

Legendary Games Studio, Griffin Publishing & Minotaur Press proudly present

# UNVEILED ADDENDA

A Compendium of Additional Rules for the MAZES & MINOTAURS RPG



This tome of unearthed M&M miscellanea contains much information that has never before been published. It is an excellent resource for players and Maze Masters alike.

Legendary Games Studio

L G S

Yes ! Back in 1984, Unveiled Addenda was the first M & M book with a full-color cover !

# UNVEILED ADDENDA

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## Credits

This book is dedicated to **PAUL ELLIOTT**, the Man who got the Vision that started it all. All hail Mithras !

Written by

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Speaking of artwork, would you believe me if I told you that the gorgeous color cover was originally part of a promotional series of collectible images issued by a well-known brand of soup ?

Additional Thanks to

**Joseph C. Wolf** (aka the Michigan Coyote), **David Jenkins** (president of the CMS\*), **Charles E. Mc Manus** (Father of the Method), **Luke Raynard** (yes, the Twists in the Maze guy !) and **Alf Zyk** (who didn't do much but he's a really nice guy)

\* Creative Minotaurian Society. What ? Never heard of the CMS before ? Well, that's okay, really. Just don't tell Dave. He can really be a pain in the ass sometimes.

**L G S**  
Enter the Legend

## 2006 Edition Comments

The Legendary Games Studio creative staff had a hell of a time coming up with the title of this book... In fact, no less than twenty (twenty !) other titles had been considered before Alf Zyk suggested to call it *Unveiled Addenda*. Now, for the first time in gaming history, here is the complete list of those twenty titles that almost made it :

<b>Unearthed Miscellanea</b>	<b>Forgotten Arcana</b>	<b>Exhumed Paraphernalia</b>	<b>Rules Supplement n°3</b>
<b>Book of Hidden Lore</b>	<b>Rules &amp; Resources</b>	<b>The M&amp;M Companion</b>	<b>Book of Many Things</b>
<b>Book of Bonus Bonanza</b>	<b>Advanced Addendum</b>	<b>Mythikal Manual</b>	<b>That Damn New Book</b>
<b>Son of Mazes &amp; Minotaurs</b>	<b>Disinterred Marginalia</b>	<b>Excavated Incognita</b>	<b>Odds &amp; Ends</b>
<b>Tome of Lost Knowledge</b>	<b>M&amp;M Adventure Guide</b>	<b>Uncovered Extravaganza</b>	<b>Expanded Minotauria</b>



*A group of Mazes & Minotaurs adventurers pondering over the strengths and weaknesses of the original M&M rules*

## Rolling Attributes

One of the major pitfalls of the system used to roll up a *Mazes & Minotaurs* character's attributes is its excessive randomness. Since the system leaves almost everything to the dice, unlucky players may easily end up with a character who has several attributes below average and whose only redeeming feature is a modest 13 in his prime requisite.

Over the years, Maze Masters have tried to solve these problems by using more-or-less complicated variants or house rules, including the famous McManus Method, which has become the standard of many M&M groups... but none of these alternate methods prevent you from rolling a mediocre or even hopeless character.

Yet, M&M characters are supposed to be (or at least become) heroes. As such, they ARE exceptional individuals and should be given higher chances to have superior attributes, in keeping with the spirit of the stories that inspired the game in the first place.

To ensure the creation of suitably heroic characters, the Maze Master should use the following method.

First, roll a character's attributes as indicated in the basic M&M rules. Take the three best dice of 4d6, do this six times and distribute the results as you wish between your character's six attributes.

Once this distribution has been done, calculate the sum of the character's six attribute scores. If this total is less than 75, the player receives a number of extra points equal to 75 minus the character's total. Thus, if a character's attributes add up to a total of 72, the player will receive 3 extra points.

These extra points must be distributed by the player, but they cannot be used to increase the score of any attribute over 13.

A character's attribute total must be checked before the application of any special attribute bonus (such as the bonus d6 awarded to Nobles).

## Improving Attributes

Another weak point of the basic M&M rules is that characters cannot improve their attributes – except by extremely rare means like Divine Boons.

In a truly heroic campaign, a character should be allowed to increase his attributes as he rises in levels, reflecting the results of constant practice, overall experience and personal development.

**Every level after the first, a character may add 1 point to one of his attributes.**

No attribute may be raised over 20 in this manner and no attribute may be improved twice in a row.

Thus, if a character decides to improve his Skill upon reaching level 2, he won't be able to improve it again at level 3. This means the maximum number of points that can be gained in this way in a single attribute is 3 (1pt at levels 2, 4 and 6).

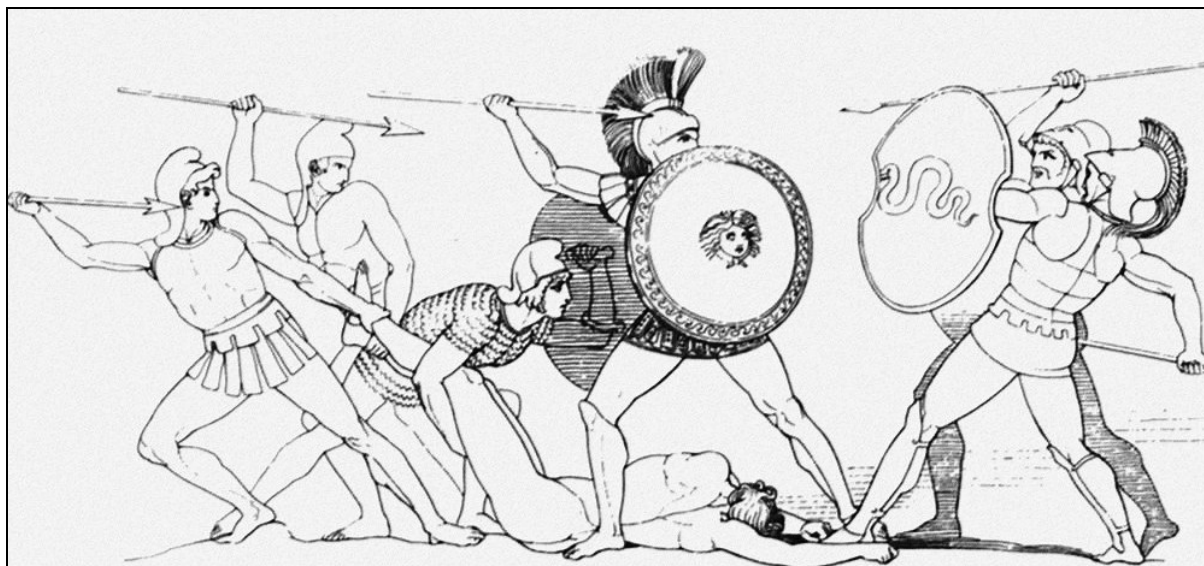
A character may improve any of his attributes, regardless of his class – which allows players to either concentrate on their character's strong points (such as Might and Skill for fighters) or to diversify their abilities as they rise in levels.

In both cases, this method of advancement ensures a truly heroic development of characters.

Of course, increasing an attribute may modify all scores and aspects of a character that are dependent of this attribute.

These rules obviously make characters more powerful (or more heroic) in the long run but are also (more or less) counterbalanced by the rules on aging, detailed later in this book (see p 7).

If you are already playing a M&M campaign, don't hesitate to update the attribute scores of the player-characters according to this new improvement rule as well as to the 75 points minimum total (see *Rolling Attributes* above).



*Pyros in Action : Step back, you zero-level phrygian-cap-wearing rabble, or face the deadly kiss of my Weapon of Choice !*

## Weapons of Choice

Fighters and specialists are assumed to be equally proficient with all weapons – but most of them have a favorite weapon, referred to as their **Weapon of Choice**, with which they are *especially* skilled.

All fighter and specialist characters with a Skill of 13+ should be allowed to select a single weapon type as their **Weapon of Choice (WoC)**.

**Barbarians** can only take a melee weapon as their **Weapon of Choice** : most of them select swords, clubs or axes (either 1-handed or 2-handed).

**Amazons** can only select a missile weapon as their **Weapon of Choice** : most of them select the bow, confirming their reputation as peerless archers.

