

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.

MAZE CONTROLLER'S SCREEN, RIGHT SECTION

Maiming Table (12 on attack/damage roll followup)

- 1-2: Push. Target knocked down, spend turn to stand.
- 3-4: Concussion. Target Mazed (RONA 6), can take no actions except moving. Magical healing ends maze.
- 5-6: Facial disfigurement. -3 on attack rolls for 1 turn, permanent Weakness Die on checks involving befriending.
- 7: Target loses an eye. -5 on attacks for 1 turn, permanent Weakness Die on checks involving seeing/noticing.
- 8: Target loses foot or leg. Falls down, can't move till wound treated.
- 9: Target loses hand or arm. Permanent loss of use.
- 10: Mortal wound. Every time you perform action requiring die roll, and at beginning of each day, lose HP equal to level. Only cured with magical healing.
- 11: Flesh wound. Target got lucky... this time. On following Damage Roll, can't be killed. If target would be killed, instead left with 1 HP.
- 12: Slaughter. Target gruesomely killed.

- INTRODUCE THE SCENARIO
- 1) Tell players the name of maze
 - 2) Tell players the nature of maze's dangers
 - 3) Tell players what treasures they may find
 - 4) Ask players, "Thus warned, shall ye enter?"

- Did I Bring...
- my maze?
 - my maze notes?
 - pencils + paper?
 - 2 12-sided dice?
 - game board?
 - 100 candles?

Fumble Table (11 followed by 11 on attack/damage followup)

- 1: Wild swing. Make same attack again on ally within range. If none, attack self.
- 2: Broken weapon. Weapon or spell permanently breaks.
- 3-4: Disarmed. Weapon/spell flies across room.
- 5-6: Opening. One enemy makes free attack.
- 7-8: Trip. Fall down, must spend a turn standing up.
- 9-10: Push. Knock a nearby ally down.
- 11: Self-slaughter. Kill self with own weapon or spell.
- 12: Lucky Miss. If there is another enemy in range, automatically hit that enemy instead.

Don't forget to put out the candles before you go home!