

THIS WEEK THE CARAVAN IS

TRAVEL MONTHS P224		TRACKLESS MONTHS P224	
4 Greenmonth	5 Redmonth	10 Violetmonth	11 Snowbringer
6 Orangemonth	7 Yellowmonth	12 Deadwinter	1 Newfirst
8 Oldsecond	9 Unity	2 Lastmonth	3 Firstmonth

ROLL: d20 + Ability + Skill over target
 TARGETS: (3) trivial, (7) easy, (11) mediocre, (15) hard, (19) very hard
 SAVE: d20 + Ability over 13; HERO DICE: d6s to modify rolls & recover life
 DEFENSE: 10 + Agility + Armor; ATTACK: d20 + Ability + Skill vs Defense

TRAVELING

1: SPEND SUPPLIES

1: SUPPLIES P167
 1 sack of supplies / creature / week
 1 sack = 10 stones = 100 soaps = €2,500
 » 1 cash = laborer's day pay
 » 1 soap = potion, pen, parasite
 » 1 stone = sword, shovel, shield
 » 1 sack = packed human inventory

2: ROLL MISFORTUNE

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A different PC rolls each week for the whole caravan. Circumstances can provide a bonus (guides, maps) or penalty (rushing, poor gear). Characters save individually.

3: ENCOUNTERS

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Something happens every week. Different PC rolls each week for the distance, size, and attitude of the encountered group.
 » Most encounters should not lead to combat.
 » PCs can sacrifice sacks to skip an encounter (bribes?).

4: REST

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Out of supplies (rule of 3 and 7):
 » Food. After 3 weeks without food = weak and sick. After 7 weeks = dead or dying.
 » Drink. After 3 days without water = weak and hallucinating. After 7 days = dead or dying.
 » Air. After 3 minutes = gasping. After 7 minutes = dead or dying.

5: TALLY EXTRA DAYS

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Each week for the whole caravan. Days flow endless.
 » From misfortunes, events, and actions.
 » Fast tags negate one tally each: e.g., all mounted, a good guide, fine steeds, fast golems, etc.
 » Slow tags add one tally each: e.g., encumbered, sick, heavy, slow, damaged, crippled, etc.

END OF THIS LEG OF THE JOURNEY

At a destination:
 » Bad supplies = €1d4* / sack
 » Good supplies = €3d6* / sack
 » Living expenses instead of spending supplies = €2d4* / week

At New Destination?
 YES: Free destination action: Look for Discoveries
 NO: Repeat 1-5

7+ DAYS TALLIED?
 YES: Repeat 1-5
 NO: Repeat 1-5

IN THE WILDS

AT A DESTINATION

FIRST, DESTINATION OR CAMP ACTIONS
 THEN, REGULAR TRAVEL PROCEDURES

d6 how far away are they?

- Right here! An ambush!
- Close enough to talk
- Gesture distance
- Broad outlines visible
- Specks and distant dust
- Tracks and traces remain

d6 how many are they?

- Many! PCs outnumbered
- Plenty. More than the PCs
- About equal in number
- Fewer than the party
- Just one. A sole survivor?
- None. Or all deceased.

d6 what is their attitude?

- Aggressive. Ready arms!
- Hostile. Scared
- Suspicious. With reason?
- Wary. Noncommittal
- Neutral. Ready to talk
- Friendly. What fools

THIS WEEK'S CAMP

nature's gift	history's ruin	road's woe	campfire banter
1 biomech corpse	ur-metal lattice	ague	common enemy
2 livingstone corral	stuck aeroliths	moldy food	forgotten family
3 shaded overhang	cerametal shell	flies	shared contact
4 gentle glade	crystal roadwork	dust	duty, obligation
5 babbling brook	luminous mounds	fog	dream, desire
6 discrete vale	rusted defenses	sour water	fun, humor
7 outlook rise	tumbled houses	trails gone	sorrows, loss
8 watering hole	monument lost	rust	higher purpose

INITIATIVE?

d6 + Agility. Random character rolls for each side. High roll wins.
 » Tie = everything happens at once.

MORALE

Goes to 11. When the omens turn grim, NPCs roll 2d6. If the result is higher than morale, it flees.
 » Morale math = 3 + half level

CHASE

Run, rabbit run. Both parties roll. Faster = [+], slower = [-]. Victories increase / decrease distance.
 « » Here. Melee range. Caught
 « » There. Short range
 « » Over there. Long range
 « » Off-stage. Escaped

TREASURE DOO

roughly	...value
01-50 uncommon	€50
51-80 valuable	€250
81-98 rare	€1,000
99-00 exceptional	€5,000
oo/o unique	€25,000

DESTINATION ACTIONS

- » Look for Discoveries
- » Market Research
- » Buy and Sell (haggle)
- » Carouse
- » or Any Camp Action

CAMP ACTIONS

- » Forage
- » Care
- » Study
- » Hide
- » Ambush

FORAGE

Any character. Rich lands = bonus [+], poor lands = penalty [-].

roll ...and foraging

- | roll | ...and foraging |
|-------|------------------------------|
| 1-2 | Nothing and an injury |
| 3 | Nothing |
| 4-6 | 1 sack of supplies (€10) |
| 7 | 1 sack (€10) and a discovery |
| 8-12 | 2 sacks of supplies (€20) |
| 13 | 2 sacks and an injury |
| 14-15 | 2 sk of rich supplies (€40) |
| 16-19 | 3 sacks of supplies (€30) |
| 20-24 | 4 sacks of supplies (€40) |
| 25+ | 2 sacks (€20) & a discovery |

CARE

Any character. Once per patient.
 » Bonus [+] to avoid or choose encounters that week.

