

COMBAT

THE ROUND

1. Check morale (page 42)

When the encounter starts, or if the character has taken damage the round before.

2. Declare actions

E. g. move¹, form formation, attack with mêlée or missile weapon (possibly in combination with a move¹), disarm enemy (**optional rule 5**, page 46), use skill, use item or cast spell.

3. Check for falling (**optional rule 3**, page 42)

4. Riders test their Riding skill (page 31)

5. Check for random movement (**optional rule 4**, page 45)

6. Check initiative (page 41)

7. Check fatigue (page 34)

Check if the character has the Stamina to perform planned action. Test Wil if Tired, Weary or Exhausted. Record spent SP.

8. Perform actions (order determined by initiative)

a. Check if any combat modifications apply (page 44)

b. To hit & Damage Resolution (page 39)

c. Fumble (page 42)

9. Check for Random Item Damage (**optional rule 6**, page 46)

¹Unless he is riding, sneaking, walking or (if Berserk or Warrior) jogging the character is always moving with a lowered guard (see **Lowered Guard**). Combatants running (or sprinting or even dashing) into or away from mêlée do so with a lowered guard – but if done wisely it can be done without suffering an attack whilst the guard is lowered. You can move into mêlée after your opponent has performed his action, or you can move away from battle before your opponent can perform his action. See **Initiative**.

TO HIT & DAMAGE RESOLUTION

Offensive Value (OV) for Mêlée

+ mêlée skill proficiency

+ encumbrance mod (if carrying a medium or heavy load)

+ fatigue mod (if tired, weary or exhausted)

+ weapon mod (if any)

+ 1 if carrying a shield or one weapon in each hand

+ other mêlée mods (see **Combat Modifications**)

Defensive Value (DV) for Mêlée

+ 10

+ mêlée skill proficiency

+ shield mod (if using a shield)

+ encumbrance mod (if carrying a medium or heavy load)

+ fatigue mod (if tired, weary or exhausted)

+ weapon mod (if any)

+ other mêlée mods (see **Combat Modifications**)

Offensive Value (OV) for Missile

+ missile skill proficiency

+ encumbrance mod (if carrying a medium or heavy load and using a thrown weapon or a sling/staff sling)

+ fatigue mod (if tired, weary or exhausted)

+ helmet mod (if wearing a helmet)

+ weapon mod (if any)

+ other missile mods (see **Combat Modifications**)

Defensive Value (DV) against Missile

+ 10

+ shield mod (if using a shield)

- (size / 2) (see **To Hit & Damage Resolution**)

+ other missile mods (see **Combat Modifications**)

OV (+3D6)	Consequence (damage to target ¹)
< DV	Miss (no damage)
= DV	Near miss (damage /2)
1-2 > DV	Hit (damage)
3-4 > DV	Rather good hit (damage +1)
5-6 > DV	Good hit (damage +2)
7 > DV	Very good hit (damage +4)
8 > DV	Excellent hit (damage +6)
9 > DV	Exceptional hit (damage +8)
≥ 10 > DV	Perfect hit (damage +10)
Natural 3-4	Fumble (see Fumbling)
Natural 17	At worst a near miss (damage / 2)
Natural 18	At worst a hit (damage)

¹Damage = weapon damage. See **Mêlée Weapons & Shields** and **Missile Weapons**. Add any mod to damage directly to weapon damage. E. g. a dagger with damage D5 inflicts D5 + 1 instead if the attacker achieves a rather good hit (weapon damage + 1). Damage mod / 2 if the weapon used is a Spear sling, a Staff sling or Unarmed, and only damage mod / 4 if the weapon used is a Wand.

3D6 + Mods	Cut Effect ¹
≥ 10	No effect
6 to 9	Light Bleeding (1 HP lost every 10 minutes, for 60 minutes)
3 to 5	Medium Bleeding (1 HP lost every minute for 6 minutes. After that it turns into a Light Bleeding)
0 to 2	Serious Bleeding (1 HP lost every round for 6 rounds. After that it turns into a Medium Bleeding)
≤ -1	Cast a D12: Instant Death if result is > target's size. Otherwise it's a Serious Bleeding.

¹The bleeding causes loss of HP at the end of the listed time period, until the bleeding stops by itself or until stopped by Healing.

Mods for Cut Effect

- the number of HP *lost* by target / 2 (rounded down)

+ the Cut effect of the weapon used

3D6 + Mods	Shock Effect
≥ 10	No effect
6 to 9 mod	Stun (can not attack and gets a -2DV [MÊ] for one round ¹)
3 to 5	Knock-down (can not attack and gets a -4 DV [MÊ] mod and a +1 DV [MI] mod for one round ^{2,3})
0 to 2	Knock-out (is out for 3D6 rounds, and is then Stunned for D6 rounds) ³
≤ -1	Instant Death

¹He loses his next action if he has not yet done anything this round and is stunned the rest of the round and the next round.

²He loses his next action if he has not yet done anything this round and is knocked down the rest of this round and the next round. A character can if he chooses to remain prone or he can spend a round getting up. See **Combat Modifications**.

³Check for fall injury. See the skill Acrobatics.

Mods for Shock Effect

- the number of HP *lost* by target / 2 (rounded down)
- + the Shock effect of the weapon used
- + the size of the target

INITIATIVE

Initiative

- + D6
- + Dex (or +1 if a creature other than a player character)
- + mod for talent (Good Reflexes and/or Aggressive)
- +4 if using a missile weapon (n/a if using a missile weapon other than a loaded crossbow *in mêlée*)

Initiative Modifications only for Mêlée

- + size
- + 2 if using a long-reaching mêlée weapon (i. e. a long sword, a javelin, a flail or a war flail).
- + 4 if using a very long-reaching mêlée weapon (i. e. an angon, a spear, a light javelin, a staff, a trident, a sword-scythe or a war scythe). See also **Charges**.

FUMBLING

Missile weapons ¹	Slings	MÊ	Consequence (for natural attacks)
7-20	8-20	7-20	A (A)
5-6	7	5-6	B (F)
3-4	6	3-4	C (F)
-	4-5	2	D (F)
1-2	1-3	1	E (E)

¹Missile weapons other than slings; i. e. bows, crossbows and thrown weapons.

A = Always a miss. If multiple attacks were planned the attacker must abstain from further attacks this round.

B = Attacker drops his weapon and needs to spend one round to pick it up (if he indeed wishes to risk picking it up again).

C = Attacker breaks his weapon and to use it again he must either (1-2 on a D6 [n/a for sling]) repair it in a smithy or workshop for D6 hours and against a random DD or (3-6 [1-6 for sling]) using craftsman's tools for D6 * 5 minutes and against a random DD. See **Skills**.

D = Attacker hits himself instead (and takes damage as if he had been Hit by his own weapon (normal weapon damage).

E = Attacker misses his intended target, and is at risk of hitting someone else instead. If anyone (including riding animals) is within 10' (for mêlée attacks and for missile attacks at short range) to 50' (for missile attacks at extreme range) radius of the intended target the attacker must cast his dice again and carry out an attack against him instead. If multiple individuals are near the intended target the myth master randomly picks one (friend or foe) to be attacked. It is not possible to fumble when carrying out this attack. If nobody are near the intended target treat this instead as a consequence A.

F = Attacker hurts himself (i. e. his teeth, his horns, his fist, his knee, his tusks etc.) whilst attacking and takes D4 damage (check for Cut/Shock effect) as a result of this.

