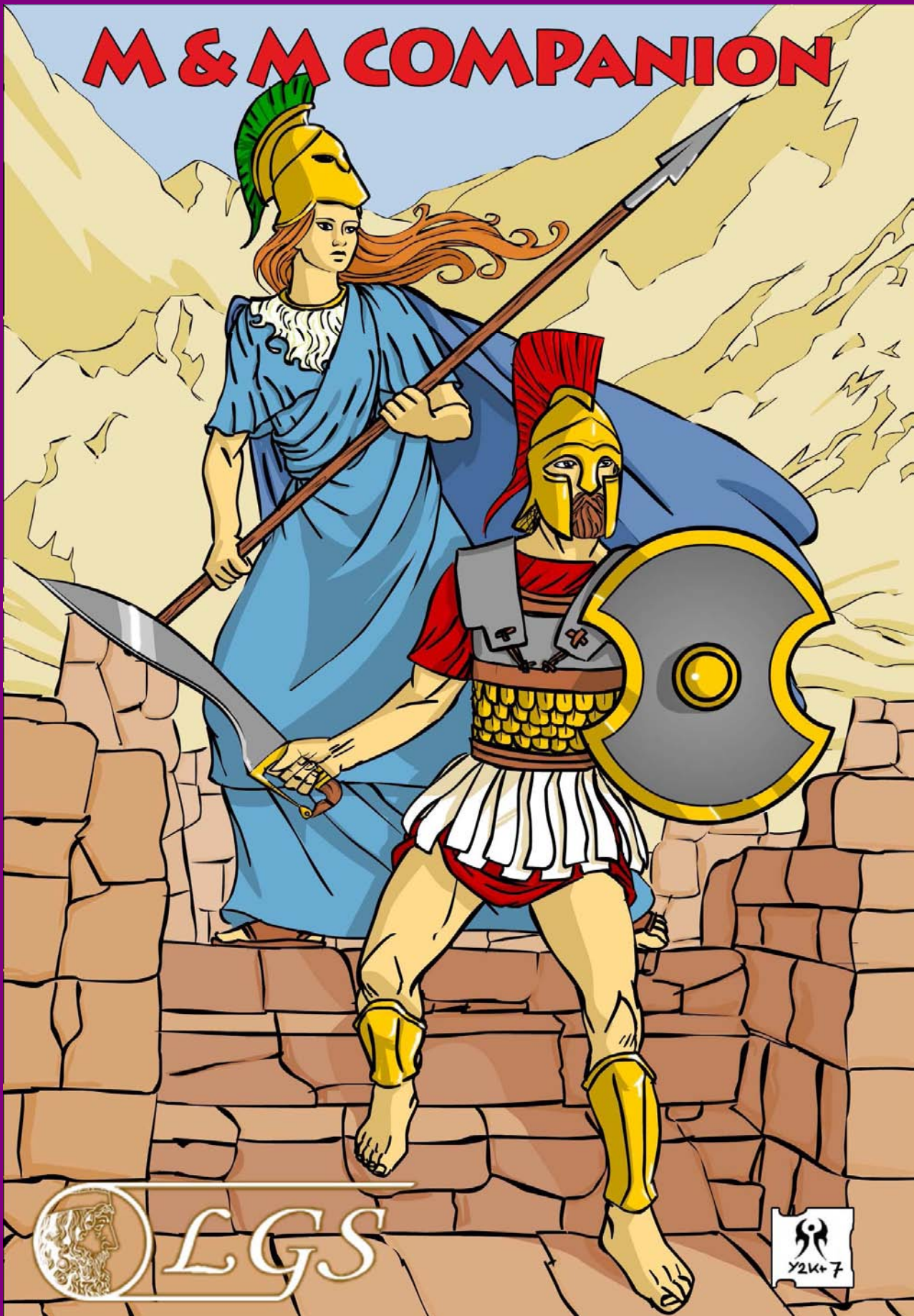


M & M COMPANION



Additional Rules & New Options for Revised MAZES & MINOTAURS

LEGENDARY GAMES STUDIO

MAZES & MINOTAURS

THE ROLEPLAYING GAME OF HEROIC ADVENTURE IN THE MYTHIC AGE

Foreword

The book you are about to read could be described as "the fourth book of the trilogy". Whereas the three *Revised Mazes & Minotaurs* rulebooks previously published by Legendary Games Studio (the *Players Manual*, the *Maze Masters Guide* and the *Creature Compendium*), gave you all the rules needed to play countless perilous expeditions and heroic quests, the *Mazes & Minotaurs Companion* is a collection of optional rules on a wide variety of topics.

'Optional' is the key word here : each Maze Master is free to decide which of these rules they want to use in their M&M games; like all other books and modules published by Legendary Games Studio, the *Companion* is a fully official M&M product, but 'fully official' does not mean 'mandatory'.

In keeping with the spirit of the Revised edition, most of these optional rules are streamlined or (sometimes heavily) reworked versions of rules that first appeared in original, pre-Revision supplements (like the venerable *Men & Monsters* and *Myth & Magic* or the more recent *Unveiled Addenda*) or in the columns of *Griffin* but this book also includes 100% new, never-before published material.

Many of these options take the *Mazes & Minotaurs* rules "beyond the labyrinth", expanding the horizon of the game into new directions and territories, such as military campaigning, divine power plays, court intrigue or even romantic interludes, illustrating the endless possibilities offered by roleplaying games in general and *Mazes & Minotaurs* in particular.

Let the Odysseys begin – over and over again !

Olivier Legrand, Winter 1987

Credits

Editor / Reviser : Olivier Legrand

Contributors : Luigi Castellani, Paul Elliott, Olivier Legrand, John Marron and Erik Sieurin.

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Interior Art : Diverse Hands, including the ancient master John Flaxman (1755-1826) and the talented Squire & Mars feminine duo.

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Special Thanks to Joseph C. Wolf, David Jenkins and, of course, Luke G. Reynard. Additional (and anachronistic) thanks to the Faithful Hoplites of the M&M Yahoo newsgroup (too many to list here, sorry guys !) for their ideas, dedication and loyal support when things went tough. Minotaurian salute to all !

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I : CHARACTER OPTIONS

Background Talents

In addition to their attributes and class abilities, *M&M* characters may be given background talents to reflect their upbringing and prior experience.

Background talents add an extra touch of life to a character's personal history as well as an element of diversity to the composition of any adventuring group, since two characters with the same class may have very different background talents.

Since they represent a character's education and pre-adventuring life, background talents can only be chosen at character creation. With the exception of Nymphs (see below), each character receives **two** background talents, which must be chosen by the player according to the character's class :

Amazon : Choose two talents among Armorer, Beastmaster, Equestrian, Healer, Mountaineer and Wrestler.

Barbarian : Choose two talents among Armorer, Beastmaster, Equestrian, Mountaineer, Woodsman and Wrestler.

Centaur : Choose two talents among Bowyer, Healer, Musician, Orator and Wrestler.

Elementalist : Choose two talents among Orator, Scholar, Armorer (fire), Healer (earth or water), Mountaineer (earth) and Sailor (water).

Hunter : Choose two talents among Beastmaster, Bowyer, Healer, Mountaineer and Woodsman.

Lyrlist : All Lyrlists automatically have the Musician and Orator talents.

Noble : Choose two among Equestrian, Musician, Orator, Sailor, Scholar, Tactician and Wrestler.

Nymph : All Nymphs have the Musician talent but no other talent, since they never received anything resembling an education or apprenticeship. This is counterbalanced by their affinity with their natural milieu (see *Players Manual*). Also remember that Nymphs never get old, so please stop complaining.

Priest : A Priest's choice of talents varies according to his deity. Choose two talents among Armorer (Hephaestus), Beastmaster (Artemis), Bowyer (Apollo, Artemis), Healer (Apollo, Hermes and all Goddesses), Musician (Apollo and all Goddesses), Navigator (Poseidon), Orator (all deities), Scholar (Apollo, Zeus, Athena) and Tactician (Ares, Athena).



Many Centaurs have the Musician background talent

Sorcerer : All Sorcerers automatically have the Scholar talent, plus a second talent chosen among Actor, Healer, Musician and Orator.

Spearman : Choose two talents among Armorer, Equestrian, Healer, Musician, Orator, Sailor, Tactician and Wrestler.

Thief : Choose two talents among Acrobat, Actor, Healer, Musician and Orator.

Example of Talent Selection

Remember our old friend **Pyros the Spearman** ?

As a trained professional soldier from the Land of the Three Cities, Pyros has a very broad choice for his two background talents. His player selects the Tactician and Wrestler talents, making Pyros a decidedly athletic and martial fellow.

As a further illustration of how background talents may help define a character's education and prior experience, we shall also determine the talents of Pyros' companions of adventure, as shown on p 5 of the *Players Manual* :

Lythia the Huntress is a strong-willed, self-reliant forester, making Woodsman a mandatory choice. Lythia's player selects Healing as a second talent, making her a very valuable asset for the party.

Faros the Noble is a heroic (but somewhat overconfident) Noble from the city of Thena. His player selects the Orator and Tactician talents to reflect Faros' typical aristocratic education.

Xenon the Elementalist likes to play the part of the mysterious and charismatic magician : the Orator and Scholar talents seem natural choices for such a character.

Talents in Play

Most talents are directly tied to a specific type of D20 roll commonly used in M&M adventures. When a character is *advantaged* on a D20 roll by one of his talents, two D20s are rolled instead of one and the higher roll is kept as the result.

Some talents may also give a character extensive knowledge in one or even several fields of study. The precise benefits of this knowledge in game terms are left to the Maze Master's discretion and will have to be adjudicated on a case-by-case basis.

As a general rule, such *knowledge talents* should seldom be used in conjunction with dice rolls. The easiest way to use them during the game is simply to give additional (or more accurate) information to the player, reflecting his character's knowledge.

List of Talents

Acrobat	Equestrian	Sailor
Actor	Healer	Scholar
Armorer	Mountaineer	Tactician
Beastmaster	Musician	Woodsman
Bowyer	Orator	Wrestler

Description of Talents

Acrobat : Characters with the Acrobat talent are advantaged on all their climbing rolls and other feats of balance or agility requiring Athletic Prowess rolls.

Actor : Characters with this talent are skilled at feigning emotions and impersonating others. In game terms, they are advantaged on all their deception rolls (see *Influencing NPCs*, chapter VI).

Armorer : Characters with this talent know how to make and repair metal weapons, shields, helmets and breastplates.

Beastmaster : Characters with this talent are advantaged when rolling to tame an animal by craft (see *Taming Beasts & Monsters*, chapter VI).

Bowyer : Characters with this talent know how to make and repair bows (as well as arrows).

Equestrian : Characters with this talent are advantaged on all their Danger Evasion rolls while riding or driving a chariot. This also applies to their horses' own Danger Evasion rolls.

Healer : Characters with this talent have knowledge of basic medical techniques and remedies which allow them to perform simple surgery, deliver babies and (occasionally) speed a patient's recovery. Wounded individuals who recover under the attention of a character with this talent are advantaged on their weekly Physical Vigor roll.

Mountaineer : Characters with this talent 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).

Musician : Characters with this talent know how to play an instrument (usually the lyre or flute); they are also able to compose tunes and to sing in an attractive manner.

Orator : Characters with this talent are advantaged on all their persuasion rolls (see chapter VI) when making public speeches, using rhetorics etc.

Sailor : Characters with this talent are advantaged on all their Danger Evasion rolls made while sailing as well as on all their swimming rolls.

Scholar : Characters with this talent have extensive knowledge in many fields of study - flora, fauna, history, geography, astronomy, philosophy etc. They also know two extra languages.

Tactician : Characters with this talent are trained in strategy, battle tactics, siegecraft and other military arts. This will advantage them in various ways when preparing military operations; it may also be used with the mass combat rules given in chapter III.

Woodsman : Characters with this background talent are advantaged on all their Danger Evasion rolls (including all detection and stealth rolls) made while operating in woodland or forest environment.

Wrestler : Characters with this background talent are advantaged on all their wrestling attacks made against humans and other medium-sized opponents as well as on their rolls to break free from such opponents' grappling holds.



Practicing the Wrestler background talent

Alternate Soldier Classes

This section presents two optional new military classes : Cavalrymen and Archers. Both are more specialized (and thus less versatile) than the standard M&M classes and will probably be more at home in a military-oriented campaign than in a series of epic quests and adventurous odysseys.

ARCHERS

Archers are elite, military-trained bowmen.

Category : Specialists.

Primary Attributes : Skill and Wits

Gender : Male only.

Basic Hits = 10

Marksmanship : Archers add their Skill bonus to their damage roll when using bows.

Quick Aim : Archers add their Wits bonus to their Initiative when using their bow.

Weapon of Choice : All Archers must (obviously) take the bow as their weapon of choice.

Level Benefits : Each level beyond the first gives an Archer +2 Hits, +1 to Luck and +2 to Will, Wits or Skill (player's choice).

Possessions : Bow, quiver of 24 arrows, dagger, sword, helmet and breastplate. Their starting wealth is equal to 3D6 x 5 silver pieces.

Background Talents : All Archers have the Bowyer talent, plus a second talent chosen from Equestrian, Mountaineer, Woodsman, Sailor or Tactician.

Patron Deities : Most Archers follow Apollo.

Advancement : Archers gain Experience by killing enemies and creatures with their bow; these awards are calculated as per the usual Glory awards but are doubled for Archers. Killing opponents in melee combat does not bring any Experience to an Archer.

Reputation Effect : None.



Archer in action !



A proud Cavalryman and his equally proud battle horse

CAVALRYMEN

Cavalrymen are elite equestrian fighters, with expert training in mounted combat and horsemanship.

Category : Warriors.

Primary Attributes : Skill and Will

Gender : Male only.

Basic Hits = 12

Mounted Combat : A Cavalryman adds his Skill bonus to his Initiative and to his melee Defense Class when fighting on horseback.

Horsemanship : Cavalrymen add their Will bonus to all the Danger Evasion rolls they make while riding as well as to their mount's own Evasion rolls.

Weapon of Choice : Cavalrymen usually select the sword or the spear as their weapon of choice.

Level Benefits : Each level beyond the first gives a Cavalryman +4 Hits, +1 to Luck and +2 to Might, Will or Skill (player's choice).

Possessions : Sword, spear, dagger, breastplate, shield and helmet, a good battle-trained horse. Their starting wealth is equal to 3D6 x 10 silver pieces.

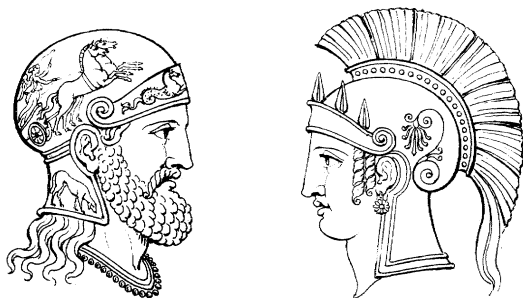
Background Talents : All Cavalrymen have the Equestrian talent, plus a second talent chosen from Armorer, Healer or Tactician.

Patron Deities : Most Cavalrymen follow Ares.

Advancement : As other warriors.

Reputation Effect : Military Comradeship.

Battle Horse : All player-characters Cavalrymen are allowed to start the game with a battle horse of exceptional quality, with the usual characteristics of Horses (see *Creature Compendium*, p 58), plus the *Uncanny Agility* special ability.



Two typically aristocratic profiles

Noble Heritage

Since attributes do not all have the same importance in game terms, allowing a Noble's player to choose his character's second primary attribute will very often result in exceptionally super-Mighty Nobles (and very rarely in super-Graceful ones) – or may leave irresolute players agonizing over the respective merits and drawbacks of each attribute.

Maze Masters may decide to replace this 'free choice' approach with a roll of 1D6 on the **Noble Heritage** table given below, adding an extra degree of randomness and variety to the profile of Noble characters. Luck is excluded from this table since it already acts as a primary attribute for all Nobles.

Noble Heritage

D6	Attribute
1	Might
2	Skill
3	Wits
4	Will
5	Grace
6	Player's Choice

A Noble's favored attribute may also be used to determine the **divine affiliation** of his family. This indicates which god or goddess acts as the Noble character's patron deity and may also reflect the character's divine lineage if he belongs to a family that claims to descend from a god. To determine this divine affiliation randomly, roll 1D6 on the table below, cross-referencing the result with the favored attribute. Note that these tables do not list all gods and goddesses and only include suitably aristocratic deities like Zeus, Athena, Apollo and a few others.

Noble Divine Affiliation

D6	Might	Skill	Wits	Will	Grace
1	Ares	Apollo	Apollo	Athena	Aphrodite
2	Ares	Apollo	Artemis	Athena	Aphrodite
3	Poseid.	Artemis	Athena	Hera	Aphrodite
4	Poseid.	Athena	Hermes	Poseid.	Apollo
5	Zeus	Athena	Zeus	Zeus	Apollo
6	Zeus	Zeus	Zeus	Zeus	Zeus

Heroic Development

Every time a character reaches a new level, he gains 2 extra points in one of the attributes listed in the level benefits of his chosen class, as detailed in the first chapter of the *Players Manual*.

Since no attribute can exceed 20, this means that characters who start with very good or exceptional scores in their class-related attributes will tend to reach their peak at an early level.

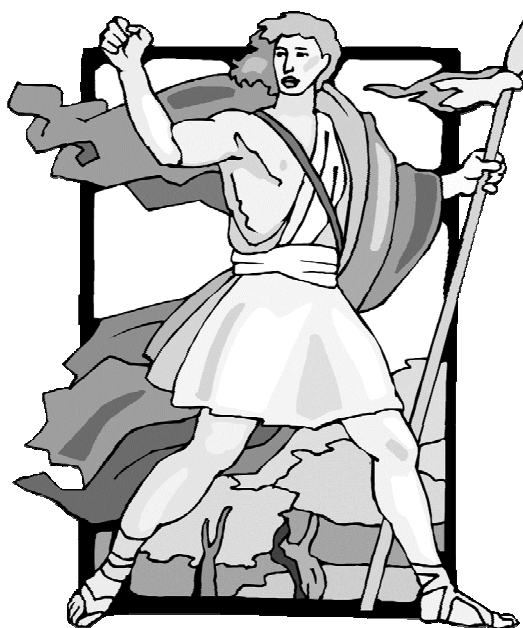
A Spearman who starts with a Skill score of 18, for instance, will only have the opportunity to increase this attribute once before reaching the upper limit of 20 ; once this limit is reached, the character will still be able to increase his Might, his Will or even his Wits but will have reached his peak as far as weapon expertise (Skill) is concerned.

This « attribute peak » limitation is not a design flaw and was purposefully built into the system with game balance in mind. Yet, some players and Maze Masters may find this limitation a bit frustrating.

At the Maze Master's discretion, the following optional rule of Heroic Development may be used to boost the improvement potential of characters.

Unlike other attributes, the two primary attributes of a character (ie Might and Will for Barbarians, Luck and another attribute for Nobles etc) may be raised up to a maximum, truly Supreme score of **21**, for a corresponding modifier of +5.

