

## GAME EXPANSION

# ROLL UP FOR THE MYSTERY TOUR!

## A Growing DeathMaze

by Justin Leites and Matthew T. Ruff

Whether you like it or not, wargamer-types, role-playing/ adventure style games are getting to be 'hot stuff' these days. And if you're totally in the dark about it, *DeathMaze* is a good way to get your feet wet without swimming the Atlantic. Of course, once your feet are wet, can your kneecaps be far behind? To assuage the urge to immerse yourself in the magic pool, we here present an enhancement of the original game, with which we hope you're enchanted.

—RAS

### 1. THE ORIGINAL DEATHMAZE

*DeathMaze* is a miniature adventure and role-playing fantasy game, in which players assume the personae of heroic adventurers and descend into the Corridors of Doom, a deadly dungeon. Each player is represented by an individual playing piece and another counter is used to represent the entire party. As the game progresses, the players actually build a dungeon step by step as they move from room to room, using a random method of drawing corridor and room chits.

There are also counters for the monsters, the terrible denizens of the maze world, and treasure galore for any who can defeat its guardians. This treasure is determined through the use of special Treasure Charts and Tables.

### 2. WHY AN EXPANSION KIT?

*DeathMaze* as it stands now is a neat and entertaining game and game system. It is a well-balanced game, requiring skill and luck to survive and leaving the outcome forever in doubt.

Be that as it may, *DeathMaze* at present is somewhat limited in scope, and the experienced role-player will soon become bored after all of the possibilities have been explored. It is, after all, a mini-game and therefore relatively simple.

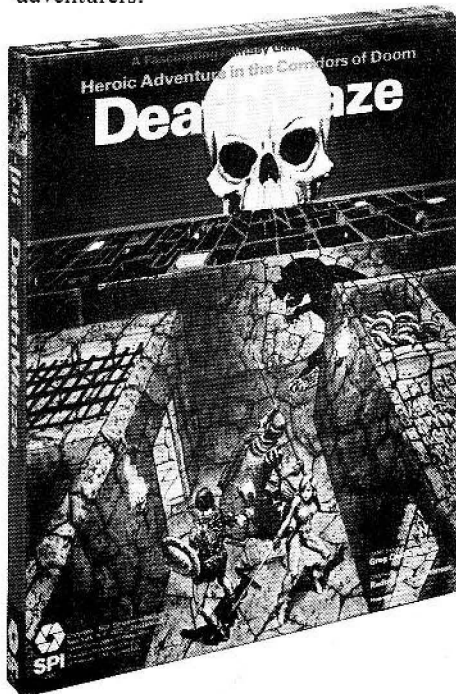
Another point that may annoy the advanced fantasy role-player is the somewhat limited number of Character Classes. Three types — Hero, Thief and Wizard — are more than enough for the beginner, but a seasoned player who has played games with many more classes will want greater variety in his game.

Finally, there is the question of what to do if, when playing the Character Continuity Rule, your character or characters become very powerful. The game loses flavor when you have so many Wound Points and magical items that even Vampires and

Gargoyles become child's play to deal with. When this happens you either have to begin again or continue as you are, eventually becoming invincible.

### 3. WHAT WE HOPE TO ACCOMPLISH IN THIS EXPANSION

In this article we have tried to enhance the original *DeathMaze* rules, adding to them without actually changing any of the main systems. Many of the charts have been made larger by simply increasing the number of dice rolled when using them, thus increasing the possible number of results. A fourth character class has been added, and this has been subdivided into three basic types, offering more variety. Also included are rules on allowing players to play the part of monster-adventurers.



Obviously, this article will be of little use to those who are not familiar with the rules of *DeathMaze*. It might be best to first become well acquainted with the game system before attempting to read further.

### 4. NEW CHARACTER CLASSES

A priest is a fourth type of character, able to cast spells in the same manner as a Wizard. The first thing that must be done when choosing a priest is to decide which of three types he will be. The type chosen will

decide what all of his original abilities are, and which spells he may use.

A **Witch Hunter** begins the game with 7 Wound Points and a Magic Resistance of 2. In addition, he is totally immune to the Charm ability of Vampires. Witch Hunters are able to use all weapons. However, any party which has a Witch Hunter in it will automatically receive a "Failure" result when trying to negotiate with Vampires, Skeletons, Mummies, and Vampire Bats; additionally any of the these above monsters will always attack the Witch Hunter if they can.