**Spearmen** must automatically select the spear as their **Weapon of Choice** (duh !).

**Nobles** can select the sword (symbol of leadership and aristocratic weapon *par excellence*), the bow or the javelin as their **Weapon of Choice**.

**Centaur**s may select the club, the spear, the bow or the javelin as their **Weapon of Choice**.

**Hunters** can only select a missile weapon as their **Weapon of Choice**.

**Thieves** can only select the dagger or the sling as their **Weapon of Choice**.

Whenever a character using his **Weapon of Choice** makes an attack roll, the player simply rolls two different d20 and keeps the better result, applying the usual modifiers etc to this roll.

This 'double roll' rule is only used for attack rolls and does not apply to the rolls made on the Homeric Combat tables given in *Men & Monsters*.

## Athletic Advantages

Sports and athletic accomplishments were an important aspect of ancient Hellenistic culture, as exemplified by the Olympic games, and Greek martial training also involved the constant practice of various physical disciplines. To reflect these facts in game terms, Nobles and Spearmen may be given one or two special advantages reflecting their superior physical prowess and athletic excellence, depending on their Might and Skill scores.

If the character has a score of 13+ in either Might or Skill, he receives a single athletic advantage. If both attributes have a score of 13+, the character receives two athletic advantages. Thus, since all Spearmen have a Skill of 13+, a Spearman will always have at least one advantage.

The athletic advantages available to Nobles and Spearmen are :

**Athlete** : The character is advantaged on all his climbing and swimming rolls.

**Charioteer** : The character is advantaged on all his Danger Evasion rolls while driving a chariot. This advantage also extends to his horses.

**Equestrian** : The character is advantaged on all his Danger Evasion rolls while riding. This also applies to his mount's own rolls.

**Pugilist** : The character is advantaged on all his pugilistic attack rolls.

**Sailor** : The character is advantaged on all the Danger Evasion rolls he makes while sailing.

**Wrestler** : The character is advantaged on all his wrestling attacks as well as on his rolls to break free from an opponent's hold.



*See ? That's what these Athletic Advantages are made for !*

## Native Milieus

Barbarians, Amazons, Thieves and Hunters are strongly attuned to their natural surroundings and native milieu, which might advantage them when operating in this environment or when using the skills associated with this environment.

To reflect this, every character from one of these classes is advantaged when acting in one of the following Milieus (chosen by the player) :

**Barbarian** : Mountain, Forest, Steppe, Sea.

**Amazon** : Mountain, Forest.

**Hunter** : Mountain, Forest.

**Thief** : City.

The advantages granted by these Backgrounds all have the same effects in game terms : when a character is *advantaged* on a d20 roll by his Milieu, two d20 are rolled instead of one and the higher roll is kept as the result.

**Mountain** : Characters from this native Milieu are advantaged on all their climbing rolls as well as on Danger Evasion rolls made to avoid or detect natural perils of the mountainous milieu (treacherous paths, avalanches etc).

**Forest** : Characters from this native Milieu grew up in or near a forest or woodland. Their talent for woodcraft advantages them on all their detection and stealth rolls made while operating in a woodland or forest environment.

**Steppe** : Characters from this native Milieu generally belong to a horseriding nomadic or semi-nomadic folk. They were literally raised in the saddle and are advantaged on all their Danger Evasion rolls made on horseback ; this advantage also applies to their mount's own rolls.

**Sea** : Characters from this native Milieu grew up near or by the sea - whether on an island or in a community of fishermen or sea raiders. Because of their knowledge and experience of the sea, they are advantaged on all their swimming rolls as well as on their Danger Evasion rolls made while sailing.

**City** : Characters from this native Milieu grew up in the streets of a city or large town. The character is advantaged when making stealth and detection rolls in a city environment - which includes streets, alleys and rooftops but excludes large gardens and the interior of buildings.

These five Native Milieus represent the most common environments existing around the Middle Sea in the world of Mythika. Maze Masters who wish to expand the horizon of their M&M campaign may consider adding other environments to this list, like Desert, Jungle or Tundra.



*Big, dumb Barbarian posing with his big, dumb Weapon of Choice in his Native Milieu. He also has a great Physical Endurance, which makes this illustration unbeatable as far as topical relevance is concerned. We had to mention this.*

## Physical Endurance

All M&M characters can be given a Physical Endurance modifier equal to the sum of their Might modifier and Luck modifier. All fighter characters add +1 to this modifier at each level beyond the first. Magicians and specialists do not increase their Physical Endurance by gaining new levels.

All Mythic Items or magical effects that increase or reduce a character's Might or Luck will also affect his Physical Endurance.

The Physical Endurance modifier should be used instead of Danger Evasion to resist potions, poisons, fatigue, illness and any other kind of threat affecting a character's health when bodily stamina is a more important factor than alertness.

Individual Maze Masters will have to judge case by case whatever a situation calls for a Physical Endurance or a Danger Evasion roll, basing their choice on his/her player's course of action.

As an example, characters mindlessly and unwittingly quaffing poisoned beverages will have to make a Physical Endurance roll, while wary players will have to roll for Danger Evasion. Please take note that magically induced illness or sleep will be resisted by Mystic Fortitude anyway.

The target number of Physical Endurance rolls will normally be set at 15 (as for Danger Evasion).

Normal henchmen will have a Physical Endurance of 0, while Seasoned and Elite ones will have a +1 and +2 respectively.

A creature's Physical Endurance modifier is based on its size : Tiny -4, Small -2, Medium 0, Large +2, Gigantic +4, with a +4 additional bonus for creatures with a Supernatural Vigor. Animates and Spirits do not need a Physical Endurance mod, being immune to poisons, illness, thirst, hunger and fatigue.

## Resistance to Pain

Whenever a character is reduced to 1 or 2 Hits, they are allowed a Physical Endurance roll at 15 to avoid unconsciousness. The same rule should apply for Stunned and Dazed results on the Homeric Combat charts in *Men & Monsters*.

This specific use of Physical Endurance could also be extended to any situation where a character must withstand extreme pain (such as torture). In such cases, a Physical Endurance roll versus a target number of 15+ may be required for the character to remain conscious and withstand the pain without cracking up. As usual, the Maze Master remains the sole and final arbiter on adjudicating the causes and consequences of such die rolls.

## Illness

Illness can be treated just like poison with different action times: once contracted an illness can apply its effects on the character in a time span going from a few hours to a few days.

Vicious but not outright deadly diseases (and Maze Masters) might require daily Physical Endurance rolls to throw off the illness, with failure meaning that the character still suffers from the disease for the day (effects of individual disease are left to the appreciation of the Maze Master).

## Fatigue

Whenever a character has been fighting or running or otherwise exerting himself for more than 15 minutes, he will have to make a Physical Endurance roll with a target number of 10 + encumbrance.

Failing this roll means that the character receives a penalty of -2 to all d20 and d10 rolls he makes until he has rested for at least 15 minutes.

Fatigued magicians will also expend an extra Power point when calling on their powers.

Failing to rest, the character must keep rolling on Physical Endurance, with each subsequent failure causing 1d6 points of subdual damage as per the pugilism rules.

## Thirst & Starvation

Starvation and thirst require a Physical Endurance roll with a target number of 14+ the number of days without food and/or water.

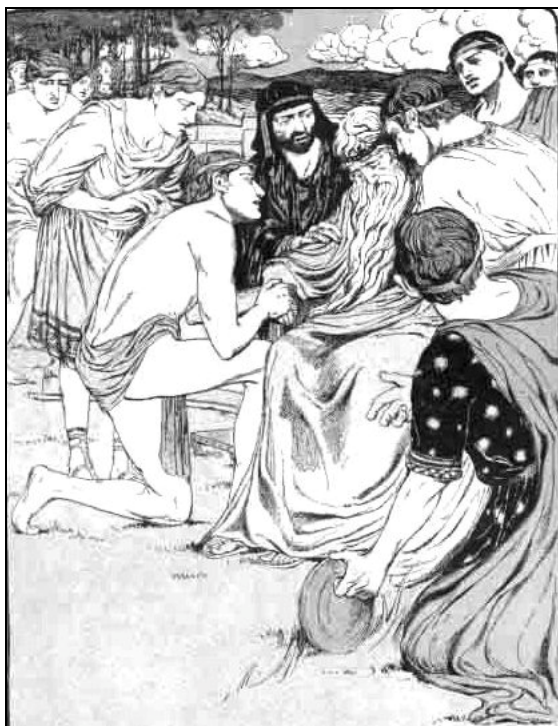
Failure will mean that the character suffers 1d3 damage for that day if without nourishment or beverages, or a full d6 if without both.

