

# FORBIDDEN LANDS

## JOURNEY SUMMARY

### QUARTERS OF THE DAY (pg. 145)

During journeys, the day is divided into four Quarter Days:

- Morning
- Day
- Evening
- Night

At the start of every Quarter Day, each adventurer must choose one activity. Most activities can be performed by several PCs, but for a few activities, a single adventurer must be chosen.

### TERRAIN TYPES (pg. 145)

TYPE	MOVEMENT	FORAGE	HUNT
Plains	Open terrain	-1	+1
Forest	Open terrain	+1	+1
Dark Forest	Difficult terrain	-1	0
Hills	Open terrain	0	0
Mountains	Difficult terrain	-2	-1
High Mountains	Impassable	-	-
Lake/River	Requires boat or raft	-	0
Marshlands	Requires raft	+1	-1
Quagmire	Difficult terrain	-1	0
Ruins	Difficult terrain	-2	-1

## ACTIVITIES (pg. 145)

ACTIVITY	WHO	COMBINE	HELP	NOTES
<b>Hike</b>	All	Lead the Way Keep Watch	-	2 Quarters Days without problem, see Hiking Distance and Forced March on back of this sheet
<b>Lead the Way</b>	One	Hike	No	Every time you enter a new, unexplored hexagon roll SURVIVAL modified by Darkness; failure = mishap (pg. 148)
<b>Keep Watch</b>	One	Hike	No	Roll SCOUTING to spot encounters at a safe distance
<b>Forage</b>	Several		Yes	Separately or group*, choose water or food, roll SURVIVAL modified by Season; success = units of vegetables equal to ✕ rolled or d12 water Resource Die; failure = mishap (pg. 150)
<b>Hunt</b>	Several		Yes	Separately or group*, roll SURVIVAL; success = find prey (roll once for each ✕ on the Hunt table (pg. 152), failure = mishap; then roll MARKSMANSHIP (weapon) or SURVIVAL (trap) modified by animal difficulty; success = meat/pelts
<b>Fish</b>	Several		Yes	Separately or group*, roll SURVIVAL; success = units of fish equal to ✕; failure = mishap (pg. 154)
<b>Make Camp</b>	One		Yes	Roll SURVIVAL modified by QUARTERMASTER talent; success = sheltered place to REST or SLEEP failure = mishap (pg. 154)
<b>Rest</b>	Several		-	Allows Recovery (pg. 108); cannot be interrupted
<b>Sleep</b>	Several		-	Required one Quarter Day per day to avoid SLEEPY; counts as REST; allows Recovery (pg. 108); cannot be interrupted
<b>Explore</b>	Several		-	Explore Adventure Site; cannot REST or SLEEP during same Quarter Day

\* If you want to roll separately you cannot FORAGE, HUNT, or FISH in the same location, which means that any mishaps will affect you individually.

## SEA TRAVEL (pg. 157)

Requires boat or raft, you can cross a river without using a bridge or a ford. You can also travel along a river, across a lake or on an ocean.

Travel by sea works like journeys on land, but with some differences. Instead of a pathfinder, a boat has a skipper, who LEADS THE WAY (roll for SURVIVAL modified by the SAILOR talent) in each new hexagon. Failure takes you into the new hexagon anyway, but you must make a roll on the mishap table.

## GUARD (pg. 155)

When in camp, you need a sentry to stay awake to KEEP WATCH. You need to choose who stands guard during the Night, and let this person SLEEP during some other Quarter Day (usually the Evening).

## HIKING DISTANCE

TERRAIN	ON FOOT	HORSEBACK
Open	2/Quarter	3/Quarter
Difficult	1/Quarter	1/Quarter

**Forced March (3<sup>rd</sup> Quarter):** Requires ENDURANCE rolls, failure = 1 point of damage to AGILITY, no move, and must REST or SLEEP.

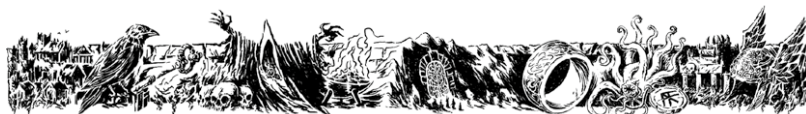
**Forced March (4<sup>th</sup> Quarter):** Same as above with -2 mod. Automatically become SLEEPY.

**Forced March (Mounts):** Same as above except use ANIMAL HANDLING and the animal's STRENGTH. Failure = animal is lame, no move, and another ANIMAL HANDLING to recover.

## DARKNESS & SEASONS

A pathfinder without night vision gets a -2 penalty during the dark Quarter Days of the day, and everyone in the group without night vision must make a SCOUTING roll – failure means they fall and take one point of damage to Strength.

	SPRING	SUMMER	AUTUMN	WINTER
<b>Morning</b>	Light	Light	Light	Dark
<b>Daytime</b>	Light	Light	Light	Light
<b>Evening</b>	Dark	Light	Dark	Dark
<b>Nighttime</b>	Dark	Dark	Dark	Dark
<b>Forage</b>	-1	0	+1	-2



## HUNT (pg. 151)

If you roll multiple ✕, you can reroll on the hunting table once per extra ✕. You cannot go back to a previous result.

D6	ANIMAL	DIFF	REQ	MEAT	PELTS
1	Mouse	+1	Weapon or trap	1	-
2	Crow	0	Weapon	1	-
3	Rabbit	+1	Weapon or trap	2	1
4	Fox	-1	Weapon or trap	3	1
5	Boar	-1*	Weapon	4	2
6	Deer	0	Weapon	5	3

\* Boar attacks you if you fail

## MEAT, FISH & LEATHER

MEAT and FISH can be cooked by a CHEF (pg. 74) or at an INN (pg. 168) and is then turned into an equal amount of FOOD. You can eat MEAT & FISH raw – you then consume a unit of MEAT or FISH instead of rolling your Resource Die for FOOD. You need to do this within a day, or the MEAT or FISH will be spoiled.

The PELTS can be turned into LEATHER by a TANNER (pg. 82), preferably at a TANNERY (pg. 172).

## RESTING WITHOUT CAMP

It is possible to SLEEP in the wilderness without MAKING CAMP – you simply find a suitable tree to SLEEP under. You save the time it takes to MAKE CAMP, but everyone in the group must make a SURVIVAL roll to find a good spot to SLEEP. Failure means the individual doesn't SLEEP at all, and thus becomes SLEEPY (pg. 111). Since you don't have a fire to keep the cold away, you all also suffer the effects of cold (pg. 111).

## BACK AGAIN?

If you return to a hex on the map where you have been before, you don't need to make another roll to LEAD THE WAY. It is up to you the players to keep track of where you have been during your journeys.

## RECOVERY (pg. 108)

Someone else can treat you by rolling for HEALING (Strength or Agility) or PERFORMANCE (Wits or Empathy). This is a slow action and cannot be performed with an enemy at ARM'S LENGTH. If successful, immediately recover a number of points in the Broken attribute equal to the number of ✕ rolled. Further rolls have no effect, and the same person can only try once. If no one helps you within D6 hours, you recover anyway and get one point back in the relevant attribute.

**Critical Injuries:** If your Strength is Broken, you might die unless treated in time (below).

**Further Recovery:** Once back on your feet, you will recover all remaining lost attribute points by RESTING or SLEEPING for a Quarter Day (see page 144). This assumes that you are not HUNGRY, THIRSTY or suffering from another condition that blocks recovery.