

Aquatic
Aspects: Wide open, Can't see the bottom, Shimmering surface Zones: Shoreline, Deep waters, Storm! Approaches: Wind, Waves & Current (+3), Direct sunlight (+2), Aquaphobia (+1) Stress: 1 2 3 4 Consequences: _____ (-2) _____ (-4) _____ (-6)

Desert
Aspects: Scorching sun, Mirages, Dry as a bone Zones: Endless dunes, Sandstorm, Oasis Skills: Heat (+5), Sand (+4), Disorienting (+3), Venomous critters (+2) Stress: 1 2 3 4 Consequences: _____ (-2) _____ (-4) _____ (-6)

Forest
Aspects: Limited vision, Plant diversity, Uncharted lands Zones: Old cracking oaks, Rushing remote river, Burnt down forest Skills: Maze of trees(+5), Thick vegetation(+4), Denizen of the woods(+3), Eerie sounds(+2) Stress: 1 2 3 4 Consequences: _____ (-2) _____ (-4) _____ (-6)

Grassland
Aspects: Silhouette from afar, Pleasant weather, Grassy hills Zones: Dirt path, Small stream, Fallow fields Skills: Open terrain (+3), Distance (+2), Ticks and mites (+1) Stress: 1 2 3 4 Consequences: _____ (-2) _____ (-4) _____ (-6)

Jungle

Aspects: Giant trees, Thick lianas, Law of the jungle

Zones: Cliffside, Hidden Waterfall, Ancient temple

Skills: Heat (+4), Dense vegetation (+3), Creepy crawlies (+2), Humidity (+1)

Stress: 1 | 2 | 3 | 4

Consequences: _____ (-2) | _____ (-4) | _____ (-6)

Mountain

Aspects: One heck of a drop!, Falling rocks, Narrow ledges

Zones: Narrow path, Eternal snows, Cliffs and drops

Skills: Steep (+5), Strong winds (+4), Scarce resources (+3), Cold (+2)

Stress: 1 | 2 | 3 | 4

Consequences: _____ (-2) | _____ (-4) | _____ (-6)

Polar

Aspects: More snow than you can think of, Perpetual Night/Day, Lifeless wasteland

Zones: Rugged Glacier, Harsh blizzard, White desert

Skills: Snow (+5), Cold (+4), Scarce resources (+3), Mystic aurora borealis (+2)

Stress: 1 | 2 | 3 | 4

Consequences: _____ (-2) | _____ (-4) | _____ (-6)

Savana

Aspects: Tall dry grass, Seasonal rainfalls, Scattered tortuous trees

Zones: Shrubland, Elephant graveyard, Rushing muddy river

Skills: Stalking predators (+5), Exotic plants (+4), Heat (+3), Scarce water (+2)

Stress: 1 | 2 | 3 | 4

Consequences: _____ (-2) | _____ (-4) | _____ (-6)

Wetland
Aspects: Putrid lands, I felt something moving!, Waist deep waters Zones: Mangrove, Mossy bog, Swamp Skills: Soaking wet (+5), Swarms of biting bugs (+4), Spooky (+3), Sickness (+2) Stress: 1 2 3 4 Consequences: _____ (-2) _____ (-4) _____ (-6)

All biomes have those stunts :

Dwindling provisions: When you defend with style, you inflict a 1 shift hit to the attacker.

Unpredictable: Once per conflict, you can use one of the biomes' aspect as a skill at +4.

Wilderness is everywhere: Biomes' attacks target every characters in the zone.

Rules

Usual skill utilization isn't taken into account here. Characters don't "attack" with Fight or Shoot, but most likely with Athletics and Physique without needing any Stunt.

Each attack made by the PCs is considered some time passing travelling, so unsuccessful attacks represent no progress toward the destination (getting lost, impassable terrain, detours, unexpected problems, etc). Certain Create an advantage checks could also represent some time passing, depending on how long it takes. For example, making fur cloaks would take a lot of time! Consider this if time is of the essence.

Zones are mostly used as normal Aspects with the difference that only one applies at a time.

A biome starts the conflict with a free invoke on each of the zones.

Unlike normal rules about zones, characters don't overcome them. Instead, each time a season takes a consequence, the actual zone is considered overcome and the GM picks another one.

Consequences, instead of being something negative applied on the NPC, are positive situations that help the PCs in their journey. Ex. Refreshing stream, Safe path, Sunscreen, etc.

For shorter distance travels or just to speed up the conflict, remove stress and/or conditions.

Option: Adventure map

If you use a grid or hex map, you may want to adjust the difficulty of the biome according to how many tiles the adventurers have to travel. You can set it following these guidelines:

# Tiles	Stress	Consequences
1	1	Mild
2	2	Mild
3	2	Moderate
4	2	Severe

# Tiles	Stress	Consequences
5	3	Moderate
6	3	Severe
7	4	Moderate
8+	4	Severe