So remember to bring food AND water on your next random odyssey !



*A lone adventurer recovering from the effects of thirst*





*A whole life of adventuring and questing, zillions of Glory points and what do I get in the end? Damn aging rules!*

## Aging & Decrepitude

Aging and mortality are facts of life – even for the greatest or heroes. All characters (except Nymphs, who are completely immune to the effects of age) have an Age Limit which represents their longevity as well as their resistance to the effects of aging.

A character's Age Limit is equal to 15 plus the sum of his Might and Luck scores.

**Age Limit = 15 + Might + Luck**

A character's approximate life-expectancy in years (provided he does not get killed during an adventure) is equal to twice his Age Limit. Thus, our friend Pyros the Spearman (Might 15, and Luck 13) has a healthy Age Limit of 43, which means he can expect to reach the venerable age of 86 (give or take a few years) provided he doesn't get torn in pieces by a Manticore, incinerated by a Chimera turned to stone by a Gorgon during one of his adventurous expeditions.

As its name implies, the Age Limit of a character represents the age at which he should retire from active adventuring and live the rest of his life as a NPC, content with the Glory, Wisdom or wealth he has earned during his adventuring career.

Of course, players are allowed to keep on playing their characters past this point, but an adventurer whose age exceeds his Age Limit will have to make an aging check after every adventure (usually during the Glory/Wisdom awards phase).

Aging checks are resolved as percentile rolls (using 1d100). If the die roll is equal to or lower than the character's age minus his Age Limit, he suffers the effects of age and loses 1 point in one of his attributes, chosen by the player.

Thus, when Pyros reaches the age of 44, he will have a 1% chance of suffering the effects of age after each adventure : this chance will increase to 2% when he reaches 45, to 3% at 46 and so on..

All attributes (yes, even Faith and Luck), can be reduced because of aging. The loss of an attribute point may affect all the characteristics that depend on the reduced attribute (including Hits for Might).

Note that any loss in Might or Luck will also affect a character's Age Limit, making him more vulnerable to the subsequent effects of age.

This loss is permanent and can only be reversed by a Divine Boon or some other form of mythic prodigy. The effects of aging cannot reduce a character's attributes below 3.

## Expanded Henchmen Rules

The basic M&M rules do not tell you how to determine the quality level (Normal, Seasoned or Elite) of a character's Henchmen.

This problem can now be determined by a d10 roll on the following table :

1-6.....	Normal
7-9.....	Seasoned
10.....	Elite

The basic M&M rules also say nothing about Henchmen's Danger Evasion and Mystic Fortitude rolls. To resolve such rolls, roll 1d20 and apply their player-character master's or employer's own Luck modifier. Thus, Henchmen will tend to be luckier when serving lucky masters... and prone to misfortunes when attached to an unlucky character.



*A low Luck hero and his (last) enthusiastic Henchman*

# Languages & Literacy

## Languages of Mythika

The following section is based on the standard assumption that most player-characters come from the Land of the Three Cities or the Island of Seriphos, with the exception of Barbarians (who come from Hyperborea), Amazons (who come from Amazonia) and Centaurs (who come from Sicania).

The common tongue of Mythika is called Minean and is used by all the civilized nations surrounding the Middle Sea. For simplicity's sake, all player-characters (yes, even Barbarians and Centaurs) are assumed to be perfectly fluent in Minean.

All player-characters are also assumed to be literate with the notable exception of Barbarians, Amazons, Nymphs and Centaurs, who are automatically illiterate but who speak a native language in addition to Minean : Borean (for Barbarians and Amazons) or Gaian (for Centaurs and Nymphs except Nereids, who speak Merian).

Nobles and all magic-using characters automatically know two extra languages at character creation.

Here is a list of the main languages of Mythika :

**Minean** : The common tongue of the Land of the Three Cities and the island of Seriphos.

**Borean** : The language of Hyperborean barbarians and Amazons (n).

**Charybdian** : The language of the savage tribesmen of the Charybdis jungles (n).

**Tritonian** : The language of the once mighty empire of Tritonis (d).

**Umbrian** : The native language of the ancient kingdom of Umbria. (w)

**Midian** : The tongue of the Land of the South (w).

**Atlantean** : The ancient language of Atlantis (n).

**Subterranean** : The native language of Derros, Obsidians and other underground Folks (d).

**Aerian** : The native language of Icarians, Hawkmen and other aerial Folks (n).

**Merian** : The common tongue of Mermaids, Tritons and other speaking sea Folks (n).

**Gaian** : The native language of Nymphs, Centaurs and other Folks tied to life and nature (n).

**Stygian** : The ancient language of the Stygian Empire... as well as the 'native tongue' of the Underworld (d).

**High Khemi** : The aristocratic language of the Desert Kingdom's nobility and priesthood (d).

**Low Khemi** : The native language of the Desert Kingdom's commoners (n).



*Not being able to understand other languages may put you in all sorts of awkward situations*

Languages labelled (n) do not have a written form.

Languages labelled (w) have a written form and use the same alphabet as Minean, which means that characters who know how to speak one of these languages will also know how to read and write it if they already have Minean literacy.

Languages labelled (d) use a different alphabet : learning to read and write such languages counts as an extra language (in addition to its spoken form). Thus, learning to speak, read and write Atlantean or High Kemi will count as two languages.

## Learning a New Language

Characters who wish to learn new languages during play can become familiar with the basics of any one spoken language in (1d6+4) weeks of study or practice, modified by the opposite of their Wits modifier (ie characters with a Wits of 16-17 subtract 2 from the number of weeks required).

Becoming fluent takes an equivalent number of months, while getting to speak like a native with no trace of foreign accent takes an equivalent number of years. Learning to read and write takes a similar amount of time (in years), while having to learn a new alphabet takes an equivalent number of weeks.

A new roll should be made for each new language and each new degree of fluency.





*I'm sorry ! Are YOU trying to intimidate ME ?*

## How to Influence NPCs

### Influence and Roleplaying

The M&M rules are extremely concise when it comes to dealing with NPCs in a non-violent manner. In fact, the First Reaction table is the only game system related to this topic : everything else is left to the discretion of the individual Maze Master. While this lack of actual rules might be seen as an incentive for players to roleplay their characters, it also has a few unfortunate side-effects.

Good players are not always good actors and most will probably feel more embarrassed than amused by the prospect of roleplaying a seduction attempt or an inspiring public speech, preferring to avoid such opportunities altogether – which is a pity as far as roleplaying is concerned. The purpose of the rules given in this section is to resolve such situations using a set of simple game mechanics.

### Influence Modifiers

There are three different forms of influence : Intimidation, Persuasion and Seduction. A character has a specific Influence modifier for each method, equal to the sum of a single attribute modifier (see below) and the character's level : some classes also receive a special bonus (see below).

**Intimidation** is based on Might. It involves bullying, browbeating and coercing NPCs into cooperation, passivity or submission. In this specific case, Trustful or Friendly reactions should be interpreted as cooperative and submissive attitudes. A failed Intimidation roll will shift the NPC's First Reaction one category down (ie turn a Neutral attitude into a Wary one or a Wary attitude into a Hostile one).

**Persuasion** is based on Wits. It involves using rhetorics and oratory techniques to gain the NPC's favor or attention through logic, emotion or even deception. Note that this method cannot be used on an already Hostile NPC. The Maze Master may ask the player to deliver an inspired speech (or, at least, to paraphrase it) before making the Influence roll.

**Seduction** is based on Grace. It involves flirting, charming and using various forms of facial and somatic communication to attract the NPC's attention or interest. Seduction cannot be used if the NPC is already Hostile and only works if the player-character and the NPC have compatible sexual orientations (a topic that obviously go beyond the scope of this paragraph, section and supplement).