MORALE

Modifications for Morale tests

- +2 Courageous (Talent)
- +2 Fearless (Talent)
- +2 Formation mod
- +2 Level 5 Berserk/Warrior advantage
- +2 * PL Courage (Spell)
- +2 Animal Friend (Talent) (only in relation to animals)
- +Str¹ Berserk/Warrior inspiration

¹The Str of the strongest level ≥ 10 Berserk/Warrior present.

Result Consequence¹

≤ 0	Panics and flees for 2D6 rounds. He is in addition to that traumatized with a -1 mod to Fortitude ^{2,3}
1	Panics and flees for D6 rounds ²
2	Terrified for D6 rounds
3	Fearful for D6 rounds
4-5	Afraid for D6 rounds
6-8	Nervous for D6 rounds
≥ 9	No consequence
Natural	At best nervous for D6 rounds
3 or 4	
Natural	Always no consequence
17 or 18	

¹The consequences are not cumulative, but when multiple consequences are achieved (over the course of several rounds of mêlée) the most severe one is always used. E. g. if your character is nervous but faces no consequence the next time you test his morale he will remain nervous. E. g. if he is nervous and achieves another nervous consequence the next time you test his morale he will remain nervous and use the longest duration of the two nervous consequences. When the consequence expires it is reduced in severity. An individual no longer terrified becomes fearful for D6 rounds instead; an individual no longer fearful becomes afraid for D6 rounds instead, and so forth until there is no consequence.

²Fleeing creatures (if they have the Stamina and Wil to do so) run in a direction of their choice. See the skill Tempo. If they for some reason can not flee (e. g. the road is blocked, they are too exhausted or they are running slower than their opponents) they must test Wil against DD 8. If they semi-succeed, succeed or succeed critically they can instead choose to fight on in panic (with +1 mod to all skills and spells). If they fail or fail critically they will surrender, and if human get the social class Thrall. If humans are fighting creatures that can be assumed not to accept a surrender (such as animals, ettins or trolls) they will always fight on in panic. The panic lasts for as long as they otherwise would flee.

³Your character can have multiple traumas at the same time, and the consequences of these are cumulative. Traumas can be cured by the spell Cure Trauma. If a character has 3 + Wil traumas at any one time he will lose his mind and become permanently and incurably insane – beyond any hope of a cure. A player character should at that point retire and the player can create a new character.

Condition Mod to all Skills

Nervous	-1
Afraid	-2 ¹
Fearful	-3 ¹
Terrified	-4 ²
Panic	+1 ³

¹Can not fight offensively (i. e. use Tactical Advance).

²Can only fight defensively (i. e. use Tactical Retreat), if that is possible, and must try to disengage and retreat if possible.

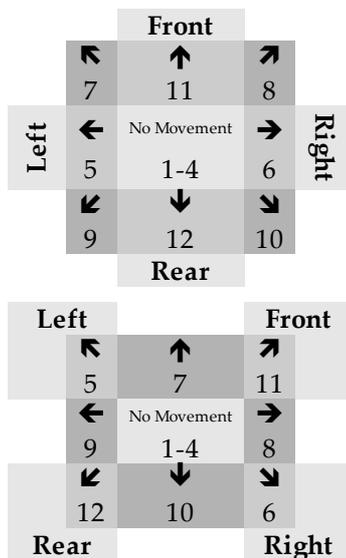
³Can not fight defensively (i. e. use Tactical Retreat).

Random Movement (Optional Rule 4)

The combatants are not just standing there taking turns trying to hit each other with a weapon. They move about, dodge blows, feint attacks, grab opportunities to move to a more advantageous position and so forth. The myth master must check before each round if the individuals engaged in combat move (together, still facing each other!) in a random direction during that round. A character moving in a direction that he can not move in (because it is occupied or blocked) or that he does not want to move in (e. g. because doing so will cause him to fall off a cliff or in some other way make him end up in a very disadvantageous position) is instead of moving penalized that round by not being allowed to add his Dodging proficiency to his DV, and will change position in relation to his opponent (if he or they were able to move) – and if in a formation (if they moved) also in relation to his friends. Formations are (possibly only partly) disrupted or split if one or more individuals in the formation are not allowed to (or do not want to) make the move.

The random movement comes in addition to (or negates) any movement from (but not the other effects of) a tactical advance, a tactical sideways move or a tactical retreat manoeuvre. To determine the movement direction (or to determine that there is no movement) the myth master casts a D12. The direction is determined by where the opponent or (if more than one is present) main opponent is located in relation to the player character/player formation, assuming a grid is used. If there is movement and if it is possible to do so, he moves 5' (1-3 on a D6), 10' (4-5) or as much as 15' (6) (or flying Tempo*1 if flying). See also optional rule 3 (page 35).

Movement order if several groups are moving in a round is determined by the initiative of the formation.



Disarming (Optional Rule 5)

Instead of trying to hit your opponent you can instead try to hit only a weapon he is wielding, to break it or to disarm him – or you can in a mêlée try to take the weapon (but not the shield) from him (something you can only try to do if you have at least one hand free). To do any of this you must test your OV normally (with a -6 mod for missile attacks [for attempts to disarm], and a -3 mod for unarmed attacks). Depending on how well you hit your opponent you must cast a die to see if your attack has a consequence or not.

Result	Possible Consequence on a (D6)
Hit	1
Rather good hit	1-2
Good hit	1-3
Very good hit	1-4
Excellent hit	1-5
Exceptional/Perfect hit	1-6

If there is a consequence the target must cast a D6 as if his weapon was hit by chance (see footnote 3 under optional rule 6 [page 46]), or if the attacker tries to take the weapon, he succeeds in doing so on 1-5 (on a D6) for weapons with a long wooden shaft (e. g. spears, javelins, angons, war scythes etc.) and bows and crossbows, on 1-4 for weapons with a short wooden shaft (e. g. axes, clubs, maces, flails, etc.) and on 1-2 for bladed weapons (e. g. daggers and all swords), with no effect if he fails.

Random Item Damage (Optional Rule 6)

At the end of every round a character has been engaged in mêlée or was hit by a missile weighing ≥ 4 oz the myth master must cast a die to find out if something his character carries or wears has been damaged; there is a possible consequence on a 1 (on a D6). A damaged object could possibly be used to some effect, like a broken long sword could perhaps be used as a dagger, or a broken battle axe as a club, but as a general rule all broken/damaged objects lose their positive features and keep the negative features (i. e. encumbrance, negative MS mods etc.) until repaired.

D20¹ Possible Consequence

1-4	If he carries a shield it might be damaged ²
5-6	If he wears a helmet it might be damaged ²
7-10	If he wields a weapon it is hit (if he wields one in each hand: 1-4 on a D6 means the main weapon is hit, 5-6 means his secondary weapon is hit) ³
≥ 11	A random object carried by the character (e. g. [in] the backpack/sack) is damaged

¹D20 + 1 if the character carries a sack or a backpack. D20 + 2 if the character carries a sack and a backpack.

²Damaged if the result of a D6 + mods is ≤ 3 . Mods are: +1 if the item is made from aurichalcum, -1 if made from bronze or wood, +2 if a shield, +2 if the character was not engaged in mêlée that round, -1 if the opponent is using a battle axe, throwing axe or woodman's axe, +1 if of exceptional or divine quality, -1 if of poor or terrible quality.

