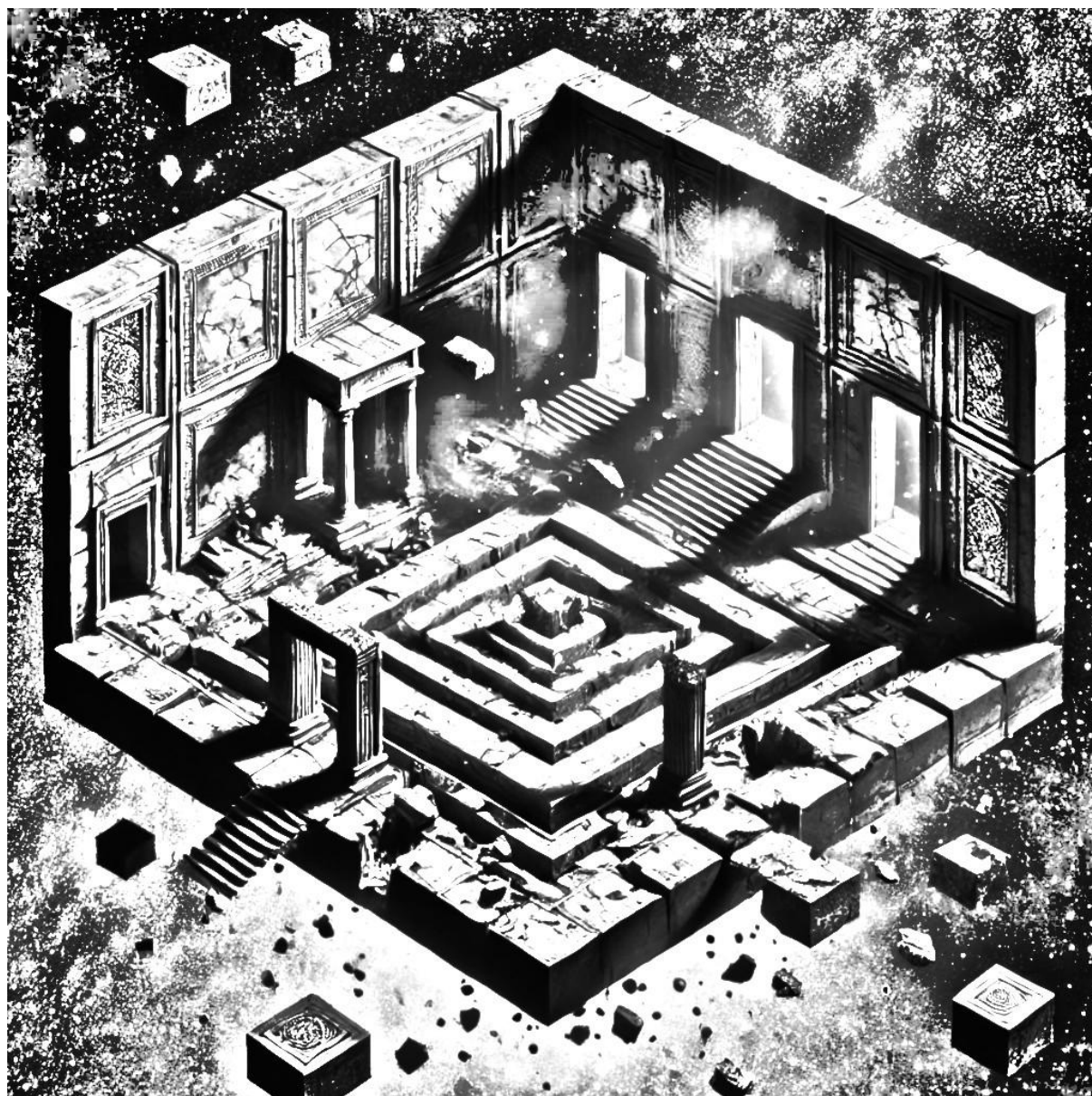


L.O.S.T.

MODS



This manual contains various MODs that allow you to enrich the basic game by adding and modifying rules and elements. Each MOD requires a minimum number of rooms to be played, in order to avoid overcrowding which would make the game too complex. The sum of rooms required by each MOD must be equal to or less than the number of rooms in the maze. Additionally, each MOD has a modification value, which ranges from 1 to 10: the more the MOD changes the game and makes it deeper, the higher the value will be. Some MODs are global, and radically change the approach to the game; these apply to all mazes, and have no room requirements.

Attention, it is recommended to respect the number of rooms requested... but it is not mandatory

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THE THREE DEITIES

Rooms required: 40 Modification value: 4

This MOD adds three rooms containing the statues of the three deities Aeloria, Arkanor and Noxar. Each room allows an exchange, the Explorer can decide whether take advantage of it or not.

SETUP: add in an empty room, adding “Statue” in the events column. Roll 1d10 for every 10 rooms, add and place in that room, or in the next one if occupied.

USE: once entering the room, the Explorer rolls 1d6.

1-2: statue of Hope

3-4: statue of Libra

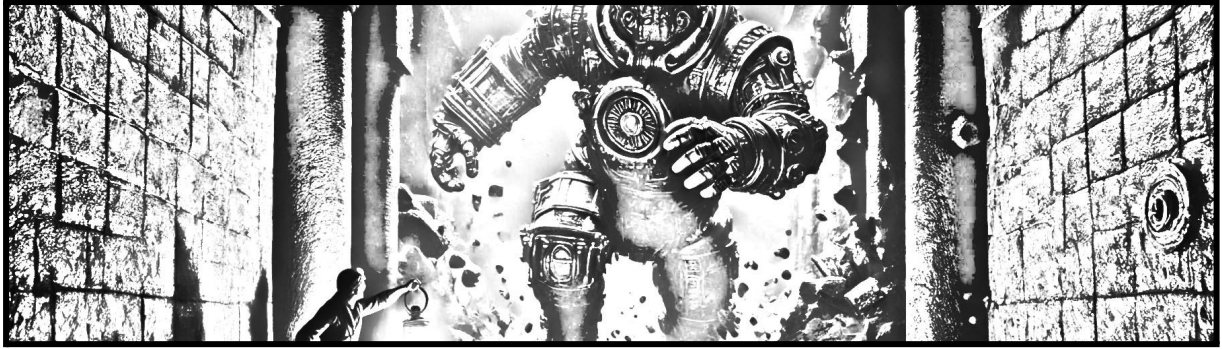
5-6: Chaos statue

The statue of Hope brings back 5 Fate points, in exchange for a maximum Health point. Warning: the health point is committed, not deleted. The maximum uncommitted Health points is always 7, while the maximum total Health points is 10. This means that once the statue has been used more than three times it will no longer be possible to reach the maximum uncommitted Health points. Furthermore, the cost of Health points increases with each improvement (as specified in the basic manual).

The Libra statue requires 1 Fate point to transform all objects in its possession from Cursed to Blessed. The statistic it affects remains the same. Enchanted items do not become Blessed.

The statue of Chaos, in exchange for a permanent Stamina point, inflicts up to 6 damage to enemies, provided they have already been drawn on the map, or two Stamina points to extend the effect to those yet to be found. The cost is permanent, similar to the statue of Hope.

The statues can be used how many times you want.



THE CHASER

Rooms required: 20 Modification value: 2

This MOD adds a specific enemy, the Chaser, who actively hunts the explorer.

SETUP: prepare the Chaser's counter on another sheet of paper, where it will be written which room he is in. Start from the last room.

USE: each round the counter changes by 3 in the direction of the room in which the Explorer is located. In case of a trap triggered in the last round, it will move 6. In case of combat, it will move 2 each battle turn. If the explorer's room is within range of how far the Chaser moves, the Chaser will stop in the explorer's room. If the explorer is hidden, the Chaser will proceed in the direction he was going, overtaking him (a stealth check must be performed, as for any other enemy, with difficulty 6 or 8 depending on the state of the lantern). It will respect the direction until it encounters a block (such as the beginning of the list, or a boulder door), after which it will start again with active hunting. Once it reaches the explorer, it attacks him.

CHASER: Construct Fast. Health: 5. Combat: 3.



THE WELL OF THE EMPORIUM

Rooms required: 20 Modification value: 5

This MOD adds a room that allows you to shop at the general store as if you were outside the maze.

SETUP: add in an empty room, adding "Well" in the events column. Roll 1d10 for every 10 rooms, add and place in that room, or in the next one if occupied.

USE: the explorer will be able to buy any object (but not improvements to statistics), with an increase of 2 gold for each object.



THE AVIARY

Rooms required: 30 Modification value: 6

This MOD adds a room that allows you to pass to a new explorer, while keeping the gold and treasures collected.

SETUP: add in an empty room, adding "Aviary" in the events column. Roll 1d10 for every 10 rooms, add and place in that room, or in the next one if occupied.

USE: If the explorer is more than 15 spaces from the exit, has no oil reserves and his maximum stamina is negative, he can use this room. The explorer is abandoned, the labyrinth ends, and a new character can be used. You keep gold, treasure and equipment. Please note, all stats changes will be lost. The counter of completed mazes increases by 1, as if the last one had been completed.



THE JADE LIZARD

Rooms required: 10 Modification value: 2

This MOD adds a fleeting Jade Lizard, which is worth a lot of gold if caught.

SETUP: select a room, it doesn't matter if it is empty. [roll 1d10 for every 10 rooms, add and place in that room, or in the next one if occupied].

USE: once it reaches the room, the lizard will begin to move, one space at a time each turn, towards the nearest end of the list of rooms. If the explorer reaches it (or anticipates it and waits for it), he collects it as treasure (worth 20 gold). To mark his movements, mark a small L next to the room list.



THE CRACK

Rooms required: 60 Modification value: 8

This MOD doubles the size of the maze, adding an extra floor.

