

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** (or M.C.) 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.

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."



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.

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 M.C. 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.

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



Two twelve-sided dice (d12s).

Table 1-1: The most common RONAs

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 M.C. has picked a RONA for a task, he generates a random number by rolling a d12. (In some situations, 2d12 are rolled, and the M.C. uses the most - or least - favorable result.)

Dice results from 1 to 10 are treated normally. Die rolls of 11 or 12 are called **exploding rolls**, because they require the M.C. to make a second die roll, called a **followup die roll**. The followup roll is made to allow for the possibility of unusually bad consequences – **critical failure** – or unusually good consequences – **critical success**. Alternatively, a followup roll might allow a character to abort a dangerous action. This is called a **save**.

Followup Die Roll

A followup die is rolled whenever the M.C. rolls an 11 or 12 on a die roll against a RONA.

A followup die roll is always a single d12 roll, even if the M.C. rolled two dice on the original roll. Even if an 11 or 12 is rolled on a followup die, a followup die roll never leads to a second followup die roll.

Critical Failure

When a hero or monster tries to perform an action, and the M.C. rolls an 11, the action automatically fails. Furthermore, there is a possibility that the actor will suffer a mishap.

After rolling an 11, the M.C. rolls a followup die, a single d12 rolled to determine the severity of the failure. If the followup die is anything but 11, there are no extra

consequences – the action has simply failed. If the followup die rolls an 11, the actor suffers a Critical Failure. The Maze Controller will determine an extra penalty.

Example: A player announces that he is trying to climb a rope (a RONA of 6). The M.C. rolls an 11. On the followup die, the M.C. rolls another 11. The hero suffers a Critical Failure. The Maze Controller might determine that the hero's hands slipped, or that the rope broke. The Maze Controller decides how much falling damage the hero will take.

Critical Success

When a hero or monster tries to perform an action, and the M.C. rolls a 12, the action automatically succeeds (unless the M.C. has already determined that it is an impossible action). Furthermore, there is a possibility that the action will have an unusually good outcome.

After rolling a 12, the M.C. rolls a followup die. If the followup die is less than the RONA of the task, then the action succeeded normally. However, if the followup die is equal to or higher than the task's RONA, then the actor has scored a Critical Success. The Maze Controller will determine an extra benefit.



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

Example: A player tries to move the heavy lid of a sarcophagus (a RONA of 8). The M.C. rolls a 12. On the followup roll, the M.C. rolls a 9 (higher than the RONA of the task). The hero achieves a Critical Success. The M.C. might rule that the hero can not only move the sarcophagus lid, but can wield it for a short time as a weapon or as a battering ram.

Save

Occasionally, the M.C. will roll a 12 on a task and then an 11 on the followup die roll, or an 11 on a task followed by a 12 on the followup die roll. These peculiar results – succeeding at failure, or failing at success – cause the acting hero or monster to make a **save**. Someone who makes a Save manages to stop right before making a drastic mistake.

When a hero rolls a Save, they may not immediately perform the action they intended to perform (and if they try, they will automatically fail). The Maze Controller will tell the players why the action is impossible. Depending on the circumstances, another hero might be able to attempt the task, or the original hero might have to choose another action, or he might be able to simply spend some time removing the obstacle.

Example: A hero tries to climb down a cliff (RONA 7). The M.C. rolls a 12 followed by an 11 on the followup die. Right before swinging off the cliff, the hero notices that his rope is dangerously frayed. The hero might decide to borrow a friend's rope, let another hero descend first, spend some time knotting his rope, or look for another way down the cliff.

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.

Examples: If a 1 and a 2 are rolled, the result is 2. If a 6 and an 11 are rolled, the result is 6 (because 11 is an automatic failure). If a 10 and a 12 are rolled, the result is 12, which means that the die explodes: a single followup die is rolled.

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 (an automatic failure) change from 1 in 12 to 1 in 144.
- The chances of rolling a 12 (an automatic success) 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!

WEAKNESS DICE

Some heroes are unusually poor at certain tasks, or unusually vulnerable to certain attacks. Such flaws are called **weaknesses**. When someone attempts a task in which they are weak, the M.C. rolls 2d12, and the *least favorable* result is taken.

Example: A certain hero is physically weak. When attempting to open a heavy door (which has a RONA of 3) the M.C. rolls 2d12. The rolls are 2 and 9. The hero fails, because the worst roll, 2, is less than the RONA of the task.

