The counter images for this game have been provided here to aid players in reproducing damaged or lost counters.

Deathmaze Counter Section Nr. 1 (100 pieces): Front
Quantity of Sections of this identical type: 2. Total quantity of Sections (all types) in game: 2.

PARTY

| Hero | Hero | Wizard | Wizard | 1 | 2 | 3 | 5 3+0 Algr | 4 1+0 | 4 1+0 Cronk |
| Thief | Thief | Party | 4 | 5 | 6 | W 1+6 Evl Hero | W 1+4 Evl Thf | W 1+3 | 9 3+1 Gargoyl |

MONSTERS

| 3 2+0 Gnt Ant | 8 2+0 Gnt Spdr | W 1−1 Goblin | W 1−1 Goblin | W 1−1 Goblin | 4 2+0 Hellhnd | 2 2+0 Medusa | 7 1+2 Mummy | 4 1+2 Ogre | 4 1+2 Ogre |
| W 1+0 Orc | W 1+0 Orc | W 1+0 Orc | 2 1+0 Sklton | 2 1+0 Sklton | 2 1+0 Sklton | 6 2+1 Troll | 11 3+0 Vampire | 0 ½+0 Vmpr Bat | 0 ½+0 Vmpr Bat |

ROOM & CORRIDOR CHITS

| 0 ½+0 Vmpr Bat | 4 1+6 Wrwolf | Corridor | Corridor | Corridor | Corridor | Corridor | Corridor | Corridor | Corridor |

DeathMaze
Heroic Adventure in the Corridors of Doom
RULES OF PLAY

[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. Like fantasy role-playing games, *Deathmaze* deals with personal heroic fantasy; unlike such games, *Deathmaze* requires no gamesmaster, but pits the players' skills against an un gamemastered game-system.

[2.0] GAME EQUIPMENT

CASES:

[2.1] COMPONENTS

Deathmaze consists of a rules booklet with charts and two identical sets of 100 counters each.

If no die is available, players may use the randomizer chits included in the countersheet. If a die roll is called for, draw one of these chits at random to give a number from 1 to 6.

[2.11] Sample Monster Unit

[2.12] Summary of Unit Types

[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*.

[2.3] DICE CODES

Throughout these rules, a jargon which has been developed in the fantasy-gaming hobby is used to describe the number and type of dice to be rolled at certain points during the game. These are *Dice Codes*; a dice code is in the form of a number followed by the letter "D" followed by another number, plus or minus or times a third number. 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:* "3D6×5" means: roll three six-sided (i.e., regular) dice, and multiply the resulting number by five. "1D3+2" means: roll a six-sided die, divide the number rolled by two (rounding up) to yield a number between 1 and 3, and add two to the resulting number.

[3.0] GENERAL COURSE OF PLAY

GENERAL RULE:

In the *Deathmaze*, each Player takes the part of between one and six adventurers. If the game is played solitaire, the Player may control up to six adventurers; if more Players play, each controls one or more adventurers —as long as there are no more than six (total) adventurers, and as long as all players have an equal number of adventurers under their control.

The first thing a Player must do before beginning play is to determine what his adventurers are like. Each adventurer is either a Thief, a Hero, or (in the advanced game) a Wizard.

CASES:

[3.1] CREATING A CHARACTER

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

The first item of information that must be entered for each adventurer is his *Class*—Thief, Hero, or Wizard. Next, enter each adventurer's *Name* [names are chosen by a Player]. Under *Wound*

Points, enter **8** for Heros 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 Results Table (see Chart Sheet). Enter weapons under *Weapons*.

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

The adventurers are now nearly complete; but 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").

[3.2] HOW MANY ADVENTURERS SHOULD BE CREATED

If *Deathmaze* is played solitaire, the player may create as many adventurers as he likes, to a maximum of six. (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.

[4.0] WINNING THE GAME

GENERAL RULE:

A player (in either a solitaire or multi-player game) is considered to win the game if: a) at least half of his adventurers make it out of the *Death-maze* 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 during their stay in *Deathmaze*. Thus, in a multi-player game, more than one player can win. *Deathmaze* is a cooperative, not competitive, game.

The methods by which adventurers acquire Experience and Bezants will be described later in the rules.

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* (see Case 5.13).

[5.0] EXPLORING THE DEATHMAZE

CASES:

[5.1] SETTING UP FOR PLAY

[5.11] Before the adventurers enter the *Death-maze*, a Player must organize them into a march-

ing order. Take Hero and Thief counters from the countermix, one for each corresponding adventurer, and assign one counter to each adventurer. Then, arrange these counters in a marching order on a flat surface (as described below).

[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 (and, in the advanced game, cast spells); adventurers in the third and subsequent rows will not be able to engage in combat. No more than three adventurers may be present in each row. At least two adventurers must be present in the first row (unless there is only one adventurer in the party). Players may by mutual agreement organize the adventurers into any order within these limitations (i.e., two or three in the first row, but no more than three in other rows).

[5.13] After a marching order has been determined, punch out the Corridor and Room chits. Place the Corridor chits in a cup or other receptacle, and the Room chits in a second receptacle. Draw one Corridor chit at random, and place it facing in any direction on the table. 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.

[5.14] **Note:** Except when the party is engaged in combat or negotiations, a Player may rearrange the party's marching order in any way that suits his fancy, in accordance with 5.72.

[5.2] MOVING THROUGH THE DEATHMAZE

[5.21] In *Deathmaze*, thre 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 chit (i.e., *not* through a door), a Player draws a Corridor chit from the appropriate cup and places it adjacent to the Corridor chit the party has just left. (Obviously, if a chit has previously been drawn and placed for the adjacent Corridor Segment, no new chit is drawn).

[5.23] Each time the party leaves any Segment (Corridor or Room) through a door, a Player draws a Room chit from the Room cup and places it adjacent to the door the party just went through. Some of the chits in the Room cup are marked *Corridor*, with a corridor configuration; if one of these chits is drawn, throw it back into the Room cup, draw a chit from the Corridor cup, and use it instead of a Room chit. (If the Corridor cup is empty, 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. **Note:** If a chit has previously been drawn for a Segment the party wishes to enter, no new chit is drawn. If the party exits a door into an area for which no chit has been drawn and that new area abuts on an open, previously drawn Corridor segment, draw a Corridor chit (despite the fact that the party is moving through a door).

[5.24] Often, a Player will draw a chit which can be placed adjacent to the previous chit in more than one configuration—that is, facing in two or more different directions. In this case, he may place the chit to face in any valid direction.