WEATHER OF THE MONTH

night	day	extreme
1 arctic	glacial, dry	frigid gale
2 siberian	freezing, dry	blizzard
3 freezing, wet	wet snow	mudslide
4 cold, sodden	cool, showers	heatwave
5 cool, damp	warm, storms	flash storm
6 cool, dry	hot, dry	dust storm
7 warm, dry	searing, dry	wildfire
8 warm, damp	fiery, showers	lightning
9 cool, humid	hot, storms	tornadoes
10 cold, wet	cool, rain	floodplains
11 freezing	cold, snow	windy fog
12 glacial	ice, snow	whiteout

LOOK FOR DISCOVERIES

Once per week, a PC asks around for discoveries to visit. First roll at a destination is free, extra investigations cost €1d6 x 10 each.

roll result

- | roll | result |
|-------|---------------|
| 1-3 | Misfortune |
| 4-11 | Mere rumors |
| 12-19 | 1 discovery |
| 20-24 | 2 discoveries |
| 25+ | 3 discoveries |

Choose or create new discoveries.

STUDY

Any character. Learning most new skills requires 4 successes from different sources.

roll study outcome

- | roll | study outcome |
|-------|---------------------------|
| 1-3 | Dead end. Need +1 success |
| 4-11 | Learned nothing |
| 12-19 | A success! |
| 20-24 | 2 successes! |
| 25+ | A success and a new trait |

HIDE

Once per week, a PC works to hide traces of the camped caravan.
 » Bonus [+] to avoid or choose encounters that week.

THE GROUND WE WALK

hills	plains	valleys	ground	waters	air	flora
1 spire	lava	crater	rock	seabed	thin	scoured
2 volcano	pan	glacial	salt	salt lake	old	dead
3 berg	flat	rift	gravel	lake	stale	dryland coral
4 dome	lacustrine	river	sand	wetland	flat	lichens
5 peak	till	dry	dust	bog	metallic	mosses
6 pinnacle	rough	shallow	loess	river	sour	cacti
7 cliff	gentle	hanging	silt	waterfall	dusty	thorny
8 ridge	alluvial	eroded	clay	rapids	dry	grass
9 mesa	flood	canyon	loam	stream	humid	savanna
10 stair	scroll	cove	černozem	cascade	refreshing	maquis
11 scree	outwash	karst	rust	intermittent	fragrant	forest
12 dune	peneplain	box	rubble	river bed	rich	overgrowth

MARKET RESEARCH

Any PC. What kinds of prices does a trade good fetch at an/a...
 » adjacent destination (1 day)
 » chain of 3 destinations (1 week)
 Each PC can research on their own. Roll once for each destination.

roll price ...and

- | roll | price | ...and |
|-------|-------|---------------------|
| 1-2 | 0 | Taboo? Useless? |
| 3-6 | x0.5 | Low demand |
| 7-12 | x1 | Normal demand |
| 13 | x1 | [-] to haggling |
| 14-15 | x2 | Popular but illegal |
| 16-17 | x2 | High demand |
| 18 | x3 | Market bubble! |
| 19 | x4 | Crisis demand |
| 20 | x1 | Source. Made here |

AMBUSH

Once per week, a PC works to lay an ambush for another group. If a conflict breaks out:
 » [+] to surprise opponents.
 » Each ally gains a tactical bonus [+] to one roll.

noosphere

- | | |
|----------------|------------------|
| 1 eating void | 7 legi. records |
| 2 corrupted | 8 basic vidys |
| 3 dragon virus | 9 data overlay |
| 4 dim echoes | 10 full sensory |
| 5 fragments | 11 micro world |
| 6 rep shards | 12 ancient dream |

BUY AND SELL (HAGGLE)

Any PC. Bulk sales take a week.
 » accept local price = automatic
 » haggle = roll
 » schmooze = €1d6 x 100 to gain [+]

roll price ...and

- | roll | price | ...and |
|-------|-------|----------------------|
| 1 | 0 | Goods confiscated! |
| 2-5 | x0.5 | Ripped off! |
| 6-13 | x1 | Fair and reasonable |
| 14-17 | x1.2 | Solid profit |
| 18-19 | x1.5 | Good profit |
| 20+ | x3 | Better skip town ... |