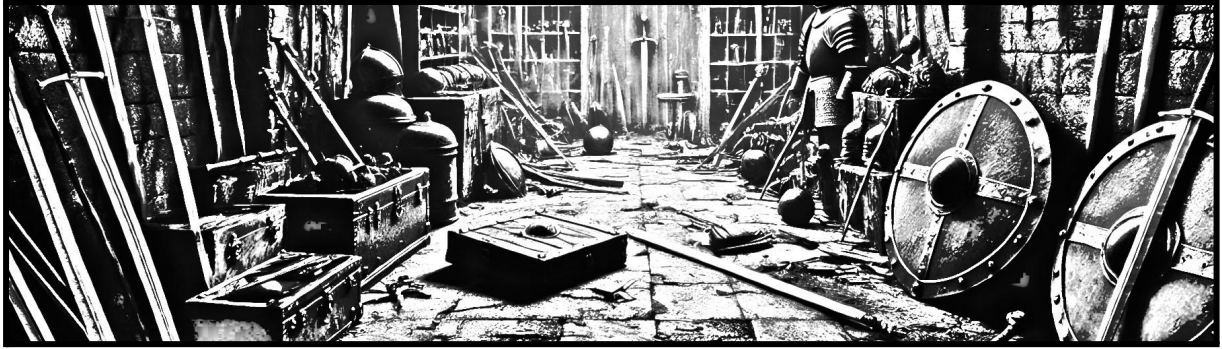
SETUP: select a room within 20 minutes of exiting, adding "Crack" in the events column. Roll 2d10, add them and count in the list starting from the bottom. If busy, go to the next one.

USE: once reaching the crack, the explorer can decide whether to enter the Forgotten Halls. If he does, the maze starts again, with some differences:

- there are no treasures;
- enemies have +1 to all characteristics;
- traps are triggered with two fewer glyphs (but keep the difficulty at the initial value);
- there are no permanent lights;
- there is no exit.

The only way to leave is to find the Noxar Feather, located in the crack room. Once collected, the maze ends successfully. The Noxar Feather is worth 250 gold.

If you enter the Forgotten Halls after the labyrinth's collapse has begun, this level will not be affected.



THE ABANDONED ARMORY

Rooms required: 20 Modification value: 2

This MOD adds a room and an enemy.

SETUP: add in an empty room. [roll 1d10 for every 10 rooms, add and place in that room, or in the next one if occupied] Add a LIVING ARMOR enemy in the group of rooms of the abandoned armory.

LIVING ARMOR: Armored Ghost. Health 1 Combat 1

Ghosts cannot be defeated, once defeated they will return to their initial state after the explorer leaves their field of vision.

USE: When the abandoned armory is reached, roll 1d6:

1-2: short sword (+2 for next fight)

3-4: armor (first future damage will be ignored)

5-6: Crossbow (automatically deal damage at the start of the next fight)

This happens only on the first interaction.



FUNGAL CAVE

Rooms required: 40 Modification value: 7

This MOD modifies a part of the maze, adding a danger and five different treasures.

SETUP: Select 8 consecutive rooms and mark them as Cave in the events column. Roll 1d8 for every 10 rooms, add and mark 8 rooms starting from that one; if there are already events, skip the affected rooms. Nothing else can be added to this room, only treasures. If these rooms have only one exit, change them so that they have 2. Add the Mycelium counter to 5 and the Mushroom Bag counter to 0 on the explorer sheet.

USE: once one of the Grotto rooms has been found, they must be drawn all adjacent, starting from the discovered one and proceeding starting from the one with the lowest room number. Each turn started in the cave forces a roll of 1d10, with a 5 or less the Mycelium counter is lowered by 1. When it runs out, the explorer is consumed by the mushroom and the game ends. The explorer can use his turn action to collect mushrooms: roll 1d6 and add it to the Mushroom Bag counter (maximum limit: 30).

Once outside the maze, roll 1d10 for each mushroom:

- 1-2-3: Red Boletus
- 4-5: Blue Amanita
- 6-7: Yellow nail
- 8-9: Morchella viola
- 10: Golden porcini mushroom

He can sell a set of 5 different mushrooms for 20 gold, 5 of the same for 10 gold, or 5 random mushrooms for 5 gold.



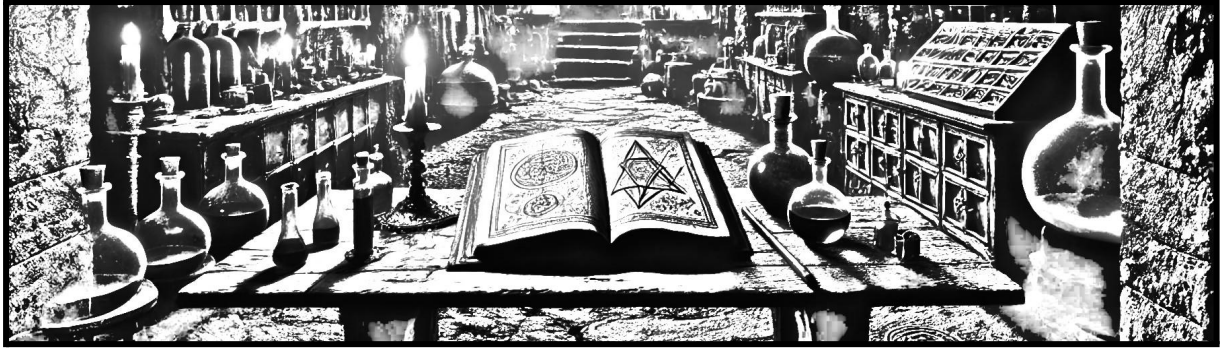
LARGE ROOMS

Rooms required: 10 Modification value: 4

The maximum number of room exits increases to 6.

SETUP: when creating the room list, the exit limit is 6. After creating the list with rooms with up to 4 exits, roll 1d10 and count only the rooms with 3 exits: that room becomes 5. Repeat until bottom. Repeat with the 4 rooms which will become 6.

USE: when entering a room, if it has more than 4 exits, it should be drawn as if they were two rooms joined together. If there is not enough physical space, draw it with 4.



THE ALCHEMIST'S REFUGE

Rooms required: 50 Modification value: 7

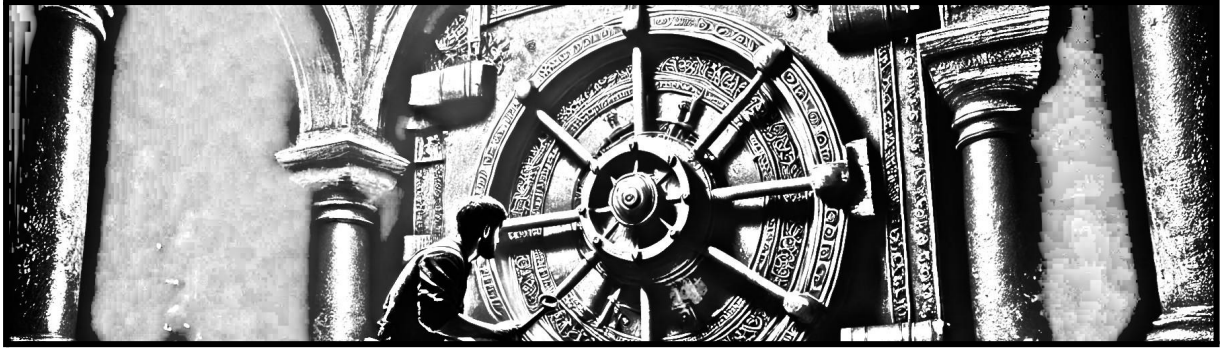
This MOD introduces a series of potions, which can be produced in the maze, used or sold.

SETUP: Add to an empty room, marking "Alchemist" in the events column. Roll 1d10 for every 10 rooms, add and place in that room, or in the next one if occupied. Add the Reagents counter to the explorer's sheet, setting it to 0 (max 100).

USE: each defeated enemy gives as many reagents as its health + combat values. In the Alchemist's Refuge it is possible to create potions by spending the correct number of reagents. The gold marked is the sales value of the potion.

Name	Reagents/gold	Effect
Healing potion	10/5	Restores 1 Health point
Refreshing balm	10/5	Restores all Stamina points
Regenerating potion	15/7	Recovers 1 Health point and all Stamina
Acid grenade	15/7	In a fight, all enemies lose 1 health point per turn, in addition to normal damage
Corrosive vial	20/10	You automatically succeed on a Defuse check
Seer's Salts	20/10	Recover all Sixth Sense points
Elemental Desire	20/10	Evaluate an item in your backpack as if you rolled a 10
Elixir of invisibility	25/12	For one turn, Enemies do not attack you unless you attack them first (in which case it counts as if you attacked while hidden)
Dragon Ointment	30/15	You gain 3 temporary health points, which will disappear once lost or outside the maze

All potions are single use and take up space in your backpack. The Reagent counter does not take up space.



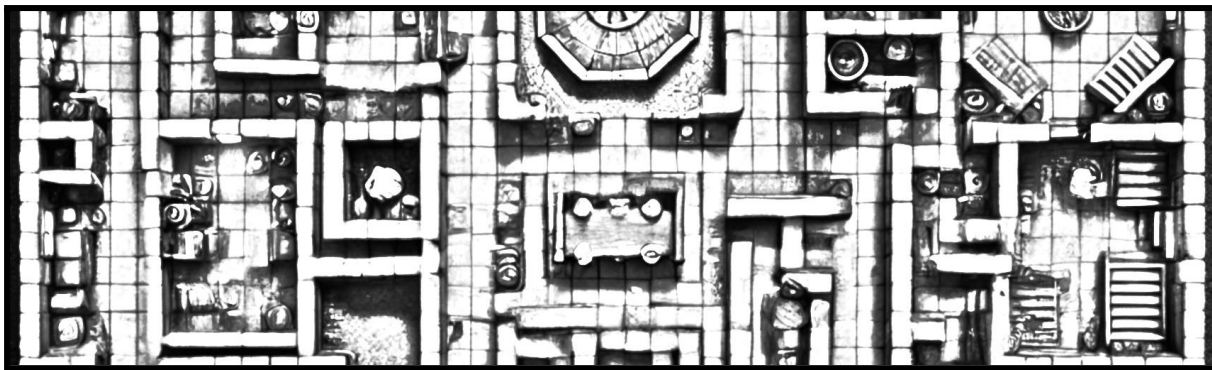
THE SAFE

Rooms required: 20 Modification value: 1

This mod adds a chance for extra loot.

SETUP: add in an empty room, marking "Safe" in the events column. Roll 1d10 for every 10 rooms, add and the safe in that room, or in the next one if occupied. Add 1 to 6 keys (roll 1d6 to decide) as if they were for a locked door (refer to the manual *Lost - architects* to find out how).

USE: the safe opens only after finding all the keys. It is possible to use a lock pick instead of a key. It is possible to attempt a Defuse roll for each missing key, with difficulty 8. If you fail, all lock picks will break, successes will return to 0 and a glyph will be activated for each trap. If successful, however, you will get as many golds as the necessary keys x7.