Thus, Amazons and Spearmen will be able to reach unparalleled heights of Skill (reflecting their superior martial training), while Nobles, Priests, Lyrists and Nymphs will be able to improve their Luck past the usual limit of 20 (reflecting their higher divine favor).



Heroic Development has changed my life !

2007 Edition Notes & Comments

It's All Optional

Welcome to the 20th anniversary fac-simile edition of the *Mazes & Minotaurs Companion*, often referred to as "the fourth book of the trilogy".

Unlike the three core books of the Revised rules (the *Players Manual*, the *Maze Masters Guide* and the *Creature Compendium*), the *Companion* was ENTIRELY composed of optional rules.

The persistence with which the authors of this venerable tome constantly remind their readers that "all of this is strictly optional" might appear a bit surprising by today's standards : in our enlightened 21st century, Maze Masters (or game masters in general for that matter) have long taken the healthy habit of tweaking and customizing game mechanics according to their own gaming tastes...

But back in 1987, terms like "strictly official", "completely noncanon" and "house rules" (not to mention the ubiquitous "simple question of common sense" or the dreaded "semi-official clarification") could easily turn what had begun as a friendly evening of heroic gaming into a four-hour long session of heated squabbling about Maze Master's fairness, game balance, mythic realism and various other cryptic concepts.

Back in those days, the Letters page of *Griffin* magazine was regularly invaded by recurring and passionate controversies about fascinating topics such as the real effects of combat fatigue, the time it actually takes to draw a sword from its scabbard with an arrow in your arm, how magic was really supposed to work and, of course, cubic feet.

By the middle of the 80s, the term "rule lawyer" began to appear; conventions, magazines and even local gaming shops were regularly plagued by self-proclaimed M&M experts who had apparently more fun at lecturing other people on How the Game Should be Played than at actually playing it.

The Gaming Inquisition

These people became quickly known as "the Gaming Inquisition" and the words "Ah ah ! Nobody expects the gaming inquisition !" became a popular catchphrase around gaming tables.

Worst of all, the Gaming Inquisition had its own arch-enemies, who were easily as fanatical and boring : the so-called "Revisionists" whose only goal in life seemed to inflict on anyone even remotely interested in M&M lengthy diatribes about Why and How This Particular Rule Should be Changed.

Within such a heated context, the whole "strictly optional" mantra of the M&M Companion resounded as a declaration of gaming freedom.

It was a way of telling players and Maze Masters : *Hey, this is only a game and these rules are only tools for you to use, not the bloody Constitution, Bible, Qûran or Little Red Book. Feel free to interpret them, modify them, expand them as you like. Have fun (and get a life, too).*

Sure, this declaration might seem pretty timid by today's standards (and I'll say nothing about Gaming Theory here) but back in those days, it really struck a blow for tabletop freedom. Now you know what those weird older gamers refer to when they talk about the "spirit of 87".

First Reactions

But let's get back to the book itself - and let's start with the beautiful, full-color cover art by Luigi Castellani. Like pretty much everything related to *Mazes & Minotaurs*, this picture had its fervent supporters and its detractors.

I will always remember the reaction of M&M guru Luke G. Reynards (yes, the *Twists in the Maze* guy) when he first saw the Companion cover : "Wow. Feels like the Virgin Mary is sooo going to kick your ass." He was, of course, referring to the blue-robed priestess of Athena.

Most of the various Character Options presented in the first chapter proved very popular with players and Maze Masters alike – especially the Heroic Development rule ("At last ! A simple and elegant solution to the biggest flaw in Revised M&M !") and the Background Talents, which added variety to characters "without grafting a *Glyphquest*-like fully-fledged skill system on good old M&M". The rules on Noble Heritage were obviously more popular with Maze Masters ("At last ! A simple and elegant solution to the biggest flaw in Revised M&M !") than with players ("Improved Grace ?? Give me a f***ing break !"). Of course, you could always find people who were completely unhappy with everything ("And you call this a skill system ?").

Revised or Recycled ?

As noted in the Introduction, a good proportion of the material included in the *Companion* had already been published in supplements for the original M&M rules (such as the memorable *Unveiled Addenda*) or in the pages of the *Griffin* magazine;

This is why some detractors of *Mazes & Minotaurs* (most of whom were ex-*Wargamist* contributors) used to talk about Recycled (and not Revised) M&M. But such crude sarcasms were a bit unfair, since most of this previously-published material had been thoroughly Revised (and not simply Recycled).

And now it's time to Go Mythical...

II : DIVINE AGENTS

Divine Favor

All M&M player-characters are assumed to enjoy some degree of favor from the gods in general and from their patron deity in particular.

In game terms, this form of divine attention is reflected by the character's Luck and by the fact that all characters increase their Luck as they gain new levels : thus, the more Glory, Wisdom or Experience a character accumulates, the more attention and protection he will receive from their patron deity.

Deities may grant even more spectacular privileges to a chosen few among their many devotees and protégés. These very rare individuals, who act as their patron deity's champions and troubleshooters in the mortal world, may be called by a variety of titles, such as Herald of Apollo, Champion of Athena, Warlord of Ares or Chosen of Aphrodite; in game terms, they are collectively known as Divine Agents.

The following rules detail the various requirements, special benefits and obligations associated with the status of Divine Agent.

Like everything else in the *M&M Companion*, these rules are entirely optional and should probably not be used in M&M campaigns which do not place a major emphasis on the various conflicts and power plays of the Olympian deities.

Becoming an Agent

A player-character can only become a divine agent if the player and the Maze Master (who rules over all divine decisions) agree on this choice.

The character must also have a score of **20** in Luck and a score of **16** or more in another attribute, which varies according to each deity's personality and sphere of influence (see below).

Thus, only a few Nobles might start the game as divine agents, since they are the only ones who can meet such requirements at level 1. Other characters will have to reach higher levels before attracting their patron deity's closer attention.

If all these conditions are met, the deity will appear to the character at a suitable time and let him know he has been chosen as a new divine agent. This usually occurs when the character reaches the level which allows him to meet the attribute requirements.

Once the divine agent status has been conferred to a character, there is no turning back : this is a life-long commitment and agents who abandon their sacred duties are sure to provoke their patron's divine anger – but more on this later.



Hello, I'm looking for a brave and noble champion...

Divine Boons

The special benefits granted by a god to his agents are called **divine boons**. A character receives **three** such divine boons as soon as he becomes a Divine Agent. In addition, he will also receive one extra divine boon at each new level he gains thereafter.

Thus, a character who is made an Agent at level 4 will receive three boons at level 4, another one at level 5 and a last one at level 6.

Although they are granted by the deity, divine boons are chosen by the agent's player. There are three different types of divine boons : **Mythic Attributes**, **Divine Calls** and **Mythic Items**.

Mythic Attributes

This boon can only be taken to increase an attribute which has already reached the usual limit of **20**, increasing it to the Supreme score of **21** (see p 6) even if it is not one of the primary attributes of the character's class. This boon can only be taken once for each attribute favored by the deity (see below).

Divine Call

This divine boon allows him to call a single Divine Intervention as per the level 6 Divine Prodigy, except that it costs no Power points to use and works automatically.

This boon can be chosen several times, since each Divine Call only guarantees ONE answer.

Unlike the Divine Intervention prodigy, Divine Calls can even be sent by unconscious or dying Agents, in which case the help received will often take the form of a life-saving *deus ex machina*.

Remember that gods do not always intervene in person; they often prefer to act in disguise or through spectacular manifestations of their power over nature, which might also be interpreted as natural phenomena (especially in the case of gods such as Zeus or Poseidon).

Mythic Items

The deity gives a mythic item to the character. The item will be chosen by the Maze Master among the items associated with the deity, as detailed below. This boon can be taken multiple times, granting the character a different item each time.

Deities can only give mythic items which are associated with their name or sphere of influence. Each deity is given a list of typical mythic items (see below) but this list is by no means limitative ; the Maze Master remains the final arbiter on this matter.

As a general rule, two types of mythic items are never granted as divine boons : items with a limited number of uses such as potions (which are too ephemeral to qualify as proper boons) and, of course, Unique Artifacts, which can *only* be gained as the result of epic quests and odysseys.

Conditional Boons

In some situations, deities may send characters who are not (or not yet) their appointed Agents on quests or other perilous missions, even if the characters do not meet the requirements of Divine Agent status. This often occurs in desperate times, when the player-characters happen to be the only or the most suitable champions available on short notice.

In such cases, each character chosen by the deity will be granted a single Mythic Item (selected by the Maze Master rather than by the player). If the quest or task is fulfilled, the character will be allowed to keep the boon; if, on the other hand, the character fails, the deity will take back its gift.

This particular approach might even be used in campaigns which do not feature full-time Divine Agents, allowing characters to become "occasional agents" of the gods without attaching their entire life and destiny to the service of a deity.



Agents should always think twice before provoking their patron's divine anger

Obedience & Reprisals

As can be seen, being a divine agent confers many powerful benefits - but as one great sage once said : with great power comes great responsibility... and divine agents have the greatest responsibilities of all. In game terms, these great responsibilities are reflected by the agent's sacred mission (see below).

Even more than other characters, divine agents are expected to show an irreproachable degree of zeal and obedience in the service of their patron deity.

Whenever an agent causes the wrath of his deity by his decisions or actions, he *permanently* loses one of his boons – be it a Mythic Attribute, a Mythic Item or unused Divine Calls. This choice is made by the Maze Master, playing the role of the deity.

If the character has already lost all his boons, he suffers a permanent divine curse which reduces his Luck score by 2D6 (down to a minimum of 1).

On the other hand, an ex-agent is freed from all his obligations toward his ex-patron deity. If he ever does anything that should cause the deity's anger, however, he will immediately suffer XD6 of damage, where X equals his own level. That's what you get for being an ungrateful and stubborn mortal.

Divine Agent Profiles

This section gives a general profile for the agents of the 12 major deities, using the following format :

Preferred Classes : The characters most likely to be chosen as agents by the deity. As implied by the term "preferred", exceptions are always possible, as long as the attribute requirements are met. "Priest" or "Priestess" always refers to the deity's own.

Requirements : This gives the minimum attribute scores required to become the deity's agent.

Sacred Mission : The character's general duties and responsibilities as a divine agent.

Favored Attributes : The attributes which can benefit from a Mythic Attribute boon (see above).

Mythic Items : Examples of items which may be given by the deity as divine boons. These lists are by no means exhaustive and may be expanded by Maze Masters to include additional items.

Special Restrictions : Each god or goddess has a special restriction regarding the divine boons it may grant to its agents. This restriction usually reflects the deity's personality and attitudes toward mortals.

Agents of Aphrodite

Preferred Classes : Noble, Lyrist, Priestess.

Requirements : 20 in Luck, 16+ in Grace.

Sacred Mission : Agents of Aphrodite must protect and defend her priestesses, devotees and sacred sites. Aphrodite also has a tendency to embroil her agents in her games of divine intrigue, especially if agents of other deities are also involved.

Favored Attributes : Grace, Luck and Wits.

Mythic Items : Aegis, Dagger of Aphrodite, Amulet of Aphrodite, Tunic of Fortune.

Special Restrictions : Aphrodite loves to intervene in the affairs of mortals. For this reason, the first three divine boons granted to an agent of Aphrodite must include at least one Divine Call.



A Huntress Agent of Artemis with her loyal companion

Agents of Apollo

Preferred Classes : Centaur, Hunter, Lyrist, Noble, Nymph, Priest, Light Elementalist (see chapter III).

Requirements : 20 in Luck, 16+ in one attribute among Skill, Wits and Grace.

Sacred Mission : Divine agents of Apollo must protect and defend his sacred sites, his priests, his devotees and his various protégés, which include most lyrists and oracles. They must also help to spread the worship of their divine patron (even in a purely solar, abstract form) throughout the world.

Favored Attributes : Grace, Skill and Wits.

Mythic Items : Bow of Apollo, Breastplate of Apollo, Spear of Defense, Spear of Striking, Staff of Light, Harp of Poetic Insight.

Special Restrictions : Apollo prefers his agents to be truly exceptional individuals. For this reason, the first three divine boons granted to an agent of Apollo must include at least one Mythic Attribute.

Agents of Ares

Preferred Classes : Barbarian, Noble, Spearman.

Requirements : 20 in Luck, 16+ in Might.

Sacred Mission : Divine agents of Ares must protect and defend his sacred sites, his priests and his devotees. From time to time, Ares may also command them to actively participate in wars – or even to contribute to their outbreak.

Favored Attributes : Might, Skill and Will.

Mythic Items : Breastplate of Ares, Helmet of Ares, Spear of Striking, Sword of Ares.

Special Restrictions : Ares despises those who call for help. For this reason, the god of war never grants Divine Calls to his divine agents.

Agents of Artemis

Preferred Classes : Amazon, Centaur, Hunter, Noble, Nymph (Dryad), Priestess.

Requirements : 20 in Luck, 16+ in one attribute among Skill, Wits or Grace

Sacred Mission : Divine agents of Artemis must protect and defend their goddess' sacred sites, her priestesses, devotees and various protégés, which include most dryads, wild beasts and various forest Folks such as Acteons, Sylvans and Bee-Folk.

Favored Attributes : Grace, Skill and Wits.

Mythic Items : Bow of Artemis, Quiver of Artemis, Amulet of Artemis, Girdle of Protection, Tunic of Fortune, Bridle of Taming, Flute of the Shepherd.

Special Restrictions : The first three divine boons granted to an agent of Artemis must include at least one Mythic Item and one Mythic Attribute.



A valorous and charismatic Agent of Athena

Agents of Athena

Preferred Classes : Amazon, Noble, Priestess, Spearman.

Requirements : 20 in Luck, 16+ in one attribute chosen among Skill, Wits and Will.

Sacred Mission : Divine agents of Athena must protect and defend her sacred sites, her priestesses and her devotees. They must also help to spread civilization, peace and wisdom throughout the world.

Favored Attributes : Skill, Will and Wits.

Mythic Items : Aegis, Helmet of Athena, Spear of Athena, Spear of Defense.

Special Restrictions : Athena is a goddess of protection and personal excellence : the first three boons she grants to an agent must always include at least one Mythic Attribute or one Mythic Item.

Agents of Demeter

Preferred Classes : Nymph (Napaea or Helead), Priestess. Agents of Demeter are always females.

Requirements : 20 in Luck, 16+ in Will.

Sacred Mission : Divine agents of Demeter must protect her sacred sites, priestesses and devotees (which include many peasants and country folks).

Favored Attributes : Wits and Will.

Mythic Items : Caduceus, Staff of Earth, Amulet of Health, Amulet of Protection, Ring of Good Fortune, Tunic of Fortune, Flute of the Shepherd.

Special Restrictions : Demeter rarely intervenes in mortal affairs. The first three boons she grants cannot include more than one Divine Call.

Agents of Hephaestus

Preferred Classes : Barbarian, Priest. Male Elementalists specialized in Earth and Fire may also be considered if nobody else is available.

Requirements : 20 in Luck, 16+ in Might or Will.

Sacred Mission : Agents of Hephaestus must protect and defend his sacred sites, his priests and his devotees (which include most blacksmiths) ; he must also help the various races placed under the smith-god's protection (such as Lesser Cyclops).

Favored Attributes : Might and Will.

Mythic Items : Aegis, Weapons of Hephaestus.

Special Restrictions : Hephaestus does not usually meddle in the affairs of mortals. For this reason, he never grants Divine Calls to his divine agents. In addition, the agent's first three divine boons must include at least one Mythic Item.

Agents of Hera

Preferred Classes : Noble, Priestess.

Requirements : 20 in Luck, 16+ in one attribute chosen among Wits, Will and Grace.

Sacred Mission : Agents of Hera must protect and defend her sacred sites, her priestesses and her devotees. Their patron goddess will also regularly command them to interfere with her husband's own affairs and intrigues in the mortal world...

Favored Attributes : Will, Wits, Luck and Grace.

Mythic Items : Aegis, Sword of Ruse, Amulet or Girdle of Protection, Ring of Invisibility, Cloak of Concealment, Tunic of Fortune.

Special Restrictions : Hera loves to intervene in mortal affairs and watch her protégés closely. For this reason, the first three divine boons given to an agent of Hera must include at least one Divine Call.



*Sandals of Speed and Caduceus
A typical mythic panoply for Agents of Hermes*

Agents of Hermes

Preferred Classes : Priest, Sorcerer, Thief.

Requirements : 20 in Luck, 16+ in Wits.

Sacred Mission : Agents of Hermes must protect and defend his sacred sites, his priests and his numerous devotees (which include many traders, merchants and travellers) ; they must also help to expand and develop the practice of peaceful trade between cities and nations.

Favored Attributes : Wits, Luck and Grace.

Mythic Items : Ring of Good Fortune, Sandals of Hermes (especially that), Caduceus.

Special Restrictions : Hermes loves his agents to have visible tokens of their divine responsibilities; for this reason, the first three boons granted to an agent of Hermes always include at least one Mythic Item (especially a Caduceus or Sandals of Hermes).

Agents of Hestia

Preferred Classes : Priestess. Hestia never uses any other character class as her divine agents.

Requirements : 20 in Luck, 16+ in Will.

Sacred Mission : Divine agents of Hestia must protect and defend her sacred sites, her priestesses and her numerous devotees.

Favored Attributes : Will and Grace.

Mythic Items : Caduceus, Amulet of Health, Amulet of Protection, Ring of Fortune, Tunic of Fortune.

Special Restrictions : A goddess of modesty and domestic life, Hestia only selects her divine agents from the ranks of her own Priestesses.

Agents of Poseidon

Preferred Classes : Noble, Nymph (Nereid), Priest.

Requirements : 20 In Luck, 16+ in Might or Will.

Sacred Mission : Divine agents of Poseidon must protect and defend his sacred sites, his priests and his devotees (which include various undersea folks such as Dolphins, Tritons, Mermaids, Nereids etc).

Favored Attributes : Might and Will.

Mythic Items : Trident of Fury (same properties as a Spear of Striking), Amulet of the Merfolk, Amulet of the Nereids.

Special Restrictions : Poseidon does not like to be disturbed from his undersea realm but has been known to intervene at the request of his champions ; for this reason, the first three boons granted to his agents cannot include more than one Divine Call.

Agents of Zeus

Preferred Classes : Noble, Nymph (Oread), Priest.

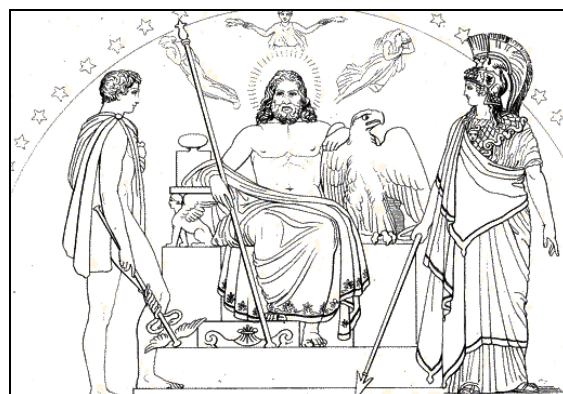
Requirements : 20 in Luck and 16+ in any other attribute (Zeus has eclectic tastes).

