Only Six Classes ?

That's right : only six classes to choose from. *Men & Monsters*, the first rules supplement published for M&M, added three new classes : the Hunter, the Thief and the Centaur.

The second supplement, *Myth & Magic*, did even better, with four new magic-using classes : the Elementalist, the Shapeshifter, the Oracle and the Lyrist (a kind of poet/bard).

In the end, « Advanced M&M » eventually boasted a total of 13 different character classes...

Various gaming magazines also offered their share of useless or unbalanced classes, including the anachronistic Corsair, the redundant Archer and the utterly unplayable Sophist.

Nymphs... and Satyrs ?

The authors of the game probably went a bit over-the-top with all these different Nymph types. The very idea of a Swamp Nymph never really appealed to anyone, while the Valley Nymph soon became the subject of many « valley girl » jokes, especially among Californian gamers.

The Satyr as a playable character class was always a subject of heated debate among the M&M enthusiasts. Its supporters defended it as « *the only serious male alternative to Nymphs* », while its detractors saw it as « *unplayable and potentially embarrassing, especially in groups with female gamers who play Nymphs* ». (both quotes taken from the letters column of *Griffin* magazine).

Glory = Experience ?

The idea of equating glory with experience (for non magic-using classes) was a simple and efficient way to encourage player-characters to act in a reasonably heroic way.

It was (of course) regularly contested by the so-called « advocates of evil » who saw it as an unrealistic and arbitrary restriction of players freedom... but on the whole, the idea of playing treacherous, backstabbing « anti-heroes » never quite took off and most M&M players stayed content with this fame-and-fortune approach to character development.

The Standard Price List

That hallmark of old-school fantasy roleplaying games was constantly expanded and amended by fans of the game. Some versions eventually went as far as to include prices for sandals, perfumes, massages and less savoury activities.

II : COMBAT

Sequence of Action

For convenience and tactical purposes, combat sequences are broken down into *battle rounds*.

A battle round is a hypothetical time unit representing roughly 6 seconds of action. There are 10 battle rounds in 1 minute.

A battle round is divided into three phases :

1) Decision Phase : During this phase, the players and the MM state what their characters will be doing during the battle round. Once an action has been declared, it may be cancelled at any time during the round, but not replaced by another action.

2) Movement Phase : All characters and creatures may move up to their maximum movement allowance (see the Movement section below).

3) Combat Phase : During this phase, the participants carry out their actions in decreasing order of initiative (see below). Attack rolls are made and, if successful, are followed by damage rolls.

Initiative

Initiative is rolled at the start of the first battle round and stays the same in subsequent battle rounds. To roll for initiative, roll 1D10 and add the character's Initiative modifier.

When two characters have exactly the same initiative score, they act simultaneously.

Surprise

If a character is *surprised*, he cannot act during the first battle round and will have to wait until the second battle round to roll for initiative.

During the surprise round, he may do nothing except defend. Surprised characters cannot benefit from their shield. Likewise, Spearmen cannot use their special Defense bonus when surprised.

Within a round, characters may only make one attack (melee or missile). This combat action may be combined to a tactical movement (see above).

Movement

During a battle round, a character may move up to 60 feet if he intends to act during the combat phase or up to twice as much (120 feet) if he forfeits all other actions.

This base speed of 60 feet per battle round is referred to as the character's *movement allowance*.

A character who is *fully encumbered* (see chapter IV) or moving on *difficult ground* has his maximum movement allowance reduced by half. These factors are cumulative. Thus, a fully encumbered character moving on difficult ground will have his movement allowance divided by four.

Facing

When facing multiple opponents, a character can only attack one of them per battle round. He can, however, defend against all of them.

An attack may come from the front, right flank, left flank or rear. Only one attacker may occupy one of these positions during a battle round.

A character can use his full EDC (including the shield bonus and the special bonus for Spearmen) against front and flank attacks.

Against rear attacks, only the character's BDC and armor (excluding shield) will be taken into account.

Using Maps & Miniatures

Players and Maze Masters may use maps and miniatures to represent terrain and participants during combat scenes. If this option is chosen, we recommend using 25mm miniatures, with a map scale of 1 inch for 6 feet.

It is important, however, to remember that Mazes & Minotaurs, not for Maps & Miniatures. This game is not a wargame, but a fantasy roleplaying game ; although a certain degree of realism is desirable, the main purpose of this game is not tactical simulation, but adventure and fun for players and Maze Master alike.



