

# Watch	Time	Environment	Time Period	3d6	Attitude	Mvt Type	Units	12 (+1)	9 (-1)	6 (-2)	3 (-4)	/ Pt	Notes
1 Rat	00-04	Overland	Watch	3-4	Hostile	Outdoor	miles/day	24	18	12	6	2	Assumes 8 hours walking per day
2 Dragon	04-08	Trade route	Watch	5-7	Unfriendly	Mapping	feet/turn	120	90	60	30	10	Mapping, checking for traps, etc.
3 Snake	08-12	Urban	½-watch	8-13	Indifferent	Cautious	ft/rd	120	90	60	30	10	If unengaged in combat
4 Horse	12-16	Overseas	Watch	14-16	Friendly	Walk	ft/rd	240	180	120	60	20	Minor consequence on non-movement actions
5 Dog	16-20	Underwater	Watch	17-18	Helpful	Run	ft/rd	600	450	300	150	50	Major consequence on non-movement actions
6 Owl	20-24	Subterranean	Hour			Sprint	ft/rd	1200	900	600	300	100	Extreme consequence on non-movement actions

Note: a watch is 4 hours

Un/Favorable: -2/+2
Predatory: -4

OVERSEAS Encounter type	Table	URBAN Encounter type	Table	Encumbrance	Str x 10 lbs	Armour worn	Race	Move
01-10 Travelers	5.2	01-05 Unusual weather/ terrain	3	Unencumbered	0 - ⅓	None, Light	Hu, El, He, Ho	12 (+1)
11-18 Creature	2.6	06-17 Notable occurrence	4	Lightly encumb.	⅓ - ⅔	Medium	Dw, Ha, Gn, Ta	9 (-1)
19-20 Notable occurrence	4	18-26 Travelers	5.1	Highly encumb.	⅔ - 1	Heavy	—	6 (-2)
21-25 Unusual weather/terrain	3.4	27-30 Roll twice with 1d20+10		Over-encumb.	> Max	—	—	3 (-4)
26-30 Roll twice with 1d20+10		31-00 No encounter		Hu: human, El: elf, He: half-elf, Ho: half-orc, Dw: dwarf, Ha: halfling, Gn: gnome, Ta: tanuki				
31-00 No encounter								



TRADE ROUTE Table	Major road	Secondary road	Trail
5.1 Travelers	01-20	01-15	01-05
2⊕ Creature	21-25	16-25	06-25
4 Notable occurrence	26-30	26-30	26-30
3 Unusual weather/terrain	31-35	31-35	31-35
Roll twice with 1d20+10	36-40	36-40	36-40
No encounter	41-00	41-00	41-00

Ⓢ 2.1 to 2.7 for appropriate climate/terrain type

Condition	Max Encounter Range
By day — good visibility, no obstructions	Out of range
By day — poor visibility or obstructions	Long
At night	Short
Vast space or huge cavern	Medium
Chamber, tunnel or corridor	Short

Terrain	Good roads	Poor roads or trails	Trackless wilderness
Dense forest	x 1	x ¾	x ¼
Jungle	x 1	x ¾	x ¼
Desert	x 1	x ½	x ½
Farmland	x 1	x ¾	x ½
Frozen	x 1	x ¾	x ½
Hills	x 1	x ¾	x ½
Moor	x 1	x ¾	x ¾
Mountains	x ½	x ½	x ¼
Plains	x 1	x 1	x ¾
Swamp/marsh	x 1	x ½	x ¼
Woodland	x 1	x 1	x ½

OVERLAND Encounter type	Table
01-20 Creature for terrain	2⊕
21-25 Unusual weather/ terrain	3
26-30 Notable occurrence	4
31-35 Travelers	5.1
36-40 Roll twice with 2d20	
40-00 No encounter	

UNDERWATER Encounter type	Table
01-25 Creature	2.6
26-28 Notable occurrence	4
29-30 Roll twice with 1d20+10	
31-00 No encounter	



Calendar	Month	Note	Days	AT	AP	Rise	Set
Spring	01: Erstdain	First month	30	-2	18	06:40	17:20
	02: Regnerisch	Rain	30	5	18	06:00	18:00
	03: Lothian	Daladon	30	11	18	05:20	18:40
	04: Uthdain	Luther	30	19	15	04:40	19:20
	05: Feast of the Unmaking		7	21	13	04:20	19:40
Summer (low)	06: Falkhyn	Jaren	30	23	12	04:00	20:00
	07: Trocken	Hot	30	22	12	04:40	19:20
	08: Frostig	End of heat	30	16	12	05:20	18:40
Autumn	09: Erstfroe	First frost	30	9	15	06:00	18:00
	10: Lexlicht	Last light	30	2	15	06:40	17:20
	11: Nochturn	Evening	30	-5	15	07:20	16:40
Winter	12: Winterdark		30	-11	18	08:00	16:00
	13: Arist	Aristobulus	30	-9	15	07:20	16:40

AT: average temperature (C); AP: average precipitations (cm)

SUBTERRANEAN Table	Primary passage	Secondary passage	Tertiary passage	Aquatic
5.3 Travelers	01-05	01-03	01	01
2.7 Creature	06-20	04-18	02-15	02-08
4 Notable occurrence	21-25	19-25	16-22	09-11
Roll twice with 1d20+10	26-30	26-27	23-25	12-13
No encounter	31-00	28-00	26-00	14-00



Distances	
1 hex	5 leagues 12 miles 20 km
1 league	2.4 miles 4 km
1 mile	1760 yards 5280 feet 1.67 km