A few classes receive special Influence bonuses :

As born leaders, **Nobles** are masters of influence in all its forms, whether it involves authority, diplomacy or personal charisma. As a result, they add their Luck bonus to all their Influence modifiers.

**Priests** add their Faith bonus to the Influence modifier favored by their deity : Intimidation for Zeus, Poseidon, Ares and Hephaestus, Persuasion for Hermes, Hestia, Athena and Demeter and Seduction for Apollo, Aphrodite, Hera and Artemis.

**Lyrist**s are exceptionally gifted orators and add their Grace bonus to their Persuasion modifier.



*Consequences of a badly failed influence roll*



*Sorry, but this won't give you any Influence bonus !*

## Effects and Limits of Influence

To make an Influence roll, roll 1d20 and add the character's appropriate Influence modifier. The influence attempt is successful if the final total is equal to or higher than the target's Resolve rating.

A NPC's **Resolve** rating represents his resistance to influence. For NPCs with levels, Resolve is equal to (14 + level). For Henchmen, Resolve is normally equal to (10 + Loyalty) with an additional bonus of +1 for Seasoned Henchmen and +2 for Elite ones. Other NPCs have an effective Resolve of 10.

A successful Influence roll shifts the NPC's initial reaction by one category (ie from Hostile to Wary, from Wary to Neutral etc) in favor of the character.

Depending on a situation, a specific influence roll might apply to a single individual or to a whole group of NPCs or to any fraction of the group specifically designated by the character. The differing Resolve ratings of individual NPCs may also help a Maze Master determine which ones are affected by a character's Influence roll.

In most situations, influence will affect NPCs as long as they remain in the character's presence – or until a specific event causes them to reconsider their attitude. Remember that influence is not mind control and that NPCs are not puppets with no will of their own. Also note that influence can never be used on creatures (Folks included), other player-characters, deities or Maze Masters.

## Artistic Performances

Properly educated individuals (like Nobles and most Priests) or naturally gifted ones (like Nymphs) are likely to possess some artistic skills. Barbarians are, of course, completely irrelevant here.

Whenever a player-character delivers an artistic performance (acting, dance, song, music or even poetry), the Maze Master should roll 1d20 and add the character's Inspiration modifier.

This Inspiration modifier is equal to the sum of his Grace and Luck modifiers.

As musical virtuosos and divinely-inspired poets, Lyrist receive a bonus equal to their level+4 on all their musical or poetic performance rolls : thus, a first level Lyrist will receive a bonus of +5, while a sixth level one will get a bonus of +10.

The appreciation of the audience can then be interpreted on the following table :

### Artistic Performance Table

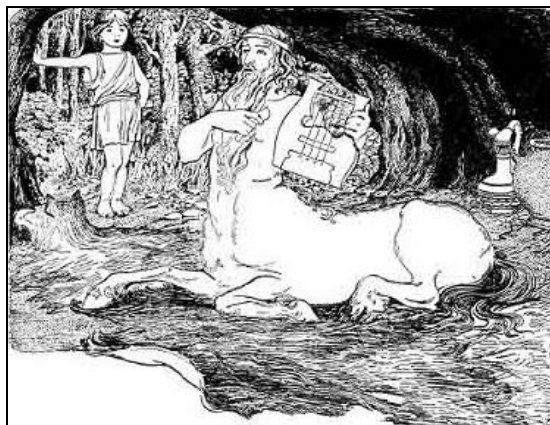
**1 or less = Humiliating disaster** ; the performance is so bad that the audience does not let the character finish (and will not hesitate to throw things at him if he insists on finishing anyway).

**2 to 9 = Artistic failure** ; the audience is not pleased and tends to show it by ostensibly ignoring the performer.

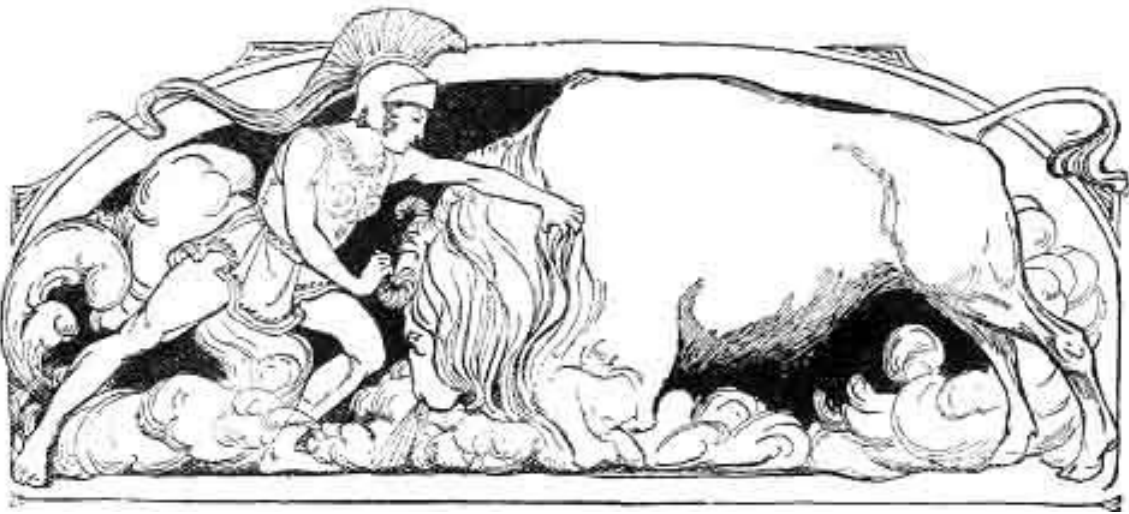
**10 to 14 = Average performance** ; the audience seems neither especially fascinated nor especially annoyed.

**15 to 19 = Good show** ; the audience likes the performance and reacts enthusiastically.

**20 or more = Artistic triumph** ; the audience is enraptured by the outstanding performance and reacts with extreme enthusiasm.



*Yes, even Centaurs can make Artistic Performance rolls*



*Taming 101 MCQ : This fearless adventurer is trying to Tame a Bull (a) by Force (b) by Craft (c) by Charm.*

## Taming Beasts & Monsters

There are three ways of taming a Beast or Monster that has been caught alive : by Force, by Craft or by Charm. Each of these three methods is described in detail in the following sections.

### Taming by Force

Anyone with a Might of 13+ can tame a captured Beast or Monster by Force.

Creatures can be given a Force rating which measures their resistance to his form of taming. This is equal to twice their Ferocity modifier, plus 1 per size category. Thus, a Bull (Ferocity +1, Large) has a Force of 6 (4 for Size, +2 for Ferocity), while a Giant Boar (Ferocity +2, Large) has a Force of 8.

To do so, the character must wrestle the Beast or Monster, according to the standard wrestling rules, and pin the creature for a number of consecutive battle rounds at least equal to its Force rating.

Most Beasts and Monsters will attack the tamer if the grapple fails and their weapons are perfectly capable of being used in close combat.

This operation must be repeated for a number of consecutive days equal to the creature's Force rating. Between these shows of force, the Beast or Monster must be held captive somehow.

### Taming by Craft

Only Hunters, Barbarians and Amazons can tame Beasts (but not Monsters) by Craft.

To do so, the character must roll 1d20 + his Wits modifier versus a target number of 14 plus the creature's Defiance rating. Hunters also add their level to this roll.

A Beast's Defiance rating is equal to the sum of its Ferocity and Mystique modifiers.

Each attempt takes as many weeks as the damage roll for a creature of its size (ie 1d3 for a small animal, 1d6 for a medium-sized one, 2d6 for a large one etc).

If the natural result of the d20 roll (not counting modifiers) is less than or equal to the Beast's Defiance rating, it can never be tamed (at least by craft) and runs away.

Thus, taming a Lion (Defiance 2, Medium-sized) by Craft will take at least 1d6 weeks and will require Taming roll totals of 16+ ; furthermore, if the d20 roll is 1 or 2, the Lion will prove impossible to tame and will run away.

During this process, the Beast must somehow be kept in captivity. A character can never have more animals Tamed by Craft than his level.

### Taming by Charm

Only Nymphs can tame Beasts and Monsters by Charm, and only if the creature is native to the Nymph's natural environment - sea creatures for Nereids, woodland beasts for Dryads etc.

