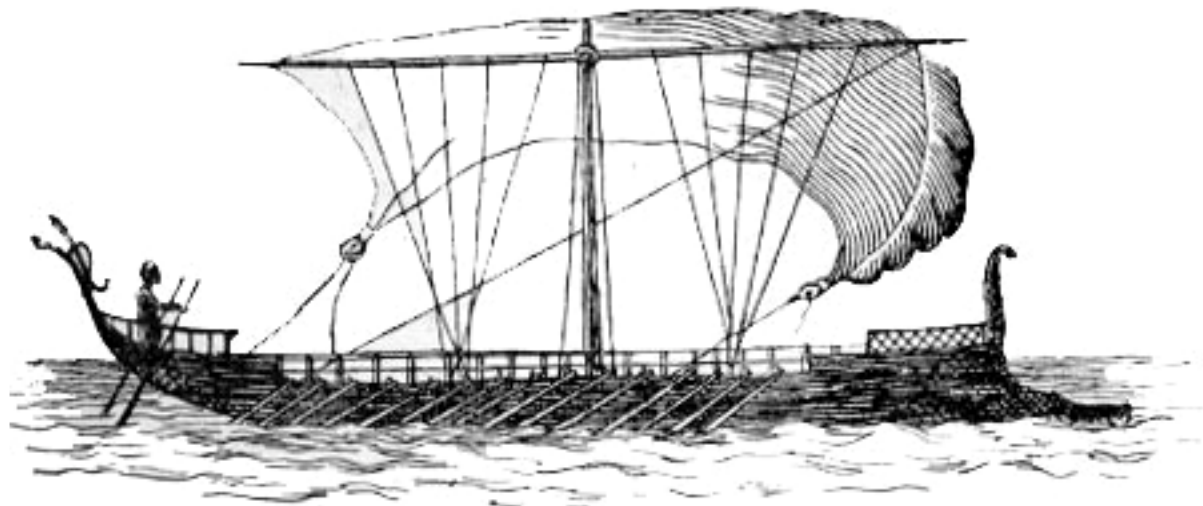


IV : ADVENTURING



Travel & Movement

Travellers may cover up to 20 miles a day on foot or up to 30 miles a day on horseback.

Note that a 'day' here actually represents an average of 10 hours of travel. If hourly movement rates are needed, simply divide the figure by ten.

To get the travel rate of an animal or creature in miles per day, simply divide its tactical movement rate (expressed in feet per battle round) by 3.

When moving through *difficult terrain* (mountains, swamps, dense forests etc), a character's daily movement rate is cut by half.

Ships & Sailing

Sailing to Adventure

The Greeks were great sailors, and many of their hero myths involve ocean-going voyages (think of Jason, Odysseus, Arion, Theseus ... even Aeneas).

For Odysseus and Jason, the voyage *was* the adventure! Player character heroes might travel by sailing ship to reach a new adventure location, or the Maze Master could plan to focus on the life at sea and the island encounters.

The *Maze Master's Lore* chapter contains fully detailed rules for sea encounters (including islands).

Navigation

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

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

Types of Ships

Merchants own **Round Ships**, tubby vessels with a single square sail, crewed by half-a-dozen sailors and carrying several tons of cargo. These ships are often the prey of pirate vessels - often Phoenician longships or the war galleys of some unscrupulous Greek king. Sometimes these Round Ships are owned and operated by Phoenician pirates!

Kings and warlords own **Galleys**, vessels that are long and thin war galleys powered by twenty or fifty rowers (usually loyal warriors). Galleys can carry only a little cargo, have no hold or cabin (maybe a small hide tent thrown up near the helmsman) and can hoist a square sail on the mast to pick up speed in a wind. Since they are warships they are built for speed and often include bronze-tipped rams at the bow. All Greek vessels have brightly painted eyes on their prows, ancient symbols of good luck.

Weather at Sea

Assume that there is enough wind for the ship to sail by. Often a good breeze will blow. The Maze Master could instead roll 1d6, with 1 denoting dead calm, 2 to 5 denoting a good breeze, and 6 denoting a gale, which may (50% chance) turn into a storm.

Roll this day by day, or roll for each day before the adventure begins, or ignore the rolls altogether and create your own weather to suit the scenario. It is best to assume that the wind effect rolled is in the heroes' favour (unless it's a storm). Don't dwell on the direction of the wind. These rules are intended to speed along the heroes, not bog them down!

Note that Nereids can use their Nature's Mastery power to control the weather at sea and can calm or cause such events as they wish.

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

Storms

In case of a storm, roll 1d20 and add the ship captain's Danger Evasion modifier. If the total is 15+, disaster is avoided. If the roll is failed, the ship is damaged and loses 1d6 Hull points.

If a ship is reduced to zero Hull points, it starts to sink and must be abandoned.

Most merchant Round Ships have 8 Hull points, while most Galleys have 12.

Every character on board must make swimming checks to avoid drowning (see below), with a new check every hour or until something happens.

Encumbrance

Each important object has an Encumbrance value which reflects its bulk and cumbersomeness.

Weapons have an Encumbrance value equal to their Reach category. Thus, a sword has an Encumbrance value of 2, while a spear has an Encumbrance of 3.

Each piece of armor or protective equipment has a specific Encumbrance value : 3 for a shield, 2 for a helmet and 4 for a breastplate.

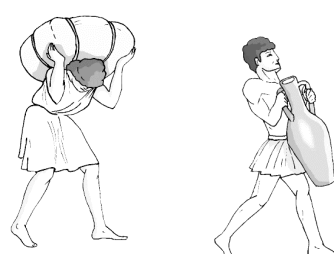
Bronze, silver and gold pieces have an Encumbrance value of 1 per 100 coins. Thus, a bag of 300 silver pieces would have an Encumbrance value of 3.

Small or easily-carried items, such as gems, purses etc, have an Encumbrance of zero.

An unconscious or dead individual represents has an Encumbrance value of 10, plus his own Encumbrance total.

A character cannot carry more Encumbrance points than his Might ; if this limit is exceeded, the character becomes *fully encumbered* and his movement allowance is cut by half (see chapter II).

A *fully encumbered* character's total Encumbrance cannot exceed this maximum carrying capacity by more than 3 points.



Feats of Strength

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



When a character attempts such a feat, roll 1d10. If the result is lower than or equal to the character's Might bonus, then the feat of strength succeeds. Otherwise, the feat fails and cannot be attempted again by the same character.

Escaping Danger

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

Such dangerous situations can generally be avoided with a successful Danger Evasion roll : roll 1D20 and add the character's Danger Evasion modifier.

If the final result is 15 or more, the character manages to escape from harm. Depending on the situation, this may reflect the character's fast reflexes, alert mind or good fortune.

If the result is less than 15, the roll is failed and the character is not quick or lucky enough and is fully affected by the peril.

The exact consequences depend on the nature of the peril or hazard. Possible effects include instant death, physical damage (lose 1d6 Hits), massive physical damage (lose 2d6 Hits), temporary paralysis (cannot move or act for 10 battle rounds), weakness (-2 Melee attack) etc.

Hiding & Sneaking

When a character tries to avoid detection by hiding, moving silently, sneaking etc, his *stealth roll* is opposed by the *detection roll* of any individual or creature that might see, hear or otherwise perceive his presence.

Detection rolls are made on 1d20 + the character's or creature's Danger Evasion modifier. A *distracted* character or creature suffers a penalty of -4. Characters with helmets also suffer a -2 penalty.

Stealth rolls are made on 1d20 + the character's or creature's Danger Evasion modifier. If the character has an Encumbrance total, it acts as a penalty on all his Stealth roll (except for helmets). When in their natural surroundings, Nymphs receive a special stealth bonus equal to (Grace modifier + level).

Compare the stealth roll with the detection roll : if the stealth roll is higher, the sneaky character stays undetected and will benefit from the effects of surprise if he chooses to attack.

If the detection roll is higher, the character's presence has been detected. In case of ties, just reroll both dice.

Swimming & Drowning

A character can swim at a maximum speed of 20 feet per battle round.

In addition, difficult or troubled waters require a successful Melee attack against an hypothetical Defense Class of (10 + the character's Encumbrance). Especially perilous waters may call for two or three such checks in succession, at the

Maze Master's discretion. A character's swimming ability is represented by his Melee modifier because swimming is essentially a matter of Might and Skill.

If this roll is failed, the character cannot move and must make a Danger Evasion roll to avoid drowning. Drowning characters suffer 1d6 Hits per round until they are rescued (or dead). This damage is entirely recovered as soon as they are rescued and revived.

Naiads and Nereids can breathe underwater ; they are immune to drowning and never need to make swimming rolls.

Climbing & Falling

A character can climb at a maximum speed of 10 feet per battle round. In addition, difficult climbs require a successful Melee attack against an hypothetical Defense Class of (10 + the character's Encumbrance) for each minute of climbing.

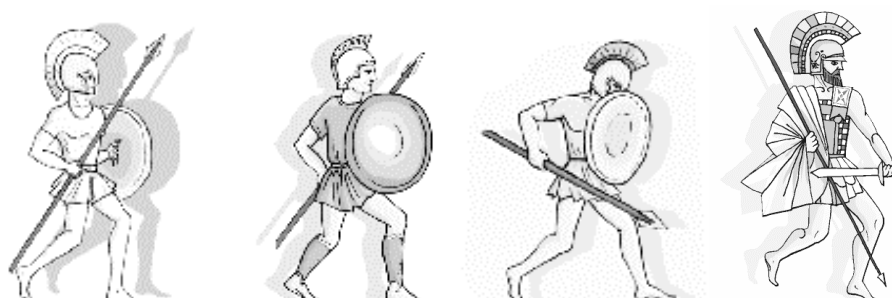
A character's climbing ability is represented by his Melee attack modifier because climbing is essentially a matter of Might and Skill.

If this roll is failed, the character cannot move and must make a Danger Evasion roll to avoid falling. Falling causes 1d6 damage per 10 feet fallen.

Oreads never need to make climbing rolls in a mountainous environment ; Dryads enjoy the same advantage when climbing trees. The same goes for any character using a rope.



Climbing is made so much easier with a rope



Meeting NPCs

When a character (or group of characters) meets a NPC (or group of NPCs) for the first time, the reaction of the encountered party can be determined by the Maze Master, according to the motivations of the NPCs or to the circumstances of the encounter.

In uncertain situations, this first reaction will be determined by a First Reaction roll made by the character (or by the spokesman of the party). Roll 2d10, add the character's First Reaction bonus and interpret the result as follows :

Table 4A : 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)

Heroes (including player-characters) enjoy a certain degree of renown and influence thanks to the Glory or Wisdom they have accumulated.

Depending on the morality and personal history of the character, this *reputation effect* might reflect fame and prestige... or a fearsome and intimidating notoriety. In game terms, both styles of reputation have the same effects and take the form of a First Reaction bonus equal to the character's level.

Obviously, the reputation effect does not apply if the character travels incognito, under a false identity or in lands where his name and deeds are totally unheard of. In most situations, a character will have to decline his identity to benefit from this bonus.

Henchmen

Types of Henchmen

Three distinct types of NPC Henchmen may accompany a player-character on his adventures and quests : followers, retainers and mercenaries.