[5.25] A chit must be placed so that any adjacent doors on previously placed chits abut doors on the new chit and adjacent blank walls must abut blank walls. When a Corridor chit is placed, it must be placed so that any open ends of adjacent Corridor chits abut open ends of the placed chit. Sometimes, a draw chit does not complement the adjacent chits (for instance, when three doors are required and a draw chit has only two). In such a case, throw the draw chit back into the appropriate cup and draw another. Keep on drawing until a chit that fits is drawn. If there are no chits that fit the circumstances (this will happen very rarely), use a chit that matches as many of the adjacent chits as possible, and assume that chit-sides which do not match the chit-side of an adjacent chit are impassable, i.e., the party may not cross such a chit-side.
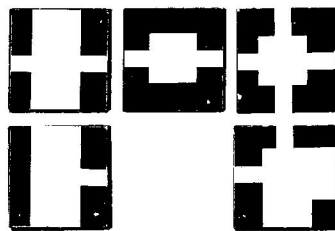
Example: In the above case, if the party were to enter the empty center segment from either door, they would draw a Room chit for the Segment (since they would be entering through a door). If they drew a chit with four doors, one with two adjacent doors, or one with one door, they would have to throw the chit back since none of these chits can be placed so that doors abut the left and right segments but no door abuts on the upper segment. 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) determine whether the party moved through a Trapped door (assuming they moved through a door); and b) whether there are any monsters in the new Corridor or Room Segment. If the party moved through a door, roll 1D6. If a 1 is rolled, the door

was Trapped; see the Trap rules, 10.0. After any Traps have been dealt with, a Player determines whether there are any monsters.

[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. Refer to Monsters and Negotiations, 7.0. If the segment is a Room that has not been visited previously, roll 1D6. On a roll of 1, 2, or 3, there is a Room monster. See 7.0.

[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.

[5.3] EXPLORATION TABLE
(see charts and tables)

[6.0] UNUSUAL FEATURES

GENERAL RULE:

Some Rooms contain unusual features, either fountains, statues, or trap doors. A Room chit on which the symbol for a fountain, statue, or trap door is found contains that unusual feature.

After a party has dealt with any monsters that may be in a Room, the Player may have the party investigate any unusual feature there. The Player must delegate one adventurer, preferably a Thief, to investigate the feature. If they choose to ignore the unusual feature, it has no effect.

CASES:

[6.1] FOUNTAINS

[6.11] If a Player investigates a fountain, roll on the Fountain Table (see 6.15) to determine what effect the fountain has.

[6.12] If the result on the Fountain Table in *Poison*, the water from the fountain is poisonous, and the adventurer who was delegated to investigate the fountain immediately suffers 1D3 Wounds.

[6.13] If the result is *Potion*, the water from the fountain is a magical potion. Refer to the Treasure rules (see 9.0) 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.

[6.14] If the result is *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 (see Combat, 8.0).

[6.15] Fountain Table
(see charts and tables)

[6.2] STATUES

[6.21] If the Player(s) investigate a statue, roll on the Statue Table (see 6.25) to determine what effect the statue has.

[6.22] If the result on the Statue Table is *Becomes Gargoyle*, the statue turns into a living gargoyle when investigated. The statue is now a monster, and the players may negotiate or fight with it. The gargoyle may have a treasure, like any other monster.

[6.23] If the result is *Potion*, a potion is hidden in the base of the statue. Refer to the Treasure rules (see 9.0) to determine the effects of the potion.

[6.24] If the result is *Gems*, the statue's two eyes are gems which may be pried from the statue. Refer to the Treasure rules (see 9.0) to determine the value of the gems.

[6.25] Statue Table
(see charts and tables)
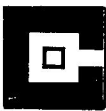
[6.3] TRAP DOORS

[6.31] If a Player investigates a trap door, refer to the Trap Door Table (see 6.35) to determine what the trap door hides.

[6.32] If the result on the table is *Room*, the trap door leads to another Room immediately below the Room in which the door is situated. This Room automatically has no doors or unusual features, and no chit is drawn; roll normally to determine whether it contains monsters. (if it does, the monsters may have treasure).

[6.33] If the result on the table is *Type J Treasure*, the trap door hides a Type J Treasure. See the Treasure rules (see 9.0).

[6.34] If the result is *Trap*, the door hides a trap. Refer to the trap rules, (see 10.0).

[6.35] Trap Door Table
(see charts and tables)

[7.0] MONSTERS AND NEGOTIATION

CASE:

[7.1] MONSTER TABLES

[7.11] If the party discovers monsters in a Corridor Segment or a Room that had been previously explored by the party, a Player must roll two dice and refer to the Wandering Monster Table (see 7.3). Cross-reference the two die rolls on the Table as directed to yield a single result. This result will either be in the form of a monster name — one monster of the indicated type is present — or the number "2," in which case two monsters are present, or a monster name preceded by a die code. In this last case, roll the indicated number and type of dice to determine how many monsters of the indicated type are present.

[7.12] If monsters are discovered in a previously unexplored Room Segment, roll two dice, refer to the Room Monster Table (see 7.4) and cross-reference the die rolls as indicated. The result yielded by this table will be in the same form as results from the Wandering Monster Table (see 7.11 above).

[7.13] After determining the type and number of monsters which are present in the Corridor or Room, refer to the Monster Characteristics Chart (see 7.5) and find the row on the chart which corresponds to the monster type. Cross-reference this row with the *Negotiation* column of the table to yield the monster's negotiation value. A Player may now choose to have the party negotiate with the monsters—or to attack the monsters. If the party negotiates with the monsters, refer to 7.2. As a result of negotiation, the party may be forced to engage in combat with the monsters anyway. Even if they successfully negotiate, the party may attack the monsters after negotiation.

[7.14] If the party engages in combat with the monsters (whether as the result of a decision to do so or if forced to do so after negotiation), a Player should find counters in the countermix with the appropriate monster-type printed on them. As many counters should be taken as monsters are present. Each monster counter has a Combat Bonus and a Wound Die Code printed on it (see counter examples, 2.2). The Wound Die Codes do not follow the normal format for die roll codes; instead they are in the form of a number plus or minus a second number. Roll as many D6's as the first number, and then subtract or add the second number to the number rolled. (If the first number is "½", roll 1D3 instead.) The resulting number is the number of Wound Points possessed by the monster. Note this number on a sheet of scrap paper. Follow this procedure for each of the monsters in the Corridor or Room, and note each monster's Wound Points. When finished, proceed to combat using the rules outlined in Combat, 8.0.

