An Almanac of the World of the Deathmaze

In the world of the *Deathmaze* you will encounter many monsters and find a multitude of artefacts. This almanac describes their capabilities and effects in detail.

[1] Room Features

[1.1] Fountains

Poison: The adventurer who was delegated to investigate the fountain immediately suffers 1D3 Wounds.

Potion: Refer to the Treasure rules to determine what effect the potion has. The party may take one dose of the potion with them. Additionally, the adventurer delegated to investigate the fountain immediately undergoes the effects of the potion.

Alcohol: the adventurer delegated to investigate the fountain is considered drunk. He will have a combat bonus of - 2 for the remainder of the game

[1.2] Statues

Becomes Gargoyle: the statue turns into a living gargoyle. It is now a monster, and the Players may negotiate or fight with it. The gargoyle may have a treasure, like any other monster.

Potion: A potion is hidden in the base of the statue. Refer to the Treasure rules to determine the effects of the potion.

Gems: The statue's two eyes are gems which may be pried from the statue. Refer to the Gems table to determine the value of the gems.

[1.3] Trapdoors

Room: The trap door leads to another Room below, which has no doors or unusual features, and no chit is drawn; otherwise, handle like any other room.

Type J Treasure: The trap door hides a Type J Treasure, that may be trapped. See the Treasure rules.

Trap: the door hides a trap. Refer to the trap rules.

[2] Traps

Arrow: An arrow or bolt is shot from the trap. Roll 1D6 and refer to the Combat Results Table under the Bow column (there is no Combat Bonus), and the number of Wounds suffered if any.

Poisoned Arrow: Follow the procedure above, but in addition, if the arrow strikes, the affected adventurer takes 1D3 Wounds from poison.

Poison Gas: The affected adventurer immediately suffers 1D3 Wounds from poison.

Explosion: All adventurers (and charmed monsters) in the party immediately suffer one Wound.

Flaming Oil: The affected adventurer immediately suffers 1 Wound.

Roll Twice: roll the die two times on the Trap Table, and two traps are triggered. If a second Roll Twice results, roll twice again. Theoretically, if enough 6's are rolled, there could be an infinite number of traps.

[3] Magic Items

[3.1] Potions

Healing: Roll 1D6 and subtract the number rolled from the number of Wounds suffered by the adventurer.

Poison: The adventurer immediately suffers 1D3 Wounds.

Strength: Roll 1D6. The adventurer will have a Combat Bonus equal to the number rolled for all weapons during one (the next or current) combat sequence. After that, the effects of the potion wear off.

Charm Person: The adventurer may immediately take control of one Evil Hero, Wizard, Thief, Ogre, or Goblin in his Segment. (If the potion is being tested and no monster is around, it has no effect). The monster taken over by the adventurer becomes, to all intents and purposes, a member of the party. Immediately place the monster's counter in an empty space in the party's marching order. The monster remains under the control of the adventurer. If the adventurer dies later during the game, the monster immediately attacks the party (if the party is already in combat, place the monster in any gap in the monster's marching order, as close to the party as possible). The party does gain Experience Points for monsters slain by charmed monsters, but charmed monsters themselves never accrue Experience.

Charm Monster: As above, except that they may be used to take control of any single monster which is not an Evil Hero, Wizard, Thief, Ogre, or Goblin.

[3.2] Spices

Mustard: Works like a Healing potion.

Sesame: can be used to open trapped doors or chests without setting the trap off. Sesame must be used *before* a Thief attempts to detrap the door or chest.

Spinach: Works like a strength potion.

Red Pepper: Allows an adventurer to breathe flame during one Combat Phase. The adventurer may not make a weapon attack in the same Phase, and only an adventurer in the party's front row may use Red Pepper. Roll 1D6; the adventurer's opponent immediately suffers as many Wounds as the number rolled.

Cannabis: Alters an adventurer's time perception. During the next combat sequence, the adventurer will be able to make two attacks per each Party Combat Phase, but both attacks must be made on the same monster.

