

Surviving in The Kathalja Desert



Resources in the Desert

Resource Dice

Some resources in this rule set have different rules than normal. These are food, water, arrows, and torches. You don't count individual units of these items; instead, each resource is rated with a Resource Die, from D6 (Blue) to D12 (Yellow), which measures how much of that consumable you are carrying.

Every time you eat a ration of food, drink a ration of water, shoot an arrow, or light a torch - you roll the Resource Die for the consumable. If the die shows a blank side, you must decrease the Resource Die one step - for example, a D8 (Green) to a D6 (Blue). When you roll a D6 (Blue) and get a blank result, your stash of consumables is fully depleted.

Journeys

Map

One Hexagon is 10 KM across.

Quarters of the Day

When journeying the day is divided into four quarters.

- ❖ Morning
- ❖ Day
- ❖ Evening
- ❖ Night

At the start of every quarter day, each adventurer must choose one activity for the Quarter Day. No more than one activity can be performed at the same time unless specified otherwise. Most activities can be performed by several PCs, but for a few activities, a single adventurer must be chosen. The Various activities are described below:

❖ **Hike**

- This must be done by all adventurers if you want to proceed on the game map.

❖ **Lead the Way**

- Can be combined with **HIKE**, but can only be done by one adventurer in the group.

❖ **Keep Watch**

- Can be combined with **HIKE**, but can only be done by one adventurer in the group

❖ **Forage**

- This can be done by several adventurers at the same time

❖ **Hunt**

- Can be done by several adventurers at the same time.

❖ **Fish**

- Requires a river or lake. Can be done by several adventurers.

❖ **Make Camp**

- Only one adventurer may roll, but assisting is allowed.

❖ **Rest**

- Can be done by several adventurers at the same time. Occurs automatically when you **SLEEP**

❖ **Sleep**

- Can be done by several adventurers at the same time. When you **SLEEP**, you automatically **REST** as well.

❖ **Explore**

- Can be done by several adventurers at the same time.

Hike

Your Journey through the Desert progresses from hexagon to hexagon on the map. The rule of thumb is that you can **HIKE** two hexagons per Quarter Day in *open terrain* and one hexagon per Quarter Day in *difficult terrain*. On camel, your rate of movement increases to three hexagons per quarter day in *Open Terrain*.

	Hiking Distance	
Terrain	On Foot	On Camel
Open	2 Hexagons/ Quarter	3 Hexagons/ Quarter
Difficult	1 Hexagon/ Quarter	1 Hexagon/ Quarter

Forced March

You can **HIKE** for two of the four Quarter Days of the day without a problem. If you need to, you can push yourselves and **HIKE** for a third Quarter Day. This requires that you all make a Resilience check (Average Difficulty). Failure means you will suffer damage to your Wounds, Disadvantages will cause you to suffer harm to your Strain. In addition to taking damage, you will also be unable to **HIKE** during the Quarter Day and must **REST** or **SLEEP**.

If you are in a real rush, you can even attempt to **HIKE** for a fourth Quarter Day in the day. In that case, you must roll a resilience check (Hard Difficulty). Succeeding or Failing in this task will make the adventurer Disoriented 2 since you miss the necessary hours of **SLEEP**.

Mounts

Camels and other mounts will allow you to move faster through *Open Terrain*, but not in *Difficult Terrain*. A forced march (see above) is also possible while riding. Roll just like you did above, but use your Riding skill. If the roll fails the animal goes lame. It cannot continue, and another successful Riding check (Average Difficulty) is required for the animal to recover and be able to travel the next day. If this roll fails, there are no other options than to put it down.

Lead the Way

Every time you move on the map, you must appoint one person to **LEAD THE WAY**. This individual is called the *Pathfinder*. The Pathfinder can **LEAD THE WAY** and **HIKE** at the same time, but they cannot also **KEEP WATCH** (see below). Usually, the same person will act as a pathfinder for an entire Quarter Day, but nothing stops you from changing the pathfinder whenever you enter a new hexagon.

Every time you enter a new hexagon on the map, the pathfinder makes a Survival check (difficulty Average). Success means you find a viable path into the hexagon and you move on without any problems. Failure means that you still enter the hexagon, but you suffer a mishap and must roll on the mishap table below.

Back Again?

If you return to a hex on the map where you have been before you don't need to make another roll to **LEAD THE WAY**. It is up to you the players to keep track of where you have been during your journeys.