A **Healer** begins the game with 4 Wound Points and a Magic Resistance of 1. As their sole purpose in life is to heal the sick and wounded, Healers will only use daggers in combat, and only if they are attacked and hit first. Their list of spells reflect this curing purpose.

A **Peace Maker** begins the game with 6 Wound Points and a Magic Resistance of 1. Theirs is a philosophy of non-violence, and they will *never* carry weapons or engage in combat. However, to make up for this, Peace Makers get a +4 on all negotiations, and several negotiation type spells. Also, when facing monsters of over 15 Wound Points, they may apply this +4 as a -4 on the Bribery Table roll.

All of the above begin the game with one spell, and use and gain more spells in the exact same way as Wizards. Each has a separate listing of spells. Cost is the cost in Wound Points to cast the spell.

### WITCH HUNTER SPELLS

Witch Hunters are fanatics when it comes to religion, and if they so wish, they may cast a spell even if the subtraction in Wound Points would kill them. However, the suicidal spell must be an attack spell, used against an undead monster. Undead creatures include Vampires, Vampire Bats, Skeletons, and Mummies.

**Protection From Undead** (Cost: 1, Combat Spell) When this spell is cast, all undead creatures attacking the party must make their magic resistance roll. Those that fail to resist this spell may not attack the Witch Hunter. This is *not* an attack spell for the purposes of the Witch Hunter committing suicide (see above).

**Light Ray** (Cost: 2, Combat Spell) An *undead* monster that fails to resist this spell suffers "1D + 2" wounds.

**Righteous Fury** (Cost: 2, Combat Spell) When this spell is cast, the Witch Hunter goes *berserk*. He receives a "+1" to hit in combat, and "+3" against Undead Monsters.

**Redeem Traitor** (Cost: 3, Combat Spell) Any character who has been charmed during the pre-



A Vampire may fight either with a weapon or using the Monster Column. Due to his great strength, a Vampire Character begins the game with a "+3" Weapon Skill in the monster column. A Vampire also gains the special Charm Ability after he has gained 4 Ability points.

**Werewolf** begins the game as a normal Hero, but with 10 Wound Points. However, whenever engaged in combat, a die roll is made each round during the Party Reorganization Phase. On a roll of 1-3, the Werewolf Player becomes a normal Werewolf, keeping his own Wound Point Total but using all the combat values of a Werewolf. He then moves to any adjacent open space on the Monsters' first rank (they will make room for him if necessary), and will fight with the Monsters during their Combat Phase. During the next Monster Reorganization Phase, another die roll is made, and the character reverts to human form and rejoins the Party on a roll of 1 or 2. There is no limit to the number of times he may revert back and forth during one battle.

## 6. CHARTS AND TABLES

### A. Deeper Into the Dungeon

The following table is provided for those who wish to increase the element of risk in the game, especially when the character(s) have become advanced and more experienced. Due to the great variety in character classes and ways of "improving oneself," it is impossible to say exactly when to go on to the second or deeper levels. The temptation will be strong, for as one goes deeper, the treasures increase as well as the dangers.

There are basically two methods of "going deeper." The simplest is to begin the game as if starting at the entrance to the 2nd Level. Though the dungeon is harder, getting back to the entrance is as easy as ever.

In the second method, whenever a roll on the Trap Door Table indicates a "room," instead of making it a room with no exits, draw a room chit from the Room Cup and begin making a 2nd map, one level lower than the one begun in. In this way it is possible to descend several levels in one game, although the counters may run out eventually. To leave this dungeon, retrace your steps all the way back up to the starting level.

| New Rule    | Level Number |    |    |    |    |
|-------------|--------------|----|----|----|----|
|             | 1            | 2  | 3  | 4  | 5  |
| Monster Hd  | +0           | +0 | +1 | +2 | +3 |
| Monster Com | +0           | +1 | +2 | +4 | +5 |
| Monster Num | ×1           | ×1 | ×2 | ×2 | ×3 |
| Treas Type  | +0           | +1 | +1 | +2 | +3 |
| Exp Points  | ×1           | ×1 | ×2 | ×2 | ×3 |

To use the chart, simply find the level number that you are on, and read down the column, applying the indicated modifiers during the game.