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

Melee Combat

All melee attacks are resolved as follows :

To strike an opponent in melee combat, a character must roll 1D20 + his Melee Attack modifier.

If the final result is equal to or higher than the opponent's effective Defense Class (EDC), the attack is successful and the opponent is wounded (see below).

Melee Weapons

If the attacker's weapon has a greater Reach than the opponent's, then each Reach level in favor of the attacker gives him a +2 attack bonus. Thus, an attacker with spear (Reach III) against an opponent with a dagger (Reach I) will receive a +4 bonus.

Table 2A : Melee Weapons Reach

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

Shield & Armor

A character's shield and armor increase his Effective Defense Class. In effect, each piece of protective armament (helmet, breastplate and shield) gives a +2 bonus to EDC.

Being Wounded

Every time a character (or creature) is wounded, he loses 1d6 points from his Hits Total. This damage roll may be increased by the special ability of some characters (Barbarians and Amazons).

When a character only has 1 or 2 Hits left, he falls unconscious ; if reduced to zero Hits, he dies.

At the end of each week of complete rest, a character recovers a number of Hits equal to his level plus one-quarter of his Basic Hits (ie 3 for fighting classes and 2 for magic-using classes). Thus, a level 3 Spearman will recover 6 Hits per week. A wounded character may also benefit from various forms of magical healing (see chapter III).



Retreat

To retreat from melee, a character must first push back his opponents before disengaging. This requires a successful Melee Attack but inflicts no damage on the opponent. Obviously, this maneuver must always be combined with a tactical movement.

Tactics & Techniques

Charge Into Battle

Before the first battle round begins, a character may elect to *charge into battle*, running for at least 30 feet and delivering his attack as he enters melee.

This maneuver grants a special charge bonus (equal to the character's Might bonus) on Initiative and Attack rolls *for the first battle round only*.

This maneuver can only be used by characters with a Might of 13+ (ie with a positive Might bonus) and cannot be used if the character is surprised, or fighting in close quarters (ie with less than 30 feet of terrain before him).

Shield Wall

This special defensive tactic can only be used by at least two Spearmen fighting in close formation (and armed with shields).

Each Spearman in the line receives a +2 bonus to his Effective Defense Class (EDC).

Spearmen forming a shield wall receive no Initiative roll and cannot attack before the end of the battle round, once everybody else has acted. If two enemy shield walls clash into battle, all attacks are resolved simultaneously.

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

Desperate Attack

During the decision phase of any battle round, a character engaged in melee combat may choose to make a *desperate attack*, gaining extra offensive strength but putting himself in greater danger by opening his own defenses.

In game terms, the character will gain a +2 attack modifier but his EDC will be lowered by the same amount for the entire duration of the battle round.

This tactic is often used by Barbarians but can also be used by any other characters. It is (obviously) incompatible with the shield wall maneuver. It may however be combined with a charge, resulting in a total attack bonus of +4.

Holding Back

This tactic enables a character with a longer weapon than his opponent to use this advantage defensively rather than offensively. If this tactic is chosen, the Reach advantage (see p 14) is added to the character's EDC rather than to his attack roll.



Two Weapons

Only characters with a Skill of 13+ may effectively fight with one weapon in each hand.

Fighting with two weapons grant a +2 bonus which can be used as an attack modifier or as a defensive bonus to EDC, up to the character's choice.

Subterfuge

A character may also try to fool or trick his opponent by using feints, false moves and other stratagems.

This requires some observation and evaluation of the opponent's moves and so cannot be attempted before the second battle round

A character who uses subterfuge forfeits his Initiative roll and cannot attack before the end of the battle round, once everybody else has acted.

He then gains an attack modifier equal to his Wits bonus. Thus, a character with Wits 16 will get a +2 attack modifier when using subterfuge.

Obviously, only characters with a Wits score of 13 or more (ie with a positive Wits bonus) may use subterfuge. Subterfuge cannot be combined with any other special tactic, except two weapon fighting.

Missile Combat

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

Range and visibility may modify the attacker's roll, as shown on Table 2B.

Note that a character's shield can only protect him against a missile attack if the character actively uses his shield to cover himself (which is impossible if he is unaware of the attacker, surprised etc).



Table 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).