	Leading the Way Mishaps	
D66	Mishap	Effect
11-12	Quicksand	The Ground gives way under your feet. You have walked into an area of quicksand. You are completely stuck, and you must roll Athletics check (Difficulty Average) to escape. If you fail, you suffer damage equal to failures (Min 1) and must roll again with increased difficulty. Whoever pulls free can help anyone who is still stuck. You also need to go around the treacherous area and won't make any progress on the map during the Quarter Day.
13-21	Blocked Terrain	The way forward is blocked by rocks, fallen trees, thick shrubbery, or flooding. You must roll Athletics or Coordination to move forward. If you fail, you suffer damage equal to failures (min 1) and must roll again. Anyone who rolls successfully can help anyone who does not. You won't make any progress on the map during this Quarter Day.

22-26	Lost	You realize that you have walked in a circle. You are lost and won't make any progress on the map during this Quarter Day. Your pathfinder must also roll a Survival Check (Difficulty Hard) to find their way out of the hexagon. One roll can be made per Quarter Day.
31-32	Sprained Ankle	Your pathfinder falls or twists their ankle and suffers a Critical Injury of Hamstrung (71-75).
33-34	Torn Clothes	Your clothes are damaged. Your boots break or your robe rips on thorny plants or sharp rocks. You must roll a Resilience check (Difficulty Average) every Quarter Day while your clothes are still damaged. Failures will accumulate Strain Damage. Your clothes can be mended with a Mechanics check (Difficulty Easy - Average).
35-36	Landslide	You are walking in rough terrain when the ground suddenly opens beneath your feet. You must roll a Coordination check (Difficulty Hard), if you fail,

		you suffer 4 wounds.
41-45	Downpour	A massive rainfall or snowstorm (Depending on the time of day) catches you unaware. You must roll a Resilience check (Difficulty Average) or take 4 Strain damage. You must also seek shelter until the storm has passed and won't make any progress on the map during this Quarter Day.
46-52	Sandstorm	You are caught unaware by a strong sandstorm. The distance you cover this Quarter Day is decreased by one hex. In difficult terrain, you're stuck in the hex you started. In addition, each adventurer suffers 1 point of Strain.
53-54	Scorpion Nest	You step right into a nest of scorpions. An angry swarm attacks the entire group. Each adventurer must roll an Athletics check (Difficulty Hard) or suffer an attack from the scorpions.
55-61	Mosquito Swarm	A large swarm of mosquitos or gnats attacks you, driving you crazy with their biting and buzzing. They attack

		causing strain damage.
62-64	Savage Animal	A wolf, bear, or other wild animal feels threatened, and attacks you. The GM chooses an animal.
65-66	Persistent Animal	A squirrel, bird, or other small animal follows you around and doesn't leave you alone. The animal causes trouble, as described by the GM - it might make a noise at some inappropriate time, eat your food, or steal something.

Keep Watch

During every Quarter Day of your journey, you should also designate one adventurer in your group who is responsible for scouting for threats and enemies. The lookout can **KEEP WATCH** and **HIKE** at the same time, but can not **LEAD THE WAY** while doing so. A lookout is useful during every Quarter Day, even after you **MAKE CAMP**. You don't need to have a lookout if you don't want to but without one you have no chance to spot threats before they are upon you.

The scout comes into play when the GM rolls for a random encounter or introduces some other kind of threat. If the random encounter rolled is a threat, the lookout makes a Perception check (Difficulty Varies) to detect it.

Forage

If you are running out of provisions, you can spend a Quarter Day looking for edible plants and drinkable water. You cannot **HIKE** at the same time, so if you want to **FORAGE** you have to stop in the hexagon that you are in.

Several adventurers can **FORAGE** at the same time. If you want to make separate rolls, you can't **FORAGE** in the same location, which means that any mishaps will affect you individually. The alternative is that one of you **FORAGES** and the others help.

To **FORAGE**, you must choose whether you are looking for food or water. Then make a Survival Roll Modified by the table below.

	Terrain	Types	
Type	Movement	Forage	Hunt
Plains	Open Terrain	Average +Setback	Easy
Hills/Dunes	Open/Difficult Terrain	Average	Average
Mountains	Difficult Terrain	Hard	Average + Setback
High Mountains	Impassable	N/A	N/A
Lake/River	Requires a boat or a raft	N/A	Average
Ruins	Difficult Terrain	Daunting	Average + Setback

When looking for food success means that you find a number of units of **VEGETABLES** in the form of edible roots or plants, equal to the

number of successes you rolled. The VEGETABLE can be cooked with a successful Knowledge - Culture (Difficulty Average) to create an equal amount of Food in successes. You then consume a unit of Vegetables instead of rolling your resource die. You need to do this within a day, or the VEGETABLES will be spoiled.

When you are looking for water, success means that you find enough drinkable water for everyone in your group to fill their water skins up to a D12 (Yellow) Resource Die, if they like.

If your **FORAGE** roll fails, you don't find any food or water and you suffer a mishap. Roll on the table below.