³Cast a D6. On 1 the weapon is dropped and suffers damage in the same manner as other objects do. On 2 the weapon suffers damage in the same manner as other objects do. On 3-6 the weapon is dropped. See footnote 2.

D6 The Degree of Damage

1	The object is broken (i. e. damaged beyond repair) (the broken object might be used to make a new similar item).
2-3	The object is damaged to such a degree that you need a smithy/workshop to repair it (i. e. test Crafts against a random DD). Repairs take D3 hours.
4-6	The object is damaged and you need to repair it (i. e. test Crafts against a random DD). Repairs take D6 * 10 minutes.

Wrestling (Optional Rule 7)

A character who wishes to grab and hold another character (e. g. to tie him up) performs a normal Unarmed mêlée attack with a -2 mod, but instead of inflicting damage to his opponent, he will – if he scores at least a Hit – grab and hold him. A character must have both his hands free to try this. If the attacker scores a Perfect Hit he will also successfully silence his opponent (e. g. with a hand over his mouth).

If two or more (max 8) characters try to grab and hold one other, the best OV for an Unarmed mêlée attack is used and the result is modified by +1 for each character helping, but.

A held character is for game purposes defined as helpless (see **Helpless or Surprised Targets**) and can not perform any action, save talk (and scream!) or try to break free from the hold. A character who is also silenced will not be able to talk (or scream).

In order to break free from a hold, a character needs to perform a normal Unarmed mêlée attack with a -2 mod to his OV, and score at least a Hit to succeed. The DV of the character holding him is modified by +1 for each character helping him.

A character holding another character is also for game purposes defined as helpless (see **Helpless or Surprised Targets**) and can not perform any other action, save talk (or scream), as long as he keeps the hold.

The Throwing Axe (Optional Rule 8)

The throwing axe behaves somewhat unpredictably when it misses its intended target and instead hits the ground near it; the axe tends to bounce in a fairly random direction (much like a rugby ball), at great peril for anyone nearby. So if it misses its intended target when thrown and there are someone (friend or foe) located somewhere within 10' in all directions behind or to the left or right of the intended target there is a chance the throwing axe bounces off the ground and hits one of them instead. In MYFAROG this means the player (or myth master) needs to cast a D20 whenever there is a chance for the throwing axe to hit anyone (or perhaps anything) else instead whenever a character misses his intended target.

Number of potential targets	Potentially hits one on (D20):
1-2	1-2
3-4	1-3
5-6	1-4
7-8	1-5
9-10	1-6
11-12	1-7
13-14	1-8
≥ 15	1-9

If aware of the axe and able to use Dodging, the unintended target hit can test Dodging against DD 14 to see if he is able to dodge the throwing axe. Add the shield mod for DV (MI) if he carries one to, and subtract his size from, the result. A Semi-Success or better means he successfully dodges the bouncing throwing axe.

If the throwing axe does hit someone (or something) when bouncing it inflicts weapon damage (normally D8).

ARMOUR

Armour	AV	MS ¹	Weight (lbs)	Stealth DD	Swimming DD	
Fur shirt	1		5	-3 ²	+2	
Laminated armour	aurichalcum	4	-1 mod	15	+2	+4
	boiled leather	2		10	+1	+3
	bronze	3	-1 mod	17	+2	+4
	iron	3	-1 mod	15	+2	+4
Mail shirt	aurichalcum	4 ³	-1 mod	25	+1	+5
	bronze	3 ³	-1 mod	28	+1	+6
	iron	3 ³	-1 mod	25	+1	+5
Mail shirt with scales (modify the statistics of the mail shirt based on the type of scales used)						
	aurichalcum	+2	-2 mod	+20	+2	+5
	boiled leather	+1	-1 mod	+10		+3
	bronze	+1	-2 mod	+23	+2	+6
	dragon	+2		+3		+1
	iron	+1	-2 mod	+20	+2	+5
	ivory	+1	-1 mod	+10	+2	+3
Muscular cuirass	aurichalcum	3	-1 mod	10	+1	+2
	boiled leather	1		5		+1
	bronze	2	-1 mod	11	+1	+2
	iron	2	-1 mod	10	+1	+2
Scale armour ⁴	aurichalcum	4	-2 mod	25	+2	+6
	boiled leather	2	-1 mod	15		+4
	bronze	3	-2 mod	28	+2	+7
	dragon	4		5		+1 ⁵
	iron	3	-2 mod	25	+2	+6
	ivory	3	-1 mod	15	+2	+4

¹Negative modification negated by positive Str. E. g. a character with +1 Str using a bronze scale armour suffers a -1 mod on MS instead of a -2 mod, because -2 + 1 = -1. In relation to the Tempo skill the MS mod is * 2.5 and rounded up to nearest whole 5 (e. g. a -1 MS mod [-1 * 2.5 = -2.5] becomes -5).

²If the fur is made from any non-predatory animal, and Stealth is used in relation to any non-predatory animal, otherwise +0.

³Total AV (including the AV from sorcery and helmets) -1, to a minimum of 0, when hit by a concussion weapon. This does not apply if the mail shirt is a mail shirt with (any type of) scales. See the skill Mêlée.

⁴Scales sewn onto a leather shirt.

⁵The dragon scales are so light that if thrown into the water this armour actually floats, meaning that although it is indeed a bit difficult to swim in this armour as well, some of the difficulty is negated by the fact that the armour gives you some buoyancy.