Table 2C : Missile Weapons Ranges

Javelin.....	($\text{Might} \times 10$) feet
Sling.....	150 feet
Bow.....	300 feet
Short range = up to (range / 5)	
Long range = up to (range x 2)	

Unarmed Combat

In the world of M&M, unarmed combat can take two forms : pugilism and wrestling.

When fighting unarmed, a character's attack roll is only modified by his Might mod and Skill mod (with no bonus for Level), with a Reach of zero.

Pugilism

When using pugilism, a character uses his fists to inflict damage to his opponents ; in this case, the victim suffers no real wound (ie does not lose 1D6 Hits) but takes 1D6 points of subdual damage.

When a character's total subdual damage is greater than his current Hits total, he is knocked out and any subsequent subdual damage inflicted during his unconsciousness will be taken as regular hits.

A knocked-out character will stay unconscious for 2D6 minutes ; upon waking, he immediately reduces his subdual damage total by 1D6 points. Each subsequent hour of rest will enable to 'heal' a number of subdual damage points equal to his Level.

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

Wrestling

When using wrestling, a successful attack roll means the attacker has managed to grapple his opponent.

The opponent may break free with a special D20 roll modified by his Melee Attack modifier. To break free, a result greater than the grappler's Might score is needed (ie a roll of 19 or 20 for a Might of 18).

Unlike pugilism, wrestling may actually be used against beasts and monsters (other than creatures of Gigantic size).



The ancient art of lion-wrestling

2006 Edition Notes & Comments

The Initiative System

The initiative rules were often criticized as being too simplistic and « unrealistic ». One of the most frequent complaints was that it made no difference between melee combat, missile fire and magic use. Some gaming magazines published very detailed initiative systems with 'segments', 'secondary action phases' and other such nonsense... The system also had its staunch supporters, who found the system was fun, easy to use and 'realistic' enough for a game featuring sorcery, gorgons, magic helmets and divine intervention. This whole debate was directly related to the Wargame Controversy (see below).

The Wargame Controversy

« *This game is not a wargame, but a fantasy roleplaying game...* » When the authors of M&M included this innocuous (and, to be honest, perfectly sensible) affirmation in the *Using Maps & Miniatures* boxed text, they probably never imagined that it would cause a controversy that would divide the gaming community for more than a decade ! Wargaming was quite big in those days and, for some unknown reason, one of the main wargaming magazine of the time (*The Wargamist*) interpreted this small sentence as some sort of implicit insult or sarcasm aimed at their hobby and published what was probably the most scornful review ever written about a RPG. To quote : « *This strange little « fantasy game », that has nothing to do with serious simulation, will probably amuse immature fans of Jason & the Argonauts for a few hours (...) until they realize its utter vacuity and pretentiousness – not to mention its total lack of tactical realism and historical accuracy.* ». During the following years, the phrase : « *M&M is NOT a wargame...* » became the motto (warcry ?) of a group of hardcore wargamers who tried to have M&M excluded from all major gaming conventions. The ensuing tension eventually incited the M&M enthusiasts to organize their own event – yes, that was how and why MAZECON came to be... This was in 1976 and M&M is still here !

Weapon Damage...

The fact that all weapons did the same damage was never accepted by some gamers. Several magazines published « variant weapon rules » with impressive lists of different weapons with different damage ranges : some of them used different dice types (eg 1d8 for swords), others used straight modifiers (eg 1d6+2 for swords) and a minority of obsessive « weapon experts » combined both (eg 1d8+1 for a medium sword, 2d4-1 for a standard spear... you get the idea). Others wondered why their characters had to buy costly swords if a cheap cudgel did exactly the same damage. The system also had its supporters, who pointed out that the rules on weapon length already gave spears a strong advantage over daggers or even swords. And that swords are classier than cudgels. On the whole, the majority of M&M players just did not give a damn.

... and, of course, Armor !

« *Armor does not make you harder to hit !* » How often have we heard this ? And how many times has someone retorted : « *Yeah but the attack roll is not a hit-or-miss roll ; a failed attack roll does not mean your blow hits the air, simply that it was not delivered with enough might, skill or luck to get past the opponent's armor or shield...* » This was generally followed by a few seconds of silence and then by something along the line of : « *Oh yeah ? So what about missile weapons ?* » And by the time the discussion came to an end, it was 4.00 am again.