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

Followers can only be recruited between adventures and expeditions. Only NPCs who show a Friendly first reaction may be recruited as followers. A character's maximum number of followers is equal to twice his level.

A *retainer* is similar to a follower but is solely motivated by loyalty, dedication or obedience. Only a Noble or Priest character may have retainers, up to a number equal to his level.

A *mercenary* is only motivated by money. In game terms, mercenaries have the same capabilities as followers and retainers but tend to be far less loyal. A player character may have any mercenaries as he wishes, as long as he can pay them. The usual daily pay for a single mercenary is determined by his quality level (see below).

Quality

Henchmen come into three levels of military training and competence : *Normal*, *Seasoned* and *Elite*.

Normal Henchmen represent the vast majority of soldiers, sailors etc. They are treated as zero-level characters with average (9-12) scores in all their attributes and a total of 8 Hits.

Seasoned Henchmen are skilled fighters. They have a total of 10 Hits and a +1 bonus in Initiative, Melee attack and Missile attack.

Elite Henchmen are the *crème de la crème* of henchmen. They have a total of 12 Hits and a +2 bonus in Initiative, Melee attack and Missile attack.

Equipment & Rewards

Depending on their function and origins, Henchmen may be equipped as Spearmen or Barbarians. Their EDC is always equal to 12 + the value of any armor worn.

A mercenary's wages depend on his quality level. The usual daily pay is 2 silver pieces for normal mercenaries, 4 silver pieces for seasoned mercenaries and 8 silver pieces for elite troops. Thus, hiring a band of 100 seasoned mercenaries for three days will cost around 1200 silver pieces (or 12 gold coins). In some circumstances, mercenaries may accept delayed payment (in the form of plunder, treasure shares etc) but with an extra cost of 25%, payable in advance.

Unlike player-characters, Henchmen never advance in levels and are always excluded from Glory points distribution.

Loyalty and Morale

Whenever an Henchman faces a Fearsome creature (see chapter V) or as soon as his Hits are reduced to half their initial total or less, he must make a special roll reflecting his loyalty and morale.

Roll 1d6. If the result is higher than the character's Loyalty rating, he will retreat, flee (if proper retreat is impossible) or surrender (if flight is impossible).

If the die roll is equal to or lower than the Henchman's Loyalty rating, he soldiers on and will continue to fight whatever the odds.

Type of Henchman Loyalty Rating

Follower.....	4
Retainer.....	5
Mercenary.....	3

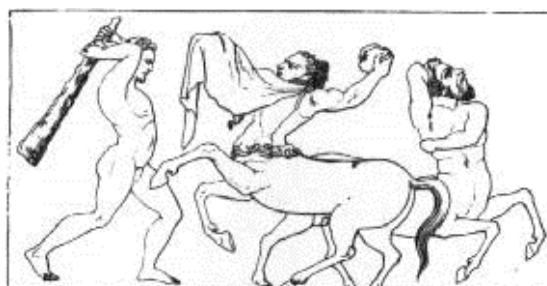
The Maze Master may also call for Loyalty checks in any situation where the character's leadership or authority is questioned or challenged.

In this case, checks are made with a +1 bonus to the Loyalty rating.

Some followers form bands, regiments or companies that act as a single entity for all Loyalty purposes: in this case, a single Loyalty check should be made for the entire group whenever it faces a Fearsome creature or when half or more of its members are dead or unconscious. This group morale rule applies to most mercenaries and may also apply to closely united ship crews (such as the legendary Argonauts) or barbarian hordes.

Character Advancement

At the end of an adventure scenario, characters may earn Glory or Wisdom points as a reward for their heroic deeds and accomplishments. Fighters (Nobles, Spearmen and Barbarians) earn Glory points, while magicians (Sorcerers, Priests and Nymphs) earn Wisdom points. The accumulation of these points enables a character to increase his level of experience (see chapter I for more details).



Gaining Glory

Vanquishing Creatures: Slaying, capturing or otherwise vanquishing a Creature, brings a number of Glory points equal to the Creature's Glory value. Note that these Glory awards must be divided between the participating characters: thus, if a group of four heroes vanquish a 200 points Monster, each character will receive 50 Glory points. Round fractions in favor of the characters.

Accomplishing Heroic Deeds: When characters save a city, discover unknown lands, destroy a dangerous menace or accomplish any other glorious deed, the Maze Master may reward *each one of them* with 100, 200 or even 500 Glory points depending on the magnitude of the deed.

Gaining Wisdom

Vanquishing Supernatural Opponents: Some supernatural Creatures have a Wisdom award. NPC magicians are worth 100 Wisdom points per level. Unlike Glory awards for vanquishing creatures (see above), Wisdom does not need to be divided between characters.

Exploring the Unknown: Exploring unknown lands, magical sites, mysterious islands and other strange places may bring a character 100, 200 or even 500 Wisdom points depending on the weirdness or interest of the character's discoveries and experiences.



Glory and Wisdom

2006 Edition Notes & Comments

Rules & Realism

Despite the fact that it manages to cover quite a wide variety of topics in only 3 pages (or perhaps because of this), the Adventuring chapter was often criticized by simulation gamers of the late 70s as being 'far too sketchy' or 'far too vague' as far as actual game mechanics were concerned.

This line of criticism may seem a bit odd by today's standards but you must remember that these were the seventies – an era during which gaming was dominated by hexagon grids, endless booklets of tables and charts, pocket calculators and rule lawyers.

The dominant 'gaming philosophy' of the mid-to-late 70s was perfectly captured by famous US gamer Dave St-Armand in his memorable series of articles *25 Years In the Labyrinth* (Griffin magazine, 1997), in which he described the « three laws of Kreuk » (from the name of Thomas Kreuk, author of *Warfare & Wizardry*, often labelled as the 'most complex RPG rules ever written' – a dubious claim to fame if you ask me): « Law 1 = Realism is the one and only goal of simulation gaming ; Law 2 = Realism is more desirable than atmosphere, drama and, of course, fun ; Law 3 = Realism can only be achieved by insanely complex rules. »

Sailing Rules ? What Sailing Rules ?

No real rules for navigation or naval combat, no detailed stats for ships... well, let's admit it : the sailing section *really* looked like it was hacked in a couple of hours as a last-minute addition to the game.

It is often remembered as the most vilified section in the entire M&M rules. *Wargamist* magazine dubbed these little paragraphs '*a mockery of naval simulation*' and even the most enthusiastic supporters of the game had to admit that these were (to quote one of the original M&M playtesters) : '*crude, to say the least*'. '*Sailing rules ? What sailing rules ?*' became something of a cult quote among M&M enthusiasts and detractors alike.

The authors of the original game acknowledged the problem and regularly announced the publication of a fully-detailed sea supplement called *Triremes & Tritons*. For some obscure (apparently contractual) reasons, this was never published and became the object of many 'sea serpent' jokes among gamers.

Old School Adventuring

Things such as encumbrance points, tables for NPCs reactions and loyalty checks for henchmen may seem a little 'old school' to the modern gamer – and indeed they are ! Back in those days, the number of gold pieces you could carry on your shoulders was a vital piece of information and interactions with NPCs were often limited to first reactions (and combat, of course).

Nevertheless, RPG as an activity quickly evolved from its wargaming roots to « something else » - narrative simulation, interactive storytelling or whatever. In many ways, with its straightforward and concise rules (which were far simpler than many of its successors' and imitators'), M&M already carried the full potential of a modern heroic RPG. This game also had a style of its own – this unique blend of Greek mythology, Hollywood kitsch and popular culture, which eventually became a subculture of its own, along with pseudo-Tolkienesque fantasy, biblical space opera and pirate horror.

V : CREATURES

Creatures Taxonomy

M&M distinguishes five great types of creatures :

Folks (sentient and speaking races)

Beasts (natural animals)

Monsters (fabulous or gigantic beasts etc)

Spirits (ghosts, elementals, ethereal beings etc)

Animates (artificially animated creatures)

Creatures Characteristics

M&M uses a very simple system to define a creature's capabilities. Each creature is ranked in four general categories : Size, Ferocity, Cunning and Mystique. These ranks are then used to calculate the creature's Melee attack bonus, EDC, Hits total and other important scores. Some creatures also have Special Abilities which may modify their characteristics.

Size

This represents the creature's overall size and mass. A creature may be Small, Medium (man-sized), Large or Gigantic. This Size category determines the creature's Hits total, basic Movement and damage ; it will also affect its combat capabilities (see below).

Size	Hits	Movement	Damage
Tiny	2	30 feet	1pt
Small	4	60 feet	1d3
Medium	8	120 feet	1d6
Large	16	180 feet	2d6
Gigantic	32	240 feet	3d6

A creature's Movement allowance represents the number of feet it may move during a battle round if doing nothing else. When combining movement with combat, reduce Movement by half (see chapter II).

Ferocity

This reflects the creature's natural aggressiveness or trained fighting ability. A creature may be Peaceful, Aggressive, Dangerous or Deadly. This Ferocity rank gives a modifier which will be used to calculate various scores (see below).

Ferocity	Modifier
Peaceful	0
Aggressive	+1
Dangerous	+2
Deadly	+3



Cunning

This represents the creature's innate shrewdness and survival instincts. A creature may be Average, Alert, Clever or Crafty. This Cunning rank gives a modifier which will be used to calculate several important scores (see below) :

Cunning	Modifier
Average	0
Alert	+1
Clever	+2
Crafty	+3

Mystique

This reflects the creature's innate affinity with the forces of fate and magic. A creature may be Normal, Weird, Eldritch or Unearthly. This Mystique rank gives a modifier which will be used to calculate the creature's Mystic Fortitude as well as various aspects of some special abilities.

Mystique	Modifier
Normal	0
Weird	+1
Eldritch	+2
Unearthly	+3

Combat & Other Modifiers

Initiative = (Ferocity mod) + (Cunning mod)

Melee Attack = (Ferocity mod x 2) + (Cunning mod)

Defense Class = 12 + Mystique mod

Danger Evasion = (Cunning mod x 2)

Mystic Fortitude = (Mystique mod x 2)

Some of these scores may be modified by some Special Abilities (see below).

Creatures and Combat

Reach and Size

Most creatures have a natural Reach of zero. Large creatures have a natural melee Reach of I and Gigantic creatures have a natural Reach of II.

The Size of a creature also affects its EDC against missile combat : the smaller a creature, the harder it is to hit with a javelin, arrow or slingshot. Conversely, larger creatures are easier to hit and are more easily injured because their vital spots are proportionally larger (and easier to hit too).

Size	Missile EDC
Tiny	+4
Small	+2
Medium	-
Large	-2
Gigantic	-4

Multiple Opponents

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 battle round, a Large creature may attack up to two Medium-sized, up to four Small opponents and up to eight Tiny beings, while a Gigantic creature may attack up to four men-sized opponents !

This also applies to characters (who are all Medium-sized) : thus, a character may attack up to two Small opponents or up to four Tiny creatures during the same battle round.

Weapons & Damage

Some creatures (such as Centaurs or Troglodytes) fight with weapons ; in this case, their melee Reach depends on the type of weapon they use (see chapter II). Most animals, beasts and monsters have natural weapons (claws, fangs etc) ; these weapons have the natural Reach of the creature (see above). In both cases, the damage inflicted by the creature on a successful melee attack is a direct function of its Size (see above).

