









# TRAVEL & EQUIPMENT

## Land Travel

1 day of travel on foot = 20 miles

1 day of travel on horseback = 30 miles

Difficult terrain = halve all distances

## Table 5A : Daily Sea Weather

D10	Weather Conditions
1-2	Dead Calm
3-7	Good Breeze
8-9	Strong Gale
10	Storm !

## Table 5B : Sailing Table

Conditions	Travel per day
Dead Calm	No movement
Good Breeze	30 miles
Strong Gale	45 miles
Storm *	2d6 x 10 miles
Rowing Speed *	20 miles / day

\* Galleys cannot row in a Storm

## Table 1D : Encumbrance Values

Item	Enc
Dagger	0
Sword	1
Barbarian Weapon	2
Spear	2
Javelin	2
Bow	1
Quiver	1
Sling	0
Shield	2
Helmet	1
Breastplate	3
Bag of 100 coins	1
Harp	2
Person	Enc total
Other items	0-3 *

\* determined by the Maze Master

## Standard Price List

### Melee Weapons

Dagger.....	15 sp
Mace.....	30 sp
Axe.....	30 sp
Spear.....	30 sp
Sword.....	60 sp

### Missile Weapons

Bow.....	40 sp
Javelin.....	30 sp
Sling.....	5 sp
Arrows (six).....	6 sp
Slingshot (ten).....	2 sp

### Armor

Helmet.....	75 sp
Breastplate.....	150 sp
Shield.....	75 sp

### Travel & Expeditions

Rowing boat.....	3 gc
Small sailing ship.....	30 gc
Merchant ship.....	150 gc
Warship / galley.....	300 gc
Horse.....	6 gc
Mule.....	1 gc
Staff.....	5 sp
Flask of oil.....	10 sp
Torch.....	2 sp
Flint & tinder.....	5 sp
Rope (30 feet).....	15 sp
Bedroll.....	25 sp
Rations (one day).....	2 sp
Waterskin.....	2 sp

### Food & Lodging

Night's lodging.....	2-10 sp*
One meal (including wine).....	2-5 sp*
Jug of wine.....	1-3 sp*

\* prices vary with quality

## Table 5C : NPC Reactions

Total	NPC Reaction
5 or less	<b>Hostile</b>
6 to 8	<b>Wary</b>
9 to 13	<b>Neutral</b>
14 to 16	<b>Trustful</b>
17 or more	<b>Friendly</b>

# CHARACTERS & COMBAT

**Table 1C : Class Levels**

## Warriors

Glory	Level	Renown
0 to 999	1	Local Hero
1000 to 1999	2	Favored Hero
2000 to 3999	3	Celebrated Hero
4000 to 6999	4	Famous Hero
7000 to 9999	5	Illustrious Hero
10 000+	6	Legendary Hero

## Magicians

Wisdom	Level	Insight
0 to 999	1	Novice Adept
1000 to 1999	2	Initiate Adept
2000 to 3999	3	Wise Adept
4000 to 6999	4	Sage Adept
7000 to 9999	5	Venerable Adept
10 000+	6	Supreme Adept

## Specialists

Experience	Level	Competence
0 to 999	1	Amateur
1000 to 1999	2	Competent
2000 to 3999	3	Superior
4000 to 6999	4	Expert
7000 to 9999	5	Master
10 000+	6	Extraordinaire

**Table 1B : Attribute Scores**

Score	Description	Mod
1-2	Abysmal	-4
3-4	Pathetic	-3
5-6	Inferior	-2
7-8	Poor	-1
9-12	Average	0
13-14	Good	+1
15-16	Superior	+2
17-18	Exceptional	+3
19-20	Extraordinary	+4

**Table 3A : Physical Decrepitude**

D6	Attribute Loss
1-2	Lose 1pt of Might.
3-4	Lose 1pt of Skill.
5-6	Lose 1pt of Grace.

## Battle Round

1 battle round = 6 seconds

**1) Decision Phase.**

**2) Missile Phase.**

**3) Movement Phase.**

**4) Melee Phase.**

**Surprised** : Unable to attack, no defense bonus from shield or special ability. Lasts one battle round.

**Movement** : Standard 60', Encumbered 40', Heavily Encumbered 20'. Double movement rate if using full movement (no other action possible). Cut in half if moving on *difficult ground*.

## Melee Combat

### Resolving Attacks

**Roll** = 1D20 + Melee mod + other modifiers.

**Target number** = Target's Defense Class (EDC)

**Weapon of Choice** : Roll two D20s for attack and keep the better result.

### Shield & Armor

Shield, helmet or breastplate = +2 EDC each.

