

# Revised MAZES & MINOTAURS

## 2012 Silver Jubilee System Update

In March 2012, the four *Revised Mazes & Minotaurs* core books were replaced with updated PDFs carrying a *Silver Jubilee Edition* mention on their covers – making them easy to distinguish from their predecessors. These Silver Jubilee books supersede all former editions of the rules and are now the one-and-only official version of the Revised M&M rules. They include various rule adjustments, clarifications and additions, many of which (but not all) were originally published in the *Minotaur* webzine between 2007 and 2011. The present document lists all these changes and additions, for the benefit of those who downloaded the game before the spring of 2012.

### Book 1: Players Manual

#### Chapter I: Characters

The formulas for calculating a character's **Danger Evasion** and **Mystic Fortitude** have been modified. Danger Evasion is now a function of Wits, Skill and Luck (instead of Wits, Will and Luck), and Mystic Fortitude is now based on Wits, Will and Luck (rather than on Will, Grace and Luck).

The **Noble** class has been renovated, according to the rules presented in the *Minotaur* n<sup>2</sup>.

Characters can now improve the two primary attributes of their class up to a **score of 21** (vs. 20 for all other attributes); this possibility, which was formerly presented as an optional rule in the pre-2012 version of the M&M Companion, has been made a standard rule (and has logically been moved from the *Companion* to the *Players Manual*).



#### Chapter II: Combat

The rules on **movement and action** during combat have been clarified.

#### Chapter III: Magic

The rules on **magic use** have been clarified: it is now explicitly impossible to combine magic use with tactical movement.

All magical powers which operate from a distance now have a **standard range** equal to 10 times the magician's magical talent, in feet. In other words, the more powerful the magician is, the greater the distance from which he can use his powers. This unified range will also make things easier to run and more intuitive for Maze Masters and players. The only exceptions to these new range rules are the sorcerous powers of Compelling and Enslavement, which require close eye-contact with the victim and operate at half the standard range (or, in other words, 5 times the Sorcerer's Psychic Gift in feet). This half-range is also used for Lyrists who use their powers *a cappella* (i.e. without their trusty harp).

**Elementalism:** The effects of the Air powers have been modified and clarified.

**Nature's Gifts:** The Nature's Curse of Napaea and Heleads can now cause Will loss (melancholy).

**Poetic Magic:** The effects of the Song of Freedom power have been completely reworked and the supreme (and slightly dubious) magnitude 6 power of Song of Glory has been replaced by a far more Orphic Song of Prophecy, giving Lyrists a new form of oracular ability. In the short-lived 2011 Alternate edition of the *Players Manual*, this power had been replaced by a resurrecting Song of Life, which was eventually dropped in favor of Song of Prophecy.

#### Chapter IV: Adventuring

The rules for **Feats of Strength** have been slightly modified, allowing characters who have failed a feat to get a second (and final) chance if they succeed at a Physical Vigor saving roll.

The rules on advancement now include the formula for calculating the **Glorious award** of Major NPC foes.



## Book 2: Maze Masters Guide

A few remaining typos were corrected – including the infamous “east of Midia” location for Charybdis (p 8); this has (at last!) been fixed, so that Charybdis is now where it has always been, i.e. west of Midia – just check the various M&M maps!

Speaking of maps, the Silver Jubilee edition includes a glorious **full-color map** of Mythika by our friend Croquefer – but nostalgic grognards can still find Paul Elliott’s original B&W map in the Maps section of the M&M website.

The description of the **Vocal Entrancement** ability (p 21) has been modified and clarified – this was the only rule change made in the *Maze Masters Guide*.

## Book 3: Creature Compendium

Aside from a few typo corrections here and there, the only adjustments made in the good old *Creature Compendium* pertain to **Giant Eagles** (which now have the Grapple ability) and creatures with *Vocal Entrancement* (according to the adjustments made in the *Maze Masters Guide*); in addition, **Mermaids**, **Sirens** and **Singing Keledones** can now sing in chorus to make their powers more effective.

## Book 4: M&M Companion

A lot of new material from the Minotaur webzine has been added to the *M&M Companion*, bumping its page count from 43 to 50 – exactly like the *Players Manual* and the *Maze Masters Guide*!

### Chapter I: Character Options

This chapter includes the variant, “liberated” version of the **Amazon** class – but no longer includes the Heroic Option (no longer an option but a standard rule integrated into the *Players Manual*) and the Noble Heritage table (which has no *raison d’être* with the renovated Noble class).

### Chapter II: Divine Agents

The **Luck requirement** for divine agent status has been lowered from 20 to 18 – which means that some renovated Nobles (whose Luck can no longer be above 18 at level 1) can still start the game as divine agents – a privilege which is now extended to those all characters, provided they meet the 18+ requirement in Luck and a favored attribute.

### Chapter III: Combat Options

This chapter now includes rules for **knife-throwing** and **staff-fighting, unarmed combat** additions and optional rules on weapons and armor – including Luke G. Reynard’s **historical weapons and armor** variants as well as his optional rules on **armor and relative Size** in melee combat.

### Chapter IV: Magic Options

This chapter now includes the Revised version of Erik Sieurin’s **Beastmaster** class.

The **Light** and **Darkness** powers now take into account the new magic range rules; the Cloak of Shadows power has also been slightly redefined.

### Chapter V: Religious Options

No changes here.

### Chapter VI: Miscellaneous Rules

This chapter now includes rules for **curing poison**.

Shield Wall!