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.

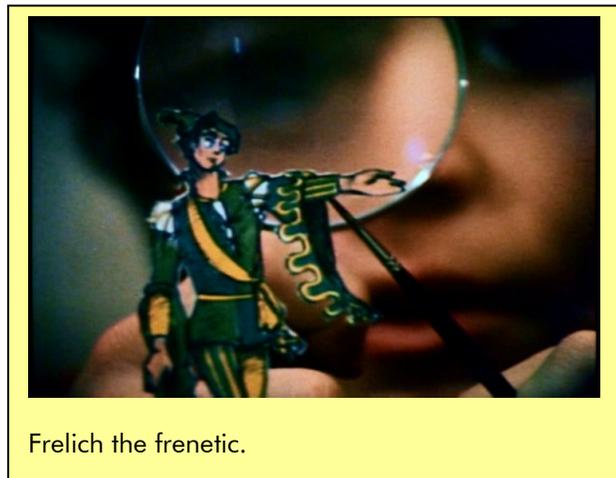


Frenetic

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 have a Weakness Die in 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.

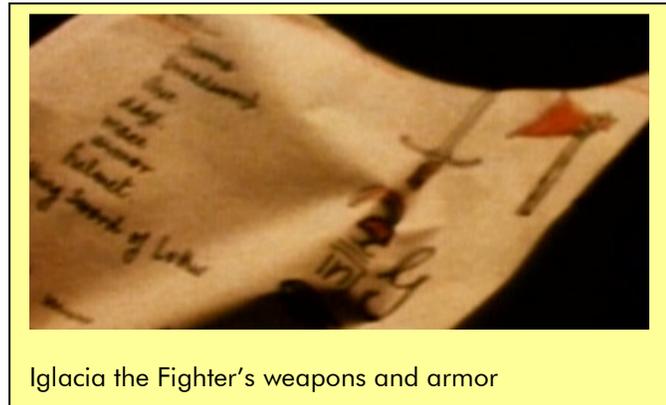
The prices given are for both buying and selling. All prices are in PofT.

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 cold damage and 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: Food and water for one day. Heroes who go a day without eating don't heal overnight, and lose 1 HP and 1 Spell Point per hero 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 Charm: Heroes can sell charmed 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

10 per person	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.

CHAPTER 4: QUESTS

A **quest** is an adventure in a single maze. It ends either with the heroes finding the maze's treasure or being defeated.

Once the heroes have embarked on a quest, they must stay within the maze. They cannot leave except after finding the treasure. If they do, they have failed the quest and cannot re-enter the maze. This may not seem realistic, but it is Just How Things Work! It is because of a curse or something.

Starting a quest

When you're ready to start a new quest, the Maze Controller will tell you about the maze you're about to enter. He'll tell you the name of the maze; some of its common hazards; and the riches that can be found within. This description is called the campaign's **scenario**.

If everyone agrees to enter the maze, your quest begins! Remember, from this point you shouldn't leave the maze until you find the great treasure at the end of the maze. You may find smaller treasures on the way; your Maze Controller will tell you when you've found the central hoard and finished the quest.

Most mazes have a mighty monster, a great challenge for the heroes, guarding the treasure. You may have to defeat the monster to gain the treasure. Or, if you're lucky, you may be able to trick or avoid the monster and still gain the treasure. Remember, if you find the treasure, you win the quest!

Playing out a quest may take more than one game session. It may take many weeks or even months. During this time, you may find ways to resupply within the maze. For instance, you may find a shopkeeper who lives in the maze, or a magical pool that cures your wounds. Or you may not be so lucky. You might starve to death or be overwhelmed by monsters. Only your Maze Controller knows what lies ahead!



Jay Jay: Where would a Holy Man go?

Daniel: On a quest!



Jay Jay: You are entering the secret mazes of the evil Voracians. Somewhere within dwells the wicked Ack Oga, the most fiendish monster of them all. His awesome wickedness is matched only by the greatness of his treasure. Shall ye enter?

Starting a Session

At the beginning of each game session, the Maze Controller speaks the following words:

"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."

After these words have been spoken, the game has officially begun. From this time on, the Maze Controller ceases to be your friend and becomes your god.

If you are starting a new quest, or haven't played in a while, the players should take this opportunity to introduce their heroes. What are their names and classes? What are their most important items or spells?