Cloves: May be used to peg a door shut. After the party opens a door to a segment and encounters any monsters, a Player may, instead of negotiating or fighting with the monsters, peg the door shut. Thereafter, the door is considered impassable. The party retreats to the segment it occupied before it opened the door. If the Room or Corridor segment is entered later by another path, the same monsters will-'be there (a Player may wish to note the positions of the monsters and pegged doors on a piece of scrap paper).

[3.3] Medallions

Neutralize Poison: Protects from the effects of poison from potions, fountains, and traps.

Potion Appraisal: Tells the nature of a potion without testing it. This means that each potion will have two doses and that poison potions can be discarded without testing.

Oratory: Two is added to all rolls on the Negotiation Table. This modifier is cumulative with monsters' Negotiation values, other Oratory medallions, and Oratory spells.

Dexterity: Two is added to the combat bonus (in addition to any other bonuses) when using a Bow or Throwing Dagger (but not with other weapons).

Strangling: The adventurer immediately suffers 2D6 Wounds.

[3.4] Rings

Resistance: Adds 1 or 2 to the Magic Resistance of the adventurer who wears the ring. A Ring of Resistance may not increase its wearer's Magic Resistance above 5. Any adventurer may wear a Ring of Resistance.

Any Other Ring: A Wizard who wears one of these Rings may cast the same spell as the name of the ring once per the game at no Wound cost. The Wizard should keep the ring after casting the spell, because if he enters the *Deathmaze* in another game he may use the ring again.

[4] Spells

[4.1] Combat Spells

Blast: Cost: 1. A Wizard may cast this spell at any monster in the first row during combat. Unless the monster resists the spell, it suffers two Wounds.

Charm: Cost: 3. May be cast at any monster in the first or second row during combat. If the monster fails to resist, it comes under the control of the Wizard.

Explosion: Cost: 1. If a Wizard casts this spell during combat, all monsters and adventurers including the Wizard, who fail to resist the spell suffer one Wound.

Lightning: Cost: 2. A monster who fails to resist this spell immediately suffers 1D6+2 Wounds.

Sleep: Cost: 2. If the monster on whom this spell is cast fails to resist the spell, the monster immediately falls asleep. Remove him from the monster's marching order. If the party vanquishes the remaining monsters (if any) they are assumed to kill the sleeping monster too.

[4.2] Non-Combat Spells

Heal: Cost: 2. The Heal spell acts the same way that Healing Potions and Mustard do.

Lock: Cost: 1. A Wizard may use this spell to lock a door, the same way that Cloves are used.

Mage armour: Cost: 1. Protects the adventurer on whom it is cast against the next 1D3 Wounds that he would normally suffer. NOTE: The Mage Armour does not absorb Wounds suffered in casting spells.

Neutralize poison: Cost: 1. The Wizard may cast this spell on any adventurer to cure the effect of poison from potions, fountains, or traps. This spell must be used immediately after the poisoning occurs.

Oratory: Cost: 1. Negotiation spell. Adds four to one negotiation die-roll.

Strength: Cost: 2. Works like a Strength Potion.

Stone-flesh: Cost: 3. An adventurer who was turned to stone by a Medusas, is returned to life. It may not be cast during combat. Wizards may not cast the spell on themselves.

[5] Monsters

Cronks: Each member of the party must attempt to resist the Cronks' stench. Any character who fails to resist is considered nauseated, and has a Combat Bonus of -2 (in addition to any other bonuses) during the fight with the Cronks.

Hellhound: In each Monster Combat Phase, he will breathe flames at the adventurer, in addition to attacking normally. An adventurer who cannot resists the flames, immediately suffers one Wound.

Medusa: Each Monster Combat Phase, roll 1D6. If a 6 is rolled, the Medusa has turned the adventurer to stone. Remove the counter from the party's marching order. At the end of combat, the adventurer is considered dead, unless revived by a Wizard with a Stone-Flesh spell.

Troll: At the end of every third Monster Combat Phase after he is first wounded, regenerates one Wound Point.