It was (of course) regularly contested by the so-called « advocates of evil » who saw it as an unrealistic and arbitrary restriction of players freedom... but on the whole, the idea of playing treacherous, backstabbing « anti-heroes » never quite took off and most M&M players stayed content with this fame-and-fortune approach to character development.

Shield Walls

The shield wall became an all-time favorite of M&M players. Frantic cries of « Shield wall ! » were often heard during game sessions and the phrase eventually became the rallying slogan of M&M fanatics everywhere.

Unarmed Combat

Strangely, many M&M players never really took interest in the unarmed combat rules, preferring to fight with sword or spear, even when pugilism or wrestling appeared to be the sensible option. In 1978, *Griffin* magazine published specialized Pugilist and Wrestlers classes as part of an « Olympic Games » special feature, but on the whole, unarmed combat never caused as much enthusiasm among the M&M crowd as good old fashioned sword-and-blood mayhem...

III : MAGIC



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

Magic & Power

In the *M&M* basic rules, magic can take three different forms : the Spells cast by Sorcerers, the Divine Prodigies performed by Priests and the Natural Gifts of Nymphs. While they have different origins and purposes, these powers share many common characteristics in game terms.

Every magic-using character has a pool of Power points which represent the quantity of magical energy available to him. At first level, a character's Power total is equal to 9 plus the bonus of his prime requisite (Wits for Sorcerers, Faith for Priests and Grace for Nymphs), resulting in a range of 10-12.

Every time a magic-using character reaches a new level, he gains a number of Power points equal to his new level (ie 2pts at level 2, 3pts at level 3 etc). Unlike Hits or any other characteristic, Power points increase *geometrically* (rather than arithmetically).

The most powerful magic-using character (level 6 and prime requisite bonus of +3) would have a total of 32 Power points – Power indeed !

Table 3A : Power & Level

Level of Character	Power Total
1.....	(9 + bonus)
2.....	(11 + bonus)
3.....	(14 + bonus)
4.....	(18 + bonus)
5.....	(23 + bonus)
6.....	(29 + bonus)

These points are expended every time a character uses one of his magical powers. Each magic-using class has a specific rate and method of power recovery (as shown below).

Using Magic

A character may use any power with a power level equal to or lower than his own level.

Using magic requires no die roll but draws heavily on the character's inner mystic energy. Every time a character uses a magical power, he spends 1d6 Power points.

If the number rolled exceeds the number of Power points available, all remaining Power points are lost and the power does not work.

Using any magical power requires a number one full battle round. During this time, the caster must maintain a total concentration and cannot perform any other action. If a magician's concentration is disrupted, the process will be aborted. If concentration is maintained, the power will take effect at the end of the ongoing battle round.

Each character or living creature has a Mystic Fortitude, which represents its ability to resist the effects of hostile magic. Every time a magical power is used against an unwilling victim, roll 1D20 + the victim's Mystic Fortitude modifier. **If the result is 15 or greater**, the character successfully resists and the power fails to take effect.

Power Recovery

Sorcerers recover Power by sleeping.

Priests recover Power by honoring their deity by performing religious rituals.

Nymphs recover Power by melding themselves with their natural element (ie trees for a dryad, a river or spring for a naiad etc).

Each full hour of recovery restores a number of Power points equal to the character's level, up to his maximum total.

Sorcery

In the world of *Mazes & Minotaurs*, Sorcery is only one of the many forms that magic can take. A Sorcerer is a magician who uses his magical spells to deceive, influence and manipulate the minds and senses of other characters or creatures.

Each Sorcery spell is considered as a separate magical power : every time a Sorcerer casts a spell, he must spend 1d6 points of Power.

Each level in the Sorcerer class gives access to a specific Spell. In the descriptions below, some spells are described as *temporary* : they operate for a certain duration, which can be measured in battle rounds, minutes or hours. Within this time frame, the exact duration of a temporary spell generally depends on the Sorcerer's level.

Level 1 : Confusion

This temporary spell enables a Sorcerer to disorient and befuddle the mind of another person, animal or monster. It has an effective range of 20 feet. The target of the spell may make a Mystic Fortitude roll to resist its effects.

A character or creature affected by this spell is considered as *surprised* during a number of battle rounds equal to the Sorcerer's level : see chapter II for the effects of surprise in combat. Moreover, a Confused person or creature will automatically fail all Danger Evasion or Mystic Fortitude rolls.

