



	LIGHT & DARKNESS			
	SPRING	SUMMER	AUTUMN	WINTER
Morning	Light	Light	Light	Dark
Daytime	Light	Light	Light	Light
Evening	Dark	Light	Dark	Dark
Nighttime	Dark	Dark	Dark	Dark

fails, the animal goes lame. It cannot continue, and another successful **ANIMAL HANDLING** roll is required for the animal to recover and be able to travel the next day. If this roll fails, there are no options other than to put it down.



LEAD THE WAY

Every time you move on the map, you must appoint one person to **LEAD THE WAY**. This individual is called the pathfinder. The pathfinder can **LEAD THE WAY** and **HIKE** at the same time, but they cannot also **KEEP WATCH** (see below). Usually, the same person will act as pathfinder for an entire **Quarter Day**, but nothing stops you from changing the pathfinder whenever you enter a new hexagon.

Every time you enter a new hexagon on the map, the pathfinder makes a **SURVIVAL** roll, modified by the **PATHFINDER** talent if she has it. Success means you find a viable path into the hexagon and you move on without any problems. Failure means that you still enter the hexagon, but you suffer a mishap and must immediately roll on the table on the next page.

DARKNESS

In the dark, travel through the wilderness is dangerous. Getting lost or choosing the wrong path is an ever-present risk. The pathfinder's rolls get a -2 penalty during the dark **Quarter Days** of the day, and everyone in the group without the ability to see in the dark must make a **SCOUTING** roll – failure means they fall and take 1 point of damage to Strength.

The winters are darker than the summers in the Forbidden Lands. In the winter, there is light only during the **Day**, while all the other **Quarter Days** are dark. In autumn and spring there is light in the **Morning** and **Day**, while the **Evening** and the **Night** are dark. In summer, darkness only reigns during the **Night**. See the table above.

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.