DEATHMAZE

Heroic Adventure in the Corridors of Doom



1.0 Introduction
2.0 Game Equipment
3.0 General Course of Play
4.0 Winning the Game
5.0 Exploring the *Deathmaze*
6.0 Unusual Features
7.0 Monsters and Negotiation
8.0 Combat
9.0 Treasure
10.0 Traps
11.0 Wizards and Magic
12.0 Special Powers
13.0 Character Continuity

[1.0] Introduction

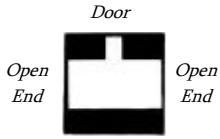
Deathmaze is a game for one to six Players in which each Player controls the actions of one or more adventurers exploring the depths of a horror-filled catacomb in pursuit of glory and gold.

[2.0] Game Equipment

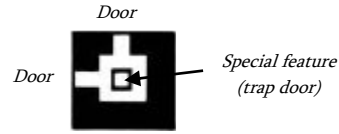
[2.2] Segment Chits

The Room and Corridor chits are used to build the *Deathmaze* in the course of play; no game-map is included with the game. Instead, Players lay Room and Corridor chits adjacent to each other during play, like dominoes, to show the configuration of the *Deathmaze*. Each chit, and each area adjacent to previously-placed chits where a chit may be placed, is called a Segment of the *Deathmaze*.

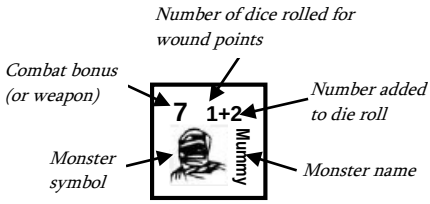
[2.21] Corridor Chit



[2.22] Room Chit with Special Feature



[2.3] Monster Chits



[2.4] Dice Codes

Throughout these rules, you will find Dice Codes, like this: 1D6, or 3D6x5 . The first number dictates the number of dice to be rolled; the number after "D" determines whether six sided or three-sided dice are to be rolled (when rolling three-sided dice, roll six-sided dice and divide the resulting number by two, rounding fractions up). The third number is a number added to, subtracted from, or multiplied by the number rolled. Example: "3D6x5" means: roll three six sided dice, and multiply the resulting number by five.

[3.0] General Course of Play

After creating characters and setting up the game, each round starts by moving into an unexplored segment of the maze, and consists of the following phases:

a) if moving through a door, determine if the door is trapped, and handle the trap.
b) Determine if and which monsters you encounter.
c) Negotiate or attack the monsters. If you survive:
d) Investigate special room features, if any.
e) Determine the treasures that the monsters or features yielded.
f) Decide where to move. If it's an unknown segment, draw a room or corridor chit.

[3.1] Winning the Game

A Player is considered to win the game if: a) at least half of his adventurers make it out of the *Deathmaze* alive, and b) all of the adventurers which make it out have gained at least 75 Experience Points and 100 Bezants (the unit of currency in *Deathmaze*) or an equivalent value in gems. Thus, in a multi-Player game, more than one Player can win. *Deathmaze* is a cooperative, not competitive, game.

In order to exit the *Deathmaze* (and thus end the game), a Player must get his adventurers back to the Corridor chit from which they originally entered the *Deathmaze*.

All surviving adventurers keep their points and items, as described in "Character Continuity" below, and can enter another game. Thus your adventurers will get stronger each time they enter the maze.

[4.0] Creating Characters

If *Deathmaze* is played solitaire, the Player may create up to six adventurers. (Four adventurers is about the minimum number that have a chance of success). Two Players should each control three adventurers; three Players, two each; four to six Players, one each.

One Character Record must be filled out for each adventurer who is to enter the *Deathmaze*. Only one Record sheet is provided with the game: you are free to photocopy it, or to copy Records on pieces of scrap paper.

First enter the Name and Class: Thief or Hero (or (in the advanced game Wizard, see 3.2). Under Wound Points, enter 8 for Heroes and 6 for

Thieves. Enter 1 under Magic Resistance for all adventurers. Two weapons must be entered for each adventurer; the available weapons are listed on the Combat Table.

If the adventurer is a Thief, enter 1 Detrap under Skills/Spells.

Before play begins, each adventurer acquires a little experience in the outside world. For each adventurer, either:

a) increase his Wound Points by one; or
b) give him skill with one weapon (enter "+ 1" and the name of the weapon, for example, " + 1 Sword,") under Weapon Skill; or
c) for Thieves, increase his Detrap skill by one (replace " 1 Detrap" with "2 Detrap").

