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Wilderness Procedure



This page is very in-progress and will be given some love soon.

- 1. DM checks the weather.
- 2. Party declares the day's activity. (Rest, hunting/foraging, travel direction, forced march, etc.)
- 3. DM checks if party gets lost. 1)
- 4. Movement and mapping.
- 5. Random encounter checks.
- 6. Fixed encounters (if anything in the hex has been discovered).
- 7. End of day. (Supplies consumed. Starvation, fatigue, and exposure considered. Watch established. Nighttime encounter checks.)

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Impossible if the party is following an accurate map, following a landmark like a river, or on a paladin's mount quest.

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