#### EXPLANATION OF MODIFIERS:

**Monster Hd:** When rolling for monster's Wound Points, add this number to the number of dice normally rolled for each monster. (Thus, rolling Wound Points for a monster with a Wound Point die roll of "2+2" when on the third level, you would actually roll "3+2" dice to determine Wounds.) **Monster Com:** Whenever a monster

rolls on the Combat Results Table, add the indicated number to his die roll. **Monster Num:** Multiply the number of monsters encountered on a level by the indicated multiple. (Thus, an indication of an encounter with 3 goblins on the third level becomes an encounter with 6 goblins.) **Treas Type:** Whenever rolling on the Treasure Table, shift down the column the number of letters indicated. (For example, a monster that normally has Treasure Type C would have Treasure Type D if encountered on the third level.) **Exception:** A monster that normally has Treasure Type A will always have Treasure Type A. If the shift takes you beyond Type J, (see table below). **Exp Points:** Whenever a character gains experience points, multiply the number gained by the given multiple.

#### [9.81] EXPANSION OF TREASURE TYPE TABLE

| Type | Bezants  | Gems  | Magic Items |
|------|----------|-------|-------------|
| K    | 6:2D6×20 | 3:1D6 | 3:1D3       |
| L    | 6:2D6×25 | 4:1D6 | 4:1D3       |
| M    | 6:3D6×25 | 3:2D6 | 3:1D6       |

**Note:** Treasure Types K, L, and M may be trapped (see 10.0).

#### B. Other Charts and Tables

The charts and tables in this section replace the game charts and tables with the same title and number; simply roll the number of dice indicated next to the title of the new chart or table instead of the old number of dice. Also included are two totally new tables, the Mist and Bribery Tables, and instruction on their use.



#### [6.15] ADVANCED FOUNTAIN TABLE (3D6)

| Die   | Result         |
|-------|----------------|
| 3     | No Effect      |
| 4-6   | Poison         |
| 7-8   | Treasure Pool  |
| 9     | Alcohol        |
| 10-12 | Potion         |
| 13-15 | Mist           |
| 16    | Alligator Pool |
| 17    | Midas's Waters |
| 18    | No Effect      |

#### EXPLANATION OF RESULTS:

**Poison:** Adventurer testing Fountain immediately takes "1D3" Wounds. **Treasure Pool:** Find a type C Treasure in Fountain. **Alcohol:** Adventurer testing the Fountain is considered drunk, and has a "-2" Combat Bonus for the remainder of the game. **Potion:** Roll for a Potion on the Potion Table. The party gets one dose of the Potion. In addition, the adventurer testing the Fountain immediately undergoes the effects of the Potion. **Mist:** A strange Mist emanates from the Fountain's waters; roll on the Mist Sub-Table. **Alligator Pool:** An alligator lives in the Fountain. It makes one attack roll on the adventurer testing the Fountain, and after the results are applied, normal combat is undertaken. The alligator may not be negotiated with, but it may have treasure. **Midas's Waters:** The adventurer testing the Fountain turns to gold, and is now worth 20 Bezants for every hit point that he had. A Stone-To-Flesh Spell will revive the adventurer, but this must be done *immediately*; the gold is lost.

#### [6.25] ADVANCED STATUE TABLE (3D6)

| Die   | Result           |
|-------|------------------|
| 3     | No Effect        |
| 4     | Medusa Face      |
| 5-6   | Statue Falls     |
| 7-9   | Becomes Gargoyle |
| 10-12 | Potion           |
| 13-14 | Mist             |
| 15-16 | Gems             |
| 17    | Medallion        |
| 18    | Magic Weapon     |

#### EXPLANATION OF RESULTS:

**Medusa Face:** The adventurer investigating the Statue must make a successful resistance roll or turn to stone. **Statue Falls:** The adventurer investigating the Statue has the Statue fall on him, and suffers "1D6" Wounds. **Becomes Gargoyle:** The Statue is now a living Gargoyle, which may be attacked or negotiated with. It may have treasure just like any other monster. **Potion:** The party finds a Potion in the base of the Statue. **Mist:** A magical mist emanates from the Statue's mouth. Roll on the Mist Sub-Table. **Gems:** The eyes of the Statue are two gems that may be pried out. Roll twice on the Gems Table to determine their value. **Medallion:** Around the statue's neck is a magical Medallion that may be taken by the party. **Magic Weapon:** The Statue holds a Magic Sword that may be taken by the Party.