[4.1] Creating Wizards

[4.11] In the Advanced Game of **Deathmaze*, there is a third kind of adventurer -- Wizards. Wizards initially have 4 Wound Points and a Magic Resistance of 2. The only weapons Wizards may use (or carry) are daggers and throwing daggers.

[4.12] When creating a Wizard, choose one of the spells from the list of twelve spells (see Spells Table). Enter the spell name under Skills/Spells on the Wizard's Character Record.

[4.13] When giving a Wizard Initial Experience (see 4.0), instead of increasing his Wound Points, Magic Resistance, or giving him a Weapon Skill, he may be assigned a second spell.

[4.14] The spells which the Wizard has listed on the Character Record are the only spells that the Wizard may cast during the game (unless a magical ring is acquired).

[5.0] Exploring the Maze

[5.1] Setting up for Play

[5.11] Before the adventurers enter the *Deathmaze*, a Player must organize them into a marching order. Take Hero, Thief and Wizard counters from the counter mix, one for each corresponding adventurer.

[5.12] A marching order consists of a number of rows of adventurers. Adventurers in the first row will come into direct contact with monsters, and will have to use melee weapons to fight them; adventurers in the second row will be able to use missile weapons or cast spells; adventurers in the third row will not be able to engage in combat. No more than three adventurers may be present in

each row, and at least two adventurers must be present in the first row.

[5.14] Note: Except when the party is engaged in combat or negotiations, a Player may rearrange the party's marching order any time.

[5.13] After a marching order has been determined, draw one Corridor chit at random. Take the Party marker and place it on top of the Corridor chit; this corridor is the first part of the *Deathmaze* that the adventurers have entered.

[5.2] Moving Through the Maze

[5.21] In *Deathmaze*, there is no playing board or game-map. Instead, a Player builds up a map of the maze in the course of play by laying Corridor and Room chits adjacent to each other. The Party marker is always placed on top of one of the chits to mark the location of the adventurers' party.

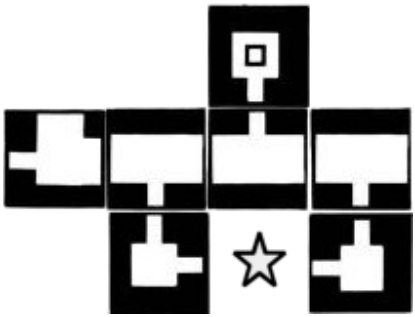
[5.22] Each time the party leaves a Corridor Segment through one of the two open sides of the Corridor (i.e., not through a door) into the unknown, a Player draws a new Corridor chit and places it adjacent to the Corridor chit the party has just left.

[5.23] Each time the party leaves any Segment (Corridor or Room) through a door, a Player draws a Room chit and places it adjacent to that door.

Some of the chits in the Room cup are marked *Corridor*; if one of these chits is drawn, return it, and draw a Corridor chit instead. If the Corridor chits are all used, Room chits marked *Corridor* may be used instead. If then a Corridor chit with no doors should be drawn, this corridor chit may be placed with one of its open ends abutting the door the party has exited. If the party exits a door into an area for which no chit has been drawn and that new area abuts on an open Corridor segment, draw a Corridor chit (despite the fact that the party is moving through a door).

[5.24] If a chit which can be placed adjacent to the previous chit in more than one configuration, the player may choose any valid direction.

[5.25] A chit must be placed so that it matches all any adjacent chits (door to door, wall to wall etc.). If this is not possible, draw another, until a chit that fits is drawn, and throw the non-fitting chits back into the cup. If there are no chits that fit, use one that matches as many of the adjacent chits as possible, and assume that chit-sides which do not match are impassable.



Example: In the above case, if the party were to enter the empty segment (marked with a star) through a door, they would draw a Room chit. If they drew a chit with four doors, one with two adjacent doors, or one with one door, they would have to throw the chit back. Only a chit with two opposite doors, or one with three doors (the third door would be placed facing downwards) would fit the circumstances.

[5.26] Each time the party moves into a new Corridor or Room Segment, a Player must:

a) if moving through a door, determine whether the door is Trapped. roll 1D6. If a 1 is rolled, the door was Trapped; see the Trap rules, 10.0.
b) determine whether there are any monsters in the new Corridor or Room Segment.

