

MAZES AND MONSTERS

Welcome to the 30th anniversary edition of the Mazes and Monsters RPG, the revolutionary role-playing game that electrified a nation! Many years have passed since Tom Hank's disappearance in Pequod Caverns, and during most of those years, actual Mazes and Monsters rules were virtually impossible to come by.

You are holding in your hands the first edition of Mazes and Monsters printed since 1981. While we don't have any copies of the originals, we've reconstructed the rules as best we can from repeatedly watching the movie. To give you insight into our rules reconstruction process, we've included many movie quotes and stills alongside the rules they inspired.

Warning: Like all forms of unlicensed self-therapy, the Mazes and Monsters game can be dangerous. Make sure you play Mazes and Monsters only with an accredited Maze Controller.

More information about the Mazes and Monsters RPG project can be found at blogofholding.com.

CHAPTER 1: HOW TO PLAY THE GAME

WHAT IS MAZES AND MONSTERS?

Mazes and Monsters is a fantasy role-playing game in which YOU create an imaginary character. This character is then plunged into a fantasy world of imagined terrors! It's kind of a psychodrama, you might say, where YOU can deal with problems in your life by acting them out!

Goal of the game

The goal of the game is for your character to amass a fortune without being killed!



Reporter: Mazes and Monsters is a fantasy role-playing game in which players create imaginary characters. These characters are then plunged into a fantasy world of imagined terrors. The point of the game is to amass a fortune without being killed. It's kind of a psychodrama, you might say, where these people deal with problems in their lives by acting them out.

Who can play Mazes and Monsters?

Anyone can have fun playing Mazes and Monsters -- at the first level! But be warned, as the levels get higher, the psychodrama becomes more challenging! Some players will be able to handle the increasing challenges and terrors that await them - and **SOME WILL NOT!** Some will flake out, and some will freak out!



Are you one of the players who can play at the highest levels? If you are, your rewards will be a lifetime of fun, strength of character, and, of course, a pretend fortune!

What do you need to play?

All you need to play this game is 3 to 8 friends, this book, two twelve-sided dice, and some personal problems you want to work out. Hundreds of candles are optional but highly recommended.

The Maze Controller

One special player of a Mazes and Monsters game is called the **Maze Controller**. The Maze Controller is a sort of referee, or, to put it another way, a deity upon whose whims hang the lives of the other players' characters. The Maze Controller is not fettered by the rules: they are merely suggestions, to be broken at whim.



Robbie: I am the Maze Controller. The god of this universe I have made. The absolute authority. Only I know the perilous course which you are about to take. Your fate... is in my hands.

At the start of every session, the Maze Controller should take the opportunity to assert his ascendancy over the other players by fixing each of them with a gimlet stare, and, while flourishing his dice, declaim: "I am the Maze Controller. The god of this universe I have made. The absolute authority. Only I know the perilous course which you are about to take. Your fate... is in my hands."

While the Maze Controller speaks, all players should bow their heads in silent thanksgiving for the mystical power of the Maze Controller.

Any game which starts without this ritual is not an official Mazes and Monsters game and the participants will be awarded no Levels. Furthermore, any real-life problems which players work out are to be considered **UNSOLVED**.

GAMEPLAY

Mazes and Monsters is a game about being in Mazes and fighting Monsters. Every player controls a single character, called their "hero". A hero may be a mighty Fighter, a pious Holy Man, or a spellcasting Frenetic. The hero is the player's representative in the imaginary world of Mazes and Monsters.

While the heroes may spend time in town, and in the countryside traveling from maze to maze, that time is outside of the purview of the game. All magic, treasures, and Levels are earned within the various Mazes run by the crafty Maze Controller.

Every maze adventure (or **quest**) starts with the players at the entrance to a Maze. The Maze Controller describes the maze and the riches reputed to be therein. The Maze Controller then asks the players "Shall ye enter?" If all players say "Aye", the game begins. If consent is not unanimous, everyone goes home.

While in a maze, heroes may encounter horrid monsters, devilish tricks, fabulous treasures, scarring emotional tortures, and brutal traps. Of course, the players can't see what their heroes see: they have to imagine their surroundings, as described by the Maze Controller. Players tell the Maze Controller what they do in response.

