

Wilderness Exploration

Sequence of Play Per Day

- 1. Decide actions:** The players decide on what to do.
- 2. Random events:** The referee rolls for an unexpected happening.
- 3. Description:** The referee describes what happens. If the party encounters monsters, follow the procedure in *Encounters*.
- 4. End of day:** The referee updates time records.

Flying

The travel speed of a flying creature is based on its **flying movement rate**. Suitably large creatures can serve as flying mounts.

Terrain: Treat all hexes as plains for determining travel costs.

Losing Direction

Each time the party enters a hex off-road without an appropriate guide, it has a chance of getting lost.

Navigation chance: The character in the party with the highest Wis/Survive makes a skill check.

Navigation Difficulties

Type of Terrain	Diff.
Clear, grasslands	8
Barrens, mountains, woods	10
Desert, jungle, swamp	12

Overland Travel

Movement rate: Travel speed is measured by the number of hours it takes to cross a 6 mile hex. The default speed is based on a movement rate of 30'.

Different rates: Increase or decrease proportionally to the default of 30'.

Random Events

Frequency: Random events are rolled three times per day: in the morning, in the afternoon, and in the evening (typically during camp).

Time of the event: The referee rolls 1d8-1 to determine when past the start of the period (0:00, 8:00, 16:00) the event occurs.

Weather: If using an external whether system, treat "Weather change" as "Uneventful".

Difficult terrain: Any terrain the referee judges as especially dangerous or treacherous to cross.

Encounters

Roll on the table for the hex and current situation. The encountered creature has a 2-in-6 chance of being in its lair. This chance decreases by 1-in-6 (or more) if the creature's lair is unlikely to be stumbled upon, or if its lair is naturally far away.

Hazard or Mishap

The party encounters treacherous terrain or some other environmental issue that poses some challenge and could cause harm if not navigated carefully.

Location

The party stumbles upon the keyed location for the hex, or they find one of the following.

Types of Locations Discovered

d8	Result
1	Lesser stone
2	Strange tree
3	Tomb
4	Shrine
5	Strange waters
6	Monument
7	Mysterious ruin
8	Portal

Spoors

Roll on the table for the hex and current situation. The party encounters evidence of a creature (tracks, etc).

Surprise

Surrounded: If a party is surprised by three or more monsters, the monsters may have moved to encircle the party.

Units of Forage

One day of food or water for a human-sized being, or one night of firewood for the party. It is decided after the roll what constitutes a unit of forage.

Unpreserved: Foraged food is unpreserved and spoils in three days.

Preserving food: A reasonable amount of food can be preserved with a day's work and half a night's firewood.

Visibility

Characters can usually see for three miles around them in open terrain. This range may sometimes be reduced (e.g. in a forest) or increased (e.g. looking out from a mountain).

Wandering Monsters

Distance: Wandering monsters are encountered 4d6 × 10 yards away. If either side is surprised (see *Encounters*), this is reduced to 1d4 × 10 yards.

Random Events

d12	Off-Road	Road	Diff. Terrain	Camping
1	Uneventful	Uneventful	Uneventful	Uneventful
2	Uneventful	Uneventful	Uneventful	Uneventful
3	Weather change	Weather change	Weather change	Uneventful
4	Weather change	Weather change	Weather change	Uneventful
5	Hazard / Mishap	Hazard / Mishap	Hazard / Mishap	Uneventful
6	Spoor	Spoor	Hazard / Mishap	Uneventful
7	Encounter	Spoor	Hazard / Mishap	Weather change
8	Encounter	Encounter	Spoor	Weather change
9	Encounter	Encounter	Encounter	Spoor
10	Location	Encounter	Encounter	Spoor
11	Location	Encounter	Location	Encounter
12	Location	Location	Location	Encounter

Exploration Activities

The duration of activities is measured in hours.

Partial progress: Some activities may be split across days or weeks. The referee decides when this is appropriate.

Avoid Monsters 2 × activity cost

Move cautiously while performing activities that involve travel.

Wandering monsters: The member of the party with the highest Dex/Stealth makes a skill check against difficulty 8. Success means the monster is unaware of the party.

Explore 4 × per hex

Look for locations of interest in the area (one hex, or about 36 sq. miles).

Chance of finding: The character with the highest Wis/Survive must make a successful skill check against difficulty 7 to find the location. Difficult terrain increases the difficulty by 2.

Forage 4 hours

Look for food and supplies.

Taking longer: The time spent foraging can be doubled to reduce the difficulty by 2.

Retries: Trying again the next day increases the difficulty by 1. This is cumulative for each day in a row spent foraging.

Check: The member of the party with the highest Wis/Survive makes a skill check.

Result: Success earns 1d6 units of forage plus the sum of the group's Survive skill modifiers (min 1, max 10).

A party with a native of the wild usually finds at least two foraging units.

Units of forage: See *Units of Forage*.

Foraging and Hunting Difficulties

Type of Terrain	Diff.
Forests, heavy vegetation	8
Mountains, light vegetation	9
Deserts, normal barrens	12
Arratus, desolate environs	14

Forced March per hex

Continuing to travel more than 10 hours counts as a Forced March.

Check: Each member of the party must make a Con/Exert skill check against difficulty 8+(hours past 10). Failure means they gain 1 point of System Strain.

System Strain limit: Characters who cannot gain more System Strain must succeed at a **Physical saving throw** or pass out from exhaustion. They will die within a day if they are not treated.

Fortify Camp 1 hour

Improvements can be made to the party's camp. These improvements do not last more than a day.

Check: The member of the party with the highest Int/Craft or Dex/Craft check makes a skill check.

Result: If the result is 10+, pick three of the following. If it is 7–9, pick one.

- **Alarms:** prevent wandering monsters from surprising the party.
- **Elevated lookout:** gives the watch a +1 on Wis/Notice skill checks.
- **Food storage:** gives a 4-in-6 chance an animal wandering monster will not notice the camp.
- **Shelter:** for up to four people. Requires appropriate materials.
- **Traps:** have a 1-in-6 chance per trap placed to be triggered by wandering monsters.
- **Trenches:** impede wandering monsters that try to enter the camp.

Hunting 4 hours

Pursue and kill an animal for food.

Check: The member of the party with the highest Dex/Survive or Wis/Survive makes a skill check.

Result: An animal appropriate to the environment is found.

Example kills: A creature the size of a horse can be butchered into 30 days of rations. One the size of a mule can be butchered into 15 days of rations.

Interact as spent

Characters spend time doing something other than exploring (such as exploring a dungeon or visiting a town).

Make/Break Camp 1 hour

Set up or tear down camp. This is when PCs don or doff armor, prepare spells, and wind down or prepare for the day.

Search per hex

Look for a previously found location.

Chance of finding: The character with the highest Wis/Survive must make a successful skill check against difficulty 6 to find the location. Difficult terrain increases the difficulty by 2.

Sleep 8 hours

Characters sleep during this time.

Must be uninterrupted: Sleep must be uninterrupted to benefit from natural healing, refresh daily committed Effort, or restore expended spells.

Watch: Characters not asleep are part of the watch.

Travel per hex

The party travels in a direction of its choosing. The cost is the number of hours it takes to pass through opposite sides of the current hex.

Road: A route marked on the campaign map.

Off-road: Any route that is not a road.

Travel Costs Per Hex

Terrain	Off-	Road
Plains, savannah	2	2
Light forest, desert	3	2
Dense forest, hills	4	2
Swamp, marsh	6	3
Mountains, <i>arratus</i>	12	6
Weather	Multiplier	
Mud, heavy rain	2 × travel cost	
Deep snow	5 × travel cost	