[7.15] If a Player discovers an Evil Wizard in the Basic Game, treat the Room or Corridor as empty of monsters. Evil Wizards exist only in the Advanced Game of *Deathmaze*. Similarly, Medusae, Hell Hounds, Cronks, and Trolls have special powers in the Advanced Game which they lack in the Basic Game. Ignore the *Special Abilities* column of the Monster Characteristics Chart in the Basic Game.

[7.2] NEGOTIATION

[7.21] If a Player chooses to negotiate with the monsters, roll 2D6 and subtract the monsters' Negotiation Value (as determined in 7.13) from the die-roll. Refer to the Negotiation Table (see 7.6) and find the entry which corresponds to the modified roll.

[7.22] If the entry is *Failure*, the monsters immediately attack the party, and the Player proceeds to combat.

[7.23] If the entry is *Agreement*, the monster or monsters will leave the party alone unless attacked. The party may investigate any Unusual Features and exit the room via any path; they will not be bothered. The characters may still attack the monster(s) should their Player so desire.

[7.24] If the entry is *Cow* and the monster or monsters are an Evil Hero, Wizard, Thief, Orcs or Goblins, they will offer one-quarter of their Bezants to the party in order to avoid being killed. Determine the monster's Treasure according to the rules for such (see 9.0). Other monsters treat *Cow* results as *Agreement* results. Again, the party may always attack the monsters, even after obtaining a *Cow* result. However, any Bezants taken during negotiation must be subtracted from the Treasure, if the party defeats the monsters in combat.

[7.3] WANDERING MONSTER TABLE
(see charts and tables)

[7.4] ROOM MONSTER TABLE
(see charts and tables)

[7.5] MONSTER CHARACTERISTICS CHART
(see charts and tables)

[7.6] NEGOTIATION TABLE
(see charts and tables)

[8.0] COMBAT

CASES:

[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.

[8.12] If it has been determined that the party is going to fight a group of monsters, arrange counters for the monsters in front of the party's marching order as described below.

[8.13] If there are three or more monsters, place the three monsters with the highest number of Wound Points 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 row of monsters.

[8.14] If there are two or fewer monsters, place all of them in front of the party's first row.

[8.2] COMBAT SEQUENCE

[8.21] Combat between the party and a group of monsters consists of a number of Combat Rounds, each of which is divided into several Phases. At the end of each Combat Round, a new Combat Round is begun, until either the party or the monsters are dead. The Combat Round Sequence is as follows:

[8.22] 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.

[8.23] 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.

[8.24] Party Reorganization Phase: A Player may move one adventurer from one row in the party's marching order to another adjacent row in the marching order. However, 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 (only) adventurer from the second row (if any) *must* be moved into the front row.

[8.25] Monster Reorganization Phase: If the monsters' front row contains fewer than three monsters, one monster from the second row (if there is a second row) must be moved into the front row. No other monster movement may take place.

[8.3] OPPONENTS

[8.31] If during a Party Combat Phase 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 number —i.e., 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 there are more or fewer adventurers in the party's front line

than monsters in the monsters' front line, each adventurer in the front line must attack the monster that is closest to him. If there are two or more monsters that are equally close to an adventurer, a Player may have the adventurer attack either monster.

[8.33] If during a Monster Combat Phase there are more or fewer monsters in the monsters' front line than adventurers in the party's front line, each monster must attack the adventurer that is closest to him. If there are two adventurers that are equally close to the monster, a Player must roll 1D6. On a roll of 1-3, the monster attacks the rightmost adventurer, and on 4-6, the monster attacks 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 monsters' front line, at the option of the controlling Player.

[8.35] During a Monster Combat Phase, any monsters in the monsters' second row who have bows must attack adventurers in the party's front line. If there is only one adventurer in the front line, monsters with bows automatically attack him; if there are two adventurers in the front line, roll 1D6 and use the procedure outlined 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 adventurer; on 3-4, he attacks the center adventurer; on 5-6, he attacks the leftmost adventurer. Roll separately for each firing monster.

1   2   3

A

1   2   3

B

1   2   3
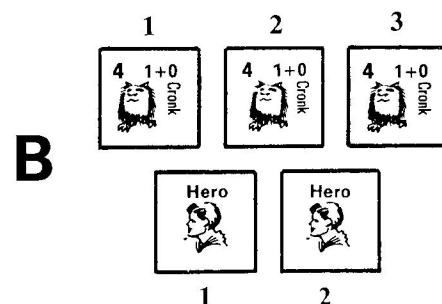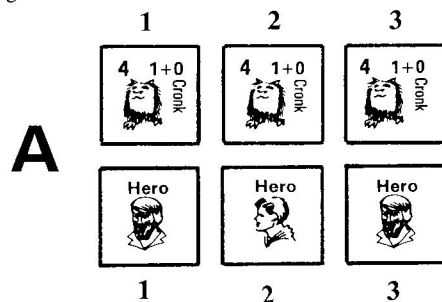
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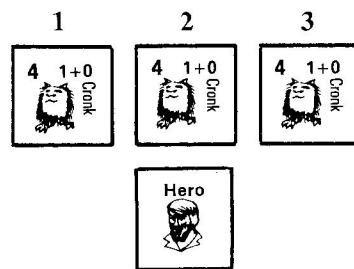
Examples:

In example A, Hero 1 would attack Cronk 1; Hero 2, Cronk 2; Hero 3, Cronk 3; and vice versa.

In example B, Hero 1 would have the choice of attacking either Cronk 1 or Cronk 2; and Hero 2 could attack either Cronk 2 or Cronk 3. Cronk 1 would attack Hero 1; a die would be rolled for Cronk 2, who would attack Hero 1 on a roll of 1-3 and Hero 2 on a roll of 4-6; and Cronk 3 would attack Hero 2.

In example C, the Hero could attack any one of the three Cronks. All three Cronks would be forced to attack the Hero.

If, in example C, the top row consisted of Heroes and the bottom row of a Cronk, the Heroes could only attack the Cronk. During the Cronk's Monster Combat Phase, the Cronk would attack Hero 2.

[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.

[8.42] During the Party Combat Phase, determine which monster each adventurer is attacking, and *then* resolve each attack.

[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 Results Table (see 8.7) and find the weapon along the top of the table and the modified die-roll along the left side. Cross-reference the two to yield a result. This result will be in the form of a number between 0 and 4. (Results are explained in Case 8.45).