Sacred Mission : Agents of Zeus must protect and defend his sacred sites, priests and many devotees. They must also do everything in their power to battle creatures of Chaos and other enemies of Olympus. From time to time, Zeus will also command them to intervene in the affairs of kings and other powerful mortals or in his own games of intrigue against the agents of his spouse Hera.

Favored Attributes : Might, Will, Luck and Wits.

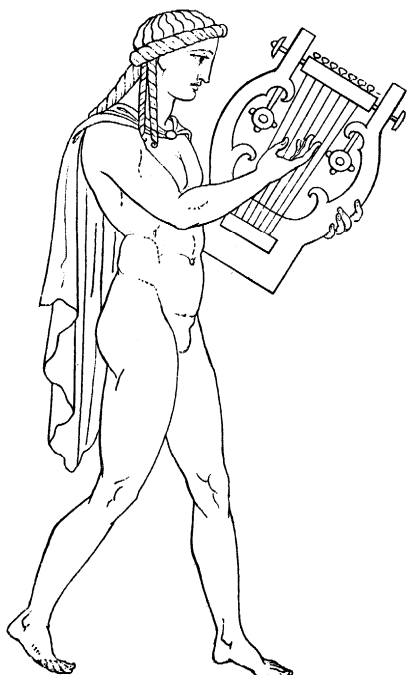
Mythic Items : Aegis, Lightning Bolt, Sword of Ruse, Staff of Light, Wand of Air, Amulet of Protection, Ring of Fortune, Ring of Invisibility.

Special Restrictions : As the supreme ruler of all gods, Zeus places no special restriction on the boons he grants to his agents.



What ? Another call for divine assistance ? Again ?

2007 Edition Comments



Here Come the Agents !

Remember the great Mazist / Mythist / Modernist schism of the 90s ? Well, it's an uncontested fact among hobby historians that it all started with the *Companion* – and their Divine Agents rules.

The concept of “divine boons” was first introduced in the 1973 *Myth & Magic* supplement but many of its specific features had been made obsolete by the new Revised rules, which no longer used Faith as an attribute and allowed characters to improve their attribute scores as the regular form of personal advancement, something which could only be done with divine boons in the Original M&M rules.

All this to say that the Divine Agents rules had been much awaited and were generally welcomed by the M&M community at large.

From Two Options to Four Styles

One interesting aspect of these rules is the way they interacted with the Heroic Development option to create four different combinations that eventually evolved into four different styles of play, each with its own jargon nomenclature : **Standard** campaigns used neither option, while campaigns which used either the Heroic Development option or the Divine Agents rules (but not both) were respectively called **Heroic** and **Mythic**. Campaigns which combined both options (by far the most frequent choice) were known by a variety of weird appellations, such as **Hero-Mythic**, **Mytho-Heroic** or **Full Monty**.

From Four Styles to Three Schools

By the end of the 80s, these various combinations laid the foundations for the three “schools of thought” that would dominate much of the 1990s :

Mazists (who mainly saw M&M as a game of good old cavern-crawling and monster-slaying) tended to favor Standard or Heroic campaigns,

Mythists (who wanted to “go back to the mythological roots of the game”) were clearly in favor of the Mythic approach (or “mythic paradigm” to use typical Mythist jargon)

...and **Modernists** (who were aptly described by a Californian friend of mine as “the cosmic children of Ray Harryhausen and that British guy who wrote this *War of the Kings* trilogy” – he was, of course, referring to the world-famous J.R.R Tarquin, but Jim had a bad memory when it came to literature) were strong proponents of the Full Monty / Mytho-Heroic / Anything Goes philosophy.

The Coming of Mithras

By the end of the 80s, these various combinations The Divine Agents rules also played a major role in the birth of the notorious “Mithraic Heresy”, which created yet another take on the M&M universe (and caused yet more uproar, dissent and division among the M&M community (not to mention terrible moments of metaphysical doubts).

But that little piece of gaming history is a whole story in itself – see p 28 for more details...



III : COMBAT OPTIONS



A prone noble warrior suffering a -4 penalty to his EDC.

New Tactics & Techniques

Bashing

This special attack can only be attempted by a character armed with a battle weapon. It cannot be used against Large or Gigantic opponents. It may be combined with a *Charge into Battle*.

The character may elect to make a bashing attack instead of his usual melee attack, using his armament to push back (or even knock down) his opponent – rather than to wound him. A character who attempts a bashing attack gains a special +2 attack bonus if he has a shield.

If the attack roll succeeds, the defender takes no damage but is knocked down. He will then have to spend an entire battle round getting up, suffering a penalty of -4 to his melee EDC while prone.

Disarming

This special attack can only be used by a character with a Skill of 13+ armed with a sword. It cannot be used against opponents with a larger Size category.

Instead of attacking his opponent to injure him, the attacker tries to disarm him. This requires a Melee attack roll against a special target number equal to 20 + the defender's own Melee modifier. This makes disarming an extremely difficult maneuver, unless your Melee mod is significantly higher than your opponent's. In a game like M&M, this maneuver is more a showy display of swordsmanship rather than a sensible option in a real, full-blooded fight.

If the attack succeeds, the target takes no damage but loses his weapon. Picking up a dropped weapon during melee takes a full battle round, during which the character can perform no action other than defense (with a -4 penalty to his EDC, as if prone).



Hey, Andros, maybe it's time to use this Double Attack tactic you told me about...

Double Attack

Characters are normally limited to a single melee attack per battle round but warriors (and only them) may try to 'split' their attacks between two different opponents engaged in melee during the same battle round. This requires a Melee modifier of at least +4.

These attacks will both take place at the character's regular Initiative score, with a separate attack roll for each, with a Melee attack mod equal to one-half the character's usual Melee mod (rounded down).

This special tactic cannot be used to attack the same opponent twice in the same round. It cannot be combined with any other special melee tactic, except *Charge into Battle* (in which case the Charge bonus applies to both attack rolls) or *Shield Bashing* (in which case the Bashing effects only apply to one of the character's two attack rolls).

Mounted Archery

It is normally impossible to shoot a bow while riding a horse... except for Amazons with the Equestrian talent. Even for such characters, however, shooting a bow while riding will incur a -2 attack penalty (or -4 if the horse is galloping).



The ancient Amazon art of equestrian archery

Net Fighting

Characters with a Skill of 13+ may use a net as an off-hand weapon. This net may be used to deliver a special entangling attack instead of the character's regular melee or missile attack in any battle round.

When used as a missile weapon, the net has a range equal to the character's Might in feet but can only be used once per combat, just like any other thrown weapon. When used as a melee weapon, the net can be used for multiple attack attempts.

In all situations, attacking with a net requires a successful Missile attack roll against the target's Basic Defense Class (no armor or shield bonuses).

Also note that the usual modifiers for target size do not apply to this roll. On the contrary, the larger a creature, the harder it will be to catch or ensnare. Simply reverse the usual target modifiers (ie Tiny +4, Small +2, Large -2, Gigantic -4).

If the attack succeeds, the target takes no damage but must make a Danger Evasion roll to avoid becoming entangled in the net. If this roll fails, the target cannot move but may continue to fight with an attack and Initiative penalty of -4. This penalty also applies to any subsequent Danger Evasion rolls the character may have to make. The entangled character may try to break free as per the wrestling rules, rolling against a hypothetical Might of 16.

In melee, the net wielder may also attempt to pull an ensnared target down to the ground. To do this, he must roll a successful wrestling attack against the ensnared individual's Might score. Prone characters suffer -4 to their melee EDC.

Creatures quite likely to use nets in combat include Bronze Colossi (with a Might of 20 due to their Large size), Ichtyocentaurs, Sons of Dagon, Swamp Folk and Tritons. In this case, this special weapon should add +5 to the creature's basic Glory award, since it represents a weaker version of the *Entangle* special ability. Lastly, only creatures which also have the *Missile Weapons* special ability will be able to use their net outside melee combat. In all cases, the creature will use its net with an attack mod equal to the sum of its Ferocity and Cunning (with a +2 bonus for Large creatures, who use larger nets). A combat net costs 20 sp and has an encumbrance value of 1 (because of its bulk).



See what I told you ? You can't beat this combo !



- Ayaaah ! It's Homeric Combat time !!!

Homeric Combat

The following optional rules may be used to add an extra element of epic heroism, spectacular violence and dramatic unpredictability to combats.

Critical Hits

Whenever a player-character's Melee or Missile roll exceeds the target's EDC by 10 or more, the attack is a *critical hit*. Critical hits represent exceptionally well-aimed (or incredibly lucky) blows or shots. Whenever a *critical hit* occurs, a new D20 roll must be made on the appropriate table (see next page).

This rule only applies to player-character's attacks ; creatures and NPCs (no matter how powerful) can never inflict critical hits. This restriction reflects the fact that player-characters are the heroes of the story and thus enjoy a greater degree of combat fortune and dramatic stature.

Fumbles

Whenever an attack roll results in a natural roll of 1 (regardless of modifiers), the attack is not only a failure, but a *fumble*. A new D20 roll must then be made on the appropriate table (see next page).

This risk theoretically applies to all attackers, except for player-characters (and major NPCs) with a Luck of 13+, who are lucky enough to be immune to such embarrassing failures. Thus, most high-level PCs and NPCs will be immune to fumble results. Lastly, creatures using their natural weapons (claws, fangs etc) are also immune to fumbles.



Fumbles : How to Make a Fool of Yourself In Melee

Melee Critical Hits

1-4 = Stunned !

Opponent takes normal damage and is -2 to attack and EDC next round.

5-8 = Dazed !

Opponent takes normal damage and is -4 to attack and EDC next round.

9-12 = Knocked Down !

Opponent takes normal damage and is knocked down and must spend a round getting back up. Prone characters suffer a -4 penalty to EDC.

13-14 = Armor Strap Cut !

Opponent takes normal damage and loses a randomly chosen piece of armor. If the opponent wears no armor, roll an extra D6 for damage.

15-16 = Weapon/Shield Broken !

Opponent's weapon is broken – unless he has a shield, in which case the shield is rendered useless. Opponent also takes normal damage. If the opponent has no weapon (other than its natural ones), roll an extra D6 for damage.

17-18 = Grievous Wound !

Roll an extra D6 for damage.

19 = Maimed !

Opponent takes 2 extra dice of damage and loses a randomly chosen limb.

20 = Instant Kill !

Attacker beheads (or otherwise instantly kills) his opponent (even if multiple-headed).

Missile Critical Hits

1-5 = Stunned !

Opponent takes normal damage and is -2 to attack and EDC next round.

6-10 = Dazed !

Opponent takes normal damage and is -4 to attack and EDC next round.

11-16 = Knocked Down !

Opponent takes normal damage and is knocked down and must spend a round getting back up. Prone characters are at -4 EDC in melee.

17-18 = Grievous Wound !

Roll an extra D6 for damage.

19 = Hit Vital Spot !

Opponent takes 2 extra dice of damage and loses a randomly chosen limb.

20 = Instant Kill !

Target shot between the eyes, through the heart or other instantly fatal wound.

Melee Fumbles

1 = Clumsy Move.

Embarrassing, but no extra effect.

2-5 = Weapon Arm Numb / Pull Muscle !

Attacker is at -2 to attack and EDC next round.

6-10 = Lose Balance !

Attacker is at -4 to attack and EDC next round.

11-13 = Trip/Fall !

Attacker falls to the ground and must spend a round getting back up. Prone characters suffer a penalty of -4 to their EDC in melee.

14-15 = Armor Strap Breaks !

Attacker loses a randomly chosen piece of armor. If this is impossible, treat as Trip/Fall.

16-17 = Drop Weapon !

Attacker's weapon flies 2D6 feet in a random direction. If unarmed, treat as Trip/Fall.

18 = Weapon Broken !

Attacker's weapon shatters. Magical weapons are automatically immune to this effect. If the attacker has no weapon, treat as Trip/Fall.

19 = Hit Friend !

If the attacker has an ally within melee reach, he accidentally hurts him for 1D6 damage. If no ally is within reach, the attacker hits himself as below.

20 = Hurt Self !

Attacker hits himself with his weapon (1D6 Hits).

Missile Fumbles

1 = Clumsy Move.

Embarrassing, but no extra effect.

2-4 = Vision Impaired !

Attacker is at -2 to Missile attack next round.

5-8 = Vision Blocked !

Attacker is at -4 to Missile attack next round.

9-10 = Weapon Arm Numb / Pull Muscle !

Attacker is at -2 to attack and EDC next round.

11-12 = Lose Balance !

Attacker is at -4 to attack and EDC next round.

13 = Armor Strap Breaks !

Attacker loses a randomly chosen piece of armor. If this is impossible, treat as Lose Balance.

14 = Weapon Broken !

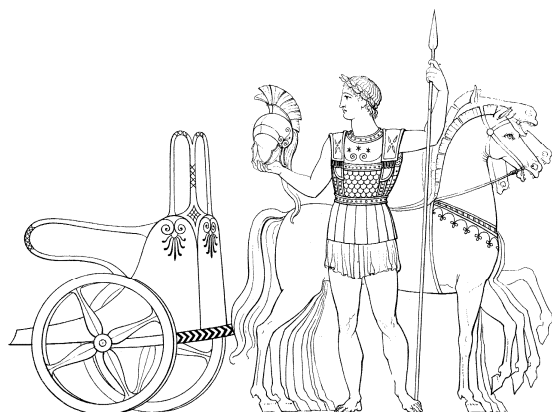
Attacker's weapon breaks or becomes useless. Magical weapons are immune to this effect.

15-19 = Hit Friend !

If the attacker has an ally within weapon range, he accidentally hits him for 1D6 damage. Otherwise, the attacker hits himself as below.

20 = Hurt Self !

Attacker hits himself for 1D6 damage.



A proud Noble posing with his chariots and horses

Chariots

A chariot is pulled by two horses, if this is a racing or travelling chariot these will be normal horses; if the chariot is used in war, they will be fully trained for battle. Chariots are deadly on the battlefield, providing cover for the crew, mobility (moving at the speed of a horse), a high advantageous position, and also a devastating charge attack.

In combat the chariot can hold the driver and one warrior. Otherwise up to three passengers can squash into a typical chariot.

Of course a chariot, its horses and a well-trained driver, do not come cheaply. Each horse costs 6 GC, and a good chariot will cost 30 GC. The driver is often a typical Minor NPC Follower.

Chariot Combat

Characters fighting from a chariot gain a +2 melee attack bonus against opponents on foot if these opponents are of Medium size.

Against Large or Gigantic creatures, fighting from a chariot brings no bonus. Against smaller opponents chariot-fighters are actually disadvantaged by their higher position (-2 versus Small opponents and -4 versus Tiny ones). They also benefit from a +2 EDC as the chariot provides a little cover and protection.

When *Charging into Battle*, a driver adds both horses' Charge bonus to his own Initiative score and Melee attack roll (for a total bonus of +4), in addition to his own Might-based Charge bonus.

Although these charges can be deadly (a chariot can run down two adjacent targets, while the chariot-warrior strikes at a third!) the enemy might choose to attack the chariot-horses rather than the crew. In this case, any single injury that causes 4 Hits or more to the horse requires a Danger Evasion roll from the beast or it stumbles and falls, and the chariot comes to a halt.

It is this danger of being brought to a halt that has made archery and javelin-throwing a more popular form of chariot-warfare, coupled with drive-by spear or sword attacks when opportunity arises.

A charioteer who is Knocked Down (by a Critical Hit) will be knocked out of the chariot and suffer 1D6 damage; a Danger Evasion roll is allowed.

Chariot Feats

Spectacular chariot feats are possible! Drivers can attempt jumping over obstacles (logs, bodies, low walls, irrigation ditches, boulders, shield walls!), galloping down steep slopes, racing on a single wheel, side-swiping other chariots, carrying out 180° turns and so on ..

The player makes a single Danger Evasion roll for the horses, if it fails the maneuver does not succeed and hurts one or both of the horses (take 1D6 damage), and damages the chariot. A chariot damaged twice is destroyed ; its crew will also take 2D6 Hits unless they make a Danger Evasion roll.

Characters with the Equestrian talent (and their horses) are *advantaged* on all their Danger Evasion rolls while driving a chariot. This advantage also applies to their horses' own Danger Evasion rolls.

Magical Chariots

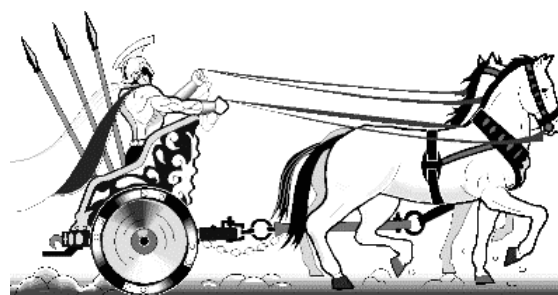
Various types of magical chariots may exist, as shown by the following two examples.

Chariot of Turning

This baby can wheel on a dime, and negotiate even the most cluttered battlefields. In game terms, a Chariot of Turning adds a +4 bonus to all Danger Evasion rolls made by its driver and its horses.

War Chariot of Ares

This chariot add +2 to the EDC of its crew members and must be damaged thrice (instead of only twice) to be destroyed. An even more powerful version (the War Chariot) exists, which adds +4 to EDC and is destroyed when damaged for the fourth time.



Test-driving the new War Chariot of Ares

2007 Edition Notes & Comments

Chariots & Charioteers

According to most reliable sources, the chariot rules (which had first been introduced in the old *Men & Monsters* supplement) were the work of Paul Elliott, the very progenitor of the *Mazes & Minotaurs* game concept.

As a result, chariots had quickly become a recurrent cliché in fantasy roleplaying games – they were even the central theme of a whole RPG, *Pagan Chariot Racer*, set in a fantasy version of Dark Ages Britain (Brythanika).

Critical Hits & Fumbles

As you all know, these tables provided their share of spectacular scenes, weird results as well as memorable moments of unexpected comedy. And they changed the way M&M combats were played, forever.

Like the charioteering rules, these tables had first appeared in the original *Men & Monsters* supplement. Many veterans considered them to be a classical element of the game and were a little disappointed not to find them in the *Players Manual*, as many other concepts originating from *Men & Monsters* (such as Centaur player-characters, Thieves, Hunters etc).

But then the *M&M Companion* came out, allowing everybody to “go Homeric” once again. As the old *Monty Python & the Golden Fleece* saying goes : “*And there was much rejoicing*”.

Compared to their *Men & Monsters* ancestors, these tables had been slightly altered – but the spirit was the same. What puzzled quite a few Maze Masters, however, was the immunity to fumbles granted to characters with a Luck of 13+ - which leads us to our next topic.

