

VI : MAZE MASTER'S LORE

A World of Adventure

Mazes & Minotaurs adventures can be set in mythic Greece or in imaginary worlds with an ancient mediterranean flavor. The map on next page depicts such a setting : the world of Mythika, which can be used as a background for your player-characters' adventures and quests.

Mythika is an imaginary world reminiscent of ancient mediterranean Europe. It is centered around a Middle Sea bordered by a civilized country reminiscent of ancient Greece called the Land of the Three Cities.

The Land of the Three Cities

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

Each of these city-states is a major political power with its own culture, economy and armed forces.

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

The Middle Sea

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

The North

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

To the west of Hyperborea lies the land of **Sybaris**, a former coastal colony of the lost empire of Atlantis, now an enclaved kingdom ruled by half-human Sorcerers and full of ancient wonders and perils. To the east of Hyperborea, past the **Frozen Sea**, lies the queendom of **Amazonia**, homeland of the famous undaunted warrior-women, with its surprisingly temperate climate.

The West

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

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

Who knows what wonders and dangers await in these uncharted waters ?

The East

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

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

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

The South

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

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

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

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



The World of Mythika

Map by Paul Elliott

Gods and Goddesses

Who are the Gods ?

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

Each god has a palace and intrigues with the other Olympians for power and influence.

Many times has this august assembly been at odds, the Trojan War for one. At one time each god sponsored their favourite heroes in glorious quests and bitter blood feuds on earth, but nowadays their influence is mainly achieved through their priests

Religion and Worship

Each god has a host of temples scattered across the civilized world. These temples are only very loosely affiliated.

In many cases each temple is dedicated to a different aspect of the god. Worship takes place at an altar outside the front steps of a temple, but still within the sacred precinct. Sheep or goats are sacrificed and burnt as an offering to the god, the cooked flesh then eaten as a sacred meal. Wine can also be offered to the gods as a libation.

Zeus

Description : The king of the Olympian gods. He is a powerful god of sovereignty, mastery, government and victory in warfare. As a god on high he is associated with storms, rain, tempests and with thunder and lightning. He watches over the affairs of the Greeks from on high. He is supreme judge and his realm is the Heavens (Earth belongs to his brother Poseidon, the Underworld to his other brother Hades).

Symbol : The eagle and the thunderbolt.

Worshippers : Nobles, leaders, soldiers

Hera

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

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

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

Ares

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

Symbol : Blazing torch and the spear.

Worshippers : Mercenaries

Hestia

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

Symbol : Fire, Protection

Worshippers : Housewives, magistrates, city officials, stewards

Hephaestus

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

Symbol : Hammer and tongs

Worshippers : Bronzeworkers, armourers, jewellers

Hermes

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

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

Worshippers : Traders, thieves, travellers

Apollo

Description : A god of sunlight, musicians, fortune-tellers and medicine. This bold and potent god is also the protector of herdsmen, but it is his association with the sun that is most strong. His deadly and unerring skill with the bow is symbolic of rays of light. But his typical symbol is the lyre. Many famous seers and soothsayers claim to have been given their powers by Apollo.

Symbol : His symbols are the bow and lyre.

Worshippers : Shepherds, soothsayers, hunters, physicians

Demeter

Description : This gentle goddess presides over agriculture, fertility and the earth. Her sister Persephone spends six months of the year with Hades, symbolising the changing seasons. Her cult is accompanied by orgies, and her temples, often found in forests, are called megara.

Symbol : The sheaf of corn.

Worshippers : Farmers

Poseidon

Description : The brother of Zeus, Poseidon is the god of the oceans and seas, as well as earthquakes and horses. A harsh and unrelenting god, Poseidon shows his anger with floods, storms and earthquakes. Sailors fear him.

Symbol : The symbol of Poseidon is the trident and horse.

Worshippers : Sailors, cavalrymen, horse-breeders

Aphrodite

Description : The amorous goddess of love, beauty and sex, married (in the myths) to Hephaestus. She is fickle and passionate, and prone to initiating liaisons and romances. Young lovers pray to her.

Symbol : A seashell

Worshippers : Courtesans, sailors

Artemis

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

Symbol : A burning torch, the she-bear or a faithful hound.

