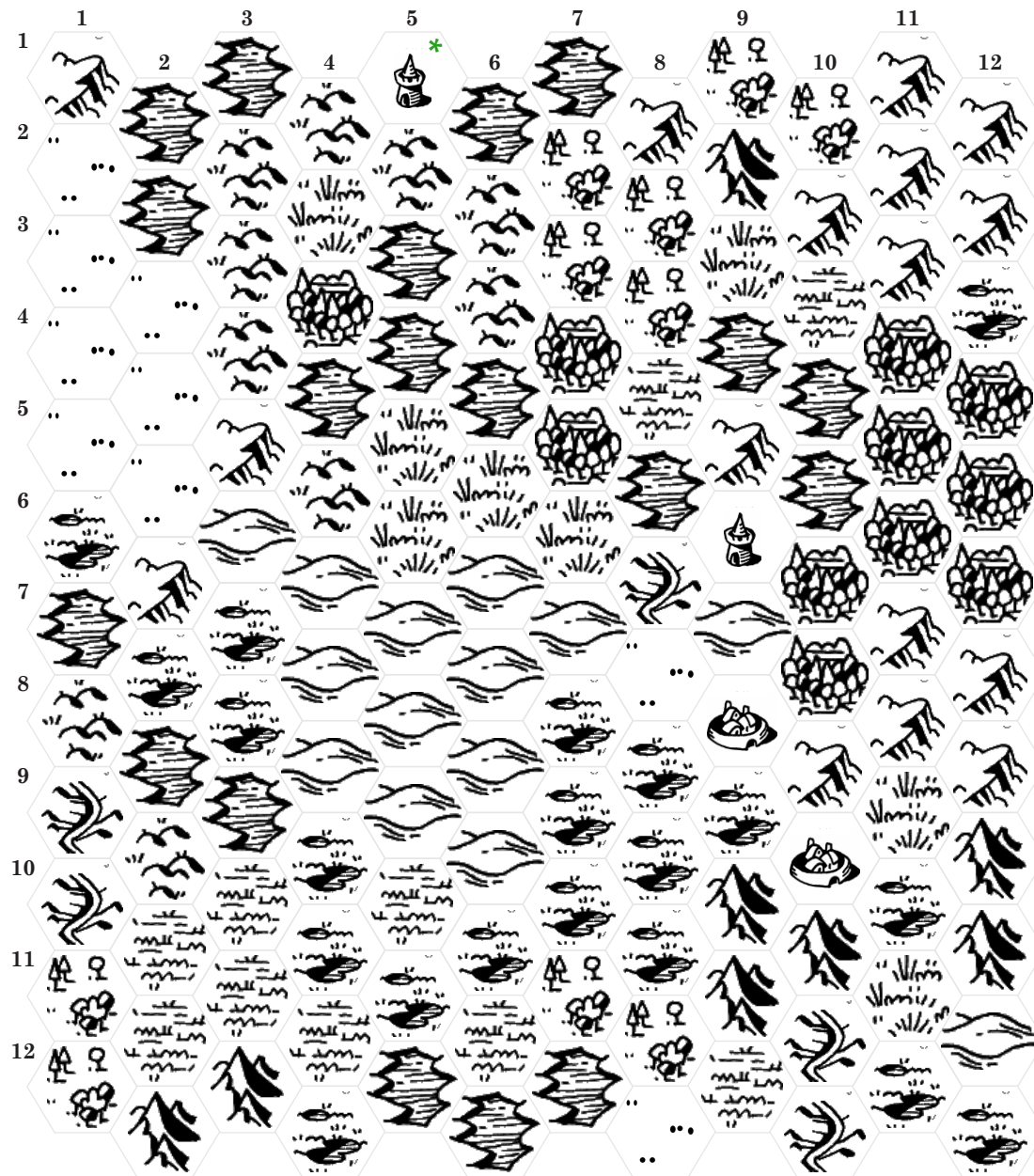


Gravel (p18)



* Designates the Seat of Power

TRAVELLING BLIND

When roaming without a proper sense of direction, or shrouded by darkness or mist, must roll when they try to move to a new Hex.

- 1: Circle back to where you started.
- 2-3: Drift a Hex to the Left (2) or Right (3).
- 4-6: Progress as planned.

LOCAL MOOD

When arriving in a Holding, roll to gauge the local mood.

- 1: Occupied by a looming or recent crisis.
- 2-3: There is a sense of things in decline.
- 4-6: A fine mood and all seems well enough.

Travelling consumes a whole Phase of the day and uses one of 3 methods:
Trek: 1 Hex on foot or steed.
Gallop: 2 Hexes on a non-Exhausted steed. The steed loses d6 VIG.
Cruise: 3 Hexes by boat, or by steed on a rarely-found proper road.

WILDERNESS ROLL

When ending a phase in Wilderness, roll:

- 1: Encounter the next Omen from a random Myth in this Realm.
- 2-3: Encounter the next Omen from the nearest Myth.
- 4-6: Encounter the Hex's Landmark. Otherwise all clear.

HOSPITALITY

When sleeping indoors, do not make a Wilderness Roll. Manners dictate that hospitality be granted to travelling Knights. Longer stays warrant a favour in return.

SLEEP

Each morning, all who did not get proper sleep the previous day lose d6 CLA.

CAMPING

When sleeping outdoors make a Wilderness Roll as normal, ignoring Landmarks. Hostile Omens prevent proper sleep, while others may not occur at all if they are improbable as nighttime activity.

WINTER

Anybody camping or travelling at night in Winter loses d6 VIG. Most Realms also risk dire weather during Winter.

OMENS

Each Myth has 6 Omens, listed in the order in which they are encountered. The first encounter with a specific Myth is always Omen 1, the second Omen 2 etc.

SUPPLIES

Knights gather food, water, and firewood as they travel, so these are not tracked. In situations where essential needs are deprived the Company each lose d6 VIG each morning.

Remember primacy of action (p16). If the players want to hunt for the Wyvern's nest they don't have to wait for that Omen to appear if they take action themselves.

NIGHT

Travelling or exploring at night causes the Company to lose d6 SPI each. If they lack a guide and light they are also travelling blind.

MYTH HEXES

Ending a phase in the Hex containing a Myth always reveals its next Omen without making a Wilderness Roll. When possible, the Knights also get the drop on the Omen.

DIRE WEATHER

When travelling in lands at the mercy of dire weather, roll at the start of each Phase.

- 1: Dire weather. You can't leave the Hex and can't get proper sleep.
- 2-3: Looming threat. If this is rolled a second consecutive time, treat as dire weather.
- 4-6: Fine weather for travel.