The Fumble Controversy

This infamous controversy raged in the Letters column of Griffin magazines for no less than five issues. It all started with a lengthy diatribe by one Donald Peterson from Grosse Pointe (Mich.), which ended with the following words :

“ This is nonsense ! It means that no high-level character – and the vast majority of low-level ones as well, since almost everybody has at least a decent Luck score – will NEVER have a chance to fumble ! ”.

This could have ended here – but Peterson had apparently struck a nerve. Quite surprisingly, the anonymous designer who was responsible for the whole “fumble immunity” concept entered the discussion the following month :

“You’re perfectly right when you say that a good proportion of player-characters (especially at high levels) will be immune to fumbles... but that IS precisely the idea behind the whole thing. Do you really want your heroic Noble or your level 5 Spearman to make a fool of himself in combat because of a bad die roll ?”.

Not to be outdone, Donald Peterson retorted in the Letters page of the following issue :

“This is all very well, but then what is the point of having rules for fumbles if they are almost never used ?”

For reasons that remain a mystery even to this day, the anonymous (and probably a bit over-obsessive) designer once again felt compelled to reply. His answer shed a fascinating light on the creative reasoning behind the Revision of the fumble rules – but it was actually quite long, so we will only quote the interesting bits :

“First, remember that everybody does not have a Luck of 13+.

Secondly, don’t forget that fumbles can happen to creatures, too (well, at least to those which use weapons).

Thirdly, how many times have you seen Jason or Herakles drop his weapon or trip over during an epic combat scene ? (...)

Eightly, remember that even the luckiest characters can sometimes suffer a permanent loss of Luck points (because of divine curses and other manifestations of divine anger) that will take their Luck below 13 : and what better illustrations of such characters’ misfortune, I ask you, than the risk of fumble in combat ?”

In the following issue, Donald Peterson tried to counter-attack under the somewhat transparent pseudonym of Peter Donaldson. This time, the designer’s answer took only three words :

“Go fumble yourself.”

Still reading ? Okay, so you might wonder why I actually spent half-a-page on a long-forgotten (and moderately interesting) anecdote – but then nobody said those *2007 Edition Comments* had to be top-notch, groundbreaking stuff.

What ?

Okay, okay, I confess : I was the “anonymous designer”. And I simply couldn’t miss such an opportunity to set things right and justify my design choices once and for all. Because you see, even after all these years, the pain is still there. Burn in hell, Donald Peterson.

IV : MAGIC OPTIONS

Light & Darkness

As mentioned in the description of Elemental Magic in the Players Manual, some Elementalists are able to manipulate the pre-elemental forces of light and darkness. Elementalists may only select Light or Darkness as their second element, but never as their primary element, which must always be one of the four classic elements (Air, Earth, Fire or Water).

In addition, the Powers of Light can only be chosen by Elementalists who follow Apollo as their patron deity. Powers of Darkness, on the other hand should only be made available to Elementalists who follow a dark deity such as Hades or Persephone, a choice that should be restricted to NPCs.

Powers of Light

Magnitude 1 : Arcane Lanthorn

An item touched by the Elementalist grows brightly and illuminates everything within (Mystic Strength x 2) feet. If the spell is cast upon a weapon, shield, or piece of armor, the Elementalist's Mastery bonus is added to the EDC of whomever uses it against melee attacks; the bright glare makes it hard to focus on the wielder. This lasts for a number of hours equal to the Elementalist's Mastery.

Magnitude 2 : Aura of Helios

The Elementalist's body momentarily grows so bright it is painful to look at him. Everyone within (Mystic Strength x 2) feet of the magician (including his allies) must make a Danger Evasion roll or be blinded for a number of rounds equal to the Elementalist's Mastery (or twice that amount if they were in darkness).

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 vulnerable to sunlight (such as Empusae) will suffer the effects of one round of full daylight exposure.

Magnitude 3 : Arrows of Apollo

Rays of searing light strike from the Elementalist's fingers. This attack requires no roll and has a maximum range equal to twice the magician's Mystic Strength in feet. The rays may hit a number of different targets equal to the Elementalist's Mastery. Each target automatically takes 1D6 points of damage unless a Danger Evasion roll is made.

This attack can damage Insubstantial beings – who actually take double damage from it (2D6).



A gracious Light Elementalist

Powers of Darkness

Magnitude 1 : 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 x 2 to all his Stealth rolls as well as to the target number of all detection rolls made against him, unless he is in bright daylight. This spell lasts for a number of minutes equal to the magician's Mastery.

Magnitude 2 : Eldritch Eclipse

An area within (Mystic Strength x 4) feet of the Elementalist of up to (Mystic Strength x 2) feet in radius becomes completely dark. No light can pass in or out and all light sources are temporarily darkened. This spell lasts for a number of minutes equal to the Elementalist's Mastery.

Magnitude 3 : Wandering Shadow

The Elementalist transform his shadow into a Shadow (see the *Creature Compendium*) under his complete command for a number of minutes equal to (Mastery x 10).

If the Shadow is killed, the Elementalist now lacks a shadow and cannot cast this spell; he will be treated with superstitious fear by anyone who notices this disturbing absence (-4 to NPC Reaction rolls). Only Divine Interventions may restore a lost shadow.

SHAPESHIFTERS

Shapeshifters are humans blessed with the innate magical ability to transform their body into a variety of forms, including animal ones. This wondrous magical gift appears to be partly genetic in nature, coming from the father or mother of the character and being transmitted to his children.

Category : Magician

Primary Attributes : Wits and Luck.

Gender : Shapeshifters can be male or female. In addition, the character's powers allow him / her to alter his sex (and even become hermaphrodite if desired – see following pages for more details).

Basic Hits = 8

Metamorphosis : Shapeshifters' magical powers are described in detail in the following pages.

Protean Repertoire : This is the name of the Shapeshifter's magical talent. It is equal to the sum of his Wits and Luck modifiers and affects the number of different animal and fantastic forms the character may take, as detailed below. Unlike all other magicians, Shapeshifters do not have (or need) a Mystic Strength score, since they can only use their powers on themselves.

Power : Shapeshifters start with (4 + Luck mod) Power points at first level and increase this total at the usual rate of +4 per level. Shapeshifters do not recover Power points in the manner or at the same rate as other magicians (see following pages).

Level Benefits : Each level beyond the first gives a Shapeshifter +2 Hits, +4 Power points, +1 to Luck and +2 to Will, Wits or Grace.

Possessions : Dagger, 3D6 x 5 silver pieces.

Background Talents : The two background talents of a Shapeshifter almost always have something to do with the natural world or with trickery. Favorite talent choices include Acrobat, Actor, Beastmaster, Healer, Mountaineer, Sailor and Woodsman.

Patron Deities : Shapeshifters who have a divine patron usually select Hermes or Artemis.

Advancement : As other magicians.

Reputation Effect : Because they can change their face and appearance at will, Shapeshifters never benefit from any form of Reputation.

Restrictions : The powers of Shapeshifter do not mix very well with armor, shields and cumbersome weapons, as detailed in the description of the Metamorphosis realm of magic (see chapter III).



Shapeshifter turning into a Stag (or into an Acteon ?)

Metamorphosis

Metamorphosis is the gift of shapechanging. Those who possess it are called Shapeshifters : most of them are tricksters and imposters, accustomed to alter their form to deceive others... and to escape the consequences of their actions afterwards.

Contrarily to popular belief, Shapeshifters cannot transform others – the notorious Circe was a Sorceress (or was she an Elementalist ?) with special powers, not a Shapeshifter herself.

Shapeshifting Basics

Shapeshifters can adopt a variety of different human forms ; depending on their magical talent, they may also transform themselves into a limited number of Beasts or nonhuman Folks – but unlike what some rumors and wild tales (surely created and spread by Shapeshifters themselves) would have us believe, they are absolutely unable to turn themselves into Monsters (not to mention Spirits or Animates).

Thus, a Shapeshifter may be able to alter his human form at will, mimic someone else's appearance or change into an eagle or fox, but will never have the power to take the form of a Chimera or Minotaur.

This reflects the fact that Monsters are essentially unnatural creatures, whose unnatural appearance and constitution cannot be duplicated by the natural magic of Shapeshifters. Similar reasons explain why Shapeshifters cannot change into Spirits (which have no natural, organic body) or Animates (which are at least as unnatural as Monsters).

Shapeshifters & Power

Shapeshifters also differ from other magicians in that they do not have a Mystic Strength score (since they never use their magical powers against others).

Furthermore, they do not regain lost Power points in the same way or at the same rate as other adepts of the magical arts : because of the very nature of their abilities, their Power recovery is more erratic and is heavily tied to the everlasting cycle of day and night.

While all other magician classes recover Power points according to their level, Shapeshifters regain 1D6 Power points per day (at sunset) if they are in their true form when the sun sets – or only 1 point if they are in any other form.

Furthermore, Shapeshifters who are not in their true form when the sun rises lose 1D6 Power points. If this reduces their Power to zero, the Shapeshifter will obviously be unable to use his powers until the next sunset. Thus, Shapeshifters may sometimes be « trapped by dawn » in a transformed shape.

Protean Repertoire

A Shapeshifter's magical talent is known as his Protean Repertoire. It is equal to the sum of his Wits and Luck modifiers.

A Shapeshifter's Protean Repertoire score indicates the number of different nonhuman forms (Beasts or Folks) he can take. These nonhuman forms must be selected when the character is created and a new form will be added to the Repertoire everytime the character increases his talent by one point.

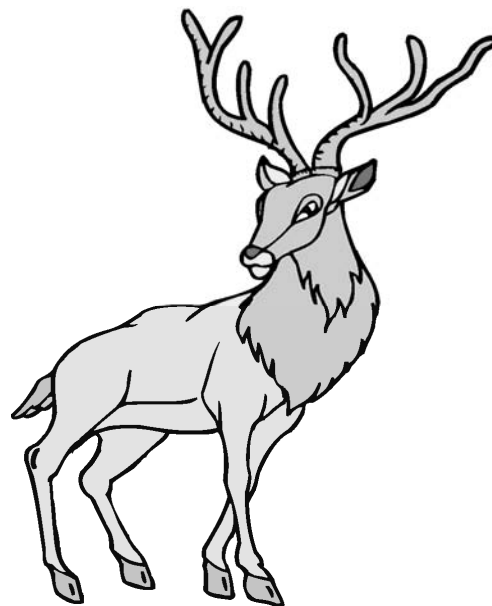
Thus, a Shapeshifter who starts with a Protean Repertoire of 4 will have four different nonhuman forms (such as Eagle, Fox, Stag and Acteon or Wolf, Bear, Bearman and Boar) and will add a fifth one when his magical talent is increased to 5.

The nonhuman forms of the Shapeshifter's Protean Repertoire can be chosen by the player from the various Beasts and Folks described in the *Creature Compendium*, with the following restrictions :

Only creatures of Medium, Small or Large Size may be chosen. Creatures of Tiny or Gigantic Size are beyond the powers of a Shapeshifter.

Flying variants of Beasts or Folks (Pegasus, Pegataur, Flying Unicorn etc) can only be chosen as forms by Shapeshifters whose Protean Repertoire already includes the non-flying version of the creature (Horse, Centaur, Unicorn etc). This rule also applies to superior versions of a specific species (such as Sagittarians for Centaurs).

Lastly, adopting the form of a creature does not necessarily grants you all of its abilities : see *Shapeshifting Effects* below for more details.



Transformation completed !

At the Maze Master's discretion, a Shapeshifter's Protean Repertoire may also include Beasts whose characteristics are not specifically detailed in the *Creature Compendium* but which can easily be defined using the rules from the Creatures chapter of the *Maze Master's Guide*, such as ravens, cats, otters or even pykes, as long as they respect the various restrictions detailed above.

Shapeshifting Effects

Each transformation takes a full battle round of total concentration, during which the Shapeshifter cannot do anything else, and costs a number of Power points equal to its Magnitude, as detailed below.

Regardless of his current form or appearance, a Shapeshifter always retains his own current Hits total, even in Small or Large forms.

He also retains his attribute scores and modifiers ; the creature's Ferocity, Cunning and Mystique do not modify his characteristics in any way.

The creature's Size, however, will affect his Melee mod and his natural damage, as per the usual rules (but not his Hits total). The Shapeshifter will also gain the movement rate of his new form.

Thus, a Shapeshifter who turns into a Large Bear will keep his Hits total and his modifiers but will receive a +2 bonus to Melee for his Large Size and will inflict 2D6 damage with his natural attacks.

The Shapeshifter also gains the special abilities of his new form (which may give him various bonuses), except special abilities which are clearly magical, supernatural or psychic in nature.



Damn ! I almost forgot the stupid horns !

Insubstantial, Invulnerability, Life Energy Drain, Magic Resistance, Psychic Powers, Sixth Sense, Supernatural Vigor and Vocal Entrancement cannot be duplicated by Metamorphosis.

Thus, a Shapeshifter who turns into a Mermaid will be able to breathe underwater (Aquatic) but not to sing like a true Mermaid (Vocal Entrancement).

This restriction also applies to unique magical abilities (such as the Unicorn's power of healing or the Icarian's mastery of winds) or to abilities which are specifically presented as 'magical' for a given creature type (such as the Camouflage-granting magical garments of Sylvans).

Also note that special abilities like Breath Weapon, Mindless or Petrification cannot be duplicated by Shapeshifters, since these powers are the privileges of Monsters, Animates or Spirits.

Metamorphosis cannot change your clothes nor can it create weapons, armor or other items. When a Shapeshifter takes a nonhumanoid form, he may be forced to abandon his clothing and possessions.

For this reason, many Shapeshifters prefer to hide their garments and belongings in a safe place before taking a Small or Large form.

This habit has given birth to various folk tales about shapeshifters who could not revert to their original form because their clothes had been taken away – which is, of course, just another fallacy.

Lastly, Shapeshifters who change into Beasts lose the ability to speak (but retain all their Wits as well as the ability to understand the languages they know).

Metamorphosis Powers

As all other magicians, Shapeshifters have access to six different powers, each with its own degree of Magnitude (which determines its Power cost).

Magnitude 1 : True Form

This power allows the Shapeshifter to revert to his true, original human form.

Magnitude 2 : Alter Appearance

This power allows the Shapeshifter to change various features of his appearance (hair, eyes, body frame, facial features, voice, apparent age etc) while retaining a human form. The only exception is gender (but see *Gender Change* below).

This power can be used as a magical form of disguise, either to make oneself incognito or to adopt the appearance of a specific individual (provided the Shapeshifter has had the opportunity to observe and study the person he wishes to mimic for a sufficient period of time). Characters (and animals) who are familiar with the individual being mimicked will sense 'something wrong' with a successful detection roll against a target number of 20.

This alteration will not affect the character's attribute scores, except for Grace, which may be temporarily modified by up to 4 points, up to a maximum of 18 or down to a minimum of 3. Increasing Grace costs 1 extra Power point per point added ; decreasing Grace does not cause entail any extra Power cost.

Magnitude 3 : Gender Change

This power allows the Shapeshifter to change sex or even to become hermaphrodite, turning into a masculine, feminine or androgynic version of their current form. This power may be combined with *Alter Appearance*, at a cumulative Power cost.

Magnitude 4 : Shapechange

This power allows the Shapeshifter to take one of the nonhuman, Medium-sized forms from his Protean Repertoire (see above for more details). It may be combined with *Gender Change* or with *Alter Appearance* (to mimic a specific individual member of the chosen species) at a cumulative Power cost.

Magnitude 5 : Reduction

This power works exactly like *Shapechange*, except that it allows the Shapeshifter to turn into a Small creature, provided this form is part of his Protean Repertoire. Like *Shapechange*, it may be combined with *Alter Appearance* and/or *Gender Change*.

Magnitude 6 : Enlargement

This power works like *Shapechange* or *Reduction* above, except that it applies to Large creatures.

2007 Edition Notes & Comments

An Important Note

Before we start delving into the secret history of the *Magic Options* chapter, we'd like to inform our esteemed readers that the Anonymous Contributor responsible for that stupid rant in the Comments of the last chapter has been swiftly disposed of. The following Comments (and those of the next chapters) are brought to you by another, far more reliable Anonymous Contributor (but you can call me Dave).

The Sieurin Legacy

The rules on Light and Darkness powers for Elementalists were originally written by Erik Sieurin, one of M&M's long-time contributors (and the original creator of the well-known *MinotaurLabrys* alternate universe), well before the Revised edition; they were initially intended for an OM&M (Original Mazes & Minotaurs) supplement on alternate realms of magic, which was to be called *Mages & Mystics* but was never published due to arcane editorial reasons. Fragments of its first draft survived, however, and can be found buried in the Messages list of the official *Mazes & Minotaurs* Internet newsgroup, detailing variant magician classes such as the feral Beastmaster or the oriental-inspired Gymnosophist.

If some rumors are to be believed, the decision not to publish *Mages & Mystics* was made after Legendary Games Studio had discovered that Erik Sieurin was actually the author of the unofficial, apocryphal and much controversial supplement *Misdeeds & Madness* (published by the now defunct Justicars College), which dealt with what someone at LGS called "very unsavory themes" (more on this in the Notes & Comments of the *Religious Options* chapter).

Shortly after the publication of the three Revised core books (which included some of his material), Erik Sieurin publicly expressed his dislike of the new version and quickly became one of the most active proponents of the GROOOMMR movement (Grogards for the Resurrection of the One and Only Original Mazes & Minotaurs Rules). He then went on to work on DADA (*Dark Ages Daring Adventures*), a RPG which used M&M-based rules with some notable differences (such as the treatment of weapons and armor) in an early medieval setting - now, THAT was a weird idea...

Shapeshifting Redux

Some of you might recall that the Shapeshifter class first appeared in the old *Myth & Magic* supplement, alongside the now long-forgotten Oracle and two of the most popular magician

classes ever designed for M&M - the Lyryst and the Elementalist. Many M&M veterans were surprised by the return of the Shapeshifter in the pages of the *Companion* - and even more to see that the completely unbalanced, totally over-the-top Metamorphosis powers from *Myth & Magic* (which, among other things, allowed high-level Shapeshifters to turn into Dragons...) had been turned into a fairly coherent set of rules which actually made the Shapeshifter a viable (if a bit unusual) character choice.

The attention given to Shapeshifters (three whole pages !) and the fact that Metamorphosis powers really 'felt different', made a famous game critic write that "*the Shapeshifter class itself feels like a whole new game*". This was actually quite prophetic, as these Revised Shapeshifting rules eventually gave birth to one of the weirdest M&M variants ever to grace a tabletop : often referred to as "*Changequest*", it focused exclusively on ageless Shapeshifters wandering the Ancient World in a mystical quest of self-discovery - all this with a distinctive New Age, all-roads-lead-to-Avalon feel.

Over the years, *Changequest* evolved into a wholly different game (even though it was never published as such, at least officially), with a much simplified set of mechanics (only three attributes and nothing else, if I recall correctly). In more traditionalist M&M circles, it was also known as "*the Manimal variant*" and the "*No Shifters Allowed*" motto quickly found its way into the ever-expanding M&M jargon.