VEHICLES & MOUNTS

mode	Lvl	Capacity	Speed	Requires	Cost
1 Human, basic	0	1 sk	normal	1 supply	€7/week
2 Disposable slave	0	1 sk	normal	1 supply	€200
3 Porter	1	2 sk	normal	1 supply	€20/week
4 Slave porter	1	2 sk	normal	1 supply	€600
5 Skeleton porter	1	1 sk	slow	necromancy	€200
6 Zombie porter	2	2 sk	v slow	necromancy	€200
7 Mule or camel	1	2 sk	normal	grazing	€70
8 Combat steed	2	2 sk	normal	grazing	€200
9 Metal steed	2	2 sk	normal	0.5 supply	€1,200
10 Handcart	2	3 sk	slow	a human	€10
11 Light autowagon	3	3 sk	fast	0.5 supply	€2,000
12 Mighty velblod	4	3 sk	normal	grazing	€300
13 Wagon or cart	4	6 sk	slow	an animal	€200
14 Burdenbeast	5	4 sk	normal	grazing	€600
15 Biomech beast	6	6 sk	normal	grazing	€3,000
16 Road yacht	7	6 sk	normal	1 supply	€4,000
17 Sturdy coach	7	12 sk	slow	2 animals	€600
18 Vech or walker	9	12 sk	slow	1 supply	€6,000
19 Massive wagon	8	24 sk	v slow	4 animals	€1,500
20 Autogolem	10	24 sk	slow	1 supply	€10,000
21 Meat crawler	8	24 sk	v v slow	necromancy	€4,000
22 Hover wagon	4	20 sk	normal	an animal	€7,500
23 War engine	11	36 sk	v slow	2 supply	€20,000
24 Riverboat golem	9	60 sk	normal	2 supply	€10,000

CAROUSE

Any PC. Spend a week & €1d6* x 100, then gain that many XP & roll. Can't pay = [-] on roll. *exploding

roll ...and consequences

- | roll | ...and consequences |
|-------|--------------------------|
| 1 | No XP and bad outcomes |
| 2-7 | Bad luck, silver linings |
| 8-11 | Annoying consequences |
| 12-15 | Silly results |
| 16-19 | Color, but all's well |
| 20-24 | Jolly, humorous boon |
| 25+ | A magical or rare gift |

YAY, WELL MOTILE

human max = lvl 9 — # special abilities ≤ level — lvl 10+ = uniques
 Example Creatures & NPCs
 rat, degenerate quarter-ling, radiation ghost, vome lapin
 average human, android, husk, chemovore, swinedeer, wire ghoul
 foot soldier, ur-eagle, vome drone, time-broken lurcher, necro vome

ASPECTS

- | proximal | soul jewel |
|-------------------|-------------------|
| 1 aura, dream | 2 brain, thought |
| 3 spine, nerves | 5 eyes, radiation |
| 6 nose, smell | 7 ears, sound |
| 8 mouth, teeth | 9 head, skull |
| 10 digits, touch | 11 organs, guts |
| 12 skeleton, bone | 13 muscles |
| 14 limbs, wings | 15 legs, feet |
| 16 arms, hands | 17 tail, trunk |
| 18 skin, shell | 19 fur, horns |
| 20 out-of-body | |

distal

- | | |
|-----------------|-------------------|
| 11 organs, guts | 12 skeleton, bone |
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NPC / CREATURE

Lvl	Life	Morale	Def	Bonus	Damage
0	4	3	10	+2	1d4
1	8	4	11	+3	1d6
2	12	5	12	+4	1d8
3	16	6	12	+5	1d10
4	22	6	13	+6	1d12
5	29	7	13	+7	1d8+5
6	38	7	14	+8	1d10+6
7	52	8	14	+9	1d12+7
8	68	8	15	+10	2d8+8
9	90	8	15	+11	1d20+11
10	120	9	16	+12	1d20+1d6+12
11	155	9	16	+13	1d20+1d8+13
12	195	9	17	+14	1d20+1d10+14
13	240	10	17	+15	1d20+1d12+15
14	300	10	18	+16	2d20+16
15	375	10	18	+17	2d20+1d8+17
16	500	10	19	+18	2d20+1d12+18
17	666	11	20	+19	3d20+20

RUMORED ORIGIN

adjective	movement	culture	period
1 Lesser	Onion and Skull	Vile reign	Star Bloom
2 Shorter	Ur-rocco	Mahogany reign	Accretion Days
3 Lower	Bio-mechanicism	Faceless rule	Geological Eras
4 Decadent	Geo-sculpturalism	Perambulator	Long Long Ago
5 Endless	Inter-tactilism	Machine human	Long Ago
6 Upper	Poly-chromatism	Abhuman	Fast Starshine
7 Longer	Bi-mannerism	Post-ling culture	Mythagogic Era
8 Greater	Peri-spectralism	Citrus pre-nomadic	Mistlift
9 Dark	Alter-minimalism	Distributarian	Spring of Monarchies
10 Golden	Idio-brutalism	Liberty dictatorship	