MÊLÉE WEAPONS

Mêlée Weapon ¹	Damage (Min. Str ²)	Cut/Shock Mod ³	Weight	Description
Concussion Weapons				
Battle axe, long (2H) ^{4/5}	D12 (+1)	+0/+0	4 lbs	Long-shafted war axe
Battle axe, short (-1 DV) ⁵	D8 (+0)	+0/+0	3 ma	Short-shafted war axe
Club (-2 DV)	D3 (+0)	+2/-2	3 ma	A heavy 2' long stick
Flail (-2 DV) ^{4/6}	D6 (+0)	+2/-2	5 ma	A peasant's tool
Hammer (-2 DV)	D4 (+0)	+2/-2	2 lbs	A craftsman's tool
Hatchet (-2 DV)	D6 (+0)	+1/+0	2 lbs	A craftsman's tool
Mace (-2 DV)	D6 (+0)	+1/-2	2 lbs	A club with metal knobs or metal head
Pick axe (-1 OV, -2 DV)	D8 + 1 (+1)	+0/+0	5 ma	A miner's tool
Spear sling (-2 DV)	D2 (-3)	+2/-2	1 ma	2' long stick
Staff sling (-1 DV, 2H)	D3 (-1)	+2/-2	1 lb	3-4' long stick with a sling attached
Throwing axe (-2 DV)	D8 (+0)	+0/+0	3 ma	Axe designed for throwing
Wand (-4 DV)	0	+2/-2	1 ma	A sacred bough
War flail (-2 DV) ^{4/6}	D8 (+1)	+1/-2	4 lbs	A transformed flail
Woodman's axe (2H) ⁴	D10 + 1 (+3)	+1/+0	6 lbs	Long & heavy axe
Spear Weapons				
Angon (-2 DV) ^{7/8/9}	D10 (+0)	-1/+1	7 ma	Heavy javelin, 6-8' long
Javelin (-1 DV) ^{4/7}	D6 (-2)	-1/+1	1 lb	Short (3-5') throwing spear
Light javelin (-3 DV) ^{8/9}	D4 (-3)	-1/+1	1 ma	Long & light throwing spear
Spear ^{5/7/8/9}	D8 + 1 (-1)	-1/+1	2 lbs	6-8' long, sometimes winged
Staff (+1 DV, 2H) ^{8/9}	D4 (-2)	+2/-2	3 ma	6-8' long stick
Sword-scythe (2H) ⁹	D12 (+0)	-2/+2	7 ma	A sword with a long and slightly curved blade
Trident ^{7/8/9/10}	D10 (+0)	-2/+1	5 ma	Three-pronged spear
War scythe (+1 DV, 2H) ^{8/9}	D6 + 1 (-2)	-2/+1	5 ma	A transformed scythe
Swords & Daggers				
Curved short sword (-2 DV)	D6 (-2)	-2/+2	1 lb	One-handed sword-scythe
Dagger (-2 DV)	D5 (-3)	-2/+2	1 ma	A large double-edged knife
Lead-weighted dart (-4 DV)	D3 (-3)	-1/+1	3 oz	A dart, made for throwing
Long seax (-1 DV)	D6 + 1 (-2)	-2/+2	3 ma	Single-edged short sword/long knife, 20-29" long
Long sword ⁴	D10 (-1)	-2/+2	3 lbs	Double-edged, 33-40" long
Short seax (or "knife") (-3 DV)	D4 (-3)	-2/+2	8 oz	A hunter's tool, up to 19" long
Short sword (-1 DV)	D8 (-2)	-2/+2	5 ma	Double-edged, 25-32" long
Sickle (-3 DV)	D4 (-2)	-2/+2	1 ma	Curved knife
Sickle-shaped sword (-1 DV)	D8 + 1 (+0)	-2/+2	7 ma	A heavy single-edged short sword, 25-32" long
Unarmed/Natural Weapons				
Battle glove (-1 OV, -4 DV) ¹¹	D3 (-3)	+4/+0	1 ma	Leather strips fastened to the hands
Natural weapons	¹²	+0/+0		Animal claws, teeth, horns, etc.
Unarmed (-1 OV, -5 DV) ¹¹	1 (-4)	+6/+2		

¹If a character uses two weapons (dual-wielding) at the same time or a shield and a weapon the best (or least negative) DV modification is used – and the user also gets a +1 to his OV. A character dual wielding uses only one of these weapons as his main weapon each time he attacks, but the player can choose which one his character uses as his main weapon (see Weapon Damage, page 31). E. g. a character armed with a dagger (-2 DV MÊ) and a wicker shield (+0 DV MÊ) will get a +0 DV MÊ mod. If he wields a dagger and a short sword (-1 DV MÊ) he will instead get a -1 DV MÊ mod. He will only get the -2 DV MÊ mod for the dagger if he is armed only with the dagger (or if he is dual-wielding with a dagger in each hand).

²A character with less than minimum Str must subtract the difference between his Str and minimum Str from OV, DV and damage when using that mêlée weapon. See the skill Crafts and **Trade (The Land of Thulé)**.

³If damage is inflicted the Cut/Shock result is modified depending on which weapon is used. The first number modifies Cut test and the latter Shock test. See **To Hit & Damage Resolution**.

⁴-1 OV/DV in confined space.

⁵+2 OV (for winged spear used two-handed and for battle axe) or +1 OV (for winged spear used one-handed) against opponents using a large shield or a deeply-dished shield, or +1 OV (for winged spear used one- or two-handed and for battle axe) against opponents using a medium or small shield or a wicker shield (assuming the weapon is used to hook the shield of the opponent).

⁶+1 OV when used against an opponent carrying a shield (but only if that shield has at least a +1 DV MÊ mod).

⁷+0 DV (or +1 DV if spear or trident) instead if used two-handed. +1 DV instead if winged spear used one-handed. +2 DV instead if winged spear used two-handed. -1 DV instead if angon used two-handed.

⁸See **Charges**.

⁹-2 OV/DV in confined space.

¹⁰Double the AV of any target hit by a trident. It is very hard to penetrate armour with a three-pronged spear.

¹¹+0 OV (+1 for Battle Glove) and +0 DV instead, if facing another human or demi-human fighting Unarmed or armed only with Battle Glove.

¹²Claws, hooves, horns, fangs, etc. See **The Creatures & Phenomena of Thulé**.

All mêlée (and thrown) weapons are listed assumed to be made of iron and/or wood. If made from aurichalcum or bronze instead modify the weapon statistics like this:

Aurichalcum: damage +1.

Bronze: minimum Str +1. When fumbling with a bronze weapon, cast a D8: the weapon will suffer damage on 1-2 (1 for concussion weapons). See optional rule 6 (page 39). See Weapons list under **Trade (The Land of Thulé)**.

SHIELDS

Shields (Min. Str) ¹	Shield mod (to MÊ/MI) ²	MS ³	Weight	Description ⁴
Deeply-dished (+0) ⁵	+2 DV/+2 DV	-4	15 lbs	Large, round, wood and thin sheet of metal
Large aurichalcum (+1) ^{5/6}	+2 DV/+5 DV	-5	18 lbs	Wooden frame with aurichalcum plates
Large bronze (+1) ^{5/6}	+2 DV/+4 DV	-5	20 lbs	Wooden frame with bronze plates
Large iron (+1) ^{5/6}	+2 DV/+5 DV	-5	18 lbs	Wooden frame with iron plates
Large plywood (+0) ⁵	+3 DV/+3 DV	-6	16 lbs	Rectangular, partly cylindrical
Large wooden (+0) ^{5/6}	+2 DV/+4 DV	-3	12 lbs	Wood and rawhide
Medium aurichalcum (+0) ⁶	+2 DV/+3 DV	-4	16 lbs	Wooden frame with aurichalcum plates
Medium bronze (+0) ⁶	+2 DV/+2 DV	-4	18 lbs	Wooden frame with bronze plates
Medium iron (+0) ⁶	+2 DV/+3 DV	-4	16 lbs	Wooden frame with iron plates
Medium wood/plywood (-1) ⁶	+2 DV/+2 DV	-3	11 lbs	Wood or plywood and rawhide
Small aurichalcum (+0) ⁷	+1 DV/+2 DV	-3	14 lbs	Wooden frame with aurichalcum plates
Small bronze (+0) ⁷	+1 DV/+1 DV	-3	15 lbs	Wooden frame with bronze plates
Small iron (+0) ⁷	+1 DV/+2 DV	-3	14 lbs	Wooden frame with iron plates
Small wooden (-1) ⁷	+1 DV/+1 DV	-2	9 lbs	Wood and rawhide
Wicker (-3) ^{8/9}	+0 DV/+1 DV	-1	3 lbs	Oval, round or crescent shaped, wicker or wooden frame with rawhide

¹Unless you wear a backpack you can attach a shield to your back, but if you do you only enjoy half the shield mod and only against attacks from the rear. The negative mod to MS does not disappear even if you attach the shield to your back, but it does enable you to use a weapon two-handed and makes it easier to climb and swim with a shield. See the skills Climbing and Swimming. A character with less than minimum Str must subtract the difference between his Str and minimum Str from DV (to a minimum of +0) and add the difference to the MS penalty when using that shield. See the skill Crafts and Trade (**The Land of Thulê**). See also footnote 3.

