

FORAGE IN*	SPRING	SUMMER	AUTUMN	WINTER
Dark Forest	-2	-1	0	-3
Mountains	-3	-2	-1	-4
Quagmire	-2	-1	0	-3
Ruins	-3	-2	-1	-4
Plains	-2	-1	0	-3
Forest	0	+1	+2	-1
Hills	-1	0	+1	-2
Marshlands	0	+1	+2	-1

ACTIVITIES
 HIKE/EXPLORE
 LEAD THE WAY
 KEEP WATCH
 FORAGE
 HUNT
 FISH
 MAKE CAMP
 REST/SLEEP

*Forage is impossible at LAKE/RIVER and HIGH MOUNTAINS

ANIMAL HUNT	JUST BOW?	MEAT	PELTS	Dark forest	Mountain	Quagmire	Ruin	Plain	Forest	Hill	Lake/river	Marshlands
1 Mouse	and trap	1	—	+1	0	+1	0	2	2	+1	+1	0
2 Crow	yes	1	—	0	-1	0	-1	+1	+1	0	0	-1
3 Rabbit	and trap	2	1	+1	0	+1	0	2	2	1	+1	0
4 Fox	and trap	3	1	-1	-2	-1	-2	0	0	-1	-1	-2
5 Boar*	yes	4	2	-1	-2	-1	-2	0	0	-1	-1	-2
6 Deer	yes	5	3	0	-1	0	-1	+1	+1	0	0	-1

*Boar attacks you if you fail.

SEA TRAVEL MISHAPS (D6)

1	NAVIGATIONAL ERROR. You sail off course and make no progress on the map during this Quarter Day.
2	SUDDEN SQUALL. A sudden squall makes your boat tilt. One important item (up to GM) falls into the water.
3	WHIRLPOOL. Your boat is caught in a whirlpool. The skipper makes a SURVIVAL roll (with SAILOR talent). Failure means the boat runs aground and must be repaired (a CRAFTING roll) before your journey can continue.
4	LEAK. Your boat springs a leak and takes on water. The leak must be repaired (a CRAFTING roll), which takes one turn (15 minutes), but your journey can continue while you do so. If roll failed, the boat sinks after D6 hours.
5	OVERBOARD. Someone falls overboard after a wave hits the boat. Swimming and drowning rules on page 113.
6	GROUNDING. Your boat runs aground and must be abandoned or repaired with a CRAFTING roll on the shore.

VEHICLE	PRICE	SUPPLY	EFFECT
Cart	15 silver	Common	Pulled by one animal. Can carry two people and 50 items.
Wagon	3 gold	Common	Pulled by two animals. Can carry four people and 200 items.
Canoe	6 silver	Common	Can carry two people and 10 items.
Rowing Boat	15 silver	Common	Can carry four people and 50 items.
Sailing Boat	4 gold	Uncommon	Can carry six people and 200 items.

ANIMAL	PRICE	SUPPLY	COMMENT
Riding Horse	2 gold	Uncommon	For stats, see page 124 in the Gamemaster's Guide.
Combat Trained Horse	8 gold	Rare	For stats, see page 124 in the Gamemaster's Guide.
Donkey	6 silver	Common	For stats, see page 124 in the Gamemaster's Guide.
Guard Dog	4 silver	Common	For stats, see page 125 in the Gamemaster's Guide.
Pig	2 silver	Common	Gives 6 units of Meat when slaughtered.
Sheep	3 silver	Common	Gives 2 units of Wool when sheared and 5 units of Meat.
Cow	1 gold	Uncommon	Gives 1 unit of Food when milked, and 6 units of Meat.
Chicken	4 copper	Common	Gives 1 unit of Meat when slaughtered.
Homing Pigeon in Cage	2 silver	Uncommon	Flies home to its Dovecote when released.