



# maze of the red mage

a solitaire  
dungeon  
adventure!

designed by  
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# MAZE OF THE RED MAGE

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*...You awaken in a small shadowy chamber lit only by a fiery brazier...a deep voice from a shimmering red figure intones "You will plague me no longer! You have interfered in my plans for far too long. You claim to be a hero? Well then... let's put you to the test! I have entombed you inside my maze...can you escape and prove yourself worthy of the title hero? If you can escape my maze before sunrise I shall leave your lands forever..."*

Maze of the Red Mage is a solitaire dungeon adventure. Your goal is to defeat the Red Mage by escaping before the sunrises! If the Sun rises or you die in the maze, the Red Mage will rule your lands forever!

In order to play you will need to do the following:

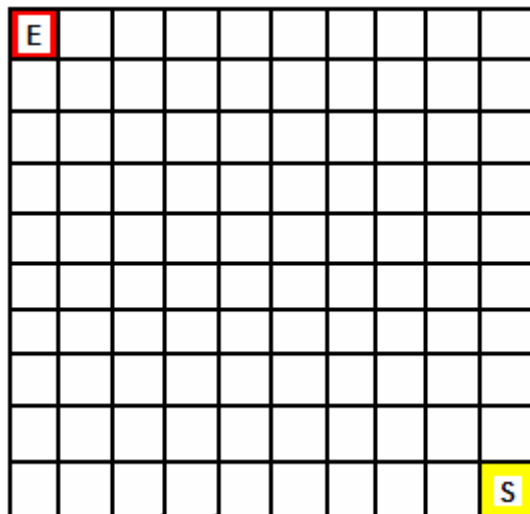
- Print 5 copies of Dungeon set 1
- Print 1 or 2 copies of Dungeon set 2
- Print 1 copy of creatures and treasure.
- Print 1 copy of the character card
- Provide two 6 sided dice (2D6)
- two opaque cups, paper or coffee cups work great

Print out the Dungeon tiles sets and the creature and treasure sets. Then cut them out along the solid lines. I recommend printing onto a thick card stock. A better method is to print all sheets on to sticker paper. Then apply the sticker paper to chipboard cardboard. Then cut out.

## SET UP

Once you have cut out all pieces, place all treasure (yellow background) chits into one coffee cup. Place all creatures (green background) into the second coffee cup.

Now take the dungeon tiles. Remove all UNLOCKED and DESTROYED door tiles. Set them face up near your coffee cups. Remove the START tile and the ESCAPE TILE. Place the START tile next to you on the bottom right corner of your play surface. Shuffle the remaining dungeon tiles and begin placing tiles FACE DOWN. Place 9 tiles face down horizontally from the START tile. Place 9 tiles vertically from the Start tile. Now build rows across, all tiles face down. You should end up with a 10 x 10 grid of tiles. Take the last tile in the corner opposite the START tile and replace it with the ESCAPE tile. Place the ESCAPE tile face up. Your board should look like this:



Note there will be left over tiles. This way the dungeon build out is always unknown. For your first game choose the Elven Ranger hero chit. It is the white chit marked ELVEN RANGER. Place it on the Start square.

## GAME PLAY

Your goal is to guide your hero out of the Maze of the Red Mage alive. Each turn you will select ONE tile you are adjacent (never diagonal) to, move your character on to it, and then flip it over to reveal what is in the next room.

- **If the room is empty** you may keep your character on that space and move the timer 1 space
- **If it is a closed door and you have a key**, you may unlock it by spending your key or if you have the shatter scroll you may use it. Place the key or scroll back into the treasure cup. Replace the locked door tile with an unlocked door tile and place your character on it. Then move the timer one space.
- **If it is a closed door and you do not have a key or scroll**, you may break the door open...but you will do 1 point of damage to yourself. Replace the closed door with a broken door tile and place your character on the tile. If you choose not to break it open, retreat back to your previous room. Note, in either case the time marker is still moved 1 space forward! A dwarf lord may attempt to break the door without losing a hit point. See Dwarf Lord for details.
- **If it has bones and blood on it**, *anytime* you enter this type of tile, draw a monster from the cup and place it face up on the tile. You have to fight 1 round of combat immediately. If you defeat the monster, place it on your character card. Then, leave your character in the room. If you retreat after 1 round of combat, move back to your previous room. In either case move the timer 1 space.
- **If it has a chest on it**, *the first time* you move into the room draw 1 chit from the treasure cup. You may keep the treasure if you can carry it or leave it in the room. Leave your character on the square and advance the timer one space.
- **If the room has a trap in it**, *anytime* you move into the room you immediately lose 2 hit points. Leave your character in the room and advance the timer one space. Note: A character with Evade might not take damage.

**Anytime you move into any room at anytime you must move the time track 1 space towards sunrise**

## HEROES



Hit Points 10  
ATK+1 DF+1  
May use any scroll once  
May use any weapons once  
May evade any trap by rolling a 10+ on 2d6.  
May carry 4 items



Hit Points 10  
ATK+1 DEF+1  
May use any healing scroll twice  
May use any other scroll once  
May use any non ranged weapon once  
May not use any ranged weapon  
May carry 5 items



Hit Points 10  
ATK+0 DEF+2  
May use any DEF item twice  
May use any other weapon once  
May NOT use scrolls  
May carry 4 items



Hit Points 10  
ATK+2 DEF+0  
May use and ATK weapon twice  
May use any other weapon once  
May NOT use scrolls  
May carry 5 items



Hit Points 11  
ATK +1 DEF+1  
May use any ATK weapon or DEF weapon twice  
May not use any ranged weapon  
May not use any scrolls  
May Break open a door and not take damage if he roll 10 or higher on 2d6  
May carry 3 items



Hit Points 10  
ATK+1 DEF+1  
May use any scroll twice  
May not use any ATK weapons  
May carry 4 items



**Hit Points 10**  
**ATK+0 DEF+0**  
**May use any ATK weapon**  
**May NOT use any DEF weapon**  
**May NOT use any scrolls**  
**May unlock a door on a roll of 9+ on 2d6**  
**May evade a creature or trap on a roll of 9+ on 2d6**  
**May carry 4 items**

## **COMBAT**

when you move onto a monster tile and reveal the monster, you have to fight one round of combat. One round of combat is the character making 1 attack and if not killed at first, the monster making one attack. After that, if it is not killed on the first try, you may retreat back to the dungeon room you came from.