### Facing

Only one attack per character per battle round. Shield does not protect against rear attacks.

### Retreat

**Disengage** : A character may only disengage from combat at the end of a battle round, if all his opponents have failed their attack roll against him.

**Retreat** : First *disengage*, then forfeit all attacks and other actions, moving at x2 movement allowance.

### Weapon Damage

Weapons have a basic damage roll of 1D6.

Daggers only do 1D6 damage when used for sneak attacks; in normal melee combat, damage is 1D3.



## Critical Hits & Fumbles (Optional)

**Critical Hit** : Player's roll beats EDC by 10+.

**Fumble** : Natural attack roll of 1, unless Luck 13+.

### Melee Critical Hits

#### 1-4 = Stunned !

Opponent takes normal damage and is -2 to attack and EDC next round.

#### 5-8 = Dazed !

Opponent takes normal damage and is -4 to attack and EDC next round.

#### 9-12 = Knocked Down !

Opponent takes normal damage and is knocked down and must spend a round getting back up. Prone characters suffer a -4 penalty to EDC.

#### 13-14 = Armor Strap Cut !

Opponent takes normal damage and loses a randomly chosen piece of armor. If the opponent wears no armor, roll an extra D6 for damage.

#### 15-16 = Weapon/Shield Broken !

Opponent's weapon is broken – unless he has a shield, in which case the shield is rendered useless. Opponent also takes normal damage. If he has no weapon, roll an extra D6 for damage.

#### 17-18 = Grievous Wound !

Roll an extra D6 for damage.

#### 19 = Maimed !

Opponent takes 2 extra dice of damage and loses a randomly chosen limb.

#### 20 = Instant Kill !

Attacker beheads (or otherwise instantly kills) his opponent (even if multiple-headed).

### Missile Critical Hits

#### 1-5 = Stunned !

Opponent takes normal damage and is -2 to attack and EDC next round.

#### 6-10 = Dazed !

Opponent takes normal damage and is -4 to attack and EDC next round.

#### 11-16 = Knocked Down !

Opponent takes normal damage and is knocked down (-4 melee EDC + one round to get back up).

#### 17-18 = Grievous Wound !

Roll an extra D6 for damage.

#### 19 = Hit Vital Spot !

Opponent takes 2 extra dice of damage and loses a randomly chosen limb.

#### 20 = Instant Kill !

Target shot between the eyes, through the heart or other instantly fatal wound.

### Melee Fumbles

#### 1 = Clumsy Move.

Embarrassing, but no extra effect.

#### 2-5 = Weapon Arm Numb / Pull Muscle !

Attacker is at -2 to attack and EDC next round.

#### 6-10 = Lose Balance !

Attacker is at -4 to attack and EDC next round.

#### 11-13 = Trip/Fall !

Attacker falls to the ground and must spend a round getting back up. Prone characters suffer a penalty of -4 to their EDC in melee.

#### 14-15 = Armor Strap Breaks !

Attacker loses a randomly chosen piece of armor. If this is impossible, treat as Trip/Fall.

#### 16-17 = Drop Weapon !

Attacker's weapon flies 2D6 feet in a random direction. If unarmed, treat as Trip/Fall.

#### 18 = Weapon Broken !

Attacker's weapon shatters. Magical weapons are automatically immune to this effect. If the attacker has no weapon, treat as Trip/Fall.

#### 19 = Hit Friend !

If the attacker has an ally within melee reach, he accidentally hurts him for 1D6 damage. If no ally is within reach, the attacker hits himself as below.

#### 20 = Hurt Self !

Attacker hits himself with his weapon (1D6 Hits).

### Missile Fumbles

#### 1 = Clumsy Move.

Embarrassing, but no extra effect.

#### 2-4 = Vision Impaired !

Attacker is at -2 to Missile attack next round.

#### 5-8 = Vision Blocked !

Attacker is at -4 to Missile attack next round.

#### 9-10 = Weapon Arm Numb / Pull Muscle !

Attacker is at -2 to attack and EDC next round.

#### 11-12 = Lose Balance !

Attacker is at -4 to attack and EDC next round.

#### 13 = Armor Strap Breaks !

Attacker loses a randomly chosen piece of armor. If this is impossible, treat as Lose Balance.

#### 14 = Weapon Broken !

Attacker's weapon breaks or becomes useless. Magical weapons are immune to this effect.

#### 15-19 = Hit Friend !

If the attacker has an ally within weapon range, he accidentally hits him for 1D6 damage. Otherwise, the attacker hits himself as below.

#### 20 = Hurt Self !

Attacker hits himself for 1D6 damage.