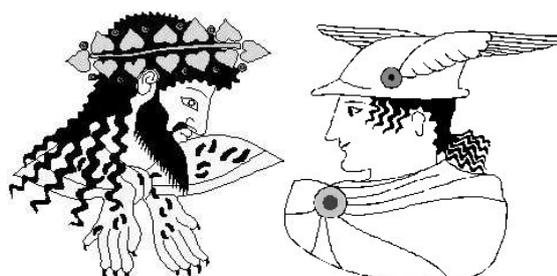
Worshippers : Hunters, women

Athena

Description : Athena is the goddess of wisdom and inventiveness, of women and the arts and crafts. Other professions looked to her, including doctors, teachers, actors, poets and students. Athena is the armour-clad virgin daughter of Zeus and burst, fully armed from his head. She is a warrior who fights for order, peace and righteous causes. After her birth she dispensed advice to her father.

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

Worshippers : Soldiers, nobles, defenders, craftsmen.



Dionysus

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

Symbol : Pine-cone staff

Worshippers : Actors, playwrights, entertainers, vintners

Hades

Description : The grim and dark god of the Underworld who rules with his wife Persephone. He has no temples and no organised cult. Those who wish to call upon him must dig pits to throw down their sacrifices. He is an aspect of death.

Symbol : Cypress tree, narcissus

Worshippers : Witches

Asclepius

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

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

Worshippers : Physicians

Other Gods

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

The Greater Furies : Female demons serving the gods. Daughters of Gaea, they are monstrous hags with canine faces and black wings, serpent-haired and wielding long whips. They hunt down offenders and send them mad. The three Furies are not vindictive, but impartial.

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

Creating Epic Adventures

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

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

Typical M&M adventures can be grouped into three broad types of scenarios, which are detailed below.

Monster Hunt

A common Greek story, the monster needs to be killed. It may be the Hydra, the Chimera, the Gorgon or the Python. But it needs to be slain. It may be guarding some valuable treasure, or the death of the beast itself might be the prize. Perhaps some part of its body is in itself the treasure. Think here of the Hydra's poisonous blood, the Nemean Lion's hide or the Gorgon's head.

Sometimes the monster is a large and brutish version of a normal animal (like the Caledonian Boar) and the hunt really is a proper hunt. Monster hunts are usually short and simple (as most of Heracles' were) since the location and the nature of the beast are often common knowledge. Monster hunts are best mixed in with other types of adventures.

Artefact Quest

The archetypal Greek adventure. Find the Golden Fleece, the Golden Apples of the Hesperides, the Pegasus, the One Eye of the Three Witches, the Girdle of the Amazon Queen. The steps to finding these artefacts can be many and varied.

The quest will often involve travelling to distant parts of the world, to exotic locations, mysterious islands, lost mountains, and strange lands. There may be many stages to the quest, information and clues to discover, guardian monsters to defeat, enemies to battle and traitors to uncover.

Often the heroes set out to recover the artefact but must sail or march to a person or oracle that can send them in the the right direction. Often this source of information demands that the heroes perform a task before it will help them on their way. They must travel to an island or distant land and recover *another* object or defeat some terrible creature before that information is freely given. Quests within quests. Adventures piled upon adventures. The idea began here in Greek myth. What will the artefact be used for? Is it symbolic? Will it bring order to a ruined state? Will it help a king recover his kingdom? Is it a healing boon? Will it give power over death? Will it provide protection? Or is it an aid in yet another quest - perhaps to kill

some monster that requires such an exotic and powerful artefact (Perseus' mirrored shield, or Bellerophon's Pegasus).

Heroic War

Wars are common in the world of *Mazes & Minotaurs*, and the most famous war of them all, the Trojan War, happened in this era. Heroes can get embroiled in warlike adventures very easily. They are the elite troops, the leaders, commanders and *commandoes* of any battle that they take part in. During the whole of Homer's Iliad, only one 'regular' soldier is mentioned by name (Thersites). All the action is carried out by heroes like the player characters.

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

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

Underworld Journey

This Underworld is the realm of Hades and is inhabited by the shades of the living, by ghosts and spirits. It is a frightening 'otherworld' of palaces, fields, forests, magical rivers, strange monsters and other creatures.