Generally, heroes will attempt difficult tasks, ones that offer rewards for success and penalties for failure. Will the heroes slay the monster, or be slain? Will they find the treasure or the trap? Will their confrontation with imagined terrors provide catharsis, or psychosis?

Whenever players attempt a difficult task, the outcome is determined by the roll of one or two **twelve-sided dice** (d12). The Maze Controller rolls the dice -- either in the open, or secretly, behind his sweet castle-shaped DM screen (included in this book).

The player never rolls his or her own dice. The player will be busy enough drawing a map of the maze, keeping notes, and, of course, imagining him- or herself in the shoes of his or her hero! Letting the players roll their own dice would be akin to the gods giving Promethean fire to mortals: no self-respecting Maze Controller would allow it.

OPTIONAL RULE: While having the Maze Controller roll all the dice adds a great deal to the immersive play experience of Mazes and Monsters, some players (spoiled, no doubt, by competing role-playing games) prefer to roll their own dice. If a non-self-respecting Maze Controller agrees, players may be allowed to do so. However, the Maze Controller may always choose to make any die roll himself - especially any roll that must be made secretly.



RONA: The Most Important Rule

Mazes and Monsters is a **d12 system**. This means that the Maze Controller uses the 12-sided die (d12) to resolve any action, attack, or task where the outcome is in question.

To determine the difficulty of an action, the Maze Controller assigns it a number between 1 and 10, 1 being trivially easy, and 10 being fiendishly difficult. A virtually impossible task might have an even higher number: 15 or 20 perhaps.



Two twelve-sided dice (d12s).

This number is called the Roll-Over Number for Accomplishment, or **RONA**.

Table 1-1: The most common RONA's

3: Easy. Use this number for tasks that most heroes can perform.

6: Medium. Use this number for tasks whose outcome is very much in doubt.

9: Hard. Use this number for tasks which will require a great deal of luck or skill.

Once the Maze Controller has picked a RONA for a task, he generates a random number by rolling a d12. (In some situations, two d12s are rolled, and the Maze Controller uses the most favorable - or the least favorable - result.)

Dice results from 1 to 10 are treated normally. 11s are bad rolls; for each 11 rolled, the Maze Controller subtracts 10 from the result and rolls again. 12s are good rolls; for each 12 rolled, the Maze Controller adds 10 to the result and then rolls again.

The die roll after an 11 or 12 is rolled is called a "followup die". If another 11 or 12 is rolled on the followup die, 10 more is added or subtracted and another followup die is rolled. Rolling continues until a number from 1 to 10 is rolled on a followup die or the Maze Controller's arm falls off.

This mechanic is known as an "exploding die roll" and we predict that it will be all the rage in the 1990s. Because this is the 80's, though, here is a chart!

Table 1-2: Exploding die rolls

DIE ROLL	ACTION
1-10	treat normally
11	Subtract 10, roll again
12	Add 10, roll again

CRITICAL SUCCESS AND CRITICAL FAILURE

An exploding die roll can generate an extremely high or low number: instead of the normal range of 1 to 10, you might, for instance, come up with -8 (if you rolled an 11 followed by a 2) or a 25 (if you rolled two 12s in a row followed by a 5). Extremely high or low totals have a chance to trigger special results called **Critical Successes** and **Critical Failures**.

Critical Success

If a die roll is **10 or more higher** than the target RONA, it is a Critical Success. It didn't just succeed: it succeeded spectacularly, in such a way that it gave the actor an extra advantage. For instance, a Critical Success on a roll to attack an enemy does extra damage (see Chapter 5: Combat). In most cases, the Maze Controller invents an appropriate special bonus given to the players based on the circumstances.



Your dice may be carried in a little belt pouch to let strangers know that you're a Mazes and Monsters player.

Critical Failure

If a die roll is **10 or more lower** than the target RONA, it is a Critical Failure. It didn't just fail; it failed spectacularly, in such a way that the actor gets an extra penalty. For instance, a critical failure on a roll to befriend a monster might cause the monster to become enraged and attack. In most cases, the Maze Controller invents an appropriate special bonus given to the players based on the circumstances.

