

Return of the Ancient Mariner

Ever since it was mentioned in *Men & Monsters*, the Mariner character class became something of an obsession among some *Mazes & Minotaurs* gamers. From the late seventies to the early eighties, no more than six (six!) different incarnations of this « lost class » were published in various gaming magazines – and the official version was regularly announced as part of the « forever forthcoming » *Tritons & Triremes* game supplement (or was it *Triremes & Tritons*?). Like the rest of the T&T material, it was never published - apparently because of various contractual technicalities which remain an enigma to this day. But the quest for the « one and only », genuine Mariner class has finally ended! As part of the great M&M revival online project, we have recently acquired several files of previously unpublished M&M material from Legendary Games Studio – including the long-lost official write-up of the Mariner class – which we are proud to present here, at last, after more than 30 long years of patience, questing and (sometimes very bad) unofficial variants.

MARINER

Mariners are seamen and sailors, skilled in shiphandling and navigation. Most of them are also decent fighters, especially at higher levels (and in tavern brawls).

Prime Requisite : Luck

Gender : Almost all Mariners are male.

Basic Hits = 12

Seamanship : All Mariners are experienced sailors and add their level to all Danger Evasion rolls made while at sea (including rolls to avoid storms or drowning).

Brawling : Mariners add their Luck bonus to all their *unarmed* attack rolls.

Weather Sense : Mariners can predict weather for the day with a successful perception roll, adding their level if they are actually at sea while observing the sky, as per *Seamanship*.

Level Advancement : Every level after the first, a Mariner gets the following bonuses : Hits +2, Danger Evasion +1, Mystic Fortitude +1. He also gets +1 to Melee and Missile attacks at levels 2, 4 and 6. Mariners are specialists and rise in levels by accumulating Experience.

Equipment : Mariners start with a dagger, another melee weapon (sword, axe or spear) and the missile weapon of their choice (bow + 12 arrows OR three javelins OR sling + 12 stones).

Starting Wealth : 3D6 x 5 silver pieces.

Religion : All Mariners worship the mighty Poseidon, divine king of the sea.

Predicting Weather

If the roll is successful, simply roll the weather in advance (using the system given on page 26 of the basic *Mazes & Minotaurs* rules).

If the roll is a failure, determine the erroneous prediction as if actually rolling for the weather and then roll again to get the *actual* weather.

If you get the same result twice, simply change the erroneous forecast with total uncertainty.



Since we could not find any official illustration for the Mariner class, we took the bold decision of using this wildly inappropriate image of Charon the Ferrier of the Dead, hoping it would fool casual readers.

So, that's it! As you will have noticed, this description gives absolutely no indication on HOW Mariners were supposed to gain Experience points – an oversight which would probably have been corrected if *Triremes & Tritons* had been finalized for publication. My long-time friend and Maze Master Arthur Westbrook suggested a formula involving nautical miles, but Arthur has always had a tendency to devise silly house rules – just ask any member of our old university gaming group about the infamous Weapon Speed Factor table or the dreadful Realistic Rules for Falling Damage.