[8.44] When a monster attacks during the Monster Combat Phase, 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 (see 8.8) to find out what the weapon is. (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.) 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 Combat Results Table (see 8.7) and find the word "monster" at the top of the table and the modified die-roll along the side. Cross-reference the two to yield a result, again in the form of a number between 0 and 4.

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

[8.46] Each adventurer and monster has a Wound Point Total. For adventurers, this total is listed under "Wound Points" on the Character Record. For monsters, this total is determined by the procedure outlined in 7.14. 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.

[8.47] 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 (one who has thrown a dagger) may switch to his other weapon *without* spending a Combat Phase switching weapons. Bows may be used any number of times. If an adventurer has no weapons (because both of his weapons were throwing daggers and have been thrown), he may not make any further attacks during that combat sequence.

[8.5] REORGANIZATION

[8.51] During the Monster Reorganization Phase, *one* monster is moved from the monsters' second row to the front row, if and only if there are two or fewer monsters in the front row and at least one in the second row. In this case, a monster in the second row which is closest to the gap in the monsters' front row is moved forward. 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 monster; 4-6, the leftmost monster).

[8.52] Imagine that each row in the party's marching order consists of three boxes, each box capable of holding one party member. During the Party

Reorganization Phase, adventurers from the same row may be shifted from one box to another in the same row, as long as no adventurer's counter is moved over or through another counter. (Obviously, this means that no shifting can take place if there are three adventurers in a single row). In addition to this movement, one adventurer may be moved from his row to a row ahead of or behind the one he occupies. This adventurer may first be shifted as described above; after this first move, he may then either move to the imaginary box immediately in front of or behind that box, or to a box 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, a movement by an adventurer in the second row into the front row). If there are two or three adventurers in the front row, this movement may be made by any adventurer in any direciton. **Exception:** If there are two adventurers in the front row, neither may move back to the second row.

[8.53] These imaginary boxes are used only for movement purposes. After movement, rearrange both front lines so that as many monsters and adventurers' counters touch on each other as possible. See Diagram B.

[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. Also, see 10.12. **Exception:** Charmed monsters do not count as party members when calculating Experience Points (see 9.45).

[8.7] COMBAT RESULTS TABLE
(see charts and tables)

[8.8] MONSTER WEAPONS CHART
(see charts and tables)

[8.9] 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

CASES:

[9.1] TREASURE TYPES

[9.11] After the party kills a group of monsters (or, sometimes, after successful negotiation with them), a Player must determine what sort of treasure the monsters were guarding or carrying. Refer to the Monster Characteristics Chart (see 7.5), and cross-reference the monster type with the *Treasure* column of the Chart. This will yield either a single letter or two letters separated by a slash. If it is a single letter, the letter is the Treasure Type of the monsters. If there are two letters, the first letter is the Treasure Type for the monsters that were rolled for on the Room Monster Table, and the second is the Treasure Type for monsters that were wandering (i.e., if they were rolled for on the Wandering Monster Table).

[9.12] Refer to the Treasure Table (see 9.81). Find the letter corresponding to the monster's Treasure Type along the left side of the table. There are three columns to the Table — *Bezants, Gems,* and *Magic Items.* Under each column on the Treasure Type's row will be a number followed by a colon followed by a die-roll code (e.g., "3:1D6×5"). For each column (Bezants, Gems, and Magic Items) roll 1D6. If the number rolled is equal to or less than the number indicated before the colon in the appropriate column, then roll the dice again, as specified by the die-roll code after the colon, to determine the number of Bezants, Gems, or Magic Items. If the number rolled is greater than the first number, there is no treasure of that type present which corresponds with that column. **Example:** If the above code had been under *Bezants* on the Treasure Table, a Player would roll a die. If the number rolled was 1, 2, or 3, the Player would then roll 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 — i.e., if there is more than one monster in the group, determine each monster's treasure separately.

[9.14] For each Gem, roll 2D6 and refer to the Gem Table (see 9.82). Find the die-roll along the side of the Table; the corresponding entry is the value (in Bezants) of the gem. Note the value of each gem on a piece of scrap paper.

[9.15] For each Magic Item, refer to the Magic Item Table (see 9.83), and roll 1D6. Find the entry on the Table corresponding to the die-roll, which will determine whether the Magic Item is a spice, medallion, armor, ring, potion, or weapon. To determine the effects of the item, see the following cases (9.2 through 9.7).

[9.16] Treasure from monsters with Treasure Type I or J will be in chests. Roll a die for each

chest; on a 1–3, the chest is Trapped. A Thief may attempt to Detrap the chest (see 10.0). Assuming the chest is detrapped or the adventurers survive the effects of the trap, they have free access to the treasure (as the party automatically does with all other Treasure Types).

[9.17] Each magic item must be assigned to a specific adventurer who alone may use it during future combat or negotiation. Other than during combat and negotiation, he may give the item to another adventurer to be used by that adventurer. If an item-carrying adventurer dies, another adventurer may be assigned to use his item (but only after combat is completed).

[9.18] A Player should keep a running total of the Bezant and Gems (with values) acquired by the party. At the end of the game, determine the total value of all Bezants and Gems, and divide this total among the adventurers equally. Charmed monsters (see Case 9.45) do not accrue treasure.

[9.2] WEAPONS

[9.21] If a Magic Item is a weapon, roll 1D6 and refer to the Weapon Table (see 9.24) to determine the weapon type. Then, roll 1D6 again and refer to the Weapon Effects Table (see 9.25) to determine the Combat Bonus of the weapon.

[9.22] If a 6 is rolled on the Weapon Effects Table, a Player is instructed to *roll twice*. Roll the die two more times, referring to the Weapon Effects Table, and add the Combat Bonuses resulting from the two die-rolls to produce the total Combat Bonus of the weapon. If a 6 is rolled again during this process, roll twice more. Theoretically, rolling enough 6's could result in an infinite Combat Bonus.

[9.23] Any adventurer may jettison one of his two weapons and use a magical weapon instead. Which adventurer is to use the weapon is left to the discretion of the Player.

[9.24] **Weapon Table**
(see charts and tables)

[9.25] **Weapon Effects Table**
(see charts and tables)

[9.3] ARMOR

[9.31] If a Magic Item is magical armor, roll a die and refer to the Armor Table (see 9.33). This will yield the Wound Points Bonus of the armor. If a 6 is rolled, roll twice on the table adding Wound Points Bonuses, as per the procedure for Weapon Combat Bonus explained in 9.22.