Vampire: During the first two Monster Combat Phases in which a vampire engages in combat, he will attempt to Charm the adventurer he attacks. (Doing so does not "cost" the vampire any Wounds). An adventurer who fails to resist the Charm, is placed in the monster's second row, and is considered to be a monster. When the vampire is killed, the adventure becomes an adventurer again, but retains any Wounds suffered as a monster. Charmed Wizards will not cast spells. Previously charmed monsters which are charmed by vampires will fight the party to the death, even if the vampire is killed. The party's charm is considered broken.

Evil Wizards: In addition to having the abilities listed on the Monster Characteristics Table, Evil Wizards cast one Lightning spell every Monster Combat Phase, unless doing so would kill him, in which case he will fight with a dagger. The adventurer may attempt to resist the spell.

A Hole in the

One idea peculiar to the fantasy role-playing hobby is that of the dungeon. A dungeon is generally a labyrinthine series of catacombs populated by many fantastic creatures. While the overall plan of a dungeon may give the impression of a rambling underground mansion, the attention to detail within is quite impressive. All rooms may be accessed by a series of interconnecting corridors, except those deliberately hidden from public view. The inhabitants remain on good terms with each other, often forming mutual defence parts or symbiotic relationships. A series of scattered patrols guard the dungeon citizens who wish to sleep peacefully in their quarters. The rudimentary organization found in a dungeon community is amazing when one considers the disparity of species to be found there.

It is the disparity of the inhabitants which allows a dungeon's security to be breached. Many of the beings come from cultural backgrounds which are very different than those of their neighbours. Racial hatred is as much a problem in a dungeon as it is in modern America. Such deeply ingrained beliefs prevent effective co-operation at times of crisis. A well co-ordinated invading group (or party) will be able to kill a small segment of the dungeon population. A single intrusion will not seriously damage the well-being of the whole, but several incursions will endanger all who live within the dungeon.

Though many varied parties have essayed the challenge of the dungeon, only one race has consistently produced adventurers who devastate dungeons. The triad of power, gold, and blood lust impels human champions to test their mettle within the walls of the largest dungeons. This is no simple sporting exercise, as are the tournaments of jousting, but a life-and-death struggle. Why human beings wish to threaten the dungeon com-munities with extinction is unclear, but it is certain that the unity of a human party can triumph over the often haphazard dungeon patrols.

Yet, there are ways by which the inhabitants can stem the tide of human hegemony. The

most efficient method is to seal all entrances that cannot be readily guarded. The most powerful citizens of that dungeon are charged with patrolling these limited accesses. Those of lesser might perform guard and scout duties. In practice, there are two weaknesses with this plan. First, a party of adventurers which enters the dungeon through unconventional means (e.g., magical transport) may be able to maraud through extremely weak interior lines. The damage wrought during such a foray may exceed that which would have been caused during five raids under the old system. Such a raid may also breed mistrust, in that many will believe that a traitorous guard allowed the entrance of the party for personal gain. Second, uniting the most powerful members of any group creates an age-old psychological effect: the strong begin to prey on the weak. The oppressed mass becomes abused to the point that it welcomes the human adventurers who slay their tormenters.

If the best defensive strategies fail to preserve the dungeon, then offensive measures remain. The dungeon war council will then occasionally send small forays to pick off isolated human outposts. This tactic may be successful for several months, but then the neighbouring humans will draw within the protective walls of a village. If the dungeon denizens lay siege to the village, they may win a local victory. However, the villagers will almost always be able to call upon the men-at-arms from nearby human towns. Invariably, the dungeon is stormed and razed.

The pattern of events makes it clear to us that the dungeon way of life will not survive in modern fantasy worlds. In the near future, it can be expected that many of the powerful dungeons will either be devastated, or lose greatly in stature. The various inhabitants of the dungeon will be forced to live exclusively with others of the identical or similar races. The humans will bring their version of civilization to the lands formerly occupied by dungeons. Already, the inhabitants of the dungeons are referred to as "monsters." Several centuries from now, the grim questing through dungeons will be remembered as glorious by the humans, much as the people of western civilization remember the age of piracy as glorious. For the descendants of the dungeon citizens, it will be a dark chapter in their history.

Eric Goldberg