Wizards & What-Have-Yous

Speaking of jargon, some gamers also complained about the scarcity of new "magical crunch" in the *Companion* ("*Half-a-realm of magic, a single new class... and that's it ??? I can't believe this !*"). It was well-known that the folks at LGS tried to avoid the proliferation of new magician classes - something which was typical of unofficial M&M supplements such as the aforementioned *Misdeeds & Madness*.

As an elegant way of filling this last paragraph, we give you a partial, alphabetical list of various alternate magician classes taken from unofficial supplements, magazines and fanzines (and yes, some names were used more than once) : Alchemist, Arcanist, Artificer, Beastmaster, Blue Adept, Cabalist, Conjuror, Demonist, Diabolist, Diviner, Druid (at least five of them), Enchanter, Evoker, Exorcist, Gymnosophist, Hexmaster, Hierokeryx, Illusionist, Invoker, Kabbalist, Mage, Magist (don't ask), Magus, Mystagogue, Mystic, Necromancer, Oracle, Runemaster, Sea Witch, Seer, Shaman, Spiritualist, Stellar Mage, Summoner, Thaumaturge, Thessalian Witch, True Druid, Warlock, Witch, Wizard...

V : RELIGIOUS OPTIONS



Yes, this is a Divine Prodigy : a single illustration that perfectly reflects the two topics covered on this page.

Acolytes

Acolytes are Minor NPCs who assist Priests in the service of their deity as officiants and celebrants. As far as social hierarchy is concerned, Acolytes are considered as auxiliary Priests ; in fact, most of the resident « priests » serving in a temple will actually be Acolytes in the service of the local Priest(s).

Acolytes have the usual characteristics of Non-combatant Minor NPCs (4 Hits, no attack etc) and can also be used as special followers by Priests. A Priest cannot have more Acolytes in his service than his level and these will be counted in the character's regular maximum number of followers.

Acolytes do not have the mystical powers of true Priests and cannot call on the Divine Prodigies of their patron deity. Nevertheless, their faith and devotion can help the Priest they serve to recover his expended Power points by assisting him in the necessary rituals and ceremonies. When a Priest performs such ceremonies with the assistance of his Acolyte(s), roll 1D6 at the end of each hour. If the result is lower than or equal to the number of active Acolytes, the Priest recovers one extra point of Power (up to his maximum, as usual).

Lastly, the faith and devotion of Acolytes also make them somewhat more resistant to mystical forces than other Non-combatants, who are normally never allowed saving rolls. Acolytes are a partial exception to this rule and can make Mystic Fortitude rolls, using 1D20 and no personal modifier.

Ritual Sacrifices

According to the M&M rules, Priests recover a number of lost Power points equal to their level for each hour of ritual ceremony they perform. These ceremonies may be ended by the sacrificial killing of a single Beast by the Priest or his Acolytes (see below). This will allow the Priest to recover a number of extra Power points (up to his maximum) depending on the Size of the sacrificed Beast : 1 if Small, 2 if Medium and 3 if Large (which explains why Bulls are so often chosen for sacrifices).

Thus, a level 2 Priest who has expended 5 Power points could recover them all by performing a one-hour long ceremony (2 Power points) concluded by the sacrifice of a Bull (3 Power points) ; without this sacrifice, it would take our Priest 3 long hours of ritual ceremony to recover his 5 Power points.

Note that Beasts are the only type of creature which may be offered in sacrifice to an Olympian deity. Only dark, evil or barbaric deities (such as Cybele, Hecate or the weird gods of the Hyperborean barbarians) will accept Folks as sacrificial victims – and NO deity would ever accept a Monster, Animate or Spirit as a proper sacrifice. Also note that Beasts killed in combat cannot count as sacrificial victims.

In rare occasions, Olympian deities may ask for the sacrifice of a human being, but such extremities are always the consequences of a severe Divine Anger case and have nothing to do with the regular recovery of priestly Power.

Non-Olympian Cults

Olympian gods and goddesses are, by far, the most widely worshipped deities, but a typical *Mazes & Minotaurs* world may also have room for a few other, non-Olympian deities (such as Dionysos, the underworld king Hades, his spouse Persephone or even gods of foreign, non-Hellenistic cultures) also exist, with their own cults, followers and Priests.

While all player-character Priests are assumed to serve Olympian deities, Maze Masters may want to use Priests of non-Olympian deities as NPCs.

In game terms, such characters function exactly as Priests of Olympian deities, except that some of their powers work differently, as detailed below.

In particular, such characters can never benefit from true Divine Interventions. This restriction reflects the fact that Olympian gods are the dominant divine powers in the universe (or perhaps the other gods just prefer to let them think so). This current state of the cosmic balance also prevents non-Olympian deities from using Divine Agents in the mortal world.

Unless otherwise stated, non-Olympian Priests have the same primary attributes as other Priests (Luck and Will) and receive the following attribute gains for each level beyond the first : +1 to Luck and +2 to either Will or Wits. Exceptions are always possible, as in the case of Druids (see below).

Here are a four examples of non-Olympian cults that exist in the fantasy world of Mythika, along with their variant Divine Prodigies. These changes only affect the Divine Blessing (magnitude 1), Divine Gift (magnitude 4) and Divine Intervention (magnitude 6). All other Divine Prodigies (magnitude 2, 3 and 5) work exactly as per the standard rules.

The following section details four non-Olympian cults : the Cult of Cybele, the Cult of Dionysos, the Cult of Mithras and Druidic Faith.



A Daughter of Cybele, Servant of the Dark Mother

Cult of Cybele

Cybele is an earth mother goddess whose cult come from the Land of the Sun. Some scholars think she is simply Demeter under another name but the eastern "Dark Mother" (as she is often called by her followers) also shares some resemblance with Persephone, the queen of the underworld.

The worship of Cybele involves secret gatherings, human sacrifices and wild orgies, under the tutelage of Priestesses and (castrated) Priests collectively known as her "Daughters".

Because of its gruesome and morbid aspects, the Cult of Cybele has long been outlawed in the Land of the Three Cities and is actively fought by Priestesses of Demeter who see it as a barbaric degradation of their own faith.

Magnitude 1 : Divine Blessing

In the case of Cybele, the name of this Prodigy is both misleading and ironic, since the "blessings" of Cybele actually weaken its victims.

They work exactly as Divine Blessings for duration and Power expenditure, but instead of bestowing a +2 bonus, they inflict a temporary -2 penalty to one of the following scores : Melee, Defense Class, Mystic Fortitude and Physical Vigor.

Victims are allowed a Mystic Fortitude saving roll to avoid this effect. Lastly, this power only works on male characters or creatures, making Amazons, Nymphs and other female characters completely immune to its effects.

Magnitude 4 : Divine Gift

Like Priestesses of Demeter, Daughters of Cybele can bestow the Gift of Endurance.

Magnitude 6 : Divine Emasculation

The supreme power of the Daughters of Cybele takes the form of a terrible, permanent curse, which can only be lifted by Divine Intervention.

This power requires eye-to-eye contact and can only be used within 10' of the victim, who is allowed a Mystic Fortitude saving roll.

This terrible curse can only be bestowed on a male character or creature, changing the victim's gender to female. Except for obvious anatomical changes and pilosity, the victim's physical appearance is unaffected (thus, a big, burly Barbarian will become a big, burly female Barbarian).

In game terms, none of the victim's attributes, mods or other scores are affected but the victim can no longer benefit from his/her Reputation effect bonus.

Cult of Dionysos

Dionysos, the mad god of wine, insanity and dark passions, is served by unusual Priests known as *Hierokeryxes* ("sacred heralds").

Carrying the *Thyrsos*, a club or staff twined with vine leaves as their sacred symbol of power, these *Hierokeryxes* wander the land in search of new initiates for their cult (which involves quite a lot of drinking, dancing and carnal debauchery). They are known to get on well with Satyrs.

Magnitude 1 : Divine Blessing

Scores which can be Blessed by *Hierokeryxes* (Priests of Dionysos) are Physical Vigor, Mystic Fortitude and Danger Evasion.

Magnitude 4 : Divine Madness

Hierokeryxes can temporarily bestow the Gift of Madness on a chosen subject (with the same restrictions, duration etc as for other Divine Gifts).

While affected by *Dionysiac Madness*, a character throws off all his clothing (including armor) and will behave in a generally insane, grotesque manner. While he is in this state, all physical and magical attacks (including Divine Wrath etc) made against him will automatically fail but the character cannot make attacks (including magical ones) himself.

Hierokeryxes may, of course, bestow this Gift on themselves (which they often do).

Magnitude 6 : Divine Intervention

This works as the usual Divine Intervention power, except that Dionysos does nothing when he intervenes, aside from appearing in a terrible, unspeakable form which drives insane all those who behold it (no saving roll allowed – even averting or closing your eyes won't work since the Madness of Dionysos affects and transcends all senses).



Cultists of Dionysos sure know how to party !



*A Hierokeryx with his Dionysiac Thyrsos
(a.k.a « weird guy with a beard and a weird staff »)*

Hierokeryxes and devotees of Dionysos (who are all already crazy anyway) are immune to these effects.

This form of insanity is permanent and can only be cured by Divine Intervention; its specific effects are left to the discretion and the imagination of the Maze Master and can vary from one individual to another.

Player-characters who have been driven insane by the Dionysos cannot participate to quests, odysseys and other adventurous pursuits; they become NPCs whose fate is entirely within the hands of the Maze Master, until they are cured by Divine Intervention.

Cult of Mithras

Mithras is a solar god from the eastern Land of the Sun. As far as scholars from the Land of the Three Cities are concerned, this god is simply Apollo under another name or a long lost son of Apollo, "gone east" for some mysterious reasons.

Priests of Mithras (who are sometimes known as *Heliodromes*, which apparently means something like "heralds of the sun") have an entirely different opinion on that matter, since they see their deity as the *only* god in existence – a rather weird concept ("monotheism"), which has recently become a subject of heated debate among Philosophers.

Aside from being a god of the sun (or the son of such a god), Mithras also seems to be a god of soldiers (at least in the Land of the Sun) and is often known as "the bullslayer" – a nickname which refers to his worshippers' habit of sacrificing bulls but also seems to be connected with Minotaurs in some way. Perhaps the devotees of Mithras were the first men brave enough to fight the Gorgotaurs, eastern bovine monsters thought by some scholars to be the progenitors of the various Minotaur races (see the *Creature Compendium* for more details).

Magnitude 1 : Divine Blessing

Scores which can be Blessed by Priests of Mithras are Defense Class, Melee and Mystic Fortitude.

Magnitude 4 : Divine Gift

Priests of Mithras can temporarily bestow the Gift of Victory on a chosen subject (with all the usual restrictions, duration etc).

Magnitude 6 : Divine Resurrection

This spectacular Prodigy gives Priests of Mithras the power to resurrect fallen warriors – something that even the Olympians are unable (or unwilling ?) to do. This requires no roll; the Priest must simply touch the dead individual, who is then filled with a burst of luminous energy and comes back to life.

The chosen individual must not have been dead for a number of battle rounds greater than the Priest's Spiritual Aura bonus. For reasons known only to Mithras himself, this power only works on warriors (and not on magicians or specialists).

In addition, anybody resurrected by this power has 'seen the light' and is automatically converted to mithraic faith upon coming back to life.

Druidic Faith

In the fantasy world of Mythika, the word "Druid" refers to the Priests of the Hyperborean Barbarians.

In addition to their various ceremonial duties, Druids also act as seers and advisors for the local kings and chieftians. They have long beards, wear white robes and use golden sickles to collect various plants for their rituals.

The identity of the gods served by Druids is unclear; they seem to be weird barbarian versions of Apollo, Ares, Zeus, Artemis and Demeter. Unlike other Priests, Druids do not serve a specific deity but act as mediators with the divine world as a whole.

This absence of a clearly defined patron deity affects the nature of the Druids' powers, which can be defined in game terms as a weird mix of Divine Prodigies, Sorcery and Nature's Gifts.

The Druid's strange approach to religion is also reflected by their systematic use of the adjective 'Druidic' instead of the usual term 'Divine' when they refer to their powers (eg Druidic Prodigies, Druidic Blessing, Druidic Vitality, Druidic Wrath etc).

Druids even have different primary attributes (**Wits** and **Will**, which are also the only attributes they can improve with level (in addition to the usual Luck increase) as well as a different name for their magical talent, which works like Spiritual Aura but is called **Druidic Lore**. At least they recover Power points in the same way as other Priests.

Magnitude 1 : Druidic Blessing

This works exactly like Divine Blessing, with a duration based on the Druid's Druidic Lore talent. Druids may bless up to four scores : Melee, Mystic Fortitude, Physical Vigor and Danger Evasion.

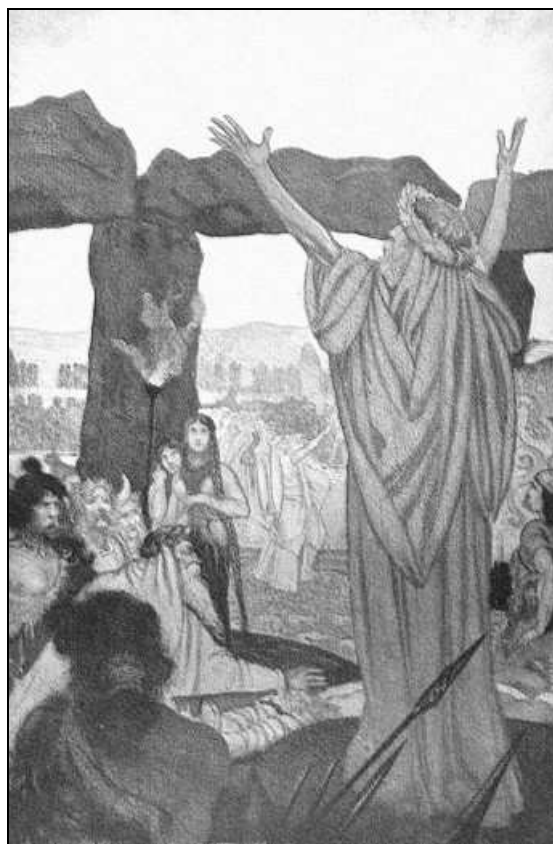
Magnitude 4 : Druidic Compelling

This power works exactly like the Sorcery power of Compelling, except that the Druid's Druidic Lore bonus is used instead of Psychic Gift.

Magnitude 6 : Druidic Curse

This power works exactly like the Affliction power of Heleads and Napaea (Nature's Gifts, Magnitude 5), except for the following differences. Druidic Curses are not delivered through a kiss : the Druid must simply be within 10 feet of his chosen victim and utter the curse verbally (usually in a sinister voice). In addition, a Druidic Curse also affects the victim's very fate, reducing his Luck by 1 in addition to the 1D6 loss in Might, Wits or Grace.

Thus, the same individual may lose up to 3 points of Luck if Cursed by a Druid - or even more if several Druids unite their efforts. This effect is one of the reasons why Druids often refer to themselves as "masters of Fate" and are feared by even the mightiest kings and heroes of Hyperborea.



A Druid performing some kind of mumbo-jumbo ceremony amid a crowd of superstitious, uneducated and thus easily-awed Barbarians.

2007 Edition Notes & Comments

Acolytes & Sacrifices

These rules were generally welcomed by the members of the Mythist faction, but were not so popular with the Mazists, who felt they “*endangered game balance*” by giving “*excessive advantages*” to Priests.

The designers of these rules obviously wanted to give Priests an edge over other magicians, on the grounds that Divine Power should legitimately surpass all other forms of magic – especially since Priests had to respect a far stricter code of behaviour than Sorcerers or Elementalists. And to be fair, these “*excessive advantages*” were not THAT excessive – and seem even less so in our age of crunchy bits and power combos.

The Call of Cybele

Religion has always been a touchy subject in M&M history. In 1987, the entire hobby was still in the fires of the Big Anti-RPG Crusade launched by the fanatics of WAMM (Worried About Mazes & Minotaurs) and other similar groups of religious fundamentalists – yeah, these guys wanted to ban everything M&M-related on the grounds that (a) the game promoted pagan polytheism, (b) one of its early supplement included a few lines about decresating temples, (c) they were a bunch of stupid, dangerous, book-burning bigots.

But let's get back to the *Companion*. Within such a heated context, publishing the gruesome section about the Cult of Cybele was quite a courageous move from LGS – and one which spawned yet another type of M&M variants. Known as “Call of Cybele” (or CoC) campaigns, these games focused exclusively on the darkest and most horrific aspects of the M&M universe, with the Cult of Cybele acting as an ubiquitous secret menace constantly plotting to bring the mythic world to an apocalyptic end.

In CoC games, Olympian gods took a backseat and Cybele herself was pictured as a gigantic, tentacled monstrosity reminiscent of (and sometimes identified with) HP Lovecraft's Shub-Niggurath, the Dark Goat of the Wood with a Thousand Youngs. Such campaigns also featured detailed rules on madness, ancient scrolls that could drive you insane and, of course, all sorts of horrendous rituals and orgies. Luckily for us all, WAMM never found out about CoC.

The Two Heresies

This chapter also presents the “Two Heresies” of M&M – the Dionysiac Heresy and the Mithraic Heresy. Both faiths were regularly the subject of heated debate within the M&M community, each with its staunch defenders and its relentless

detractors – the latter complaining about how these two divergent religions spoiled the “*elegant Olympian feel*” of True M&M (hence the term “heresy”). On closer examination, though, the Two Heresies are actually two very different stories.

Unlike that of Mithras, the existence of Dionysos in the M&M universe was never put into question : he was a fully legitimate, fully official part of Greek mythology... but he was also the object of a strange, unhealthy fascination from some gamers, who saw the Mad God as the embodiment of their secret desires to play bad, dark, crazy, oversexed characters (such as Satyrs or even the infamous, cannibalistic Maenads).

These self-proclaimed “Dionysiac Heretics” had their own Bible, the unofficial and notorious *Misdeeds & Madness* supplement, which covered All Things Dark and Dionysiac (you can still find a PDF fac-simile of it in the Files section of the official M&M newsgroup). For the true Dionysiac Heretic, the section on the Cult of Dionysos in the *Companion* was just “vanilla Dionysos” : a watered-down, emasculated (their words, not mine) imitation of “the real thing”. And no, WAMM never found out about them either.

The Mithraic Heresy was taken far more seriously by M&M traditionalists, because it introduced a “*completely anachronistic concept*” that had “*nothing to do in the mythical fantasy world of M&M*” and that could “*endanger the whole metaphysical fabric of the game we all love*”. They were, of course, talking about monotheism.

But the Cult of Mithras also had its fervent defenders. For those “Mithraic Heretics”, the new, monotheistic solar faith was far more than an interesting game option ; it reflected the necessity of spiritual rebirth in the M&M world.

It was as if these guys had been touched by Mithras himself. They began to run entire campaigns based on the triumphal advent of the One True God in Mythika and its struggle against the “decadent semi-deities” (yes, the Olympians), with player-characters acting as champions and missionaries of the great Mithraic Crusade.