Special Abilities

A creature may have one or several of the following special abilities.

Aquatic

The creature can swim with no reduction of its Movement allowance. Most creatures with this ability can also breathe underwater for extended periods of time or with no time limit at all. Also 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 attack counts as one regular attack, does the same damage as the creature's regular attacks and has a *maximum* range equal to one-third of the creature's basic Movement allowance. It 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, 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.

Charge Into Battle

The creature may use the Charge special maneuver (see chapter II) with an attack and initiative bonus equal to +2 for Medium-sized creatures, +4 for Large ones and +6 for Gigantic ones.

Entangle

The creature has tentacles or other appendages it may use to entangle its victims. An entangle attack counts as one of the creature's normal attacks and is treated as a distance attack with a maximum range equal to one-tenth of the creature's basic Movement allowance. It 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.

An entangled character cannot move but may continue to fight with an Attack and Initiative penalty of -4. This penalty also applies to any subsequent Danger Evasion roll the character may have to make. The entangled character may try to break free (see the rules for Wrestling in chapter II), rolling against an hypothetical Might of 12 for Small creatures, 16 for Medium-sized ones, 20 for Large ones and 24 for Gigantic ones. This ability may also reflect the power to create spider-like webs.

Fearsome

The sight of the creature causes fear in the hearts of most NPCs (including Henchmen and lesser creatures). Player characters and NPCs with levels are unaffected. Also adds +2 to a creature's EDC.

Crushing Attack

A crushing attack may only be delivered after another successful attack : depending on the type of creature, it may reflect constriction (after a successful Entangle attack), a crushing bear-like hug (after a successful Grapple attack) or trampling under hooves (after a successful Charge).

A Crushing Attack does *not* count as a regular attack and does the same damage as the creature's other attacks ; it requires no attack roll and may only be avoided with a Danger Evasion roll. It may not be used against creatures with a greater Size category.

Crushing Missiles

Only Gigantic creatures may have this special ability. The creature may throw huge boulders, trees etc at its opponents. This is treated as a missile attack and takes a full battle round to use. The attack itself requires no attack roll but may be avoided with a successful Danger Evasion roll. It has a maximum range of 60 feet and does the same damage as the creature's melee attacks (3d6 Hits).

Gallop

The creature can reach great speeds when sprinting. This ability may only be possessed by quadrupeds of Small, Medium or Large size. The creature may double its Movement allowance, but only during a full movement action or charge.

Grapple

The creature can make wrestling attacks ; victims who try to break free must oppose an hypothetical Might rating of 16 (for Medium creatures), 20 (for Large creatures) or 24 (for Gigantic creatures).

Insubstantial

The creature is an ethereal being, with no physical body. It has no Hits and cannot be harmed by standard physical means. Conversely, it cannot affect corporeal beings in a physical way.

Such creatures simply cease to exist when their Hits total drops to zero.

Invulnerability

This is an improved form of Natural Armor (see below), giving a massive +8 to Defense Class.

Life Energy Drain

The creature may drain the life energy of its victims with its bite, touch or gaze (depending on the type of creature) : bite attacks are resolved as normal melee attacks, touch attacks count as a regular attack but require no attack roll and gaze attacks are distance attacks requiring no attack roll and with a maximum range equal to one-third of the creature's Movement allowance.

Touch and gaze attacks can be avoided by a successful Danger Evasion roll. A creature with this ability can only make one such attack in a single battle round. A successful Life Energy Drain attacks causes the loss of 1d6 Hits.

Lifeless

The creature is an undead, with no life-force of its own. It always continues to fight until reduced to zero Hits and is totally immune to certain magical powers (see chapter III).

Lightning Fast

+2 to Initiative and Danger Evasion ; add 50% to Movement

Magic Resistance

This ability gives +4 to Mystic Fortitude.

Marksmanship

This ability may only be possessed by creatures who can use Missile Weapons (see below). It grants a +2 bonus to missile attacks.

Mindless

The creature has no mind of its own and cannot be affected by certain magical powers (see chapter III) or by any other mind-based power.

Missile Weapons

The creature is able to use missile weapons (javelins, bows, slings etc) with a missile attack modifier equal to the sum of its Ferocity and Cunning modifiers. These missile weapons are matched to the creature's size : their damage is equal to the creature's normal weapon damage and their range is modified as follows : Tiny 1/10, Small 1/2, Large x2, Gigantic x5. For javelins, assume a basic range of 100 feet.

Multiple Heads

Each head beyond the first adds one opponent to the creature's maximum number of opponents per round. Thus, a seven-headed gigantic hydra can 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.

Each extra head also gives +1 to the creature's Initiative and detection rolls, making it more difficult to *surprise*.

Natural Armor

Higher version of *Tough Skin* (see below) +4 to Defense Class

Nature's Gifts

The creature possesses Natural magical powers akin to a Nymph's gifts. Its level as a magician is equal to The sum of its Mystique and Cunning modifiers, with the corresponding total of Power points, using Mystique as the prime requisite.

Petrification

The creature's gaze can turn its victims to stone. To use this power, it must make eye-to-eye contact with its victim within a *maximum* range equal to one-third of its basic Movement allowance.

The only way to avoid this gaze is to make a successful Danger Evasion roll (with a +2 bonus if using a shield). If this roll is failed, the victim is still entitled to a Mystic Fortitude roll 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 may either kill the victim or cause paralysis (depending on the creature). Attacking with the sting requires a successful Melee attack and is resolved in the same way. A creature may only make one such attack per battle round, instead of one of its regular melee attacks. If the attack is successful, it does normal damage and the victim must immediately make a Danger Evasion roll. 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 possesses sorcerous mental powers akin to a Sorcerer's spells. Its level as a Sorcerer is equal to the sum of its Cunning and Mystique modifiers, with the corresponding total of Power points, using Mystique as the prime requisite.

Regeneration

Each battle round, the creature regenerates 1 Hit per Size category (ie 1pt if Tiny, 2pts if Small, 3pts if Medium-sized, 4pts if Large and 5pts if Gigantic). This regeneration cannot bring the creature's Hits total above its usual maximum.

Sharp Senses

This ability gives +4 bonus to detection rolls.

Sixth Sense

This ability gives +4 to Danger Evasion

Stealthy

This ability gives +4 bonus to stealth rolls.

Supernatural Vigor

This ability multiply Hits total by 1.5

Tough Skin

This ability gives +2 to Defense Class

Uncanny Agility

This ability gives +2 to Defense Class and Danger Evasion

Wallcrawling

The creature can walk / crawl on walls (or other vertical surfaces) with no Movement reduction. It never needs to make climbing rolls.

Winged

The creature can fly. While in flight, its Movement allowance is doubled, it cannot be hit by melee attacks and is +2 to its EDC against missile attacks. A flying creature may dive into melee combat, gaining the same benefits as a charging creature (see above) but being locked in melee combat for at least one battle round.



Glory Awards

In most cases, defeating a creature will bring a certain amount of Glory points :

Creature's Glory Award = $(M + Z) \times S$

M is the creature's Melee Attack modifier x 5.

Z is the sum of the creature's various Special Abilities Glory values (see Table 5A below).

S is the creature's Size factor : Tiny = 1/4, Small = 1/2, Medium = 1, Large = 2, Gigantic = 4.

This Glory award is *doubled* for Monsters.

Table 5A : Glory & Special Abilities

Aquatic = 0	Missile Weapons = 5
Breath Wpn = 20	Multiple Heads = 10 / extra head
Charge = 5	Natural Armor = 10
Entangle = 10	Nature's Gifts = level x 5
Fearsome = 5	Petrification = 40
Crushi.Atkk = 10	Poison = 10
Crush. Missiles = 10	Psychic Powers = level x 5
Gallop = 0	Regeneration = 10
Grapple = 5	Sharp Senses = 5
Insubstantial = 20	Sixth Sense = 10
Invulnerability = 20	Stealthy = 5
Life En. Drain = 10	Supernatural Vigor = 10
Lifeless = 0	Tough Skin = 5
Lightn. Fast = 10	Uncanny Agility = 5
Magic Resist. = 5	Wallcrawling = 0
Marksmanship = 5	Winged = 5
Mindless = 0	

Wisdom Awards

Vanquishing some creatures will also bring Wisdom points to magic-using characters. 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 participates to the creature's demise.

The Wisdom Award for a creature is simply equal to the sum of its Special Abilities Awards (see table 5B below). This total is *doubled* for Spirits.

Table 5B : Wisdom & Special Abilities

Breath Wpn = 20	Multiple Heads = 10 / extra head
Fearsome = 10	Nature's Gifts = level x 50
Insubstantial = 20	Petrification = 40
Invulnerability = 10	Psychic Powers = level x 50
Life En. Drain = 20	Regeneration = 10
Lifeless = 10	Sixth Sense = 10
Magic Resist. = 20	Supernatural Vigor = 10
Mindless = 10	

Abilities which are not listed give no Wisdom awards.

Complete List of Creatures

Folks

Apemen	Ogres
Atlantean Nobles	Satyrs
Bee-Folk	Scorpion Folk
Centaur	Serpent Men
Derros	Stygian Lords
Hyenakin	Sylvans
Icarians	Titanians
Leonids	Tragos
Lesser Cyclops	Tritons
Lycans	Troglodytes
Mermaids	Wildmen
Myrmidons	

Beasts

Boar	Lion
Bull	Rhino
Cave Bear	Stag
Elephant	Wolf
Horse	

Monsters

Cerberus	Hydra
Chimera	Lamia
Cockatrice	Manticore
Dragon	Minotaur
Giant	Moon Spawn
Giant Boar	Pegasus
Giant Bull	Phoenix
Giant Eagle	Pterodactyl
Giant Ram	Roc
Giant Scorpion	Sea Horror
Giant Slug	Sea Serpent
Giant Snake	Siren
Giant Spider	Sphinx
Gigantic Cyclops	Stirge
Gorgon	Swamp Horror
Griffin	Tyrannosaurus
Harpy	Unicorn

Spirits

Cacodemon	Ghost
Empusa	Hag
Lesser Fury	Shadow

Animates

Bronze Bull	Skeleton
Bronze Colossus	Stone Titan
Iron Warrior	Stygian Hound
Minaton	Vines of Tantalus
Mummy	Wood Titan

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

Folks

Apemen

Description : Man-sized carnivorous primates who live in the jungles of Charybdis.

Number Appearing : 1d10

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : +2

Melee Attack : +3

Missile Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 8

Danger Evasion : +4 (+8 stealth)

Mystic Fortitude : 0

Special Abilities : Grapple (Might 16), Missile Weapons (javelins), Stealthy, Uncanny Agility.

Bee-Folk

Description : 1/2 foot-tall winged pixie-like humanoids fighting with miniature spears.

Number Appearing : 2d6

Size : Tiny

Ferocity : Aggressive

Cunning : Clever

Mystique : Normal

Movement : 90' (flying)

Initiative : +5

Melee Attack : +4

Missile Attack : +5

Damage : 1pt (weapons)

Defense Class : 14 (20 vs missiles when flying)

Hits Total : 2

Danger Evasion : +8

Mystic Fortitude : 0

Special Abilities : Lightning-Fast, Marksmanship, Missile Weapons (spear, range 10 feet), Uncanny Agility, Winged

Atlantean Nobles

Description : Cruel pre-human lords of Atlantis, skilled in warfare and psychic wizardry. Look like handsome humans with fair hair and golden eyes.