[5.27] If the segment is a Corridor, or a Room that the party has previously visited, roll 1D6. On a roll of 1, the segment contains wandering monsters. If the segment is a Room that has not been visited previously, roll 1D6. On a roll of 1-3, there is a Room monster. Refer to Monsters and Negotiations, 7.0 for details.

[5.28] After Traps, monsters, unusual features, and treasure have been dealt with by the party, the party may leave its Segment through a door or open corridor and enter an adjacent Segment. If there is no chit for the adjacent Segment, draw a chit as outlined above. If a chit has already been drawn for the Segment, simply move the party marker on top of the chit. There will be no Traps on doors abutting on previously-explored Segments, but wandering monsters may exist in such Segments.

[5.29] In the unlikely event that all but one potential exit from the explored area of the *Deathmaze* have been closed off (for instance, only one last door or open corridor out of the *Deathmaze* remains and all other doors and open corridors end in or open into enclosed areas) and a chit drawn for the last door or open corridor results in a dead end, throw the drawn chit back and draw another. Continue to draw chits until a chit is drawn that will not result in a dead-end.

[6.0] Unusual Features

Some Rooms contain unusual features, either fountains, statues, or trap doors. After a party has dealt with any monsters that may be in a Room, the Player may delegate one adventurer, preferably a Thief, to investigate the feature, or choose to ignore it.

Roll a dice and use the appropriate table to determine the effect of the feature. See the Almanac for details.

[7.0] Monsters and Negotiation

[7.1] Discovering Monsters

[7.11] If the party discovers monsters in a Corridor Segment or an explored Room, roll two dice and refer to the Wandering Monster Table. The result will be a monster name, with a possible modifier: 2 for two monsters, or a die code for 1-6 monsters.

[7.12] If monsters are discovered in a previously unexplored Room Segment, roll two dice and refer to the Room Monster Table. The result will be in the same form above.

[7.13] Refer to the Monster Characteristics Table for the monster's negotiation value. A Player may now choose to have the party negotiate with the monsters, or to attack the monsters. As a result of negotiation, the party may be forced to engage in combat with the monsters anyway. Even if the party successfully negotiates, they may attack the monsters after negotiation.

[7.14] If the party engages in combat with the monsters, a Player should find appropriate monster-counters for each present monster. Each monster counter has a Combat Bonus and a Wound Die Code printed on it in this format: number plus or minus a second number. Roll as many D6's as the first number, and then subtract or add the second number. (If the first number is " '/2", roll 1D3 instead.) The result is the number of Wound Points of the monster. Note this number on a sheet of scrap paper for each monster. Proceed to combat.

[7.15] In the basic game, Evil Wizards are ignored. Similarly, Medusas, Hell Hounds, Cronks, and Trolls don't have special powers.

[7.2] Negotiation

[7.21] If a Player chooses to negotiate with the monsters, roll 2D6 and subtract the monsters' Negotiation Value. Refer to the Negotiation table and find the entry which corresponds to the modified roll.

Failure: The monsters immediately attack the party, and the Player proceeds to combat.

Agreement: The monsters will leave the party alone unless attacked. The party may investigate any Unusual Features and exit the room via any path. The characters may still attack, should their Player so desire.

Cow: Evil Heroes, Wizards, Thieves, Ogres or Goblins, will offer one-quarter of their Bezants to the party in order to avoid being killed. Determine the Treasure according to the rules in 9.0. Other monsters treat Cow results like Agreement. Again, the party may attack the monsters. However, any Bezants taken during negotiation must be subtracted from the Treasure, if the party defeats the monsters in combat.

[8.0] Combat

[8.1] Joining Combat

[8.11] Once combat has been joined, it must be continued until all the adventurers or all the monsters are dead. The party may not back out in the middle of a fight that's going badly.

[8.13] Place the three monsters with the highest number of Wound Points (if three are present) in front of the party's first row. A Player may choose which of these monsters are placed in front of which party members. Place any remaining monsters in a row behind the first.

[8.2] Combat Sequence

Combat between the party and a group of monsters consists of a number of Combat Rounds, each of which is divided into several Phases. Rounds are repeated, until either the party or the monsters are dead.

[8.21] **Party Combat Phase**: Each member of the party who is in the front row may attack a monster in the monsters' front row. Any party members in the second row who have bows or throwing daggers may shoot their bows or throw their daggers at monsters in the monsters' front row. (In the Advanced Game, any spell-casting by Wizards also take place now). Combat results are applied immediately.

[8.22] **Monster Combat Phase**: Each monster in the front row may attack a party member in the party's front row. Any monster in the second row who have bows may attack party members in the party's front row.