#### [6.35] ADVANCED TRAP DOOR TABLE (3D6)

| Die   | Results         |
|-------|-----------------|
| 3     | No Effect       |
| 4-5   | Cronk Hole      |
| 6-7   | Pit             |
| 8-10  | Room            |
| 11-12 | Type J Treasure |
| 13-14 | Mist            |
| 15-17 | Trap            |
| 18    | No Effect       |

#### EXPLANATION OF RESULTS:

**Cronk Hole:** Trap Door is really home for "1D3+1" Cronks, who may be negotiated with or attacked. They may have treasure just like any monster. **Pit:** Adventurer investigating the Trap Door falls into a shallow pit, taking "1D6" Wounds. However, on a roll of 6, the pit is a magical bottomless pit; if the adventurer fails to resist he is gone forever and cannot be resurrected. Otherwise he takes no damage. **Room:** The Trap Door leads to a room directly below the present room. This room automatically has no doors or Special Features, but may contain monsters and treasures as usual. **Type J Treasure:** Find a Type J Treasure behind the Trap Door. **Mist:** A magical mist billows up from behind the Trap Door. Roll on the Mist Sub-Table. **Trap:** The Trap Door is trapped. Roll on the Trap Table. This trap automatically affects the adventurer investigating the Trap Door, unless he is a thief and can detrap it.

#### C. The Bribery Table (Negotiation)

The Bribery Table is a special negotiation table that may be used any time during the Game-Turn before combat begins. It is generally used as a last resort, after normal negotiation has failed, because it involves paying the monsters Bezants, or their equivalent in gems, to change their minds.

To use the table, simply cross-index the sum of the Wound Points and Negotiation Value (from the Monster Characteristics

[continued on page 23]



**REAF**

Aircraft: 4 F.9 Fantan  
 Movement Allowance: 4  
 Throttle Setting: 4  
 Energy Points: 0  
 Acceleration Points: 0  
 Wings: Level  
 Dive/Climb: Level Flight  
 Missiles: none  
 Altitudes: 32  
 Hexes: F0408, F0607, F0511, F0810  
 Headings: NW

**LAF**

Aircraft: 2 Mirage V  
 Movement Allowance: 5  
 Throttle Setting: 5  
 Energy Points: 0  
 Acceleration Points: 0

Wings: Level  
 Dive/Climb: Level Flight  
 Missiles: 2 Atoll  
 Altitudes: 48  
 Hexes: A0813, A1011  
 Headings: SE

**Special and Optional Rules**

Sun Direction: W  
 Game Turns: 20  
 Pilot Capability: REAF: 6; LAF: 10

**Victory Conditions**

The Egyptian player wins if he gets at least 2 F.9's (all are in a loaded condition due to armament) off of the western edge of map A. The Libyan wins if he can prevent this. If the Libyan player has any "Honchos," these are assumed to be Soviet-piloted aircraft. If any non-Egyptian "Honcho" is shot down, upgrade the level of victory once in favor of the Egyptian player, e.g., draw to Egyptian win. ■■

**"Standard" Air-to-Air Loads for Air War Aircraft**

All aircraft cannon-armed unless otherwise noted.

| Aircraft         | HS  | RH   |
|------------------|-----|------|
| Mirage III, V    | 2   | -    |
| Mirage F.1       | 2   | 2    |
| Mystere          | -   | -    |
| Ouragon          | -   | -    |
| Neshr, Kfir      | 2   | -    |
| MRCA             | -   | 4    |
| Viggen           | 2   | 4    |
| Draken           | 2   | -    |
| MiG-15           | -   | -    |
| MiG-17E          | 2   | or 2 |
| MiG-17C,D,F      | 2   | -    |
| MiG-19D          | 4   | or 4 |
| MiG-19, F.9      | 4   | -    |
| MiG-21C,F        | 2   | -    |
| MiG-21D          | 2   | -    |
| MiG-21J-N        | 2/4 | 2/0  |
| MiG-23           | 4   | 2    |
| MiG-25A          | 2/0 | 2/4  |
| MiG-25E          | -   | 6    |
| MiG-27           | 2   | -    |
| MiG-29 (AA(F)-L) | 2   | -    |
| Su-7             | ×   | ×    |
| Su-15            | 1   | 1    |
| Su-19            | ×   | ×    |
| Tu-26B           | -   | -    |