Number Appearing : 1d3

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 120'

Initiative : +4

Melee Attack : +5

Damage : 1d6 (weapons)

Defense Class : 14 (+2 with breastplate)

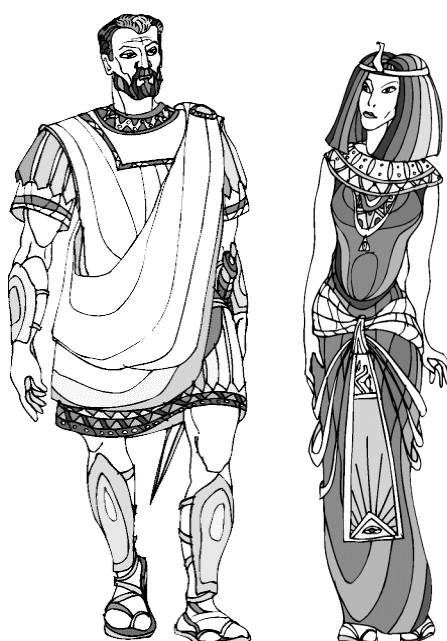
Hits Total : 12

Danger Evasion : +6

Mystic Fortitude : +4

Special Abilities : Psychic Powers (same as level 5 Sorcerers, 25 Power points), Supernatural Vigor.

Notes : Each Atlantean Noble will always be accompanied by an escort of 1d3+3 Atlantean Guards (treat as Elite Henchmen).



*A couple of Atlantean Nobles
(probably up to no good, as usual)*

Centaurs

Description : The classic man-horse hybrids of Greek mythology.

Number Appearing : 1d10

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 120' (240' when galloping)

Initiative : +2

Melee Attack : +3

Missile Attack : +2 (no penalty while moving)

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 12

Danger Evasion : +4

Mystic Fortitude : 0

Special Abilities : Charge into Battle (+2 bonus), Crushing Attack (trampling), Gallop, Missile Weapons (bows or javelins), Supernatural Vigor, Uncanny Agility.



Derros

Description : Malevolent dwarves who live deep underground and have advanced mechanical knowledge.

Number Appearing : 2d6

Size : Small

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 60'

Initiative : +4

Melee Attack : +5

Missile Attack : +4

Damage : 1d3 (weapons)

Defense Class : 14 (16 vs missiles)

Hits Total : 4

Danger Evasion : +10 (+14 stealth)

Mystic Fortitude : +8

Special Abilities : Magic Resistance, Missile Weapons (various), Sixth Sense, Stealthy.

Note : Derros are famous as inventors of strange mechanical weapons and infernal devices. Here are a few examples of their creations :

Deadly Devices of the Derros !

Fire Cannon

Non-portable flamethrower. Requires a crew of 2 Derros. Treat as a Breath Weapon with a range of 40 feet.

Webshooter

Mounted on a wristband, shoots a weblike fluid which solidifies into a net ; treat as a one-use Entangle attack with a range of 6 feet. ; almost always used in conjunction with a stun-trident or vampiric rod (see below).

Vampiric Rod

Small wand of black metal. Works as a touch-ranged Life Energy Drain.

Stun-Trident

Treat as a paralysing Poison attack.

Mental Cannon

Probably one of the Derros' most feared creations. Requires a crew of 3 ; this infernal device works as a level 6 Sorcerer with a Power points total of 20.



Hyenakin

Description : Hyena-headed carnivorous and barbaric humanoids that roam the deserts of Midia.

Number Appearing : 2d10

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Normal

Movement : 120'

Initiative : +3

Melee Attack : +4

Damage : 1d6 (weapons)

Defense Class : 12 (14 with shield)

Hits Total : 8

Danger Evasion : +4 (+8 detection & stealth)

Mystic Fortitude : 0

Special Abilities : Sharp Senses, Stealthy.

Icarians

Description : Winged, peaceful humanoids who live in the highest mountains of the world.

Number Appearing : 1d6

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 240' (flying)

Initiative : +2

Melee Attack : +2

Missile Attack : +4

Damage : 1d6 (weapons)

Defense Class : 15 (17 vs missiles)

Hits Total : 8

Danger Evasion : +6

Mystic Fortitude : +2

Special Abilities : Marksmanship, Missile Weapons (bows and javelins), Uncanny Agility, Winged.

Leonids

Description : Proud lion-headed humanoids who inhabit the wild and mountainous regions. They are fierce enemies of Hyenakin and Lycans.

Number Appearing : 1d6

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : +3

Melee Attack : +5

Missile Attack : +3

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 12

Danger Evasion : +4 (+8 stealth & detection)

Mystic Fortitude : 0

Special Abilities : Charge into Battle (+2 bonus), Missile Weapons (javelins), Sharp Senses, Stealthy, Supernatural Vigor, Uncanny Agility.



Lesser Cyclops

Description : One-eyed huge humanoids who live in volcanoes and serve Hephaestus. Lesser Cyclops must not be confused with their truly Gigantic cousins, described in the Monsters section.

Number Appearing : 1d3

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +3

Melee Attack : +5

Damage : 2d6 (weapons)

Defense Class : 13 (11 vs missiles)

Hits Total : 24

Danger Evasion : +2

Mystic Fortitude : +6

Special Abilities : Grapple (Might 20), Magic Resistance, Supernatural Vigor, Tough Skin.

Lycans

Description : Wolf-headed carnivorous humanoids bent on raiding and plundering.

Number Appearing : 2d10

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : +2

Melee Attack : +3

Damage : 1d6 (weapons)

Defense Class : 12

Hits Total : 8

Danger Evasion : +2 (+6 stealth & detection)

Mystic Fortitude : 0

Special Abilities : Sharp Senses, Stealthy.

Mermaids

Description : The classic fish-tailed female creature of myth and legend (not to be confused with Sirens).

Number Appearing : 1d10

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 180'

Initiative : +2

Melee Attack : +2

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 8

Danger Evasion : +8 (+12 detection & stealth)

Mystic Fortitude : +2

Special Abilities : Aquatic, Lightning Fast, Nature's Gifts (as a level 3 Nymph, 15 Power points), Sharp Senses, Stealthy, Uncanny Agility.

Note : A Mermaid's special abilities only apply in her natural aquatic environment. Her Nature's Guises gift does not allow her to alter her human features but to take the shape of a dolphin, seal or similar marine mammal.

Myrmidons

Description : Diminutive (1 foot-tall) warriors whose name means 'ant-people'. They always wear extra-hard chitinous breastplates helmets and fight with poisoned spears.

Number Appearing : 2d10

Size : Tiny

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 30'

Initiative : +2

Melee Attack : +3

Missile Attack : +2

Damage : 1pt (weapons)

Defense Class : 18 with armor (22 vs missiles)

Hits Total : 2

Danger Evasion : +4 (+8 stealth)

Mystic Fortitude : 0

Special Abilities : Missile Weapons (spear, range of 10 feet), Poison (on spear ; poison type varies), Stealthy, Uncanny Agility.

Ogres

Description : Anthropophagous cave-dwelling savages ; they look like primitive humans except for their oversized teeth...

Number Appearing : 2d6

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : +3

Melee Attack : +5

Damage : 1d6 (weapons)

Defense Class : 12 (14 with shield)

Hits Total : 12

Danger Evasion : +1 (+5 stealth)

Mystic Fortitude : 0

Special Abilities : Charge into Battle (+2 bonus), Stealthy, Supernatural Vigor.

Satyrs

Description : The classic hot-tempered man-goat hybrid from myth and legend. Young Satyrs are called *fauns*, while older Satyrs are called *silenes*. There are no female Satyrs – for the same reasons that there are no male Nymphs.

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Weird

Movement : 180'

Initiative : +5

Melee Attack : +4

Missile Attack : +3

Damage : 1d6 (weapons)

Defense Class : 15

Hits Total : 12

Danger Evasion : +8

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Missile Weapons, Supernatural Vigor, Uncanny Agility.



Note : These characteristics are for adult Satyrs. Fauns have the same stats but are Small (which gives them a Movement of 90', a Hits total of 6, a damage of 1d3 and an EDC of 17 versus missile attacks). Silenes have the same profile as adult Satyrs but are Craftier (+1 Initiative, Melee Attack, EDC, +2 Danger Evasion).

Scorpion Folk

Description : These monstrous half-humanoids are to scorpions what centaurs are to horses.

Number Appearing : 1d6

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +5

Melee Attack : +5

Damage : 1d6 (weapons)

Defense Class : 15 (19 with shield & helmet)

Hits Total : 12

Danger Evasion : +4

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Poison (death), Supernatural Vigor, Tough Skin, Wallcrawling.

Serpent Men

Description : Ancient evil ophidian humanoids who once ruled the world ; they look like serpent-headed humans with scaly skin. They live deep underground, where they sometimes associate with Derros. They are arch-enemies of Atlanteans.

Number Appearing : 1d3

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 120'

Initiative : +4

Melee Attack : +5

Damage : 1d6 (weapons)

Defense Class : 14

Hits Total : 12

Danger Evasion : +10

Mystic Fortitude : +4

Special Abilities : Psychic Powers (as a level 5 Sorcerer, 25 Power points total), Regeneration (3 Hits / round), Sixth Sense, Supernatural Vigor.

Sylvans

Description : Short-sized (4') humanoids with elfin features ; they live in the deepest forests and are on friendly terms with Nymphs and Satyrs.

Number Appearing : 1d10

Size : Small

Ferocity : Peaceful

Cunning : Clever

Mystique : Weird

Movement : 90'

Initiative : +2

Melee Attack : +2

Missile Attack : +4

Damage : 1d3 (weapons)

Defense Class : 15 (17 vs missile)

Hits Total : 6

Danger Evasion : +8 (+12 stealth & perception)

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Marksmanship, Missile Weapons (bows), Sharp Senses, Stealthy, Supernatural Vigor, Uncanny Agility.



Stygian Lords

Description : Necromancer lords from the hidden empire of Stygia (south of Midia).

Number Appearing : 1

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 120'

Initiative : +4

Melee Attack : +5

Damage : 1d6 (weapons)

Defense Class : 14 (18 w helmet and breastplate)

Hits Total : 12

Danger Evasion : +6

Mystic Fortitude : +4

Special Abilities : Life Energy Drain (touch), Lifeless, Psychic Powers (as a level 5 Sorcerer, 25 Power points), Supernatural Vigor.

Note : A Stygian Lord will always be accompanied by 2d6 Skeletons and 1d3 Stygian Hounds.

Titanians

Description : Large (10 feet-tall) humanoids claiming descent from the true Titans.

Number Appearing : 1d6

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +3

Melee Attack : +5

Missile Attack : +3

Damage : 2d6 (weapons)

Defense Class : 15 / 21 with shield, helmet & breastplate ; or 13 / 19 versus missiles.

Hits Total : 24

Danger Evasion : +6

Mystic Fortitude : +6

Special Abilities : Charge into Combat (+4 bonus) Grapple (Might 20), Magic Resistance, Missile Weapons (javelins, range 200 feet), Sixth Sense, Supernatural Vigor, Tough Skin.