This spell may be used against a group, up to a number of individuals equal to the Sorcerer's level, with no extra Power cost but a separate Mystic Fortitude roll for each intended victim.

This spell does not work against creatures with no real mind of their own – such as animated skeletons or statues.

Level 2 : Illusions

With this spell, a Sorcerer affects the sensory perception of an individual to make him believe he sees or hears things that are not there...

To use this power, the Sorcerer must be able to see the individual he wishes to affect. Only humans and intelligent humanoids may be affected by illusions ; animals, undead and supernatural monsters are immune to the powers of illusion.

This power may not be used to create anything substantial or that looks or feels solid – but may be used to create moving shadows, flames, noises, strange lights or even ghostly images. If the victim fails his Mystic Fortitude roll, he will believe these illusions to be real and will act accordingly.



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

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

This spell may be used to affect several individuals, up to a number of beings equal to the Sorcerer's level, with a separate Mystic Fortitude roll for each.

Level 3 : Cloak

This temporary spell gives a Sorcerer the power to conceal his presence to the minds of others, even if he is standing in plain sight.

Affected individuals will be absolutely unable to see the character – unless he attacks them in melee combat, in which case the spell instantly wears off.

The effects of this spell lasts for a number of battle rounds equal to the Sorcerer's level.

This spell may also be used to conceal another person or even a whole group of persons, up to the Sorcerer's level (which may include the Sorcerer himself). In this case, it has a range of 10 feet (ie it stops working if the concealed person moves more than 10 feet away from the caster).

Level 4 : Compelling

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

This spell has an effective range of 20 feet. It requires direct eye contact and thus can only be used against a single target. Since it requires the use of language, it can only be used on mortals or other intelligent humanoids

The victim is entitled to a Mystic Fortitude roll to fight off the Sorcerer's domination. If the target fails to resist, he will be forced to obey all the Sorcerer's commands for a number of battle rounds equal to the Sorcerer's level. Orders which are directly suicidal will not be obeyed and will break the spell. Orders to attack one's comrades etc will trigger a new Mystic Fortitude roll.

Level 5 : Psychic Attack

With this power, a Sorcerer may use his supernatural might to strike his enemies with an invisible bolt of pure sorcerous energy.

Each use of this spell inflicts (1d6 + Wits bonus of the Sorcerer) Hits to the designated target. This attack requires no attack roll and has a maximum range of 30 feet. The target is allowed a Mystic Fortitude to avoid the damage.

This spell requires the Sorcerer to focus his mind on its chosen target and can only be used against one person or creature at a time. Like Compelling, Confusion and other psychic spells, it cannot affect creatures which have no minds per se, such as undead skeletons, animated statues etc.

Level 6 : Enslavement

This spell is a permanent form of Compelling. It can only be used on a victim under a Compelling spell cast by the same Sorcerer.

If this victim fails a Mystic Fortitude roll, he becomes the Sorcerer's docile and obedient slave forever or as long as the Sorcerer wishes - unless the enthrallment is broken by Divine Intervention. In game terms, the affected victim acts as if under a permanent Compelling, with the same effects and restrictions.

This spell cannot be used to Enslave multiple victims at the same time but a Sorcerer may keep several Enslaved individuals at his orders, as long as the sum of their levels does not exceed 6.

Divine Prodigies

Unlike Sorcerers, Priests do not have to learn specific spells to call on the powers of the deity they serve. Each level of the Priest class gives access to a specific Divine Prodigy. Thus, a level 3 Priest will be able to perform level 1, 2 and 3 Prodigies.

Each time a Priest performs a Divine Prodigy, he spends 1d6 points of Power, as per the usual rules.

Level 1 : Divine Blessing

With this power, a Priest may place his deity's blessing upon an individual (including himself).

This blessing lasts for a number of hours equal to the Priest's level. It takes the form of a special bonus added to two of the character's modifiers (depending on the Priest's deity), equal to the individual's Faith modifier. Thus, only characters with a Faith of 13+ (ie with a Faith bonus) may benefit from a divine blessing : you must have belief in the powers of the gods to be worthy of their gifts.