Ending a Session

Whenever you end a game session inside the maze, another day has passed. Your heroes must camp (using their camping gear, if they have it: Chapter 3, Shopping In Town) and everyone must eat one unit of provisions, or suffer from starvation (Chapter 3, Shopping In Town). Your heroes may ONLY camp at the end of a game session.

Occasionally, you might have to stop playing before your heroes can camp (for instance, you've been playing all night, and you're in the middle of a battle when the Maze Controller's school bus arrives). In this case, you can use the beginning of the next session to finish up and camp, and then get on with the next session. This is the only circumstance in which the heroes may camp twice in the same game session.



Maze Controller: Your fate... is in my hands.



Robbie: How often do you play?

Daniel: A couple times a week.

Most Mazes and Monsters groups will meet one to three times a week - or more! - to continue their exciting adventures, so make sure everyone has a lot of free time! Most schools offer deadline extensions for papers, or even semesters off! And chances are that your family can live without you a few weeknights a week and the occasional sleepover weekend.

Hero death

If your beloved Mazes and Monsters hero dies, you cannot simply start a new hero at the same level. You must start as a level 1 hero. This is because all magic - spells, tricks, powers, and charms - must be gathered by the player, won as treasure in various mazes. In the deadly world of Mazes and Monsters, having a high-level hero is a major accomplishment. Treasure your hero! And if he dies, DESPAIR!

When you start a new hero, you will be much less powerful than your friends. Remind your comrades that it is their duty to babysit you for a few levels, until you are slightly less useless than you were. On the plus side, your uselessness may result in all the heroes being killed in the maze, in which case everyone will get to start over at level 1!

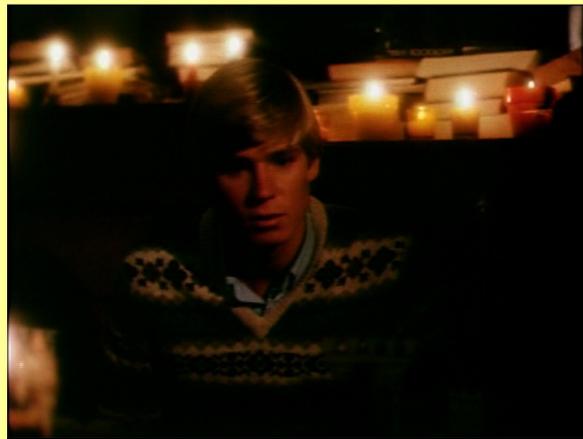
THINGS YOU'LL ENCOUNTER IN THE MAZE

Monsters

Heroes, keep your swords at the ready! You will meet many monsters in the Mazes, and most plan to kill you. Kill them first! Their deaths will pave the way to your mental health. After all, the most dangerous monsters are in the mind!

Allies

Heroes, draw not your swords too quickly! The strangest of allies can be found in the mazes below the surface of the world. You may be able to entice maze dwellers to give you supplies or valuable information about the labyrinth's dangers. Once you're standing over the mutilated corpse and notice its tattoo that says "I HEART HEROES," it's too late.



Maze Controller: The pit is filled with sharp, gem-encrusted spikes! Frelik, the frenetic of Glosomir is impaled... and dies!



Terrible monsters like the Gorville haunt mazes.



Robbie: Please, there is no reason to fear me. I am Pardieux, a Holy Man. How long have you been in the mazes?

Maze Dweller: I don't know, years.

Robbie: Can you tell me of the Giant Dragon? Does he stand guard over the treasure?

Traps

Beware traps! If your player triggers a trap, **NO MATTER HOW HIGH LEVEL THEY ARE**, they will be instantly killed! There is no recourse to a trap. That is just the nature of traps!

Players, pay attention! When there is a potential trap, the Maze Controller must warn you: "This **COULD** be a trap!" But when you receive such a warning, is it revealing a trap... or masking a treasure?

Puzzles

From time to time, a Maze Controller may challenge his players with a puzzle. Because players aren't very smart, the Maze Controller must allow the players to ask questions about the puzzle. This is called "Questioning the Oracle" and players gain it at level 2 (Chapter 6, Experience and Leveling). When acting as the Oracle, the Maze Controller can't lie, but is free to give infuriating non-answers.

Treasure

At the end of every maze is hidden a fantastic treasure, called the **Maze Treasure**. Besides this great hoard, many smaller treasures are scattered around the maze.

