

EXPLORATION POSITIONS

Other wanderers in the group can take any of the following positions, although each position can only be taken once. There is no need for a wanderer to fill a particular role: the Scout does not need to be someone with the *Hunt* or *Puzzle* skills, for example. Each role provides a specific bonus during travel...

Scout: Travels slightly ahead of the group, surveying the ruins. The scout rolls an additional feature for the next location, and the group decides which they prefer (the Scout's roll or the Leader's). The detail of the next location is only rolled once.

Lookout: Travels with the group and watches for danger. When moving cautiously, a Lookout may roll an encounter, and the group decides whether or not to engage with it. When moving swiftly, they may roll twice for an encounter and choose which they prefer.

Provisioner: Travels with the main group and harvests food from the surroundings. A Provisioner generates one edible oddment each time the group travels (chosen by the Guide).

Scavenger: Travels with the main group and collects useful items from the surroundings. A Scavenger generates one material oddment each time the group travels (chosen by the Guide).

Cartographer: Travels with the main group, charting their progress and surveying the surroundings. A Cartographer generates one fragment each time the group travels (chosen by the Guide).

SETTING THE PACE

The Leader sets the pace of travel, either **cautious** or **swift**. The pace at which the wanderers move determines if they encounter any dangerous or unexpected hazards before reaching a location, and also how many ticks pass.

Cautious

The group moves at an average pace, taking in the surroundings as they do so and making little noise.

Encounters: No

Time taken: 2 ticks

Swift

The group moves quickly, but pays less attention to their surroundings and makes more noise as they do.

Encounters: Yes

Time taken: 1 tick

ENCOUNTERS AND EVENTS

If the wanderers are travelling at a swift pace, they will have an encounter of some kind when they arrive at the next location. The nature of the encounter is down to the Guide, but the type of encounter is determined by the Leader or Lookout (if someone took that position) by rolling a d6:

1 - 3: A dangerous encounter or event: A predatory creature, a collapsing section of the ruins, a sudden flash flood.

4 - 5: A neutral encounter or event: A suspicious wanderer, a mischievous sprite, a mysterious message scrawled on the wall.

6: A beneficial encounter or event: A friendly wanderer open to trade, a small cache of supplies, a helpful sprite.

d66 ENCOUNTER

1	1	A negative encounter , which could be...
to		
1	6	+ Mischievous sprites
		+ Scavenging wildlife
		+ A lurking demon keeper
		+ An officious spirit warden
		+ A rival wanderer
		+ An arrogant spirit
2	1	No encounter , a peaceful evening of...
to		
4	6	+ Kind words among friends
		+ Distant echoes
		+ Bird song from above
		+ Comforting food
		+ Stories and firelight
		+ Quiet reflection
5	1	A neutral encounter , possibly one of...
to		
5	6	+ A wary wanderer
		+ An enigmatic spirit
		+ Cautious wildlife
		+ A spirit warden
		+ A passing servitor
		+ Inscrutable sprites
6	1	A positive encounter , perhaps involving...
to		
6	6	+ A wanderer open to trade
		+ A helpful spirit
		+ Playful sprites
		+ Curious wildlife
		+ A questing spirit warden
		+ An unexpected visitor

6 - TRIUMPH

A complete success with no drawbacks. If you are affecting a track, this allows you to mark or clear one box (whichever is more useful).

5, 4 - CONFLICT

A mixed success; you accomplished the task, but there are consequences. If you are affecting a track, this still allows you to mark or clear one box, but there will be a drawback of some kind.

3, 2, 1 - DISASTER

A failure that also introduces a narrative complication or drawback of some kind. If you're affecting a track, this usually doesn't let you mark or clear at all.

DOUBLES - CRITICAL

Some twist of fate has made your efforts extra effective, or sometimes extra disastrous! If you are affecting a track, a critical on a triumph or conflict allows you to mark or clear an additional box (whichever is better for your current situation). Rolling a critical on a disaster is a sign that something has gone spectacularly wrong! It is generally down to the Guide as to what this means for your wanderer.