[8.23] **Party Reorganization Phase**: A Player may move one adventurer from one row in the party's marching order to another adjacent row. At the end of this movement, no row may contain more than three adventurers. If the party's front row contains one or zero adventurers, one adventurer

from the second row (if any) must be moved to the front.

[8.24] **Monster Reorganization Phase**: If the monsters' front row contains fewer than three monsters, one monster from the second row (if any) must be moved into the front.

[8.3] Opponents

[8.31] If there are as many monsters in the monster front line as adventurers in the party's front line, each adventurer in the front line must attack his opposite the monster immediately in front of him. During the Monster Combat Phase, the monsters will also attack their opposite numbers.

[8.32] If during a Party Combat Phase the number of adventurers in the front line doesn't match the number of monsters in their front line, each front line adventurer must attack the monster that is closest to him. If there are two or more monsters that are equally close, the Player may choose either.

[8.33] If during a Monster Combat Phase the numbers in the front line don't match, each monster must attack the adventurer that is closest to him. If two are equally close, a Player must roll 1D6. On a roll of 1-3, the monster attacks the rightmost adventurer, and on 4-6, the leftmost adventurer.

[8.34] During a Party Combat Phase, any adventurers in the second row who have bow or throwing daggers may attack monsters in the front line. An adventurer firing a bow or throwing a dagger may fire at any monster in the front line, at the option of the controlling Player.

[8.35] During a Monster Combat Phase, any monsters in the second row who have bows must attack an adventurer in the front line. If there are two adventurers in the front line, use the procedure in 8.33 to determine which is attacked; if there are three adventurers, roll 1D6; on a roll of 1-2, the monster attacks the rightmost, on 3-4 the centre and on 5-6, the leftmost adventurer. Roll separately for each firing monster.

[8.4] Attacking

[8.41] Before the party enters combat, a Player must determine which of his two weapons each adventurer is using. An adventurer may change his weapons during any Party Combat Phase, but may not make an attack in that Phase.

[8.43] To resolve an adventurer's attack, determine what weapon he is using. Refer to his Character Record, and roll 1D6. If the character has Weapon Skill with the weapon he is using (e.g., is wielding a sword and has "+1 Sword" under Weapon Skill on his Record), add the Skill to the die-roll. If the adventurer is wielding a

magical weapon, add the weapon's Combat Bonus to the die-roll. Refer to the Combat Table to find the result, a number between 0 and 4. (Results are explained in 8.46).

[8.44] If a monster has two weapons, one of these will be a bow. The monster will use the bow if it is in the second row of the monsters' marching order, but his other weapon if in the first row. Monsters with two weapons may change from one weapon to the other, and may attack in the Combat Phase in which they change weapons, unlike adventurers

[8.45] When a monster attacks, determine the Combat Bonus on the monster's counter. If the Bonus is "W," the monster is wielding a weapon. Refer to the Monster Weapons Table to find out what the weapon is. For weapon wielding monsters, follow the procedure outlined in 8.43. For other monsters, roll 1D6 and add the monster's Combat Bonus to the die-roll. Refer to the Monster column in the Combat Table for the result, again a number between 0 and 4.

[8.46] The attacked monster or adventurer immediately suffers as many Wounds as the number obtained on the Combat Results Table. A Player must keep track of the number of Wounds each adventurer and monster has suffered.

[8.47] If the total number of Wounds an adventurer or monster suffers in combat is equal to or greater than his Wound Point Total, the adventurer or monster is dead. Remove the appropriate counter from play. This will leave an empty place in the front row which may be filled by an adventurer or monster from the second row during the appropriate Reorganization Phase.

[8.48] When an adventurer makes an attack from the second row with a throwing dagger, he is considered to have physically thrown his dagger. A throwing dagger may only be thrown once in a single combat sequence; daggers may be retrieved after all combat is ended. An unarmed adventurer may switch to his other weapon without spending a Combat Phase switching weapons. Bows may be used any number of times. An adventurer with no weapons left may not make any further attacks during that combat sequence.

[8.5] Reorganization

[8.51] During the **Monster Reorganization Phase**, if there are two or fewer monsters in the front row and at least one in the second row, one monster is moved forward. This will be the monster closest to the gap. If two second row monsters are equidistant, or if there are two gaps, a die is rolled to determine which one of the monsters moves (1-3, the rightmost, 4-6, the leftmost monster).

