









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	Hostile
6 to 8	Wary
9 to 13	Neutral
14 to 16	Trustful
17 or more	Friendly

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.