

Overland Travel

Watches

- Break days and nights into 3 watches.
- 1 wilderness exploration roll is made per day/night cycle.
- While moving, 1 wandering monster check is made per watch.
- While stationary or searching, 1 wilderness roll is made per 3 watches (each night/day).

Gear

- Bedrolls are necessary for sleeping without fatigue and protect from chill at night.
- Fur-lined cloaks lessen exposure effects from cold 1 level.
- Silk clothes lessen exposure effects from heat 1 level.
- Tents protect you from the rain, snow and lessen exposure effects from cold 1 level.
 - Weighs 4 stone and can hold 10 people
- Campfires allow for cooking, provide light and lessen exposure effects from cold 1 level.

Camp Actions (each action takes 1 watch)

- Forage: Successfully foraging means you have found a water source and enough food to feed yourself for the day.
- Search: 6+ default or 5+ for elves.
- Gather firewood: 1d8 bundles in forest, 1d4-1 bundles in most other terrain. An axe adds +1 and allows you to collect the wood while foraging, searching or hunting.
 - Each bundle of wood will burn for 1 watch.
 - The first watch of the night is dusk, but the second two watches are dark unless a fire is built or lanterns/torches are used.
- Cook: 1-in-6 chance of botching the cooking and wasting the food. 1-in-6 chance of healing 1 HP (or an additional HP in the case of a specialist cook).
- Entertain: Music played by a specialist musician by a fire or in a tent heals 1 HP to everyone who spends the watch listening and relaxing.
- Guard duty
- Pray/Study: Recover spells.
- Sleep: Characters must sleep during 2 watches or they get fatigue.

Hunting

- Hunting requires a bow or crossbow and takes a whole day without travel. 2d6 rations of meat are secured on a success.

Chance to Successfully Forage and Hunt by Terrain		
Terrain	Forage	Hunt
Jungle	2+ on a d6	3+ on a d6
Clear, Forest, River, Swamp	3+ on a d6	5+ on a d6
Desert, Ocean	4+ on a d6	6+ on a d6