The typical treasure contains coins (Gold Coins and Pieces of Twelve), gems and jewelry (which can be sold for coins), and magical spells, tricks, powers, and charms (which the heroes may either sell or use to help them in their next quest.)

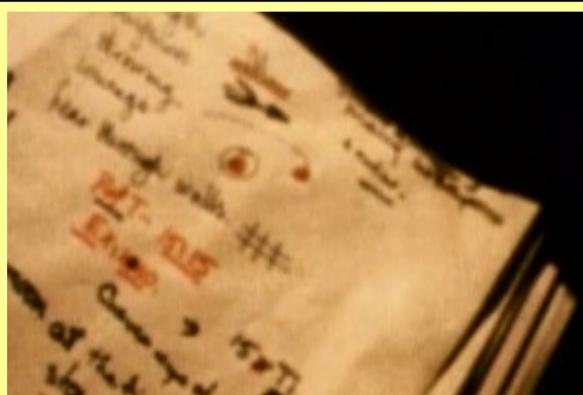
When heroes bank large amounts of money, they gain Experience. The typical Maze contains enough treasure to allow all the heroes to gain a Level.



Maze Controller: Between you and the evil undead is a deep pit, where at the very bottom you can see just a faint glitter. It could be the legendary treasure of the Generac... or it could be a trap.



Maze Controller: You have two questions.
Daniel: Is the skeleton evil?
Maze Controller: No.
Robbie: Is it helpful?
Maze Controller: Time will tell.



Iglacia the fighter has 15115 PoFT.

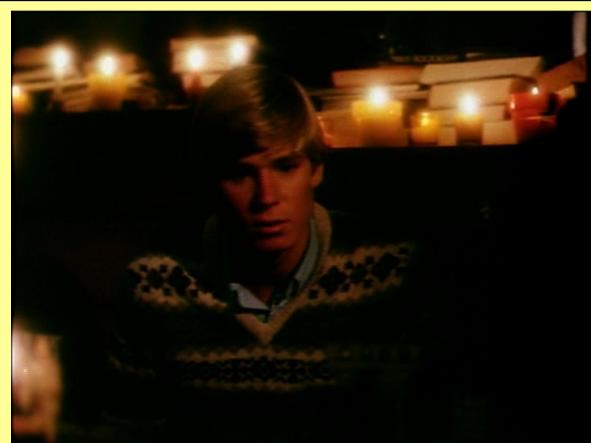
CHAPTER 5: COMBAT

Fighting monsters is dangerous, but it can also be thrilling and profitable! Some monsters stand between you and the Maze Treasure. Other monsters guard treasures of their own. Sometimes, the only prize for defeating a monster is the thrill of victory!

Combat begins when you spy an enemy monster - or an enemy monster spies you!

The Maze Controller's Job in Combat

In combat, the Maze Controller takes the turn of all the monsters. He also rolls all dice and controls traps, tricks, and the rest of the maze. At the same time, he answers any questions the players have about their environment. ("How deep is the pit? Are any of the Gorvilles wounded?")



Maze Controller: You blindly stumble face to face with a dozen bloodthirsty undead.

Players: Yeah!

The Maze Controller cannot cheat, because the Maze Controller is in charge of the rules. Remember that the Maze Controller is the god of Mazes and Monsters universe: the absolute authority. He may roll dice openly, or he may roll dice secretly, behind his Castle Screen. He may have monsters take two turns, or none at all. He may have rocks fall, killing everyone. There is no arguing with the Maze Controller.

INITIATIVE

In combat, everyone takes a turn making an attack, casting a spell, trick, or power, moving, or performing some other action. Combat starts with the player sitting to the left of the Maze Controller, and proceeds clockwise. The Maze Controller (who controls all the monsters) goes last.

After the Maze Controller has made all the monsters take a turn, the player to the left of the Maze Controller goes again, etc. The combat comes to an end when all of the monsters - or all of the heroes - are killed or run away.

Note: Usually, the order that the heroes take their turns doesn't matter too much. Whoever wants to can go first, if no one else minds - just so everyone gets their turn.

Surprise

Sometimes the monsters sneak up on the heroes and attack them by surprise. In this case, the Maze Controller goes first. After the Maze Controller's turn, play proceeds clockwise as normal.