Double Critical Success and Double Critical Failure

In some cases, flukes of die rolling might result in a roll that is **20 above or below a RONA**. This is called either a Double Critical Success or Double Critical Failure. On occasion, the Maze Controller might invent extra-good or bad results to reward or punish such unusual rolls. Such results might be game-changing: for instance, it might result in the player gaining a powerful ally or treasure, or the player being instantly killed.

In Chapter 5: Combat, you will read about a special rule used when attacking an enemy with a weapon: a double critical success is called a **Slaughter** and always kills its target instantly.

TRAIT DICE

Some heroes are better at a task than others. A mighty Fighter may have a better chance of hitting with a sword than does a Holy Man. Such a skill is called a **trait** and gives a hero an easier time meeting certain RONAs. Traits are described in more detail in Chapter 2: How to Make a Hero.

When someone has a trait that gives them an advantage at a task, they get a "trait die." This means that when the hero attempts the task, the Maze Controller rolls 2 d12s instead of 1. The *best* result is taken.

When an extra trait die is rolled and it results in an exploding number (11 or 12), the result explodes normally: the followup die, though, does not get the benefit of a trait die.

For instance, if a 1 and a 2 are rolled, the result is 2. If a 6 and an 11 is rolled, the result is 6 (because 11 is a fumble). If a 10 and a 12 are rolled, the result is 12, which means that the die explodes normally: a single followup die is rolled. In this case, if the followup die roll is, say, 6, then the roll total is 16.

Only one Trait Die may ever be rolled: even if you gain Trait Dice from multiple sources, the Maze Controller never rolls more than 2d12 against a RONA.

Sometimes you can choose whether or not to add a Trait Die to a normal roll. In this case, you may choose whether or not to add the Trait Die **AFTER** you see the roll. For instance, the Luck trait lets you add a Trait Die to any roll, once per day. A player may choose to wait for an unusually bad roll before deciding to add their Trait Die (probably improving the roll). On the other hand, some Trait Dice are always added to a roll. For instance, the Strength Trait adds a Trait Die to all weapon damage rolls: most players will choose to roll this extra die on all applicable rolls.

Mazes and Math

Rolling a Trait Die gives you a much better chance of succeeding on a RONA.

- With a trait die, the chances of rolling an 11 (a bad roll) change from 1 in 12 to 1 in 144.
- The chances of rolling a 12 (a good roll) change from 1 in 12 to around 1 in 6.
- The chance of rolling a 6 or higher (a Medium RONA) change from 50% to 75%.

As you can see, it helps to roll a Trait die whenever you can!

CHAPTER 2: HOW TO MAKE A HERO

A maze isn't very interesting without heroes to explore its dark cul de sacs! Each player (except the Maze Controller) creates a hero. A hero is a stand-in for the player: their pawn in the terrifying chess match of the psyche that is Mazes and Monsters. Creating a hero follows these steps:

Table 2-1: Hero Creation Steps

- 1) Choose a class
- 2) Choose a trait
- 3) Choose an issue
- 4) Choose character details
- 5) Shop for starting equipment, weapons, spells, tricks, and powers

STEP 1: CHOOSE A CLASS

A class is like a job, and describes your hero's strengths and weaknesses. There are three classes in Mazes and Monsters.

A **Fighter** uses weapons and strength to defend her companions and slay evil.

A **Frenetic** uses magic and trickery to confound his enemies.

A **Holy Man** uses magic and reason to overcome enemies and aid his friends.



Fighter

A Fighter is able to use any weapons and the strongest of armor. A Fighter may also use Spells.

A Fighter must not shrink from combat. To attain the highest level, a Fighter must defeat the most fearsome monsters in close combat.

HP: Roll 3d12 and add them together. These rolls don't explode - in other words, an 11 is treated like an 11 and a 12 is treated like a 12. Write down the total on your hero sheet next to "HP". Hit Points are a measure of how much damage you can take.

SP: Next to "SP", write 10. This means that your Fighter has 10 Spell Points. Spell Points are used to cast magic spells.

PR: Next to "PR", write down 6. This means that your Fighter starts with a Protection RONA of 6. This is a measure of how hard she is to hit. Later on, you will buy armor that will increase your PR, making you harder to hit.