	Foraging Mishaps	
D6	Mishap	Effect
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 will deal with 5 Strain Damage if eaten.
2	Leeches	Blood-sucking leeches bite into your flesh and you suffer 1 Wound. The leeches can be removed by making a successful Medicine check (Difficulty Average). If you fail the roll you suffer another

		Wound of damage, but manage to get them off anyway.
3	Sprained Ankle	You fall or twist your ankle and suffer a Critical Injury of Hamstrung (71-75).
4	Torn Clothes	Your clothes are damaged. Your boots break or your robe rips on thorny plants or sharp rocks. You must roll a Resilience check (Difficulty Average) every Quarter Day while your clothes are still damaged. Failures will accumulate Strain Damage. Your clothes can be mended with a Mechanics check (Difficulty Easy - Average).
5	Savage Animal	A wolf, bear, or other wild animal feels threatened, and attacks you. The GM chooses an animal.
6	Persistent Animal	A squirrel, bird, or other small animal follows you around and

		doesn't leave you alone. The animal causes trouble, as described by the GM - it might make a noise at some inappropriate time, eat your food, or steal something.
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Hunt

Another way to find food during a journey is to **HUNT**. You cannot **HIKE** at the same time as you **HUNT**. However, several people can **HUNT** at the same time. If you want to roll separately you cannot **HUNT** in the same location, which means that any mishaps will affect you individually. An option is that one of you **HUNTS** and the others help. You need some form of gear to **HUNT** - either a ranged weapon or a hunting trap of some type. First, you must find your prey, which you can do by making a Survival Check.

		HUNT			
DG	Animal	Difficulty	Requirement	Meat	Pelts
1	Mouse	Hard	Weapon or Trap	1	-
2	Crow	Average	Weapon	1	-
3	Rabbit	Hard	Weapon or Trap	2	1
4	Fox	Hard	Weapon or Trap	3	1

5	Boar	Average	Weapon	4	2
6	Deer	Average	Weapon	5	3
*Boars attack	if you fail.				

Success means that you find some kind of prey. Roll on the table above to see what type of animal it is. If you roll multiple Successes, you can reroll on the **HUNTING** table once per extra success. You cannot go back to a previous result.

To kill your prey you must roll again, this time for Range [Light or Heavy] or Survival again (if you are using a trap). Modify the roll by the difficulty of the animal according to the table.

The table above also indicates how many units of MEAT and PELTS your prey yields. The MEAT can be cooked using a Survival Check (Average) and then it is turned into an equal amount of FOOD. You can eat MEAT raw - you then consume a unit of MEAT instead of rolling your Resource Die for FOOD. You need to do this within a day, or the MEAT will be spoiled. The PELTS can be turned into Leather for fixing clothes or other crafting.

If your first survival roll fails, you suffer a mishap. Roll on the table below. If your second roll fails to kill your prey, it only means you don't get the FOOD - unless it is a boar, in which case it immediately attacks.

	Hunting Mishaps	
D6	Mishap	Effect
1	Sprained Ankle	You fall or twist your ankle and suffer a Critical Injury of Hamstrung (71-75).

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 a Resilience check (Difficulty Average) every Quarter Day while your clothes are still damaged. Failures will accumulate Strain Damage. Your clothes can be mended with a Mechanics check (Difficulty Easy - Average).
4	Trap	You step into another hunter's trap. It could be a snare, a net, or a covered pit. You suffer 1 Wound and must make a Skullduggery check (Difficulty Average) to get out of the trap.
5	Savage Animal	A wolf, bear, or other wild animal feels threatened, and attacks

		you. The GM chooses an animal.
6	Sick Prey	You bring down a random animal that is sick and whoever eats of its flesh is infected by a disease giving the adventurer the Critical Injury Compromised (86-90). This is discovered during your next meal.

Fish

If you are in a hexagon by a river or lake or by the ocean you can **FISH**. If you are on foot, you cannot **HIKE** while **FISHING**, but you can **FISH** from a moving boat. Several people can **FISH** at the same time. If you want to roll separately you cannot **FISH** in the same location, which means that any mishaps will affect you individually. Alternatively, one of you **FISHES**, and the others help.

To **FISH**, you need **FISHING** gear. Make a Survival Check (Difficulty Average). Success means you catch a number of units of **FISH** equal to the number of net successes. The **FISH** can be cooked and is then turned into an equal amount of **FOOD**. You can eat **FISH** raw - you then consume a unit of **FISH** instead of rolling your Resource Die for **FOOD**. You need to do this within a day, or the **FISH** will be spoiled.

If your roll fails, you don't catch any **FISH** and you also suffer a mishap. Roll on the table below.