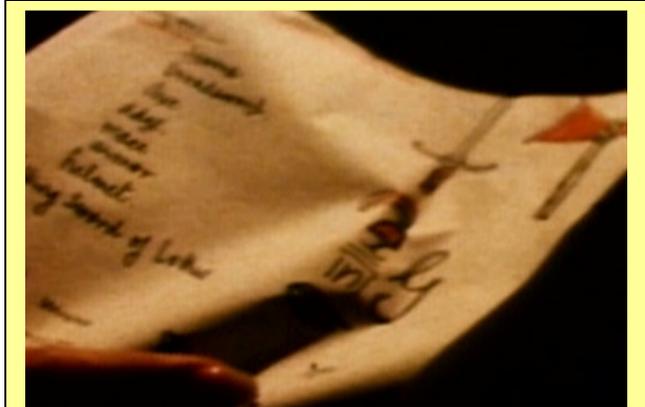
ACTIONS ON YOUR TURN

On your turn, you may take one of several actions: attack (with a weapon or with fists), cast a spell, move closer or farther from monsters, or perform nearly any other action you can think of. Monsters (controlled by the Maze Controller) can perform the same types of actions on their turns.

ATTACKING

If someone attacks with a weapon (or with bare hands), the Maze Controller makes an exploding roll called the **attack roll**. The RONA is equal to the target's **Protection RONA** (P.R.), which is a rating of the target's armor, agility, and skill at deflecting attacks.

Heroes' P.R.s start at 6, and may be increased by armor or traits. Monsters' P.R.s are listed in their entry in Chapter 10: Bestiary, and usually range between 5 and 9.



A Fighter will have a collection of arms and armor.

If an Attack Roll is successful, the Maze Controller makes a second exploding roll called the **damage roll**. The result of this roll is MULTIPLIED BY THE ATTACKER'S LEVEL, and this product is subtracted from the defender's hit points. If the creature's hit points reach 0, the creature is killed.

Example: A 4th-level hero attacks a level 1 Skeleton with a PR of 7 and 15 HP. The Maze Controller rolls a 9 on the attack roll - a hit! He then rolls 6 on the damage roll. 6 times the hero's level, 4, is 24 HP of damage: since the skeleton only has 15 HP, it is killed.

In some circumstances, a Trait Die may be applied to the attack roll or the damage roll.

Critical Successes on the Attack Roll

A critical success on an attack roll (a 12 on the attack roll followed by the defender's P.R. or higher on the followup roll) gives the attacker an automatic trait die on the following damage roll.

Maiming

If an attacker rolls a 12 on the attack roll, and then 12 on the followup die, they have inflicted an especially bloody wound. Besides adding a trait die to the following damage roll, the Maze Controller rolls a d12 and consults the following chart, adding the appropriate effect to the defender:

Table 5-1: Maiming Table

- 1-2: **Push.** Target is knocked down, and must spend a turn to stand up.
- 3-4: **Concussion.** Target is Mazed (RONA 6). While Mazed, the target can perform no actions except moving. Magical healing ends the maze.
- 5-6: **Facial disfigurement.** Temporary -3 on attack rolls for 1 turn, and permanent Weakness Die on RONA checks involving befriending.
- 7: **Target loses an eye.** Temporary -5 on attacks for 1 turn, and permanent Weakness Die on RONA checks involving seeing or noticing.
- 8: **Target loses a foot or leg.** Falls down and cannot move until wound is treated.
- 9: **Target loses a hand or arm.** Permanent loss of use of that arm.
- 10: **Mortal wound.** Every time the target performs an action requiring a dice roll, and at the beginning of every day, the target loses HP equal to the target's level. Can only be cured with magical healing.
- 11: **Flesh wound.** Target got lucky... this time. On the following Damage Roll, the target cannot be killed. If the target's HP would be reduced to 0 by the attack, the target is instead left with 1 HP.
- 12: **Slaughter.** Target is instantly killed in a gruesome manner.

Critical Failure on the Attack Roll

A critical failure on the attack roll (an 11 followed by an 11 on the followup die) forces the attacker to make a non-exploding roll on the Fumble Table, below.