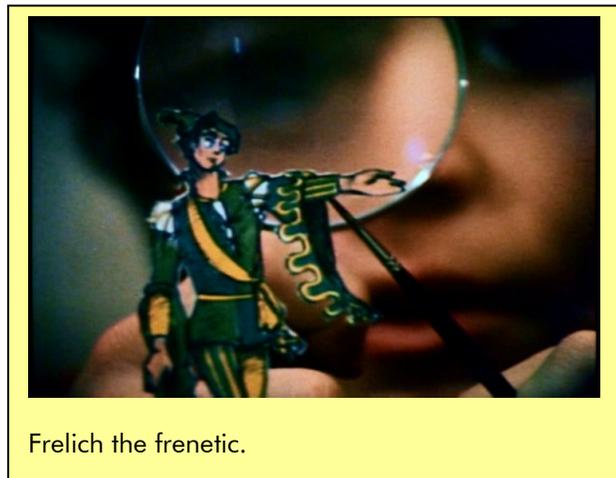


Frenetic

A frenetic does not rely on strength and weapons: instead, he relies on his magical Tricks and Powers.

To attain the highest level, a Frenetic's powers of deception must be unparalleled.

A Frenetic may not wear armor, helmets, or shields, and may only use daggers and bows. A Frenetic can cast Tricks and Powers, but not Spells.



HP: Roll 2d12 and add them together. These rolls don't explode - in other words, an 11 is treated like an 11 and a 12 is treated like a 12. Write down the total on your hero sheet next to "HP". Hit Points are a measure of how much damage you can take.

SP: Next to "SP", write 20. This means that your Frenetic has 20 Spell Points. Spell Points are used to activate magic Tricks and Spells.

PR: Next to "PR", write down 6. This means that your Frenetic starts with a Protection RONA of 6. This is a measure of how hard he is to hit.

Holy man

A Holy Man's main strengths are his Spells, Charms, and Powers. He also has reasonable combat abilities, should his magic fail him.

Holy Men cannot use armor, helmets, or shields. They are able to use daggers, swords, maces, and staves. Holy Men may cast Spells and Powers.

Holy Men must be male.

To attain the highest level, the Holy man not glory in killing. He must be pious, humble, and celibate.

A holy man worships the twin gods Marsha and Neville.

HP: Roll 2d12 and add them together. These rolls don't explode - in other words, an 11 is treated like an 11 and a 12 is treated like a 12. Write down the total on your hero sheet next to "HP". Hit Points are a measure of how much damage you can take.

SP: Next to "SP", write 20. This means that your Holy Man has 20 Spell Points. Spell Points are used to activate magic Spells, Charms and Powers.

PR: Next to "PR", write down 6. This means that your Holy Man starts with a Protection RONA of 6. This is a measure of how hard he is to hit.

STEP 2: CHOOSE A TRAIT

Every hero starts the game with one Trait. A Trait is a special characteristic that makes him or her unusually good (or bad) at certain activities.

To determine your Trait, roll a (non-exploding) d12 and consult the chart on the next page. Most die rolls correspond with two or more possible traits: you may choose the trait you wish.



Pardieux the Holy Man.



Frightened by his encounter with a hideous Gorville, Pardieux cries, "Marsha! Neville!"

Table 2-2: Trait Chart

1 ARMS: Choose one of the following traits:

strength: Add a trait die to melee weapon damage and unarmed combat damage. Gain a Trait die on any task that requires strength.

throwing: Add a trait die to attack and damage when throwing a dagger. Gain a trait die on any task that involves throwing.

2 LEGS: Choose one of the following traits:

quickness: When not wearing armor, your Protection RONA is increased by one. Add a trait die when running.

stealth: When you attack someone who is not aware of you, you gain a trait die on attack and damage. Add a trait die when sneaking or stealing.

3 MIND: Choose one of the following traits:

cleverness: Gain a bonus 10 SP. Gain a trait die on any check that requires cleverness or trickery.

spellcraft: Choose a single spell, trick, or power. If it is an attack spell, you gain a trait die on damage. Otherwise, its SP cost is halved.

4 HEART: Choose one of the following traits:

serenity: As your turn, you may spend 1 SP to heal yourself by 1HP. Add a trait die when escaping or resisting attacks based on emotions other than fear.

courage: Gain a trait die to damage against boss monsters. Add a trait die when escaping or resisting fear attacks.