This process starts with a First Reaction roll and may only continue if the creature is Friendly. If this is the case, the Nymph must then spend a number of days in the company of the creature to create and reinforce this new bond of friendship.

This number of days is equal to the standard damage roll for the creature (1d6 days for a Medium beast, for instance).

When this period is over, make a second First Reaction roll with a penalty equal to the creature's Ferocity bonus and interpret the result as follows :

**Friendly** : The creature is Tamed.

**Trustful** : Try again, with a +2 bonus.

**Neutral** : Try again.

**Wary** : Creature runs away, presumably forever.

**Hostile** : Creature attacks (with surprise).

**Example** : A Nereid encounters a Sea Serpent and gains a Friendly (!) reaction. She tries to become its friend. This takes her 3d6 days (since the Sea Serpent is Gigantic). She rerolls her First Reaction, but this time with a -2 penalty (since the Sea Serpent is Dangerous). If she can gain a Friendly reaction again, the sea serpent will be Tamed.

While trying to tame the creature, the Nymph must live in the wilds near it.

The maximum number of creatures Tamed in this manner a Nymph may have at her command is equal to twice her level. Large creatures count as 2 and Gigantic ones as 4.

## Loyalty of Tamed Creatures

After being tamed, the creature will be subdued and obedient enough to follow you around, as long as you give it sufficient food. Tamed Creatures have a Loyalty rating which must be tested like that of a human henchman. This rating depends on the method used to tame the creature :

Tamed by Force.....3

Tamed by Craft.....5

Tamed by Charm.....4

This rating is reduced by 1 point for Monsters.

This Loyalty rating will have to be tested whenever the creature meets a Fearsome foe or something it is afraid of. Most Beasts (but few Monsters) fear fire and very loud noises as well, so encountering these things can also call for a Loyalty check.

A tamed creature that fails a Loyalty check will flee for at least 1d6 hours. At the end of this period, a new Loyalty check must be made. If it is failed, the creature will simply not return to its master from its own initiative. If the character manages to find the creature by himself, a third Loyalty check will have to be made. If this check succeeds, the creature will come back to its master as soon as it can detect his proximity. If it fails, the creature will no longer obey and will have to be Tamed again.

## Training Tamed Creatures

A tamed Beast or Monster can be taught Tricks.

Trying to teach a Trick takes 1d6 months. To see if the creature accepts the training, roll 1d6 and add its Cunning modifier. The creature successfully learns the Trick if the total is equal to or greater than the Complexity of the Trick. If the total is less than

the Complexity of the Trick, the creature does not learn the Trick and will be forever unable to do so. Here is a list of the most common Tricks, with their respective Complexity given in parentheses.

**Attack (6+)** : The creature attacks a designated target.

**Draft Beast (7+)** : The creature can now pull a suitable vehicle. A Loyalty check is made when it is yoked, and whenever he attempts a Perilous Feat.

**Guard (7+)** : The creature calls out when a place it is guarding is disturbed (make Detection rolls if necessary). The owner must either be present or the creature must have been taught to Stay.

**Heel (7+)** : The creature refrains from attacking a designated target.

**Message (9+)** : The creature can carry a message to its home or any person it accepts as its owner.

**Mount (6+)** : The creature can now be ridden. A Loyalty check is made when the owner mounts, and whenever he attempts a Perilous Feat.

**Other Owner (7+)** : The creature accepts another person as its owner as well. It will always have a -1 penalty on all Loyalty checks, though. Note that anyone can gain a beast in this way.

**Protect (9+)** : The creature will automatically Guard (it must know that trick) its owner when he falls asleep, loses consciousness etc.

**Save (9+)** : The creature must be able to swim; on orders, it will attempt to rescue a drowning person.

**Search (8+)** : The creature helps searching for something (making detection rolls).

**Stay (8+)** : The creature stays in one place for up to a day. Each hour after that calls for a Loyalty check.

## Tamed Monsters

Cities, citadels, temples and noble domains will not let characters enter if they have any kind of Monster with them, unless the character gets a Trusty or Friendly Reaction. Also note that in such cases each Tamed Monster following a character gives him a First Reaction penalty depending on its size category : Medium -2, Large -4 and Gigantic -8.

## Divine Companions

A deity may also grant any kind of being that fits the deity as a follower as a Divine Boon.

Such animal or monstrous companions do not have to be Tamed, have a Loyalty rating of 6 and act more as regular Followers than as Tamed creatures. They do not need to be taught Tricks to obey or understand their master's commands or to react accordingly to a given situation.



*One of those pretentious pre-elementary Elementalists communing with the cosmic forces of Light and Darkness*

## Forces of Light & Darkness

As mentioned in the original description of the Elementalist class (*Myth & Magic* p 8): *"Some of them are also able manipulate the pre-elementary forces of light and darkness."*

Until now, these arcane secrets had been carefully kept hidden from the ever-inquisitive minds of adventurers and Maze Masters alike – but now the time has come to unveil the mysteries of these pre-elementary forces, within these very pages...

Elementalists who gain powers over light and/or darkness are rare. Hence, no Elementalist may ever select Light or Darkness as one of his chosen elements at 1st level.

### Powers of Light

#### I : Arcane Lanthorn

An item touched by the Elementalist grows brightly and illuminates everything within 30 feet. If the spell is cast upon a weapon, shield, or piece of armor, the Elementalist's Mastery level is added to the EDC of whomever uses it against melee attacks; the bright glare makes it hard to focus on the wielder. This effect lasts for the Elementalist's level hours.

#### II : Aura of Helios

The Elementalist's body momentarily grows so bright it is painful to look at him. Everyone within his level x 10 feet (including his allies) must make a Danger Evasion roll or be blinded for his Mastery level rounds (twice that if it is dark around them).

A blinded being suffers a -4 penalty on Melee Attack, EDC and Danger Evasion, and cannot make missile attacks. If he moves faster than at half speed, he must make a Danger Evasion roll each round or fall over and be prone. Beings that are adversely affected by sunlight (like an Empusa) are affected as by sunlight during this round.

#### III : Arrows of Apollo

Rays of searing light strike from the Elementalist's fingers and hits his level different targets. Each takes 1d6 points of damage. This attack can damage Insustantial beings, who take double damage (2d6). Also, beings described as Lifeless takes double damage. Beings which are both takes triple damage (3d6).

### Powers of Darkness

#### I : Cloak of Shadows

The Elementalist is enveloped in flickering shadows. He gains +2 to his EDC, since he is hard to focus on. He also adds his Mastery level x 2 to all Stealth rolls, unless in total darkness or bright daylight. This effect lasts for the Elementalist' level minutes.

#### II : Eldritch Eclipse

An area within the Elementalist's level x 30 feet up to the Elementalist's level x 10 feet in radius becomes completely dark. No light can pass in or out and all light sources are temporarily darkened. This effect lasts for the Elementalist's level minutes.

#### III : Wandering Shadow

The Elementalist transforms his shadow into a Shadow (p. 57 of the main *Mazes & Minotaurs* rulebook) under his control. While the spell lasts, the Elementalist counts as Mindless.

If the Shadow is killed, the Elementalist now lacks a shadow and cannot cast this spell; he will be treated with superstitious fear (penalty of -4 to First Reaction for anyone who notices). However, lacking a shadow affects his soul, making him count as Mindless as regards spells and abilities for ever. Divine Intervention can give him his shadow back.

This magical transformation lasts for a number of minutes equal to the Elementalist's level.



## Random City-States

Adventurers often visit cities and large towns during their travels. The following tables enable Maze Masters to define the main characteristics of these settlements with a few dice rolls, giving each city its own distinctive flavor and features.

In game terms, a city's profile is summarized by the following seven elements :

- 1) Size (how big is the place ?)
- 2) Renown (what is it famous for ?)
- 3) Regime (who rules it ?)
- 4) Peace (how peaceful – or warlike - is it ?)
- 5) Prosperity (how wealthy is it ?)
- 6) Happiness (how happy is the populace ?)
- 7) Justice (how just are the local laws ?)

### 1) City Size

D6	City Size
1-2	Small
3-4	Average
5-6	Large

### 2) Renown

Roll 1d20 once for a Small city, twice for an Average one, three times for a Large one.

