

## Overland Travel

### Watches

- Break days and nights into 3 watches.
- 1 wilderness exploration roll is made per day/night cycle.
- While moving, 1 wandering monster check is made per watch.
- While stationary or searching, 1 wilderness roll is made per 3 watches (each night/day).

### Gear

- Bedrolls are necessary for sleeping without fatigue and protect from chill at night.
- Fur-lined cloaks lessen exposure effects from cold 1 level.
- Silk clothes lessen exposure effects from heat 1 level.
- Tents protect you from the rain, snow and lessen exposure effects from cold 1 level.
  - Weighs 4 stone and can hold 10 people
- Campfires allow for cooking, provide light and lessen exposure effects from cold 1 level.

### Camp Actions (each action takes 1 watch)

- Forage: Successfully foraging means you have found a water source and enough food to feed yourself for the day.
- Search: 6+ default or 5+ for elves.
- Gather firewood: 1d8 bundles in forest, 1d4-1 bundles in most other terrain. An axe adds +1 and allows you to collect the wood while foraging, searching or hunting.
  - Each bundle of wood will burn for 1 watch.
  - The first watch of the night is dusk, but the second two watches are dark unless a fire is built or lanterns/torches are used.
- Cook: 1-in-6 chance of botching the cooking and wasting the food. 1-in-6 chance of healing 1 HP (or an additional HP in the case of a specialist cook).
- Entertain: Music played by a specialist musician by a fire or in a tent heals 1 HP to everyone who spends the watch listening and relaxing.
- Guard duty
- Pray/Study: Recover spells.
- Sleep: Characters must sleep during 2 watches or they get fatigue.

### Hunting

- Hunting requires a bow or crossbow and takes a whole day without travel. 2d6 rations of meat are secured on a success.

Chance to Successfully Forage and Hunt by Terrain		
Terrain	Forage	Hunt
Jungle	2+ on a d6	3+ on a d6
Clear, Forest, River, Swamp	3+ on a d6	5+ on a d6
Desert, Ocean	4+ on a d6	6+ on a d6

## Status Effects

### Weakness

- 50% spell failure chance
- 2-in-20 chance to fumble on attack rolls
- -1 Morale

### Exposure

- Chill/Warm: Weakness
- Cold/Hot: ½ Max HP
- Extreme Cold/Heat: Death

### Fatigue

- Partial Sleep: Weakness
- 1 Missed Night: -1 Morale
- 2 Missed Nights: ½ Max HP (Exhaustion)
- 3 Missed Nights: Reduced to 1 HP
- You must rest for a full day to remove fatigue if you have missed 1 full night or more of sleep.

### Hunger

- 1 Day: Weakness
- 1 Week: ½ Max HP
- 3 Weeks: Death

### Thirst (You must drink 3 waterskins per day)

- Partial Thirst
  - 2 Waterskins: 3+ on a d6 or Weakness
  - 1 Waterskin: 5+ on a d6 or Weakness
- 1 Day: Weakness
- 2 Days: ½ Max HP
- 3 Days: Death

1d10	Fumble	Effects
1	Hit Ally	You hit your closest ally, if nobody is in range you hit yourself instead.
2	Hit Yourself	You somehow manage to hurt yourself with your own weapon, roll to damage.
3	Wide Open	A nearby enemy immediately makes an attack against you with +4 to hit and x2 damage.
4	Broken Bag	One of your bags splits open spilling the contents everywhere. If you have no bags you break your armor or weapon instead.
5	Stumble	You slip on something and fall prone
6	Twisted Ankle	You twist your ankle, causing you to limp for the next exploration turn.
7	Off Balance	You stumble and put yourself at a disadvantage, any attacks against you next round are at +4 to hit.
8	Caught on Gear	You get wrapped up in straps and can't do much, pass a save next round to untangle yourself.
9	Throw weapon	Your weapon slips from your grip and goes flying, roll to hit a random combatant.
10	Drop weapon	You fumble your weapon and it falls an inconvenient distance away.

## Wilderness Exploration Tables

Wilderness Exploration Roll by Terrain					
Roll	Clear	Forest	River	Swamp	Mountain
1	Weather	Weather	Weather	Weather	Weather
2	Weather	Weather	Weather	Weather	Weather
3	-	-	-	Lost*	-
4	-	-	-	-	-
5	-	-	-	-	-
6	Boon**	Boon**	Boon**	Boon**	Boon**
Roll	Desert	Jungle	Air	Ocean	Inhabited
1	Weather	Weather	Weather	Weather	Weather
2	Weather	Weather	Weather	Weather	Weather
3	Weather	Lost*	-	Lost*	-
4	-	-	-	-	-
5	-	-	-	-	-
6	Boon**	Boon**	Boon**	Boon**	Boon**

\*Lost characters move 1 hex in a random direction instead of movement for that day.

\*\*Boons are optional and will be detailed further in an upcoming supplement.

Roll	Weather
1	*Extreme Heat / Cold: Characters suffer exposure to extreme cold/heat. (See Status Effects.)
2	*Moderate Heat / Cold: Characters suffer exposure to cold/hot. (See Status Effects.)
3-5	Light Heat / Cold: Characters suffer exposure to chill/warm.(See Status Effects.)
6-8	Light Rain / Snow / Sand: Parties without a lodestone compass get lost** unless they roll a 3+ on a d6.
9-11	Heavy Rain / Snow / Sand: Travelers without a lodestone compass get lost** unless they roll a 3+ on a d6. Characters smaller than an elephant, treant, etc. suffer weakness unless they have shelter.
12	Storm / Sandstorm / Blizzard: Travel is impossible. Unless characters have a shelter, they gain weakness and have a 1% chance (2% if they are wearing metal armor) of being struck by lightning for 6d6 damage (save for half).

\*Treat as Light Heat / Cold in the spring and autumn.

\*\*Lost characters move 1 hex in a random direction instead of movement for that day.