Table 5-2: Fumble Table

- 1: **Wild swing.** The hero makes the same attack again, on an ally within range of the attack. If there is no ally within range, the hero attacks himself.
- 2: **Broken weapon.** The hero's weapon or spell permanently breaks.
- 3-4: **Disarmed.** The hero's weapon or spell flies across the room.
- 5-6: **Opening.** The hero leaves himself open. One opponent makes a free attack.
- 7-8: **Trip.** The hero falls down. He must spend a turn standing up.
- 9-10: **Push.** If there are any allies next to the hero, he knocks one of them down.
- 11: **Self-slaughter.** The hero kills himself with his own weapon.
- 12: **Lucky Miss.** If there is another enemy in range (not the target of the attack), the hero automatically hits that enemy instead.



O that this too too solid flesh would melt
Thaw, and resolve itself into a dew!
Or that the Everlasting had not fixed
His canon 'gainst self-slaughter.

-*Hamlet*, Act 1 Scene 2

Note: Self-slaughter is often considered one of the greatest dangers of Mazes and Monsters, and role-playing in general, but its frequency has been vastly overestimated by the media. Even if you are not using any Trait Dice, you'd need to roll three consecutive 11s to slaughter yourself. The chances of that are about 1 in 1,700. Therefore, less than .1% of Mazes and Monsters players slaughter themselves! Parents take note!!

Critical Success on the Damage Roll

When a damage roll is 12, a followup die is rolled. The result for the damage roll is ten plus the followup roll. (Remember this rule with the mnemonic "Add ten, roll again.")

This damage roll is multiplied by the attacker's level, as usual for damage rolls.

If the followup die of a damage roll is also 12, the total damage for the attack is 20 (times the attacker's level, as usual for damage rolls). Also, the M.C. rolls a third, non-exploding die and compares it to Table 4-1, the Maiming Table, and applies the result to the defender.

Example: A third-level character hits a monster. The Maze Controller rolls a 12 on the damage roll, followed by a 7 on the followup roll. The damage roll is 17. Because the attacker is level 3, the total damage is $(17 \times 3 =)$ 51 damage.



Critical Failure on the Damage Roll

When a damage roll is 11, the attack is always a near-miss or minor nick that does zero damage. Furthermore, the M.C. rolls a followup die. If the followup die is also an 11, the M.C. rolls a third, non-exploding die and compares it to the Fumble Table, applying the results to the attacker.

Save on the Attack Roll or Damage Roll

If an attack roll or a damage roll results in a Save (a 12 on the initial roll and an 11 on the followup roll, or 11 on the initial roll and a 12 on the followup roll), the hero or monster aborts their attack without having performed it. They may instead perform another action with their turn. They may not attack the same creature with the same spell this turn: they can, however, switch weapons or spells, or attack a different creature with the same weapon or spell, or perform a different action altogether.

As soon as their next turn starts, they are free to try the original action again.

Ranged Attacks

Some weapons, like bows, can attack people who are far away. Such attacks use the same rules as other weapons.

Some weapons, like daggers and axes, can be thrown. They use the same rules, except that after throwing a weapon, you don't have it anymore. You can pick it up by spending a turn to move to where the weapon is. Picking up the weapon doesn't take up a turn.

PERFORMING OTHER ACTIONS

Casting

Casting a spell, trick, or power takes a turn in combat. Casting involves taking a spell, trick, or power from your pouch, saying magic words, and making magic gestures. See Chapter 7: Spells, Tricks, and Powers for more details on casting.

Some spells, tricks, or powers are Attacks, and use all the above rules for Attacking (for instance, making attack and damage rolls, etc.)

Standing up

A number of effects, including results on both the Maiming Table and Fumble table, cause a hero or monster to get knocked down. If you have been knocked down, you must spend a turn standing up. While knocked down, you can't move or attack creatures next to you. You may, however, use ranged weapons and spells.

Other actions

As a general rule, most things that require a die roll take up a turn in combat. For instance, trying to convince a monster to be friendly, or trying to break a spell on a Mazed ally, require the Maze Controller to roll a die to see if the hero succeeds or fails, and therefore take up the hero's turn.

Things that don't take a turn

Some things can be done very quickly and don't normally use up a whole turn. They include drawing or sheathing a weapon; picking up an item; talking to your friends.

If a hero does a lot of such an activity (for instance, picks up 1000 coins, or gives a speech to his friends), the Maze Controller may decide it takes a full turn.

MOVING

You can spend your turn moving (walking or running), usually either towards or away from a group of enemies.

There are three distances that are measured in Mazes and Monsters: **throwing range**, **bow range** and **next to**.

