



THE MAZE

DM: _____ SYSTEM: _____

GENERAL RULES

The Survival Rule - Survive a chamber, gain one level.

- The Rookie Everyone begins @ level 1
 - The Mentor Gain 2 levels if accompanied by a PC 5+ lvl higher
 - The Challenge 12th lvl raiders must face major antagonist before they gain a level
 - The Time's Up If times run out, PCs must explain how they got out
-
-

The Renown Rule - You don't start with a name. You must earn it.

- The Titles Riders gain a title after killing a special inhabitant
-
-

The Scavenge Rule - Priority in all raids: water, fuel, food, magic items, metal, weapons, armor, clothes, and other goods

- Ultimate Weapon Ultimate Wpn components take precedence over everything else
-
-

Time

Uses per Raid	Effects/abilities that take a day/week/month to recover, instead recover after every raid.
● "We are trapped"	When characters are trapped inside a room for more than a day, effect/ability recovery occurs at the standard rate.
● Infinite Time	Activities that requires hours/days/weeks can be completed in between raids, allowing players to succeed automatically.
● Effect duration	Effects end when a raid ends. Persistent effects (e.g. diseases) escalate at the beginning of every raid. Permanent effects remain in place until removed.
● "No place for weaklings"	(Replaces <i>Infinite time</i> and <i>Effect duration rules</i>) Assume time flows normally. Food, water and wood get consumed at a "camping" speed. Effects evolve as normal. This forces raiders to go out and explore instead of waiting at the bonfire to recover.

Healing & Resurrection

Spell/Ability limitations



SPECIAL BACKGROUNDS

Blacksmith

Pre-requisites

Restrictions

Benefits

Apprentices	Yes	#	No
-------------	-----	---	----

The Cook

Pre-requisites

Restrictions

Benefits

Apprentices	Yes	#	No
-------------	-----	---	----

The Librarian

Pre-requisites

Restrictions

Benefits

Apprentices	Yes	#	No
-------------	-----	---	----

The Envoy

Pre-requisites

Restrictions

Benefits

Apprentices	Yes	#	No
-------------	-----	---	----

The Chief

Pre-requisites

Restrictions

Benefits

Apprentices	Yes	#	No
-------------	-----	---	----

General Equipment & Tools

Qty	Description	Qty	Description
-----	-------------	-----	-------------

Food, Water, Wood (in units)

Food	Water	Wood
------	-------	------

Rate of Consumption (units per day)

Adventuring	Adventuring	Bonfire
@ Bonfire	@ Bonfire	

Carrying capacity (water)

Waterskin	Bottle	Jug
Pot	Bucket	Barrel
Large Barrel		

Food (by size of animal or plant)

Small Animal	Medium	Large
Small Plant	Medium	Large

Starvation & Dehydration Rules

Starvation

Dehydration





Ultimate Weapon Components

Qty	Description	Qty	Description
-----	-------------	-----	-------------

Maze Personalities met

Name	Location	Notes
------	----------	-------

Special Rooms

Name	# times visited	Notes
------	-----------------	-------