Tragos

Description : Goat-headed humanoids bent on raiding, plundering and mayhem ; some rumors claim the first tragoi were the offspring of a mad Satyr and a female goat.

Number Appearing : 2d6

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : +3

Melee Attack : +5

Missile Weapons : +3

Damage : 1d6 (weapons)

Defense Class : 13

Hits Total : 8

Danger Evasion : +2 (+4 stealth & detection)

Mystic Fortitude : +2

Special Abilities : Charge into Combat (+2 bonus)
Missile Weapons (various), Sharp Senses, Stealthy.

Tritons

Description : The classic male companions of Mermaids ; they are uglier and more warlike than their female counterparts.

Number Appearing : 1d10

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +4

Melee Attack : +3

Damage : 1d6 (trident)

Defense Class : 17 (19 with shield)

Hits Total : 12

Danger Evasion : +6

Mystic Fortitude : +2

Special Abilities : Aquatic, Charge into Combat (+2 bonus), Entangle (net, can only be used once), Lightning Fast (in water), Missile Weapons (various), Supernatural Vigor, Tough Skin, Uncanny Agility.

Troglodytes

Description : Carnivorous reptilian humanoids dwelling in deep underground caves. They are as slow-witted as they are cold-blooded.

Number Appearing : 2d6

Size : Medium

Ferocity : Dangerous

Cunning : Standard

Mystique : Normal

Movement : 120'

Initiative : +2

Melee Attack : +4

Damage : 1d6 (weapons)

Defense Class : 16 (18 with shield)

Hits Total : 8

Danger Evasion : +2 (+6 stealth)

Mystic Fortitude : +4

Special Abilities : Magic Resistance, Stealthy, Tough Skin, Uncanny Agility.

Wildmen

Description : Primitive cave-dwelling men ; they are fierce enemies of Ogres, Leonids, Apemen and Troglodytes.

Number Appearing : 2d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 120'

Initiative : +2

Melee Attack : +3

Damage : 1d6 (weapons)

Defense Class : 12

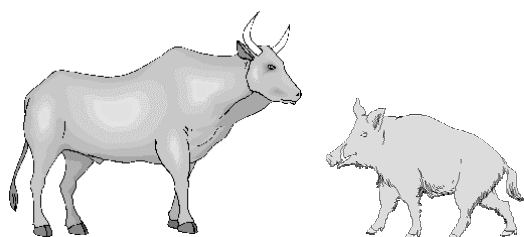
Hits Total : 8

Danger Evasion : +2 (+6 stealth)

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+2 bonus), Missile Weapons (javelins), Stealthy.

Beasts



Boar

Number Appearing : 1d3

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 120' (240' when galloping)

Initiative : +1

Melee Attack : +2

Damage : 1d6 (tusks)

Defense Class : 12

Hits Total : 8

Danger Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+2 bonus), Gallop.

Note : Killing a horse is considered a dishonorable act and brings no Glory.

Bull

Number Appearing : 1

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 180'

Initiative : +1

Melee Attack : +2

Damage : 2d6 (horns & hooves)

Defense Class : 12 (10 vs missiles)

Hits Total : 16

Danger Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+4 bonus), Crushing Attack (trampling).

Cave Bear

Number Appearing : 1d3

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 180'

Initiative : +1

Melee Attack : +2

Damage : 2d6 (claws & bite)

Defense Class : 14 (12 vs missiles)

Hits Total : 16

Danger Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+4 bonus), Grapple (Might 20), Crushing Attack (bear hug), Tough Skin.



Elephant

Number Appearing : 1d6

Size : Gigantic

Ferocity : Peaceful (Dangerous if provoked)

Cunning : Alert

Mystique : Normal

Movement : 240'

Initiative : +1

Melee Attack : +1

Damage : 3d6 (tusks & feet)

Defense Class : 14 (10 vs missiles)

Hits Total : 32

Danger Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+6 bonus), Crushing Attack (trample), Tough Skin.

Horse

Number Appearing : varies

Size : Medium

Ferocity : Peaceful (Aggressive if battle-trained)

Cunning : Alert

Mystique : Normal

Movement : 120' (240' when galloping)

Initiative : +2 (+3 if battle-trained)

Melee Attack : +2 (+4 if battle-trained)

Damage : 1d6 (hooves & bite)

Defense Class : 12

Hits Total : 8

Danger Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+2 bonus),
Crushing Attack (trample), Gallop.

Notes : Some exceptional horses may have additional special abilities, such as Sixth Sense, Lightning Fast or Uncanny Agility.

Lion

Number Appearing : 1d3

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 180'

Initiative : +3

Melee Attack : +5

Damage : 1d6 (claws & bite)

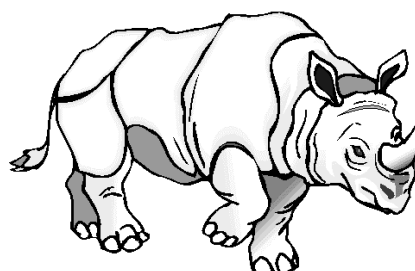
Defense Class : 14

Hits Total : 8

Danger Evasion : +4 (+8 stealth and detection)

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+4 bonus),
Sharp Senses, Stealthy, Uncanny Agility.



Rhino

Number Appearing : 1d3

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 180'

Initiative : +2

Melee Attack : +4

Damage : 2d6 (horns)

Defense Class : 16 (14 vs missiles)

Hits Total : 16

Danger Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+4 bonus),
Crushing Attack (trample), Natural Armor.

Stag

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 120' (240' when galloping)

Initiative : +1

Melee Attack : +2

Damage : 1d6 (horns & hooves)

Defense Class : 14

Hits Total : 8

Danger Evasion : +2 (+6 detection)

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+2 bonus),
Crushing Attack (trample), Gallop, Sharp Senses,
Uncanny Agility.

Wolf

Number Appearing : 1d10
Size : Medium
Ferocity : Aggressive
Cunning : Alert
Mystique : Normal
Movement : 120' (240' when galloping)
Initiative : +2
Melee Attack : +3
Damage : 1d6 (claws & bite)
Defense Class : 12
Hits Total : 8
Danger Evasion : +2 (+6 stealth and detection)
Mystic Fortitude : 0
Special Abilities : Charge into Combat (+2 bonus), Gallop, Sharp Senses, Stealthy.

Monsters



Cerberus

Description : Monstrous three-headed hounds whose race originates in the Underworld.
Number Appearing : 1d3
Size : Large
Ferocity : Dangerous
Cunning : Alert
Mystique : Weird
Movement : 180'
Initiative : +5
Melee Attack : +5
Damage : 2d6 (claws & bite)
Defense Class : 17 (15 vs missiles)
Hits Total : 24
Danger Evasion : +2 (+8 detection)
Mystic Fortitude : +2
Special Abilities : Charge into Combat (+2 bonus), Fearsome, Multiple Heads (3), Sharp Senses, Supernatural Vigor, Tough Skin.

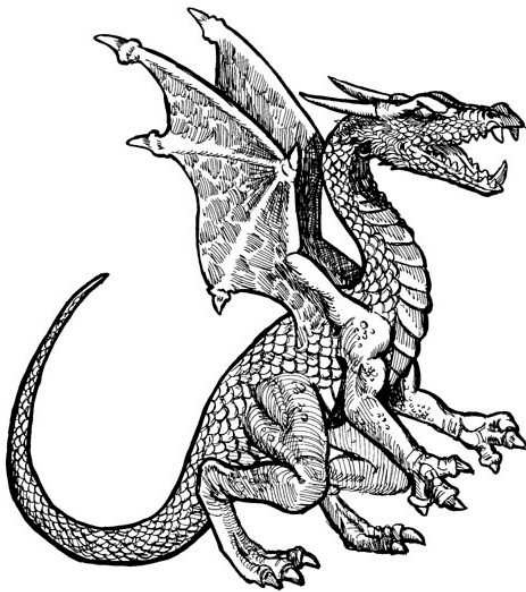
Chimera

Description : Winged monster with three different heads : a lion, a goat and a dragon. One of the most dangerous monsters in the whole M&M world.
Number Appearing : 1
Size : Large
Ferocity : Deadly
Cunning : Clever
Mystique : Eldritch
Movement : 270' (360' flying)
Initiative : +9
Melee Attack : +8
Damage : 2d6 (claws & bite)
Defense Class : 20 (18 vs missiles on ground)
Hits Total : 24
Danger Evasion : +8 (+14 detection)
Mystic Fortitude : +8
Special Abilities : Breath Weapon (dragon head, fire, 60' range), Charge into Combat (+4 bonus), Entangle (prehensile tail), Fearsome, Lightning Fast, Magic Resistance, Multiple Heads (3), Regeneration (4 Hits / round), Sharp Senses, Supernatural Vigor, Tough Skin, Uncanny Agility, Winged.

Cockatrice

Description : Oversized bird-lizard hybrid whose gaze can turn you to stone !
Number Appearing : 1
Size : Medium
Ferocity : Aggressive
Cunning : Alert
Mystique : Weird
Movement : 120'
Initiative : +2
Melee Attack : +3
Damage : 1d6 (beak & talons)
Defense Class : 15
Hits Total : 12
Danger Evasion : +2
Mystic Fortitude : +6
Special Abilities : Fearsome, Magic Resistance, Petrification (40' range), Supernatural Vigor.





Dragon

Description : Monstrous gigantic reptiles with varying abilities and powers.

Number Appearing : 1

Size : Gigantic

Ferocity : Deadly

Cunning : Average to Crafty

Mystique : Weird to Eldritch

Movement : 240'

Initiative : varies

Melee Attack : varies

Damage : 3d6 (claws & bite)

Defense Class : varies (-4 vs missiles)

Hits Total : 48

Danger Evasion : varies

Mystic Fortitude : varies

Special Abilities : Fearsome, Natural Armor, Supernatural Vigor plus 1d6 other special abilities rolled on the following table (ignore rerolls) :

Random Draconic Abilities

1d10	Ability
1-2.....	Breath Weapon (fire)
3.....	Magic Resistance
4.....	Poison (bite, effect varies)
5.....	Psychic Powers
6.....	Regeneration
7-8.....	Sixth Sense
9-10.....	Winged

Giant

Description : Like a Cyclops with two eyes.

Number Appearing : 1

Size : Gigantic

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 240'

Initiative : +1

Melee Attack : +2

Damage : 3d6 (weapons)

Defense Class : 16 (12 vs missiles)

Hits Total : 48

Danger Evasion : 0

Mystic Fortitude : +4

Special Abilities : Charge into Combat (+6 bonus), Crushing Attack (trampling), Crushing Missiles (stones etc), Fearsome, Grapple (Might 24), Magic Resistance, Supernatural Vigor, Tough Skin.



Giant Boar

Number Appearing : 1

Size : Large

Ferocity : Dangerous

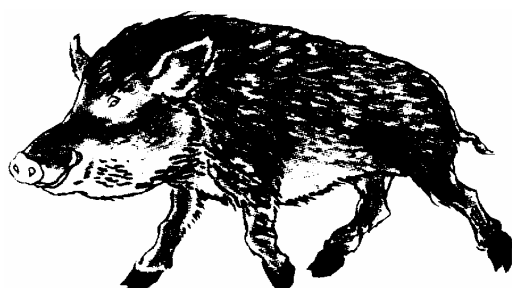
Cunning : Average

Mystique : Weird

Movement : 180' (360' when galloping)

Initiative : +2

Melee Attack : +4



Damage : 2d6 (tusks)

Defense Class : 15 (13 vs missiles)

Hits Total : 16

Danger Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Combat (+4 bonus), Gallop, Tough Skin.