²+1 OV MÊ shield mod for all shields, except when used in confined space. Carrying a shield provides better opportunity to attack, and the shield itself can be used to push or hit the opponent. Shield DV mod is halved if the character is lowering his guard. See **Lowered Guard**. See the skill Stamina. See also Stance & Movement under **Combat Modifications**. DV (MI) * 2 if a character is aware of the missiles being thrown or shot at him and has the opportunity to freely spend his round using his shield to defend against the missiles, forfeiting all his other actions.

³The MS mod for shields does not affect the Dodging skill unless the user of the shield has less than minimum Str.

⁴Unless otherwise stated, all shields can be hexagonal, oblong, oval, rectangular or round.

⁵Large and deeply-dished shields can *not* be used from the back of a riding animal.

⁶The carrier of this shield can hold 1 javelin or 2 light javelins or lead-weighted darts in his shield hand whilst using the shield, without encumbrance penalty.

⁷The carrier of this shield can hold 2 javelins or 3 light javelins or lead-weighted darts, or one other weapon, in his shield hand whilst using the shield, without encumbrance penalty.

⁸Can be used in combination with a sling (but not with a staff sling).

⁹The carrier of this shield can (unless he is using it in combination with a sling) hold 3 javelins or 5 light javelins or lead-weighted darts, or one other weapon, in his shield hand whilst using the shield, without encumbrance penalty (i. e. the same as one would realistically be able to hold in the left hand if not carrying a shield at all). See Special Attacks & Manoeuvres under **Combat Modifications**. See **Encumbrance (Skills)**.

MISSILE WEAPONS

Missile Weapon	Damage (Min. Str) ¹	Cut/Shock		Base Range (in feet) ²	
		Mod	Weight		
Bows & Crossbows					
Composite bow ³	D6 + Str	-1/+3	3 ma	50	
Crossbow (+1 OV) ⁴	D6 + 1 + Str	-1/+3	2 lbs	40	
Self bow, long ⁵	D6 + Str	-1/+3	1 lb	45	
Self bow, short ³	D4 + Str	-1/+3	1 ma	35	
Concussion Weapons (Thrown)					
Battle Axe, short (-1 OV)	D8 (+0)	+0/+0	3 ma	10	
Club	D3 (+0)	+2/-2	3 ma	10	
Hammer	D4 (+0)	+2/-2	2 lbs	10	
Rock	D3 + Str	+2/-2	Str * lbs	10	
Throwing axe	D8 (+0)	+0/+0	3 ma	10	
Lead-Weighted Darts (Thrown)					
Lead-weighted dart	D3 (-3)	-1/+1	3 oz	20	
Slings					
Sling	clay bullet (-1 OV) ^{5/6}	D3 (-3)	+2/-2	2 oz	45
	lead bullet (-1 OV) ^{5/6}	D4 (-3)	+2/-2	2 oz	55
	stone (-2 OV) ^{5/6}	D3 (-3)	+2/-2	2 oz	40
Staff sling	clay bullet (-2 OV) ⁷	D6 (-1)	+2/-2	1 lb	70 (minimum 15)
	lead bullet (-2 OV) ⁷	D6 + 1 (-1)	+2/-2	1 lb	80 (minimum 15)
	stone (-3 OV) ⁷	D6 (-1)	+2/-2	1 lb	60 (minimum 15)
Spears (Thrown)					
Angon	D10 (+0)	-1/+1	7 ma	15	
Javelin	D6 (-2)	-1/+1	1 lb	25	
Light javelin		D4 (-3)	-1/+1	1 ma	20
	w. spear sling ⁸	D8 + 1 (-3)	-1/+1	1 ma	40
Spear	normal	D8 + 1 (-1)	-1/+1	2 lbs	15
	winged	D8 + 1 (-1)	-1/+1	2 lbs	10
Trident	D10 (+0) ⁹	-2/+1	5 ma	10	

¹A character with less than minimum Str must subtract the difference between his Str and minimum Str from DV (to a minimum of +0) and add the difference to the MS penalty when using that shield. See the skill Crafts and **Trade (The Land of Thulé)**. Bows, crossbows and thrown rocks are listed with Str added to the damage of the weapon. This means that a rock used by or a weapon made for a creature with e. g. +2 Str, has a minimum Str of +2.

²When shooting/throwing in confined space (e. g. indoors or in a dense forest) long range is the maximum range for crossbows, short range is the maximum range for lead-weighted darts and medium range is the maximum range for all other missile weapons.

³-1 to hit in confined space.

⁴You can normally shoot a crossbow only every second round, meaning it takes one round to load a crossbow.

⁵-2 to hit in confined space.

⁶A sling (but not a staff sling) can be used in combination with a wicker shield.

⁷Staff sling can not be used at all as a missile weapon in confined space. You can normally shoot with a staff sling only every second round, meaning it takes one round to load a staff sling. See **Combat Modifications**.

⁸You can throw a light javelin every other round if you use a spear sling. You can load a spear sling and walk with the weapon ready for use. If you have the Spear Thrower talent you can also jog with the weapon ready for use. A spear sling can be used as a m  le weapon. See list of m  le weapons.

⁹Double the AV of any target hit by a trident. It is very hard to penetrate armour with a three-pronged spear.

Arrows and bolts are listed assumed to have heads made of iron. If the head of the arrow/bolt head is made from other materials modify the weapon statistics like this:

Aurichalcum: damage +1

Bone (still commonly used for small game hunting): damage -1, if used against a target wearing metal armour the target's AV is an extra 2

Bronze: if used against a target wearing metal armour other than one made from bronze the target's AV is an extra 1

Flint (still sometimes used for hunting): damage +2, if used against a target wearing metal armour the target's AV is an extra 2

Base Range	Range	OV Mod
*1	Short	+0
*2	Medium	-2
*4	Long	-6
*8	Extreme	-12

SKILLS

Testing of Skills	Consequence
Result $\geq 5 < DD$	Critical Failure
Result 1-4 $< DD$	Failure
Result = DD	Semi-Success
Result 1-4 $> DD$	Success
Result $\geq 5 > DD$	Critical Success
Cast a natural 3	Critical Failure
Cast a natural 4	At best Failure
Cast a natural 17	At worst Semi-Success
Cast a natural 18	At worst Success

Task	DD	DD Range ¹
Routine	4	≤ 7
Easy	8	8-11
Medium	12	12-15
Hard	16	16-19
Very Hard	20	20-23
Absurd	24	≥ 24

¹A standard DD modified will often end up differing slightly from the standard DD definition. The DD range is normally only used to determine the amount of XP a character gets from succeeding.

Random DD (D10)	DD	Task
10	4	Routine
8-9	8	Easy
5-7	12	Medium
3-4	16	Hard
2	20	Very Hard
1	24	Absurd

Mod to MS	Encumbrance level
+0	Light load
-1	Medium load
-3	Heavy load

Mod to MS & SS Character Condition	
-1	Tired ¹
-2	Weary ¹
-3	Exhausted ¹
-1	Seriously injured ²
-3	Severely injured ²

¹See Stamina.

²See **Health Points (Combat Rules)**.

Degree of Difficulty	Dice Result	XP
≤ 7	Routine	3-8
8-11	Easy	9-11
12-15	Medium	12-14
16-19	Hard	15-17
20-23	Very Hard	18
≥ 24	Absurd	250
		500
		1000

FORAGING

Result	Day Rations
≤ 5	0
5-7	0 ¹
8-11	1 ¹
12-13	D3 ¹
14-15	D6 ¹
16-19	D6 + 1 ¹
20-23	D6 + 2 ¹
≥ 24	D6 + 3 ¹

¹You also find drinking water.

