JOURNEYS

MAKING TRAVEL MATTER IN YOUR GAMES

5E
COMPATIBLE

SKALD

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S K A L D

WHAT IS THIS?

Journeys. Travel. Often these activities are skipped over in games. Often, it breaks down to 'you spend two weeks time traveling, you seen some nice stuff and you arrive'. Or other times, it translates to a d20 roll each day to see if there's a random encounter.

I found this to be pretty underwhelming. In much of the most beloved fantasy, the journey *is* the adventure. The traveling, the camping, the sneaking, the running, the exploring - all of this is absolutely central to a good adventure.

In this little book you'll find easy to use and digest rules to turn journeying from a chore to the centre of the game. Dividing the group into roles, there's always something to do, something to notice, something to cook, and something to discuss. There are rules for stress and mental anguish, as well as mechanics for hunting.

The focus of this book is to have the journey become an interesting roleplaying experience. Camping and eating are communal activities that are absolutely rich with opportunities for players to engage in quiet, meaningful moments. And in the end, isn't that the point of all this?

I hope you'll find it helpful!
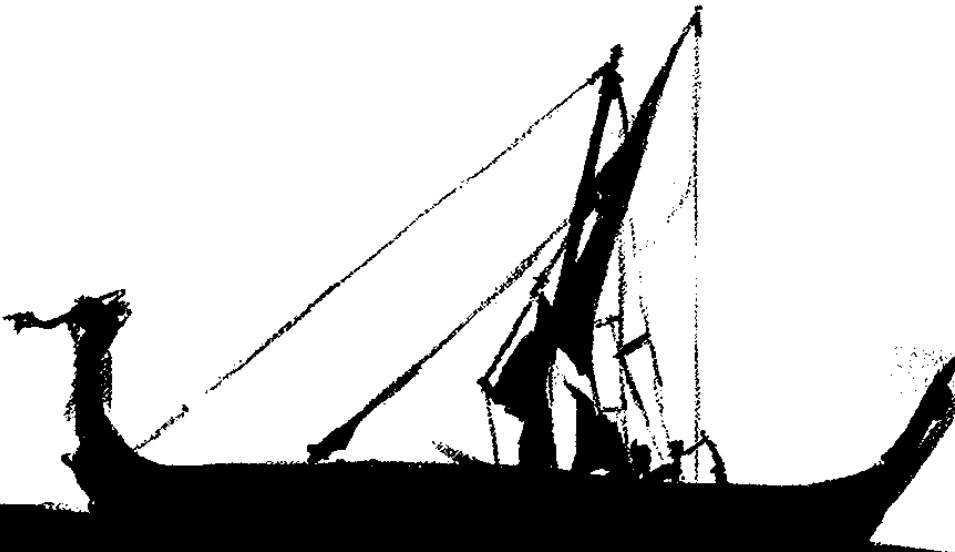
STRESS

The life of an adventurer is hard. Day in, day out, you're fighting monsters, dealing with huge stakes, living rough, going hungry, barely escaping with your life. This has a toll on a person's mental and emotional wellbeing.

If you'd like a way to explore the crushing trauma of living the life of an adventurer, where your life is one of repeatedly killing people right next to you with edged weapons, where monsters are real, where your mind is layer upon layer of psychic trauma - you can use the rules for Stress.

A character's Stress is equal to 20 + their Wisdom Score.

Feel free to decide yourself what kind of occurrence deals Stress damage. Some examples include:

- You or an ally suffers a critical hit
- You or an ally drops below 50% HP
- You or an ally drops to 0
- You or an ally dies
- Seeing a powerful monster
- A difficult negotiation
- Going a day without food
- Ending your turn in total darkness
- Seeing a corpse with violent signs of death
- Seeing a profane ritual
- Being the target of an offensive spell
- Scoring the killing blow on a creature similar to the player characters races
- Keeping watch in a hostile environment

RELIEVING STRESS

Characters can relieve stress through successful actions, resting, and indulging in vices. Defeating an enemy, sleeping in a warm bed, or drowning your sorrows in mead - all of these can help a character heal Stress. The more it aligns with your character, the more stress it heals (At the GM's discretion).

