

MAZES & PERILS

TREASURE HUNTER





MAZES & PERILS: TREASURE HUNTER

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1ST PRINTING - JULY 2017
LAST UPDATE: 16-JUL-2017

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The Treasure Hunter

One man's trash is another's treasure, isn't that the way the quote goes? Well, so long as the world is full of people who want things beyond the scope of their current lives, there will be people who can be paid to retrieve them.

Many of those items have been lost to the world for a reason. Others may be found in the collections of other rich and powerful people. But for those with riches to burn, that's not a good enough excuse.

That's where the Treasure Hunters come in.

Extra Classes

Though we included six main classes in *Mazes & Perils Deluxe Edition*, there is plenty more to explore, so we'll be releasing a new class now and then to expand the world. Whether they expand the reach of the things in the dark or the things in the light is up to you!

An Overview...

History is full of treasures waiting to be discovered or rediscovered, yet few adventurers are gutsy enough to go after them. These prizes are normally found in ruins, caves, forests, and jungles -- places where the wild has reclaimed the edges of civilization or structures have fallen into disuse. And sometimes there are people who hold these prizes as sacred property, amassing private collections they hold dear. Either way, whether braving the wild, unexplored, forgotten, or protected places, it takes a special breed of hero to accept the challenge and retrieve them.

Treasure Hunters are just the right kind of crazy to take on this task.

The Treasure Hunter is, at heart, a historian and seeker of things and places the masses think to be only legends. Hunters know that legends always have a basis in fact, and they will track down the barest scraps of detail to help them in their quest, by any means necessary. Hunters are just as comfortable in the wild as they are in the library, and they know how to turn on the charm and sex appeal to entice those in the know to spill their secrets.

In popular films, television, and video games, characters such as Lara Croft in *Tomb Raider*, Indiana Jones in *Raiders of the Lost Ark*, Benjamin Franklin Gates in *National Treasure*, and the crew from *Warehouse 13* are

heroes willing to put it all on the line to get the job done.

Why do they do it? Some enjoy the chase. Some enjoy the thrill of finding their prize. And some enjoy returning these items home to their rightful owners.



Basic Features

Treasure Hunters use a d6 for their Hit Dice, whether or not the “Variable Hit Dice” optional rule is in play.

They may be of any alignment but are limited to being either Human or Elves due to the constraint that they should have a Charisma of 11 or higher.

Treasure Hunters may use any weapons but are limited to leather or chain armor to keep their maneuverability in tight spaces.

Treasure Hunters use the same Saving Throw and Attack values as the Thief but do not get the Backstab ability.

Special Abilities

Treasure Hunters have many special abilities to rely on in the field...

- Trap Sense (Level 1)
- Haggle (Level 1)
- Comprehend Written Languages (Level 2)
- Special Abilities (Level 3): Pick 2, use each 1x/day
- Appraise (Level 4)
- Special Abilities (Level 5): Pick 3, use each 1x/day
- Special Abilities (Level 6): Gain all 4 abilities, use each 1x/day
- Special Abilities (Level 10): Pick 2 abilities to use 2x/day, use other two 1x/day

Summon Filthy Familiar

Duration: Permanent

Though Vile Witches spend much of their time on the edges of the world, they are hardly ever alone. They can call all sorts of vermin and pests to help them in their cause.

See the [Appendix](#) detailing the new rules for magical Familiars.

To attract a familiar, the witch will summon them to their aid with a song, odor, or vibration.

Roll on the table to randomly determine the type of vermin drawn to the character when this power is used (or negotiate with your GM).

Trap Sense (Level 1)

Treasure Hunters don't survive long without a healthy appreciation for traps wherever they find their prizes. There's usually a reason those items have remained lost to the world for so long. As a result, Hunters gain almost a sixth sense that kicks in at the very last moment as a trap is about to spring.

If a trap is sprung and they fail the first saving throw, they get to roll a second time.

Saving Throws vary from trap to trap, so be sure to check out the Appendix for a few ideas.

Haggle (Level 1)

The Treasure Hunter has the ability to haggle in the market for items when buying or selling uncommon goods (general store items or basic weapons are an example). Normally this is used when selling or buying gems or magical based items. The Treasure Hunter is always trying to get the best deal and knows how to work the seller in his failure. When selling, the character will get a bonus on top of the normal price based on their Charisma score.