ROOMS +

Rooms required: 30 Modification value: 8

This mod adds descriptions to many rooms, with possibilities and choices that can change the game.

SETUP: none.

USE: every time, during exploration, you roll a 5 or a 6, the discovered room (if without enemies, levers or permanent lights) will have an extra description. Mark with a +. When you enter it, roll 1d100 and read the corresponding description below. If you roll 81 or higher, you can decide whether to reroll or consider the room normal. Unless specified with an abbreviation [XX] no object takes up space in the backpack. Given the chaotic nature of the labyrinth, once visited the rooms will no longer be the same and will change into normal rooms. All objects with a value will be sold, and all effects will vanish at the end of the maze.

Room 1: Goblin Warehouse

This room was used as a warehouse by goblins, you can tell by the acrid smell of the mush fermenting inside the barrels. On a shelf, you glimpse a filthy bottle, filled with an amber liquid.

If you want, you can take it (mark Mysterious Potion [MP], it takes up a space, when you consume it roll 1d10: 1-5 heals 1 health; 6-9 nauseates you, you lose 5 stamina; 10 poisons you, you lose 2 health).

Room 2: Abandoned Throne Room

In this room you find an old, rusty and decaying throne. Under the seat, you notice a small secret compartment.

If you decide to open it, roll 1d10: 1-3 the mechanism bites you, you lose 1 health; 4-7 you find a small gem, add 7 gp; 8-10 is empty, nothing happens.

Room 3: Alchemical Laboratory

This room is full of shelves with broken stills and evaporated potions. On the central table,

there is an alchemy book open to an incomplete recipe.

If you want to attempt to complete the potion, roll 1d10 and add your Appraise value: 1-5 the potion explodes, you lose 1 health; 6-8 the potion fails; 9+ creates a better healing potion [CP+], takes up a slot, and heals 2 health.

Room 4: Predator's Den

This room is dark and full of bones. In the center, a predator sleeps soundly.

If you want to try to catch one of its prey without waking it, roll 1d10 and add your Stealth value: 1-4 the predator wakes up, face it! [SEve S2C2]; 5-8 take the fur remains of a prey, add 2 gold; 9+ take a still fresh prey without problems, add a ration.

Room 5: Hallway with Trap

You notice a rudimentary but still functioning trap on the floor. It is certainly disconnected from the glyph system of the labyrinth...

If you want to defuse it, roll 1d10 and add your Defuse value: 1-4 the trap activates, you lose 1 health and gain the Bloody status; 5-8 the trap is defused, but no longer usable. You will be able to resell some pieces, add 3 gold; 9+ defuses it perfectly, add snap trap [TS], which takes up a space: when an enemy attacks you because he reveals you in his field of vision, use it to make him immediately lose 1 health point. Single use.

Room 6: Dark Library

This room is filled with old books and dusty tomes. One of the books seems particularly interesting, but has a threatening aspect...

If you decide to read it, roll 1d10: 1-3 the book contains a withering curse, you lose 2 maximum stamina; 4-7 the book contains only particularly macabre poems; 8-10 the book contains useful secrets, now explore 4 rooms anywhere in the labyrinth.

Room 7: Refugee Room

This room appears to have been used as a temporary shelter. Whoever was here hastily fled, and time has left its mark on what remained here. Among the remains, you find a locked chest.

If you want to open it, roll 1d10 and add Disarm (if you want you can use a lock pick to get a +2): 1-4 the lock is stuck, you lose the lock pick if used; 5-8 the chest is empty; 9-10 you find some supplies, earn a ration and a vial of antidote.

Room 8: Abandoned Sanctuary

In this room, you find a dusty altar with an ancient idol in the center. On the edge of the altar, a prayer is engraved, apparently this is an ancient chapel dedicated to the forgotten deity of rain.

If you decide to pray, roll 1d10: 1-2 the idol shatters, and a strange sensation oppresses you.

The next time you roll 1d10, subtract 4; 3-6 nothing happens; 7-10 a light cloud appears in the room, covering you in invigorating frost. Recover all your stamina, and add 3 extra points (once used up they will be lost).

Room 9: Thieves' Cave

This room has several hiding places, evidently used by thieves before the maze engulfed them.

If you want to search, roll 1d10 and add your Stealth value: 1-3 one of the thieves, corrupted by the labyrinth, is still around. You have to face it! [CNdm S1C4]; 4-8 you find nothing and you scratch yourself, you lose 1 health; 9+ you find thieves' loot [BL], each takes up 1 space, is worth 5 gp each and there are 6 of them.

Room 10: Well of Souls

In the center of this room is a dark well from which strange whispers come. One of these says "please, a coin to eat..."

If you decide to throw a coin into the well (you lose 1 gp), roll 1d10: 1-7 nothing happens. 8-10 the specter of a drowned beggar emerges from the well. As long as the lantern remains closed or covered (starting in the next room) and until you pass into a room with a permanent light, the figure will follow you, blocking any glyphs (they don't dash).

Room 11: Ancient Council Room

The walls of this room are covered in faded tapestries depicting battle scenes. In the center, a large overturned table. Under one of the seats, you glimpse something glittering.

If you want to retrieve it, you have to lift the heavy seat. Make a roll of (back / 10) + 1d10: 1-6 you managed to get hurt. You lose one health point. 7-10 nothing done, you can try again if you want. 11+ under the seat you will find a sacred symbol, together with a pin worth 10 gold.

Room 12: Ritual Chamber

This room is lit by black candles. In the center there is a magic circle drawn on the floor.

There is an open book with a torn page inside, on which arcane words are transcribed.

By reciting the spell, an enemy of your choice will be sucked into the shadows and disappear, but all permanent lights that are lit will go out forever (cross them with an

Room 13: Dwarf's Forge

This room is warm, filled with old tools and incomplete weapons. On the workbench there is a broken sword and a large hammer. Ironically, it is precisely the work tool that has the greatest value.

If you want you can take the hammer. It takes up 6 spaces in your backpack [MN] and is worth 15.

Room 14: Banquet Hall

The smell of rotten food permeates the air. On a long and heavy table, there are remains of an ancient banquet. Among the dirty dishes, you notice a gold cup inlaid with gems.

Roll 1d6. 1-2 a swarm of rats emerges from the abandoned courses and attacks you [PI S3C-1]; 3-4 the nauseating stench of the room makes you stagger, you lose 3 stamina points. 5-6 nothing. In any case, you can take the [CB] cup. (worth 6 gold, takes up one space).

Room 15: Abandoned Crypt

In this room there are old sarcophagi, some open and some intact. On the lid of one of them, there is a medallion encrusted with precious stones. If you take it (worth 20GB) roll 1d10. 1-4 a terrifying necrotic horror [NMne S5C0] emerges from the medallion sarcophagus, attacking you immediately; 5-8 the sarcophagi around you open, and three putrid skeletons [NM S2C2] pounce on you; 9-10: Half a skeleton emerges from underground, covered in mold [NM S1C-2], you can ignore it if you want.

Room 16: Internal Garden

This room has grown wild. The plants have taken over and there are flowers of every color. Among the thick brambles, you notice a strange luminous plant. If you want to collect it, roll 1d10 - (stealth+6), that is the number of health you lose due to the wounds caused by the thorns. The Light Plant [PL] can be cooked at a permanent point of light to obtain a Roasted Pod [BA], which recovers all stamina and one health point. In any case it takes up space.

Room 17: Magician's Laboratory

This room is filled with test tubes, scrolls, and alchemical ingredients. On a pedestal, there is a crystal ball with strange reflections, which seem to react to your movements. You can walk away, run closer (you'll use combat), or sneak up closer (you'll use stealth). If you get close to the sphere, roll the chosen characteristic +1d10. 1-8: The sphere lights up and you are thrown against the wall, losing a health point and adding the concussion status. 9+: Reach the [SF] sphere, which seems to subside at your touch. It is worth 8 gold. Alternatively, you can smash it to the ground in an adjacent room where there is an enemy (or in the same room you are in), even in combat. Wherever you break it everyone present will take 4 health damage.

Room 18: Merchant's Room

In this room there is an old counter and shelves full of dusty goods, close to falling apart. Among the objects, you notice a box of dried dates. Roll 1d10: 1-5: The insects have devoured them. 6-10: You have earned a ration.

Room 19: Hall of Mirrors

This room is full of mirrors of different shapes and sizes. In one of them, your reflection appears distorted and disturbing. Recognize what it is, it is the door to a parallel world, similar but corrupted, distorted. If you want, you can touch the mirror. A copy of you, with the same characteristics and with the Abyssal echo traits added. If you beat him, you get everything you currently have in your backpack.

Room 20: Giant Spider's Den

The walls are covered in cobwebs and in the center of the room there is a large pulsating cocoon. Behind it, you notice a small chest. If you want to get the chest, you have to go through the cobwebs. Give yourself the entangled status, then roll 1d10. 1-4: The cocoon explodes, showering you with a swarm of spiderlings [PI S3C-2]. 5-10: Nothing happens. In any case, in the chest you find a healing potion and some salts.

Room 21: Hall of Lost Treasure

The walls are covered with mosaics depicting stories of ancient heroes. In the center of the room, a marble pedestal supports a golden casket. Too good to be true. If you want, you can collect the [CF] box, it's worth 15GP, but it's a cursed object that gives you a -1 on all rolls.

Room 22: Ammunition Storage

This room is filled with wooden crates and barrels. On one of the crates, there is an old rusty push gun with a bag of bullets. You can take it [SP], it takes up 3 spaces. Write "3" next to it. You can use it in combat once per turn. Inflict damage on the enemy, and then roll 1d10, adding the value next to his name. If a 10+ is rolled, the pusher explodes, dealing 2 health damage. If it didn't explode, add 1 to the number next to it.

Room 23: Room of the Cursed Painting

A large painting takes up an entire wall, depicting a disturbing landscape. On the floor, a black and purple embroidered carpet makes the room even more menacing. Run away! Go to an adjacent room (spending a stamina point). Mark this room with an X. If you return to this room, raise the anxiety meter to 3 and activate the terror mechanic.

Room 24: Monks' Refectory

The smell of incense permeates the air. On a long wooden table there are bowls and cutlery. Everything seems ready to host a monastery meal. If you want, you can take a seat at the table. If you do, the bowl in front of you will fill with a restorative soup, which will give you back all your stamina and increase your maximum stamina by 1 (if it doesn't exceed your starting value). However, a random treasure will disappear from the backpack (roll 1d10 and count starting from the first one taken, if you reach the bottom go back, don't count the equipment, only treasures L M P and I)

Room 25: Guardian's Chamber

This room has a large stone chair and an unlit fireplace. Above the fireplace, there is a shelf with a silver statuette. You can take it if you want [SA], it takes up one space and is worth 10 gp. However, once at the exit, you will have to defeat a guardian [Glg S6 C1], or go through hiding.

