

## Expedition Watch Based Encounter System (Experimental)

This system is used to generate encounters during long travel (expected to take multiple sessions) in which the parties route is largely predetermined (though they can of course change it at any time). It is based on days with each day is divided into eight three-hour watches.

### Setup

For each day the journey is expected to take, at least two events pages are created. Each event page has a number, a terrain type (based on the terrain the party is expected to be traveling through on that day), and a list of watches. Then for each each page:

1. An encounter is generated (randomly or GM's choice). The encounter always occurs but need not be a combat encounter or unavoidable.
2. A hazard/opportunity is generated (randomly or GM's choice). Again this always occurs.
3. The weather is determined.
4. The watches of the day are listed. Each watch has three elements: Description, Foreshadowing, and Events.
  1. The Description section contains one of the following:
    1. A brief establishing sentence to set the general mood, weather, and describe the passage of time.
    2. A more detailed establishing paragraph that also describes actions of NPC characters and details of daily life on the expedition.
    3. Nothing (usually for night watches where almost everybody is sleeping and nothing interesting is happening)
  2. The Foreshadowing section contains one or two of the following:
    1. Foreshadowing of the upcoming encounter (which may involve skill checks)
    2. Foreshadowing of the upcoming hazard/opportunity (which again may involve skill checks)
    3. Nothing
  3. The Event section contains one or more of the following:
    1. A minor daily life event
    2. Nothing (usually for night watches)
    3. A description of an encounter (which should never be Monsters burst out of the Brush/Darkness/Whatever and attack)
    4. A description of a hazard/opportunity

### Usage

In play the event pages are used as follows:

1. An event page is randomly selected\* based on terrain.
2. If the parties travel is going to trigger a location based encounter, it and any appropriate foreshadowing are added to the day's watches.
3. In the session, the GM goes through each watch of the day and gives the description, provides the foreshadowing, and runs any events.

\*The fortune teller from the leadership system has an ability that effects this.