STRESS HEALED	DESCRIPTION
1	Some small success or good news: Succeeding on a skill check, singing a song or telling a story, eating rations and drinking water
1d4 (2)	A significant success: a hearty meal, finding a shortcut, indulging in a vice for a short time
1d6 (4)	A major victory: defeating a major foe, saving an ally's life, making it to civilisation after a long time in the wilderness
1d6+6 (10)	A long term goal, or near impossible success: bringing a friend back from death, completing a major plot point of the campaign, interacting with a deity, praised by a king

It is much harder to heal Stress than it is to gain it, so you'll need to be proactive in treating your Stress level before it becomes insurmountable. Rest when you can, and try not to over-exert yourself.

RESTING

When resting, characters can attempt to recover some stress. This usually involves them simply resting, meditating, or telling stories, singing songs, or some other kind of recuperation. A simply Wisdom check should allow characters to recover some stress (determined by the GM).

Taking a long rest is a different matter. Spending a week in civilisation, somewhere safe, with enough to eat and drink, and enough time to sleep comfortably does wonders for the psyche. Characters reset their stress to 0 after a long rest.

TORMENT

When a character has suffered a great deal of stress, it affects them. They change, their mind broken or harmed by the never ending stress. When a character's stress drops below 50%, they must make a **Stress Check.** They make a Wisdom saving throw (*the DC is determined by the GM, but a simple formula is 8 + character's proficiency bonus + characters Wisdom modifier*). On a success, they stave off the trauma - for now. On a failure, they roll on the Torment table opposite.

Whenever the character's stress drops to 20 and 10, the character makes another such roll.

CURING TORMENT

Torment doesn't simply go away. Characters will need to spend time treating and processing their mental torment. During a long rest, a character can attempt to treat one of their Torment using a Vice - see table opposite. Every Vice requires you to spend 1d6 x your Level in coin. Spend the coin, and roll 1d20. You can only attempt to remove a Torment once per in game week.

1	You fail to cure your Torment, and make it worse. Gain a new Torment.
2-9	Failed to cure your Torment.
10-19	Cure one of your Torments.
20	Clear your Stress and all Torments.

D20	TORMENT
1	**Sadistic**. The only way to feel good is to hurt others. Make a Stress test
2	**Abusive**. Your companions? It's their fault, the useless shits. Whenever an ally misses an Attack, they make a Stress check as you berate them.
3	**Pounding Headache**. It never stops pounding. Disadvantage on INT checks.
4	**Paranoid**. They're out to get you, they all are. Disadvantage on saves versus fear.
5	**Fatalistic**. It's all decided. What's the point in trying to change it? -2 AC.
6	**Nihilistic**. It's all a waste of time. What's the point in anything? Your movement speed is reduced by 10 feet.
7	**Aching**. It hurts to move. Disadvantage on STR checks.
8	**Fearful**. Every moment could be your last! Be careful! Disadvantage on Stress checks.
9	**Chosen.** You are emboldened to glory. +2 to all damage rolls.
10	**Selfish**. Why shouldn't you take it for yourself? You insist on keeping the lion's share of loot.
11	**Witness Me.** You await death with eagerness. You have advantage on attacks, but attacks have advantage against you.
12	**Polyphagia**. Your hunger is never ending. Eat twice as many Supplies.
13	**Sickly**. Your nose runs, your skin burns. Disadvantage on CON checks.
14	**Crutch**. Drown your sorrows. Or smoke them. You must have something to numb the pain.
15	**Doomed**. Fate is inexorable, and yours is to die ingloriously.
16	**Lethargic**. You can barely move. +1 Exhaustion until removed.
17	**Masochistic**. Pain will cure me. Disadvantage on CON checks & saves.
18	**Inspired**. You shall overcome what is ahead of you. Advantage on WIS checks.
19	**Courageous**. Your will is iron, you are not afraid. Advantage on Stress checks.
20	**Focused**. You will prove that you are worth your reputation. Advantage on STR checks.

D12	VICES
1	Drink your cares away.
2	Prayer and sacrifice.
3	Take it out on your own flesh.
4	Find the comfort of a lover.
5	Pick a fight and win.
6	Indulge in a narcotic.
7	Rigorous, punishing exercise.
8	Record your deeds - pay a bard.
9	Gambling - roll 1d6. On 4+, gain 1d6 coins, otherwise lose 1d6 hacksilver.
10	Have your equipment looked at, repaired, and polished to a shine.
11	Quiet relaxation and bed rest.
12	Eat luxurious food.

