









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.

Missile Combat

Resolving Attacks

As for Melee attacks; use Missile modifier instead. Shields only apply if actively used as cover.

Range & Visibility

Javelin.....(Might x 10) feet

Sling.....150 feet

Bow.....300 feet

Short range = up to (range / 5)

Long range = up to (range x 2)

Firing at short range.....+2

Firing at long range.....-2

Poor visibility (mist, smoke etc).....-2

Very poor visibility (darkness).....-4

Moving target.....-2

Using tactical movement.....-2

All modifiers are cumulative.

Damage & Injury

Taking Wounds

Damage is taken off the target's Hits Total.

2 Hits or less = Risk of permanent injury. After the adventure, make Physical Vigor saving roll (target number 10). Success = Normal recovery. Failure = Roll 1D6 on the Physical Deceit table.

0 Hit or less (creatures & minor NPCs) = death

0 Hit or less (characters) = Make Physical Vigor saving roll (target number 10). Failure = dead. Success (10+) = incapacitated; will die if receiving 1 Hit of damage or more from a *coup de grace*. 20+ = will still die if 1 Hit is taken but can continue to fight until the end of combat. Incapacitated afterwards.

Healing & Recovery

1 week of complete rest = Physical Vigor roll (target number 10). Success = Recovers 1D6 + level Hits.

Special Melee Tactics

Charge Into Battle : Might 13+, run for 30' or more. Add Might mod to Initiative and Melee for first round.

Hold Back / Weapon Parry : Skill 13+. Forfeits attacks but adds Skill mod to melee Defense Class. Spearmen automatically get this without forfeiting attacks when fighting with spear and shield.

Shield Wall : Two Spearmen or more. +2 to EDC vs all attacks. Can be combined with collective *Charge*.

Subterfuge : Wits 13+. Forfeit attacks for one round of observation; next round, add Wits mod to Melee.

Two Weapons : Skill 13+. +1 to Melee if second weapon is dagger. If Might also 13+, can use two swords or similar weapons for a Melee bonus of +2.

Bashing : Successful attack = no damage but opponent knocked down (must spend one full round getting up, -4 to melee EDC while prone). +2 attack bonus with shield ; can be combined with *Charge*. Cannot be used vs Large or Gigantic creatures

Disarming : Sword only, Skill 13+. Attack roll is not made vs opponent's EDC but vs (20 + opponent's Melee). If successful : no damage but opponent disarmed. Picking up a dropped weapon : same effects as prone (-4 to melee EDC, no attacks). Cannot be used vs Large or Gigantic opponents.

Double Attack : Melee mod of +4 or more. Attacker makes two separate rolls vs different targets at half Melee mod (round down). Can be combined with *Charge* (both rolls) or *Shield Bashing* (one roll only).

Unarmed Combat

Resolved at the end of Melee, after all other attacks.

Pugilism : Cannot be used vs Beasts or Monsters. Subdual damage = 1D3 + Might modifier.

Subdual Damage : Increasing total. If this exceeds current Hits Total = KO; all subsequent attacks inflict real damage. Physical Vigor roll (10) after each minute to wake up, reducing subdual damage total by 1D6. Each hour of rest removes (level) subdual Hits (doubled for warriors).

Wrestling : Successful attack = no damage but opponent grappled; cannot act and can only try to break free once per round : roll 1D20 + Melee vs a target number equal to grappler's Might.

Special Situations

Close Quarters : Halve Initiative if using spears or barbarian weapons; forbids all special melee tactics.

Mounted Combat : +4 Melee bonus vs opponents on foot (if Medium-sized, Gigantic or Large 0, Small -2, Tiny -4). When Charging, extra +2 to Initiative and Melee and extra *trample* vs Medium-sized (or smaller) foe : Danger Evasion roll (15) or 1D6 extra damage. If the mount is hit for 4+ Hits, rider must roll Danger Evasion (15) or fall for 1D6 damage.

Sneak Attacks : Requires stealth. Sword, barbarian weapon or dagger. +4 Melee bonus and opponent surprised. Damage 1D6 for all weapons, *doubled* if attack roll beats Defense Class by 10+.

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.