Giant Bull

Number Appearing : 1

Size : Gigantic

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 240'

Initiative : +2

Melee Attack : +4

Damage : 3d6 (horns & hooves)

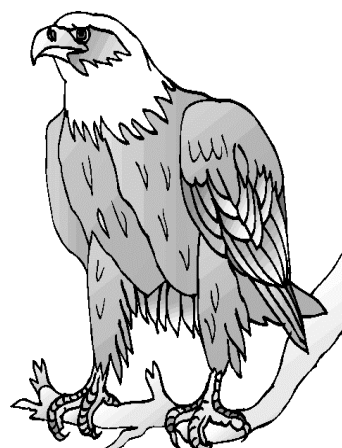
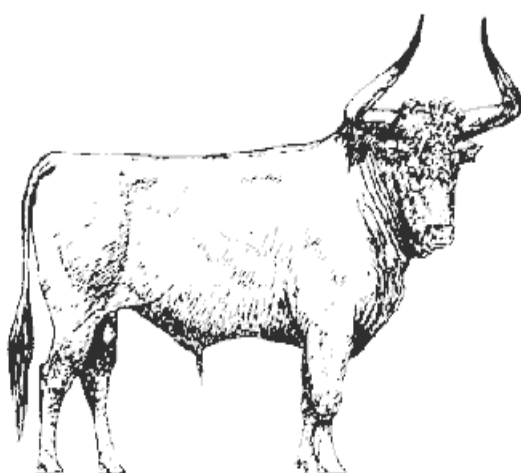
Defense Class : 15 (11 vs missiles)

Hits Total : 32

Danger Evasion : 0

Mystic Fortitude : +2

Special Abilities : Charge into Combat (+6 bonus), Crushing Attack (trampling), Tough Skin.



Giant Eagle

Number Appearing : 1d6

Size : Large

Ferocity : Aggressive

Cunning : Clever

Mystique : Eldritch

Movement : 360' flying

Initiative : +3

Melee Attack : +4

Damage : 2d6 (beak & talons)

Defense Class : 14 (12 vs missiles on ground)

Hits Total : 16

Danger Evasion : +4 (+8 detection)

Mystic Fortitude : +4

Special Abilities : Sharp Senses, Winged.

Giant Ram

Number Appearing : 1

Size : Large

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +2

Melee Attack : +3

Damage : 2d6 (horns & hooves)

Defense Class : 15 (13 vs missiles)

Hits Total : 16

Danger Evasion : +2

Mystic Fortitude : +2

Special Abilities : Charge into Combat (+4 bonus), Crushing Attack (trampling), Tough Skin.



Giant Scorpion

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +4

Melee Attack : +4

Damage : 2d6 (sting & pincers)

Defense Class : 15 (13 vs missiles)

Hits Total : 16

Danger Evasion : +2 (+6 stealth)

Mystic Fortitude : +2

Special Abilities : Lightning Fast, Poison (sting, death in 1d6 rounds), Stealthy, Tough Skin, Wallcrawling.

Giant Slug

Number Appearing : 1

Size : Gigantic

Ferocity : Peaceful

Cunning : Average

Mystique : Weird

Movement : 120' (crawling)

Initiative : 0

Melee Attack : 0

Damage : 3d6 (whole body)

Defense Class : 15 (11 vs missiles)

Hits Total : 32

Danger Evasion : 0 (+4 stealth)

Mystic Fortitude : +2

Special Abilities : Regeneration (5 Hits / round), Stealthy, Tough Skin, Wallcrawling.

Giant Snake

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180'

Initiative : +3

Melee Attack : +5

Damage : 2d6 (bite & tail)

Defense Class : 15 (13 vs missiles)

Hits Total : 16

Danger Evasion : +6 (+10 stealth)

Mystic Fortitude : +2

Special Abilities : Grapple (Might 20), Crushing Attack (constriction), Poison (bite, effect varies), Regeneration (4 Hits / round), Sixth Sense, Stealthy, Tough Skin, Wallcrawling.

Giant Spider

Number Appearing : 1d6 if Large ; 1 if Gigantic

Size : Large or Gigantic

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180' or 240'

Initiative : +3

Melee Attack : +5

Damage : 2 or 3d6 (fangs & legs)

Defense Class : 17 (or 19 if Gigantic) ; 15 vs missiles

Hits Total : 16 or 32

Danger Evasion : +8 (+12 stealth)

Mystic Fortitude : +2

Special Abilities : Entangle (webs), Fearsome (for Gigantic ones only), Poison (fangs or sting, effect varies), Sixth Sense, Stealthy, Tough Skin, Uncanny Agility, Wallcrawling.



Gigantic Cyclops

Description : One-eyed giants à la Polyphemus.

Number Appearing : 1

Size : Gigantic

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 240'

Initiative : +3

Melee Attack : +6

Damage : 3d6 (weapons)

Defense Class : 17 (13 vs missiles)

Hits Total : 48

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Combat (+6 bonus), Crushing Attack (trampling), Crushing Missiles (stones etc), Fearsome, Grapple (Might 24), Magic Resistance, Supernatural Vigor, Tough Skin.

Odysseus' Trick : To blind a Gigantic Cyclops, a character must succeed at a Missile Attack against an EDC of 20. This attack will do normal damage and will blind the Cyclops permanently, resulting in a -4 penalty to all his Initiative, Attack and Danger Evasion rolls.



Gorgon

Description : Ugly female humanoid with snakes in her hair and a petrifying gaze.

Number Appearing : 1

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 120'

Initiative : +5

Melee Attack : +7

Damage : 1d6 (claws & bite)

Defense Class : 22

Hits Total : 12

Danger Evasion : +10 (+14 stealth)

Mystic Fortitude : +8

Special Abilities : Fearsome, Invulnerability, Magic Resistance, Petrification (40' max range), Regeneration (3 Hits / round), Sixth Sense, Stealthy, Supernatural Vigor.



Griffin

Description : The classic lion-eagle hybrid.

Number Appearing : 1d6

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 180' (360' flying)

Initiative : +3

Melee Attack : +5

Damage : 2d6 (claws & bite)

Defense Class : 17 (15 vs missiles)

Hits Total : 16

Danger Evasion : +4 (+8 stealth and detection)

Mystic Fortitude : +6

Special Abilities : Charge into Combat (+4 bonus), Grapple (Might 20), Magic Resistance, Sharp Senses, Stealthy, Uncanny Agility, Tough Skin, Winged.



Hydra

Description : The classic many-headed reptilian monster from legend.

Number Appearing : 1

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Eldritch

Movement : 240'

Initiative : +4 (+1 per extra head)

Melee Attack : +7

Damage : 3d6 (claws & bite)

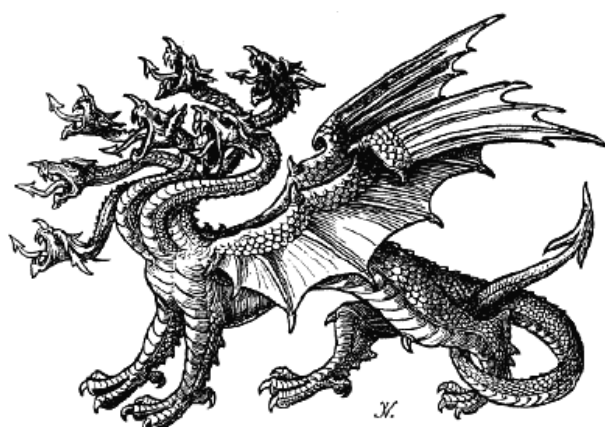
Defense Class : 20 (16 vs missiles)

Hits Total : 48

Danger Evasion : +2 (+1 detection per extra head)

Mystic Fortitude : +8

Special Abilities : Fearsome, Magic Resistance, Multiple Heads (1d6 additional heads), Natural Armor, Regeneration (5 Hits / round), Supernatural Vigor.



Harpy

Description : Winged vicious female humanoids with sharp fangs, sharper talons and a fondness for human flesh...

Number Appearing : 1d6

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Weird

Movement : 240' flying

Initiative : +4

Melee Attack : +6

Damage : 1d6 (claws & bite)

Defense Class : 17 (21 vs missiles when flying)

Hits Total : 8

Danger Evasion : +6

Mystic Fortitude : +2

Special Abilities : Grapple (Might 16), Tough Skin, Uncanny Agility, Winged.

Lamia

Description : Ophidian monstrosity with the upper body of a woman and the lower body of a giant snake... and a taste for human flesh.

Number Appearing : 1

Size : Medium

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 180'

Initiative : +7

Melee Attack : +8

Damage : 1d6 (claws & bite)

Defense Class : 18

Hits Total : 12

Danger Evasion : +6 (+10 stealth)

Mystic Fortitude : +4

Special Abilities : Fearsome, Crushing Attack (constriction), Grapple (Might 16), Lightning Fast, Poison (sting, paralysis), Psychic Powers (as a level 4 Sorcerer, 20 Power points total), Regeneration (3 Hits / round), Stealthy, Supernatural Vigor, Tough Skin.

Manticore

Description : The body of a huge lion, the head of a bearded man and the tail of a giant scorpion... Some of them also have wings.

Number Appearing : 1d3

Size : Large

Ferocity : Deadly

Cunning : Clever

Mystique : Eldritch

Movement : 270'

Initiative : +7

Melee Attack : +8

Damage : 2d6 (claws & bite)

Defense Class : 20 (18 vs missiles)

Hits Total : 24

Danger Evasion : +8 (+12 stealth and detection)

Mystic Fortitude : +8

Special Abilities : Charge into Combat (+4 bonus), Fearsome, Lightning Fast, Magic Resistance, Poison (sting, death), Sharp Senses, Stealthy, Supernatural Vigor, Tough Skin, Uncanny Agility. Some of them are Winged.

Minotaur

Description : Bull-headed brutish humanoid monster ; generally lives in mazes.

Number Appearing : 1

Size : Medium

Ferocity : Deadly

Cunning : Alert

Mystique : Weird

Movement : 120'

Initiative : +4

Melee Attack : +7

Damage : 1d6 (claws & bite)

Defense Class : 15

Hits Total : 12

Danger Evasion : +2 (+6 stealth)

Mystic Fortitude : +6

Special Abilities : Charge into Battle (+2 bonus), Crushing Attack (bear hug), Grapple (Might 16), Magic Resistance, Stealthy, Supernatural Vigor, Tough Skin.



Moon Spawn

Description : Amorphous blob of a sickly white.

Number Appearing : 1d6

Size : Large

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +3

Melee Attack : +6

Damage : 2d6 (pseudopods)

Defense Class : 13 (11 vs missiles)

Hits Total : 24

Danger Evasion : 0 (+4 stealth)

Mystic Fortitude : +2

Special Abilities : Grapple (Might 20), Mindless, Regeneration (4 Hits / battle round), Stealthy, Supernatural Vigor.



Pegasus

Description : The classic winged horse of legend.