Many heroes made the perilous journey into the Underworld (Heracles, Odysseus, Theseus, Orpheus) and there were entrances to it scattered all across Greece (if you knew where to look).

We can postulate many different Underworlds, beginning in caves and tunnels near the surface, connecting with others and with (ultimately) the great Underworld of Hades, guarded by Cereberus and Charon - the ferryman of the dead.

The Underworld is a dreamland/otherworld distinctly apart from the mundane world of everyday existence. This Underworld environment should bear an omnipresent sense of strangeness, otherness and lurking, inexplicable, unease - even horror. Beyond the mundane details of monsters and traps and the subterranean environment itself, every Underworld should have a plethora of weird and creepy details to constantly remind the heroes that "we're not in Kansas anymore". Weird abandoned temples and shrines, relics of the Golden Age of the Gods and lost civilizations, strange and inexplicable enigmas that will haunt and confuse the players and cause their expeditions to be motivated not just by a desire for power and treasure (tangible reward) but also by a desire for knowledge and understanding, to get to the bottom of the mystery (intangible reward).

Having said that Underworlds are strange and frightening otherworlds, the more internal logic and consistency your Underworld has the better.

Set it up as a living environment with at least a touch of common sense to placement of monsters and traps etc. (i.e. don't put monsters that would obviously kill/eat each other in adjacent caverns, monsters in caves they couldn't possibly get into and out of ...).

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

In an Underworld adventure, as many of the encounters should be with 'wandering monsters' in tunnels and empty caverns as with 'set' encounters in their lairs. Fleeing from the sounds of 'slithering' or 'footsteps' from around the corner or the other side of the door should become a very common occurrence and should keep the heroes on their toes and the tension level high. They'll be *expecting* death around every corner, whether it's actually there or not.

Of course it goes without saying that you should also include 'seemingly empty' rooms that *do* contain hidden monsters, traps, and treasures, to keep your players from getting too lax and careless.

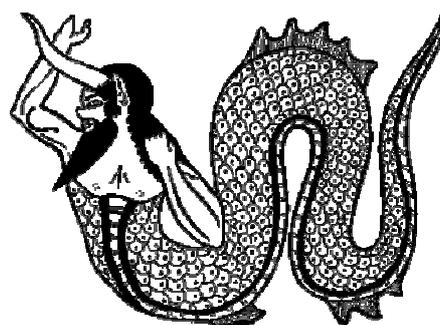
Gathering the Heroes

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

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

Follow A Leader : You are the loyal friends of a Greek lord or king who has been exiled. He wanders Greece trying to find some way to regain his throne, and you carry out all manner of dangerous quests and challenges to try and bring this about.

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



Mysterious Islands

A staple of Greek voyages is the mysterious island. There are many known, inhabited islands - some of them large and important like Rhodes and Crete. There are also hundreds of unknown islands, mysterious locations that may hold treasures, clues, monsters, allies or enemies. There may be secrets, plots, traps, witches and tyrannical kings.

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

A number of tables follow that allow the Maze Master to randomly create an island, perhaps when suddenly needed or during the preparation for a game. He could also just pick ideas from the lists, or indeed substitute his own alternatives if desired. The idea is to have an island with gaming potential, whether inhabited or not.

What is the Coast Like? (1d6)

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

Is it Inhabited? (1d6)

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

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

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

Interesting Places (3d6, roll whether inhabited or not)

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

Are There Unusual Creatures ?

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

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

Then roll on the appropriate subtables.

Folks (1d20)

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

Monsters (1d10)

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

Monsters (A)

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

Monsters (C)

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

Monsters (E)

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

Spirits (1d10)

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

Animates (1d10)

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

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

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

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

Mythic Items

Classification of Items

Over the course of their adventures, player-characters may acquire mythic items of varying degree of power.

The *Mazes & Minotaurs* rules distinguish six different categories of mythic items : Magical Armament, Potions & Consumables, Rings & Amulets, Staves & Wands, Miscellaneous Items and Unique Artifacts.

Several sample mythic items of each type are described below (except for unique artifacts, which are a special case).

Magical Armament



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

Weapons of Hephaistus : These weapons are said to have been forged by Hephaestus and his Cyclops assistants. They can only be wielded by the mightiest warriors (Might of 13+) and give a damage bonus equal to the character's Might modifier.