Room 26: Room of Illusions

The walls are covered in intricate designs that appear to move as the light changes. In the center of the room, there are three ebony boxes, on which the reflections of the walls draw complicated arabesques. If you want to open one, choose a pair of numbers between 1-2, 3-4 and 5-6. Then roll 1d6, if the result matches your choice the box is real. Inside you will find a spy eye. If, however, the roll does not match, you tried to grasp an illusion, you take the hypnotized and dazed statuses.

Room 27: Crypt of Forgotten Heroes

Old armor and rusted weapons are scattered around the room. Only one large broadsword is saved. If you have combat 2+, you can take him with you. Against every enemy you will have +2, but each battle turn will cost 2 stamina. You can not use it.

Room 28: Ancient Library

Shelves full of dusty books cover the walls. On a lectern in the center of the room, there is an open book that gives off a faint light. The book contains a perpetual light spell, you can take it [LL] (one space) and use it as a permanent light in any room, but from now on consider your lantern open. You can abandon it, in which case mark a permanent light source in the room. If you take it outside, it will be worth 8GB.

Room 29: Musician's Room

This room contains various musical instruments scattered around. On a harpsichord, you notice a handwritten score, with the notes written in finger prints. It is incomplete, if you want you can try to finish it, with the ink present in an inkwell placed next to it. If you do, you get the poisoned status. Then roll 1d10: 1-6: nothing happens. 7-10: the harpsichord plays the melody, now complete. You can collect the abysmal score (worth 7 gold) or listen to all the music all the way through. In this case, you lose 3 maximum stamina but gain 3 temporary health points (in addition to your maximum).

Room 30: Secret Garden

A secret garden, hidden and overgrown, is visible through a stone arch. In the center, there is a fountain with a statue of a dryad. The water is strangely clear and inviting. You can store

it in a small bottle, [AD], it takes up a space, it can be used in the future to turn off a permanently lit source of light, the vapors of the dryad's water will recover 3 health points.

Room 31: Room of the Lost Manuscript

This room is full of old documents and scrolls piled in disarray. On a dusty desk, there is a manuscript with an intricate cover, depicting gears and pulleys. Roll 1d10 and add value.

1-5: You don't understand what you have in your hands. 6-8: Might be worth something, take it [MI], takes up one space and is worth 6 gold. 9+: it is an ancient lost engineering manual, the same one with which the labyrinths expanded. Every time you pull a lever, you can clear all the glyphs marked for a trap.

Room 32: Potionist's Laboratory

Shelves of bottles and jars filled with exotic ingredients fill this room. On a counter, there is a cauldron with a liquid bubbling, despite there being no heat source. The toxic smell fills the air, roll 1d10 and add your current stamina. -2 or less: You fall unconscious. When you wake up, your equipment is missing! you lose the first three items of your equipment, and 3 units of oil. from -1 to 5: you are forced to flee, spend 1 stamina and immediately move to an adjacent room. 6+: You cover your mouth with a wet rag, and manage to find something of value on the shelves: a healing potion, an antidote, and an ointment.

Room 33: Hall of Armor

This room is adorned with full suits of armor on pedestals. Among them, you notice a disturbing-looking iron mask. Even without moving your lips, the metal face speaks to you: it asks you to be worn, promising you greatness. If you do this, the mask blends into your body. Until the end of the maze, you can re-roll each dice, but if you roll an odd number you lose one health point. If you don't wear it, the mask levitates up to an armor, taking possession of it and attacking you [CNga S3C1].

Room 34: Cartographer's Chamber

This room is decorated with ancient maps hanging on the walls. On a table, there is a detailed map of the maze. But something is out of place... If you want to use it, you can discover as many rooms as you want, as if you were exploring with a closed lantern, but for each room discovered you have to add one at the bottom of the labyrinth with 2 exits and an imp [ABve S2C1]. Furthermore, the sense of distortion would remain: you will no longer be able to use your sixth sense until the end of the labyrinth.

Room 35: Fire Cave

An intense heat pervades the room, in the center there is a large footprint burned into the floor. At the edge of the footprint, you notice a small sparkling gem. The smell of sulfur makes you understand that if you want to act, you will have to do it quickly. If you want to take the [PG] gem which is worth 10Gp and takes up one space, choose how many stamina

points to spend, from 0 to 5. Add them to 1d10. 1-4: a blast of fire emerges from nowhere, hitting you squarely. You are left with 1 health point and a burned status (you cannot recover health points). If you already had 1.... go down to 0. 5-8: a flame licks you, causing you to lose 1 health point and giving you the burnt status. 9+: You narrowly avoid the huge blaze, rolling past it. Either way, you get the gem.

Room 36: Dark Chapel

This room is lit by black candles and has a creepy altar. On the altar is a Noxar fetish. If you want, you can stare into its empty sockets. If you do, start the maze again from scratch (keeping your current backpack). There will be no permanent light sources or hidden treasures (delete them), but all obvious treasures will be worth their full value.

Room 37: Mosaic Room

The floor of this room is covered with a complex and colorful mosaic. In one corner, you notice a tile that appears to be loose. Behind it, you will find the housing for a spy eye. If you have it, you can place it in the slot to gain its effect, but without consuming it.

Room 38: Room of Wonders

This room is full of strange and curious objects from distant lands. What catches your eye is a kind of blanket, which seems to move by itself, as if moved by the wind. If you want to take her, you have to wear her out. [SEse S4 C-2]. The floating blanket will allow you to fly over each glyph without activating it, but in the first fight it will run away.

Room 39: Cryptid Cave

This room is filled with thick, sticky strands. Roll 1d10, on a 3 or less you gain the entangled status. In the center of the room, a strange creature stares at you. If you don't have a holy symbol, the cryptid lunges towards you, swinging on its long arms [REfr S2 C3]. If you eliminate him, his head may be worth something [TC] (two spaces), you will sell him for 1d6 + evaluate + 4 gp.

Room 40: Hall of the Fallen Warrior

In this room lies ancient broken armor. Next to it, you notice a finely decorated spiked club. If you take it [MD] (three spaces, 6 gold) you will be haunted by the warrior's specter, which will appear at the next fight [ARin S3 C2]. The mace gives you +3 to combat, but each turn you use it it loses 1 gold in value.

Room 41: Cave of Lights

This room has shimmering walls covered in luminescent crystals. In the center, there is a large stalagmite that shines brightly when you shine the lantern on it, as if it absorbs the light. Roll 1d10. 1-7: the crystal is too fragile, and crumbles when touched. 8+: You manage

to place a sliver of this stone in front of the lantern. Now, until the end of the maze, you will see the hidden treasures as if the lantern is covered, even if it is closed.

Room 42: Room of the Crazy Experiment

This room is filled with glass vessels and bizarre equipment. On a table, there is a wide, low jar with some kind of salamander stored inside. Next to it, in a small box, long, black and disgusting parasites are moving. If you want, you can put the parasites in the salamander jar. If you do, they will occupy the preserved beast, moving it as they please. This “thing” will follow you, and attack every enemy together with you (rolling 1d6). However, if the enemy wounds you first he will switch to his side [Pldm S2 C0], and if the enemy dies before the parasites they will occupy his body, reviving him with 3 health points (traits and combat unchanged).

Room 43: Captive Shadow Chamber

This room is cold and dark. In the center, there is an old cracked mirror, from which a shadow observes you disturbingly. You can break the mirror, if you do roll 1d10. 1-4: the mirror disintegrates, and the shadow disappears. 5-8: the shadow is finally free! It will follow you to the next light source. Each turn started with the lantern closed, roll 1d10, on a 1-3 you lose one health point. 9+: The shadow gets trapped in a mirror shard [SO] (takes up one space). Whenever you want, you can use it against a distracted enemy, the shadow will pull him into the shard. It can hold up to 6 enemy health points. If it goes further, the splinter is pulverized forever.

Room 44: Basilisk Cave

The walls of this room are covered in moss and lichen. In one corner, you notice some basilisk eggs. Even if no longer viable, they can be worth a lot. Take as many as you want. There are 3 eggs [UB] and they take up one space each. They are worth 8 gold each. Warning: every time you take damage you will have to roll as many d10s as eggs. On a 1-4 an egg breaks. If you only have one broken egg, the smell will make it easier to locate you, giving you a -1 to hide rolls.

Room 45: Room of Lost Music

This room has an ancient pipe organ covered in dust, which plays one note incessantly, low and steady. This sound has a relaxing quality, if you want you can rest here, recovering all your stamina. If you have no wounds or status, you recover up to 2 maximum stamina points.

Room 46: Traitor's Chamber

In this room there is a statue of a man with a dagger in his back. If you have a dagger with

you, it comes to life and tries to stab you! [SE S1 C4]. If he manages to hurt you, he stops attacking you. You can still keep it.

Room 47: Wyvern Room

The walls of this room are covered in small wyvern statues. Although their individual value is relatively low, together they form a nice collection. You can take as many as you want, up to 20 [SV] (takes up one space), 2 are worth 1 gold, 3 2 gold, 4 4 gold, 5 6 gold, 6 8 gold, 7 10 gold, 8 12 gold, 9 15 gold, 10 20 gold.

Room 48: Minotaur's Lair

This room is filled with bones and remnants of armor. In one corner, you notice a large club with iron studs, indicating that the owner is nearby. You can leave, or wait for him and ambush him. If you do, for each turn you wait roll 1d6, on a 5 or 6 the minotaur returns, and you manage to seriously wound it [Glg S2 C4]. If you don't expect him, add him to the enemy list of the group of rooms you're in [Glg S4 C4].

Room 49: Games Room

This room is filled with board games and dice. On a table, you notice a special die with strange runes engraved on it. If you touch it, it will cast a spell on you. From now on, when you roll 1d10 for an ability check, if you roll a 1-5, act as if you rolled a 1. If you roll a 6-10, act as if you rolled a 10. The effect will end just outside of the labyrinth.

Room 50: Chamber of Vision

In this room there is a large well filled with water, the surface of which shows successive labyrinth rooms. For each room you pass through that has an obvious unrevealed treasure (marked with a ?), reveal it.

