

FORAGE

When a *spend the better part of a day seeking food in the wild*, roll +WIS. **On a 10+**, gain 1d4 rations and...

- +1d4 if you have the gear to hunt or trap
 - +1 if the land is verdant and full of life
 - +1 if you know the land and its creatures
 - +1 if it's summer or autumn
- If it's winter, roll twice and take the lowest roll

On a 7-9, as above, but you must first deal with a Danger or Discovery of the GM's choice.

Note: foraging in *barren* terrain is usually impossible.

MANAGE PROVISIONS

When you *prepare and distribute food for the party*, roll +WIS. **On a 10+**, pick 1 from the list below. **On a 7-9**, the party consumes the expected number of rations (1 per person if Making Camp, 1 per person per day on an Expedition or if you Walk the Maker's Roads).

- ☉ Careful management means you reduce the rations consumed (*ask the GM by how much*)
- ☉ The food you prepare is delicious; describe it, and whoever licks their lips takes +1 forward

MAKE CAMP

When you *settle in to rest*, choose one member of the party to MANAGE PROVISIONS.

If you are bedding down in dangerous lands, set a watch order. Then, the GM chooses one person on watch to roll during their shift. Add...

- +2 if the terrain is *unsafe* (as opposed to *perilous*)
- +1 if your camp is hidden, sheltered, and out-of-the-way

On a 10+, the night passes uneventfully. **On a 7-9**, the GM chooses 1:

- ☉ One party member (GM's choice) suffers a restless night
- ☉ The person on watch notices signs of a nearby Discovery
- ☉ A Danger approaches—its not immediately hostile, but whoever's on watch better STAY SHARP anyway.

On a 6-, everyone marks XP and Danger looms. STAY SHARP!

When you wake from at least a few hours of uninterrupted sleep, and you ate and drank the night before, heal damage equal to half your max HP.

STAY SHARP

When a *threat looms while you are on lookout for the party* (scouting ahead, keeping watch, or standing guard), roll +WIS. **On a 10+**, you notice in time to alert everyone and prepare a response. **On a 7-9**, you react in time to sound the alarm, but that's about it.

VENTURE FORTH

When you *travel to a known destination through dangerous territory*, whoever charts the course rolls. Add...

- +1 if you've made this journey before
- +1 if you know the terrain and its dangers
- +1 if everyone in the party is used to roughing it
- 1 if the terrain is *perilous*
- 1 if the journey is more than a few days

On a 10+, you arrive at your destination but choose 1 trial from the list below if the way is *difficult*, plus 1 if you're travelling during winter. **On a 7-9**, as 10+, but the GM chooses an additional trial.

- ☉ It's slow-going (*ask the GM why, and how much longer it takes*)
- ☉ It's costly (*ask the GM how so, and why*)
- ☉ You attract unwanted attention (*the GM decides from whom, and how, and when*)
- ☉ You must overcome a Danger or obstacle (*the GM will describe it*)

On a 6-, everyone marks XP and the journey is interrupted by a Danger or crisis of the GM's choice. You may resume your travels after addressing it, but doing so will likely trigger this move again.

At the end of your journey (or once you've dealt with its interruption), choose one member of the party to MANAGE PROVISIONS.

WALK THE MAKERS' ROADS

When you *travel the Highway or the West Road*, name your destination. The GM will tell you how long the trip should take. Choose one member of the party to MANAGE PROVISIONS, and ask the GM what you see or encounter along the way.

WANDER

When you *wish to find a place but aren't sure how to get there*, tell the GM what you seek ("the hagr's lair," "one of those barrow mounds," or "a way out of these damn mountains" are all good examples) and ask the GM how much Progress you must make (see sidebar).

When you *set out to find your goal*, tell the GM how you go about it. They will tell you how long your efforts will take (minutes, hours, a day, more).

Whoever made the plan rolls, and if your approach relies on:

- ☉ Blazing a trail through harsh terrain, roll +STR
- ☉ Stealth or secrecy, roll +DEX
- ☉ Thorough, painstaking exploration, roll +CON
- ☉ Memory, lore, math, or deduction, roll +INT
- ☉ Your sense of direction and ability to read the land, roll +WIS
- ☉ Inquiring with the locals, roll +CHA

On a 10+, you make 1 Progress; the GM will tell you what that looks like. **On a 7-9**, choose 1:

- ☉ Make a Discovery, but no Progress. Ask the GM what you find.
- ☉ Make 1 Progress, but only if you overcome a Danger first.

When you accumulate the required Progress, you find your destination. Note that Progress is a resource, one that can be lost.

If an attempt takes multiple days, choose someone in the party to MANAGE PROVISION after each roll. Otherwise, MAKE CAMP each night. If a roll takes hours or longer in the dark, remember that torches and other light sources might well be consumed.

How Much Progress?

1 Progress is required by default, and if the terrain is...

- ☉ Unknown to you: +1 Progress
- ☉ *Perilous*: +1 Progress
- ☉ *Difficult*: +1 Progress
- ☉ Confusing, labyrinthine, obscured: +1 Progress

And if what you seek is...

- ☉ Specific and unique: +1 Progress
- ☉ Small or easily overlooked: +1 Progress
- ☉ Hidden or camouflaged: +1 Progress