Zeus : Mystic Fortitude and Defense Class

Ares : Melee Attack and Defense Class

Hermes : Initiative and Danger Evasion

Poseidon : Melee Attack and Mystic Fortitude

Apollo : First Reaction and Missile Attack

Hephaestus : Mystic Fortitude and Defense Class

Hera : Mystic Fortitude and First Reaction

Hestia : Mystic Fortitude and First Reaction

Athena : Melee Attack and Defense Class

Aphrodite : First Reaction and Danger Evasion

Demeter : Mystic Fortitude and First Reaction

Artemis : Missile Attack and First Reaction

This power may also be used in reverse, to bestow a *Divine Curse* on an individual. Only characters who show little or no respect to the gods (ie characters with a negative Faith modifier) may be affected by a Divine Curse.

The effects of a Divine Curse are the exact opposite of the corresponding Divine Blessing : the Curse of Hermes, for instance, will take the form of a penalty (equal to the target's Faith modifier) to Initiative and Danger Evasion, for a number of hours equal to the Priest's level.

Monsters and animals, having no Faith, cannot be affected by Divine Blessings or Curses.



- 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 bauble, stupid woman – the Bowl of Serendipity is mine !

Level 2 : Divination

With this power, a Priest may ask his deity to send him a vision related to a specific person, place or situation.

Depending on the circumstances, these visions may come from the past, the present or even the future – but visions about the future often take a symbolic form that may be more or less difficult to interpret.

Each use of this power costs 1d6 Power points.

Deities are omniscient and will always answer truthfully to the questions of their Priests – truthfully, but not always in a perfectly clear or satisfactory manner. The Maze Master is the final arbiter on the amount of information a deity may wish to reveal through Divination.

Level 3 : Divine Vitality

With this power, a Priest may call on his deity's supernatural might to instantly heal an individual's wounds and injuries, infusing him with divine vitality. The Priest may use this power on any person or creature, including himself.

Each use of Divine Vitality costs 1d6 Power points and instantly restores (1d6+the Priest's Faith bonus) Hits to a wounded character or creature, without exceeding his usual maximum.

Level 4 : Divine Gift

This Prodigy works much like Divine Blessing, except that it bestows a special power or ability (rather than a bonus); its effects are more spectacular, but only last for a number of battle rounds equal to the Priest's level.

The nature of the Gift bestowed on the character varies according to the deity :

Deity	Divine Gift
Zeus.....	Fortitude
Ares.....	Victory
Apollo.....	Sure Hand
Hermes.....	Winged Heels
Poseidon.....	Strength
Hephaestus.....	Strength
Hera.....	Fortitude
Hestia.....	Fortitude
Aphrodite.....	Fortitude
Demeter.....	Fortitude
Athena.....	Victory
Artemis.....	Sure Hand

Fortitude : The character subtracts his Faith bonus from all the damage rolls he suffers.

Victory : The character adds his Faith bonus to his damage rolls in melee combat.

Winged Heels : The character's basic movement allowance (60') is increased by (Faith bonus x 10') or twice that amount when using full movement.

Strength : The character adds his Faith bonus to his Might modifier for the purpose of strength feats (see chapter IV).

Sure Hand : The character adds his Faith bonus to his missile damage rolls.



Athena, goddess of skill and wisdom

Level 5 : Divine Wrath

With this power, a Priest may use his deity's supernatural might to strike his enemies with a bolt of pure spiritual energy.

Each use of Divine Wrath costs 1d6 Power points and inflicts (1d6 + the Priest's Faith bonus) Hits to the chosen target. This attack requires no attack roll and has a maximum range of 20 feet. The target is allowed a Mystic Fortitude to counter its effects.

Level 6 : Divine Intervention

With this ultimate power, a Priest may ask for direct intervention by his deity.

This requires the usual expenditure of 1d6 Power points, followed by a percentile die roll to see if the deity actually answers to the Priest's call. The % chance that the deity will answer is normally 10% but will be increased to 20% in places sacred to the specific god or goddess – or decreased to 5% in places that are sacred to *another* deity.