Number Appearing : 1d3

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Eldritch

Movement : 180' (360' when galloping or flying)

Initiative : +5

Melee Attack : +2

Damage : 1d6 (hooves & bite)

Defense Class : 16 (18 vs missiles when flying)

Hits Total : 12

Danger Evasion : +12

Mystic Fortitude : +8

Special Abilities : Charge into Combat (+2 bonus), Crushing Attack (trample), Gallop, Lightning Fast, Magic Resistance, Sixth Sense, Supernatural Vigor, Uncanny Agility, Winged.

Phoenix

Description : The classic deathless bird of legend.

Number Appearing : 1

Size : Large

Ferocity : Peaceful

Cunning : Clever

Mystique : Unearthly

Movement : 540' (flying)

Initiative : +4

Melee Attack : +2

Damage : 2d6 (beak & talons)

Defense Class : 23 (25 vs missiles when flying)

Hits Total : 24

Danger Evasion : +10

Mystic Fortitude : +10

Special Abilities : Invulnerability, Lightning Fast, Magic Resistance, Regeneration (4 Hits / round), Sixth Sense, Supernatural Vigor, Winged.

Pterodactyl

Description : Winged dinosaur.

Number Appearing : 1d6

Size : Large

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 360' flying

Initiative : +3

Melee Attack : +5

Damage : 2d6 (beak & talons)

Defense Class : 14 (12 vs missiles on ground)

Hits Total : 16

Danger Evasion : +2

Mystic Fortitude : 0

Special Abilities : Grapple (Might 20), Tough Skin, Winged.



Roc

Description : The classic gigantic bird from legend.

Number Appearing : 1

Size : Gigantic

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 420' (flying)

Initiative : +3

Melee Attack : +5

Damage : 3d6 (beak & talons)

Defense Class : 15 (13 v missile in flight, 11 on ground)

Hits Total : 32

Danger Evasion : +2 (+6 detection)

Mystic Fortitude : +6

Special Abilities : Grapple (Might 24), Magic Resistance, Sharp Senses, Tough Skin, Winged.

Sea Horror

Description : Gigantic squid.

Number Appearing : 1

Size : Gigantic

Ferocity : Dangerous

Cunning : Alert

Mystique : Weird

Movement : 240'

Initiative : +3

Melee Attack : +5

Damage : 3d6 (tentacles & beak)

Defense Class : 17 (12 vs missiles)

Hits Total : 32

Danger Evasion : +2

Mystic Fortitude : +2

Special Abilities : Aquatic, Entangle (tentacles, 24' range), Fearsome, Grapple (Might 24), Tough Skin.



Sea Serpent

Description : The classic sea monster of legend.

Number Appearing : 1

Size : Gigantic

Ferocity : Dangerous

Cunning : Clever

Mystique : Eldritch

Movement : 240'

Initiative : +4

Melee Attack : +6

Damage : 3d6 (bite & body)

Defense Class : 18 (14 vs missiles)

Hits Total : 48

Danger Evasion : +4

Mystic Fortitude : +4

Special Abilities : Aquatic, Crushing Attack (constriction), Fearsome, Grapple (Might 24), Regeneration (5 Hits / round), Supernatural Vigor, Tough Skin.

Siren

Description : The classic woman-headed bird of legend, not to be confused with mermaids.

Number Appearing : 2d6

Size : Small

Ferocity : Aggressive

Cunning : Alert

Mystique : Weird

Movement : 240' (flying)

Initiative : +2

Melee Attack : +3

Damage : 1d6 (talons)

Defense Class : 15 (19 vs missiles when flying)

Hits Total : 4

Danger Evasion : +4

Mystic Fortitude : +2

Special Abilities : Nature's Gifts (as a level 2 Nymph, 12 Power points), Uncanny Agility, Winged.

Notes : The Siren's gift of Nature's Charm reflects the entrancing power of their songs ; their Nature's Guises gift can be used to give them the appearance of a normal sea-bird. Note that a Siren must be in her hybrid shape to use her Charm.



Two different kins (and genders) of sphinxes locked in a neverending contest of riddles

Sphinx

Description : The classic riddling monster of myth.

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Crafty

Mystique : Eldritch

Movement : 270' (540' flying if winged)

Initiative : +7

Melee Attack : +7

Damage : 2d6 (claws & bite)

Defense Class : 18 (16 vs missiles unless flying)

Hits Total : 24

Danger Evasion : +14 (+18 detection and stealth)

Mystic Fortitude : +8

Special Abilities : Lightning Fast, Magic Resistance, Sharp Senses, Sixth Sense, Stealthy, Supernatural Vigor, Tough Skin, Uncanny Agility. Some of them are Winged.

Stirge

Description : Raven-sized vampiric mosquitoes.

Number Appearing : 1d6

Size : Tiny

Ferocity : Aggressive

Cunning : Average

Mystique : Normal

Movement : 90' (flying)

Initiative : +3

Melee Attack : +2

Damage : 1pt (sting)

Defense Class : 12 (18 vs missiles when flying)

Hits Total : 2

Danger Evasion : +2

Mystic Fortitude : 0

Special Abilities : Life Energy Drain (bite), Lightning Fast, Winged.

Swamp Horror

Description : Vaguely humanoid shambling creatures that appear to be made of living mud and that haunt the swamps at night...

Number Appearing : 1d6

Size : Medium

Ferocity : Aggressive

Cunning : Alert

Mystique : Normal

Movement : 120' (120' swimming)

Initiative : +2

Melee Attack : +3

Damage : 1d6 (claws)

Defense Class : 20

Hits Total : 12

Danger Evasion : +2 (+6 stealth)

Mystic Fortitude : 0

Special Abilities : Amphibious, Grapple (Might 16), Invulnerability, Lifeless, Regeneration (3 Hits / round), Stealthy, Supernatural Vigor.



*What are you doing here, Godzilla ?
Your stats are on the next page, you idiot !*

Tyrannosaurus

Description : Fierce carnivorous dinosaur.

Number Appearing : 1

Size : Gigantic

Ferocity : Deadly

Cunning : Alert

Mystique : Normal

Movement : 240'

Initiative : +4

Melee Attack : +7

Damage : 3d6 (claws & bite)

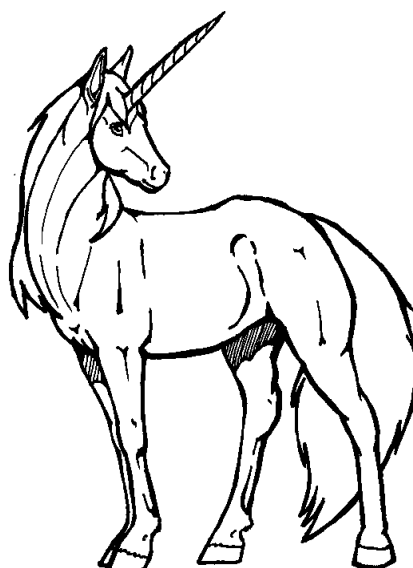
Defense Class : 16 (12 vs missiles)

Hits Total : 32

Danger Evasion : +2

Mystic Fortitude : 0

Special Abilities : Charge into Combat (+6 bonus), Fearsome, Tough Skin.



*Unicorn looking for her stats
(wrong direction, girl)*

Unicorn

Description : The classic horned horse of legend

Number Appearing : 1d6

Size : Medium

Ferocity : Peaceful

Cunning : Clever

Mystique : Eldritch

Movement : 180' (360' galloping)

Initiative : +4

Melee Attack : +2

Damage : 1d6 (hooves & horn)

Defense Class : 16

Hits Total : 12

Danger Evasion : +12 (+16 stealth and detection)

Mystic Fortitude : +8

Special Abilities : Gallop, Lightning Fast, Magic Resistance, Nature's Gifts (as level 3 Nymph, 15 Power points), Sharp Senses, Sixth Sense, Stealthy, Supernatural Vigor, Uncanny Agility.

Note : A Unicorn's Nature's Comfort Gift represents the healing power of its horn. Its effects are *doubled* when used on virgins. Her Nature's Guises Gift allows her to change the color of her pelt. Anyone who kills a unicorn receives *no* Glory or Wisdom and suffers a special curse causing a permanent loss of 1d6 Luck, Faith and Grace points.

Spirits

Cacodemon

Description : Malevolent spirit of chaos and mayhem; likes to wreak havoc on poor mortals. May have any humanoid appearance.

Number Appearing : 1

Size : Medium

Ferocity : Dangerous

Cunning : Crafty

Mystique : Unearthly

Movement : 120'

Initiative : +5

Melee Attack : +7

Damage : 1d6 (claws)

Defense Class : 23

Hits Total : 12

Danger Evasion : +10

Mystic Fortitude : +10

Special Abilities : Invulnerability, Life Energy Drain (touch), Magic Resistance, Psychic Powers (as a level 5 Sorcerer, 26 Power points), Regeneration (3 Hits / round), Sixth Sense, Supernatural Vigor.

Empusa

Description : Beautiful (but blood-drinking) undead temptress.

Number Appearing : 1d3

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 180'

Initiative : +6

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 14

Hits Total : 12

Danger Evasion : +12 (+16 stealth)

Mystic Fortitude : +8

Special Abilities : Grapple (Might 16), Life Energy Drain (bite ; can only be used on grappled victims), Lifeless, Lightning Fast, Magic Resistance, Regeneration (3 Hits / round), Sixth Sense, Stealthy, Supernatural Vigor. The most dangerous ones also have Psychic Powers (as a level 5 Sorcerer, with 25 Power points).

Note : Exposure to daylight does 1d6 damage per battle round to an Empusa. This damage cannot be regenerated. A dead Empusa falls to dust.



Lesser Fury

Description : Also known as Erynies ; servants of the classic dreaded spirits of vengeance from myth. They may be called by Divine Intervention.

Number Appearing : 1d3

Size : Medium

Ferocity : Deadly

Cunning : Crafty

Mystique : Unearthly

Movement : 180'

Initiative : +8

Melee Attack : +9

Damage : 1d6 (weapons)

Defense Class : 25

Hits Total : 12

Danger Evasion : +12

Mystic Fortitude : +10

Special Abilities : Entangle (whip, Might 16, 12' maximum range), Fearsome, Invulnerability, Life Energy Drain (gaze, 40' max range), Lightning Fast, Magic Resistance, Regeneration (3 Hits / round), Sixth Sense, Supernatural Vigor.

Notes : Furies cannot be killed. If reduced to 2 Hits or lower, they instantly vanish and will come back, fully regenerated, 1d6 days later.



Ghost

Description : The classic spectre from folk tales.