[8.52] During the **Party Reorganization Phase**, adventurers shifted from one box to adjacent empty box in the same row, but not through another counter. In addition to this movement, one adventurer may be moved from his row to a row ahead of or behind the one he occupies, directly or diagonally adjacent to it.

Only one such movement may take place in a single Reorganization Phase. If there is only one adventurer in the front row, this movement must be made by the adventurer closest to the front row in the direction of the front row (preferably, from the second to the front row). If there are two or three adventurers in the front row, this movement may be made by any adventurer in any direction. Exception: If there are two adventurers in the front row, neither may move back to the second row.

[8.6] Experience

After all monsters in a group have been killed, total the number of Wound Points the monsters had before combat began, and multiply this number by six. Divide the resulting number by the number of adventurers who remain alive, rounding any fractions down; each living adventurer receives this number of Experience Points.

Example: Three skeletons, with 2, 3, and 4 Wound Points respectively, are defeated. This is a total of 9 Wound Points which multiplied by six yields 54. If there are three living adventurers, each adventurer will receive 18 Experience Points. Exception: Charmed monsters do not accrue Experience Points.

[8.7] Evil Heroes

Evil Heroes, unlike all other monsters but like some adventurers, have Weapon Skills with swords. When an Evil Hero is encountered, roll 1D6. The resulting number is the Evil Hero's Weapon Skill with his sword, and will be added to the Evil Hero's combat die-roll each time he attacks. Note: The "+1D6 Sword" under Evil Hero on the monster Weapon's Chart refers to this ability, not to a Magical Weapon.

[9.0] Treasure

[9.1] Treasure Types

[9.11] After successful combat or negotiation, a Player must determine what treasure the monsters were guarding. using the Monster Characteristics Chart. This will yield one or two letters. If there are two letters, the first letter is for Room Monsters, and the second for Wandering Monsters.

[9.12] Refer to the Treasure Table with monster's Treasure Type. Under each column there is a number followed by a colon followed by a die code (e.g., 3:lD6x5). For each column roll 1D6. If the result is equal to or less than the left number, the monster has that type of treasure. Roll the dice again, as specified by the die code, to determine the number of items.

Example: Assume 3:lD6x5 is a Bezant code. A Player rolls a die. If the number rolled was 1-3, the Player then rolls the die again, multiplying this roll by 5. The resulting number would be the number of Bezants in the monster's treasure.

[9.13] Roll separately for each monster in the group.

[9.14] For each Gem, roll 2D6 and refer to the Gem Table to determine the corresponding Bezants value.

Keep a running total of the value of Bezant and Gems acquired by the party. At the end of the game, the loot is evenly distributed between the party members. Charmed monsters do not accrue treasure.

[9.15] For each Magic Item, roll 1D6 and refer to the Magic Item Table to determine the type of item. For the effects of the item, see the Almanac.

[9.16] Treasures of Type I or J are in chests. Roll a die for each chest: on a 1-3, it is Trapped. A Thief may attempt to Detrap it. If the chest is detrapped or the adventurers survive the effects of the trap, they have free access to the treasure.

[9.17] Each magic item must be assigned to a specific adventurer. Other than during combat and negotiation, they may give the item to another member of the party. If an item-carrying adventurer dies, the item is assigned to another adventurer (but only after combat is completed).

[9.2] Weapons

Roll 1D6 and refer to the Magic Weapon Table to determine the weapon type. Then, roll 1D6 again and refer to the Weapon Effects Table to determine the Combat Bonus of the weapon.

[9.21] If a 6 is rolled on the Weapon Effects Table, roll the die two more times, referring to the table again, and add the Bonuses to the total Combat Bonus of the weapon. Theoretically, rolling enough 6's could result in an infinite Combat Bonus.

[9.22] Any adventurer may jettison one of his two weapons and use a magical weapon instead.

[9.3] Armour

Roll 1D6 and refer to the Armour Table for the Wound Points Bonus of the Armour. Like the

Weapon Combat Bonus (see 9.21), the Wound Point Bonus can theoretically become infinite.

[9.31] An adventurer wearing magical Armour has his Wound Points Total increased by the Wound Points Bonus of the Armour. (Thus a Hero with 8 Wound Points wearing +2 Armour would have 10 Wound Points.) Except during combat or negotiation, an adventurer may give magical Armour to another party member; the adventurer who removes the Armour loses the Wound Points Bonus (which may kill him), and the adventurer putting it on gains the Bonus.