Modifications for Foraging

+0	In a forest
+2	In cultural landscape (that is stealing though... Test Stealth against a random DD in order not to be caught red-handed)
+1	Along the coast, river or in a boat (fishing)
-1	In the mountains ¹
-3	In a bog ²
+0	Autumn, summer or spring
-3 ¹	Winter
-1	There is a fog, or it is raining or snowing ¹
-2	Normal eyes during the night
-5	Normal eyes in pitch black darkness
-5	Night vision in pitch black darkness
-1	Ettin eyes in artificial light
-2	Ettin eyes in daylight

¹+0 instead if searching for drinking water. +0 instead if fishing.

²If you drink bog water, test your Disease Resistance against a disease with PL 3D6.

HEALING

Result	HP Healed	Result	Bleeding ¹
≤ 5	-2	≤ 7	+1
6-7	-1	8-11	+0
8-11	+0	12-13	-1
12-13	+1	14-15	-2
14-15	+2	≥ 16	-3
16-21	+4		
22-25	+8		
26-31	+16		
≥ 32	+32		

¹The result indicates an instant increase in severity (+) or a decrease in severity (-). See **Combat Rules**.

Result	Consequence	Damage to CON
$\geq PL$ ¹	n/a	0
1 $< PL$ ¹	-1 ²	1
2 $< PL$ ¹	-2 ²	2
3 $< PL$ ¹	-4 ²	3
4 $< PL$ ¹	-6 ²	4
5 $< PL$ ¹	-10 ²	5
$\leq 6 < PL$ ¹	Death	

¹The Power Level of the poison/disease.

²To all skills and spells.

D6	Works after:
1-2	D6 rounds
3	D6 minutes
4	D6 hours
5	D6 days
6	D6 weeks

Result	Paralysing Poison
≥ PL ¹	n/a
1 < PL ¹	1 minute of paralysis ²
2 < PL ¹	2 minutes of paralysis ²
3 < PL ¹	3 minutes of paralysis ²
4 < PL ¹	4 minutes of paralysis ²
5 < PL ¹	5 minutes of paralysis ²
≤ 6 < PL ¹	6 minutes of paralysis ²

¹The Power Level of the poison.

²Starts to work D6 + target's Con rounds after poison has been delivered to target.

Result	Poison/Disease Duration
≤ 5	6 months
6-7	1 month
8-11	1 week
12-13	6 days
14-15	5 days
16-19	4 days
20-23	3 days
24-25	2 days
26-27	1 day
≥ 28	6 hours

Result	Duration ¹
≤ 5	Increased by 250%
6-7	Increased by 150%
8-11	No effect
12-13	Reduced by 20%
14-15	Reduced by 40%
16-19	Reduced by 60%
20-23	Reduced by 80%
≥ 24	Reduced by 100% ²

¹The duration of the poison or disease.

²This is the only result able to completely and instantly cure a target, even if the effect was to be fatal (but has not yet started working).

Mod	Healer
-2	The one giving Healing has no bandages ¹
+1	Has an assistant with at least half his proficiency
+2	Uses surgeon's tools ^{1/2}
-1	Performs Healing on himself
-4	Performs Healing on a child ³

¹Does not apply to cases of drowning, disease or poisoning.

²Healer must have at least +5 Healing proficiency to use these tools.

³See Life & Death comment below. This applies whether the Healer is using sorcery/asking for favours or not.

NAVIGATION & TRACKING

Result	Miles per Hour
≤ 2 or natural 3	(Wrong way) ¹
3-5 or natural 4	(Walks in circle) ²
6-7	-4
8-9	-3
10-11	-2
12-13	-1
14-15	+0
16-19	+1
20-23	+2
≥ 24	+3

¹The party travels 1 hour at normal speed in a (randomly chosen) wrong direction before they realise that they have gone the wrong way (if this makes sense in that situation).

²The party spends 1 hour travelling when they realise that they are back to where they started (if this makes sense in that situation).

Illumination mods to travel time	Miles per Hour
Night with Full Moon ¹	-1
Night with Waxing/Waning Moon ¹	-2
Night with Lunar eclipse ¹	-3
Total Darkness ²	-8

¹Does not apply to characters with Night Vision or Ettin Eyes if they travel alone or in a group where everyone has Night Vision or Ettin Eyes.

²Does not apply to characters with Ettin Eyes if they travel alone or in a group where everyone has Ettin Eyes.

Other mods to travel time	Miles per Hour
Ranger or Stalker	+Int ¹
For every full 5 individuals in the party	-1 ²

¹This mod applies to the Ranger/Stalker himself and to everyone in his company, and only when travelling in marshland, forest or mountainous terrain.

²To a maximum of -3.

Tracking + 3D6	Consequence
5 ≤ DD	Critical Failure. E. g. he finds other or false tracks or leads, sending him in the wrong direction
1-5 < DD	Failure. Finds no tracks
= DD	Semi-Success. Finds the tracks
1 to 2 > DD	Success. Can also tell what type of creature left the tracks
3 to 4 > DD	Success. Can also tell the number of creatures leaving tracks
≥ 5 > DD	Critical Success. Can also accurately tell the age of the tracks

DD ¹	Tracking
4	In snow or sand
6	In a meadow
12	In the forest
16	Along a trail
20	Along a road
14	Find where someone has left the trail/road
30	In a cobblestone street/road

¹-1 DD for every additional 4 individuals leaving tracks, to a maximum of -4.

DD Modifications to Tracking	
-1	Fresh tracks (less than two hours old)
+0	Tracks less than one day old
¹	Old tracks
-1	It rained the day before the tracks were made
²	It has rained after the tracks were made
+2	In darkness and the tracker has ordinary eyes
+5	In pitch black darkness and the tracker has ordinary eyes or Night Vision
+1	In artificial light and the tracker has Ettin Eyes
+2	In daylight and the tracker has Ettin Eyes
+1	In rain and fog
+	Mod for the size of the largest tracked creature
-2	At least one of the tracked creatures is bleeding

¹+1 DD for each day since the tracks were made.
²An additional +1 DD for each rainy day since the tracks were made. See Footnote 1.

SOCIAL SKILLS

DD	The target is
-5	Affectionate
-3	Friendly
-1	Welcoming
+0	Neutral
+2	Suspicious
n/a	Hostile

DD	Other factors
-D6	Gifts/bribes ¹
-D6	Threats or other means of pressure ¹
+X	Mod for Dancing, Flute Playing, Lyre Playing, Poetry, Singing and/or World Lore.

¹Failure when using bribes, threats or other pressure worsens the NPC's relationship to the character by one degree. Critical Failure worsens the NPC's relationship to the character by two degrees. If the relationship to the character turns to hostile this might be very serious to the character and he risks being attacked.

Result	X ¹
≤ 4	+4 DD
5-7	+2 DD
8-11	+0 DD
12-13	-1 DD
14-15	-2 DD
16-19	-3 DD
20-23	-4 DD
≥ 24	-5 DD

¹Mod for Dancing, Flute Playing, Lyre Playing, Poetry, Singing and/or World Lore. DD modifications are cumulative if more than one skill is used. See Poetry.