Haggle While Buying

1. Player sets a price they want to pay for the item. Shopkeeper (Referee) sets a selling price.
2. Player rolls a d100 and adds any applicable Haggle Modifier (see Charisma Chart).
3. Referee rolls a d100 and adds 10% for the shopkeeper's Haggle Modifier.
4. The higher value wins the Haggle, but the Referee may decide whether to give the price the PC asked for the item or split the difference between the two prices. Either way, the player has to accept the results. There is no more haggling allowed.

Haggle While Selling

1. Player sets a price they are willing to sell the item for. Shopkeeper (Referee) sets the price they are willing to pay.
2. Player rolls a d100 and adds any applicable Haggle Modifier (see Charisma Chart).
3. Referee rolls a d100 and adds 10% for the shopkeeper's Haggle Modifier.
4. The higher value wins the Haggle, but the Referee may decide whether to give the price the PC asked for the item or split the difference between a the two prices. Either way, the player has to accept the results. There is no more haggling allowed.

Charisma Chart

The character's charisma score determines their Haggle Modifier.

Score	Haggle Modifier
3-8	-10%
9-11	0
12-13	15%
14-15	18%
16-17	22%
18+	27%

Haggle Example

Dr. Jones, with a Charisma of 16, goes to an antiquities shop in the foreign quarter. The shop was rumored to be where Belloq sold the Idol of the First, a statue thought to be from Site Q, and of a great find for the University of Chicago collection. Indeed, as he enters the shop he finds the idol sitting on a shelf behind the counter as promised.

When he approaches the counter, a swarthy shopkeeper named Umberto greets him and they begin to banter. Jones, not wanting to betray his interest in the item, asks about several other items in the shop. As he is completing the transaction, he “notices” the idol on the shelf behind Umberto and casually asks about it.

At first, Umberto is unwilling to add it to the treasure trove Dr. Jones already has on the counter, but he is willing to entertain the idea of unloading the illegal item on this man with money. Umberto offers a price of 100 gold pieces for the idol. Jones counters with 50.

With a his character's 22% Haggle modifier (Cha 16), the player rolls d100, getting a 56. He adds his character's 22% modifier and ends up with 78.

The Referee, using a 10% Haggle modifier for the shopkeeper, rolls a d100 and gets an 8. Adding the shopkeeper's 10%, he ends up with 18. Dr. Jones handily beat the shopkeeper in this Haggle, so he only has to pay the 50 gold.

If the two numbers were closer but the PC still won, the Referee might split the difference and charge Dr. Jones 75 gold for the item.

Comprehend Written Languages (Lvl 2)

Treasure Hunters often are forced to translate strange symbols and forgotten forms of writing. Given enough time, they can decipher nearly anything with a bit of luck.

The Hunter must study the symbols or letters, with no pressure, for at least one hour.

For an unfamiliar language, Treasure Hunters have a 20% chance at Level 1 and that number increases by 5% for each additional level (i.e. a 5th level Treasure Hunter has a 45% chance).

For a language they have deciphered at least once before, they have a 50% chance plus their level bonuses (i.e. that same 5th level Treasure Hunter deciphering the language a second time has a 75% chance).

Success does not infer fluency but a passing familiarity with the writing.



Special Abilities

Upon reaching 3rd level, Treasure Hunters unlock a number of special abilities they can use a certain number of times per day (based on their level, see the Experience chart). These abilities are considered spell-like and use the same description of the spells (in some cases) for the Magic-User or Enchanter. When those spell-like abilities are used, they are treated as though the Hunter was a 1st level Magic-User or Enchanter to determine the effect.

- Calm (Enchanter, Level 3)
- Charm Person (Magic-User, Level 1)
- Light (Magic-User, Level 1)
- Magical Trap Resistance (See below)

These abilities may only be used 1x or 2x per day, based on the character's level of experience.

Calm (Enchanter, Level 3)

The Treasure Hunter can calm a single target within 90', moving them from hostile to friendly towards the PC. This may only be used outside of combat on an unsuspecting target.

Charm Person (Magic-User, Level 1)

The Treasure Hunter can affect a humanoid creature within 120', making the target regard the PC as a trusted friend and ally. Questionable suggestions will allow the victim to make a Save vs. Spells, with a bonus at the Referee's discretion. The effect is only active while the PC is within the range of the victim. Once out of sight, the victim may make a Save vs. Spells once per week.

Light (Magic-User, Level 1)

The Treasure Hunter can conjure a weak, ethereal light into existence with a 20' radius. It may be moved up to 120' of the Hunter in any direction. The Light only lasts a single turn.

