

# Wilderness: Hinterlands & Hearthfires

A Fate's Edge module for expeditions, survival, hunts, and camps

Version 0.1 (Playtest)

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## Design Goals

- **Wilds as character:** Biomes carry tags, strings, hazards, and clocks that push back.
- **From trail to hearth:** Each day's push ends with a camp where choices ripple forward.
- **Low bookkeeping:** A handful of party tracks and a simple day/leg structure.
- **Integrates cleanly:** Works with urban, caravan, political, asset, and psionic play.

## Quickstart (2 minutes)

1. Pick a **Region Kit** (§1) and mark **Distance** [4–8], **Danger** [4–6], **Weather** [4–6].
2. Start party tracks: **Supplies** [6], **Weariness** [6] (fatigue), **Sign** [6] (traceability).
3. Choose a daily **Intent Dial**: **Traverse** / **Scout** / **Hunt** / **Hide** / **Endure** (§2.2).
4. Play 2–3 scenes (Navigate, Forage, Cross, Track, Parley). On any 1, GM spends SB with **Wilderness SB** (§5.4).
5. **Camp Phase**: build camp → watches → hearthfire rite → repair/recap → adjust tracks (§4).

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# Region Sheet & Biomes

## Region Sheet (Template)

[REGION NAME]

Biomes in play (2{3): forest / steppe / desert / marsh / mountain / coast / tundra / badlands

Strings (2{4): waystones • ford rights • grazing compacts • shrine hospitality • hunting warrar

Threats (2{3): raider banners • ward-storm bands • apex predators • inquisitors • poachers • sp

Tracks:

- Distance [4{8] to the next safe haven
- Danger [4{6] (ambient pressure)
- Weather [4{6] (seasonal band)
- Beast Pressure [4{6] (apex attention; optional)

Landmarks (4{6): short names

Notes: seasons, taboos, native trails, friendly outposts

## Biome Tags & Effects

Pick two tags per biome in play.

**Forest** canopy; deadfalls; spoor; sap.

**Effect:** *Stalk/Hunt* DV -1 with *Track* or *Herbalist* tags; *Navigate* Position -1 without a trail.

**Hazards:** widowmakers; boggy pockets; parasite swarms.

**Steppe** wind-bands; wide sky; mirage; remounts.

**Effect:** *Chase (horse)* DV -1; *Hide Sign* Position -1 (you leave tracks).

**Hazards:** grassfire; stampede; dust whiteout.

**Desert** dunes; salt; night cold; scarce wells.

**Effect:** *Forage* Position -1; *Endure* DV -1 with *Water-wise*.

**Hazards:** heat stroke; dune slip; salt glare.

**Marsh** reeds; sucking mud; gnats; leeches.

**Effect:** *Infiltrate* Position +1; *Drive* Position -1.

**Hazards:** miasma; hidden channels; rot.

**Mountain** scree; ledges; avalanches; switchbacks.

**Effect:** *Navigate/Climb* DV +1 unless *Sure-footed*; *Ambush* Position +1 from above.

**Hazards:** fall; rockfall; thin air.

**Coast** cliffs; tides; riptides; sea fog.

**Effect:** *Chase (boat)* DV -1 with *Riverwise*; *Camp* Position -1 in exposure.

**Hazards:** surf; slick kelp; storm surge.

**Tundra** permafrost; whiteout; brittle cold.

**Effect:** *Endure* DV -1 with *Shelter*; *Forage* Position -1.

**Hazards:** frostbite; thin ice; drift.

**Badlands** ravines; hoodoos; echo.

**Effect:** *Hide/Ambush* Position +1; *Navigate* DV +1 without sun or waystone.

**Hazards:** collapses; blind turns; flash floods.

## Expedition Procedures

### Scales & Party Tracks

- **Distance** [4–8] to the next haven or objective. Tick on strong travel hits.
- **Danger** [4–6] advances on 1s or loud moves; on fill, trigger a set-piece (raid, beast strike, stormfront).
- **Weather** [4–6] seasonal pressure; see the Weather Matrix (§5.2).
- **Supplies** [6] food/fuel/repair stock. At 0, **Weariness** +1 per day until replenished.
- **Weariness** [6] party fatigue/morale. At 6, someone balks or collapses; clear via Camp rest.
- **Sign** [6] spoor, smoke, rumor. At fill, you're found by a threat or rival.