Room 51: Laboratory of Time

Clocks of various sizes and shapes fill this room. On a table, there is an hourglass with golden sand, flowing in both directions at once. If you want, you can give her a shake. Roll 1d10. 1-5: The sand flows backwards. Subtract 10 from the current room, if possible, counting only those already visited, and move there. 6+: Count 4 rooms from this one as if you were exploring (thus moving to the nearest unexplored area), and transport yourself to that one, regardless of what it contains.

Room 52: Stone Guardian Room

A large stone golem stands motionless in the center of the room, in his arms he holds a chest overflowing with gems. He's active and conscious, and while he's not belligerent, you'd swear he'd attack if anyone tried to rob him. The gem chest [FG] takes up 4 spaces and is worth 30 gp, but if you take it the golem will try to destroy you. [COvu S4C5]

Room 53: Garden of Whispers

This room is filled with exotic plants that make whispering noises when you approach them. You can pick a bud if you want [BS] (one space). If you do, you get a -1 on all Hide checks, but if you use it (single use) in a room with an enemy, you get a +10 bonus on the Stealth check.

Room 54: Chamber of the Guardian of Light

A stone angel with golden wings dominates the room. In his hands, he holds a lit lantern. This room is a permanent light source, already lit (think of it as a checkpoint). You can recharge your lantern here whenever you want, without using refills, but each time you must leave a treasure of your choice on offer.

Room 55: Hunter's Room

Hunting trophies hang on the walls, on the north side a series of racks houses a large number of crossbows. If you want, you can take the one that seems to be in better condition [BA], it takes up 3 spaces. When you use it for the first time, in combat, roll 1d10 and add value. 1-6: The crossbow string tears, leaving you defenseless. Suffer a wound from the enemy. 7+: Act as if you rolled a 10 to fight (no enchanted treasures are activated). From this moment, score 4 charges. Whenever you want, you can repeat the effect of the guaranteed 10, using one.

Room 56: Ice Punishment Den

The cold is bitter and the walls are covered in ice. In the center, a humanoid figure is chained to the ceiling and floor, covered in a thin layer of ice. If you have a portable campfire, you can use it to warm the creature. Although impossible to free, he will thank you, telling you where all the enemies are. For any distracted or alerted enemies yet to be assigned, proceed as if they had just been discovered.

Room 57: Elemental Forge Room

Four forges represent the four elements: fire, water, earth and air. A large anvil in the center appears to be the final step in the construction of something that unites all the elements, presumably a necklace. You can try to complete it. To do this, choose heads or tails four times, and form a series. Then, throw a coin 4 times: if the throws match what was predicted, in the same order, the necklace you get is perfect, and is worth 30 gold. If they match, but not in the same order, the result will be mediocre, 15 gold. If one or more outcomes do not match, you suffer one wound for each incorrect prediction. If you fail you can try again as many times as you want.

Room 58: Forbidden Library

Old books covered in dust fill the shelves. A colorful segmented display case houses a single book, held in place by thick padlocks and iron bars. You sense the presence of a trap inside the structure. To take the book, you must pass a defuse check (rolling 1d10), value to pass is 6 (alternatively you can use a lock pick if you have it). Following, a combat session at difficulty 7 to remove the bars. Finally, defuse again on difficulty 8 to disconnect the trap. Failure on any of the three tests will set off the security system, setting the book on fire and alerting all enemies in the previous rooms as a trigger alarm. If you manage to get the tome [TP] (takes up 2 spaces) you can resell it for 15GB. Alternatively, you can read it (it will pulverize after use) to make all enemies distracted.

Room 59: Banshee Room

A cold air pervades the room and a distant moan can be heard in the air. If you want, by consuming a stamina point you can try to escape to an adjacent room before something arrives... If you do, roll 1d10: 1-5 you cannot escape. In case you are unwilling or unable to leave in time, you will have to face the banshee. [NMev S2C3]

Room 60: Throne Room

A throne dominates the room. Sumptuous and opulent, full of friezes and drapes, its value is certainly very high. You can consider it an unwieldy treasure worth 50GB. However, whenever you find yourself in the same room as him and roll 1 to explore, you will have to face a guard, generated by the shadow of the throne itself. [CNgu S1C2]

Room 61: Necromancer's Laboratory

This room is filled with necromancy tools. On a table, there is an ancient grimoire open to a menacing page. According to the transcribed rituals, a blood sacrifice is necessary. If you want, you can lose 2 health points to perform the ritual. If you do, all enemies change their first trait to "Undead".

Room 62: Prism Room

This room is dominated by a large crystal prism that reflects the little light in rays of a thousand colors. On the floor, an intricate pattern of reflections forms a path that appears to move. If you decide to follow the path, you may be taken to another point in the maze. Move to any room you have already explored.

Room 63: Room of the Sleeping Giant

In the center of the room, a giant is sleeping soundly. Its skin is covered in moss and lichen. In his hands, you notice a small golden chest. If you want to take it, you must do it without waking him, roll 1d10 and add it to stealth. 1-6: the giant has woken up! You can decide to

escape, if you do so spend two stamina points and move to an adjacent room. Otherwise, fight [Glco S5C1]. If you beat him, you can get the golden chest. 7-8: the giant snores and changes position. You can try again if you want. 9+: You took the treasure! The golden chest [CD] takes up two spaces, and is worth 18Gp.

Room 64: The Aquatic Illusion

This room seems to be submerged in transparent water, but when you try to touch it, you discover that it is just an illusion. In the center, a luminous pearl floats in the air. As soon as you enter, the door closes behind you, and you realize you're suffocating! The only way out is to break the pearl in the center of the room. Roll 1d10. Then, lose a stamina point and roll another d10, adding it to the previous result. Continue until you reach a value of 30. If your stamina reaches -10, instead of losing maximum stamina you lose 1 health point per cast.

Room 65: Lair of the Mechanical Beast

A small mechanical golem lies disassembled on the floor. Some pieces appear to still be functional and may have value. If you want, you can dismantle some useful pieces [PG] (it takes up a space), they are worth 4Gp each and you can get 1d6 from them. Alternatively, you can try reassembling it. Roll 1d10 and add defuse. 1-6: nothing to do, the pieces are too damaged. 7-8: the beast reactivates, but it's not friendly! [COSE S1C-2]. 9+: The metal familiar creaks and climbs onto your shoulder. It will not give you any bonuses at the moment. Every time you disarm a trap, you can improve it: choose any characteristic, it will give you a +1 in that. You can accumulate bonuses, up to a maximum of +2 per characteristic. Once outside the maze it turns off, and you can sell it for 4 gold + 4 gold for each bonus point.

Room 66: Crypt of the Crows

Dozens of stuffed crows are positioned on black marble pedestals. Their glassy gaze follows you as you move around the room. On one of the pedestals, you notice an engraving: they are offered to a minor deity, distant from Noxar, linked to nature and the night. You can bid 3 treasures. If you do this, the next time you reach 0 on the anxiety meter, bring it back to 3, without having to open the lantern.

Room 67: Vermiglia Room

A fountain in the center of the room gushes out a blood-red liquid. Around the fountain, statues of warriors seem to cry tears of the same liquid. You don't have time to move away before a figure emerges from the tub, dragging you in! [ABec S4C0]. If you defeat her, you realize that the liquid has an invigorating effect. Heals all your health points. If you have healing potions, you can upgrade them: they will now heal 2 health points instead of 1.

Room 68: Mud Cave

The floor is covered in a thick layer of sticky mud. With every step, you feel the ground sucking in at your feet, and you can't tell how deep it is. Are you sure there are remains in here. If you want, you can stay and search for treasure: if you do, roll 1d6. 1-2: light treasure. 3-4: medium treasure. 5-6: heavy treasure. After that, roll 1d10: this result is how far you sink. You can repeat this action as many times as you want, each time adding the d10 with the previous results. If you reach 15, you've been too stingy, and the mud will drag you down! The only way to save yourself is to completely abandon your backpack, treasures and equipment. Add the Robbed status (you can use a spare backpack to avoid losing both everything and the status).

Room 69: Chamber of Mist

The room is filled with a thick, whitish fog. Visibility is almost zero, but in the distance you notice a pulsating light that seems to be calling you. In that direction, it seems that the room is much larger than it actually is... If you follow the light, you can exit the labyrinth directly, or alternatively deposit the treasures. This will not activate the collapse mechanic. This exit will not remain available after you leave the room.

Room 70: Bat Cave

Dozens of bats are hanging from the ceiling, sleeping. Their pungent odor fills the air, and the floor is covered in guano. You can use it to create a portable campfire to add to your gear, just remember to wash your hands before eating.

Room 71: Lich's Laboratory

This room is filled with books and arcane tools. Leaning against a wall, a coffin with a glass lid houses a skeleton adorned with golden robes, but without a head. If you want, you can wear his robe. Its lavishness will give you a -2 to Hide rolls, but all enemies with the Servant trait will not attack you. Eventually, you can sell it for 6GB.

Room 72: the Forum

The center of the room houses a hole in the floor several meters wide, in which the bottom cannot be seen. If you have at least 10 treasures, you can throw your entire backpack into the hole (including equipment), to attract its inhabitant: Parkat the Greedy [ABca S5C2]. You can escape from combat at any time. If you defeat him, a gap will open that will take you out of the maze. Parkat's head is worth 150G gold.

Room 73: Cultist's Chamber

Dark symbols cover the walls. A man dressed in rags is busy making more signs with a dark liquid. You can try to talk to him, if you do roll 1d10. 1-4: Foaming at the mouth, the old man

attacks you [CUse S1C1]. 5-7: ignores you, and continues to mumble while writing. 8+: showing a smile of four rotten teeth, the man smears the liquid on your forehead. Until the end of the labyrinth you have the Unctuous Blessing: you can use your health points as oil, at the exchange of 1 health point for 5 units of oil. Additionally, you are immune to the Hanged Up status.

Room 74: Antimagus Room

Open books are nailed to the walls, like insects in a display case. Protected by a barrier, an amulet vibrates on a pedestal, sucking up all the magic: if you have enchanted objects, they lose all characteristics and become light treasures. If you have lost at least 3 enchanted objects in this way, the medallion stops vibrating and the barrier disappears. The Antimagic Medallion [MA] (takes up one slot) is worth 35Gp, and negates the Vanishing, Invisible, and Echo enemy traits.