5 SKILL: Choose one of the following traits:

weapon skill: Choose a weapon to specialize in (including unarmed combat). You gain a trait die to attack whenever you and your target are both using this weapon.

athletic skill: Gain 10 bonus HP. Gain a trait die on any RONA involving athletics.

6 GUIDANCE: Choose one of the following traits:

luck: Traps that would normally kill you instead leave you with 1 HP. At will, you can spend 5 SP to add a trait die to a die roll of your choice.

direction sense: Once per maze, you may ask the Maze Controller whether a door or passage will lead the party closer to the treasure. Gain a trait die when finding your way.

7 EYES: Choose one of the following traits:

sharp eyes: While your eyes are open, your group cannot be surprised. Gain a trait die when looking for something.

aim: Gain a trait die to attack rolls when attacking with a bow.

8 EARS: Choose one of the following traits:

hear through walls: You can spend 1 SP to determine if there are monsters in the next room. Gain a trait die when listening for something.

intuition: Add a trait die to escape the Mazed state when talking to a nonexistent person. Gain a trait die when determining people's motives.

9 TONGUE: Choose one of the following traits:

persuasiveness: You buy items from town at half price. Gain a trait die when convincing others.

bardic music: If you play an instrument and sing while casting a Trick, add a trait die to its rolls.

10 SOUL:

piety: Add a trait die to attack and damage when attacking undead. Gain a trait die on any task that involves religion or holiness.

power of light: You may cause something you hold to glow as if it were a torch. Gain a trait die when convincing people of your good intentions.

11 WEAKNESS: Roll again on this table, rerolling 11s and 12s. Choose a trait. You are unusually BAD at this trait: when it comes up, the Maze Controller rolls 2d12 and takes the WORST of the two rolls. If it's not entirely clear what it means to be BAD at one of these traits, the Maze Controller should come up with the most annoying possible interpretation.

12 CHOICE: You may choose any trait you want.

STEP 3: CHOOSE AN ISSUE

Every hero starts the game with one **Issue**.

In *Mazes and Monsters*, the most frightening monsters are the ones that exist in our minds. Therefore, every player rolls an Issue that they want to work out during the course of their *Mazes and Monsters* game.

With luck, you'll work out your problems in the game and then leave them there. If you're unlucky, you'll go mad!

Roll a d12 to choose an Issue Question. Secretly write down your answer and give it to the Maze Controller. The Maze Controller will find a diabolical way to work your Issue into your coming quests. Rest assured that when you confront your Issue, it will assault the very boundaries of your sanity, in the most therapeutic possible way!

Note: The answer to the Issue Question should be *your* answer, not just *your hero's* answer - or, more precisely, it should be both! This kind of hero/player blurring is what makes *Mazes and Monsters* such a powerful healing/hurting tool.



Iglacia: The most frightening monsters are the ones that exist in our minds.



Daniel: I don't think Robbie's turning into Pardieux. We work out our problems in the caverns and then we leave them there.

Table 2-3: Issue Questions

1. What makes you angry?
2. What betrayal do you fear?
3. In what way do you feel like a failure?
4. What part of your behavior feels out of control?
5. What's one thing you'd like to preserve from harm or change?
6. What would you like to tell someone so they *really understand*? Who?
7. What do you worry about most?
8. What would make you a success?
9. What would you like people to admire about you?
10. Describe your most frightening nightmare.
11. What event could drive you to madness or despair?
12. What magical power would allow you to solve all your real-life problems?

STEP 4: CHOOSE CHARACTER DETAILS

You know your job and some of your skills and problems; now figure out everything else about your hero.

NAME: Every hero needs a name. Imagine if *The Song of Roland* were called *The Song of That Guy!* It would be very confusing, especially if no one else had names either.

Good names are made-up words, like Frelík or Squanquo, or vaguely French, like Pardiueux or LeSword.

GENDER: There is no limitation on gender in *Mazes and Monsters*, except that Holy Men must be male. In this edition of *Mazes and Monsters*, there are two genders available: male and female. More may be introduced in further expansions.

HISTORY: Make up a story for your hero. What did they do before they explored mazes? Make sure to work your Issue into your hero's story.