[9.32] Any living adventurer may don magical armor, but which adventurer does so is at the discretion of the Player. An adventurer wearing magical armor has his Wound Points Total increased by the Wound Points Bonus of the armor. (Thus a Hero with 8 Wound Points wearing +2 armor would have 10 Wound Points.) A Player may have one adventurer give his magical armor to another

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[9.24] WEAPON TABLE

DIE	Type
1	Sword
2	Hammer
3	Axe
4	Bow
5	Dagger
6	Throwing Dagger

[9.33] ARMOR TABLE

DIE	Wounds Bonus
1-3	+1
4-5	+2
6	Roll Twice

[9.47] POTION TABLE

DIE	Potion
1-2	Healing
3	Poison
4	Strength
5	Charm Person
6	Charm Monster

[9.58] SPICE TABLE

DIE	Spice
1	Mustard
2	Sesame
3	Spinach
4	Red Pepper
5	Cloves
6	Cannabis

[9.67] MEDALLION TABLE

DIE	Medallion
1-2	Neutralize Poison
3	Potion Appraisal
4	Oratory
5	Dexterity
6	Strangling

[9.71] RING TABLE

DIE	Ring
1	Resistance +1
2	Resistance +2
3	Sleep
4	Neut. Poison
5	Heal
6	Blast

[9.82] GEMS TABLE

DIE	Value
2	1
3	5
4	10
5	15
6	20
7	25
8	35
9	50
10	75
11	100
12	150

[9.83] MAGIC ITEM TABLE

DIE	Type
1	Weapon
2	Armor
3	Potion
4	Spice
5	Medallion
6	Ring

[9.81] TREASURE TYPE TABLE

Type	Bezants	Gems	Magic Items
A	0:0	0:0	0:0
B	6:1D6	0:0	0:0
C	6:3D6	0:0	1:1
D	1:3D6	1:1D3	0:0
E	2:1D6×10	2:1D6	2:1
F	6:1D6×4	3:1D3	1:1
G	6:3D6×5	3:1D6	2:1
H	6:2D6	1:1D3	1:1
I	6:1D6×5	2:1D6	2:1
J	6:1D6×20	2:1D6	3:1D3

[12.3] SPELL SUMMARY

Name of Spell	Cost	Type
Blast	1	C
Charm	3	C
Explosion	1	C
Heal	2	I
Lightning	2	C
Lock	1	I
Mage Armor	1	I
Neut. Poison	1	I
Oratory	1	I
Sleep	2	C
Strength	2	I
Stone-to-Flesh	3	I

[10.3] TRAP TABLE

DIE	Type	DIE	Type
1	Arrow	4	Explosion
2	Poison Arrow	5	Flaming Oil
3	Poison Gas	6	Roll Twice

Extra Character Records may be photocopied, or Players may use a piece of paper to record the information for each character.

CHARACTER RECORD

Name:

Class:

Wound Points:

Magic Resistance:

Weapon Skill:

Weapon:

Skills/Spells:

Magic Items:

Experience:

Gold/Gems:

CHARACTER RECORD

Name:

Class:

Wound Points:

Magic Resistance:

Weapon Skill:

Weapon:

Skills/Spells:

Magic Items:

Experience:

Gold/Gems:

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at any time (except during combat or negotiation); the adventurer who removes the armor loses the Wound Points Bonus (which may kill him), and the adventurer putting it on gains the Bonus.

[9.33] Armor Table
(see charts and tables)

[9.4] POTIONS

[9.41] If a Magic Item is a potion, roll 1D6 and refer to the Potion Table (see 9.47) to determine its type. One adventurer must be delegated to test the potion before rolling on the Table. The delegated adventurer will suffer the effects or gain the benefits of the potion. After testing the potion, one dosage will remain, to be used at any time in the remainder of the game.

[9.42] If an adventurer uses a Healing Potion, roll 1D6 and subtract the number rolled from the number of Wounds suffered by the adventurer. (Obviously, the number of Wounds cannot be reduced below zero).

[9.43] If the potion is Poison, the adventurer immediately suffers 1D3 Wounds.

[9.44] If the adventurer uses a Strength Potion, roll 1D6. The adventurer will have a Combat Bonus equal to the number rolled for all weapons during the next (or current) combat sequence the party wages with monsters. After that combat, the effects of the potion wear off.

[9.45] If an adventurer uses a Charm Person Potion, he may immediately take control of one Evil Hero, Wizard, Thief, Orc, or Goblin in his Segment. (If the potion is being tested and no monster is around, the potion 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.

[9.46] Charm Monster potions work in the same manner as Charm Person potions, except that they may be used to take control of any single monster which is *not* an Evil Hero, Wizard, Thief, Orc, or Goblin.

[9.47] Potion Table
(see charts and tables)

[9.5] SPICE

[9.51] If a Magic Item is magical spice, roll 1D6 and refer to the Spice Table (see 9.58) to determine the type of spice. Spices, unlike potions, are readily identifiable and thus need not be tested. Spices may only be used once, after which they are used up.

[9.52] The Mustard spice works in the same way Healing Potions do (see 9.42).

[9.53] Sesame spice can be used to open trapped doors or chests without setting the trap off. When the party encounters a trapped door or chest, Sesame may be used automatically to detrap the door or chest. Sesame must be used *before* a Thief attempts to detrap the door or chest; it may not be used after a detrapping attempt.

[9.54] Spinach spices works in the same way that Strength Potions do (see 9.44).

[9.55] Red Pepper spice allows an adventurer who uses it to breathe flame during one Combat Phase. The adventurer may not make a weapon attack in the same Phase he uses the spice, 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.

[9.56] 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. Once all combat is over, the effects of Cannabis wear off.

[9.57] Cloves may be used to peg a door shut. After the party opens a door to a segment and determines what kind of monsters are in the segment (if any), a Player may, instead of negotiating or fighting with the monsters, use the Cloves to peg the door shut. Thereafter, the door is considered impassible. 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 on a piece of scrap paper).

[9.58] Spice Table
(see charts and tables)

[9.6] MEDALLIONS

[9.61] If a Magic Item is a medallion, roll a die and refer to the Medallion Table (see 9.67) to determine its nature. An adventurer must be delegated to test the medallion.

[9.62] The wearer of a Neutralize Poison medallion is immune to the effects of poison potions, poisonous fountains, and traps involving poison.

