

MAZES & PERILS

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Third Printing – September 2012
WILD GAMES PRODUCTIONS™
www.wildgamesproductions.com

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INTRODUCTION

MAZES & PERILS is a game of role playing in a fantasy world, suitable for ages 10 and up. To play, you need only this rulebook, some dice, paper, pencils, a few friends, and your imagination.

If you have played other fantasy role playing games, the MAZES & PERILS rules may feel familiar to you. Inspired by the 1977 "Holmes" version of the world's most popular role playing game, MAZES & PERILS goes beyond the introduction provided by the Holmes version, allowing for longer-term campaigns. Even if you don't need another standalone fantasy role playing game, you may find a few useful new ideas herein that you can use with your other games.

V. Florio
October 2011

WELCOME TO A NEW WORLD!

When a MAZES & PERILS group first sits down at the gaming table, they each create a *player character* (PC for short). A PC can be a human fighting man, or a sturdy dwarf that likes to drink to make his day go smoothly. He may be a magic-user questing to discover new spells for his spell book, or a cleric intent on spreading his faith to the masses. There are plenty of choices for a player to make in the game and we will not list them all here; read on and you shall see!

Once the characters are created, the *game master* (GM) will plunge the group into a series of adventures only the mind can see – tunnels with secret rooms, dungeons deep below ancient and long-abandoned mines, caverns with giant lizard-like creatures guarding gold and silver, ripe for the taking! Every game will be filled with evil monsters looking to stand in the way of the fame and fortune you seek.

As the characters experience adventure after adventure they will grow in power and abilities. For instance, a human fighting man will learn to swing the sword a bit faster and hurt more vile creatures at once, while the dwarf character's iron stomach will be able to withstand the mightiest poison due to the ale he has drunk over the years. Of course, as the characters advance in power the monsters will become harder to vanquish, but the rewards will increase in worth as well.

MAZES & PERILS is a game that is only limited by the imaginations of the games master and the players; welcome to a world of excitement and adventure!

HOW TO USE THIS BOOK

To play this game, you will need at least 2 people, one act as the GM and the other to play the PC; this is often referred to as a "one-player adventure". This can be fun, but role playing games are about interaction with family and friends, so larger groups may be better. The GM is responsible for playing those parts the players do not, such as Non-Player Characters (NPCs) and Monsters.

The GM will usually supply the paper and pencils and has already written up his adventure for the night in advance. This book is full of tips and options to help play run smoothly. All the rules are laid out so that there will be no break in the game for debate.

Before the game, each player should pick out a miniature that best represents their PC. If the GM does not have any miniatures, why not visit your friendly local games store to pick some up and have fun painting them yourself for the group to enjoy.

Read the chapters on characters, adventures, encounters and spells as a player to become familiar with designing a character, but do not read those parts on monsters, treasure and dungeons; that information only the GM should read to help him design and run adventures. Once the GM is decided on, he should read through the entire book in his own time to fully understand all the rules he will need to run the game.

Now that's all clear, let's dive right into creating a character!

CHARACTER CREATION

To create a character, a player needs three 6-sided dice, also known as 3d6. The player will roll 3d6 a total of 6 times and record each score on a piece of scrap paper in order of the abilities as noted on the character sheet. An optional rule the GM might use would be to allow the player to place each score against whichever ability he sees fit to create the type of character he prefers.

ABILITIES

Strength is the character's physical power and is most important to a fighter. It is the prime requisite for the fighting man, and any character with a score of 13 or more in this ability should consider that class. If an average score were needed for the everyday person, the range would be 9 to 12.

Intelligence is the character's brains or intellect. It is the prime requisite for the magic-user class. Magic-users with an Intelligence of 13 or higher have advantages which are explained later on. The higher his Intelligence, the more languages a character can learn.

Wisdom is the character's street smarts, the ability to pick up on things quickly and make sense of what is going on. Clerics use Wisdom as their prime requisite.

Constitution is the character's health and endurance. It shows how well he can stand up to a beating and how much of that poison he can withstand before passing out.

Dexterity represents how quick the character moves and reacts to the situations presented to him. Characters with high Dexterity are the ones who manage to throw that dagger first, or get that backstab in before anyone else can move. Dexterity is important for thieves and is their prime requisite.

Charisma is the way the character conducts himself around others, the way he talks, the way he looks and his sex appeal. Good leaders are said to have great Charisma when convincing others to do their bidding. Characters with a Charisma of 12 or less can have no more than 5 followers, and those followers will more than likely be wishy-washy about taking orders.

ABILITY MODIFIERS

Prime Requisite Ability Score	Experience Modifier
6 or less	Subtract 05%
7-9	Subtract 10%
10-12	None
13-15	Add 05%
16 or more	Add 10%

Strength Score	Bonus To Hit	Damage Bonus	Weight Bonus*	Challenge Test**
3-4	-2	-1	-100	1
5-6	-1	0	-50	1
7-9	0	0	0	1-2
10-12	0	0	+50	1-2
13-15	+1	0	+100	1-2
16	+1	+1	+150	1-3
17	+1	+2	+300	1-4
18	+2	+2	+500	1-5

* Additional weight coins that the character can carry.