D20	Famous Thing
1	A special temple.
2	A sacred place that is not a temple.
3	An oracle.
4	A sorcerer or other magician.
5	A famous noble.
6	A famous non-noble warrior.
7	A famous artisan, sage or philosopher.
8	A monument/public work of art.
9	Local games / arena.
10	A curse from the gods.
11	A blessing from the gods.
12	A prophecy of doom for the city.
13	A prophecy of a great future for the city.
14	A haunting.
15	A spirit guardian.
16	Plagued by robbers.
17	Plagued by monsters.
18	Plagued by non-violent thieves.
19	A local dish / wine/ specialty.
20	A non-human minority.

### 3) Regime

Roll 1d6 (-1 for Small Cities, +1 for Large ones) and consult the following table :

#### 2 or less = Democracy

All free men of property meet at the agora to determine policy or pass judgement.

#### 3-4 = Monarchy

A hereditary King rules the city.

#### 5 or more = Oligarchy

A council of Noble houses rules the city.

Once the general political regime has been defined, roll 1d10. If the result is 10, the regime is modified by special conditions, determined by a new d10 roll :

#### 1-2 = Matriarchy

The ruler(s) of the city are female, not male, due to ancient traditions or divine decree. Democracy: Only free \*women\* of property has any say in the rule of the state. Monarchy: The ruler is always a Queen. Oligarchy: The Noble houses are led by females.

#### 3-4 = Magocracy

The ruler(s) are magicians of some kind, due to ancient traditions or their magical power. Democracy: Only people with any kind of magical have any say in the rule of the state. Monarchy: The king is a magician of some kind. Oligarchy: The heads of the ruling houses are all skilled in magic.



*As you can see, one of our city's most notable wonders is its myriads of random tables – each with its unique entries.*

#### 5-6 = Theocracy

The city is ruled by its temples and priesthoods. Democracy: All temples rule the city together by a council of its priests and priestesses. Monarchy: A single divine king or queen, chosen by the divine patron of the city, rules. Oligarchy: A council of priests or priestesses serving the divine patron of the city rules it.

#### 7-8 = Allegiance

The city is a colony or client of another, more powerful city.

#### 9 = Barbarian Rule

Barbarians have somehow conquered or influenced the city. Democracy: A ruling caste of barbarian tribesmen who once came here rule, and no one else owns property. Monarchy: The royal family descends from a barbarian warlord. Oligarchy: The nobles of the state are descended from barbarians.

#### 10 = Nonhuman Rule

A Nonhuman Folk has somehow conquered or influenced the city. As per Barbarian rule, but change the Barbarians for one group of Folk (chosen by the Maze Master)

### 4) Peace

Roll 1d6 (-1 for Small Cities, -1 for Matriarchies or Magocracies, +1 for Large Cities, +1 for Barbarian or Nonhuman Rule) and consult the following table :

#### 1 or less = Very Peaceful

No war with their neighbours in living memory. First Reaction rolls are at +4 since peace is the way of life, but no one can use the Reputation Effect since adventurers are seen as rather violent.

#### 2 = Peaceful

No war with their neighbours for a generation.

#### 3-4 = Average

No war right now but there was one recently.

#### 5 = Warlike

At war with one of their neighbours.

#### 6 or more = Very Warlike

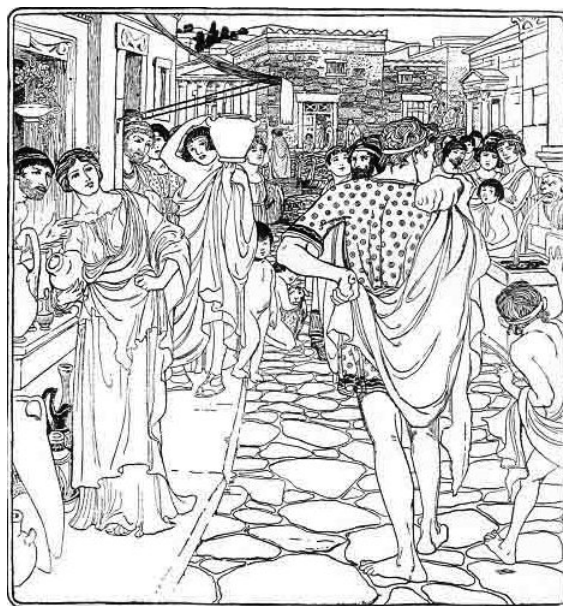
At war with all their neighbours. First Reaction rolls are at -4 since anyone can be a spy for the enemy, but the Reputation effect is doubled since the populace are impressed by adventurers' skills.

### 5) Prosperity

Roll 2d6 (-1 for Small Cities, -1 if Very Peaceful or Very Warlike, +1 for Large Cities, +1 if Peaceful or Warlike) and consult the following table :

#### 2 or less = Very Poor

Roll twice on the Fiscal Misfortune Table. Double all prices. No luxury goods (like jewels, artwork or perfumes) will be bought or sold at all.



*Very Peaceful, Very Prosperous and Very Happy City...  
Damn, I wish I could be as lucky with my own dice rolls.*

#### 3-5 = Poor

Roll once on the Fiscal Misfortune Table.

#### 6-8 = Normal

Roll once on the Fiscal Misfortune and once on the Fiscal Fortune Table. Contradictory results cancel each other out.

#### 9-11 = Rich

Roll once on the Fiscal Fortune Table.

#### 12 = Very Rich

Roll twice on the Fiscal Fortune Table.

### Fiscal Misfortune (1d6)

#### 1 = Bad Communications

All goods costs 10% extra, since import and export are so hard.

#### 2 = No Mines

All goods made of metal or stone costs 20% extra, since the materials must be imported.

#### 3 = Missing Artisans

One kind of craftsman or artisan is missing, and all goods made by them costs double. Roll 1d6 on the Craft table below to determine the missing craft and category of goods.

#### 4 = Low Population

No mercenaries or servants can ever be hired.

#### 5 = Meagre Vineyards

Wine costs three times as much.

#### 6 = Barren Fields / Rare Cattle

Food costs twice as much.

### Fiscal Fortune (1d6)

#### 1 = Good Communications

All goods costs 5% less, since import and export are greatly facilitated.

#### 2 = Rich Mines

All goods made of metal or stone costs 10% less.

#### 3 = Master Artisans

One kind of artisan is especially skilled (or common) in the city, and all goods made by them costs 20% less than usual. Roll 1d6 on the Craft table below to determine the favored craft and category of goods.

#### 4 = High Population

Mercenaries can be hired for 10% less than usual.

#### 5 = Lush Vineyards

Wine costs 50% less than usual.

#### 6 = Bountiful Fields / Abundant Cattle

Food costs 50% less than usual.

### Craft Subtable (1d6)

1 = Weaponsmith (all weapons)

2 = Armorer (armor and shields)

3 = Wainwright (carts, wagons and chariots)

4 = Shipwright (ships)

5 = Horse trainer (all horses, draft, riding or battle)

6 = Blacksmith (all non-weapon metal goods)

### 6) Happiness

Roll 2d6 (-2 if Very Poor, -1 if Poor, +1 if Rich, +2 if Very Rich ; -2 if Very Warlike, -1 if Warlike, +1 if Peaceful, +2 if Very Peaceful) and consult the following table :

#### 4 or less = Very Unhappy

The city is ruled by tyrant(s) or angry mobs. All First Reaction rolls are at -1, but it is easy to hire mercenaries (+1 to loyalty checks) since they desperately want out of here.

#### 5-6 = Unhappy

There is unrest and conflict in the city.