SUPPLY

Your food, clothing, and general wellbeing is abstracted into a condition known as **Supply**. Supply represents the rations, the spare clothes, the shelter, and the mental state that your group is in. Some characters have abilities which help them when it comes to Supply.

A Supply is an abstraction of resources. It might represent drinking water, dried rations, firewood, blankets and tents - anything that helps characters survive in the wild.

A Supply costs as much as you think it should. Consider it to cost the largest small amount of money you can think of. What is the smallest amount of money that will feel impactful to a character? That's how much a Supply costs. For a first level character, it might cost 2gp - enough to be inconveniently expensive while still being affordable. This rate may change, based on where the players are. Food might be harder to buy in the frozen North, or in a frontier village, while it might be cheaper in a bustling city.

Refer to the table below to determine a group's current supply. You can also change the group's supply status by considering not only how much food they have, but also the mental effects of finding shelter when desperate, succeeding on a hunt when you're starving. While finding one rabbit may not feed a party of five, it is still an infinite improvement over no food at all.

SUPPLY AT HIGHER LEVELS

There comes in a point in many roleplaying games where the characters have reached a power level at which finding food is effortless. Clerics and druids can summon it out of thin air, or the party has tens of thousands of gold pieces and can easily stock up.

In this situation you have a few options. You can look at including Encumbrance rules in your game - it doesn't matter how rich the characters are if they can't carry everything. Carrying tents, water and food is heavy.

Or you can simply have the environment be a little crueler. Enemies steal their Supply whenever possible, causing trouble for the party.

Even so, in higher fantasy settings, the danger of running out of Supply is somewhat lessened. Keep this in mind when designing your journeys.

5. Well Supplied. You have ample food, dry clothing and high spirits. You have advantage on saves made versus exhaustion. Recover 2 Stress when your Supply rises to this point.

4. Supplied. You've got what you need, but you're already eating hard cheese. You suffer no ill effects.

3. Dwindling. You're starting to run low on food, your socks are wet, and there's a grim feeling in the air. You gain 1 Stress when your Supply drops to this point.

2. Bereft. You're eyeing up the last morsels jealously. Your teeth are chattering. You gain 1d6 Stress when your Supply drops to this point. Additionally, you're unable to remove levels of exhaustion until your supply level increases to 'Supplied'.

1. Desperate. You're dizzy and feel nauseous. You're looking at your companions and imagining their stringy meat. A deranged depression has set in. You gain 1d6+6 Stress when your Supply drops to this point. You're unable to spend hit die when resting. You can survive in a Desperate state a number of days equal to your Constitution score. After that number of days, you fall unconscious, and begin making death saving throws.

SUPPLIES	SUPPLY LEVEL
5 or more per character	Well Supplied
3-4 per character	Supplied
2-1 per character	Dwindling
1 or 2 Supply	Bereft
None	Desperate

TYPES OF LAND

All worlds are divided in terms of climate, geography and other factors. Here's a quick and easy way to see how that changes the journey.

HOSTILE LANDS

Hostile lands are those where the climate is extreme enough to make traveling difficult. This might be an icy tundra, a blistering desert, or a thick jungle. It might be high in the mountains, or in deep caves. Anywhere the GM thinks would be a particularly dangerous place to travel.
- Characters must be wearing appropriate clothing or suffer 1d6 Stress and one level of Exhaustion every hour.
- Characters with appropriate protection against the environment must succeed on a Constitution save (recommended hard DC for the party) every Hour or suffer 1d6 Stress every hour.
- Characters have disadvantage on Journey rolls in Hostile lands.

HARD LANDS

Hard lands are those where the climate or situation means that journeying is more difficult than normal. This might be the open steppe, densely wooded forests, fetid swamps, stoney shores or any other place the GM determines to be a hard place to travel.
- Characters must be wearing appropriate clothing or suffer 1d4 Stress and a level of Exhaustion every 8 hours.
- Characters with appropriate protection against the environment must succeed on a Constitution save (recommended normal DC for the party) or suffer 1d4 Stress and a level of Exhaustion every 8 hours.
- Characters have disadvantage on Gathering rolls in Hard lands.