### Intent Dials

Choose one each day.

**Traverse** Move Distance efficiently; *Parley* starts one Position worse (you look hurried).

**Scout** Avoid Danger; *Distance* only on strong travel hits.

**Hunt** Focus on prey/clues; *Forage/Hunt* DV –1; Distance advances slowly.

**Hide** Minimize Sign; *Hide Sign* and *Infiltrate* start one Position higher; *Broker/Parley* worse.

**Endure** Conserve Supplies and protect Condition; ignore the first *Weather* penalty each day.

### Day Flow

Morning scene → Mid-day trek → **Camp Phase**. On long pushes, insert a **Mid-day Review**: change Intent, check **Weather**, remind **Projects**.

## Wilderness Actions (Common)

- **Navigate (Wits+Survey)**: set course/avoid hazard. DV 2–4 by biome/Weather.
- **Forage (Wits+Survival/Craft)**: gather food, water, fuel, or herbs. DV 2–5 by biome.
- **Hunt/Track (Wits+Track)**: stalk prey or follow spoor. DV 2–5; Forest/Badlands help; Steppe/Desert hinder.
- **Cross Hazard (Body+Tactics/Craft)**: ford, ledge, dune. DV 2–5; failure ticks **Weariness** +1 or **Supplies** –1.
- **Hide Sign (Wits+Subterfuge)**: erase spoor, control smoke, false trails. DV 2–4; on hit reduce **Sign** –1.
- **Blaze Trail (Wits+Craft)**: leave discrete waymarks; on hit, create *Trail* tag for your party; rivals can notice on 1s.
- **Parley with Wardens/Spirits (Presence+Sway/Rites)**: claim rites or hospitality; on miss start **Oath/Offense** [4].
- **Harvest Components (Wits+Craft/Herbal)**: gain one-use tags: *Hardy Rations*, *Bitter Tincture* (clear minor Harm), *Sap-Resin* (firestarter), *Smoke-Blend* (Hide Sign +1).

*DV Cheats:* using a relevant **String** (ford rights, shrine hospitality, grazing compact) is DV -1 or Position +1 once/scene.

## Camps & Hearthfires

### Camp Quality (0–3)

How well you settle (shelter, heat, dryness, watch). Improves Position next day by Camp Quality (max +1) and speeds recovery.

### Making Camp

- **Build Camp (Wits+Craft):** set Quality 1 on hit; +1 with good site; on 1 start **Vermin/Leak** [4].
- **Assign Watches:** 1–3 PCs/followers; each can pre-empt one SB spend or spot an approach early.
- **Hearthfire Rite (Presence+Rites):** claim hospitality with the land. On hit, clear **Weariness** -1 and create **Audience: Warm**; on 1, add **Superstition: Ill Omen**.
- **Repair & Recuperate:** clear **Weariness** -1; step down one minor **Harm** with supplies/time; spend **Supplies** to cook → add *Heartened* tag for tomorrow (one Position +1).

### Breaking Camp

Poor break (rush, storm) → **Sign** +1; careful break → **Sign** -1 with time.

## Hazards & Pressures

### Terrain Hazards

**Forest** deadfall (Cross DV 3–4), widowmaker (Defense), parasite swarm (**Weariness** +1 unless protected).

**Steppe** grassfire (Outrun DV 3–4), stampede (Shield/Drive DV 3–5), dust whiteout (Navigate DV 3–4; **Sign** +1).

**Desert** heat stroke (Endure DV 3–4 or **Supplies** -1 water), dune slip (Cross DV 3–4; wagon **Condition** +1), night cold (**Weariness** +1 if no fire).

**Marsh** sucking mud (Cross DV 3–5; drop gear), miasma (**Weariness** +1 + start **Sickness** [4]), hidden channel (Swim/Boat).

