

### FORAGING MISHAPS (D6)

1	POISONOUS. You find one unit of VEGETABLES, but it is poisonous, something you only discover during your next meal. The poison in the VEGETABLES has a Potency of 3.
2	LEECHES BLOOD. sucking leeches bite into your flesh and you suffer 1 point of damage to Strength. The leeches can be removed by making a successful HEALING roll. If you fail the roll you suffer another point of damage but manage to get them off anyway.
3	SPRAINED ANKLE. You fall or twist your ankle and suffer a critical injury (25–26 blunt trauma).
4	TORN CLOTHES. Your clothes are damaged. Your boots break or your robe snags on thorny plants or sharp rocks. You must roll for the effects of cold. Your clothes can be mended by making a successful CRAFTING roll.
5	SAVAGE ANIMAL. A wolf, bear or other animal (p. 124, Gamemaster's Guide) feels threatened, and attacks you.
6	PERSISTENT ANIMAL. A squirrel, bird or other small animal follows you around and doesn't leave you alone. The animal causes trouble, it might make a noise at some inappropriate time, eat your food or steal something.

### HUNTING MISHAPS (D6)

1	SPRAINED ANKLE. You fall or twist your ankle and suffer a critical injury (25–26 blunt trauma).
2	LOST GEAR/WEAPON. You lose some of your hunting gear or a weapon. The GM decides which.
3	TORN CLOTHES. Your clothes are damaged. Your boots break or your robe rips on thorny plants or sharp rocks. You must roll for the effects of cold. Your clothes can be mended by making a successful CRAFTING roll.
4	TRAP. You step into another hunter's trap. It could be a snare, a net, or a covered pit. You suffer one point of damage to Strength and must make a MOVE roll to get out of the trap.
5	SAVAGE ANIMAL. A wolf, bear or other animal (p. 124, Gamemaster's Guide) feels threatened, and attacks you.
6	SICK PREY. You bring down a random animal, but is sick and whoever eats of its flesh is infected by a disease with a Virulence rating of 3. This is discovered during your next meal

### FISHING MISHAPS (D6)

1	SNAGGED HOOK/NET. Your hook or net snags on the bottom. You must make a MIGHT roll to be able to retrieve your fishing gear. If you fail, it is lost.
2	HOOK IN FINGER. You manage to pierce your own finger with the hook, instead of hooking a fish. You suffer one point of damage to Strength. Reroll if fishing with a net.
3	BROKEN FISHING GEAR. Your fishing gear breaks. You need to repair it (a CRAFTING roll) or get new gear.
4	MOSQUITO SWARM. A large swarm of mosquitoes or gnats attacks you, driving you crazy with their bites and buzzing. They attack with four Base Dice, causing damage to Empathy.
5	SPLASH! You lose your balance and fall into the water. See rules for swimming and drowning on page 113.
6	ATTACKED! A vicious fish or eel attacks you, causing a nasty wound. You suffer 1 point of damage to Strength

### MAKING CAMP MISHAPS (D66)

11–13	SPOILED WATER. Water you are carrying has spoiled. Everyone must reduce their WATER by one step.
14–16	ROTTEN FOOD. Food has rotted or been infected by insects. Everyone must reduce FOOD by one step.
21–25	BAD CAMPSITE. Your campsite turns out to be very uncomfortable. No one gets SLEEP until new place.
26–32	DOWNPOUR. A massive rainfall starts in the middle of the night. The camp is flooded and everything gets soaking wet. All adventurers must roll for the effects of cold, and no one gets any SLEEP this night.
33–36	FIRE DIES. The firewood is wet, and your campfire goes out. Everyone must roll for the effects of cold.
41–42	FIRE! Suddenly, the flames from your campfire spread out of control. Your tents, sleeping furs and other gear catch fire. Each adventurer suffers an attack with 5 Base Dice (Weapon Damage 1). Each adventurer must also make a MOVE roll to save her gear. Failure means that one piece of equipment is lost in the fire.
43–45	ANTS. Your camp sits on the ant road. All suffer 1 point of damage to Agility and no one gets SLEEP.
46–51	LICE. An adventurer has caught lice. It itches horribly, and she gets a rash all over the body. The victim suffers 1 point of damage to Agility each day and cannot SLEEP. A successful HEALING roll stops it.
52–54	MOSQUITO SWARM. A large swarm of mosquitoes or gnats attacks the camp, driving everyone crazy with their bites and buzzing. They attack all adventurers with 4 Base Dice, causing damage to Empathy.
55–56	SAVAGE ANIMAL. A wolf or other animal (p. 124, Gamemaster's Guide) feels threatened, and attacks you.
61–63	LOST GEAR. An adventurer has lost a piece of gear. The GM decides what was lost, and if it can be found.
64–66	BROKEN GEAR. An item belonging to an adventurer is broken. The GM decides what item it is.