NORMAL LANDS

Normal lands make up the bulk of lands in which people live. They are the hills with streams, the verdant woodlands, the temperate beaches and any other lands the GM determines to be relatively alright to travel in.
- Characters use the journey rules as normal in these lands.

SOFT LANDS

Soft lands are those few places where traveling is a delight. Babbling brooks through verdant hills, fairytale forests full of deer, tropical islands lush with food, or any other place the GM determines to be particularly easy to traverse.
- Characters have advantage on Gathering rolls in Soft Lands.

JOURNEYS

The world is big. Really big. Characters will spend a lot of time simply traversing it, long stretches of time moving between settlements, through woods, over mountains and rivers. While this can sometimes be abstracted to something as simple as 'you travel for a week', it's much more interesting to consider any overland journey to be a kind of dungeon.

Along the journey, there are plenty of things that can happen, from simple encounters with bandits, to seeing the faded legacy of the distant past, to being drawn into any number of things that the characters pass by. Random encounters can be an important element of the game, adding drama and tension to long overland journeys.

A journey has three stages: Planning, Journeying, and Arrival.

STEP 1: PLANNING
Even a short journey can be fraught with peril. Careful planning is essential to success.

- **Pick the destination.** Where are you going? Is it a town? A particular forest? A shrine atop a mountain? A great city?
- **Choose your route.** Decide what route you'll take. Assume that characters can walk around 16 miles a day.
- **Gather supplies.** Characters should gather whatever they can. It's possible to forage while walking, but it's good to be prepared.

Anaria, Thogrim, Vana and Willem are heading from the hamlet of Thorn to Vyrmhold, a great city in the North. It's about 120 miles, so it should take them about a week to reach it. They choose to hug the coast, avoiding the Redwood where bandits roam, and the Daggertooth Mountains, known to be home to gnolls.

They know they have to each use 3 Supply a day for eating, drinking, camping - that's 27 Supply a day. They decide to buy 9 supply each in town before leaving.

STEP 2: JOURNEYING
Once prepared, the journey begins. Every day at Morning, the GM determines the following things.

PACE
Characters set the pace at which they're going to travel each day at Morning.

Moving at a ***fast pace*** means you move 1.5 days of distance per day, but have disadvantage on Journey rolls. This involves jogging, walking at a brisk speed, or riding hard.

Moving at a ***normal pace*** means you can roll Journey rolls normally. This is moving at the normal rate that you're used to as adventurers.

Moving at a ***slow pace*** means you move .5 days of distance per day, but gives you advantage on Journey rolls. You're taking your time, being more cautious and patient.

If you're moving on horseback, you move .5 days of distance further for each pace above. Moving at a fast pace requires an Animal Handling check each Camp to ensure the horses are still healthy. On a failure, that horse cannot be ridden the next day.

The party decide to set a normal pace - they're in no great hurry, but also don't want to spend a huge amount of time in the wilderness if they can avoid it.

TYPE OF LAND
The GM determines the type of land (Hostile, Hard, Normal or Soft) that the party will be traveling through that day, and remembers to change the rolls accordingly.

The GM determines that for the first day of their journey they'll be in Soft Lands, and for the bulk of it, they will be in Normal Lands.

A DAY OF JOURNEYING

Each day is broken into three parts - morning, noon and night. Run through each of these for each day of travel. Characters must eat and drink at each stop - 3 times a day. If a character is unable to eat and drink (using 1 Supply), they suffer 1 Stress.

Morning
The sun rises. It's time to break your fast, make ready for the day, and pack up camp. There are miles ahead of you today.

- **Assign Roles.** Decide who will fill the roles (Navigator, Scout, Gatherer, Vigilant) today. A character can only assume one role at a time.
- **Set Pace.** Choose slow, medium or fast. A slower pace makes it easier to succeed, but the journey takes longer to complete.
- **Eat & Check In.** Each character eats and drinks, using 1 Supply per character. The camp is packed up. *How did you sleep? Did you dream of anything?*
- **Pack Up & Travel.** The camp is packed up and carried. You begin to walk, and won't stop til noon. Make a *Scouting* check if there could be danger, a *Gathering* check to see if you can scrounge anything in the morning's travel, and a *Navigate* check to set the route.