Combat takes place in two phases. First, you attack the monster, by rolling a 2d6 and adding your attack score. Then roll a 2d6 for the monster, and add its defense score. If you BEAT the monster's number, then it is killed and the square it was in is now considered an open space. If you fail to kill it, then it attacks you, and if it scores a hit (their attack value plus 2d6 being HIGHER than your defense bonus plus 2d6) then you take one point of damage. The only exceptions are the dragon, the Red Mage and the thief. The monster stays on the board until you kill it.

## **RANGED COMBAT**

This occurs when a character has a ranged weapon or spell, and attacks an already revealed creature from an adjacent room PRIOR TO MOVING. First the player rolls 2D6 and adds his ATK bonus for a total. Next the creature rolls 2d6 and adds his defense. If the attacker totals higher than the defender, the defender (in the case of a creature) dies. If not combat may continue provided the character has another ranged weapon or spell to use. If no other ranged attacks are available to use combat is over. The character may now move and take his turn as he normally would.

## **EXPERIENCE**

When you kill a monster, place it on the dead creature spaces on your card. Your experience points are equal to the ATK value of the creature. When you have killed enough creatures to total 10 or more ATK points, you may increase any one of the following: Your ATK by +1 or your DEF by +1 or your Health by +1. Once you spend your experience place the creatures used back into the creature cup. Note only 6 creatures maximum may be kept on your card. To add one if you already have 6, you must discard one already on your player board. You do NOT get any experience value for the one you are discarding. In Maze of the Red Mage, health may not rise above 13, and attack and defense bonuses may not rise above+3.

## **THE THIEF**

Anytime he makes a successful attack the thief, does 1 point of damage and steals the 1 item in your inventory! Place an item from your inventory back into the treasure cup.

## **THE RED MAGE**

If you enter a regular dungeon room and draw the red mage as the monster he instantly teleports you back to the start square. No combat takes place! The Mage remains on that tile and any time you move into it you are immediately teleported back to start.

When you are on either of the tiles adjacent to the ESCAPE (upper left-most) tile, the Evil Mage appears! It does not matter what type of tile is flipped over-The Red Mage Appears! Search the monster cup for him, or he teleports to the square if he was already revealed and on a tile. You ignore his teleport ability and have to fight and defeat him to win the game. He acts as previously defined as a normal monster. The mage is ATK+5 and DEF+5 and does 2 points of damage with any successful hit!

## **MEDUSA**

If the Medusa hits you, you take 1 point of damage and then become petrified! Roll 1 die, the number rolled is the number of spaces you advance the time track because you were paralyzed! Now proceed to next round of combat!

## **THE DRAGON**

If you kill a dragon you may draw one treasure from the treasure cup immediately! The Dragon does 3pts damage with any successful hit.

## ITEM MANAGEMENT

All Items may only be used once, and only one may be used at a time. (Note certain characters may use an item twice, in this case the characters individual ability takes precedence over the cardinal rule of one shot item use.) You must choose to use an item or scroll PRIOR to rolling dice to attack and or PRIOR to rolling dice to defend. Healing potions and spells may be used in combat-BUT you sacrifice your attack in this round to do so. Thus the monster you are fighting still gets to attack you immediately after you use the healing spell or potion. In this way you have some more decision making- Do you save the sword for a later enemy or use it now? Shields must be used BEFORE a monsters attack role. Once the spell or item is used place it back into the treasure cup.

## EVADE ABILITY

Certain characters have the ability to evade. To attempt to evade a monster, it must be announced prior to rolling for any combat. The character attempting to evade the monster must roll equal to, or higher than their evade ability. If successful they may stay in the same room as a creature without having to fight it. The character may then advance the timer one space and move into a new room. If unsuccessful, the character must fight the creature until either the character or the creature is killed.

Evading a trap works in the same manner. If a trap is drawn from the treasure cup OR you move into a room with a trap you may roll evasion to avoid taking damage. A character with evade ability must roll 2d6 and roll equal to higher than his evade ability. If he succeeds he takes no damage. If he fails he takes the damage listed.

## SPELLS-most are self explanatory, below are two that are better defined

- TELEPORT- allows you to instantly teleport a creature you are in the room with to any other revealed room on the map. This spell will not work on the Red Mage!
- SHATTER- allows you to break any locked door. Cast it and replace the locked door with a broken one.

Attack and Defense spells may be used in combat just as weapon or shield item. They must be cast prior to rolling dice to attack or defend.

## ADVANCED OPTION-Monster movement

Rather than staying put where they were discovered, monsters may also move about the maze. Each turn pick the one closest revealed monster and move it 1 space towards your character. If it ends up on a tile with you, you must fight it to the death. A character with evade may attempt to avoid battle by trying to use his evade ability. Monsters may move in and out of any revealed tile regardless of door locks, traps or other hazards.

