

## Wilderness Exploration Tables

Wilderness Exploration Roll by Terrain					
Roll	Clear	Forest	River	Swamp	Mountain
1	Weather	Weather	Weather	Weather	Weather
2	Weather	Weather	Weather	Weather	Weather
3	-	-	-	Lost*	-
4	-	-	-	-	-
5	-	-	-	-	-
6	Boon**	Boon**	Boon**	Boon**	Boon**
Roll	Desert	Jungle	Air	Ocean	Inhabited
1	Weather	Weather	Weather	Weather	Weather
2	Weather	Weather	Weather	Weather	Weather
3	Weather	Lost*	-	Lost*	-
4	-	-	-	-	-
5	-	-	-	-	-
6	Boon**	Boon**	Boon**	Boon**	Boon**

\*Lost characters move 1 hex in a random direction instead of movement for that day.

\*\*Boons are optional and will be detailed further in an upcoming supplement.

Roll	Weather
1	*Extreme Heat / Cold: Characters suffer exposure to extreme cold/heat. (See Status Effects.)
2	*Moderate Heat / Cold: Characters suffer exposure to cold/hot. (See Status Effects.)
3-5	Light Heat / Cold: Characters suffer exposure to chill/warm. (See Status Effects.)
6-8	Light Rain / Snow / Sand: Parties without a lodestone compass get lost** unless they roll a 3+ on a d6.
9-11	Heavy Rain / Snow / Sand: Travelers without a lodestone compass get lost** unless they roll a 3+ on a d6. Characters smaller than an elephant, treant, etc. suffer weakness unless they have shelter.
12	Storm / Sandstorm / Blizzard: Travel is impossible. Unless characters have a shelter, they gain weakness and have a 1% chance (2% if they are wearing metal armor) of being struck by lightning for 6d6 damage (save for half).

\*Treat as Light Heat / Cold in the spring and autumn.

\*\*Lost characters move 1 hex in a random direction instead of movement for that day.