Throwing Range

Under normal circumstances, combat in the maze starts with the two sides in *throwing range* from each other: they can't attack each other with hand-to-hand weapons, but they're close enough to attack with any ranged weapon or spell.

When you're in throwing range from something, you may spend one turn moving to become either *next to* (if you advance) or *bow range* (if you retreat).

Bow Range

When you're at *bow range* from an enemy, you're too far away to use most weapons. The only weapons that can be used are bows, and any spells or monster attacks that are specifically noted as being bow-range.

If you spend one turn advancing, you may move from *bow range* to *throwing range*. If you spend a turn retreating, you may escape the battle.

Next to

When you've moved *next to* an enemy, you are able to attack it with your hand-to-hand weapon (sword, spear, fists, etc). You can't attack it on the same turn that you moved.

Normally, creatures (and heroes) travel in groups: if you are next to one of the creatures in the group, you are next to all of the creatures in the group. It is possible, though, for creatures to split up into multiple groups: for instance, monsters with swords protecting a distant group of monsters with bows.

Range at the Start of a Battle

Since most heroes encounter monsters in throwing range, heroes usually have a choice at the beginning of the battle: spend a turn moving forward, giving the monsters the first attack? Or spend a turn waiting or using ranged attacks, hoping the monsters will move closer on their turn? Or run, getting far enough away that most monsters won't be able to catch them?

Some battles may start in different circumstances. For instance, if the heroes open a door, and monsters are standing right on the other side of the door, the battle may start with everyone *next to* each other. Or if the heroes spy monsters at the end of a long corridor, they may start at *bow range*.

They may also start at a normal distance, but with an obstacle, such as a pit, in the way, which must be carefully climbed before hand-to-hand combat may begin; or a dead-end behind one of the groups, preventing retreat. The Maze Controller may use these and many other tricks to challenge the heroes.



Daniel: Why don't we split up?

Multiple groups

It is possible that the monsters and heroes may split up into multiple groups each, and it will become difficult to figure out who is next to, in throwing range, and in bow range from each other group. In this case, the Maze Controller will want to plot the groups' locations on his map of the maze. He will tell the players which groups they are near.

For the most part, though, Mazes and Monsters is not a game about tactical movement. The miniatures and game board are not used to track the heroes' exact positions in the maze; tracking the heroes' psychological states, via the Maze Prison squares, is much more important.

MENTAL COMBAT

Heroes may be killed by fire and sword - but they must also brave the dangers in their own minds. Every hero carries with him his most dangerous enemy.

Mazed

Some attacks, magical effects, and traps may cause a hero to become **Mazed**. While Mazed, a hero is trapped in a personal, psychological labyrinth within the maze. A Mazed hero cannot distinguish fantasy from reality.

Mazed: To be bewildered.
(Webster's Dictionary)

The illusions imposed by a Maze can take many forms: its victim's perception of reality can be skewed by whatever is imposing the condition. Friends may appear enemies and vice versa; an open door may appear to be a solid wall; or the hero may be totally immersed in a fantasy world that has no connection to reality (or, technically, a fantasy world that has no connection to the fantasy world of Mazes and Monsters.) All details of the fantasy are determined by the creature or effect that imposes it.

When a hero is Mazed, their miniature is placed in one of the Maze Prisons on the Game Board. This represents their psychological isolation from the other heroes.

The power of a Maze is measured by the RONA check to escape it. Like other RONAs, it ranges from 3 (Easy) to 9 (Hard).

When an effect Mazes you, you may spend your next turn to make a RONA check to shake off the illusion. If you succeed, it exerts no more power over you. If you fail, you are locked into the illusion until some outside force challenges your delusion. Such an event is called a Maze Disruption, and it allows you to make a new RONA check without



spending a turn, against the same difficulty, to break free of the illusion. If this new check fails, you incorporate the disruption within the Maze delusion, and that same effect will never again provide you with a chance to break free. Other events may give you new chances to break free of the Maze, but the same effect will never grant two Maze Disruptions.

Example Maze Disruptions:

- *If you've been Mazed to believe an open door is a solid wall, you may make a new RONA check if someone passes through the door.*
- *If you've been Mazed to think that your friend is a fierce Gorville, you may make a new RONA check if your friend talks to you and reminds you of your shared friendship.*

A clever Maze Controller will often incorporate the hero's Issue (see Chapter 2, How to Make a Hero) into a Mazed condition. For instance, let's say a player answered Issue Question 3, "In what ways do you feel like a failure?" with "I feel like I can never live up to my parents' expectations." The Maze Controller might have the Mazed hero meet a hallucination of his parents, demanding that the hero perform some impossible task.