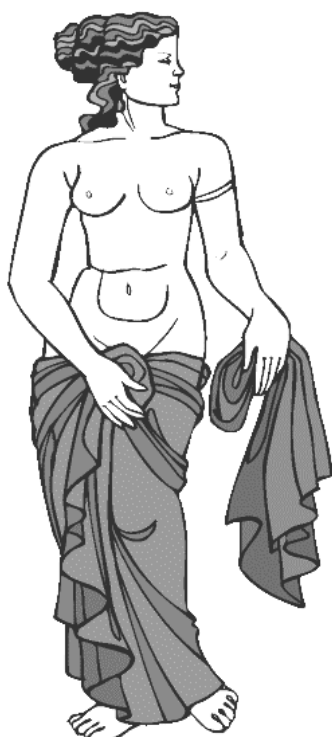
If the % roll indicates a success, the deity appears. If the roll is a failure, the deity does not answer (and the 6 Power points have been spent in vain); the Priest may try again but will have to spend 1d6 Power points each time.

Once a deity appears, the Priest has absolutely no control or influence over his or her actions; deities nonetheless tend to act in favor of those who serve and honor them.

The exact consequences of a Divine Intervention are left to the Maze Master but should always be as spectacular as possible (remember Poseidon in the *Jason and the Argonauts* movie ?). If a deity wants to accomplish something, then he or she automatically succeeds. Deities never stay on the material plane very long; once their job is done, they usually vanish in a cloud of smoke, flash of light or other dramatic way of exit.



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



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

Nature's Gifts

A Nymph's powers are represented by special Gifts, one for each level of the class. The exact forms of some Gifts may vary according to the Nymph's kin. As with all magical powers, each use of a Gift requires an expenditure of 1d6 Power points.

Level 1 : Nature's Charm

This Gift enables a Nymph to entrance a mortal, animal or monster with her preternatural charm.

To use this power, the Nymph must be able to see (or somehow communicate with) her intended target and must spend 1d6 Power points. The target is allowed a Mystic Fortitude roll to break the spell.

If the target fails to resist, he will be unable to take any hostile action against the Nymph for a number of battle rounds equal to the Nymph's level.

A successful attack on the victim will immediately break the spell.

This power can be used on several individuals at the same time (up to a maximum equal to the Nymph's level), with no additional Power cost but with a separate Mystic Fortitude roll for each intended victim. Thus, to entrance a group of three persons during three battle rounds, a Nymph would need to be at least level 3 herself.

Level 2 : Nature's Guises

This Gift enables a Nymph to alter her appearance at will - including her hair and eye color, skin hue, facial features etc. Unlike true shapeshifting, this Gift does not enable the user to change her physical form but can make her look (and sound) like someone else, provided this someone is a humanoid female of a roughly similar size. These changes last until other changes are made (ie until this power is used to adopt a new appearance). The Nymph must also spend 1d6 Power points to restore her original appearance.

Level 3 : Nature's Comfort

This Gift enables a Nymph to instantly heal an individual's wounds and injuries by the power of their own preternatural life force. The Nymph may heal any being she can touch, including herself. Each use of this power instantly restores (1d6 + the Nymph's Grace bonus) Hits to the wounded being, without exceeding his usual maximum.

Level 4 : Nature's Favor

With this Gift, the Nymph may bestow a special power or ability on a chosen individual, for a number of hours equal to her own level. To bestow this power, the Nymph must kiss the chosen individual.

Dryads, Napaea, Oreads and Limniads can bestow their own special stealth bonus (see chapter IV for more details) to another character.

Nereids and Naiads can bestow the power to breathe (but not speak) underwater.

Level 5 : Nature's Curse

With this Gift, a Nymph may use her kiss to bestow a curse on a chosen victim. The exact form of the curse depends on the Nymph's kin (see below). In all instances, the victim is entitled to a Mystic Fortitude resistance roll ; if this roll is failed, he will be affected by the curse *forever*. The only things that can lift a Nymph's curse is the Nymph herself or Divine Intervention. If the Nymph decides to lift her own curse, this act of mercy will count as a specific power use (with the usual 1d6 Power points cost).

Dryads or Oreads may turn a person, animal or monster into a tree (for Dryads) or rock (for Oreads). The size and general shape of the tree or rock will be roughly similar to those of the victim.

Limniads and Nereids can curse a victim with their kiss, inflicting him any one of the following effects : *ugliness* (lose 1d6 points of Grace), *weakness* (lose 1d6 points of Might), *folly* (lose 1d6 points of Wits) or *misfortune* (lose 1d6 points of Luck). Multiple effects may be inflicted on the same victim, but each one counts as a separate use of the power and the same effect cannot be repeated twice. A victim's attributes may not be reduced below 3 in this way.