Spear of Athena : This magical spear may only be used by the most skillful fighters (ie characters with a Skill of 13+). Its wielder adds his Skill bonus to his damage rolls.

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

Sword of Ares : This magical sword may only be used by the most skillful fighters (ie characters with a Skill of 13+). Its wielder adds his Skill bonus to his damage rolls.

Bow of Artemis : This magical bow can be used at no penalty while moving and has twice the normal range (600 feet).

Dagger of Aphrodite : This magical dagger can only be used by persons attractive enough to gain Aphrodite's attention (ie characters with a positive Grace modifier). It grants a damage bonus equal to the wielder's Grace bonus when used against creatures of the opposite gender.

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

Helmet of Ares : This magical helmet has similar effects as a Helmet of Athena, except that the modifier used is the Skill bonus.

Breastplate of Ares : This breastplate provides twice the usual protection (+4 instead of +2 to EDC) for the same encumbrance value. It also grants a +2 bonus to Mystic Fortitude.

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

Sagittarius Arrows : These magical arrows, made by the legendary centaur Chiron, grant a +1 bonus to the archer's Missile Attack and damage rolls.

Javelin of Destiny : This magical javelin has twice the normal range, grants a +1 attack and damage bonus and always come back in the hand of the thrower if it misses its target.

Bow of Herakles : This bow can only be used by extremely strong individuals (ie characters with a Might of 13+). Its user adds his Might bonus to his missile attack and damage rolls.

Quiver of Artemis : The user of this magical quiver *never* runs out of arrows. Furthermore, all arrows taken from this quiver have a +1 bonus to damage.

Breastplate of Apollo : This breastplate can only be used by extremely handsome individuals (ie characters with a Grace of 13+). Its wearer adds his Grace bonus to his Defense Class as well as to his Mystic Fortitude and Danger Evasion rolls.

Sword of Ruse : This sword can only be used by especially clever and astute warriors (ie with a Wits score of 13+). It has a knack for finding the weakest spot in an opponent's defense, allowing its wielder to add his Wits bonus to his attack rolls.

Sword of the Underworld : This magical sword can be used to wound insubstantial creatures.

Acheronian Arrows : These magical arrows can be used to wound insubstantial creatures.

Lightning Bolt : This is a true lightning bolt solidified by magic and usable as a javelin. It does 2d6 damage per strike and has full effects against insubstantial creatures. Its range is half that of a normal javelin (in other words, Might x 5 feet).

Boar Helmet : This barbaric helmet is shaped in the form of a boar's head. It has the same properties as a helmet of Ares or Athena, except that the bonus used is the Might modifier (see above).

Potions & Consumables

Dust of Somnus : Each pinch of this sparkling dust can plunge a person (or creature) into a deep enchanted sleep from which nothing can awake him for the 1d6 next hours. To work, the dust must be dropped or blown into the victim's face. The victim may make a Danger Evasion roll to avoid the soporific effect. Failure means he falls immediately asleep. This dust is generally found in the form of small bags containing 1d3+3 pinches. Lifeless or mindless creatures are immune to its effects.

Potion of Strength : Each dose of this potion adds +1 to a character's Might modifier (which affects his Melee attack modifier and Hits total, as well as his chances to accomplish spectacular feats of strength) for the next hour. Multiple doses can be taken for increased effect. This potion is generally found in the form of small phials that contain the equivalent of 3 doses.

Mead of Poseidon : Each dose of this greenish brew gives the ability to breathe and speak under water for the next hour. Multiple doses will increase duration accordingly. This drink is generally found in the form of small amphoras that contain the equivalent of 6 doses.

Healing Potion : Each dose of this potion immediately restores 1d6 Hits to the drinker (up to his original Hits total). This potion is generally found in the form of small phials that contain the equivalent of 3 doses.

Wine of Dionysus : A very heady, thick and almost black wine said to be made from the god's own personal vineyard. Mortals who drink this wine immediately succumb to the "madness of Dionysus" for one hour per cup taken. The effects of the madness of Dionysus are left to the Maze Master's discretion and will have to be adjusted according to the age of the players around the table. Nymphs are immune to this effect : for them, each full cup of this wine restores 1d6 Power points (up to the Nymph's original total). This wine is generally found in the form of wineskins or amphoras that contain the equivalent of 6 full cups.