[9.63] The wearer of a Potion Appraisal medallion may tell the nature of a potion without testing it. This means that each potion will have two doses (since one is not used up in testing) and that poison potions can be discarded without testing.

[9.64] If there is a wearer of an Oratory medallion in the party, two is added to all rolls on the Nego-

tiation Table (see 7.6). This modifier is cumulative with monsters' Negotiation values, other Oratory medallions, and Oratory spells.

[9.65] The wearer of a Medallion of Dexterity has a Combat Bonus of + 2 (in addition to any other bonuses) when using a Bow or Throwing Dagger (but not with other weapons).

[9.66] An adventurer who tests a Medallion of Strangling immediately suffers 2D6 Wounds.

[9.67] **Medallion Table**
(see charts and tables)

[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 on the Magic Item Table, roll again until some other result is obtained.

[9.71] **Ring Table**
(see charts and tables)

[9.8] TREASURE TABLES

[9.81] **Treasure Type Table**
(see charts and tables)

[9.82] **Gems Table**
(see charts and tables)

[9.83] **Magic Item Table**
(see charts and tables)

[10.0] TRAPS

CASES:

[10.1] DETRAPPING

[10.11] Sometimes doors (see 5.26) or chests containing treasure (see 9.16) 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. The Thief immediately receives 10 Experience Points for doing so.

[10.13] If there is no Thief in the party, some other party member must be delegated to open the door or chest. (The door or chest *must* be opened even if a trap has been found). The adventurer automatically suffers the effects of the trap. If a Thief attempts to remove a trap and fails, he also suffers its effects.

[10.2] EFFECTS OF TRAPS

[10.21] If a trap has effect, roll 1D6 and refer to the Trap Table (see 10.3).

[10.22] If the result on the Trap Table is *Arrow*, an arrow or bolt is shot from the trap. Roll 1D6

and refer to the Combat Results Table under the Bow column to determine whether the arrow strikes the adventurer opening the trapped door or chest (there is no Combat Bonus), and the number of Wounds suffered if any.

[10.23] If the result is *Poisoned Arrow*, follow the procedure above (see 10.22), but if the arrow strikes, the affected adventurer takes 1D3 Wounds from poision (in addition to the Wound inflicted by the arrow).

[10.24] If the result is *Poison Gas*, the affected adventurer immediately suffers 1D3 Wounds from poison.

[10.25] If the result is *Explosion*, all adventurers (and charmed monsters) in the party immediately suffer one Wound.

[10.26] If the result is *Flaming Oil*, the affected adventurer immediatly suffers 1 Wound.

[10.27] If the result is *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 (for a total of three traps). Theoretically, if enough 6's are rolled, there could be an infinite number of traps.

[10.3] TRAP TABLE
(see charts and tables)

[11.0] WIZARDS AND MAGIC
(Advanced Game Only)

CASES:

[11.1] CREATING WIZARDS

[11.11] 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.

[11.12] When creating a Wizard, choose one of the spells from the list of twelve spells (see Spell Summary, 11.4). Enter the spell name under *Skills/Spells* on the Wizard's Character Record.

[11.13] When giving a Wizard *Initial Experience* (see 3.1), instead of increasing his Wound Points, Magic Resistance, or giving him a Weapon Skill, he may be assigned a second spell.

[11.14] The spell (or spells) which the Wizard has listed on his Character Record are the only spell(s) that the Wizard may cast during the game (unless he acquires a magical ring).

[11.2] CASTING SPELLS

[11.21] Refer to the Spell Summary (see 11.4). Under the column labelled *Type* some spells have the letter "C," and others have the letter"I." The spells labelled "C" may only be cast during com-

bat; those labelled "I" may be cast at any time except during combat. Also, Oratory is the only spell that may be cast during Negotiation. When a Wizard casts a spell during combat (he may do so from either the front or second rows), he may not make a weapon attack in the same Combat Phase.

[11.22] Each spell has a *Cost*, listed on the Spell Summary (see 11.4). 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 that would kill him. Wounds suffered casting spells may never be cured by Healing spells, potions, or Mustard. Only Wounds suffered in combat (or from traps or magical items) may be so cured.

[11.23] 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.

[11.24] Monsters on whom spells are cast may attempt to resist the effects of such spells. Each monster's Magic Resistance is listed on the Monster Characteristics Chart (see 7.5). If a spell is cast on a monster, determine the monster's Magic Resistance, and roll 1D6. If the number rolled is less than or equal to the monster's Resistance, the spell has no effect. If the roll is higher, the full effects of the spell apply to the monster.

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

[11.3] DESCRIPTION OF SPELLS

Blast: Cost: 1. Combat spell. A Wizard may cast this spell at any monster in the first row during combat. Unless the monster resists the spell, it suffers two (2) Wounds.

Charm: Cost: 3. Combat spell. 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, as per 9.45.

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

Heal: Cost: 2. Non-Combat spell. The Heal spell acts the same way that Healing Potions and Mustard do (see 9.42).

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

Lock: Cost: 1. Non-Combat spell. A Wizard may use this spell to lock a door, the same way that Gloves are used (see 9.57).

Mage Armor: Cost: 1. Non-Combat spell. Mage Armor creates a protective field around the adventurer on whom it is cast. Roll 1D3 and make a note of the number rolled on the Character Record of

the adventurer. Each time the adventurer suffers a Wound, reduce this number by one. Any Wounds suffered after this number reaches zero are suffered normally by the adventurer. In other words, Mage Armor protects the adventurer against the next 1D3 Wounds that he would normally suffer. **Note:** The Mage Armor does not absorb Wounds suffered in casting spells.

Neutralize Poison: Cost: 1. Non-Combat spell. The Wizard may cast this spell on any adventurer who drinks a Poison Potion, investigates a poisonous fountain, or is the victim of a trap involving poison. The adventurer on whom the spell is cast does not suffer the effects of the poison (as he otherwise would). This spell must be used immediately after the poisoning occurs.

Oratory: Cost: 1. Negotiation spell. When the party is attempting to negotiate with a group of monsters, a Wizard may cast this spell. Add four (4) to the negotiation die-roll (in addition to all other modifiers of the die-roll).

Sleep: Cost: 2. Combat spell. 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. (And if the party is killed, it doesn't matter).

Strength: Cost: 2. Non-Combat spell. When this spell is cast on an adventurer, the effect is as if the adventurer had used a Strength Potion (see 9.44).