Nereids and **Naiads** may curse their victim with the *curse of the drowned*. Characters affected by this curse *always* fail swimming rolls (see chapter IV) and take twice as much damage as anybody from drowning (ie 2d6 instead of 1d6 per battle round).

Level 6 : Nature's Mastery

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

Dryads can animate a tree, bringing it to life and turning it into a Wood Titan (see the *Creatures Compendium* for a description of Wood Titans abilities and characteristics). The Wood Titan will obey all the commands of its creator – but will only live for a number of hours equal to the Dryad's Grace bonus, after which it will « root back » and become a tree again.

Oreads can animate a huge rock or boulder, bringing it to life and turning it into a Stone Giant (see the *Creatures Compendium* for a description of Stone Giants characteristics). The Stone Giant will obey all the commands of its creator but will only live for a number of hours equal to the Oread's Grace bonus, after which it will petrify back – become an inanimate rock again.

Nereids can command the weather at sea, controlling the direction and the strength of winds or causing (or calming) storms. To accomplish this, the Nymph must be in her element (swimming in the sea or on board of a ship). This power allows her to control the environing weather for a number of hours equal to her Grace bonus.

Naiads can create springs or streams of freshwater out of nothing, with a flow equivalent to that of a small brook. The water thus created can be used for sustenance as well as to wash things away, undermine walls, extinguish small fires or even submerge an enclosed space (and all those who are within)... This Gift may also be used to control a river's flow, even to the point of *reversing* it. It cannot, however, be used to *create* a sailable body of water. All these manifestations last for a number of hours equal to the Nymph's Grace bonus.

Napaeas can empower their kiss with the very power of Life itself. A Valley Nymph may resurrect a person who has just been killed, breathing a burst of vital energy in his body. This power will not work if the deceased individual has been dead for a number of battle rounds greater than the Nymph's Grace bonus. Persons who have died from natural causes (such as old age) cannot be brought back from the dead by this power : only « unnatural » deaths can be reverted by the kiss of a Napaea.

Limniads have the 'reverse' version of the Napaea's Gift. Yes, that's right : Swamp Nymphs can kill with a single kiss. The victim is allowed a Mystic Fortitude roll, but if this roll fails, he dies immediately.

2006 Edition Notes & Comments

Power Use

One of the most widely used variants of the Magic rules was to adjust Power points cost according to the level of the power used : instead of rolling 1d6, the magic-using character simply had to spend a number of Power points equal to the level of the power he intended to use.

Yet the d6 method remained very popular with a lot of M&M groups because it added an element of unpredictability to magic use. Since *any* power use could wear off an already fatigued magic-user, even high-level characters sometimes had to think twice before using a « low-level » power ; on the other hand, a 6th level Priest could always hope for a last chance Divine Intervention even if he only had 1 or 2 Power points left. This system also prompted players to « save the magic » for really dramatic or dangerous situations – quite a sensible choice in a game where magic-using characters had to collect Wisdom points to reach new levels of power.

What ? No Fireballs ?

The Sorcerer was (undeservedly) perceived as the underdog of M&M by quite a few players, who felt that a 'true wizard' should have been granted more spectacular and flashy powers – such as fireballs, force walls or even telekinesis – rather than being 'just a psychic manipulator'. There was clearly a misunderstanding here, as the authors of the original game apparently *did* envision Sorcerers as crafty psychic manipulators and illusionists.

Then came the second supplement for the game, *Myth & Magic*, which introduced several new magic-using classes, including the Elementalist, with his very spectacular powers - lots of pyrotechnics and visual FX here. This optional class quickly became very popular among M&M players, even to the point of replacing the Sorcerer as the one and only « true wizard » class in the minds of many players.

Nymph Jokes

As mentioned earlier, Valley Nymphs became the object of many lame « valley girl » jokes but this trend actually extended to other aspects of the Nymph class – the « Nature's Guises » power, for instance, was once described as « the instant beauty salon power » and the Limniad's 'kiss of death' ability (level 6) was (quite predictably) associated with the idea of 'swampy bad breath'.

In her thought-provoking *Gaming with the Boys* series of articles (*Griffin* magazine 1986-87), female game designer Amanda Smith identified the whole « Nymph joke » thing as one of the very first (and most blatant) cases of sexism in the RPG community – along with the infamous « *Amazons should not have 18 Might* » controversy.