| Aircraft            | HS     | RH               |
|---------------------|--------|------------------|
| Lightning           | 2      | or 2             |
| Jaguar              | 2      | -                |
| Meteor              | -      | -                |
| A-4                 | 1 or 2 | -                |
| A-6                 | 2      | - <sup>1</sup>   |
| A-7                 | 2      | -                |
| AV-8                | 2      | - <sup>2</sup>   |
| A-10                | -      | -                |
| B-1                 | -      | -                |
| B-52                | -      | -                |
| F-4E,EJ,D           | 4      | 4                |
| F-4F                | 4      | -                |
| F-4B-M <sup>3</sup> | 4      | 4                |
| F-5                 | 2      | -                |
| F-8                 | 2/4    | 2 <sup>4</sup>   |
| F-14                | 2/4    | 6/4              |
| F-15                | 4      | 4                |
| F-16                | 2      | -                |
| F-18                | 2      | -                |
| F-86                | -      | -                |
| F-100               | -      | -                |
| F-104               | 2/4    | 2/- <sup>5</sup> |
| F-105               | 1/2    | -                |
| F-106               | 2/0/4  | 2/4/0            |
| F-111               | -      | -                |

Numbers represent quantity of missiles of given type (RH = Radar Homing; HS = Heat-Seeking) that may be carried. × = Missile type carried in undetermined quantity.

1. The United States Navy is currently evaluating the feasibility of two AIM-9L's on A-6E's. Decision has not been made as of this writing.

2. U.S. Marine Corps Harriers can carry two AIM-9's. UK and Spanish Harriers are seldom

seen with the missile. It is unknown if Japan or China (PRC) will purchase the Harrier and, if so, whether they will carry this missile. PRC and India will probably missile-arm their Harriers, possibly with Matra 550's.

3. Not cannon-armed.

4. The French F-8E (FN) can carry only two R530 RH missiles.

5. The F-104S may carry two AIM-7's, but may not carry cannon if so armed.

**Mystery Tour!** [continued from page 17]

Table) of the strongest monster in the group, with the amount in Bezants (or their equivalent) offered by the party. The indicated number is the number that the party must roll equal to or less than on a single "D6" to convince the monster(s). Success indicates that the equivalent of an "agreement" on the Negotiation Table has been reached. Bribery may be tried only once per group of monsters, and if successful the party subtracts the appropriate number of Bezants from their treasure and gives it to the monsters. If the monsters are later slain, the treasure is regained.

**BRIBERY TABLE**

| Bezants Offered | Sum of Monster Wounds + Negotiation Value |     |       |       |           |
|-----------------|---|-----|-------|-------|-----------|
|                 | 1-5                                       | 6-9 | 10-12 | 13-16 | 17-20 21+ |
| 20              | 2   | 1   | 1     | 0     | 0 0       |
| 50              | 3   | 2   | 1     | 0     | 0 0       |
| 100             | 4   | 4   | 3     | 1     | 1 0       |
| 150             | 6   | 5   | 4     | 1     | 1 0       |
| 200             | 6   | 6   | 4     | 2     | 2 0       |
| 250             | 6   | 6   | 5     | 3     | 2 0       |
| 300             | 6   | 6   | 6     | 3     | 3 1       |
| 400             | 6   | 6   | 6     | 4     | 3 1       |
| 500             | 6   | 6   | 6     | 5     | 4 1       |

**EXPLANATION OF RESULTS:**

# = Players must roll this number or less on "1D6" in order to reach an "agreement" with the monsters. **Note:** Negotiation is not possible after Bribery, no matter what the result.

**D. Mist Sub-Table**

This table is used in conjunction with the three Advanced Special Features Tables. Roll on this table whenever instructed to by a die roll result. This table uses a die roll of "1D6" for resolution.

| Die | Type of Mist    |
|-----|-----------------|
| 1   | Lycanthrope Fog |
| 2-3 | Healing Vapor   |
| 4   | Midas's Mist    |
| 5-6 | Stone Haze      |

**EXPLANATION OF RESULTS:**

**Lycanthrope Fog:** Player investigating the Special Feature is from this point on governed by the Werewolf Player Character rules, although his Wound Points remain the same. **Healing Vapor:** Each member of the party is healed of "1D6" wounds. **Midas's Mist:** Effects identical to that of Midas's Waters on the Advanced Fountain Table (6.15). **Stone Haze:** The Player investigating the Special Feature must resist or be turned to stone. ■■