Noon
A short respite from the trudge. Your feet hurt, but you can rest a while. You drink some water, eat some lunch, and take a breather.

- **Eat & Check In.** Each character drinks some water and eats some food - 1 Supply each. *What is said during lunch? How is the food prepared? Why have you stopped in this place?*
- **Travel**. You begin to walk, and won't stop until dusk. Make a *Scouting* check if there could be danger. Make a *Gathering* check to try and get Supply.

Night
The sun sets. There are miles behind you. Your legs hurt, your feet and back ache, but you're stopping for the night.

- **Seek Shelter.** Make a *Scouting* check to find somewhere good to sleep.
- **Gather.** See if you can scrounge up something fresh to eat for dinner with a *Gathering* check.
- **Make camp.** Make a *Vigilance* check to to set up the camp, make it defensible, set watches, and take them.
- **Check Progress.** Make a *Navigate* check to see your progress for the day.
- **Eat & Check In.** Each character uses 1 Supply as the group eats some dinner. *How did the day go? What's for dinner?*

RESTING
It is strongly recommended that you change the way that resting rules work. Usually I rule that characters cannot take a long rest while on a *Journey*, and can only get a long rest when they arrive back in civilisation. Every night when they rest, they are effectively taking a short rest. This might not fit for the heroic style of your game however, so feel free to do whatever works for you.

JOURNEY ROLES

There are four key responsiblities when going on long journeys. You must have each role represented. If you cannot bring all three, each character gains 1 Stress per day of the journey. Or if you want to, combine two of the roles, it's your game.

A role can only have one leader, however, it can have up to one assistant. An assistant gives advantage on one roll per day.

NAVIGATOR

The Navigator makes sure that everyone is heading in the right direction. They are keeping track of the direction the group is heading, navigating through landmarks, maps, or gut instinct.

When you make leave in the morning and camp for the night, check your progress. Use a skill that makes sense. The DC will depend on where you are navigating, and the length of your journey. Navigating along a road in open plans might be DC 5. Navigating in thick fog in the open ocean with a cloudy sky might be a DC 30.

- **Morning Success:** You've managed to plan a route that is efficient and mostly safe. One other character can reroll one Journey roll today.
- **Morning Failure:** You've chosen a difficult route. One character rolls a Journey roll with disadvantage today at the GM's discretion.

- **Night Success:** The party is going the right way. Subtract today's progress from the remaining travel time.
- **Night Failure:** You've made a mistake. You're off course. Add more time to the journey - between half a day and two days, depending on the circumstance.

SCOUT

The Scout looks out for danger. They roam ahead of the party, trying to spot potential enemies, natural dangers, terrain features or anything else that could cause the party problems.

At Morning and Noon when you begin traveling, the Scout makes an appropriate check to keep an eye out for danger. Spotting danger on the open Steppe on a clear day where you can see for miles may be a DC 5. Spotting danger high up on a narrow rocky mountain pass in heavy snow might be a DC 30.

Success: The party spots and avoids the potential danger.
Failure: The party does not spot a potential danger.

GATHERER

The Gatherer is in charge of making sure everyone has what they need. That might be shelter, food, water, medicine - whatever it is, the Gatherer is in charge of ensuring there's enough to go around.

When you travel between Noon and Night, and when you settle into camp at Night, make an appropriate check. You might catch some game, forage some berries, find dry kindling or firewood or something else useful. Gathering in a lush forest or in verdant farmlands might be DC 5. Trying to gather in freezing arctic tundra might be DC 30.

- **Success:** You are able to gather 1d4-1d8 Supply, depending on the generosity of the land you're in.
- **Failure:** You were unable to find anything, and potentially cause a problem to occur.

VIGILANT

The Vigilant makes sure that the group is safe at night. When the rest of the party are slumbering, the vigilant keeps their eyes and ears open, ensuring that the party aren't ambushed. They set up the camp in the most defensively viable way possible, keep the fire going, and organise watches.

The vigilant makes a check at Night. Keeping watch during a full moon on a clear, starry night in the desert might be a DC 5. Keeping watch in a thunderstorm in a dense rainforest might be a DC 30.

Success: You notice the danger (if any) and are able to rouse the party into readiness before it strikes.
Failure: You didn't spot the danger, and the party is surprised, if appropriate.