#### 7-8 = Indifferent

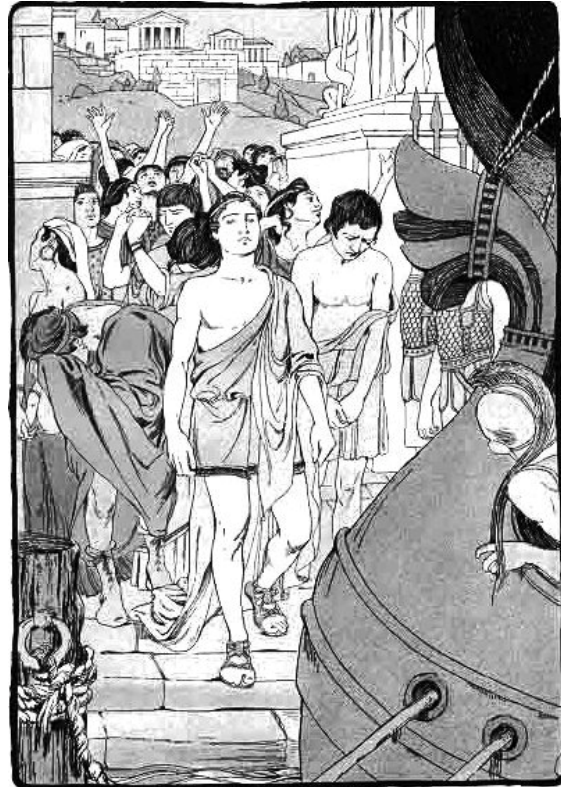
There is conflict among the rulers, but the populace are rather content.

#### 9-10 = Happy

On the whole, the populace is content with its fate.

#### 11 or more = Very Happy

The populace is very satisfied with its lot. All First Reaction rolls are at +1, but it will be more difficult to hire mercenaries (double rates) since they don't want to leave.



*I say, Pyros, it's the LAST time we ever stop for a rest at a Very Unhappy city ! Let's sail away from this place – quick.*

### 7) Justice

Roll 2d6 (-2 if Very Unhappy, -1 if Unhappy, +1 if Happy, +2 if Very Happy) and interpret the final result on the following table :

#### 2 or less = No Justice

Courts and officials are actively corrupt. They will always accept a bribe.

#### 3-4 = Weak Justice

Courts and officials are easily bribed or swayed. They will accept a bribe on a Neutral or better result.

#### 5-9 = Indifferent Justice

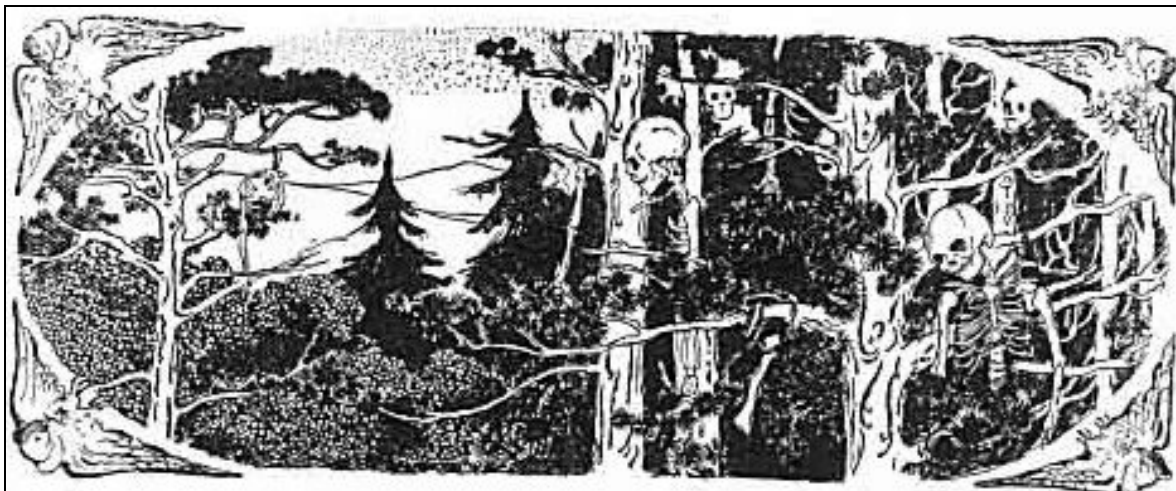
Some judges or officials may be corrupt, but most are reasonably honest. They will accept a bribe on a Trustful or better result.

#### 10-11 = Strong Justice

Courts and officials are very hard to bribe, sway or threaten. They will accept a bribe on a Friendly or better result.

#### 12 or more = Adamant Justice

Courts and officials are absolutely impossible to bribe, sway or threaten.



*Welcome to the World-Famous Forest of Doom Adventure Location.*

## Adventure Plot Generator

Having a game session tonight and desperately stuck for an idea? No need to worry anymore! With our easy-to-use Random Plot Generator, an adventure synopsis can be cooked up with only a few dice rolls, in a matter of minutes!

### Basic Plot Format

All the adventure plots generated by these tables basically follow the same single-sentence structure:

The adventurers are asked by (A) to venture through (B) in order to (C) but (D).

A = Adventure Patron, B = Main Location, C = Main Goal, D = Complications. Simply fill in the blanks by rolling 1d6 on the appropriate tables.

### Table A : Adventure Patron

- 1 = A god or goddess
- 2 = The local king or queen
- 3 = A noble person or a noble family
- 4 = The populace of a village, town or city
- 5 = A wise man or sage
- 6 = A nymph

If God/Goddess or Nymph is rolled, Maze Masters may use the deities and nymph tables given in the first chapter of the *Mazes & Minotaurs* main rulesbook to specify the identity of the Patron.

### Table B : Main Location

- 1 = Deep caverns
- 2 = Ominous ruins
- 3 = A mysterious island
- 4 = A dangerous forest
- 5 = Perilous mountains
- 6 = A sinister swamp

### Table C : Adventure Goal

**1 = Recover a lost or stolen Mythic Item** from the dangerous denizens of the Main Location.

**2 = Defeat a Mythic Monster** (preferably Large or Gigantic) or some other supernatural menace, such as a hostile spirit, a powerful sorcerer etc. This entity is a direct threat to the safety or interests of the Patron and must be destroyed or banished.

**3 = Prevent a disaster** (earthquake, flood, famine, war etc) from occurring, either as the intentional result of a villain's actions or as a form of divine punishment, in which case the goal of the adventurers' deeds is to appease the deity involved.

**4 = Deliver something or escort someone** into safety. In this case, the Main Location is not the final destination but a place that must automatically be passed through to arrive to the journey's end.

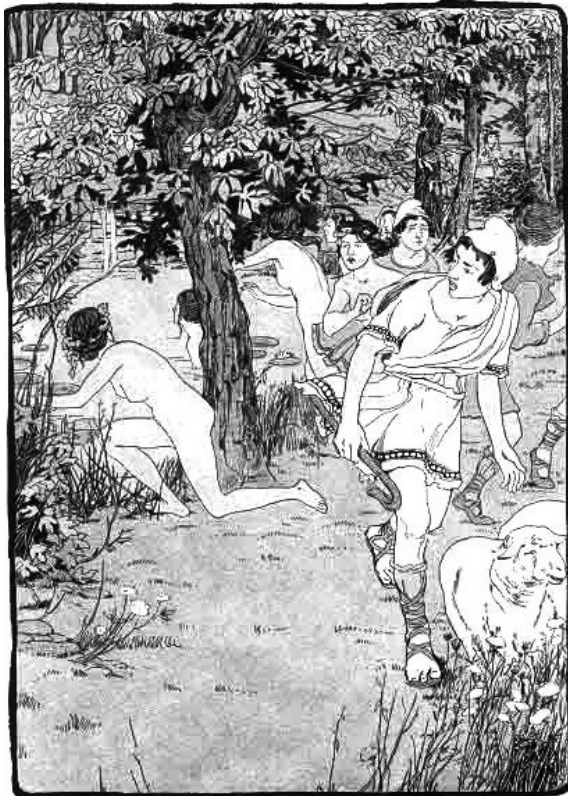
**5 = Rescue important captive(s).** These may be held for ransom, torture, religious sacrifice or other reasons. Their raptors will usually belong to the Beastmen category of Folks, but there are of course other possibilities.

**6 = Defeat a horde of hostile creatures** which are a direct threat to the safety or interests of the Patron, be they Folks, lesser Monsters, minor Spirits, Animates or a mix of all this.



*What? You mean all this was actually randomized?*





*Mmh, that's weird... I don't seem to recall the Adventure Plot Generator mentioned anything about naked Nymphs dancing around trees... wait – is this a Plot Complication ?*

## Table D : Complications

**1 = Foul Play.** The Patron was not entirely honest with the player-characters and has secret goals of his/her own. Depending on this patron's identity, this may mean anything from using the adventurers as pawns to manipulating or even betraying them.