Confronting the player in this way with his or her real psychological issues is one of the many ways that Mazes and Monsters challenges players to heal - or drive them mad! The sheer emotional power of Mazes and Monsters is one of the reasons it should always be administered by a fully accredited Maze Controller.

THE GAME BOARD

At the center of every Mazes and Monsters game is the **Game Board**. (A small Game Board is included at the center of this book.) The Game Board looks very much like a winding set of rooms and corridors – but it tracks the heroes' journeys in the mental, not the physical, maze.

Before every Mazes and Monsters session, the Game Board should be set up on a central table.



The Game Board.

The Game Board has three important areas: the **Main Maze** section, the **Maze Prisons**, and the **Fantasy Chamber**. Each player should also bring a **Miniature**, a pawn representing his or her hero. Finally, **candles** should be set up on and around the Game Board.

Main Maze

At the beginning of each session, each player should put his or her miniature somewhere on the Main Maze section of the Game Board. The Main Maze includes any part of the board that is not within one of the eight Maze Prisons or the Fantasy Chamber.

While in the Main Maze, players are in total control of their characters.

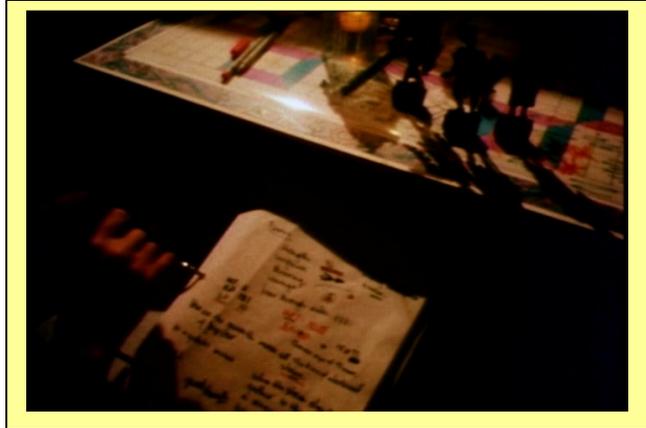


Miniatures in the Main Maze.

Maze Prisons

The Game Board has eight small rooms, two in each corner. Each room is large enough to hold one hero's miniature.

Whenever a hero is Mazed, they must place their miniature in an empty Maze Prison. When the hero is no longer Mazed, they may be removed from the Maze Prison square.



Each effect or spell that Mazes a hero will have its own rules: in general, a Mazed hero will have altered perceptions, and/or the hero's actions will be limited or controlled.

Fantasy Chamber

In the center of the game board is a large, plus-shaped room called the Fantasy Chamber. Sometimes someone is Mazed so powerfully that his allies enter the condition as well. This is called a Fantasy. Whenever anyone enters a fantasy, every hero's miniature is placed in the Fantasy Chamber.



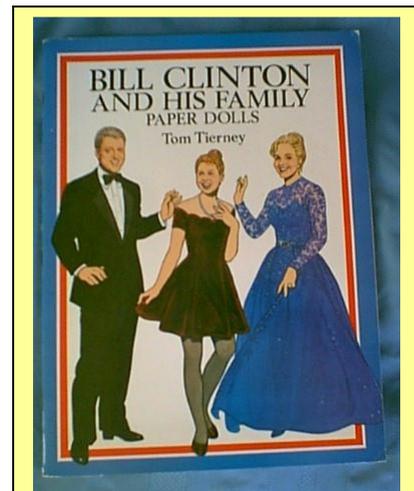
You can learn more about Fantasies in Chapter 6: Experience and Leveling and Chapter 8: Maze Controller's Guide.

Miniatures

Mazes and Monsters is best played with paper miniatures. In the center of this book you will find a very good set of miniatures, all on one 8 1/2 x 11 sheet of paper. Other good miniatures may be obtained from coloring books and books of paper dolls.

Candles

Candles should be set up on and around the Game Board: their hypnotic flickering will help the players reach the psychologically vulnerable state in which Mazes and Monsters is the most fun!



Many commercially available paper dolls make great Mazes and Monsters miniatures.