Room 75: Heart of the Machine

This room is made of gears, levers and pulleys. It seems to be inside a machine connected to all the traps, which turns and clicks non-stop. If you want, you can block the machine: all traps are deactivated, and glyphs are not activated (not even by triggers) or marked as activated. However, the moment you reach the exit the mechanism is unlocked: all the traps will activate with two glyphs less, even if the difficulty remains the same (this could cause some traps to be activated instantly).

Room 76: the Baths

This room houses a shallow pool filled with scented water, and thick, hot steam comes out of grates on the floor. If you want, you can relax here. Recovers all stamina and health, but consumes 1d6 +3 oil.

Room 77: Hall of Pawns

Trophies and mementos cover the walls of this room. In the center, an old gnome with a monocle peers at you. You can sell him any treasure you have, treating it as if you rolled a 5 on the evaluation die.

Room 78: Carpenter's Room

Various tools are scattered on the tables that occupy this room. You can use them as a locksmith kit, or alternatively as a lock pick.

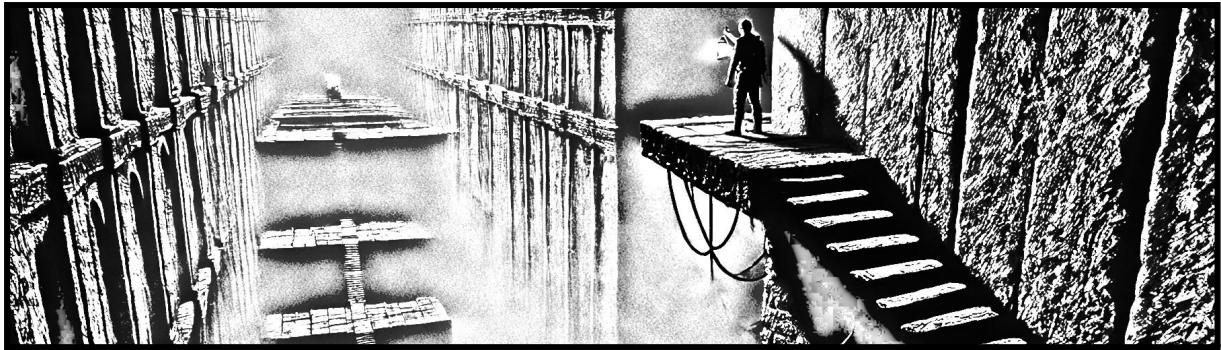
Room 79: Cavern of the Voice

This room has a very high and dark ceiling. From the center of the darkness, a deep voice

calls out to you, screaming. Roll 1d10. 1-4: remain terrified (activates the Terror mechanic); 5-7: the thing shook you, if it is not open you have to open the lantern. 8+: While frightening, the voice has no effect on you.

Room 80: Pillar Room

The floor of this room is covered in fine dust. In the center you will find a delicate and finely carved white stone column. You can take her out, but you can't drag her by running due to her fragility. It is to be considered a bulky treasure, and is worth 50G gold. However, every time you run carrying it it will lose 5gp in value.



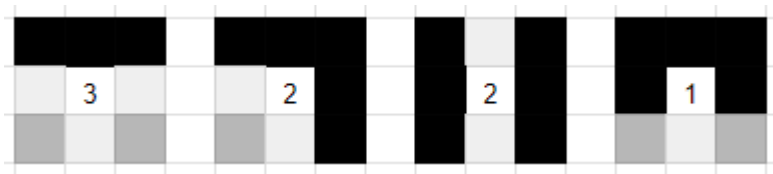
THE STARE FROM THE ABYSS

Rooms required: 30 Modification value: 4

This MOD adds empty cells between rooms, representing the abyss beneath the labyrinth.

SETUP: roll 2d10 and count the rooms starting from the first. Mark “Abyss” in the events column. If the room already contains something in that column, or if it has 4 exits, go to the next one. Repeat and add to the previous result, until you get to the bottom.

USE: When entering a room with the Abyss, it should be drawn around the unused exits.



If the locations where the abyss would go are already occupied by rooms, not overwrite them.

Starting your turn in a room adjacent to the abyss (which has an exit over it) will lower your anxiety meter by 1, if the lantern is closed or covered; the open lantern does not raise the anxiety meter. If during a fight near the abyss you roll a 10, the enemy will be knocked over, and the fight ends immediately.



THE ENDLESS CORRIDORS

Rooms required: 30 Modification value: 5

This MOD adds the ability to move quickly through the maze, using rooms interconnected between opposite sides.

SETUP: add 30 +1d10, Mark in the “Corridor” event column. If the room already contains something in that column, or if it only has 1 exit, go to the next one. Repeat and add to the previous result, until you get to the bottom.

USE: when you explore that room one of the exits (of your choice) will go to a special room, the infinite corridor. The corridor contains nothing. It will be drawn identically on the other side of the labyrinth, in the opposite direction to the one in which it was drawn. For example, if it was drawn to the east of the explored room, its copy will go to the west end of the labyrinth, but respecting the north-south coordinate. The room itself is as if it had 4 exits, but it does not allow exploration starting from itself, nor does it create one-way exits. Moving into this room allows you to cross it instantly, finding yourself at the other end of the labyrinth.



THE CAUSTIC SLIME

Rooms required: 40 Modification value: 6

With this MOD, a danger is added that forces the explorer to plan his next moves well in advance.

SETUP: mark in the event column "Drain" in all rows of rooms with a single exit. Prepare a "Pressure" counter, which starts from 0.

USE: during exploration, every time you roll a 1 on the die you increase the Pressure counter by 1. When it reaches 6 the counter goes back to 0, and all the rooms with the drain (i.e. the dead ends) discovered are occupied from a caustic slime. All the treasures are lost, and the room is marked on the map with a circle, so you can recognize it as flooded. If the room is already circled, an adjacent one must be marked. If that one is too, you move on to the next one, until you find a free room.

Passing through a flooded room causes you to lose 1 health point. It is impossible to run in these rooms. Enemies do not attack through flooded rooms, or if the starting or ending room is flooded.



THE UNDERGROUND LAKE

Rooms required: 20 Modification value: 4

This mod adds rooms not marked in the list, which act as a link between the others.

SETUP: Add 6+1d10 and mark "Lake" in the events column of that room, skipping the rooms with something already in that column, and those with 1 exit. Repeat, adding to the previously marked room, until the end of the list.

USE: when you enter a room marked "Lake" in the events column, one of the adjacent cells must be marked as an underground lake, without pulling from the list of rooms. That room is to be considered as if it had 4 exits, it can only be crossed with the lantern closed, it interrupts if running and costs 1 stamina point with each crossing. However, more lake rooms Adjacent dungeons can be crossed in a single turn, consuming 1 stamina point per room.

It is not possible to drag bulky treasures into the lake.



THE ROOTS FOREST

Rooms required: 30 Modification value: 5

With this MOD you add rooms containing a different type of terrain to traverse.

SETUP: roll 1d10 for every 10 total rooms, add the results. Starting from that number, mark "Roots" in the event column corresponding to that room, then roll 1d4 and add starting from the last one marked. Continue until you have placed 8 rooms. If at any time you end up on a room with an event already marked, move on to the next room.

USE: in the rooms marked as "Roots" it is impossible to run. The lantern is considered one degree darker for the purposes of finding treasure and reacting to enemies outside the forest. Any internal enemy, however, changes its first trait with "Dryad": when defeated, it moves to a room with "Roots" not yet explored and without enemies present, marking it as a distracted enemy, with full health (it will therefore not be deleted from the enemy list). The room with "Roots" to choose will be the one immediately next in the room list. If there are no unexplored or vacant forest rooms, it disappears.



THE SUBMERGED CEMETERY

Rooms required: 20 Modification value: 4

This MOD adds a small area, where you can find more treasures and enemies.

SETUP: roll 1d10 for every 10 rooms in total, starting from that room place 6 "Cemetery" events. Skip all rooms that contain an event or enemies. Set up a "ghost" counter (starts at 0).

USE: When the explorer enters these rooms, roll 1d0. 3-5: Find a medium treasure. Increases ghost meter by 1. 6-8: A restless spirit awakens [NMev S:1 C:1]. Increases the ghost meter by 1. 9-10: An ancient spirit revives. [NMev S and C equal to the counter value].



CHAOTIC CREATURES

Rooms required: 50 Modification value: 5

This mod introduces small creatures attractable with a ration (which will be consumed). Their appearance varies based on the room they were found in, creating a code that defines their unique characteristics.

SETUP: for each labyrinth there are as many creatures as the number of rooms / 20 (default). Roll 1d20, mark that room (if it doesn't already contain an event) as the creature's nest. Repeat, rolling +20 on the die, then +40, etc, until you place all the creatures. Its code cannot be marked now, since it is given by the undiscovered characteristics of the room it is in.

First characteristic: Trap glyph (1) or not (0)

Second characteristic: Number of outputs (from 1 to 4)

Third characteristic: An enemy is or was present (1) or not (0)

Fourth characteristic: Obvious Treasure (0 = empty, 1 = light, 2 = medium, 3 = heavy, 4 = enchanted, 5 = bulky)

Fifth characteristic: Light present in the visual range, in a vertical or horizontal line, yes (1) or no (0)

Sixth characteristic: Hidden Treasure (0 = empty, 1 = light, 2 = medium, 3 = heavy, 4 = enchanted, 5 = bulky)

This will give you a six-digit code. Example: 041203

By dividing it into three pairs, it will be possible to give descriptive characteristics to the creature (which will not have any impact on the game)

00: No special features

01: Or

02: Blue leather

03: Roars

04: Horns

05: Bright

10: Scales

11: Multiple tails

12: Tentacles

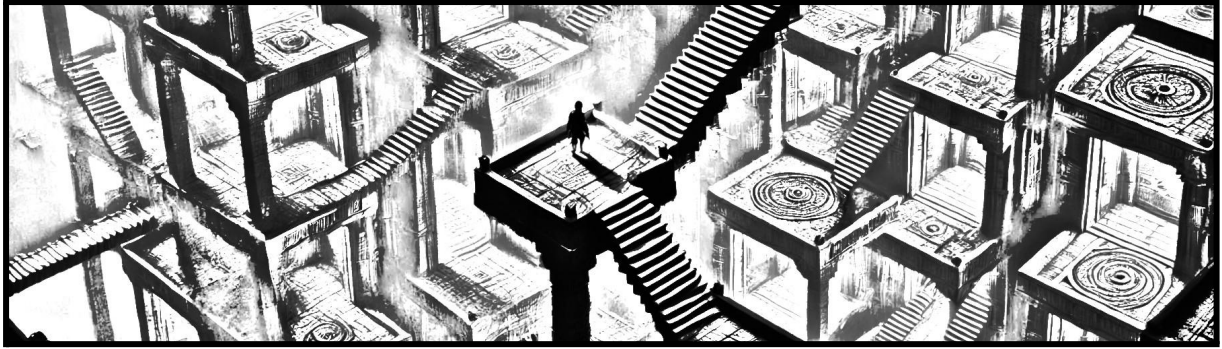
- 13: Sharp claws
- 14: Multiple eyes
- 15: Fangs

In the case of the example, it will have horns, tentacles and roars.

