

Expedition Moves

FORAGE *(new)*

When you **spend the better part of a day seeking food**, roll and add...

- +1 if the land is verdant and full of life
- +1 if you know this land and its creatures
- +1 if you have the gear to hunt or trap
- 1 if it's currently winter

*On a 7+, you gain 1d6 rations. *But on a 7-9, the GM will tell you what hazard you must first overcome or what danger you face as a result.

LOOKOUT *(replaces Take Watch & part of Undertake a Perilous Journey)*

When you are **on lookout for the party (keeping watch, scouting ahead, or standing guard) and a threat looms**, roll +WIS.

*On a 10+, you note the threat with enough time to warn the others and organize a response. *On a 7-9, you spot the threat just in time, enough to raise the alarm but little else.

MAKE CAMP *(revised)*

When you **settle in to rest**, consume a ration. If you're somewhere dangerous, decide the watch order as well. When you wake from at least a few uninterrupted hours of sleep, regain half your max HP.

UNDERTAKE A PERILOUS JOURNEY *(revised)*

When you **strike out towards a known destination through dangerous lands**, whoever leads the way rolls. Add...

- +1 if you've made this journey before
- +1 if you've taken precautions to avoid its dangers
- 1 if it's currently winter

On a hit, you'll reach your destination eventually. On a 10+, the GM can ask you to pick one from the list below. On a 7-9, the GM picks one and might ask you to pick another.

- It takes considerably longer than expected
- You must overcome an obstacle, hazard, or threat
- The weather takes a turn for the worse
- It's exhausting; everyone takes -1 forward
- You expend an extra 1d4+1 rations (or similar resources)
- Someone or thing has picked up your trail

WALK THE MAKERS' ROADS *(new)*

When you **travel the Highway or the West Road**, name your destination and the most worldly character's player rolls. Add...

- +1 as long as the Roads remain intact
- +1 if it's any season other than winter
- +1 if everyone has travelled the Roads and knows their ways

*On a 7+, the trip is uneventful and takes as long as you'd expect. *On a 10+, pick one:

- You make better time than expected.
- You meet friendly travelers. Feel free to ask some questions.
- You witness something strange, interesting, or wondrous.

*On a miss, you encounter some trouble on the Road fitting for the season, locale, or happenings in the wider world.

WANDER *(new)*

When you **go looking for a place and aren't sure how to get there**, determine how much *PROGRESS* you need to find it. If the terrain is...

- Unknown to you, +1 *PROGRESS* required
 - Particularly dangerous, +1 *PROGRESS* required
 - Confusing or hard to traverse, +1 *PROGRESS* required
- Ask the GM how long each roll will take: minutes, hours, days, or more. Then whoever leads the way rolls +WIS. *On a 7+ make 1 *PROGRESS* and choose one. *On a 10+, the GM chooses another.
- You make good time (less than what the GM predicted)
 - You can retrace your steps
 - You discover something else of interest or value
 - You avoid the local dangers

When you've made enough *PROGRESS*, you find what you were seeking. Note that *PROGRESS* is a resource, one that can be lost..

If the roll takes days or longer, each of you must consume that many rations. If the roll takes hours or longer in the dark, your light sources might well be consumed.

FROM STONETOP VIA THE ROADS (MOSTLY)

To the ruined tower	1 day
To the old wells	2 days
To Titan Bones	2 days
To Gordon's Delve	4 days
To Barrier Pass	4 days
To the Steplands (northern edge)	4 days
To Marshedge	8 days
To the ruins on the Dread River	11 days

PERILOUS JOURNEYS*

Stonetop to the barren cave	2-3 hours
Stonetop to the Blood Red Grove	3-4 hours
The old wells to Tor's Fist	5 days
Barrier Pass to Tor's Fist	6 days
North edge of the Steplands to Blackwater Lake	2 days
North edge of the Steplands to Three-Coven Lake	3 days
Marshedge to the northern edge of Ferrier's Bog	2 days
Marshedge to Three-Coven Lake	3 days
Marshedge to the Northern Manmarches	7 days
Marshedge to Lygos	14 days

*assuming you know the route; otherwise you're Wandering

