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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. Spell preparation time is calculated and recorded. 1)
- 4. DM checks if party gets lost.<sup>2)</sup>
- 5. Movement and mapping, including random encounter checks and fixed encounters (if anything in the hex has been discovered).
- 6. End of day. (Supplies consumed. Starvation, fatigue, and exposure considered. Watch established. Players declare any characters sleeping in armor. Nighttime encounter checks.)

1)

15 minutes per spell level, e.g. a 4th level spell takes 1 hour to prepare.

2)

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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