**2 = Two Parts.** There are two different Main Locations for this Adventure (roll again on Table B)

**3 = Far Away.** The journey to the Main Location is very long and perilous, with many dangers and encounters en route.

**4 = Combined / Conflicting Motives.** There are actually two different Main Goals for this Adventure (roll again on Table C).

**5 = Competition / Obstruction.** The adventurers must either compete against a rival group of individuals (or single powerful being) who has the same goals (but wants to get all the Glory or Wisdom for himself) or cope with the unexpected interference of a third party that has nothing to do with the adventure in itself.

**6 = More Complications !** This Adventure is actually very complicated : roll again twice on this table, ignoring subsequent rolls of 6.

## Exempli Gratia

*For the more skeptical among you, here is a short example on how these wonderful tables may be used to spark or aid a Maze Master's creativity.*

*The Maze Master makes four d6 rolls : 2, 4, 3 and 2. These rolls translate as : the adventurers are asked by the local king or queen to venture through a dangerous forest in order to prevent a disaster from occurring but the adventure will also take them to another location : we roll 2 (ominous ruins). How can this be transformed into a reasonably original, working Adventure Plot ?*

*Let's start with the two locations. The forest-ruins combination leads to a fairly obvious interpretation : the ruins are the proper destination of the adventure but the adventurers will have to cross the forest to get there. The conjunction of 'ruins' and 'disaster' strike a light in the Maze Master's mind : this disaster could be tied to some eldritch curse laid on an ancient city, which was destroyed a long time ago by a disaster similar to the one our heroes are now trying to prevent. The Maze Master decides to go for a plague.*

*So the same plague that wiped out the inhabitants of the ruined city on the other side of the forest would now threaten the kingdom where the adventurers are currently staying... but why ? And how could a journey to the ruins avert the new plague ?*

*First, let's concentrate on the why : curses are not random, gratuitous occurrences and always have some sort of justification. After a few minutes of brainstorming, the Maze Master comes up with the following story : the inhabitants of the original city were a very rich and refined people, so proud of their advanced culture that they eventually decided to abandon the worship of their Olympian patron deity (Apollo and Artemis) whom they now considered as 'grossly primitive abstractions'. This of course caused the two deities divine wrath – which decided to go for a good old-fashioned plague because it not only wiped out the entire population but also made them extremely ugly during the last days of their lives – a fitting punishment such vain and arrogant mortals.*

*This is a nice backstory, but how on Mythika could a journey to the ruins of this accursed city enable our fearless heroes to save another city from a similar plague ? The Maze Master ponders over this repetitive pattern and comes up with the following idea : the inhabitants of the city have begun to become as vain and arrogant as the long-dead plague victims... but this time, Apollo has decided to be merciful and to give them a single chance to appease his divine wrath : a chosen group of heroes will have to journey to the ruins of the ancient city (which are, of course, haunted by various malevolent spirits, including ghosts of plague victims etc) and bring back the crown of its last king (as a token of their quest) before seven days have passed.*

*Of course, this crown is ferociously guarded by an army of ghosts and other fell creatures have settled in the ruins. And to make things more challenging (and entertaining to watch), Artemis will plant various encounters and perils along their way through the forest (it is, after all, her own sacred domain). The adventure is now taking shape...*



## 2006 Edition Comments

### New Wave vs Old School

Released in 1984, *Unveiled Addenda* (UA) was firmly rooted into the spirit of the eighties. The second decade in roleplaying game history was an era of evolution and exploration. The times were a-changing, and so was gaming. As a typical 80s gaming product, UA often seems to oscillate between a somewhat superfluous concern for 'realism' (inherited from the 70s wargaming culture) and a somewhat hesitant attempt at what we would now call 'genre emulation' (timidly heralding the 'storytelling renaissance' of the 90s).

The rules on **Weapons of Choice**, **Athletic Advantages** and **Native Milieus** clearly show a will to diversify and 'flesh out' characters – but they also reflect a more-or-less successful attempt to bring the M&M system 'up to date' with one of the eighties' biggest RPG trends : skill systems. Whereas M&M and most old-school games were based on the idea of character classes, vocations or whatever you choose to call them, most of the 'new wave games' (such as **Glyphquest**, which became M&M's strongest competitors) boasted a 'classless' approach and defined characters' abilities as specific skills that everyone could learn and practice, such as Move Silently, Spot Trap or Repair Scabbard - they eventually went a bit over the top with this approach, though.

Another typical feature of the eighties' gaming culture is its obsession with Game Balance (or Systemic Equilibrium as some Maze Masters called it), as illustrated by the **Aging** rules were obviously included to provide some sort of 'realistic counter-measure' to the unabashedly epic orientations of the new rules on **Attributes**.

The **City-State** and **Adventure Plot** generators proved very popular with Maze Masters – but also contributed to develop the infamous « **Table Trend** » of the 80s. Soon, every issue of Griffin magazine included at least one new table of some sort – Seasonal Weather Charts, Sleep Quality Table, Random Daily Events, Random Banquet Food Generator, Random This, Random That... The overdose point was probably reached with a Random Activity Between Adventures table in which your character could actually gain Glory points, find treasure, benefit from Divine Intervention or even DIE as a result of a single D100 roll.

The eighties were also the era of the whole **Roleplaying vs Roll-playing** debate - as exemplified by the **Influence** and **Artistic Performance** rules. These were generally viewed as interesting additions to the system by most Maze Masters and as useless fluff by quite a lot of players (« *Playing music ? What's the point ? What next ? Rules for telling jokes ?* »). Yet, these rules also played an essential part in the development of an entirely different style of play, which left the underground labyrinths and monster-infested caverns to focus on diplomacy, interaction and intrigue. This unusual variant came to be known as *Palaces & Politics* - or *Pedants & Poseurs*, depending on your gaming sensibilities. And speaking of gaming sensibilities...

### The Real Suppressed Arcana

Back in the design stage of UA, one of the very first M&M contributors (whose name shall not be disclosed here for obvious reasons – okay, it was Dave Jenkins, founder and perpetual chairman of the Creative Minotaurian Society) wrote a rather detailed study of sexuality in the M&M world, complete with a Sexual Alignment table, a random prostitute table (with entries like « Contemptuous Hetaïra » and « Overpigmented Tart »), rules for sexual performances and pages of fascinating material about the personal habits of Satyrs and Dryads, lesbian Lyrists, Spartan-style partnership for Spearmen (and its female equivalent for Amazons), erotic Gifts for Nymphs, playing androgynes as 'a third option', how to have intercourse with a Gorgon, Aphrodite's very special artefacts etc.

Of course, the whole thing was rejected and all copies of the original document were destroyed by LGS – who had enough trouble with apocryphal, not-officially-approved supplements like the infamous *Misdeeds & Madness* from Justicars College (which, by the way, can also be found on the M&M Yahoo newsgroup). The age of 'adult gaming content' was still a few years ahead... incidentally, the whole thing sheds a new light on the notorious 1992 LARP scandal in which Dave Jenkins was involved, but I'll say no more on that matter.

### Where is (Insert Title of Favorite Article Here) ?

Despite the spurious claim about « *material that has never before been published* » printed on the cover, some of the stuff compiled in this book actually came from **Griffin magazine**. Yet, strangely, many very popular Griffin articles were also left out – such as the famous « Mc Manus method » for rolling attributes and Dave Jenkins' revised encumbrance rules (which, as you know, had already been integrated into the official M&M errata). These two articles (along with others) are available in their original form from the *Mazes & Minotaurs* Yahoo Newsgroup, the center of the evergrowing M&M Revival Movement on the web. Yes, I know, if you are reading this, there are very high chances that you're already a member of the newsgroup, but with the M&M Revolution spreading like Greek wildfire all over the globe, maybe this PDF file will begin to circulate around the web and get read by thousands of gamers who don't know about the newsgroup yet but are so impressed by *Mazes & Minotaurs* that they definitely want to know more and become part of the... Uh ? Sorry, is this the end of the book already ?