The only part of the *Companion* which really bothered the Mithraic Heretics was the little sentence in the section on Non-Olympian Cults, which stated that Non-Olympian deities could not have Divine Agents. This “*arbitrary and unfair*” prohibition was quickly disposed of in Mithraic circles and within a few months, articles on Mithraic Agents and even fully-fledged classes (such as the Mithraic Champion, the Mithraic Initiate and the Mithraic Paladin) began to appear in various unofficial supplements and fanzines, such as *The Mithraeum*, which acted as the voice of the Mithraic community until its demise in 1994.

VI : MISCELLANEOUS RULES

Traps

Monsters are not everything in a hero's life. During their adventurous expeditions, characters may also run into traps – especially when exploring lost tombs and underground mazes...

Traps Characteristics

Type : A trap may be an indoor trap or an outdoor trap. This distinction is especially important as far as Thieves and Hunters are concerned (see below).

Effect : Each trap has a specific effect : the victim may fall into a pit, get pricked by a poisoned needle, end up buried under an avalanche of stone boulders etc. There are five basic trap effects : direct damage, falling, crushing, poison and entrapment. See below for more details about these effects.

Ratings : A trap has two ratings : a Concealment rating, which reflects how hard it is to detect, and a Danger rating, which reflects how hard it is to avoid. Both are rated from 15 to 20 and act as target numbers, as detailed below.

To randomly determine the various characteristics of a given trap, first roll 1D6+14 twice to determine its Concealment and Danger ratings, then roll 1D6 on the table below to determine its effects :

D6	Indoor Traps	Outdoor Traps
1	Direct Damage	Direct Damage
2	Falling	Direct Damage
3	Crushing	Crushing
4	Entrapment	Crushing
5	Poison	Entrapment
6	Combination*	Entrapment

* Roll again on the following sub-table :

- 1-2 = Falling + Direct Damage
- 3-4 = Falling + Entrapment
- 5 = Direct Damage + Poison
- 6 = Crushing + Entrapment

Detecting Traps

Traps can only be detected by characters who are actively searching for them. Inattentive characters will automatically trigger the trap as soon as they take the required move or action.



Will Krondar the Barbarian make his detection roll ?

Detecting a trap requires a successful detection roll made against a target number equal to the Concealment rating of the trap.

Thieves and Hunters normally add their special Thievery or Hunting bonus to all their detection rolls. As far as traps are concerned, Maze Masters may wish to restrict the Thieves' bonus to indoor traps and the Hunters' bonus to outdoor traps, to reflect the specialized skills of each class.

If a trap is successfully detected, the character will be aware of its presence and general mode of operation, which will usually allow him to avoid taking the action that would trigger the trap.

Avoiding Traps

Traps which have not been successfully detected will be triggered by the first applicable victim.

This victim is allowed a last chance Danger Evasion roll made against a target number equal to the Danger rating of the trap.

Thieves and Hunters do *not* add their Thievery or Hunting bonus to Danger Evasion rolls made to avoid undetected traps.

A successful roll means the character managed to avoid the trap at the last second. A failed roll means the character was not alert or fast enough to avoid the trap : see *Effects of Traps* below.

Depending on the size and working of the trap, its effects may apply to a single victim or to anyone within a certain area etc. Such specifics depend on the physical characteristics of the environment and are left to the discretion of the Maze Master.

Most traps are single-use devices : in other words, they only work once and have to be reset or re-armed in order to function again.



Mmmh... I wonder how that works... (famous last words)

Effects of Traps

Traps may have various effects when triggered :

Direct Damage : The victim suffers 1D6 Hits of damage, caused by stakes, blades, javelins etc.

Falling : The victim falls 10 feet or so and suffers 1D6 Hits of damage. This effect may be combined with Direct Damage above (for 2D6 Hits) if the victim falls on stakes, spearheads etc.

Crushing : The victim is buried under falling boulders, crushed by a massive stone, hingeless door etc for 2D6 Hits of damage.

Entrapment : The victim is trapped into an enclosed space, with no apparent natural exit... This may be combined with Crushing or Falling.

Poison : The victim is pricked by a poisoned needle, blade etc. The effects of this poison can be defined as per the Poison ability of some creatures (see *Maze Masters Guide* p 20). This effect may be combined to Direct Damage, taking the form of poison-coated stakes, spearheads, blades etc.

Disarming Traps

Once a trap has been detected, characters will be able to tell which actions or movements may trigger it (and thus avoid making such actions).

In most cases, this means that the characters will not be able to take a certain course of action (such as opening a treasure chest or passing through a doorway) unless the trap is disarmed.

Thieves and Hunters are the only characters who may attempt to disarm traps. Thieves can only attempt to disarm indoor traps, while Hunters can only attempt to disarm outdoor traps.

In the context of these rules, « disarming a trap » means neutralizing or removing it, depending in on how the trap actually works. Warning : attempting to disarm a trap is a very hazardous activity, even for experienced Thieves or Hunters.

To disarm a trap, the Thief or Hunter must attempt a Danger Evasion roll against a target number equal to the Danger rating of the trap, as per the rules for *Avoiding Traps* (see above). A failure has the usual consequences (the trap goes off) but if the roll succeeds, the trap will be successfully disarmed.

If the roll fails, the trap is triggered but the Thief or Hunter is allowed a Danger Evasion roll against the Danger rating of the trap, as per the usual rules. This last chance roll is not increased by the character's Thievery or Hunting bonus, since the character failed to disarm the trap in the first place.

Given the appropriate time and equipment, Thieves and Hunters may also be able to build or install the same type of traps they can disarm (ie indoor traps for Thieves and outdoor traps for Hunters). These « homemade » traps normally have a Concealment and Danger ratings equal to (14 + character's level).

Special Traps

Maze Masters may wish to pit their players against magical or extremely advanced mechanical traps.

In a typical M&M Bronze Age game world, such marvelous contraptions should remain extremely rare and should always be the works of Derros engineers or long-dead Daeadalus-like inventors.

Such devices always qualify as Indoor Traps. They have the same Concealment and Danger ratings as more common traps but will always be far more difficult to disarm. The target number required to disarm such a trap will be raised by 5. Thus, a mechanically advanced trap with a Danger rating of 16 will have a disarm target number of 21.

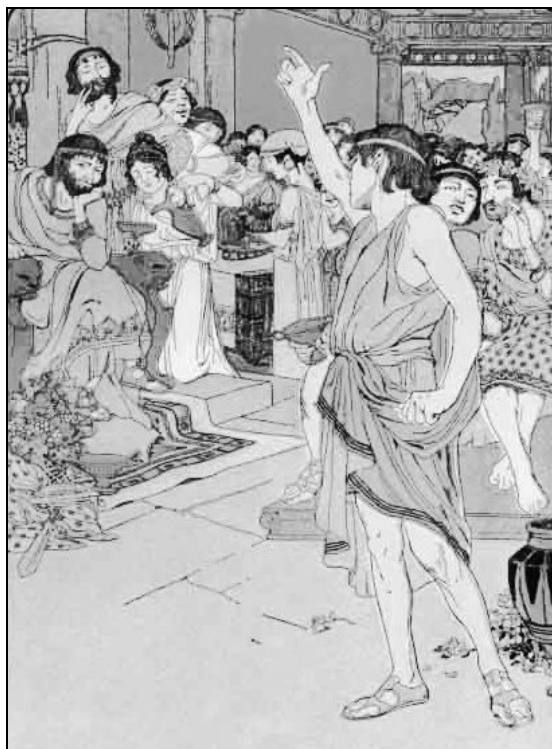
Here are a few examples of special effects magical or advanced mechanical traps may have :

Self-Reload : The trap has a normal Crushing, Direct Damage or Poison effect (or a combination of these effects) but the device automatically reloads or rearms itself after each use.

Fire Trap : The victim(s) of the trap is hit by a burst of flame. Treat as a 2D6 Breath Weapon, which can be avoided with a successful Danger Evasion roll. This may be combined with Self-Reload.

Explosion : KA-BOOM ! The trap explodes when triggered . In game terms, the effects are the same as Fire Trap above, except that everyone in a 2D6 feet radius may be affected. This special effect cannot be combined with Self-Reload.

Gas Trap : The trap lets out a cloud of poisonous gas. In game terms, this has the same effects as Poison, except that everybody in a 1D6 feet radius may be affected by the cloud. In addition, if this effect is combined with Entrapment, every victim will be affected and will have to make a new Physical Vigor saving roll every round against an increasing target number, as per the Drowning rules.



Elethos the Eloquent gets ready for a difficult Influence roll

Influencing NPCs

Influence & Roleplaying

The *Mazes & Minotaurs* rules are extremely concise when it comes to dealing with NPCs in a non-violent manner. In fact, the 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 following optional rules is to resolve such situations using a set of simple game mechanics.

Influence Modifiers

A character's Personal Charisma represents his presence and power of command ; as such, it has a significant impact on first impressions (Reaction rolls) and an even greater impact on the loyalty and morale of the character's followers (Leadership).

But showing presence and authority is not the only way to interact with NPCs – especially if one wishes to go beyond first impressions. Characters who wish to influence NPCs in a significant manner may use three different methods : Intimidation, Persuasion and Seduction, each with its own modifier.

Influence Modifiers

Intimidation = (Will mod x 2) + Luck mod

Persuasion = (Wits mod x 2) + Luck mod

Seduction = (Grace mod x 2) + Luck mod

Intimidation 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 character's Intimidation mod is equal to his Luck mod plus twice his Will mod.

Persuasion involves using rhetorics, logical arguments and oratory techniques to gain the NPC's favor or attention. The Maze Master may ask the player to deliver a convincing speech (or, at least, to paraphrase it) before making the roll. A character's Persuasion modifier is equal to his Luck modifier plus twice his Wits modifier.

Seduction involves flirting and using various forms of facial and somatic communication to attract the NPC's attention or interest. Seduction only works if the character and the target have compatible sexual affinities (a topic which goes beyond the scope of these rules). A character's Seduction mod is equal to his Luck mod plus twice his Grace mod.

A character's influence rolls may also benefit from his **reputation effect** (see *Players Manua*) ; thus, Centaurs will get an influence bonus equal to their level when trying to influence other Centaurs, while Nobles will get an equivalent bonus when trying to influence people from their homeland.



- Excuse me, are you trying to intimidate me ?

Target Numbers

The target number of an Influence roll is normally equal to **15** but may be modified by various factors which are summarized below.

Loyalty : If the NPC is a follower or servant of another character, this loyalty may, in some cases, make him harder to influence. In such cases, the Leadership of the commanding character is added to the target number. Thus, trying to influence the guards of Skelos the Tyrant (Leadership +8) will require an Influence roll of 23 or more (provided those guards aren't already Hostile).

Resolve : Strong-willed individuals are harder to influence than average persons. NPCs with a Will score add their Will modifier to the target number of Influence rolls made against them. Thus, influencing a character with a Will of 15 (+2) will require a roll of 17+. Conversely, NPCs with a particularly low Will (8 or less) will be easier to Influence, subtracting their Will penalty from the target number.

Deception : Influence may also be used to deceive, or trick NPCs : this usually applies to Persuasion (lying, fast talking, telling tall tales etc) but may also be used with Intimidation (false threats, poker-style bluffs etc) or Seduction (using charm or sex appeal to distract, trick or manipulate someone). In such cases, the target number will also be modified by the NPC's Wits modifier : the more clever the NPC, the more difficult he will be to fool. Like Resolve above, this only applies to Major NPCs, since Minor NPCs do not have attribute modifiers.



- I'm sorry, but *THIS* won't get you an Influence bonus !

Effects of Influence

To make an Influence roll, roll 1D20 and add the player-character's relevant Influence modifier. The roll succeeds if the final total is equal to or higher than the required target number (see below).

Influence can only be used on Trustful, Neutral or Wary individuals ; it has absolutely no effect on Hostile characters and is simply superfluous with already Friendly characters.

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.

A failed roll will actually shift NPC's Reaction one category down (ie turn a Neutral attitude into a Wary one or a Wary attitude into a Hostile one).

Limits of Influence

Depending on the situation, an 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. In the latter case (group Influence), a single Influence roll is made for the whole audience but some of its members may have higher target numbers than others (because of their higher Will, Wits etc) : thus, Maze Masters will be able to determine which individuals are affected by a character's Influence roll.

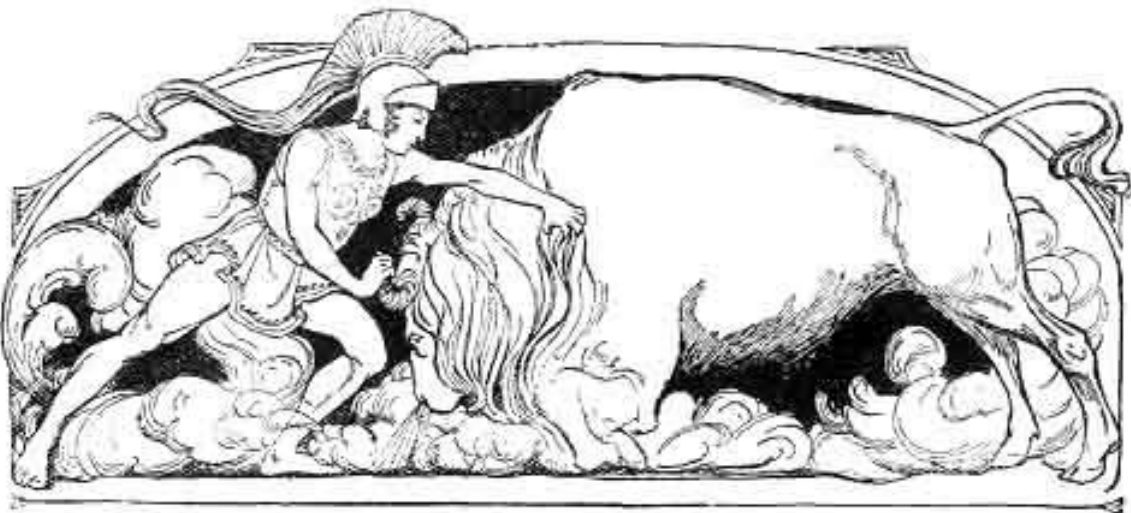
In most situations, the effects of an influence roll will affect its target NPCs as long as they remain in the character's presence – or until a specific event causes them to reconsider their attitude.

As shown by the various modifiers detailed above, most Influence rolls will have high to very high target numbers, making success quite unlikely, except for adventurers with high Influence bonuses.

Remember that the main purpose of these optional rules is NOT to turn every conversation between player-characters and NPCs into a series of dice rolls, but to make things easier for players and Maze Masters when dealing with decisive interactions.

Maze Masters should refrain from calling for Influence rolls every time characters wish to request something from NPCs. First reactions should always be taken into account and Influence rolls should only be called for when characters are *really* trying to Intimidate, Persuade or Seduce NPCs into doing, telling or accepting things that go beyond the normal manifestations of their attitude : Trustful (or even Neutral) NPCs, for instance, won't have to be Persuaded or Intimidated to reveal information they have no particular reason to conceal.

Also remember that influence is not mind control and NPCs are not puppets with no will of their own. Also remember that influence rolls can never be used against Beasts, Monsters, Animates or Spirits, other player-characters, deities or Maze Masters.



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

Taming Beasts & Monsters

In most *Mazes & Minotaurs* adventures, the only form of interaction between adventurers and Beasts or Monsters is combat.

Yet, many legendary tales feature heroes who have loyal animal companions or who are required to tame a fantastic creature as some sort of heroic task. This section presents optional rules to deal with such situations between game sessions.

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

Taming by Craft

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

At the discretion of the Maze Master, this ability might be extended to Shapeshifters (see chapter IV), who have a natural affinity with animals.

To do so, the character must make a Danger Evasion roll versus a target number of 14 plus the creature's Defiance rating. Hunters also add their Hunting bonus 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 a damage roll for the creature's Size (ie 1d3 for Small animals, 1D6 for a Medium-sized ones, 2D6 for Large ones).

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 a Taming roll total of 16 or more ; 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 Force

Anyone with a Might of 13+ can tame a captured Beast or Monster by Force. Since it relies on physical strength, Taming by Force is the favorite taming method of most Barbarians and Centaurs.

Only Medium-sized or Large creatures may be tamed in this way.

Creatures have a **Force** rating which measures their resistance to his form of taming. This rating is simply equal to 2 plus the creature's Melee modifier (which is a direct reflection of its Size and Ferocity).

Thus, a Bull (Melee +4) has a Force of 6, while a Giant Boar (Melee +6) has a Force of 8.

To tame a Beast or Monster by force, the character must wrestle the creature, according to the standard wrestling rules, and pin the creature down for a number of consecutive rounds equal to its Force.

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.

Note that most Beasts and Monsters will attack the tamer if the grapple fails or if they manage to break free before the required number of battle rounds has passed, making this method quite hazardous.

Taming by Charm

Lastly, Nymphs (and only them) can try to tame Beasts and Monsters by Charm, using the powers of their preternatural charisma.

This can only be attempted with creatures from the Nymph's natural environment - sea creatures for Nereids, woodland beasts for Dryads etc.

This process starts with a Reaction roll, using the Nymph's Personal Charisma as a bonus and the creature's Ferocity as a penalty (-1 if Aggressive, -2 if Dangerous and -3 if Deadly).

The taming process may only continue if this roll results in a Friendly reaction.

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 creature's damage roll (1D6 days for a Medium creature or 1d3 for a Small one, for instance).

When this period is over, make a second Reaction roll with the same bonuses and penalties as above.

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).

While trying to tame a 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 her Personal Charisma. Large creatures count as 2 and Gigantic ones as 4.

Thus, a Nereid who meets a Sea Serpent and gets a Friendly reaction (despite the -2 Ferocity penalty) may try to become its friend. This will take her 3D6 days (since the Sea Serpent is Gigantic). She will then have to make a new reaction roll (with the same -2 penalty for Ferocity) : if she gets another Friendly result, the Sea Serpent will be Tamed.

Loyalty of Tamed Creatures

After being tamed, a creature will be obedient enough to follow its master around, as long as it is given enough food. Its loyalty and morale may be tested like those of a human follower, using the same die (D10) and the same procedure ; the score being tested, however, is not the tamer's Leadership but a special **Bond** rating.

A tamed creature's **Bond** rating is equal to the sum of the tamer's **Will** and **Luck** mods and must also be modified according to the taming method used : -2 for Force, 0 for Charm and +2 for Craft. This rating is also reduced by 1 for all Monsters.



The Nereid and the Sea Serpent (see example above)

A creature's Bond 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 Bond check.

A tamed creature that fails a Bond check will flee for 1D6 hours. At the end of this period, a new check must be made. If it fails, 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 check will be made.

If it succeeds, the creature will come back to its master as soon as it can detect his proximity. If this third Bond check fails, the creature will no longer obey and will have to be Tamed again.

As the tamer's Will and Luck increase, so will the Bond of his Tamed companions. Those with a Bond of 10 or more are completely loyal to their master and will never have to test their Bond.

Lastly, it should be noted that cities, citadels, temples and noble domains will not let characters enter if they have a Monster with them, unless they get a Trustful or Friendly reaction. In such cases, each Tamed Monster following a character will give him a Reaction penalty equal to the creature's Melee modifier (which reflects its Size and Ferocity).