[9.4] Potions

Roll 1D6 and refer to the Potion Table and the Almanac for details. One adventurer must be delegated to test the potion and will suffer the effects or gain the benefits of the potion. After testing, one dosage will remain, to be used at any time in the remainder of the game.

[9.5] Spice

Roll 1D6 and refer to the Spice Table and the Almanac for details. Spices, unlike potions, are readily identifiable and thus need not be tested. Spices may only be used once, after which they are used up.

[9.6] Medallions

Roll 1D6 and refer to the Medallion Table and the Almanac for details. An adventurer must be delegated to test the medallion.

[9.7] Rings

Magical rings exist only in the Advanced Game. If a Player is playing the Basic Game and a magical ring is rolled, roll again until some other result is obtained. Otherwise, see the Rings table and the Almanac for details.

[10.0] Traps

[10.1] Detrapping

[10.11] Sometimes doors or treasure chests are guarded by traps. Thieves have the ability to remove traps so that they do not affect the party.

[10.12] If a trap is encountered, one Thief in the party may be delegated to remove it. Roll 1D6; if the number rolled is less than or equal to the Thief's Detrapping Skill as shown on his Character Record, the Thief has successfully removed the trap, and receives 10 Experience Points. If the number is higher, the Thief he also suffers the trap effects.

[10.13] If there is no Thief in the party, some other party member must open the door or chest and automatically suffers the effects of the trap.

[10.14] If a trap has effect, roll 1D6 and refer to the Trap Table and the Almanac for details.

[11.0] Wizards And Magic

[11.1] Casting Spells

[11.11] In the spells table, some spells have the letter "C", in the first column. These may only be cast during combat; the others at any time except during combat. Also, Oratory is the only spell that may be cast during Negotiation. A Wizard casting a spell during combat (from either the front or second rows), may not make a weapon attack in the same Combat Phase.

[11.12] Each spell has a Cost, listed on the Spell Table. Each time that a Wizard casts a spell, he suffers as many Wounds as its Cost. A Wizard may not cast a spell if suffering the necessary Wounds would be fatal. Unlike other Wounds, spell casting Wounds s may never be cured by Healing spells, potions, or Mustard.

[11.13] A Wizard may only cast spells listed on his Character Record. He may cast a given spell any number of times, as long as he suffers its cost in Wounds each time. Only one spell may be cast by a Wizard per Party Combat Phase.

[11.14] Monsters on whom spells are cast may attempt to resist the effects of such spells. Determine the monster's Resistance from the Monster Characteristics Chart, and roll 1D6. If the number rolled is less than or equal, the spell has no effect.

[11.15] In the Advanced Game, monsters may also resist the effects of Charm potions and Red Pepper.

[12.0] Special Powers

Some monsters have special powers in the Advanced Game, that apply in addition to the standard combat: Cronks, Hellhounds, Medusas, Trolls, Vampires and evil Wizards. See the Almanac for details.

[13.0] Character Continuity

A Player may use any adventurer who survives a game of *Deathmaze* as one of his adventurers in a later game. The adventurer retains any magical items which he picked up in the first game, may acquire any non-magical weapons he desires (but may only carry two as before), and is considered to be cured of all Wounds. The adventurer's

abilities and powers are also increased in accordance with the amount of treasure (measured in Bezants) and experience (measured in Experience Points) which he has accumulated.

[13.1] Using Experience Points and Bezants

[13.11] If at the end of a game, an adventurer has at least 75 Experience Points and 100 Bezants (or equivalent value in Gems), subtract these values from his Experience Points and Bezants totals. Then give the adventurer one additional point of ability. The Player may expend this ability point to:

a) increase the adventurer's Wound Point Total by one, or
b) give the adventurer skill with one weapon or increase the adventurer's skill with a weapon (from, for instance, “+1 Sword” to “+2 Sword”), or
c) increase the adventurer's Magic Resistance by one (but not be increased above 5), or
d) if the adventurer is a Thief, increase the Thief's Detrapping ability by one, or
e) if the adventurer is a Wizard, give the Wizard a new spell.

[13.12] An adventurer is considered to leave the Bezants acquired on previous expeditions at home when he embarks on a new game of *Deathmaze*. Thus, if he survives, he may expend the Bezants he left at home as partial payment toward experience, but if he dies the Bezants are lost. Experience Points are also saved in this manner.

[13.22] A monster charmed on one expedition is considered to wander off before the next expedition, and won't re-enter the *Deathmaze* with the adventurers.