Stone-Flesh: Cost: 3. Non-Combat spell. If an adventurer is turned to stone by a Medusa (see 12.34), this spell may be used to return the adventurer to life. It may *not* be cast during combat. The revived adventurer retains any Wounds he suffered before turning to stone. (Wizards may not cast the spell on themselves, obviously).

[12.0] RINGS, EVIL WIZARDS, AND SPECIAL ABILITIES
(Advanced Game Only)

CASES:

[12.1] RINGS

[12.11] Magical Rings exist only in the Advanced Game. If a magic item is a ring, roll 1D6 and refer to the Ring Table (see 9.71) to determine the nature of the ring.

[12.12] Any adventurer may wear a Ring of Resistance + 1 or + 2. A Ring of Resistance adds 1 or 2 (depending on the number) to the Magic Resistance of the adventurer who wears the ring for as long as he wears it. A Ring of Resistance may not increase its wearer's Magic Resistance above 5.

[12.13] Other types of rings may only be worn by Wizards. A Wizard who wears one of these Rings may cast the same spell as the name of the ring (Sleep, Neutralize Poison, Heal, or Blast) once during 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 (see 13.0), he may use the ring again, as long as the ring is only used once per game.
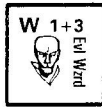
W 1+3 Evil Wizard

[12.2] EVIL WIZARDS

In the Advanced Game, Evil Wizards may be encountered as monsters. In addition to having the abilities listed on the Monster Characteristics Table (see 7.5), Evil Wizards know one spell: Lightning. If a party fights an Evil Wizard, the Evil Wizard will cast Lightning every Monster Combat Phase, unless doing so would cause the Wizard to die, in which case the Wizard will fight with a dagger. Determine which adventurer the Wizard casts the spell at according to the same procedure that is used to determine which adventurer a monster attacks (see 8.33). The adventurer may attempt to resist the spell.

[12.3] SPECIAL ABILITIES

[12.31] Some monsters have special abilities in the Advanced Game.

[12.32] When the party begins to fight a group of cronks, each member of the party must attempt to resist the cronks' special ability. Any character who fails to resist the cronks' stench is considered nauseated, and has a Combat Bonus of −2 (in addition to any other bonuses) during the fight with the cronks. The effects of the stench wear off after the combat with the cronks is concluded.

4 2+0 Hellhnd
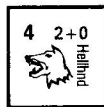
[12.33] Each time a hellhound attacks an adventurer, he will breathe flames at the adventurer, in addition to attacking him normally. The adventurer determines whether he resists the hellhound's flames, and if he fails to resist, the adventurer immediately suffers one (1) Wound (in addition to any other Wounds he suffers as the result of the hellhound's regular attack). A hellhound breathes flames every Monster Combat Phase at the adventurer he attacks in that Phase.

2 2+0 Medusa

[12.34] Each time a medusa attacks an adventurer, 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, a Wizard may attempt to revivify the adventurer by casting a Stone-Flesh spell. If there is no Wizard present who knows the spell, the adventurer is considered dead.

6 2+1 Troll
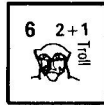
[12.35] At the end of every third Monster Combat Phase after he is first wounded, a troll regenerates one Wound Point. Reduce the total of Wounds suffered by the troll by one.

[12.36] 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). The adventurer attempts to resist the Charm. If he fails, his counter is placed in the monster's second row, and he is considered to be a monster. When the vampire is killed, the adventurer becomes an adventurer again, but he retains any Wounds he 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.

[13.0] CHARACTER CONTINUITY (Advanced Game Only)

GENERAL RULE:

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 commensurate with the amount of treasure (measured in Bezants) and experience (measured in Experience Points) which he has accumulated.

[13.1] HOW TO USE 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:

1) increase the adventurer's Wound Point Total by one, or

2) give the adventurer skill with one weapon or increase the adventurer's skill with a weapon (from,

for instance, "+1 Sword" to "+2 Sword"), thus increasing the adventurer's effectiveness in combat, or

3) increase the adventurer's Magic Resistance by one (but Magic Resistance may not be increased above 5), or

4) if the adventurer is a Thief, increase the Thief's Detrapping ability by one, or

5) if the adventurer is a Wizard, give the Wizard a new spell.

Make the necessary changes on the Character Record to reflect the manner in which experience is expended.

[13.12] If an adventurer has some multiple of 75 Experience Points and 100 Bezants, he may expend more than 75 Experience Points and 100 Bezants, gaining one point of *experience* for each 75 Experience Points and 100 Bezants expended.

[13.2] ACCUMULATED BEZANTS AND EXPERIENCE POINTS AND CHARMED MONSTERS

[13.21] 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. He may not re-enter the *Deathmaze* with the adventurers.

A HOLE IN THE GROUND

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 defense 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 neighbors. 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 communities 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 tormentors.

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 neighboring 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*

A Note on the Weapons Effects Table:

The development team was toying with a more sophisticated version of the Weapons Effects Table toward the end of the life cycle of the project. Some testing by persons not connected with the project determined that the simpler version of the table worked much better than the complex. The table's use is described in Case 9.2 of the rules.

[9.25] Weapons Effects Table

DIE	Weapon Bonus
1-3	+1
4-5	+2
6	Roll Twice

The counter images for this game have been provided here to aid players in reproducing damaged or lost counters.

Deathmaze Counter Section Nr. 1 (100 pieces): Front
Quantity of Sections of this identical type: 2. Total quantity of Sections (all types) in game: 2.

PARTY

| Hero | Hero | Wizard | Wizard | 1 | 2 | 3 | 5 3+0 Aligtr | 4 1+0 Cronk | 4 1+0 Cronk |
| Thief | Thief | Party | 4 | 5 | 6 | W 1+6 Evil Hero | W 1+4 Evil Thf | W 1+3 Evil Wzrd | 9 3+1 Gargoyl |

MONSTERS

3 2+0 Gnt Ant	8 2+0 Gnt Spdr	W 1-1 Goblin	W 1-1 Goblin	W 1-1 Goblin	4 2+0 Hellhnd	2 2+0 Medusa	7 1+2 Mummy	4 1+2 Ogre	4 1+2 Ogre
W 1+0 Orc	W 1+0 Orc	W 1+0 Orc	2 1+0 Skiton	2 1+0 Skiton	2 1+0 Skiton	6 2+1 Troll	11 3+0 Vampire	0 ½ +0 Vmpr Bat	0 ½ +0 Vmpr Bat
0 ½ +0 Vmpr Bat	4 1+6 Wrwolf								