A graceful Huntress with her majestic companion

Training Tamed Creatures

Tamed creatures can be taught Tricks. This takes 1D6 months per Trick and requires a roll to see if the creature accepts the training. Roll 1D6 and add its Cunning modifier, with an extra bonus of +1 for each Bond point over 10. The creature learns the Trick if the total is equal to or greater than the Difficulty of the Trick. Otherwise, the creature does not learn the Trick and will be forever unable to do so. Here are the most common Tricks, with their Difficulty ratings.

Attack (4) : Order to attack a designated target.

Draft Beast (5) : 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 (5) : 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 (5) : Order not to attack a designated target.

Message (7) : The creature can carry a message to its home or any person it accepts as its owner.

Mount (4) : The creature can now be ridden. A Loyalty check is made when the owner mounts, and whenever he attempts a Perilous Feat.

Other Owner (5) : The creature accepts another person as its owner as well. It will always have a -1 penalty on all Bond checks, though. Note that anyone can acquire a tamed Beast in this way.

Protect (7) : The creature will automatically Guard (it must know that trick) its owner when he falls asleep, loses consciousness etc.

Save (7) : The creature must be able to swim; on orders, it will attempt to rescue a drowning person.

Search (5) : The creature actively helps searching for something (making detection rolls).

Stay (6) : The creature stays in one place for up to a day. Each hour after that calls for a Bond check.

Expert NPCs

Experts are Minor NPCs with a superior degree of expertise or mastery in a specific field. In game terms, all Experts are treated as Non-combatants : they only have 4 Hits, cannot attack and are not entitled to saving rolls but all of them have a special ability reflecting their expertise, as detailed below.

Navigators

These NPCs are expert, well, navigators and ship pilots. Unlike most sailors, they do not qualify as fighters but have a special expertise bonus ranging from +2 to +4 (roll 1D3+1) that is added to all Danger Evasion rolls made to protect a ship from storms and other natural sea hazards (such as dangerous reefs etc). A ship may only benefit from the skills of one Navigator at the same time.

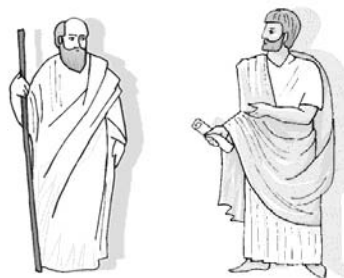
In addition, a Navigator will be able to predict the weather of the day with a % accuracy equal to 25 times his expertise bonus (eg 75% for a bonus of +3) : roll 1d100 and give a wrong prediction in case of failure. A Navigator can usually be hired at a daily fee equal to (9 + expertise bonus) silver pieces.

Physicians

Physicians are doctors, surgeons and healers. In game terms, their skills have the same applications and effects as the Healer background talent (see chapter I). Most of them are sedentary individuals and will not accept to follow adventurers on quests or expeditions. The cost of their services usually varies according to the nature of the said services. Those who are hired on a weekly basis (to aid the convalescence of a wounded character etc) usually take a weekly fee of around 20 silver pieces.

Sages

Sages have an extensive knowledge similar to the Scholar background talent (see chapter I). Maze Masters are free to decide that some questions are simply beyond a sage's vast knowledge or can only be answered by a specific sage. Sages tend to be very sedentary individuals and will usually refuse to go on quests and expeditions (even for knowledge's sake) – but they are often willing to freely share their knowledge with those who come to them.



Where is the Navigator ? asks the Sage to the Physician



Two Philosophers debating about Magic and Logic

Philosophers

Philosophers are intellectually-focused NPCs who study, teach and profess complex doctrines about Free Will, True Reason, Universal Logic and other concepts which tend to make them quite unpopular with Priests (and deities).

Philosophers are quite rare and can usually only be found at the courts of the more enlightened kings (acting as teachers, scholars or even mentors) or in the largest cities, although some of them chose to live as in the wilds as Hermits. With the exception of Hermits (and the rare, misanthropic Cynist), most Philosophers will usually be surrounded by a more-or-less numerous circle of disciples, who study under their tutelage but do not have the special abilities described below (until they are enlightened and mature enough to become true Philosophers themselves, which is actually extremely rare).

In game terms, all Philosophers have the same characteristics as Non-combatant Minor NPCs (4 Hits, no attack)... but they also have a single, unique ability which seems to defy the laws of mythical reality : they are completely immune to all forms of magic targeted against them, regardless of the magician's Mystic Strength or powers.

For Philosophers, Logic is the cosmic opposite force of Magic. Their belief in Free Will gives them an unfailing Mystic Fortitude against Sorcery, Nature's Gifts, Poetic Magic and other mind-affecting or emotion-based forms of magic, while their belief in True Reason makes them immune to the Divine Prodigies of Priests. And since they also believe in Mind over Matter, Philosophers are also immune to all forms of Elemental Magic. This imperviousness to magic, however, also has a big downside, since it makes Philosophers immune to all friendly forms of magic as well (such as divine blessings or the various types of magical healing).

The only forms of magic that are unaffected by the Philosophers' immunity are the powers of the Gods themselves (so beware Divine Interventions...) and, for some strange arcane reason, the Petrification ability of creatures such as Gorgons, Basilisks and Cockatrices (so much for Mind over Matter).

2007 Edition Comments

Miscellanea Unbound !

As its title implies, this chapter collected various bits and pieces that could not be put elsewhere. As such, it had that particular hodge-podge quality typical of so many old-school supplements.

The rules for Influencing NPCs (which spawned the diplomacy-heavy *Palaces & Politics* variant of M&M) and Taming Creatures (which were especially popular with players of Hunters and Amazons) were taken from the OM&M *Unveiled Addenda* supplement, but were also carefully Revised before being included in the *Companion*.

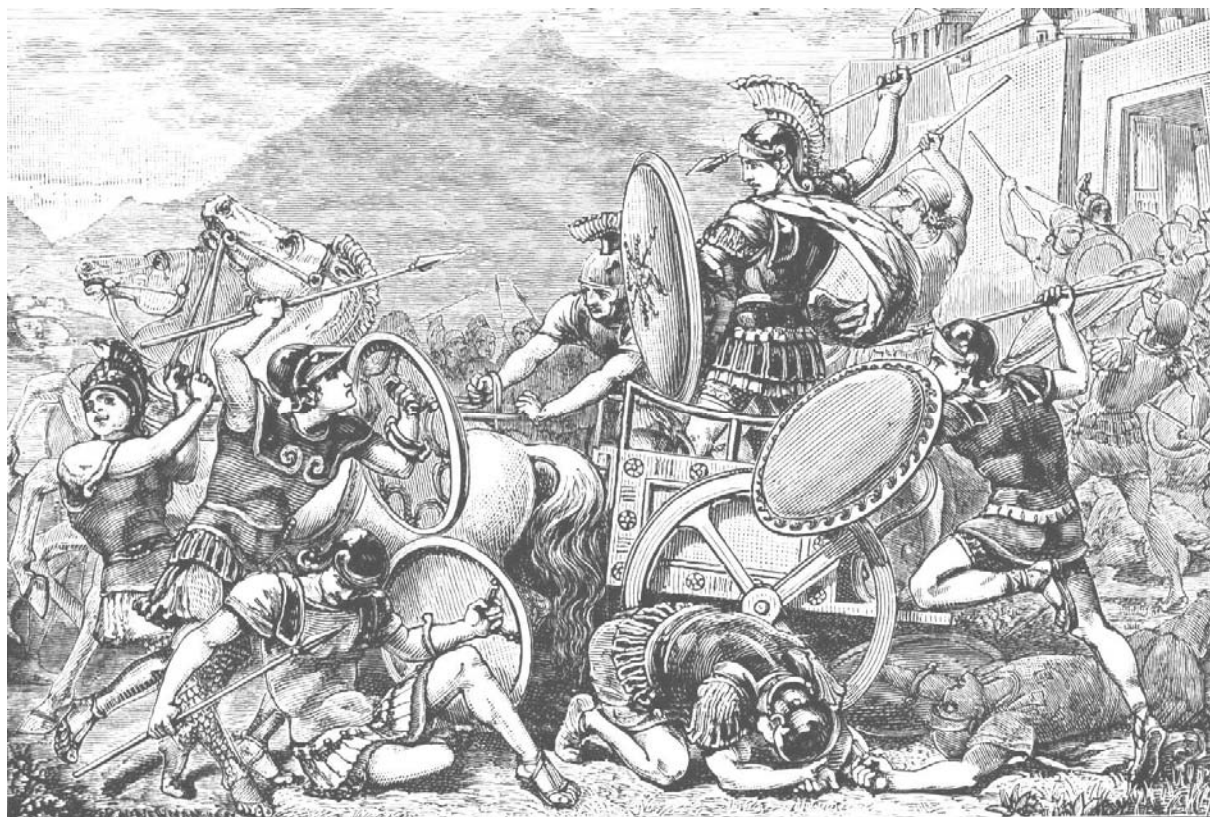
The rules on Traps were a revised and expanded version of an old *Griffin* article. Many Maze Masters felt that these should have been included in the *Maze Masters Guide* – but they were probably left out for space reasons (“*Nah, come one...*”). The section on Expert NPCs also came for the pages of *Griffin* but this one was actually shortened (the original article detailed dozens of specialized hirelings of dubious utility, such as professional flute players, masseurs and lawyers).

Revenge of the Philosopher

And then there was the Philosopher. What has started as a joke in an April's fool issue of the *Griffin* was now an official (if optional) element of the M&M universe – which caused quite a bit of uproar and incomprehension among the most “serious” members of the M&M community (“*Why on Mythika did you do such a thing ? Have you gone insane ?*”, “*Oh no ! Not that stupid Philosopher again !*”, “*What's next ? Rules for jesters ?*” etc etc), despite a few (okay, just one) enthusiastic reaction(s) (“*At last ! The Minotaurian Weltanschauung is now complete !*”).

Even though the class has been stripped of most of his original silliness and was now strictly limited to NPC-dom, I must admit I was very skeptical at first... until one of my Maze Master friends created a scenario that took advantage of the Philosophers' immunity to magic : it was about an evil Sorcerer who, under a false identity, had managed to Enslave a powerful king and all the closest members of his entourage – except one, the local court Philosopher, whose last resort was to recruit a band of valiant adventurers (including a Priestess of Athena !) to free the kingdom from the Sorcerer's domination. And I must say it was one of the most memorable sessions I've ever played – there was court intrigue, sorcerous machinations, sword-and-spear fights in the corridors of the royal palace, betrayal, tragedy and a fascinating final conversation (once the kingdom has been saved, the Sorcerer defeated and the order restored) between the Philosopher and our Priestess about Men, Gods, the Universe and Life in General. And not a single Monster.

Appendix : WARFARE RULES



Ah ah ! Rejoice, companions ! At last, rules for the ancient art of warfare and massive mayhem !

Epic Battles

Large-scale battles often occur in the mythic tales, novels and movies from which M&M draws its inspiration – just think of Homer's *Iliad* or J. R.R. Tolkien's *War of the Kings* celebrated trilogy; yet, such epic battles (or even large skirmishes) can hardly be simulated using the standard M&M combat rules – just imagine rolling 1000 attack rolls to resolve a single round of battle !

The following section presents a very simple system that can be used to resolve such grand-scale events as a part of a *Mazes & Minotaurs* scenario without getting lost in technicalities or complex tactical considerations – remember that M&M is not, has never been and never will be a wargame.

Armies & Troops

Troops & Regiments

An army is composed of troops. These troops may be divided into smaller regiments. In the context of these rules, the word "regiment" simply refers to any number of men (or other beings) fighting together.

Regiments are usually composed of troops with similar characteristics and equipment (ie archers, hoplites, cavalymen, centaurs etc) but this is by no means mandatory. Every type of Folk described in the *Creature Compendium* may be used as troops.

Monsters may be integrated into an army, but only as *Unique Opponents*, as detailed in the section of the same name. Humanoid Animates like Skeletons or Automatons may be used as troops but are often subject to special rules, as detailed in the following sections. Spirits can never be used as troops.

Combat Factor

Each type of troop has a different Combat Factor (CF), which represents its overall martial prowess, independently of its numerical size. Combat Factor takes into account the troops' natural or trained fighting ability, their equipment as well as various other factors detailed below.

The Combat Factor of a specific troop type can be calculated from its characteristics as given in the *Creature Compendium*, using the following formula :

$$CF = (2Fer + Eq + SA) \times \text{Size Factor}$$

2Fer refers to twice the being's **Ferocity** mod.

Eq refers to **Equipment Bonus** : each piece of protective equipment (shield, helmet, breastplate) adds a +1 bonus to a creature's CF.

SA refers to **Special Abilities**. Each Special Ability which directly enhances the troops' physical or martial capabilities adds a bonus equal to one-fifth of its Glory award. This only applies to the abilities listed below (with their corresponding CF bonus) :

Charge into Battle (+1)	Missile Weapons (+1) *
Crushing Damage (+2)	Natural Armor (+2)
Crushing Missiles (+2)	Psychic Powers (+4)
Fearsome (+2)	Regeneration (+1)
Invulnerability (+4)	Supernatural Vigor (+2)
Lightning Fast (+2)	Tough Skin (+1)
Marksmanship (+1) *	Trample (+1)
Mindless (+1)	Uncanny Agility (+2)

** These bonuses should be only counted for troops armed with bows. The effects of single-use missiles like javelins are simply ignored in large-scale battles.*

Lastly, the final Combat Factor of a troop type must be multiplied by its **Size Factor**, which is the same as the one used to calculate Glory awards : Tiny = 1/10, Small = 1/5, Medium = 1, Large = x2, Gigantic = x5). Do *not* round fractions at this stage.

As an illustration of how this system works, let us calculate the Combat Factor of four Folks described in the *Creature Compendium* :

Human Soldiers : Their Aggressive Ferocity gives them a CF of 2; full military equipment (shield, helmet and breastplate) adds +3 and their only special ability is Charge into Battle (+1). This gives them a final Combat Factor of 6.

Centaurs : Aggressive (+2), no shield or armor (0) but a lot of special abilities : Charge (+1), Missile Weapons (+1), Supernatural Vigor (+2), Trample (+1) and Uncanny Agility (+1), for a final CF of 8. This assumes that these Centaurs are armed with bows; if they only had melee weapons (or javelins), the Missile Weapons ability would not be counted, reducing their CF to 7. Lastly, if these Centaurs fought with shields, helmets and breastplates, their Combat Factor would be raised by +3.

Myrmidons : Dangerous (+4), shield, breastplate & helmet (+3), Supernatural Vigor (+2) and Uncanny Agility (+2); this would give them a formidable CF of 11 if they had human size, but their Tiny size divides this by 10, for a final result of 1,1 (which is not bad for 1' tall soldiers).

Tragos Marauders : Aggressive (+2), shield (+1) but no helm or breastplate, Charge into Battle (+1). This gives them a final Combat Factor of 4.



Special Troops

Archers are the only types of troops which can benefit from the *Missile Weapons* or *Marksmanship* special abilities in a large-scale battle. The effects of javelins and other missiles are simply integrated into the normal resolution system of the battle round, just like melee weapons.

Cavalrymen have a Combat Factor equal to their own CF plus the CF of their mount. Standard horses have a CF of 4 : +2 for Aggressive Ferocity, +1 for Charge into Battle, +1 for Trample. Thus, a heavy, fully-armored cavalry unit will have a Combat Factor of 10 (6 for the rider and 4 for the horse).

Chariots follow the same principle : add the CF of the two horses to the CF of the warrior in the chariot, with an extra +1 bonus for the protection and cover provided by the chariot. The driver does not add anything to this total. Thus, a chariot drawn by two horses (CF 8) and carrying a fully armored fighter (CF 6) will have a total CF of 15.

Regimental Strength

Each regiment has a Strength total which is equal to its numerical size multiplied by its Combat Factor.

Thus, a regiment of 100 soldiers with a Combat Factor of 6 will have a Strength total of 600.

The distribution of available troops into different regiments is entirely left to the decisions of the commanding general. Our regiment of 100 soldiers, for instance, could be split into two regiments of 50 men (each of which would have a Strength of 300).

A single regiment may even include troops with different characteristics and equipment : thus, a joint-force of 100 human soldiers (Combat Factor 6) and 50 Centaurs (Combat Factor 8) would have a combined Strength total of 1000 (600 for the human soldiers, plus 400 for the Centaurs).

This system also allows Maze Masters to take into account the superior quality of small bands of elite fighters within larger regiments (such as a handful of Sagittarians among a regiment of Centaurs).

The Strength of an army is equal to the sum of all its troops Strength. Thus, a joint force of 100 human soldiers (Strength 600), 100 myrmidons (Strength 110) and 50 Centaurs with bows (Strength 400) will have an overall Strength of 1110.

Unique Opponents

Monsters, major NPCs and player-characters may also be included in regiments but qualify as *unique opponents*. As such, they are subject to special rules and restrictions.

Such opponents do not form regiments of their own kind (forget about entire regiments of Giants or Chimeras...) but can be integrated into an existing regiment, either as leaders, champions or brothers-in-arms (for player-characters and major NPCs) or as special support (for Monsters).

For Monsters, simply calculate the creature's CF using the method given above for creatures and add it to the overall Strength of the regiment.

Player-characters and major NPCs who take part in a large-scale battle can also be given an individual CF to be added to their regiment's overall Strength.

This individual Combat Factor is simply equal to the character's Melee mod with the usual equipment bonus of +1 for each piece of protective equipment (helmet, shield or breastplate), with an additional bonus for warriors : +2 for Spearmen and Centaurs, +1 for Nobles, Barbarians and Amazons.

Thus, our old friend Pyros the Spearman, with his Melee mod of +5 (at level 1), his class bonus (+1) and his complete spearman equipment (+3) would have an individual CF of 9.

At the Maze Master's discretion, some mythic items may grant an additional +1 to a character's CF.

Regardless of their category, unique opponents will *never* be subject to group Morale effects or troop losses. Even on a battlefield, Monsters can only be dealt with in classic combat, using the standard M&M combat rules.

For the fate of major NPCs and player-characters taking part to a large-scale battle, see the *Heroic Phase* section later in this chapter.

Morale & Command

An army's **Morale** rating is normally equal to the Leadership score (see *Players Manual*, p 47) of its General but this may be modified before the battle, as detailed in *Before the Battle* below.

The two major exceptions to the Morale rules are Hordes and Animates.

Hordes are armies which are composed of savage, fanatical fighters. Most Beastmen (Tragos, Boarmen etc) will fight as Hordes. Hordes do not need a General, do not have a Morale score and thus do not need to make Morale checks – see the *Morale Phase* section below for more details.

Animates (and other Mindless creatures) do not have morale and always fight to the "death".



Time for an inspiring speech...

Before the Battle

Omens

Before battle, a General can prepare a ritual to ask the favour of the gods. Roll **2D6**, add the General's **Luck** mod and check the table below. If a Priest is present, add the Priest's level to the result as well.

