

Month	Season	Wind Strength	Weather	Temperature
Walaskelbijō	Winter	+3	+2	-9
Hemenaberga	Winter	+2	+3	-13
LandawiduR	Winter	+1	+2	-20
SinkwabankiR	Winter	+0	+0	-7
PruðōhaimaR	Spring	+0	+2	+3
Braiðöblika	Spring	+0	+0	+7
Nōwatuna	Spring	+0	+0	+8
GlitnijaR	Summer	-1	-1	+9
FulkawangiR	Summer	-1	-1	+10
AlbahaimaR	Summer	+0	+0	+7
GlaðashaimaR	Autumn	+1	+2	+0
ÞrímahaimaR	Autumn	+2	+4	-3
ÍwadalaR	Autumn	+3	+6	-4
(NuhieradagaR)	(New Year's Day)	+4	+8	-7

Wind Strength	Wind Speed	3D6 ¹	DD ²
Calm	0-1 knot	≤ 5	+0
Light air	1-3 knots	6-8	+1
Light breeze	4-6 knots	9-11	+2
Gentle breeze	7-10 knots	12-13	+3
Moderate breeze	11-16 knots	14	+4
Fresh breeze	17-21 knots	15	+5
Strong breeze	22-27 knots	16	+6
Moderate gale	28-33 knots	17	+7
Fresh gale	34-40 knots	18	+8
Strong gale	41-47 knots	19	+9
Whole gale	48-55 knots	20	+10
Storm	56-63 knots	21	+15
Hurricane	≥ 64 knots	≥ 22	+20

¹+/- any mods for month and for casting the spell Manipulate Wind. See also month. +5 if in EtunahaimaR.

²Seamanship DD.

Travel & Survival

Travelling	DD
After the first rest (up to 2 hours travelled that day)	18
After the second rest (+2 hours travelled that day)	22
After the third rest (+2 hours travelled that day)	26
After the fourth rest (+2 hours travelled that day)	30
Carrying a medium load	+1
Carrying a heavy load	+4
Jogging	+6
Jogging (1 hour) and walking/sneaking/tracking (1 hour)	+3
Passenger of boat/ship/wagon	-4
Riding/driving a wagon	-2
Riding fast	+0
Row a boat	+2
Sail a ship	-2
The highest or lowest temperature that day:	
≥ +30 degrees	+2 ¹
+21 to +29 degrees	+1 ¹
+5 to +10 degrees	+1 ²
+4 to -5 degrees	+2 ²
-6 to -10 degrees	+4 ²
-11 to -20 degrees	+8 ²
≤ -21 degrees	+16 ²
The traveller is a Ranger or Stalker	-2
Walking/sneaking/tracking	+0

²The DD for high temperatures is negated by positive Heat Toughness.

³The DD for low temperatures is negated by positive Cold Toughness, including any Cold Toughness characters get from wearing warm clothes. See Clothes, Hides & Armour under **Trade**.

Thulê is a mountainous land with thickset forests and many and large (usually to a great extent tree-covered) bogs. There is very little open land. The forests are old and the mountains rise very high. It is often extremely difficult to travel outside

the Alfarway and paths. The forest of Thulê is like a wilderness of dense overgrowths. The surface is slippery and uneven, moss-clad and rocky. The trees and bushes grow thick and there are many small creeks and rivers too. Steep cliffs make travel even more dangerous – and getting around on horseback is quite impossible. There is only a little cultural landscape in Thulê, because agriculture is still relatively new to the peoples of Thulê.

A character travelling must test his Stamina *at the end of every rest* (i. e. every 2 hour period). A character *not* travelling, but *just spending time in very low temperatures* (i. e. ≤ 10 degrees) must test his Stamina as if he was travelling (and the DD is only modified by temperature and -2 if a Ranger or Stalker, and -6 if he lights a bonfire *or* has a tent).

A negative MS mod of armour worn shall also be added as a *positive* modifier to the Stamina DD for travelling. Add +1 to DD if the character is carrying a shield, or +3 if the shield is large or deeply-dished.

Stamina Travel Result ¹	Consequence
Critical Failure	Exhausted until he has slept one night ² .
Failure	Tired until he has slept one night ² .
Semi-Success	Tired until he has slept one night ² .
Success	Still rested ² .
Critical Success	Still rested, and he could even assist another character on the way (-2 DD for that character).

¹There are no natural results for this test.

²The character also needs to test his Will every Rest he tries to stay awake between 22:00 and 06:00 (e. g. to keep watch). The DD is 3 for Success, 6 for Semi-Success, 9 for Failure and 12 for Critical Failure. DD is +3 for every additional Rest he stays awake. A character does not need to test Will to stay awake if he has slept 6 or more hours that night same.

An Exhausted character who sleeps for at least one night (≈ 6 hours) will be Tired instead. A Tired character who sleeps for at least one night will no longer be Tired. See Resting.

A character already Tired from travelling will become Exhausted if he becomes Tired again from travelling. A character Exhausted from travelling who becomes Tired again from travelling will lose D6 HP. An Exhausted character who becomes Exhausted again from travelling loses 2D6 HP.

A Tired character must test Will against DD 5 *every hour* in order to be allowed to continue his travelling. An Exhausted character must test Will against DD 9 *every hour* in order to be allowed to continue his travelling.