USE: once you reach a room with a creature, if the lantern is open, you will need to code it based on the characteristics of the room. After that, it will be possible to lure it using a ration (which must be cancelled). In your backpack it will take up two spaces. Once out of the labyrinth, you can sell them or keep them in a menagerie (marking them on a separate sheet) to sell them later. It is possible to sell all creatures with a certain characteristic together, selling them a $(n^{\circ} \text{ creatures} + 1)^2$ GP. So, 3 creatures will sell for 16GP.

Alternatively, you can keep one creature (just one) in your backpack. After 3 completed mazes (including the one in which you took it) you will become a Familiar, which will give, once per maze, one of these bonus actions:

- explore the rooms adjacent to any room, but without activating glyphs or monsters, as if you had the lantern lit;
- distract a monster (giving +1 to hide roll);
- retrieve an unobtrusive treasure from any room in the maze;
- recover 3 stamina points.



VERTICAL DIFFUSION

Rooms required: 40 Modification value: 6

This MOD divides the maze into multiple levels, connected by stairs.

SETUP: add $1d10+10$, count the rooms starting from the first, and mark this group as floor 0 (to the left of the room number). Repeat from the dice roll, starting to count from the next room, assigning -1 to the floor if the number obtained is even, +1 if it is odd. For each group (except for the last one) mark them stairs connecting to the next floor in the last possible room, which has at least two exits and which does not already contain an event. Then, for each group (except for the first) mark the stairs connecting to the previous floor in the first possible room, which has at least two exits and which does not already contain an event.

USE: during exploration, skip all the rooms that do not belong to the floor you are on.

Example: If you are counting from 10, and rooms 15 through 30 are on another floor, you will count 10, 11, 12, 13, 14, 31, 32, etc. To go from one floor to another you need to find the stairs. Rooms connected with stairs are explored as usual, but will be drawn on another sheet. It is possible to move through the stairs as if they were adjacent. It is advisable to indicate the destination room near the stairs, so as not to lose track of it. In the event that a floor with still rooms to explore has no more exits available, and all the stairs have already been drawn, do as if the exits in a classic labyrinth have run out, creating an extra exit in the last room explored.



THE SHADOW OF THE ZENITH

Rooms required: 40 Modification value: 5

This MOD adds the shadow of the Zenith, an immortal enemy that haunts the explorer.

SETUP: Mark "Trigger: Shadow" at (1d10 rolled as many times as the number of rooms / 10) of rooms before exiting.

USE: when the trigger is activated, place a marker on the next room explored to indicate the presence of the shadow. It behaves like an alerted enemy, but with a field of vision limited to the 8 rooms around it (it also sees diagonally and through walls). When he discovers the explorer, he attacks him. He has 1 health and 2 combat points. Once defeated, he will return at the beginning of the next turn (the presence of the explorer in that room will not make him attack immediately). At the beginning of the round, if present, he moves one room, as if he were holding his hand on the left wall, continuing counterclockwise. If it encounters a permanently lit light source, it will extinguish it forever, and its combat value will increase by 1. The lights extinguished by the shadow change into "Shadow Onyx", a medium treasure worth 15 gp.



BRIGHT AREA

Rooms required: 20 Modification value: 3

With this MOD, illuminated rooms are added, which help in exploration but make it easier to be spotted by enemies.

SETUP: roll 1d6 as many times as the number of rooms / 10, adding each roll, score after that room "Trigger: illuminated area". Roll 1d10 as many times as the number of rooms / 10, adding each roll, score after that room " Trigger: end of illuminated area". If the second number is lower than the first, reroll.

USE: Once you pass the first trigger, mark the rooms that are drawn as lit (circling the room number). In these rooms, the lantern is considered open. Continue until the second trigger is passed.



HIDDEN TREASURES

Rooms required: 10 Modification value: 2

This MOD adds treasures, which are difficult to obtain.

SETUP: none.

USE: in rooms where there is a permanent glyph, it will be possible (with a search action) to attempt to recover a hidden treasure. To do this, you perform an evaluation test. On a 7+, an extra treasure is found (I mark this by underlining the glyph on the map), which takes up 1 space and is worth 10. Otherwise, the glyph activates twice. The test can be done several times, if the treasure has not been found.



ANOTHER POOR SOUL

Rooms required: GLOBAL Modification value: 10

This MOD changes the final objective, based on the character chosen at the start of the game.

SETUP: The first 9 mazes must have at least 60 rooms. The final maze must have at least 150 rooms.

USE: choose a character from those below, and follow his personal setup.

THE VETERAN

After spending his life on the battlefield, this soldier was almost killed by a creature that emerged from a labyrinth. His wounds have healed, but he has lost his memory. The only way he can recover it is to find his medals, his mementos, stolen by the creature.

SETUP: roll 1d10 for every 10 rooms of the labyrinth, and mark a Memento in the exit room (in the obvious treasures).

USE: The Veteran must recover his Mementos, one per labyrinth. When he finds them, the terror mechanic is immediately activated (so at most one turn with the lantern off), and he takes a -1 to evaluate, stealth and defuse until the end of the labyrinth. Every 4 mementos, he gains a permanent +1 to combat. In the final labyrinth there won't be a reminder, instead he will find, at the exit, an alerted enemy, the Nemesis [terrifying Black Court, health 4, fight 5], to beat to win the game.

THE APPRENTICE

A young magician who has decided to undertake the Arcane Way, even if this will cost him his youth...

SETUP: roll 1d10 for every 10 rooms of the labyrinth, and mark the "library" in the exit room (in the events). If occupied by an event, mark in the next free room. Mark two new meters, "Max Mana" and "Mana," on your explorer sheet.

USE: when the Apprentice reaches a library, Increases the Maximum Mana and Mana counters by 1, and loses one point to choose between combat, stealth, defuse, back (10 points), maximum stamina (2 points) or maximum health. He cannot go below 0. At will, he can use mana points to cast spells:

- Bolt of Light (1 mana): Use before combat, attack. In case of failure (even with a 1 on the die) nothing happens. It can be cast multiple times in a row.
- Seer (1 mana): Gain 1 sixth sense point to use immediately.
- Levitate (2 mana): Ignores a glyph.
- Cat's Eye (2 mana): In order to find treasure, consider the lantern open this turn.
- Bogus Gold (3 mana): Values a (non-encumbering) treasure at its maximum value.
- Sleep (3 mana): An alerted enemy within 3 rooms becomes distracted.
- Regeneration (5 mana): Heals 1 health point and recovers 2 stamina.

Mana refills with each rest. The game is considered won once outside the tenth maze.

THE SLAVE

A poor man forcibly forced to face the labyrinths. Maybe one day he will be able to regain his freedom...

SETUP: The Slave starts without gold or equipment. In the tenth labyrinth, subtract 1d10 from the exit, and write "secret exit" as the event. If already occupied by another event, go to the previous room.

USE: The Slave does not accumulate any gold from treasures brought to the surface. Instead, for every 20 gold of treasure brought back, he can take any item (costing 20 or less) from the emporium. At the end of the tenth labyrinth, the secret exit will take him away from his tormentors and towards freedom, and will be considered a victory.

THE LADY

This woman was kidnapped by the Black Court and taken to a labyrinth. She managed to escape, but her mind and body have become corrupted, and she now wanders the halls in search of "jewels for her lady."

SETUP: the Checkers has a mandatory 20 back. The points to be distributed on the card are 2 fewer. has 250 gold.

USE: the Lady must collect at least 15 treasures before exiting the labyrinth. He cannot deposit them at the exit and then continue. Once outside, he can't sell them (he just "hands them over").

THE PALADIN

After losing his family to Noxar while at the Temple of Justice, he blamed himself for not being able to protect them. Now his only goal is to take revenge.

SETUP: In the last maze, replace the last enemy with the Daughter's Ghost [special undead, Health 2, Combat 0]

USE: the Paladin cannot rest if there are enemies still alive in the rooms explored. At each labyrinth, while resting, he flagellates himself to atone for his guilt, losing a health point. In the tenth labyrinth there will be the Daughter's Ghost, which has low health but will give -3 to the fight. If it hits him, the combat value will drop by 1 again. Only by defeating it will the Paladin be able to forgive himself.

THE AUTOMATIC

Once a human, his soul was imprisoned in a mechanical body. He wants to accumulate wealth to pay a healer to free him.

SETUP: the Automaton has no health. He has 2 points less for creating the explorer. Add 1 to defuse (can go beyond 3)

USE: it has no health, only stamina, and wounds impact it directly (causing maximum stamina to drop). He doesn't feel tired, so he has no penalty, but dropping to -5 with maximum stamina still ends the game. He does not regain maximum stamina in any way, and does not lose it by exploring (like others do). He cannot make purchases (he is not a human being, they would kick him out on sight) but he can build his own equipment, manipulating triple the value in treasures. To free himself from the curse, he must accumulate 1000 gold, with which he will pay a healer. at that point he will start to be human, and will have to complete the last labyrinth with 1 health point (he must not take damage), as if he had a minimal human part to protect.

THE MERCHANT

A desperate man who, due to bad financial choices, has to collect gold to pay his debts to creditors.

SETUP: none.

USE: Each maze must be tackled with the aim of collecting an increasing sum: 50 gold coins for the first maze, 100 for the second, 150 for the third, and so on. The only way to permanently free yourself from debt is to collect and pay 1000 gold coins all at once. The Merchant, despite his desperation, is cunning and knows how to exploit opportunities. Once per turn, he can attempt to counterfeit a treasure to increase its value. Roll a six-sided die (d6):

If he rolls a 2 or more, the treasure is worth its maximum possible value.

If he rolls a 1, he will be exposed and his debt will increase by 20 gold.



ZACHARIA'S THANK YOU

Rooms required: GLOBAL Modification value: 7

This MOD adds new items to the general store.