ROOM & CORRIDOR CHITS

Corridor Corridor Corridor Corridor Corridor Corridor Corridor Corridor

DEATHMAZE Charts and Tables

[5.3] EXPLORATION TABLE

Room Trapped on 1

Wandering Monster on 1

Room Monster on 1-3

Treasure Type I or J trapped on 1-3

[7.6] NEGOTIATION TABLE

DIE	Result
5 or less	Failure
6 to 8	Agreement
9 or more	Cow

[6.15] FOUNTAIN TABLE

DIE	Result
1	Poison
2-4	Potion
5	Alcohol
6	No Effect

[6.35] TRAP DOOR TABLE

DIE	Result
1-2	Room
3	Type J Treasure
4-5	Trap
6	No effect

[6.25] STATUE TABLE

DIE	Result
1-2	Becomes Gargoyle
3	Produces Potion
4-5	Gems
6	No Effect

[7.3] WANDERING MONSTER TABLE

1st DIE	2nd Die 1-2	2nd Die 3-4	2nd Die 5-6
1	EvlHero	2 Ogres	GntSpdr
2	EvlWzrd	Wrwolf	1D3 Goblins
3	EvlThf	Hellhnd	Goblin
4	Orc	Sklton	Troll
5	1D3 Orcs	1D3 Skltons	GntAnt
6	Ogre	GntAnt	Hellhnd

[7.4] ROOM MONSTER TABLE

1st DIE	2nd Die 1	2	3	4	5	6
1	EvlHero	EvlWzrd	EvlThf	Gargoyl	Hellhnd	GntSpdr
2	1D6 Orcs	1D3 Ogres	1D6 Skltons	1D6 Goblins	1D3 Cronks	1D6 VmprBats
3	2 Trolls	Wrwolf	Mummy	Sklton	Medusa	GntAnt
4	Wrwolf	Allgtr	Ogre	Vampire	Troll	Goblin
5	Orc	Cronk	EvlHero	EvlWzrd	Mummy	Vampire
6	Hellhnd	Gargoyl	EvlThf	2 GntAnts	Medusa	GntSpdr

[7.5] MONSTER CHARACTERISTICS CHART

Monster Name	Negotiation	Treasure	Magic Resistance	Special
Allgtr	4	E	1	Stench
Cronk	5	H	2	—
EvlHero	2	J/C	1	—
EvlThf	3	I/C	5	—
EvlWzrd	4	J/C	3	Magic
Gargoyl	4	G	1	—
GntAnt	4	D/A	1	—
GntSpdr	0	E/A	5	Magic
Goblin	4	H/B	1	—
Hellhnd	5	E/C	2	Firebreath
Medusa	7	G	2	Flesh/Stone
Mummy	2	G	3	—
Ogre	0	G	2	—
Orc	9	I/C	1	—
Sklton	4	H/B	1	—
Troll	4	F/A	3	—
Vampire	4	J	4	Regen
VmprBat	4	A	1	Charm
Wrwolf	9	I/C	3	—

[8.7] COMBAT RESULTS TABLE

DIE	Dagger	Throwing Dagger	Bow	Sword, Hammer, Axe / Monsters
1-3	0	0	0	0
4	0	0	1	0
5	1	0	1	0
6-9	1	1	1	1
10	1	1	1	1
11	2	1	2	2
12	2	2	2	2
13	2	2	2	2
14	3	2	3	3
15	3	3	3	3
16	4	3	4	4
17+	4	4	4	4

[8.8] MONSTER WEAPONS CHART

Monster	Weapon
Evil Hero	+ 1D6 Sword
Evil Thief	Sword
Evil Wizrd	Dagger
Goblin	Dagger, Bow
Orc	Sword, Bow

[9.81] TREASURE TYPE TABLE

Type	Bezants	Gems	Magic Items
A	0:0	0:0	0:0
B	6:1D6	0:0	0:0
C	6:3D6	0:0	1:1
D	1:3D6	1:1D3	0:0
E	2:1D6×10	2:1D6	2:1
F	6:1D6×4	3:1D3	1:1
G	6:3D6×5	3:1D6	2:1
H	6:2D6	1:1D3	1:1
I	6:1D6×5	2:1D6	2:1
J	6:1D6×20	2:1D6	3:1D3

[12.3] SPELL SUMMARY

Name of Spell	Cost	Type
Blast	1	C
Charm	3	C
Explosion	1	C
Heal	2	I
Lightning	2	C
Lock	1	I
Mage Armor	1	I
Neut. Poison	1	I
Oratory	1	I
Sleep	2	C
Strength	2	I
Stone-to-Flesh	3	I

[10.3] TRAP TABLE

DIE	Type	DIE	Type
1	Arrow	4	Explosion
2	Poison Arrow	5	Flaming Oil
3	Poison Gas	6	Roll Twice

Extra Character Records may be photocopied, or Players may use a piece of paper to record the information for each character.

CHARACTER RECORD

Name:

Class:

Wound Points:

Magic Resistance:

Weapon Skill:

Weapon:

Skills/Spells:

Magic Items:

Experience:

Gold/Gems:

CHARACTER RECORD

Name:

Class:

Wound Points:

Magic Resistance:

Weapon Skill:

Weapon:

Skills/Spells:

Magic Items:

Experience:

Gold/Gems:

[9.24] WEAPON TABLE

DIE	Type
1	Sword
2	Hammer
3	Axe
4	Bow
5	Dagger
6	Throwing Dagger

[9.33] ARMOR TABLE

DIE	Wounds Bonus
1-3	+1
4-5	+2
6	Roll Twice

[9.47] POTION TABLE

DIE	Potion
1-2	Healing
3	Poison
4	Strength
5	Charm Person
6	Charm Monster

[9.58] SPICE TABLE

DIE	Spice
1	Mustard
2	Sesame
3	Spinach
4	Red Pepper
5	Cloves
6	Cannabis

[9.67] MEDALLION TABLE

DIE	Medallion
1-2	Neutralize Poison
3	Potion Appraisal
4	Oratory
5	Dexterity
6	Strangling

[9.71] RING TABLE

DIE	Ring
1	Resistance +1
2	Resistance +2
3	Sleep
4	Neut. Poison
5	Heal
6	Blast

[9.82] GEMS TABLE

DIE	Value
2	1
3	5
4	10
5	15
6	20
7	25
8	35
9	50
10	75
11	100
12	150

[9.83] MAGIC ITEM TABLE

DIE	Type
1	Weapon
2	Armor
3	Potion
4	Spice
5	Medallion
6	Ring