	Fishing Mishaps	
DG	Mishap	Effect
1	Snagged Hook/Net	Your hook or net snags on the bottom. You must make an Athletics check (Difficulty Easy) 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 Wound. Reroll if fishing with a net.
3	Broken Fishing Gear	Your fishing gear breaks. You need to repair it (Survival - Difficulty Average) or get new gear.
4	Mosquito Swarm	A large swarm of mosquitos or gnats attacks you, driving you crazy with their biting and buzzing. They attack causing strain damage.
5	Splash!	You lose your balance and fall into the water.

6	Attacked	A vicious fish or eel attacks you, causing a nasty bleeding wound. You suffer one Wound.
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Make Camp

When the journey of the day is over it's time to **MAKE CAMP**. Finding a good location for a camp, making a fire, and preparing where to **SLEEP** takes a whole Quarter Day - usually the evening. Only one person rolls to **MAKE CAMP**, but others can help.

Make a Survival check (Difficulty Average - Hard), if your roll succeeds, you find a sheltered and comfortable place to spend the night, where you can all rest up before the next day's journey.

If your roll fails, your camp is less pleasant. You still set up a camp where you can **REST** and **SLEEP**, but the GM makes a hidden roll on the mishap table below. The GM can spring this mishap on you anytime they want while you are in camp.

Standing Guard

The wilderness is a dangerous place and even while you are in your camp, you need a sentry to stay awake to **KEEP WATCH**. You need to choose who stands guard during the night, and let this person **SLEEP** during some other Quarter Day (Usually the Evening)

	Making Camp Mishaps	
D66	Mishap	Effect
11-13	Spoiled Water	The water you are carrying has spoiled. Everyone in the group

		must reduce their Resource Die for water by one step.
14-16	Rotten Food	Your food has rotted or been infected by insects. Everyone in the group must reduce their Resources Die for food by one step.
21-25	Bad Campsite	Your campsite turns out to be very uncomfortable to sleep in. No one in the group gets any SLEEP at all until you have found a new campsite.
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 take 4 Strain and no one gets any SLEEP this night.
33-36	Fire Dies	The firewood is wet, and your campfire goes out. Everyone in the group takes 2 Strain after healing from rest.
41-42	Fire!	Suddenly, the flames

		<p>from your campfire spread out of control. Your tents, sleeping furs, and other gear catch fire. Each adventurer suffers 2 Wounds. Each adventurer must also make a Discipline check (Difficulty Hard) to save their gear. Failure means that one piece of equipment (the GM decides which) is lost in the fire.</p>
43-45	Ants	<p>Your camp sits in the middle of an ant road. You all suffer 1 wound and no one gets any SLEEP here.</p>
46-51	Lice	<p>A randomly selected adventurer has caught lice. It itches horribly, and they get a rash all over the body. The victim suffers 1 Wound each day and cannot SLEEP. A successful Medicine check (Difficulty Hard) stops the effect.</p>
52-54	Mosquito Swarm	<p>A large swarm of mosquitos or gnats</p>

		attacks the camp, driving everyone crazy with their biting and buzzing. They attack all adventurers causing strain damage.
55-56	Savage Animal	A Wolf, bear or other wild animal feels threatened, and attacks you. The GM chooses an animal to attack.
61-63	Lost Gear	A randomly selected 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 a randomly selected adventurer is broken. The GM decides what item it is. The item can be repaired with a Crafting check (Difficulty Average).

Rest

RESTING by the campfire is a good opportunity to recover from strain. If your **REST** is interrupted by something dramatic, like combat or other similar activity, your activity during the Quarter Day no longer counts as **REST**.

Sleep

You have to **SLEEP** at least one-Quarter Day per day (usually during the Night) to avoid becoming **SLEEPY**. If your **SLEEP** is interrupted by something dramatic, like combat or other similar activity, your activity during the Quarter Day no longer counts as **SLEEP**. **SLEEP** also counts as **REST**

BARE GROUND

It is possible to **SLEEP** in the wilderness without **MAKING CAMP** - you simply find a suitable tree to **SLEEP** under. You can save the time it takes to **MAKE CAMP**, but everyone in the group must make a Survival Check (Difficulty Hard) to find a good spot to sleep. Failure means the individual doesn't **SLEEP** at all and thus becomes **SLEEPY**. Since you don't have a fire to keep the cold away, you also suffer the effects of cold (4 Strain after **RESTING**).

Explore

When you stop at an adventure site to **EXPLORE** it, your journey is interrupted. **EXPLORING** an adventure site can take anywhere from a Quarter Day up to several days or even weeks. Sometimes, you might have to take a break to **REST** or **SLEEP** while **EXPLORING**. You cannot **REST** or **SLEEP** during the same Quarter as you **EXPLORE**.