The final result may affect the troops' Morale (which is based on their General's Leadership, as noted above) for the battle to come :

2 or less = Very bad omens (-2 Morale)

3-5 = Bad omens (-1 Morale)

6-8 = No answer or uncertain omens

9-11 = Good omens (+1 Morale)

12 or more = Very good omens (+2 Morale)

Morale cannot be reduced below 1 by bad omens.

Oratory

Before the battle (and after these auguries), the General (or, if applicable, any player-character with a reasonable Leadership score) may also try to make an inspiring speech to boost (or revive) the troops' Morale. This is not necessary if the omens are already *Good* or *Very good*.

Such a speech is resolved as a Reaction roll on the NPCs Reaction table, using the usual 2D10 and adding the speaker's Personal Charisma (and his reputation effect, if applicable) to the roll.

The speaker will be able to inspire his troops on a Trustful (+1 Morale) or Friendly (+2 Morale) result. Thus, a charismatic leader may be able to offset the effects of uncertain, bad or very bad omens.



Round Sequence

Battles are resolved in one-hour rounds. Each round of mass combat is resolved as follows :

1. Strategic Phase : Commit troops and calculate the **Strength** and **battle modifier** of each force.

2. Tactical Phase : Each side selects its degree of **Tactical Risk** (see below). The sum of these two ratings is called the **Massacre Factor** and will be used to compute casualties during the next phase.

3. Resolution Phase : Each side rolls 1D20 + battle modifier. Compare the results, apply the appropriate effects and calculate the losses suffered by each side according to the current Massacre Factor (MF).

4. Heroic Phase : Determine the individual fate of participating **player-characters** and major NPCs.

5. Morale Phase (if needed) : Make Morale checks.

6. Retreat Phase (if needed).

Each of these phases is detailed below.

Strategical Phase

At the start of each round, the general of each army decides which regiments he wishes to commit to battle during the round. Depending on his overall strategy, he may commit all his available troops or keep some regiments between the lines of battle to use them as reinforcements in later rounds.

The regiments committed to battle are collectively known as the **force**, while the troops left behind the lines are called the **reserve**. This distinction does not apply to Hordes, which always fight with all their available troops.

The **battle modifier** of each force must then be calculated. This modifier encompasses the following factors : Superiority, Position, Morale and Fatigue.

Superiority

Superiority represents the advantage provided bigger numbers and/or better troops. This modifier is determined on the table below by comparing the Strength totals of each side. The force with the greater Strength total receives the indicated bonus.

Strength Ratio	Bonus
Less than 1.5 to 1	0
At least 1.5 to 1	+1
At least 2 to 1	+2
At least 3 to 1	+3
At least 4 to 1	+4
At least 5 to 1	+5
At least 6 to 1	+6
At least 7 to 1	+7
At least 8 to 1	+8
At least 9 to 1	+9
10 to 1 or more	+10

Thus, a force of 200 human soldiers (Strength 1200) against 50 centaurs (Strength 400) would receive a +3 Superiority bonus.

The Superiority bonus will have to be recalculated at the start of each round, since the losses suffered by both sides may change the Strength ratio.

Morale

Force has higher Morale score	+1 *
Force is defending its own ground, city etc	+1
Force has already beaten this foe before	+1

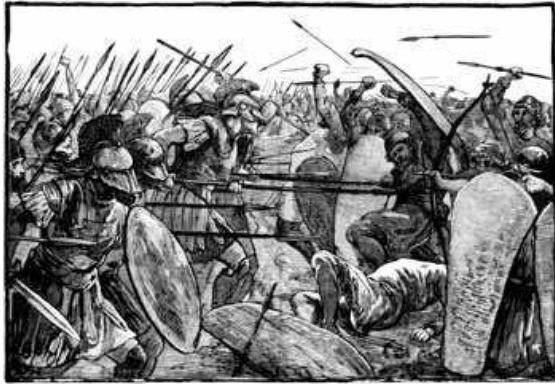
These modifiers never apply to Hordes or Animates.

Position

Each side may receives various position modifiers, reflecting terrain and other circumstances :

Fighting on higher ground	+4
Defending a narrow pass or river bank	+4
Attacking by ambush	+2
Defending in mountains, hills or behind walls	+2
Fighting in the snow or on sand	-2 *
Fighting in swamp, marsh etc	-4 *
Army with cavalry in mountains, hills etc	-4

** Troops that act in their natural environments (ie Swamp Folk in swamps etc) do not suffer this penalty. At the Maze Master's discretion, such troops may even receive a +2 bonus when fighting in their natural milieu.*



Come on, lads ! I want you all on Tactical Risk 3 !

Fatigue

Force is moderately fatigued	-2
Force is seriously fatigued	-4

Fatigue is an optional factor and is left at the Maze Master's discretion. As a rule of thumb, a regiment may be treated as moderately fatigued if it has fought for a number of consecutive battle rounds greater than its Combat Factor and seriously fatigued if it has fought for a number of consecutive rounds greater than twice its CF. Creatures with Supernatural Vigor and all Animates are completely immune to the effects of fatigue.

Calculating Battle Modifiers

Let's suppose a force of 50 human soldiers are defending a small town against a horde of 200 Tragos raiders. The human soldiers (CF 6) represent a Strength total of 300, while the 200 Tragos (CF 4) have a Strength total of 800.

Superiority : The Strength ratio clearly advantages the Tragos raiders, who outnumber the humans by more than 2 to 1 (but less than 3 to 1). This gives them a +2 Superiority bonus.

Morale : The human soldiers are led by a valorous Noble with a very high Leadership, but this has no effect since the Tragos fight as a Horde. Still, the soldiers are defending their own land, which gives them a Morale bonus of +1.

Position : The humans are defending behind walls, which gives them a +2 bonus.

Fatigue : None of the two forces suffer from fatigue at the start of the battle.

So, in the end, this gives the human soldiers a battle modifier of +3 (for defending their own city behind walls), while the Tragos marauders get a battle modifier of +2 due to their greater numbers). Thus, the human defenders start with a slight advantage – but this situation might change quite easily during the battle, especially if they suffer heavy losses...

Tactical Phase

Tactical Risk

Each round, the General of the army decides the degree of Tactical Risk he imposes on his troops. In game terms, Tactical Risk is rated from 0 to 3, according to the following scale :

0 = Minimum Risk. The troops concentrate exclusively on defensive maneuvers and positions ; the main goal of the General is to suffer as few casualties as possible.

1 = Average Risk. This is the default choice, mixing a more-or-less balanced choice of offensive and defensive tactics.

2 = High Risk. The troops privilege attack over defense, trying to inflict as much damage as possible to the enemy, even if this puts its own troops in serious danger.

3 = Maximum Risk. This extreme choice usually reflects a desperate or fanatical attitude and usually results in maximum bloodshed on both sides.

Tactical Risk is chosen by the General of the army. Forces which have lost their General and are left without a leader (see *Losing the General* below) automatically fight at Maximum Risk.

For Hordes, the Tactical Risk must be rolled randomly each round on 1D3. Thus, Hordes never fight at minimum risk.

Massacre Factor

Once each side has chosen its degree of Tactical Risk, the two ratings are added together to give the **Massacre Factor** (MF) of the current round : the higher the MF, the bloodier the fight (see *Resolution Phase*, below).

Thus, if one army selects Maximum Risk (3) and its enemy Average Risk (1), the battle round will have a total Massacre Factor of 4.

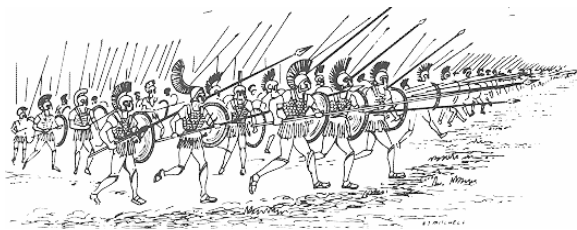
Resolution Phase

Basic System

Roll 1D20 for each army, adding its current battle modifier. If the army's General has the Tactician talent, roll two D20s and use the highest one. The army with the higher total wins the battle round.

The direct consequences of this are detailed under *Losses* below. If the winner beats the loser by 10 or more, he will receive an extra benefit (see below).

If both battle rolls are exactly equal, simply re-roll to break the status quo.



The Hoplites of Heraklia charging : this is Herakliaaaaaa !!!

Losses

The losses suffered by each side are calculated according to the current Massacre Factor (MF) :

Losing Side's Losses = MF x 10%

Winning Side's Losses = MF x 5%

If the winner's battle roll beat the loser's roll by **10** or more, the army's General may decide to either **increase his enemy's losses** by one-half (making them equal to MF x 15%) or to **decrease his own losses** to a negligible (0%) level. A difference of 10+ between the two battle rolls will also place the General of the losing army in danger (see below).

Losses are expressed in percentile proportions ; thus, losses of 20% mean that the army loses 20% (one-fifth) of its current troops. Drop all fractions when calculating losses.

For simplicity's sake, these losses are equally distributed between all the regiments of the current force (the reserve being unaffected). One-half are dead, the other half are seriously wounded and incapacitated for the rest of the current battle.

The only exceptions to this rule are **unique opponents** (such as Monsters and player-characters) who are never counted among the general losses suffered by their force.

Losing the General

Whenever a force loses a battle round and its roll is beaten by 10 or more, its General is in danger. This character must then make a Danger Evasion roll (target number 15) to avoid being captured by the enemy. Captured generals may be either held captive or put to death, depending on the goals of the enemy. These rules only apply to NPC Generals. PC Generals follow the usual rules given in the *Heroic Phase* section below.

In all cases, a captured or incapacitated General can no longer lead the force, which will have disastrous effects on its Morale (see below), unless a second-in-command takes the lead. Having no General, Hordes are immune to this kind of disaster.

Any warrior player-character or major NPC with a Leadership score of 2 or above can qualify as a General or second-in-command.

Followers & Major NPCs

As Minor NPCs, personal followers and retainers should be included in the % losses determined in the Resolution Phase, according to the usual rules of loss distributions. Thus, if a player character fights with his followers and their side suffers 20% losses, these losses will also include 20% of the character's followers (which will have no effect if his followers are less than five, since all fractions are dropped when calculating losses).

At the Maze Master's discretion, the Battle Wounds rule from the Heroic Phase may also be used to determine the fate of major NPC allies or foes (including Generals who have survived the previous phase).

Heroic Phase

This phase determined the fate of player-characters participating in the battle.

Battle Wounds

Regardless of the outcome of a round, a character who actively participates in a mass battle may be injured. Simply compare the enemy army's battle roll to the character's melee **EDC**, as if the battle roll was an attack roll. If the roll is equal to or higher than the character's EDC, the character will lose **1D6** Hits. If the roll beats the character's EDC by 10 or more, this battle damage is raised to **2D6** Hits.

Feats of Arms

As long as a player-character can fight, he may accomplish feats of valor which may bring him Glory (if he is a warrior) and which may even affect the fate of the battle itself.

After the injuries have been recorded, roll 1D20 + the character's Melee modifier. If the total is equal to or higher than the enemy army's battle roll, the character gains a number of Glory points equal to 20% (one-fifth) of the enemy army's current Strength. If the total beats the enemy army's battle roll by 10 or more, this Glory award is doubled and the valorous deeds of the character even inspire his side's troops, boosting their Morale by +1.

Morale Phase

This phase only occurs if Morale checks need to be made. Forces who have lost their General have an effective Morale of 1.

A force which has lost more than **50%** of its original numbers (not Strength) must check Morale at the end of every battle round.

Roll **1D10**. If the result is equal or less than the force's Morale score, the army holds fast; if the result is higher than the force's Morale, the force routs and leaves the battlefield, suffering an extra loss of **20%** of its remaining troops in the process.

Having no Morale score, Hordes never need to make Morale checks – but they will automatically disband and rout if reduced to 20% (one-fifth) of their original numbers. Animates never need to make Morale checks and always fight to the “death”.

Retreat Phase

At the end of a battle round, the General of an army may decide to Retreat. This requires an extra Morale check, resolved according to the usual rules (see Morale Phase above).

A successful check allows the force to withdraw from the field without suffering significant extra losses, while a failed check means the troops rout, leaving the battlefield in complete panic, suffering 20% extra losses in the process.

In both cases, troops which have retreated or routed are out of the battle and may not be re-affected to the reserve : if no reserve troops are available, the army is defeated and the battle is over.

Sieges

Sieges are resolved in a slightly different way : each battle round represents one day (instead of one hour) and all losses are divided by 5.

The defenders receive a +2 position bonus (for defending behind walls); this bonus may be raised to +3 or even +4 if the fortifications are especially impregnable. The attackers may receive a similar +2 to +4 tactical bonus if they are using siege engines (ballistas, catapults etc) but it should be noted that such machines are a rarity in most M&M worlds.

When a besieged army has used all its food and water provisions, it becomes *Seriously Fatigued* and loses a cumulative 5% of its troops for each day gone by without food and water after the first (5%, then 10%, then 15% etc). Lastly, defenders in a siege cannot try to retreat and “rout” results must be interpreted as surrendering the city to the enemy.



2007 Edition Comments

The Warfare Rules

According to most reliable accounts, these mass combat rules were added to the *Companion* in the final stages of its development – which explains why they are presented as an Appendix rather than as a normal, regular chapter. They are actually a heavily-revised and greatly simplified version of a system written by Luke G. Reynards for his famous *Twists in the Maze* column in the *Griffin*. Here are the opening words of the original article, in Luke's own, inimitable voice :

“So, you are tired of mazes. As a kid, you kept dreaming of honor on the battlefield while reading the Iliad and you just finished watching Bakshi's animated version of “Lords of Troy”. However Bakshi's version sucked (we can only hope for something better in the future) LOTR really struck a chord and you are just dying to bring the clash of battle in your M&M games.”

And indeed, these rules were welcomed by the M&M community... but they also gave all those ex-Wargamist columnists and critics, who had always hated M&M, a new reason to rant and rave at conventions or even in the Letters column of *Griffin* about How & Why M&M Was a Disgrace to Simulation Gaming. Here is a small florilegium :

“You call this a mass combat system ? Well, we all know that, to quote your own words, “M&M is not a wargame” so you should really have spared you the ridicule to publish THIS.”

“Where are the rules for formation changes ? Facing ? Siege engines ? Slingers ?”

“The degree of randomness and simplification found in these rules simply makes them irrelevant as tactical simulation rules – and is that not what mass combat systems are all about ?”

“It would have been a far better idea to design a conversion system allowing gamers to use M&M creatures and characters with a real, serious wargame about ancient warfare, such as ‘Hoplite Phalanx’, ‘Battles of Alexander’ or ‘Trojan War’. Don't you people never play wargames ?”

“Lastly : where are the bloody NAVAL COMBAT rules ? As if your ludicrous sailing rules were not enough ! What do you folks against ships ?”

Editor's Closing Words

Uh, last page, already ? Well, that's all, folks... for now ! Stay tuned for more free M&M goodness coming very soon from Legendary Games Studio, including some never-published-before material !

A hearty Minotaurian salute to you all !

Revised Mazes & Minotaurs Official Errata

Nothing is perfect in this world – and the **Revised Mazes & Minotaurs** rules are no exception to this universal rule. Despite the original editors' unwavering vigilance, a few errors and typos *did* creep in the **Maze Masters Guide**; some aspects of the **Sorcery** rules also seemed to require a few clarifications, corrections and additions.

Sorcery Addendum

The description of the **Enslavement** power (page 40 of the *Players Manual*) is a bit confusing at places and leave some questions unanswered. Here are a few official clarifications and additions.

Clarifications

Like Compelling, Enslavement *does* work on Monsters or Spirits (unless they are *Mindless*). That being said, keeping a Chimera as your slave should be more 'taxing' than doing the same thing with a single human or beastman, as detailed below.

Since Enslavement can only be used on a victim currently under Compelling, each attempt actually costs 10 Power points : 4 pts for the Compelling and 6 pts for the Enslavement itself.

A successful Mystic Fortitude saving roll against Enslavement also dispels the Compelling. Also note that Beasts and Monsters who successfully resist Enslavement (or, for that matter, Compelling) will almost always react by attacking the Sorcerer.

Unlike victims of Compelling, Enslaved beings *will* obey directly suicidal orders as well as orders which could be harmful to their friends or allies, with no possible resistance from their part.

A Sorcerer's death frees all his Enslaved victims.

Limitations

The maximum number of individuals a Sorcerer can keep Enslaved is equal to his Psychic Gift – but in this context, the word « individuals » only refers to Minor NPCs, Beasts and (non-Mindless) Spirits.

Player-characters, major NPCs and all Monsters are more « taxing » to Enslave, because of their greater importance in the tapestry of Fate. For the purposes of the Enslavement rules, a single such being is the equivalent of several standard individuals.

For PCs and Major NPCs, this equivalency is simply equal to their level. Thus, a level 3 character will take as much « enslavement space » as three standard individuals. For Monsters, this equivalency is based on Size (1 if Small, 2 if Medium, 4 if Large and 8 if Gigantic), with an extra +1 for each extra head. Thus, a Gigantic Cyclops is the equivalent of 8 standard individuals, a Chimera is the equivalent of 6 and a single five-headed Hydra would have an equivalency of 12, well beyond the Enslavement possibilities of even the most gifted Sorcerers.

Once a Sorcerer has placed a being under his Compelling, he immediately knows whether or not he has enough « space » left to Enslave this victim.

Editor's Note : *These Enslavement limitations may seem quite « heavy » – and that's precisely what they are meant to be, for the sake of consistency. Only the most gifted Sorcerers should be able to Enslave powerful Monsters and some of the most powerful (such as Hydras) should simply be impossible to Enslave. Note that a mythic item enabling Sorcerers to disregard these restrictions would make an excellent plot device (« Dracos the evil Sorcerer will never be able to control the seven-headed Hydra... unless he gets his hands on the Eye of the Serpent ! »).*

Maze Masters Guide Errata

PAGE 13 : RECENT HISTORY

Someone obviously had a little math problem here. As implied by the « 300-330 years » mention, the « present day » era of Mythika is not the third but the **fourth** century of the Heroic Age.

PAGE 16 : CREATURES' HITS TOTAL

Man did we blow it. The formula for calculating a creature's Hits Total has been made horribly erroneous by a typo (a « x » where a « + » should be). As implied by the examples given later in the chapter, the correct formula is :

Hits Total = Basic Hits + (Ferocity x Hit Factor)

PAGE 45 : SIREN'S COMB

The description of this item suffers from a bad case of mythical mistakisis ; there was obviously a confusion between Mermaids and Sirens (yes, we did it). This mythic item should actually be named Mermaid's Comb and all references to « Sirens » in its description should be changed to « Mermaids ». Furthermore, the cryptic reference to the Siren's... uh sorry, Mermaid's « Nature Charm » ability is a leftover from the original M&M rules and should be replaced by the new power of Vocal Entrancement.



*Hey ! Do I really look like a f***ing Mermaid to you ?
And give me back my f...ing comb !*