SETUP: none

USE: these objects are added to those present in the store. Some of them are "wearable": these do not take up space in the backpack, but only one per category can be used (torso, head, etc.).

Object	Cost (Gold)	Effect	Wearable
Dried meat [DM]	1	Recovers 1 stamina point. All dried meat takes up 1 space, and the limit is 10 items. You can consume 1 per turn. Disposable.	
Slingshot [SL]	10	Allows you to discard a small treasure to attack an enemy at the start of combat without negative consequences if you fail.	
Skewer [SK]	8	Doubles the effect of a sleeping bag and a ration when used at the same time.	
Mechanical gloves	28	At the cost of 2 units of oil, it adds +2 to a defuse roll.	Me
Giant hands	36	Allows you to drag bulky treasures while consuming only 1 stamina if you run (instead of 2).	Me
Buckler	30	The first hit suffered in a fight (except in the case of a 1) does not cause damage.	Me
Grapple and pulley [GP]	13	Choose a room at most 3 away, in a straight line (horizontal or vertical), that only passes through exits, and join that room to this one with a line. It is now possible to move between the two rooms in	

		one move (without hiding). Disposable placement.	
Blazing oil [BO]	10	Refills an exhausted lantern with 3 units of oil. As long as you are burning blazing oil, no enemy can attack you. However, all enemies you encounter become alerted. Disposable.	
Sorcerer's robe	45	Once per maze, you can choose a secondary enemy trait. That trait is denied.	Torso
Plate armor	50	If an enemy rolls a 1 or 2 in combat, even if he wins you take no damage.	Torso
Jacket with many pockets	48	You can use the 10 extra spaces in your backpack without suffering any penalties.	Torso
War Tonic [WT]	8	You take one health hit. +3 to combat for the entire duration of an encounter. Disposable.	
Whistling Stone [WS]	7	Explore up to 3 rooms in a straight line (if possible) as if you had the lantern unlit, without activating traps or enemies. Disposable.	
Compass [CO]	36	At the start of the maze, choose a room from the list, and mark a "compass" trigger there. Each time you activate that trigger you can apply up to a +/-2 to the roll, in the direction of the indicated room.	
Iron helmet	33	In combat, 1s are no longer automatic failures.	Head
Summoner's circlet	38	When you roll to choose the enemy in a room, you have a re-roll if you don't like the first result.	Head
Hat with lenses	36	When defusing a trap, you can re-roll odd die rolls (1 is always an automatic failure).	Head
Puppet Cloak [PC]	14	Allows you to run into an enemy's field of vision without being attacked, as long as you end your turn in another room. Disposable.	
Mortar Flask [MF]	16	Create a door between two rooms (provided they are both explored) or cancel a "boulder door" trigger you just passed. Disposable.	
Return yarn [RY]	24	It allows you to immediately transport yourself to the entrance of the labyrinth.	

		Also usable in combat. Disposable.	
Levitating boots	37	Entering a room while hiding does not activate glyphs.	Legs
Padded shoes	36	Once within an enemy's field of vision, sprinting from cover no longer requires a second die roll.	Legs
Protective greaves	39	Traps always inflict status, but not health damage.	Legs



LAST RESORT

Rooms required: 10 Modification value: 3

This MOD allows you to use oil refills to eliminate an enemy.

SETUP: none.

USE: Before a fight, you can consume a refill of oil to set the enemy on fire, who will be considered instantly defeated.



THE STONE

Rooms required: 20 Modification value: 3

This MOD allows you to modify a maze room to your liking.

SETUP: roll 1d10 for every 10 rooms, mark "Stone" as an event (if there isn't one already. If so, move to the next free room).

USE: when the explorer finds it, he can (by spending three turns in that room) write it down. A transcript is useless, but every time he encounters it, in a new labyrinth, he will be able to use it for its hidden power, that is, to modify the labyrinth itself. He chooses an undiscovered room from the list, and can move whatever he wants into it (provided it isn't already there), enemies, glyphs, lights, events or treasures. It can even move the exit for us.



ORCS!

Rooms required: 30 Modification value: 6

This MOD replaces all enemies with orcs, which give a reward if defeated.

SETUP: For each enemy, replace the first trait with one of these (choose randomly by rolling 1d4):

1. Orc.
2. Orc Warrior: +1 health, +1 combat.
3. Veteran Orc: has +2 to combat and cannot be taken by surprise (hidden attack).
4. Orc shaman: when at 1hp, if rolling the die he gets a 5 or 6 he throws the explorer back into the room he came from. This stops the fight, even if there are other enemies. All enemies recover all health points.

All orcs have the following characteristic: if they roll a 6 on the die, they recover one health point (this nullifies any damage they have just suffered).

USE: for each orc defeated, an "Orc Trophy" [OT] can be added to the backpack (takes up one space, worth 4 gold).



SUBSPACE PORTAL

Rooms required: 30 Modification value: 5

This MOD adds the possibility of finding an artifact to increase statistics without spending gold.

SETUP: roll 1d10 for every 10 rooms, mark “SubSpace” as an event (if there isn't one already. In this case, move to the next free room). Create a separate maze list of 10 rooms (assigning the number of exits as usual), with descent/exit in line 1 and the “tablet” event in line 10. Add a trap glyph ∞ in each room. Do not enter treasures, enemies or other events.

USE: once you have found the room with the “SubSpace” event, it is possible to move from that room into a separate labyrinth. In that maze, each room passed through activates a glyph for each trap existing in the origin maze. The entrance and exit are in the same room, and in this case the collapse does not activate. In room 10 there is a tablet fragment (does not take up space in the backpack). Once you have found three tablet fragments, you can consume them to increase a characteristic by one point (respecting values and limits), as if you had purchased it. Exiting the separate maze takes you back to the room you entered from.



SONS OF THE FOX

Rooms required: GLOBAL Modification value: 7

This MOD adds young mercenaries, the Sons of the Fox, wild children who will follow the explorer. It is also possible to let other players use these helpers.

SETUP: Prepare a sheet for each helper you want to have. Each card will have 3 Courage points to score, and two from the list below:

- Combat 2
- Disarm 2
- Evaluate 2
- Hiding 2
- 10 backpack spaces
- "Familiar" counter set to 2

After that, add 1 to one of the chosen two (5 for the backpack space).

USE: to be able to use the helpers, you will need "wild rations", which can be purchased for 2 gold each. Each one takes up one space, they have no maximum quantity limit and can be placed anywhere in the backpack. At the beginning of the labyrinth you choose whether and how many helpers to bring with you. They can:

- Help in Combat tests and Disarm by rolling as many coins as their value, and adding all the heads that come out on the explorer's roll;
- Evaluate as many treasures as the value Evaluate;
- Distract an enemy in an adjacent room (not during exploration or running), rolling as many coins as Hide: if there is at least one head, consider the lantern Closed, otherwise the enemy attacks;
- Carry load in their backpack;
- Use a Familiar point (decreasing that counter by 1) to deal 1 damage to an enemy, or explore the rooms around an adjacent one (without setting off traps, alerting enemies, or collecting treasure).
- Use a Courage point (decreasing that counter by 1) to have the rooms around an adjacent one explored (without setting off traps, alerting enemies, or collecting treasure).

Each time the explorer recovers stamina, one wild ration per helper will be consumed. If you don't have enough rations, they will leave immediately (with the treasure carried on them, if they have any). Helpers can no longer be used in subsequent mazes.

If the explorer loses 3 health points in the same fight, or if he fails to disable a trap, the Courage counter of all helpers decreases by 1. Instead, it increases by 1 (respecting the maximum of 3) if a 10 is rolled against an enemy, or if an enchanted item is found. If Courage drops to 0, that helper runs away, but is reusable in the next mazes.

If used by other players, they will decide what the helpers do.



LOST TOGETHER

Rooms required: GLOBAL Modification value: 10

This mod allows multiple people to play at the same time, in the same mazes, cooperating.

SETUP: add the “collapse” trigger to three-quarters of the list (example: 100 rooms, trigger after 75). Each player must have his own explorer.

USE: players will alternate, playing their turn according to the classic rules, with the following modifications:

- A player can carry another with him from one room to another with normal movement, and only for one room (he is therefore not followed during the run action), spending his sprint action (but without consuming stamina). Whoever follows him must also spend his sprint without paying for it, as long as it is still usable (i.e. not used in the previous turn);
- Players can pass any object to each other, as long as they are in the same room, without any type of action required;
- If multiple players are in the same room when an enemy is discovered, or when you enter its field of vision, both players will have to behave as normal, but based on the lantern with the highest brightness. So, if one is hidden with a closed lantern in the room next to an enemy, if a companion enters with the lantern open he will reveal both;
- The rules relating to newly discovered enemies apply only to the first players to find them;
- During a fight, as happens for the enemies, so also for the players: everyone rolls their dice, and compares themselves with all the opposing elements;
- When a brazier is activated, it counts as a checkpoint only for the person who activated it. The other players will have to reach that on the map to declare it as such;
- A trap that is triggered affects all players present in the room of the last activated glyph;
- When a boulder door is passed, it will only become a checkpoint for the person who passed it. The others will remain at the previous checkpoint;
- The exploration time trigger, which lowers maximum stamina, has its effect on any player who pass it. It is therefore necessary to keep track of it on the list, indicating who has passed it;

- the maze will begin to collapse not when the exit is found, but when the “collapse” trigger is passed;
- At the end of the maze the players can divide the gold as they prefer.



THE TRACE OF THE SAMURAI

Rooms required: 40 Edit: 3

Mod inspired by [Tartarus longo itinere](#)

With this mod a powerful artifact and a new permanent enemy are added.

SETUP: roll 1d10 for every 10 rooms, in that row add "katana" to the evident treasures.

USE: once you reach the room, roll 1d6, on a 1, 2 or 3 the explorer finds some sake, which takes up no space in the inventory and can be used to recover 2 stamina points and 2 permanent stamina points. On a 4, 5 or 6 you find pieces of yoroi armor, an object that does not take up space in the inventory and which increases your health points by 2 (even above the maximum). In any case, he finds a katana, which adds 2 to combat (you can't use a dagger together), and doesn't degrade. If you collect it, from now on a "Yokai" enemy is added to the exit of each labyrinth, health: 1 fight: 0. For each enemy that is defeated in the labyrinth, he gets +1 health (maximum 9) and +1 to combat (maximum 8) . It is not affected by any objects. It is possible to abandon the katana forever, in which case the enemy disappears.