Keep in mind that your hero lives in a pseudo-medieval land, a sort of mix of Tolkien and King Arthur. Ask your Maze Controller if they have a world map and detailed history for you to memorize, or if you are free to make up your own place and people names. Most Maze Controllers will not let you exercise your own creativity, but it doesn't hurt to ask.



Kate: I am Iglacia the Fighter. I have great strength and courage, strong armor, many weapons, and I won the mighty Talking Sword of Logri.



Robbie: William Pardiueux, the Holy Man. In reaching the 9th level I have acquired many magic spells and charms, the greatest of which is the Graven Eye of Timur. But I also have a sword, which I only use should my magic fail me.



Jay Jay: I am Frelík, the Frenetic of Glosomir. The cleverest of all sprites. Not so strong, with enough tricks and powers to take me far and keep me safe.

STEP 5: SHOP FOR STARTING EQUIPMENT, WEAPONS, SPELLS, TRICKS, AND POWERS

The goal of Mazes and Monsters is to amass a huge fortune. Each hero starts with a little money - not enough to retire, just enough to buy some basic equipment to help them search for treasure inside deadly mazes.

Pieces of Twelve and Gold Coins

The most common currency of the world of Mazes and Monsters is the **Piece of Twelve** (abbreviated as PofT). A Piece of Twelve is a small gold wedge, shaped something like a thin pizza slice. Twelve Pieces of Twelve fit together to make up one **Gold Coin**.

Once, long ago, Gold Coins were the main currency of the land. However, the world is poorer now, with most of the world's gold locked up within Mazes.

When your Maze Controller tells you that you have found treasure, make sure you pay attention to whether he says "Pieces of Twelve" or "Gold Coins". If you get confused, you will mess up your accounting!

Mazes and Money

It may seem unnecessarily confusing to have two types of currency, and to have to divide by twelve in order to convert from one to another. Why not make it a decimal system, you ask? Well, can you imagine a monetary system where a gold coin was worth the same as ten "pieces of twelve"? That wouldn't make any sense at all!

Starting Money

Every hero starts the game with a set of clothes and **120 PofT** (the same value as 10 Gold Coins). The first thing a new hero should do is use some of his or her money to buy spells, tricks, powers, weapons, and equipment from town (described in Chapter 3: Shopping in Town).

For **fighters**, the most important things to buy are weapons and armor. However, if they can afford it, they may also buy and use level-1 Spells.

Holy Men can buy and cast level-1 Spells and Powers. They should also buy a weapon in case their spells fail them.

Frenetics can buy and cast level-1 Spells and Tricks. They should also buy a weapon in case their spells fail them.

Every hero should buy a range of useful equipment (torches, provisions, camp gear, etc).

Once you're done shopping, you have a fully-equipped hero ready to win fame and fortune - or madness and death - within the fell mazes below the earth! You can go on to read the rest of this book, or just start playing and learn the rules as you go!

CHAPTER 3: SHOPPING IN TOWN

Between quests, heroes may go to town, rest at the inn, and sell their hard-won treasures and buy supplies to help them conquer the next maze.

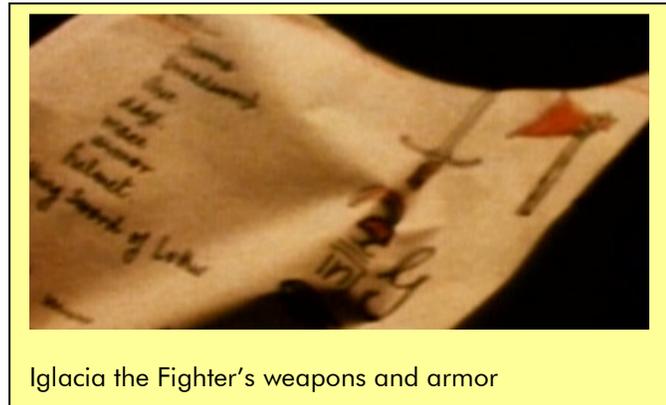
The prices given are for both buying and selling. All prices are in PofT.

Heroes may generally carry as much gear as they want, within reason. Only two items may be held in hand. Most other items can be hung on the back and on belts. In the pockets and pouches of normal clothes, heroes can carry all of their spells, tricks, and powers, and up to 120 PofT; if they want to carry any more money, they should buy sacks.