Number Appearing : 1

Size : Medium

Ferocity : Aggressive

Cunning : Clever

Mystique : Eldritch

Movement : 120'

Initiative : +3

Melee Attack : +4

Damage : See below

Defense Class : 16

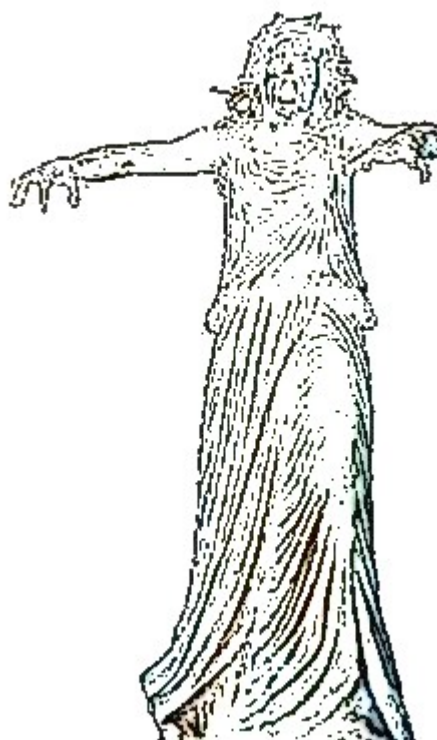
Hits Total : 12

Danger Evasion : +8 (+12 stealth)

Mystic Fortitude : +6

Special Abilities : Fearsome, Insubstantial, Life Energy Drain (touch), Sixth Sense, Stealthy, Supernatural Vigor.

Notes : A ghost cannot be harmed by mundane weapons ; it may only be harmed by magic. Its only physical attack is his Life-Energy Drain touch. The most dangerous ghosts also have Psychic Powers (as a level 4 Sorcerer, 20 Power points),



Hag

Description : Evil creature that looks like an extremely ugly old crone but is *not* human.

Number Appearing : 1d3

Size : Medium

Ferocity : Aggressive

Cunning : Crafty

Mystique : Eldritch

Movement : 120'

Initiative : +4

Melee Attack : +5

Damage : 1d6 (claws & fangs)

Defense Class : 16

Hits Total : 12

Danger Evasion : +10

Mystic Fortitude : +4

Special Abilities : Psychic Powers (as a level 5 Sorcerer, 25 Power points), Regeneration (3 Hits / round), Sixth Sense, Supernatural Vigor, Tough Skin.

Shadow

Description : Insubstantial spirit of darkness looking like a human shadow.

Number Appearing : 1d6

Size : Medium

Ferocity : Dangerous

Cunning : Clever

Mystique : Unearthly

Movement : 180'

Initiative : +6

Melee Attack : +6

Damage : See below

Defense Class : 17

Hits Total : 8

Danger Evasion : +8 (+12 stealth)

Mystic Fortitude : +6

Special Abilities : Insubstantial, Life Energy Drain (touch), Lightning Fast, Stealthy, Uncanny Agility, Wallcrawling.

Notes : A shadow cannot be harmed by mundane weapons ; it may only be harmed by magic. Its only physical attack is his Life-Energy Drain touch.

Animates

Bronze Bull

Description : Huge animated metal bull.

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +2

Melee Attack : +4

Damage : 2d6 (horns & hooves)

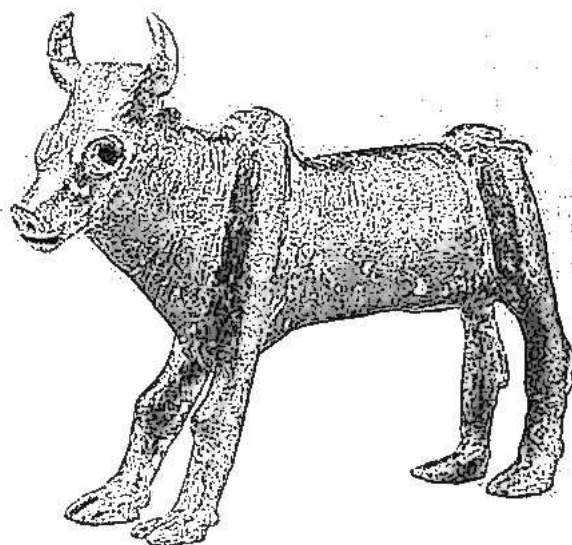
Defense Class : 16 (14 vs missiles)

Hits Total : 24

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Combat (+4 bonus), Crushing Attack (trampling), Magic Resistance, Mindless, Natural Armor, Supernatural Vigor.



Bronze Colossus

Description : Huge animated metal man.

Number Appearing : 1

Size : Large

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +2

Melee Attack : +4

Damage : 2d6 (weapon)

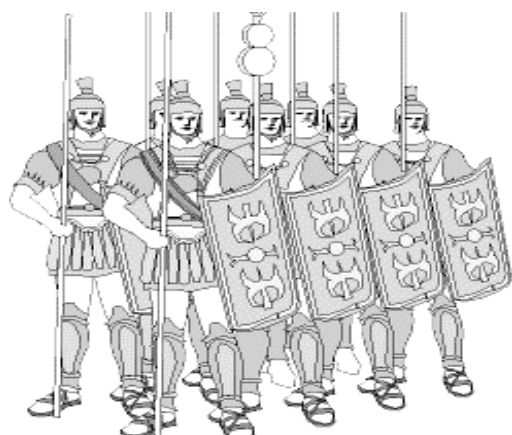
Defense Class : 17 (15 vs missiles)

Hits Total : 24

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Combat (+4 bonus), Grapple (Might 20), Crushing Attack (bear hug), Magic Resistance, Mindless, Natural Armor, Supernatural Vigor.



Iron Warrior

Description : Animated iron statues of warriors.

Number Appearing : 1d3+3

Size : Medium

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : +3

Melee Attack : +6

Damage : 1d6 (weapon)

Defense Class : 19 (with armor, helmet & shield)

Hits Total : 12

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Combat (+2 bonus), Mindless, Magic Resistance, Natural Armor, Supernatural Vigor.

Minaton

Description : An animated huge bronze minotaur.

Number Appearing : 1

Size : Large

Ferocity : Deadly

Cunning : Average

Mystique : Weird

Movement : 180'

Initiative : +3

Melee Attack : +6

Damage : 2d6 (claws & bite)

Defense Class : 23 (11 vs missiles)

Hits Total : 24

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (+4 bonus), Crushing Attack (bear hug), Fearsome, Grapple (Might 20), Magic Resistance, Mindless, Invulnerability, Supernatural Vigor.

Mummy

Description : Specially preserved corpses from the Desert Kingdom reanimated by foul necromancy.

Number Appearing : 1d10

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Eldritch

Movement : 120'

Initiative : +2

Melee Attack : +3

Damage : See below

Defense Class : 16

Hits Total : 12

Danger Evasion : +6 (+10 stealth)

Mystic Fortitude : +8

Special Abilities : Fearsome, Grapple (Might 16), Life Energy Drain (touch), Lifeless, Magic Resistance, Regeneration (3 Hits / round), Sixth Sense, Stealthy, Supernatural Vigor.

Note : A mummy's only attack is Life Energy Drain, which can only be used on a Grappled victim.



Skeleton

Number Appearing : 2d6

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Normal

Movement : 120'

Initiative : +2

Melee Attack : +4

Damage : 1d6 (weapon)

Defense Class : 14 (16 with shield)

Hits Total : 8

Danger Evasion : 0

Mystic Fortitude : 0

Special Abilities : Charge into Battle (+2 bonus), Fearsome, Lifeless.

Stone Titan

Description : Huge golem of stone animated by magic.

Number Appearing : 1

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 240'

Initiative : +1

Melee Attack : +2

Damage : 2d6 (fists etc)

Defense Class : 21 (17 vs missiles)

Hits Total : 24

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (+4 bonus), Crushing Attack (trampling), Invulnerability, Fearsome, Magic Resistance, Mindless, Supernatural Vigor.



Stygian Hound

Description : Huge skeletal undead dogs « bred » by the necromancers of Stygia.

Number Appearing : 1d6

Size : Medium

Ferocity : Dangerous

Cunning : Alert

Mystique : Normal

Movement : 180' (360' galloping)

Initiative : +5

Melee Attack : +5

Damage : 1d6 (claws & bite)

Defense Class : 14

Hits Total : 8

Danger Evasion : +4 (+8 stealth and detection)

Mystic Fortitude : +2

Special Abilities : Fearsome, Gallop, Lifeless, Lightning Fast, Sharp Senses, Stealthy.

Vines of Tantalus

Description : Magical life-drinking vines...

Number Appearing : 1d6

Size : Medium

Ferocity : Dangerous

Cunning : Average

Mystique : Weird

Movement : 120'

Initiative : +2

Melee Attack : +4

Damage : See below

Defense Class : 15

Hits Total : 8

Danger Evasion : +6 (+10 stealth)

Mystic Fortitude : +2

Special Abilities : Entangle (vines, Might 16, 12' maximum range), Life-Energy Drain (touch), Regeneration (3 Hits / round), Sixth Sense, Stealthy, Uncanny Agility.

Notes : The Vine does no natural damage and always attack with its Entangle special ability and may only use its Life-Energy Drain attack on Entangled victims.

Wood Titan

Description : Huge tree animated by magic.

Number Appearing : 1

Size : Large

Ferocity : Aggressive

Cunning : Average

Mystique : Weird

Movement : 240'

Initiative : +1

Melee Attack : +2

Damage : 2d6 (fists etc)

Defense Class : 17 (15 vs missiles)

Hits Total : 24

Danger Evasion : 0

Mystic Fortitude : +6

Special Abilities : Charge into Battle (+4 bonus), Crushing Attack (bear hug), Fearsome, Grapple (Might 24), Magic Resistance, Mindless, Regeneration (5 Hits / round), Supernatural Vigor, Tough Skin.

MAZE MASTER'S CREATURES MATRIX

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		



- Ah ah ! Looks like these Lycans have recognized me ! See how they flee in awe before my... mmmh, what is it ?

2006 Edition Notes & Comments

Creatures & Catalogues

With a grand total of 76 creatures, chapter V was the first manual of monsters ever published for a RPG. Over the following years, the *Mazes & Minotaurs* bestiary went on to include *hundreds* of new creatures, from Quinotaurs to Acteons and Lamassu.

Many of these 'new creatures' were hybrids or variants of previously published monsters, such as two-headed titanians, giant one-eyed satyrs or anticentaurs (yes, you guessed it: horse-headed humanoids...).

From 1973 to 1987, *Griffin* magazine ran the very popular Creatures Compendium monthly feature in which readers presented their beloved monstrous creations. Over the years (nah – read over the *decades*), the presentation of monsters and other creatures for *Mazes & Minotaurs* became far more detailed and sophisticated than the early format shown in the basic rules, with added entries like 'ecology', 'common attitudes', 'secret knowledge' and 'roleplaying notes'.

In 1982, Legendary Games Studio published the *Hecatoteratos*, a compilation of exactly 100 creatures from various sources (plus a few original additions, such as the infamous Dancing Minotaur). Despite its barely pronounceable title, the book was an instant hit among the M&M community.

Monsters à la Carte

One of the best-loved features of the creatures rules was its modular approach to Special Abilities, allowing individual Maze Masters to easily create their own custom monsters – such as giant fire-breathing lions, oversized tritons, vampiric mermaids, lightning fast wolves, two-headed manticores with sorcerous powers or any other weird combination you could think of.

A few Maze Masters went a bit over the top with this kind of stuff and « craziest creatures » contests were sometimes held at M&M tournaments and conventions. One of the most popular of these « monster melds » was the gorgon-lamia inspired by Ray Harryhausen's vision of Medusa in the 1981 *Clash of the Titans* movie. It was part of a special Creatures Compendium feature published in *Griffin* magazine describing all the monsters from the movie in M&M terms – including the infamous speaking mechanical owl and the devastating kraken - whom, some readers commented, had *nothing* to do in a Greek-inspired movie or RPG. Those were the days...