** Challenge tests are rolled on 1d6.

Intelligence Score	Gifted Languages**
1	0
2	0
3	0
4	0
5-7	0
8-9	0*
10-11	1
12-13	2
14-15	2
16-17	3
18	4

* All characters with an Intelligence of 8 and higher can speak the common language, plus their native tongue (if any). If the character is a human, his native language is common and he would only be able to speak this trade- or merchant language.

** Gifted languages allow characters to pick up additional languages other than their native tongue or common.

Constitution Score	Hit Point Bonus per Level	Resurrection Survival*	Magical Survival*
3	-2	N/A	N/A
4	-1	9+	9+
5	-1	8+	8+
6	-1	8+	8+
7-10	0	7+	7+
11-12	0	6+	6+
13-14	+1	5+	5+
15-16	+1	4+	4+
17	+2	3+	3+
18	+3	2+	2+

* Survival rolls are made on 1d10. The character must roll the indicated number or above based on his Constitution score.

Dexterity Score	Missile Attack Modifier
3	-2
4	-1
5-7	-1
8-9	0
10-11	0
12-13	+1
14-15	+1
16-17	+2
18	+3

FIGHTING MAN ENHANCED STRENGTH

d% Score	Bonus To Hit	Damage Bonus	Weight Bonus*	Challenge Test**
01-51	+2	+2	+50	1-5
52-74	+2	+3	+65	1-5
75-90	+3	+4	+80	1-5
91-99	+4	+5	+100	1-5
00	+5	+6	+120	1-6

* Additional weight coins that the character can carry.

** Challenge tests are rolled on 1d6.

FIGHTING MAN EXPERIENCE PER LEVEL

Level	Experience	Hit Dice
1	0	1
2	2,001	2
3	4,002	3
4	8,004	4
5	16,000	5
6	36,000	6
7	60,000	7
8	140,000	8
9	300,000	9
10	410,000	10
11	520,000	11
12	630,000	12

CLASSES

FIGHTING MAN

Any and all weapons can be used by fighting men, and any type of armor can be worn by them, whether normal or magical. Upon reaching the 4th level, their chance to hit foes increases. This will be touched upon later in the Combat section.

If a human fighting man is lucky enough to score a Strength of 18, his player may roll a d% and consult the chart below for his enhanced ability modifiers.

As before, additional weight that can be carried is given in coins, and challenge tests are rolled on 1d6.



MAGIC-USER

Magic-users are those who know the mysteries of how to bend energy to their will, and have researched how to do this all their lives. Because all their time is spent in study, there is little time for magic-users to learn how to wear armor properly or how to wield various types of weapons. Therefore, they are limited to using simple daggers or staves for protection. Magic-users cannot use shields nor wear armor of any kind.

While they may appear weak, the ability to cast spells makes easily up for it. At first, magic-users are only able to cast 1 spell per day, but as their levels increase so does the number of spells they can cast daily. When magic-users go adventuring, they must keep a journal or a book with them, commonly referred to as their "traveling" spell book.

Inside this book will be recorded all the spells the magic-user has decided to take on the trip, or as many spells as he is able to learn. A traveling spell book is lightweight and small enough to hide inside a magic-user's robes.

The book seems to have an unlimited number of pages, and its owner can easily find a spell by thinking about it while opening the cover.

A magic-user must spend at least an hour memorizing his spells for the day from those recorded in the book. The chart below shows how many spells a Magic-User can use each day.

In an emergency a magic-user can use a spell from his book as if it were a scroll, but the spell will then disappear from the book for good. A magic-user may also attempt to copy new spells into his spell book from a scroll.

The chart below shows what a magic-user's spell learning capability based on his Intelligence: the chance of learning a new spell, how many spells he can learn per level, and how many hours it takes to inscribe a spell.

MAGIC USER SPELL LEARNING

Intelligence Score	Chance to Learn	Min/Max Spells per Lvl	Scribe Time
3-4	0%	0 / 0	N/A
5-7	10%	1 / 2	10
8-9	30%	4 / 6	9
10-12	55%	5 / 7	7
13-14	65%	6 / 9	6
15	75%	7 / 10	5
16	80%	8 / 12	3
17	90%	9 / U*	2
18	96%	10 / U*	1

* "U" means there is no limit to the number of spells the magic-user can learn.



MAGIC-USER EXPERIENCE PER LEVEL

Level	Experience	Hit Dice	Spells per Level				
			1	2	3	4	5
1	0	1	1	–	–	–	–
2	1,900	2	2	–	–	–	–
3	3,800	3	2	–	–	–	–
4	7,600	4	2	1	–	–	–
5	15,200	5	3	2	1	–	–
6	30,000	6	3	2	2	–	–
7	60,000	7	3	2	3	1	–
8	120,000	8	3	3	3	2	–
9	240,000	9	4	3	3	2	–
10	340,000	10	4	4	3	2	1
11	440,000	11	4	4	4	3	1
12	560,000	12	4	4	4	4	2