Traditionally, traveling over wilderness environments is done by using a hex map which the Referee has either prepared before play or is taken from a published source. These rules assume that each hex on such a map represents about ten miles of space and represents the amount of ground an adventuring party can normally cover in a single day of travel.

Travel across the wilderness typically begins from a civilized location, such as a town, village, city, or castle. As previously stated, adventurers can typically cross a single hex (between 5 and 10 miles, roll 1d6+4) in a single day. In the case of particularly rough or difficult terrain (such as a dense forest, murky swamp, or winding mountain canyons) the speed of their progress is reduced by one-half.

For each day of travel, whether the travelers have progressed across a hex or not, the Referee should roll 1d6. If the number rolled is equal to or lower than the number of hexes separating the travelers from a civilized location, then they encounter a natural hazard, wandering monster, or band of travelers. So, for example, if there is one hex between the travelers and the nearest village then they would have an encounter on a 1 on 1d6, but if they were five hexes out, they would have an encounter on any roll between 1 to 5 on 1d6. No matter how far from civilization travelers go, a roll of 6 on 1d6 while engaged in Wilderness Exploration always means they do *not* have an encounter.

The exact nature of what is encountered should be determined by the Referee based on their individual campaign, or it can be determined randomly using the chart below. Natural hazards should be appropriate to the environment through which the characters are traveling. Wandering monsters should be equally appropriate to that environment. A band of travelers can range from wandering pilgrims, ambushing highwaymen, another adventuring party, or any other group of civilized people met in the wilderness.

TABLE 5-3: WILDERNESS EXPLORATION ENCOUNTERS

Roll (1d6)	Encounter Type
1-2	Natural Hazard
3-4	Wandering Monster
5-6	Band of Travelers

While engaged in Wilderness Travel, characters must track the consumption of traveling rations and other resources necessary to feed the party during the journey. Characters without the necessary resources for this expenditure suffer the effects of starvation as detailed on page 130 until they receive proper nutrition and rest.

EXPLORING ROUGH TERRAIN

While wilderness is, by definition, more difficult to traverse than civilized terrain, each type of wilderness has their own unique challenges. The Referee can choose to apply the following modifiers while characters are engaged in Wilderness Exploration, based on the terrain:

- *Dense Forest:* Characters cannot see far and are more likely to lose their way or get ambushed. Surprise chance is increased by 1 for all encounters.
- *Desert:* Characters must consume twice the normal amount of water each day to represent the need for extra hydration against the sun and heat.
- *Grasslands:* High, swaying grass slows travel and makes it easier for predators to sneak up on the characters. Reduce daily movement through Grasslands by two (to 1d6+2 miles per day), and all small monsters increase their chance to surprise the characters by 1.
- *Mountains:* Difficult climbs and winding, precarious rock paths slow travel to a painfully halting pace. Reduce daily movement through mountains to 1d6-3 miles per day (minimum 0).

- *Swamp:* Reduce daily movement through swamps to 1d6-1 miles per day (minimum 0) as the characters wade through muck and mire. There is also an increased likelihood of catching a disease due to the wet environment and pervasive presence of insects, at the Referee's discretion.
- *Tundra:* Cold, wind-swept, and unforgiving characters traveling across the tundra must make a saving throw for every hour of exposure or suffer 1d6-4 (minimum 1) points of damage from exposure.

FORAGING AND STARVATION

Each day of wildness exploration requires the character to consume one pound of food and drink one gallon of water. The amount of water required may be increased in arid conditions, such as trekking through the desert. If a character cannot find proper sustenance, they lose 1 hit point that cannot be healed by magical or mundane means until they have received proper refreshment.

If a character wishes, they can attempt to forage in the wilderness for food and water. Foraging for one day worth of food and water takes 2d6 hours and requires a successful saving throw. Foraging in particularly difficult or sparse terrain, such as underground natural caverns, volcanic wastelands, or harsh deserts imposes a -4 penalty to this saving throw. Failing this saving throw means the character finds nothing. A character can attempt to forage as many times per day as they like, time permitting. While foraging a character cannot travel or make progress in their travels.

Optional classes with the Forestry ability can make a Forestry check to forage for food and water in any environment with no penalty for harsh environments. Doing this requires only 1d6 hours and allows them to recover food and water for a number of people equal to their level. Barbarians have their own unique class ability that lets them forage automatically as described on page 50, under their class ability "Wilderness Survival."

SEAFARING

Each ship type has a base movement rate shown below. In favorable winds that movement rate is increased by 50%, while unfavorable conditions such as traveling against the current and winds or facing serious storms, reduces this by 50%.

TABLE 5-4: SEAFARING MOVEMENT

Seafaring Vessel	Nautical Miles Per Day
Sailing Ship (Large)	50
Sailing Ship (Small)	40
Galley	30
Boat	20
Raft	10

To determine the wind conditions each day, the Referee should roll 1d6 and consult the Table 3-4 Seafaring Wind Conditions and compare it to the type of seafaring vessel in use.

TABLE 5-5: SEAFARING WIND CONDITIONS

Roll (1d6)	Wind Conditions	Effect
1	Favorable	Increase Nautical Miles Per Day by 50%
2 – 5	Normal	Normal Nautical Miles Per Day
6	Unfavorable	Decrease Nautical Miles Per Day by 50%