Travel Mode	Road ¹	Path/Fields ¹	Bog ^{1/2}	Mountain ¹	Forest ¹	Gemahlewa
Sneak <i>and</i> Track	1	1 ³	1 ³	1 ⁴	1 ³	1 ⁴
Sneak <i>or</i> Track	2	2 ³	2 ³	2 ⁴	2 ³	2 ⁴
Walk	4	3 ³	2 ⁴	2 ⁴	2 ⁴	2 ⁴
Jog	6 ³	5 ⁴	4 ⁵	3 ⁵	3 ⁵	n/a

¹Add the spell PL * miles per hour for the spell Seven-Miles-Boots, but only if walking or jogging. Subtract 1 mile per hour for every full 1' of snow on the ground, 2 if the ground is muddy (and it will be after much rainfall, unless travelling on a paved road), and 1 if there is a fog. If the travel speed is modified to 0 or less miles per hour, travel is so hard that it takes 2 hours (or more!) instead to travel 1 mile. Skis have not (yet) been invented in Thulê.

²Use the Path/Fields if there were freezing temperatures the night before.

³Test Acrobatics against DD 5 (+1 for every hour travelling, and +3 if snow, mud and/or ice on the ground) once every day when travelling.

⁴Test Acrobatics against DD 8 (+1 for every hour travelling, and +3 if snow, mud and/or ice on the ground) once every day when travelling.

⁵Test Acrobatics against DD 8 (+1 for every half-hour travelling, and +3 if snow, mud and/or ice on the ground) once every day when travelling.

Aurora Borealis

The Northern Lights are frequently seen in Thulê, especially during the winter months. The phenomenon is caused by light elves dancing in the sky, on their way to or from Alinnôss. The Northern Lights phenomenon is also in Thulê called "The Road of the Bees", because the Traditional men see the spirits of the noble dead not as light elves, but as bees, able to fly up to the Sky. This has also created some misconceptions of what an elf really is, making some think of them as "sprites" (spirits) shooting arrows (bee stings) and being able to turn themselves invisible (which would explain why we sometimes lose track of where the bee we just saw went).

Travel speed depends on several factors, like where you travel, mode of travel and your own (or your guide's) Navigation skill. See the skill Navigation.

All times listed in the travel mode tables are the miles per hour you travel in different types of terrain. See the skill Navigation.

A character enjoying the effects of the spell Flight travels just over one road (i. e. 29 miles) per hour (and will not get Tired from doing so).

If a character achieves a Failure or a Fumble when he tests his Acrobatics because of travelling he must cast D6 and refer to the relevant table to find the consequence. If he achieves a Critical Failure he must cast D6 + 1 instead.

You can not ride in a bog, in the mountains or in the forest, unless you travel on a road or path – but it is then defined as travel on a road or a path instead. The riding animal becomes tired when travelling as the rider does. See **Travel & Survival**.

D6	Acrobatics Failure in Bog
1-2	He falls and takes D6 - 3 damage
3-7	He falls into a bog and must test his Swimming against DD 9 and then Climbing against a random DD to get out ¹

¹If freezing temperatures this is instead a fall through the ice or into freezing water with a +6 added to the Swimming DD. If the freezing temperatures have lasted for more than one full day and night it is instead a normal fall 0' on the solid ice (D6 - 3 damage). See **Weather & Wind** and the skill Swimming.

D6	Acrobatics Failure in Forest/Road/Path/Field
1-5	He falls and takes D6 - 3 damage
6	He falls 5' down and takes D6 damage
7	He falls 10' down and takes 2D6 damage

D6	Acrobatics Failure in Mountain/Gemahlewa
1-4	He falls and takes D6 - 3 damage
5	He falls 5' down and takes D6 damage
6	He falls 10' down and takes 2D6 damage
7	He falls 20' down and takes 4D6 damage

A 'fall' resulting in damage to a character when travelling, can be everything from a normal fall to a rock slide or a character stepping on a sharp rock. It is supposed to cover everything that can happen to a person when he is travelling.

Travel Mode	Road	Path/Fields
Ride a horse	6 ¹	5 ³
Ride fast on a horse	9 ²	8 ³
Wagon (pulled by horse)	6 ¹	n/a

¹Test Riding against DD 5 (+1 for every hour travelling, and +3 if snow, mud and/or ice on the ground) once every day when travelling.

²Test Riding against DD 8 (+1 for every hour travelling, and +3 if snow, mud and/or ice on the ground) once every day when travelling.

³Test Riding against DD 8 (+1 for every half-hour travelling, and +3 if snow, mud and/or ice on the ground) once every day when travelling.

Travel Mode	Air
Ride a flying creature	X ¹
Ride fast on a flying creature	X * 1.5 ²

X = The flying creature's flying speed * 720 / 5000. Round up to nearest whole number.

¹Test Riding against DD 5 (+1 for every hour travelling) once every day when travelling.

²Test Riding against DD 8 (+1 for every hour travelling) once every day when travelling.

See **Birds & Winged Lizards** under **Animals (The Creatures & Phenomena of Thulê)**.

When riding a flying creature all modifications of the travel time from (the skill) Navigation are divided by 3 and rounded down.

Travel Mode	Lake/Sea ¹	River ²
Rowing boat ³	4	6/1
Ship ³	12	15/3

¹See Wind Strength.

²Downstream/upstream travel (average current).

³Test Seamanship against DD 2 (for rowing boats) or DD 5 (for ships) (+1 for every hour travelling) once every day when travelling.

Wind & Travel

A myth master who wish to can adjust the flying, rowing and sailing speed according to wind strength and wind direction.

Walls & Forts

Most 'wars' in Thulê are fought by having champions duel, and there are no real siege weapons (save fire balls cast by Sorcerers or Bards), so why are so many towns and even small villages walled in and fortified? The answer is simple: roaming trolls and ettins...