MAZE CONTROLLER'S SCREEN

When you're sitting behind this sweet castle, your players will know you're the god of the universe.

Instructions:

Print the Left and Right sections of the Maze Controller's Screen. On the reverse, either print the Left and Right Front Sections or draw a really awesome castle,

Cut out the Maze Controller's Screen Left and Right sections along the black lines.

Tape the sections together along their Wall Centers.

On each side, fold back the Buttress and Flaps A and B along the gray lines. Tape together Flaps A and B.

The most common RONAS

- 3: Easy: tasks that most heroes can perform
- 6: Medium: tasks whose outcome is in doubt
- 9: Hard: tasks which will require skill and luck

Rolls of 11 or 12: require followup roll.
12 followed by success: crit success
11 followed by 11: critical failure
11 followed by 12 or 12 followed
by 11: save (choose new action)

Trait dice: Roll 2d12, take best
Weakness dice: 2d12, take worst
MAZ

Remember: It COULD be a trap!

MAZE CONTROLLER'S SCREEN, LEFT SECTION

Buttress															
53-56 -	49-52	45-48	41-44	37-40	33-36	29-32 Grue	25-28 Ghost	21-24	17-20	13-16	9-12	5-8	1-4		When I
ı	1	ı	41-44 Demon	37-40 Dragon	33-36 Gorgon	Grue	Ghost	21-24 Mazosaur	Hunger Beast	13-16 Badass SkeletonWarlock	Murderer	Skeleton	Robber	1: SINGLE	neroes enter room,
ı	1	Voracian	Succubus	Giant	Vampire	Maze Monster Frostbites	Minotaur	Frostbite	Mind Monster	nWarlock	Wave	Serpent	Pixie	2: SINGLE	roll die. On 11,
Demons	Succubi	Voracians	Dragons	Generai	Ghosts	· Frostbites	Invis Swordsm. Mazosaurs	Hunger Beasts	17-20 Hunger Beast Mind Monster Badass Skelet. Undead	Humanoid Apes Murderers	Serpents	Robbers	1	3-4: GROUP	use table below. I
Dragon Horde	Gorgon Horde	Demons	Vampires	Gorgons	Gorvilles	Gorvilles	Mazosaurs	Mutated People	Undead	s Murderers	Robbers	Pixies	l	3-4: GROUP 5-6: GROUP 7-8: GROUP	(UW: add all hero
Dragon Horde Vampire Horde	Grue Horde	Succubi	Giants	Grues	Proteans	Minotaurs	Air Pirates	Hunger Beasts Mutated People Mutated People	Warlocks	Waves	Skeletons	•	1	7-8: GROUP	es' levels + Id12. C
Giants	Generai	Proteans	Gorvilles	Invis Swordsm. Gorgons	Air Pirates	Mutated People Gorvilles	Undead	Humanoid Apes Mutated Peop	Murderers	Skeletons	ı	•	I	9-10: HORDE 11: SURPRISE	OLUMN: roll Idl.
Voracian Horde Voracian Group	Demons	Voracians	Vampires	Gorgons	Ghosts	Gorvilles	Invis Swords.	Mutated Peop.	Undead	Murderers	Robbers		l	11: SURPRISE	when heroes enter room, roll die. On 11, use table below. kOw: add all heroes levels + 1d12. COLUMN: roll 1d12. Group=1-6 monsters. Horde=2d12.
Voracian Group	Demon	Succubus	Champion	Giant	Generai	Protean	Pegacorn	Air Pirate	Warlock	Murderer	Pixie	Robber	Pixie	12: ALLY	ers. Horde=2d12.

Wall Center

Flap

Flap