

# MISTAKES & MINOTAURS

## OFFICIAL MAZES & MINOTAURS ERRATA

First printed in issue 2 (december 1972) of *Griffin Magazine* (and regularly updated)

Also includes a Bonus Errata for Men & Monsters !

### III : Magic

**Page 23 :** In the description of the **Nature's Curse** power, at the start of the second paragraph, *Limniads and Nereids* should of course read *Limniads and Napaea*.

**Page 24 :** In the description of the **Nature's Mastery** power, the paragraph about Oreads mentions a 'Stone Giant' – this should (of course) be changed to Stone *Titan*. Considering the error on page 23, the only sensible explanation was that the proofreading for the section on Nature's Gifts was (obviously) done by a drunken Satyr.

### IV : Adventuring

**Page 25 :** To get things straight once and for all, there is *no missing part* in the **sailing rules**.

**Page 26 :** As pointed out by David Jenkins in a recent article published in Griffin magazine, the **Encumbrance** rules need some fixing. The encumbrance of all melee weapons and protective equipment (including helmets and shields) should be reduced by 1 point. The rules also ommit the encumbrance of missile weapons, which should be as follows : sling (0), bow (1 + 1 for a quiver) and javelin (2). Lastly, a character's absolute maximum carrying capacity should be increased from ( Might + 3 ) for ( Might x 2 ).

### V : Creatures

**Pages 32-33 :** Some of the **special abilities** described on these two pages are not listed in the proper alphabetical order. But then, it's not a real problem, is it ? Especially when compared to, say, the myriads of errors regularly found on the maps and articles published by pretentious magazines like *The Wargamist* - whose editors should do their job instead of shooting down in flames innovative, original (and unexpensive) games before someone kicks them in that critical eye they're so proud of.

**Page 32 :** In the section on **Crushing Attacks**, the reference to Entangle should simply be removed. Constriction crushing attacks are similar to bear-like hugs and may only be delivered after a successful Grapple.

**Page 33 :** That being said, *errare humanum est*, as shown by the rules on **Breath Weapon**, which give a range of one-third of the creature's movement when it should be *one-sixth*.

**Page 33 (again) :** In the description of the **Insubstantial** ability, the phrase 'It has no Hits and cannot be harmed' should simply read 'It cannot be harmed...' (since Insubstantial creatures DO have Hits).

**Page 33-34 :** The movement multipliers given to creatures who are both **Lightning Fast** and **Winged** are not cumulative : the 50% bonus given by Lightning-Fast applies only to combat and land movement and the doubling factor for Winged creatures only applies when the creature is 'in flight' (ie out of combat etc). Thus, these two movement bonuses can never apply at the same time.

**Page 38 : Lesser Cyclops** should have a Defense Class of 15 (13 vs missiles).

**Page 44 : Lions** should have the Gallop special ability. Their Movement should be listed as « 120' (240' when galloping) » and not as 180'.

**Page 45 :** The **Chimera's** Breath Weapon should have a range of 30', not 60' (see above). Well, Dave, what can I say ? Alas, there's no way I can resurrect poor Pyros. Let's just suppose it was a special Chimera, with *really* powerful tonsils, OK ?).

**Page 47 :** The **Giant Boar** should logically have the Crushing Attack (trample) special ability. This has been confirmed by several live tests recently conducted with Legendary Games Studio's own pet Giant Boar, Barney.

**Page 53 :** There is a typo in the Movement entry of the **Roc** : it should read 480' (flying) and not 420'.

**Page 54 :** Despite his much vaunted talent for riddles, the **Sphinx** was apparently unable to resolve the puzzle of combining the Lightning Fast and Winged abilities (see above) which led to a gross miscalculation of his flying Movement rate, which should read 360' *and not* 540'. So, instead of tormenting hapless adventurers with unsolvable conundrums, perhaps Sphinxes should concentrate on practicing their own math skills. Of course, mentioning this blunder to the next Sphinx you meet is a sure way to infuriate him (especially if you mention that the Chimera did not make this mistake – but then, she has three heads).

**Page 57 : Ghosts** should obviously be Lifeless (which raises their Wisdom award by 10 points).

**Page 61 :** Since **Giant Boars** now officially have a Crushing Attack, their Glory award is increased by 40 (10 for the ability, x2 for Size and again x2 for Monster), going from 120 to a hefty 160. Get the boarspears ready, folks !

## VI : Maze Master's Lore

**Page 72 :** The description of the **Ring of Wisdom** mentions a mysterious « Magic Lore » bonus that can't be found anywhere. The rules on Magic Lore do exist and were in fact part of the original M&M manuscript but were eventually left out from the final version because of purely technical reasons (or « no space left », to use publishing jargon). And then someone forgot to remove that little, unassuming mention to Magic Lore on page 72. We apologize for all the trouble this editing error may have caused to M&M gamers worldwide. Rest assured that the assistant-editor responsible for this unforgivable cock-up has been sacked and will never be employed again by anyone in the gaming industry. That being said, good luck to you, Nigel.

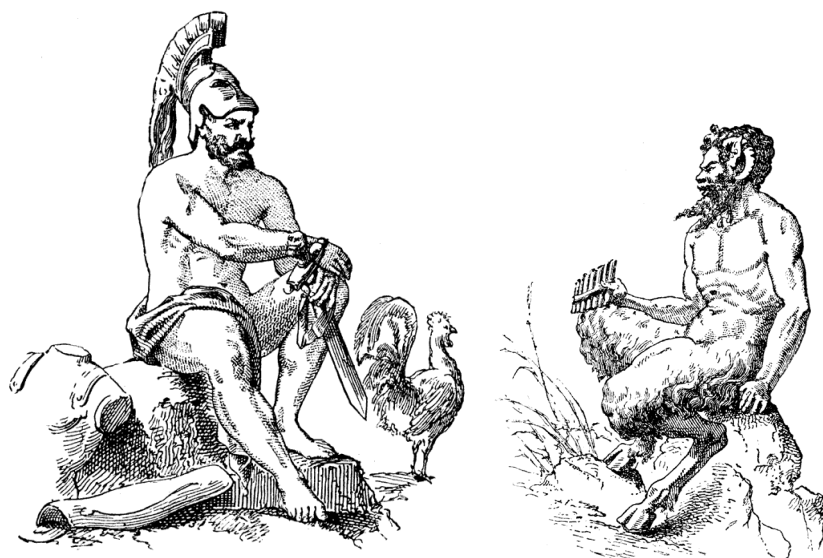
## Men & Monsters Errata

**Page 3 :** A **Mariner** class is mentioned but cannot be found anywhere in the book. This is a classic editorial mistake (but we *did* fire Nigel, did we ?). The description of the Mariner class will be included (quite appropriately) in the forthcoming *Triremes & Tritons* supplement.

**Page 13 :** The Breath Weapon of the **Aberrant Beast** should have a range of 30' (and not 60'). If you don't see why, see the main rulesbook errata.

**Page 14 :** If Lions have the *Galloping* special ability (see the main rulesbook errata), then **Giant Lions** should also have it (boosting their movement to 360' when sprinting !).

**Page 16 :** The Breath Weapon of the **Improved Bronze Bull** should have a range of 30' (and not 60'). If you don't see why, see the main rulesbook errata.



*A pair of Mazes & Minotaurs players (and an unidentified rooster)  
discussing the various merits and flaws of their favorite game*