PREPARING THE JOURNEY

Each day, consider what kind of dangers, food and terrain the party will encounter. When preparing a journey, think of it in stages.

Whenever possible, encourage the players to narrate their decisions, and the outcomes of their rolls. Have the Gatherer tell you what they find, have the Navigator explain the route they're choosing, and have the Scout narrate how they are searching for danger.

MORNING
• Start by describing the weather. What kind of morning is it? Crisp and clear? Warm and welcoming? Rainy and miserable?
• Have the party discuss their planning in character, talk about what they're eating, and who will take on what role today.
• Have in mind a possible danger that the party might run into. This could be a wandering monster, bandits on the path, someone that is chasing them, or some kind of terrain feature.
• Have in mind what kind of food might be gathered in this region. The more specific you can be, the better. Telling a player 'you gather 1 Supply', and telling them 'through your knowledge of the wilds, you're able to find a few handfuls of chickweed, and a few mushrooms hidden beneath the roots of an old tree.' is night and day in terms of how the journey feels.
• Have in mind the difference between a successful Navigate check, and a failed one. What is the difference in the terrain and route? Or have the Navigator tell you.

NOON
• Think about where the party stop to have lunch. Describe the location, or have them describe it and why they chose it.
• Check in. Checking in is a great time for the party to chat. Ask them what they're chatting about while they eat, prompt them with some questions about the journey so far.
• Again, have a vague idea of the kind of danger the party might run into. If the Scout succeeds, let them see the danger and avoid it. If there's something dangerous in the area, setting it up at Morning and bringing it back here feels satisfying to the players.
• Have an idea of the kind of things the Gatherer might find on a successful check, or why they found nothing on a failure.

NIGHT
• Have an idea of the kind of places the party might make camp. A shallow cave in the mountainside? A hollowed out tree stump? A sheltered dell?
• Encourage the players to talk about what they're cooking for dinner. Is it what the Gatherer just caught?
• Ask the Vigilant to talk about how they make the camp comfortable and defensible.
• When the Navigator checks their map, describe the progress (or lack of it) that the group has made.
• Describe the night, and how the Vigilant spends their watch. If they succeed on their role, maybe it's a quiet night, or maybe they spotted the danger before it happened and were able to prevent it.

OTHER ROLES?
The four roles listed here are mostly essential for an effective team, but if you have more players, you can easily create more. You could add a Quartermaster to keep track of supplies, losing some supply to mismanagement on a failed check or gaining extra through rationing for a success. You might add a Farrier who keeps track of the horses, ensuring they are well kept and giving bonus distance traveled on a success, or injury to horses on a failure. Feel free to experiment and come up with your own!

STEP 3: ARRIVAL

The journey is behind you, and your destination lies ahead.

When you arrive at your goal, you regain stress based on the length of your journey. Characters can now freely take a long rest and engage in recovering from Stress.

DURATION	STRESS REMOVED
Up to 1 day	1d4
Up to 1 week	1d4+1
Up to 1 month	1d6
Over 3 months	1d6+6

Arriving is a big occasion and you should focus on the relief the party feels to be safe and comfortable again. The joy of a soft bed, dry shoes, a rich hot meal and cold frothing ale are wondrous to those who have gone without for some time.

HUNTING

The wilds are dangerous. In forests, wolves, bears, boar and stranger things still lurk. Those with the means can make a decent living solving problems for villages. A hunt can be an adventure all its own, or it can be a useful moment along a Journey.

HUNTING FOR FOOD

Hunting for food is something that characters will do regularly, and can be abstracted to be part of their Foraging roll. However, if you want to make hunting for food more of an event, follow these steps:

For each hour a character spends hunting, they roll a World-wise check. For every success, they manage to catch a small animal - a squirrel, a rabbit, or something similar. Two successes allows the hunter to increase their Supply by 1. The GM sets the difficulty. Colder or less fertile regions should be more difficult to hunt in, including rolling with Disadvantage.

