

All terrains are difficult (1 H/Q). Only Plains, Forest and Hills are open terrain (2 or 3 H/Q). Lake, River and Marshlands requires a boat or raft. High Mountains are impassable to travel.

LEADING THE WAY MISHAPS (D66)

11–12	QUICKSAND. The ground gives way under your feet. You have walked into an area of quicksand. You are completely stuck, and you must roll MIGHT to escape. If you fail, you suffer 1 point of damage to Agility and must roll again. Whoever pulls free can help anyone who is still stuck. You also need to go around the treacherous area and won't make any progress on the map during this Quarter Day.
13–21	BLOCKED TERRAIN. The way forward is blocked by rocks, fallen trees, thick shrubbery, or flooding (depending on the terrain type in the hex). You must roll MIGHT or MOVE to be able to move forward. If you fail, you suffer 1 point of damage to Strength and must roll again. Anyone who rolls successfully can help anyone who did not. You won't make any progress on the map during this Quarter Day.
22–26	LOST. You realize that you have walked in a circle. You are lost and won't make any progress on the map during this Quarter Day. Your pathfinder must also roll SURVIVAL successfully to find her way out of the hexagon. One roll can be made per Quarter Day.
31–32	SPRAINED ANKLE. Your pathfinder falls or twists her ankle and suffers a critical injury, equivalent to result 25–26 in the table for blunt trauma on page 197.
33–34	TORN CLOTHES. Your clothes are damaged. Your boots break or your robe rips on thorny plants or sharp rocks. You must roll for the effects of cold. Your clothes can be mended by making a successful CRAFTING roll.
35–36	LANDSLIDE. You are walking in rough terrain when the ground suddenly opens beneath your feet. You must roll MOVE – if you fail, you suffer an attack with four Base Dice and Weapon Damage 1 (blunt trauma).
41–45	DOWNPOUR. A massive rainfall or snow storm (depending on the time of year) catches you unawares. You must roll for the effects of cold (page 111). You must also seek shelter until the storm has passed and won't make any progress on the map during this Quarter Day.
46–52	FOG. You are caught unawares by a thick fog. The distance you cover this Quarter Day is decreased by one hex. In difficult terrain, you're stuck in the hex you started. In addition, each adventurer suffers 1 point of damage to Empathy from the gloomy mist.
53–54	WASPS' NEST. You step right into a nest of wasps. An angry swarm attack the entire group. Each adventurer must make a MOVE roll or suffer an attack with four Base Dice, causing damage to Agility.
55–61	MOSQUITO SWARM. A large swarm of mosquitoes or gnats attacks you, driving you crazy with their bites and buzzing. They attack with four Base Dice, causing damage to Empathy.
62–64	SAVAGE ANIMAL. A wolf or other animal (p. 124, Gamemaster's Guide) feels threatened, and attacks you.
65–66	PERSISTENT ANIMAL. A squirrel or other small animal follows you around and doesn't leave you alone. The animal causes trouble, it might make a noise at some inappropriate time, eat your food or steal something.

CONDITION	LACK	HALT	TORMENT DAMAGE
HUNGRY	no food per day	Strength	1 Strength per week or die if Broken
THIRSTY	no water per day	Any attributes	1 Strength and Agility per day or die if Broken
SLEEPY	no sleep per day	Wits	1 Wits per day or SLEEP if Broken
COLD	failed ENDURANCE roll	Strength&Wits	1 Strength&Wits each roll or die if Broken by Strength
SICK	failed ENDURANCE roll	Strength&Agility	1 Strength&Agility per day or die if Broken
POISONED	failed ENDURANCE roll*	NONE	1 certain Attribute** per round until Broken

*If you win the roll, you suffer the limited effect (usually you take 1 point of damage to Attribute)

**Paralyzing hurts AGILITY, hallucinogenic hurts EMPATHY, sleeping hurts WITS, lethal hurts STRENGTH (You don't suffer a critical injury except being Broken by LETHAL poison in which case your critical injury counts as non-typical or being Broken by SLEEPING poison in which case fall unconscious for D6 hours)

REACTIVE DEFENSE	SLASH	STAB	PUNCH
Parry with weapon	–	–2	+2
Parry with shield	–	+2	+2
Parry without Parrying weapon	–2	–4	–
Dodge (–2 if remain standing)	+2	–	–

BARRIER*	AR
Furniture	3
Wooden Door	4
Tree Trunk	5
Wooden Wall	6
Stone Wall	8

*Only VS ranged attacks