DD	Example Tasks for Social Skills
8	Start a conversation in order to use skills such as Dancing, Flute Playing, Lyre Playing, Poetry, Singing or World Lore
6	Convince a person to tell you directions
12	Convince a person to guide you to the location you want directions to
6 + #	Convince a person living outside of a town or stead to show you hospitality for one night. The number (#) of party members influences the DD.
16 + #	Convince a person living in a town or stead to show you hospitality for one night. The number (#) of party members influences the DD. (It is more normal to sleep in a temple's dormitory in towns and steads.)
4	Convince a merchant to trade with you in the morning (after 06:00, during the day or in the evening (before 18:00)
8	Convince a merchant to trade with you in the evening (after 18:00)
14	Convince a merchant to trade with you in the night or in the morning (before 06:00)
16	Convince a person to treat you with food and drink
24	Convince a person to reveal a secret he has sworn not to reveal to anyone
30	Convince a king to not let your crimes have any consequence for you

STAMINA & TEMPO

Activity	Spent SP
Carry out a Charge	2
Cast a Spell	Spell PL ¹
Climb	1 every 2 rounds
Crawl	1 every 2 rounds
Dance	1 every minute
Dash	5 every round
Drive carriage	1 every hour
Enchant an item	Stamina * 2
Engaged in mêlée	1 every round ²
Fly at full speed	1 every 4 minutes
Fly fast	1 every 10 minutes
Fly slow	1 every hour
Fly very fast	1 every 5 minutes
Fly very slow	1 every 20 minutes
Hold your breath	2 every round ³
Jog	1 every 5 minutes
Carry heavy object	4 every round
Ride (any creature)	1 every hour
Ride (any creature) fast	1 every half hour
Row a boat	1 every 15 minutes
Run	1 every minute
Sail a ship	1 every hour
Shoot/throw missile	1 every minute
Sneak and/or Track	1 every half hour
Sprint	1 every round
Swim	1 every 2 minutes
Swim fast	1 every 2 rounds
Swim slowly	1 every 15 minutes
Tactical advance/ offensive fighting	2 every round
Tactical retreat/ defensive fighting	1 every 2 rounds
Walk	1 every half hour

¹The time spent to cast the spell does not matter in this context. Elf-borns only spend ½ spell PL(rounded up) SP when casting spells. Wood Elves only spend ¼ spell PL (rounded up) when casting spells.

²This also applies to mounted fighters, but SP is for them spent for mêlée instead of for riding. See also tactical advance and tactical retreat in this table.

³A character automatically recovers all the SP spent for holding his breath after 2 rounds of normal breathing.

Condition (all Skills)	Mod	Other Restrictions ¹
Tired	-1	Can not Dash
Weary	-2	Can not Sprint
Exhausted	-3	Can not Fly, Run or Jog
Unconscious	n/a	Can not do anything

¹Effect are cumulative.

Action	Speed ¹	Mod ²
Crawl	Tempo / 4	-1 mod
Climb	Tempo / 4	-1 mod
Sneak and Track	Tempo / 3	+0 mod
Carry heavy object	Tempo / 2	-2 mod
Sneak	Tempo / 2	-1 mod
Track	Tempo / 2	+0 mod
Walk/fly very slow	Tempo ³	-1 mod
Jog/fly slow	Tempo * 1.5 ³	-2 mod
Run/fly fast	Tempo * 2 ³	-3 mod
Sprint/fly very fast	Tempo * 3 ³	-4 mod
Dash/fly at full speed	Tempo * 4 ³	-6 mod

¹Always round up to nearest whole 5.

²Mod to Perception. See Tracking and Stealth.

³Add Str * 5 to the result for player characters. E. g. a character with +2 Str (and the standard Tempo proficiency of 40) can climb (Tempo / 4 => 10' in one round, jog (40 * 1.5 + [2 * 5] => 70' in one round and sprint (40 * 3 + [2 * 5] => 130' in one round.

Action	Check for Fall
Run	Test Acrobatics against DD 4 at the start of every minute running
Sprint	Test Acrobatics against DD 6 every round sprinting
Dash	Test Acrobatics against DD 8 every round dashing

ITEM QUALITY

Quality (real value)	Effect
Light elf (*4) ¹	Negates -1 effect to MS for armour Negates -1 effect to Stealth & Swimming for armour -1 minimum Str on weapons and shields
Lukan/dark elf (*4) ²	+1 weapon damage +1 DV (MÊ and MI) for shields +1 AV for armour +1 modification to tools
Terrible (*0.25)	-3 modification
Poor (*0.5)	-2 modification
Below average (*0.75)	-1 modification
Average (*1)	n/a
Above average (*1.5)	+1 modification
High (*3)	+2 modification
Very high (*6)	+3 modification
Exceptional (*10)	+4 modification
Divine (*20)	+5 modification

¹This is an extra mod (and increase in real value) to all weapons and armours made by the light elves.

²This is an extra mod (and increase in real value) to all weapons, shields, armours and tools made by the deity Lukan or the dark elves.

Item	Modification on
Armour	AV (mod / 2) and/or (negation of penalty on) MS, Stealth or Swimming
Helmet	AV (mod / 2) and/or (negation of penalty on) Perception/Tracking
Mêlée weapon	Damage, OV (MÊ) (mod / 2) and/or (negation of penalty on) DV or minimum Str ¹
Missile weapon	Damage, OV (MI) (mod / 2), minimum Str ¹ and/or Base Range in whole 5' (2.5' for thrown weapons)
Shield	DV (MI) (mod / 2) and/or (negation of penalty on) MS or minimum Str ¹
Other	Myth master's decision

¹A positive mod to minimum Str will not increase but reduce the minimum Str.

Note that a weapon can never have more than +1 to OV regardless of quality. If more effect from quality can be given the weapon, it *must* be distributed between minimum Str and weapon damage.

Random Quality Table		
3D6	Quality	Real Value
3	Terrible	*0.25
4	Poor	*0.5
5-6	Below average	*0.75
7-14	Average	*1
15-16	Above average	*1.5
17	High	*3
18	Very high	*6

WIND & WEATHER

Weather	3D6 ¹
Clear sky	≤ 10
Partly clouded	11-12
Clouded	13-15
Clouded and rain ²	16-17
Clouded, rain ³ and thunder	≥ 18

¹+/- any mods for month, for casting the spell Manipulate Weather and +5 if in EtunahaimaR.

²Cast a D6 on the rain table to find the type of rain.

³Always rain, unless it is freezing temperatures, in which case it snows instead.

Wind Strength	Wind Speed	3D6 ¹	DD ²
Calm	0-1 knot	≤ 5	+0
Light air	1-3 knots	6-8	+0
Light breeze	4-6 knots	9-11	+0
Gentle breeze	7-10 knots	12-13	+0
Moderate breeze	11-16 knots	14	+1
Fresh breeze	17-21 knots	15	+2
Strong breeze	22-27 knots	16	+2
Moderate gale	28-33 knots	17	+2
Fresh gale	34-40 knots	18	+2
Strong gale	41-47 knots	19	+2
Whole gale	48-55 knots	20	+3
Storm	56-63 knots	21	+3
Hurricane	≥ 64 knots	≥ 22	+4

¹+/- any mods for month and for casting the spell Manipulate Wind. See also month. +5 if in EtunahaimaR.

²Seamanship/Swimming (in sea) DD.

Rain	D6
Fog	1
Fog and drizzle ¹	2
Drizzle ¹	3
Rain ¹	4-5
Hail ¹	6

¹Snow if freezing temperatures.