HUNTING FOR GLORY & GOLD

Often, villages will have problems with beasts in the area. These beasts may be bears, wolves, feral hogs or some other natural beast. However, they may also be monsters - trolls, restless dead, or beasts of the deeper woods. Hunting a monster is no easy feat. Even wolves and bears are hard to track and kill. To undertake a hunt, follow these steps:

1. Choose *Prey*
2. Determine *Signs*
2. Roll dice and consult the *Hunting Table*

1. CHOOSE PREY

The first step is to choose the beast you wish to hunt. Often in a monster hunt, the village will know little about the beast. Sheep have gone missing, or people have. All of the fish in the village are turning up rotten inside. A strange song is heard from the woods at night. A religious rite goes awry. These can all be signs that a monster is near.

2. DETERMINE SIGNS

Some creatures are easier to find than others. Tracking a single bear is not that arduous a task, but trying to find a troll in the deep dark woods can take days, or even weeks. This is represented through *Signs*, an abstraction of the work the characters are doing every day on their hunt. A sign may be a footprint, it may be a strange marking on a tree, it may be a savaged deer carcass, or myriad other things.

The GM will determine how many Signs a creature needs to be found. Generally, the more powerful a creature, the more signs are required. Characters need to acquire this many *Signs* before they have tracked the creature, and can encounter it directly.

3. ROLL DICE, CONSULT HUNTING TABLE

For every day that the characters spend hunting their prey, they can roll on the Hunting Table. This table will determine how successful they have been, or if they have come across anything else unexpected in their hunt.

D8	HUNTING TABLE
1	You've found something, but it's not what you're looking for. Combat encounter.
2	An unexpected encounter. Friend or foe?
3	Roll 1d12 on the **Hunt Trouble** table.
4	Roll 1d6 on the **Hunt Trouble** table.
5	Roll 1d6 on the **Hunt Trouble** table and gain 1 Sign.
6	Gain 1 Sign.
7	Gain 2 Signs.
8	Gain 2 Signs and roll on the **Hunt Fortune** table.

WHAT IS A SIGN?

A sign can be anything that leads the characters towards their target. When they gain a Sign, encourage the Players to describe what the Sign is. Some example signs:

• A series of claw marks on the grove of oak trees.
• The carcass of a deer, arranged in a macabre sculpture.
• A bundle of twigs arrayed into the shape of a rune.
• A strange stench that seems to burn the hair on your nostrils.
• Faint music, even when you sleep.
• Dreams of another time.
• Neatly stacked stones. A shrine?

D12	HUNT TROUBLE
1	Stolen Supply. In the night, something has taken 1d4 Supply from your reserves.
2	Tense Encounter. Locals, and they're not friendly. Could turn violent.
3	Frustration. The hunt goes ever on. Each characters rolls their Stress Die.
4	Hermit. A lone wanderer of the woods. A berserker, a witch of the woods, or a roving madman? Roll 1d6 - 1-3 they are friendly, 4-6 they are hostile.
5	Lost. Characters spend 1d4 days wandering before they find the trail again.
6	Impassable Terrain. Each Character must spend a Supply due to the delay.
7	Sleepless Night. Characters cannot seem to feel safe or get comfortable. They each roll a Stress Die with disadvantage.
8	Spoiled Supply. Each Character loses 1 Supply.
9	Injury. One Character rolls on the Wound table.
10	My Domain. Something ancient stirs, and has become aware of your presence in its realm.
11	Maddening Sight. Something bizarre, profane, or maddening appears before you. Characters roll on the Exhaustion table.
12	Ambush. The hunter becomes the hunted. Outlaws, beasts or something fouler has set a trap.

D8	HUNT FORTUNE
1	Good Foraging. A fruitful day's work. Gain 1d4 Supply to your reserves.
2	Friendly Face. Locals, and they're friendly. They offer aid.
3	Comfortable Camp. It's not so bad here, and that bird's song is rather sweet. Characters can attempt to Recover Stress.
4	Obvious Trail. A particularly clear Sign that you're going in the right direction. Gain 1 Sign.
5	A Soft Day. It's been a good day. Characters have Advantage on the next Hunting Table roll.
6	Shelter. A natural covered place, an empty cave, somewhere warm and dry for the night. Characters roll their Foraging check with Advantage tonight.
7	Sanctuary. A house, out here in the wilds. The owner is friendly, and gives Guest Rites. Characters don't need to Forage or spend Supply, and can Rest without interruption.
8	Fresh Kill. Freshly killed, and barely touched. Each Character gains 1 Supply.