Oil of Aphrodite : The effects of this sweet and perfumed body lotion are left to the Maze Master's discretion and will have to be adjusted according to the age of the players around the table : suffice it to say that the oil is an extremely potent ointment. This oil is generally found in the form of small flasks that contain the equivalent of 6 full applications.

Potion of Celerity : Each dose of this potion adds 50% (60' for humans) to a character's basic Movement allowance for the next 4 hours. Multiple doses *do not* have cumulative effects. While under the influence of the potion, the character also gains +2 to Initiative and Danger Evasion. This potion is generally found in the form of small phials that contain the equivalent of 3 doses.



Wine of Dionysus, anyone ?

Golden Apples : These rare magical apples can only be found on special trees - which only grow on a few magical islands. Each time a character takes a golden apple from its tree and eats one of these wonderful fruits, he receives one of the following gifts. The gift must be chosen by the character himself - but the same gift can only be received once in an entire lifetime.

Gift of Strength : Gain 1d3 points of Might.

Gift of Dexterity : Gain 1d3 points of Skill.

Gift of Cleverness : Gain 1d3 points of Wits.

Gift of Fortune : Gain 1d3 points of Luck.

Gift of Wisdom : Gain 1d3 points of Faith.

Gift of Charisma : Gain 1d3 points of Grace.

All attribute gains are permanent and cannot bring an attribute over the maximum of 18. These fruits lose their magical power once they fall from their tree. When such trees are met, there will be 1d6 trees, each holding 1d6 edible apples.

Medea's Ointment : Each application of this body lotion grants a +2 bonus to a character's EDC and makes him totally immune to fire damage (whether natural or magical). The application per se requires approximately one minute and the effects of the ointment last for a number of hours equal to 4 plus or minus the character's Luck modifier. This wonderful ointment is generally found in the form of small flasks that contain the equivalent of 6 full applications.

Hyperborean Beer : Each cup of this thick, golden-brown beer restores 1 Hit to the drinker, up to his starting Hits total. Each time a character drinks a cup of hyperborean beer, roll 1d6. If the result is 6, he suffers heavy intoxication and immediately lose 1d6 Hits - and will be unable to drink more Hyperborean beer for a number of days equal to the number of Hits lost. Barbarians are immune to this unfortunate side-effect and can swallow unlimited quantities of this liquid (of which they are usually quite fond). This beer is generally found in barrels that contain the equivalent of 24 cups.



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

Staves & Wands

Caduceus : This item of wondrous healing powers appears as a small staff or rod decorated with two coiled serpents. When used by a Priest or Priestess of any deity, it doubles the number of Hits restored by their Divine Vitality power. Since Divine Vitality is a level 3 power, only Priests of level 3+ may actually use this item.

Staff of Power : This magical staff can be used by Sorcerers to store extra Power points. Unlike the Sorcerer, the staff does not recover its Power points once they are spent and will have to be "refilled". A Staff of Power may store up to 1d6+6 Power points.

Rod of Lightning : This magical rod throws lightning bolts. Each bolt does 2d6 damage and has full effects against insubstantial creatures. These attacks have a range of 10 feet and require a Missile attack roll. Each individual rod will contain enough lightning for 1d20 bolts.

Staff of Light : This staff can be used to emit a zone of bright light (equivalent to daylight), with a radius of 10 feet. This light can be switched on and off at will by the holder of the staff.

Staff of Command : A Sorcerer holding this magical staff will only have to spend 1 Power point (instead of 1d6) when using his Compelling ability. Since Compelling is a level 4 power, only Sorcerers of level 4+ may actually use this item.

Rings & Amulets

Ring of Good Fortune : The wearer of this ring receives a +1 bonus to his Luck modifier, which affects his EDC, Missile Attack, Danger Evasion, Mystic Fortitude, First Reaction and Hits total.

Ring of Bad Luck : This ring subtracts 1 from the wearer's Luck modifier, resulting in a -1 penalty in EDC, Missile Attack, Danger Evasion, Mystic Fortitude, First Reaction and Hits total.