Wind direction	2D6 ¹	Temperature
Easterly	≤ 2	-2
South-easterly	3	-4
Southerly	4	-6
South-westerly	5	-2
Westerly	6-7	+0
North-westerly	8-9	+2
Northerly	10-11	+4
North-easterly	≥ 12	+0

¹+/- any mods for casting the spell Manipulate Wind.

Month	Season	Wind Strength	Weather	Temperature
Walaskelbijō	Winter	+3	+2	-9
Hemenaberga	Winter	+2	+3	-13
LandawīduR	Winter	+1	+2	-20
SinkwabankiR	Winter	+0	+0	-7
PruðōhaimaR	Spring	+0	+2	+3
Braiððblika	Spring	+0	+0	+7
Nôwatuna	Spring	+0	+0	+8
GlítnijaR	Summer	-1	-1	+9
FulkawangíR	Summer	-1	-1	+10
AlbahaimaR	Summer	+0	+0	+7
GlaðashaimaR	Autumn	+1	+2	+0
ÞrímahaimaR	Autumn	+2	+4	-3
ÍwadalaR	Autumn	+3	+6	-4
(NuhieradagaR)	(New Year's Day)	+4	+8	-7

TRAVEL & SURVIVAL

Travelling	DD
After the first rest (up to 2 hours travelled that day)	16
After the second rest (+2 hours travelled that day)	18
After the third rest (+2 hours travelled that day)	20
After the fourth rest (+2 hours travelled that day)	22
After the fifth rest (+2 hours travelled that day)	24
After the sixth rest (+2 hours travelled that day)	26
Carrying a medium load	+1
Carrying a heavy load	+3
The traveller is a Ranger or Stalker	-2
Jogging	+2
Jogging (1 hour) <i>and</i> walking/sneaking/tracking (1 hour)	+1
Passenger of boat/ship/wagon	-4
Riding/driving a wagon	-2
Riding fast	+0
Row a boat	+2
Sail a ship	-2
The <i>highest</i> or <i>lowest</i> temperature that day:	
≥ +21	+1 ¹
+5 to -5 degrees	+1 ²
-6 to -10	+2 ²
-11 to -20 degrees	+4 ²
≤ -21 degrees	+8 ²
Walking/sneaking/tracking	+0

¹The DD for high temperatures is negated by positive Heat Toughness.

²The DD for low temperatures is negated by positive Cold Toughness, including any Cold Toughness characters get from wearing warm clothes. See Clothes, Hides & Armour under **Trade**.

A negative MS mod of armour worn shall also be added as a *positive* modifier to the Stamina DD for travelling.

Stamina Travel Result ¹	Consequence
Critical Failure	Weary until he has slept one night ² .
Failure	Tired until he has slept one night ² .
Semi-Success	Tired until he has slept one night ² .
Success	Still rested ² .
Critical Success	Still rested, and he could even assist another character on the way (-2 DD for that character).

¹There are no natural results for this test.

²The character also needs to test his Wil every Rest he tries to stay awake between 22:00 and 06:00 (e. g. to keep watch). The DD is 3 for Success, 6 for Semi-Success, 9 for Failure and 12 for Critical Failure. DD is +1 for every additional Rest he stays awake. A character does not need to test Wil to stay awake if he has slept 6 or more hours that night same.

D6	Acrobatics Failure in Bog
1-2	He falls and takes D6 - 3 damage
3-7	He falls into a bog and must test his Swimming against DD 8 and then Climbing against a random DD to get out ¹

¹If freezing temperatures this is instead a fall through the ice or into freezing water with a +2 added to the Swimming DD. If the freezing

Travel Mode	Road ¹	Path/Fields ¹	Bog ^{1/2}	Mountain ¹	Forest ¹	Gemahlewa
Sneak <i>and</i> Track	1	1 ³	1 ³	1 ⁴	1 ³	1 ⁴
Sneak <i>or</i> Track	2	2 ³	2 ³	2 ⁴	2 ³	2 ⁴
Walk	4	3 ³	2 ⁴	2 ⁴	2 ⁴	2 ⁴
Jog	6 ³	5 ⁴	4 ⁵	3 ⁵	3 ⁵	n/a

¹Add the spell PL * miles per hour for the spell Seven-Miles-Boots, but only if walking or jogging. Subtract 1 mile per hour for every full 1' of snow on the ground, 2 if the ground is muddy (and it will be after much rainfall, unless travelling on a paved road), and 1 if there is a fog. If the travel speed is modified to 0 or less miles per hour, travel is so hard that it takes 2 hours (or more!) instead to travel 1 mile. Skis have not (yet) been invented in Thulé.

²Use the Path/Fields if there were freezing temperatures the night before.

³Test Acrobatics against DD 5 (+1 for every two hours travelling, and +1 if snow, mud and/or ice on the ground) *once every day* when travelling.

⁴Test Acrobatics against DD 8 (+1 for every two hours travelling, and +1 if snow, mud and/or ice on the ground) *once every day* when travelling.

⁵Test Acrobatics against DD 8 (+1 for every hour travelling, and +1 if snow, mud and/or ice on the ground) *once every day* when travelling.

temperatures have lasted for more than one full day and night it is instead a normal fall 0' on the solid ice (D6 - 3 damage). See **Weather & Wind** and the skill Swimming.

D6	Acrobatics Failure in Forest/Road/Path/Field
1-5	He falls and takes D6 - 3 damage
6	He falls 5' down and takes D6 damage
7	He falls 10' down and takes 2D6 damage

D6	Acrobatics Failure in Mountain/Gemahlewa
1-4	He falls and takes D6 - 3 damage
5	He falls 5' down and takes D6 damage
6	He falls 10' down and takes 2D6 damage
7	He falls 20' down and takes 4D6 damage

A 'fall' resulting in damage to a character when travelling, can be everything from a normal fall to a rock slide or a character stepping on a sharp rock. It is supposed to cover everything that can happen to a person when he is travelling.

Travel Mode	Road	Path/Fields
Ride a horse	6 ¹	5 ³
Ride fast on a horse	9 ²	8 ³
Wagon (pulled by horse)	6 ¹	n/a

¹Test Riding against DD 5 (+1 for every two hours travelling, and +1 if snow, mud and/or ice on the ground) *once every day* when travelling.

²Test Riding against DD 8 (+1 for every two hours travelling, and +1 if snow, mud and/or ice on the ground) *once every day* when travelling.

³Test Riding against DD 8 (+1 for every hour travelling, and +1 if snow, mud and/or ice on the ground) *once every day* when travelling.

Travel Mode	Air
Ride a flying creature	X ¹
Ride fast on a flying creature	X * 1.5 ²

X = The flying creature's flying speed * 720 / 5000. Round up to nearest whole number.

¹Test Riding against DD 5 (+1 for every two hours travelling) *once every day* when travelling.

²Test Riding against DD 8 (+1 for every hour travelling) *once every day* when travelling.

See **Birds & Winged Lizards** under **Animals (The Creatures & Phenomena of Thulé)**.

When riding a flying creature all modifications of the travel time from (the skill) Navigation are divided by 3 and rounded down.

Travel Mode	Lake/Sea ¹	River ²
Rowing boat ³	4	6/1
Ship ³	12	15/3

¹See Wind Strength.

²Downstream/upstream travel (average current).

³Test Seamanship against DD 2 (for rowing boats) or DD 5 (for ships) (+1 for every two hours travelling) *once every day* when travelling.