Magical Trap Resistance

Along with their Trap Sense, sometimes a Treasure Hunter has an almost preternatural ability to avoid or minimize the damage from magical traps once in awhile.

Treasure Hunter has a 50% damage resistance against magical traps. The player rolls a d6. On a 1-3, the character takes no damage. On 4-6, the character takes half damage.

Appraise (Level 4)

As a result of dealing with buyers and sellers of rare items, Treasure Hunters gain a unique perspective on the worth of those items. At level 4, a Hunter can look at a common, well-known object and appraise its worth.

The player must roll a d100 of 21 or higher. On success, they know how much the item is worth in the current market. If they fail, they will offer an absurd price and stand by it.

For example, a failed roll with an expensive artifact might appraise it at a price of a single gold piece or appraise a cheap item such as a bronze sword as being worth a million gold pieces!

Treasure Hunter - Experience and Abilities Per Level

Level	Experience	Hit Dice	Special Abilities (See Descriptions for Details)
1	0	1	Trap Sense, Haggle
2	1800	2	Comprehend Written Languages
3	3600	3	Special Abilities, Pick two to use 1x/day Each
4	7200	4	Appraise
5	14,400	5	Special Abilities, Pick three to use 1x/day Each
6	30,000	6	Special Abilities, Can use all four, 1x/day Each
7	60,000	7	
8	120,000	8	
9	240,000	9	
10	360000	10	Special Abilities, Pick two to use 2x/day and use the other two 1x/day
11	480,000	11	
12	600,000	12	

Appendix: It's a Trap!

Traps are a staple in many dungeons and scenarios. Here are a few of the more common traps and the Saving Throws that might be used to avoid them once they are set off:

- Pit Trap: Trigger opens a pit in the floor beneath the feet of the PCs. Save vs. Dexterity to avoid.
- Pit Trap 2: Not only does trigger open a pit through which the PCs fall, but it is lined with sharp spikes, blades, or spears at the bottom (Save vs. Dexterity), or filled with poisonous snakes (Save vs. Poison).
- Dart, Arrow, or Spear Trap: Trigger fires one or more small darts, arrows, or spears from the walls, floors, ceiling, or chest to hit the PC. Save vs. Dexterity to avoid the physical damage of each projectile. Save vs. Poison to avoid any poison damage.
- Blade Trap: Trigger releases a blade from the walls, floors, or ceiling to hit the PC. Save vs. Dexterity to avoid each blade in their path.
- Closed Room Trap: Trigger seals an area and the room slowly (or quickly) fills with gas or water. Save vs. Dexterity to step out of the room before

it is sealed. Save vs. Poison or Save vs. Breath Weapon to avoid being poisoned by the gas.

- Box Trap: Trigger opens a box, releasing some form of mold, gas, or other agent into the air. Save vs. Poison to avoid any ill effects.
- Magic Item Trap: Trigger launches a Magic Missile or Fireball at the PC. Save vs. Spells or Magic Items to avoid or reduce effects.
- Living Statuary Trap: Trigger reflects the gaze of a Medusa or Basilisk head at the PCs to turn them to stone. Save vs. Petrification to avoid effects.

Many Treasure Hunters will partner up with a Thief skilled in detecting and disabling such traps to make their expeditions a bit less dangerous.



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Death lurks around every turn! Not everyone will survive – but hey, those are the breaks! It's all worth it to find fame, fortune, and make a name for yourself, right?

Mazes & Perils is a fantasy game that takes you back to the days when it was simple: no powers, no special abilities, just swords and magic. All you need to play are a few friends, some dice, and your imagination. And if it's not in this book – make it up! Remember, you rule the game, not the other way around!

The village of Glarhur has been fading for years, but suddenly they gained a glimmer of hope. An old mine, lost and forgotten, recently was uncovered and may yet have ore to give. But an expedition sent to investigate and report back has failed to return. Will your heroes follow them to discover what has happened?

The Howling Mines of Khegek is a short adventure designed for 4-6 *Mazes & Perils* characters of 1st or 2nd level, but it can easily be adjusted for use with any edition of your favorite fantasy RPG.



As our heroes head past the small village of Elhann, they find themselves drawn into a battle that could lead to the end of the world... A local bandit is kidnapping children from this and other villages - but why? Will our heroes get to the bottom of the mystery before it's too late?

The Snake's Heart is a short adventure for use with *Mazes & Perils* and other old-school fantasy role-playing games. Designed for 4-6 player characters of 1st or 2nd level, this module provides material for a session of adventure and includes one new monster. It also serves as an entry into the world of the Lost Age...

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