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

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

Amulet of Aphrodite : This amulet gives a +4 First Reaction bonus toward persons of the opposite sex.

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

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

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

Ring of Wisdom : This magical ring adds +4 to a character's Magic Lore bonus (see below).

Amulet of Health : This magical amulet *doubles* its wearer's natural healing rate.

Miscellaneous Items

Bridle of Taming : This magical bridle enables its possessor to tame (and ride) a Pegasus or Griffin. To pass it around the creature's neck requires a successful Melee attack with a Reach of zero and inflicting no damage.

Leggings of Speed : This pair of metal leggings increase Movement by 25% and add +1 to Initiative, with an effective encumbrance value of zero.

Cloak of Concealment : This garment has the same effects as a Ring of Invisibility.

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

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

Tunic of Fortune : This garment adds +1 to the Luck modifier of its wearer.

Sandals of Hermes : This pair of magical sandals has the same effects as Leggings of Speed, with which they can be combined for increased speed !

Sunstones : This nut-sized yellow-orange gem emits a zone of bright daylight (10' radius) even in complete darkness (underground etc). Multiple stones do not increase the lighted area. Sunstones can also be used as slingshot, in which case they burst on impact, causing 2d6 damage (but being destroyed in the process).

Seven Scrolls of Thessalia : These scrolls of eldritch lore are an extraordinary source of wizardly knowledge. They are identified by their numeral (I to VII). Any Sorcerer reading them will gain 100 Wisdom points per scroll for the first four and 200 points for each one of scrolls V to VII. A given library, tomb or treasure room will contain 1d10 such scrolls, in numbered order (thus, a roll of 4 means scrolls 1 to 4).

Pipes of Chaos : The sound of this instrument produces the same effect as a Confusion spell (Sorcery level 1) affecting everyone who hears its demented music (except the player himself) in a 20' radius. Only Mindless and Lifeless creatures are immune to this effect.



Unique Artifacts

Unique artifacts, as their name implies, are mythic items of tremendous power, often made or given by the Gods themselves – such as the Golden Fleece or the Harp of Orpheus. When such an item is found in the course of the game, its specific powers and properties must be determined by the Maze Master. Finding a unique artefact is always a source of Glory and can also be a source of Wisdom, depending on the nature of the item.

2006 Edition Notes & Comments

The World of Mythika

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

Every adventure module published by LGS added an extra bit of depth, substance or atmosphere (or just a few new maps) to the 'official' M&M world... But the most important contribution came from *Griffin* magazine. From 1975 to 1982, the monthly *Mythika Gazetteer* column detailed specific regions, kingdoms, islands or cities of the mythikal world were described in detail. Most of these contributions came from individual gamers, who eventually transformed Mythika into the first *pen & paper wiki* RPG setting. Back then, all-important concepts like metaplots or official continuity were nonexistent.

Mysterious Islands

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

Mythic Items

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

Myth & Magic, the second supplement published for M&M, detailed dozens of new mythic items – including several unique artefacts, such as the Golden Fleece, the Head of Orpheus or the Chessboard of the Gods.

MAZES & MINOTAURS

Character Record Sheet

Character's Name _____ Class _____
 Level _____ Gender _____ Age _____ Description _____
 Personal Background _____

Attribute	Score	Mod	Ability Modifiers	Hits										
MIGHT	_____	_____	Melee Attack _____	0	1	2	3	4	5	6	7	8	9	10
SKILL	_____	_____	Missile Attack _____	11	12	13	14	15	16	17	18	19	20	
WITS	_____	_____	Initiative _____	21	22	23	24	25	26	27	28	29	30	
LUCK	_____	_____	Danger Evasion _____	Hits Total =		Recovery = / week								
FAITH	_____	_____	Mystic Fortitude _____	EDC = 12 + () + () =										
GRACE	_____	_____	First Reaction _____	Movement allowance _____ feet/round										

Special Abilities _____

Melee Weapon	Reach	Damage	Enc
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Magical Powers

Missile Weapon	Range	Damage	Enc
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Power Points

0	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	

Armor	EDC	Enc
_____	_____	_____
_____	_____	_____
_____	_____	_____

Starting Power total =

Miscellaneous Information

Item	Enc
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Glory / Wisdom points =