**Mountain** rockfall (Defense), ledge gap (Cross DV 4–5), thin air (**Weariness** +1 on failures).

**Coast** rip (*Chase (boat)*), surge (Cross), sea fog (Navigate).

**Tundra** whiteout (Navigate DV 3–4), thin ice (Cross DV 3–5; **Harm** risk), frostbite (**Weariness** +1).

### Weather Matrix

Advance **Weather** [4–6] on 1s or fiction.

- **Rain/Monsoon:** fords impassable; **Distance** only on strong hits; on any 1, **Condition** +1 (soak/rot).
- **Snow/Whiteout:** sight/aim Position -1; **Weariness** +1 at day end unless *Shelter*.

- **Heat/Dry:** *Forage* Position -1; at camp spend **Supplies** or **Weariness** +1.
- **Dust/Sand:** *Hide Sign* Position -1; on any 1, **Condition** +1 (abrasion) and **Supplies** -1 (waste).
- **Ward-Storm:** supernatural; scenes start **Desperate** unless rites/wards; strong hit clears **Weariness** -1; 1 → **Sign** +1.

## Predation & Territorial Response (optional)

Track **Beast Pressure** [4-6] when apex threats notice. On fill, they test your camp or claim the trail. Reduce by *Hide Sign*, tribute rites, or relocating.

## Wilderness SB (GM menu)

Spook the Team (**Weariness** +1 or **Supplies** -1) • Unwelcome Smoke (**Sign** +1; start **Watcher** [4]) • Bad Footing (minor **Harm** or wagon **Condition** +1) • Rumor on the Wind (rivals gain 1 **Clue**) • Foul Water (start **Sickness** [4]).

## Hunts, Chases & Stalks

### Pursuit Ladders

**Foot:** DV 2 open ground; 3 brush; 4 rocky; 5 marsh.

**Horse/Beast:** DV 2 steppe road; 3 ruts; 4 switchbacks; 5 dunes.

**Boat (backwaters/coast):** DV 2 open; 3 reeds; 4 tidal; 5 fog.

### Stalk & Ambush

Create *Concealment* (Stalk DV 2-4); spend for Position +1 or DV -1 on the strike. On a 1 while stalking, the prey gains *Wind of You* (tag).

### Prey & Harvest

Small game (DV 2-3) • Herd beasts (DV 3-4) • Apex (DV 4-5). On hit, take **Supplies** +1 and 1 **Component** tag; on strong hit choose +1 extra or a **Clue**. On 1s, start **Retaliation** [4].

## Outposts & Strongholds (Asset tie-ins)

Treat semi-permanent bases as **Assets**: *Outpost, Hunting Lodge, Ranger Tower, Shrine Hermitage*.

**Projects:** *Smokehouse* (4), *Ward-Rings* (6), *Hidden Cache* (4), *Tethered Ferry* (6).

**Upkeep/Yield:** as assets; gain **Clue/Favor/Leverage** themed to the wilds.

## Denizens & Factions

Ranger Orders (Strings: watchtowers, trail codes) • Shrine Keepers (hospitality, taboo enforcement) • Game Wardens (hunting warrants) • Poacher Bands (hidden blinds, buyers) • Beast Courts/Spirits (ward-rings, omen stones) • Raid Banners (camp maps, remount chains).

**Faction Clocks:** Influence/Stability/Exposure work unchanged; Exposure may reflect **Sign** or rumor rather than city scandal.

## Generators

### Landmarks (d66)

11 stone waygate; 12 singing dune; 13 blue fenlight; 14 shattered menhir; 15 frostwell; 16 cliff hive; 21 thorn maze; 22 rope bridge; 23 kurgan field; 24 tide cave; 25 obsidian flow; 26 wolf run; 31 birch ring; 32 drowned bell; 33 salt jackstraws; 34 sky-stair; 35 whispering reeds; 36 geyser plain; 41 storm beacon; 42 peat stack; 43 hunter's cairn; 44 moon pool; 45 basalt organ; 46 amber mire; 51 stag wallow; 52 avalanche chute; 53 tide mill; 54 dead forest; 55 sunken road; 56 glacier window; 61 giant's table; 62 foxfire glen; 63 saint's anchor; 64 glass beach; 65 hanging valley; 66 dragon's brows.