Table 3-1: **WEAPONS**

PRICE WEAPON

12	sword: Usable by fighters and holy men.
12	mace: Usable by fighters and holy men.
12	axe: Only usable by fighters. Can be thrown or used at close quarters.
12	spear: Only usable by fighters. Can be thrown or used at close quarters.
6	dagger: Usable by all classes. Can be thrown or used to stab. It's hard to get close enough to stab with a dagger: if you're doing so, you can't use a Trait Die on the <i>hit</i> roll.
12	bow: Usable by fighters and frenetics. Long range: can be shot at enemies that are far away. Not usable against people next to you.
6	staff: Usable by fighters and holy men. A staff doesn't do much lethal damage: you can't use a Trait Die on the <i>damage</i> roll.
0	unarmed: If you don't have a weapon, you are unarmed. If you don't have a weapon or shield, you are weak to close-quarters weapon damage.



Iglacia the Fighter's weapons and armor

Table 3-2: **CLOTHES AND ARMOR**

PRICE ARMOR

60	armor: provides +2 P.R. (Protection RONA). Only usable by fighters. Armor is conductive: when you are wearing it, you are weak to lightning attacks (attackers get an extra Trait die when rolling lightning damage on you).
2	clothes: Cannot be worn with armor. They may come in any form you wish: robes, leotards, motley, etc. Clothes are flammable: when you are wearing them, you are weak to fire (attackers get an extra Trait die when rolling fire damage on you). Every character gets a free set of clothes.
12	helmet: provides +1 P.R. Only usable by fighters.
12	shield: provides +1 P.R. Only usable by fighters.
0	unclothed: When unclothed, you are weak to all weapon damage.

Table 3-3: EQUIPMENT

PRICE EQUIPMENT

6	adze: An axe-like tool. Grants a Trait Die when breaking wooden objects. If used as a weapon, cannot gain Trait dice.
12	Camp gear: Enough equipment for up to 8 people to camp. If you camp overnight with camp gear, you heal 1 HP per level and regain all your spell points.
1	candle bundle: Set them up in a room to provide lighting. This can be done in-game and in real life as well!
6	grappler: With a rope, lets you climb.
12	Hammer and chisel: Provides a trait die when breaking stone. If used as a weapon, cannot gain trait dice.
6	lamp: Covered illumination that cannot be extinguished by wind. Needs oil.
100	lava lamp: Lit by a magically suspended ball of magma, a lava lamp never goes out. Otherwise, it's like a lamp.
2	mirror: Good against creatures with dangerous gazes.
12	musical instrument: lute, fife, etc. Requires two hands to play.
1	oil: With a lamp, provides illumination for one day.
1	provisions: Enough food and water for one day. Heroes who go a day without eating take 1 HP of damage per level and lose one Spell Point per level.
6	rope: 50 feet of rope can come in handy in a lot of situations.
2	sack: Every sack can carry up to 12000 PofT (1000 gold coins).
2	torch bundle: Provides illumination for a day. Must be held in a hand. Torches can be extinguished by wind: relighting takes a turn. A torch can be used as a weapon, but it cannot gain Trait dice unless the target is weak to fire.
12	wooden chest: Every chest can carry up to 120,000 PofT.



Table 3-4: TREASURE

PRICE EQUIPMENT

20	Fine goods: Silks, books, fine clothes, well-made equipment, etc.
30	Oversized fine goods: Bulky. Statues, tapestries, fine furniture, etc.
60	Gem
120	Jewelry
30/level	Magic Item: Heroes can sell magic items, but can rarely buy them.
30/level	Magic Spells, Trick, or Power: Heroes can sell magic spells, tricks, and powers of any level, but may only buy those of level 1. If you wish to buy one, flip to the SPELLS, TRICKS AND POWERS chapter.

Table 3-5: SERVICES

PRICE EQUIPMENT

	Bank: You can store all your money here so that your treasure is safe.
10 per person	Inn: Staying at an inn between quests will restore all a hero's HP and SP.
10 per level	Spellcasting: Many towns house powerful Holy Men and Frenetics who will cast spells for you - for a price.