### Trail Complications (d12)

1 cracked axle; 2 false cairns; 3 flooded ford; 4 hostile patrol; 5 lost kit; 6 gust front; 7 slick lichen; 8 jealous spirit; 9 echo confusion; 10 fresh predator spoor; 11 smoke on horizon; 12 fire in camp.

### Boons & Finds (d12)

1 ripe berries; 2 clean spring; 3 dry cave; 4 remount cache; 5 sacred ash; 6 ironwood stave; 7 resin patch; 8 herb clutch; 9 fossil charm; 10 hunter's map; 11 ferryman token; 12 storm-proof tarp.

## Integration Notes

- **Urban:** Trail markets and wardens' courts are venues; district-style tags apply. Standing with local offices = Position +1 for writs.
- **Caravans:** Wilderness legs use this module; *Camp* replaces caravan stops; *Overextend* increases **Weariness/Condition**.
- **Political:** Ranger orders and wardens function as factions; Strings = warrants, towers, taboo rites.
- **Assets/Patrons:** Outposts as assets; hunting/ford rights as **Patron Strings**.
- **Psionics:** *Dream Weather*—psions may read omens for **Clue** or reduce **Weather**; *Mind Beacon*—telepathic whistles once/day at **Sign +1**.
- **Dragon's Lair:** Landmarks (kurgans, storm beacons, saint's anchors) can map to lairs/hoards; *Ward-Storms* hide wyrm traffic.

## Example of Play (short)

**Setup:** Expedition crosses *Thornweald* → *Skybreak Pass* (Distance [6], Danger [4], Weather [4: rain]). Intent: **Scout**. Tracks: Supplies 4/6, Weariness 2/6, Sign 1/6.

**Navigate the Tangle (Wits+Survey, Forest DV 3):** Hit → **Distance +1**; a 1 shows → GM spends SB *Bad Footing*, minor Harm.

**Hide Sign (Wits+Subterfuge, DV 2):** Strong hit → **Sign -2**. You blaze a subtle *Trail* for return.

**Camp Phase:** Build Camp (Quality 1); Hearthfire Rite (hit) clears **Weariness -1** and creates

**Audience:** **Warm** with a shrine keeper. Night watch pre-empts a *Spook the Team* SB.

**Morning—Cross Scree (Body+Tactics, Mountain DV 4):** Partial → progress with **Weariness +1**. Weather advances → **Condition +1** risk; choose **Endure** intent tomorrow to ignore first penalty.

## GM Reference (one page)

- **Daily Intent:** Traverse • Scout • Hunt • Hide • Endure.
- **Tracks:** Distance [4–8] • Danger [4–6] • Weather [4–6] • Supplies [6] • Weariness [6] • Sign [6] (opt: Beast Pressure [4–6]).
- **Common Actions:** Navigate • Forage • Hunt/Track • Cross • Hide Sign • Blaze Trail • Parley (wardens/spirits) • Harvest.
- **Camp:** Build • Watches • Hearthfire Rite • Repair/Recuperate • Break.
- **Weather Matrix:** Rain/Monsoon (Distance hard; Condition +1 on 1) • Snow/Whiteout (Position –1; Weariness +1 without Shelter) • Heat/Dry (Forage –1; Weariness +1 without extra water) • Dust/Sand (Hide Sign –1; Condition +1; Supplies –1) • Ward-Storm (Desperate w/o wards).
- **SB Menu:** Spook the Team • Unwelcome Smoke • Bad Footing • Rumor on the Wind • Foul Water.
- **Integration Hooks:** Outposts as assets • Warrants/rites as Strings • Psionic omens • Dragon landmarks.

## Changelog

**v0.1** — First pass: region sheet, biome tags, intent dials, party tracks (Supplies/Weariness/Sign), camp phase, hazards & weather, hunts & chases, outposts tie-in, denizens, generators, integration, example, and GM one-pager.

This module adds procedures only; defer to the core SRD for roll math and adjudication.