

# Wilderness Delves

version 1.0



Made by Hexacrete in 2023



## Time in wilderness expeditions

Handled in **game days** and **hours**.

Each day, adventurers can undertake

**1 dedicated activity** (8 hours) and

**4 ancillary activities** (1 hour each).

## Sequence of play

### 1. Determine weather.

- If weather conditions are Frigid, Foggy, Snowy, or Sweltering, expedition speed is halved. If conditions are Foggy, Rainy, Snowy, and/or Windy, penalties might apply to certain activities. Effects are cumulative. See JJ.37.

### 2. Check for Starvation and Dehydration

- Starving creatures lose 1 CON and dehydrated creatures lose 1d6 CON (or 2d6 if conditions are Sweltering).

### 3. Determine Activities and Marching Order.

### 4. Check for Daily Encounters.

- If the party will be hunting or resting in unsettled territory. Roll 1d12 for the hour if there is one.

### 5. Check if the party gets lost.

- See Navigating the Wild box and RR.323. If lost, determine the direction they'll be travelling (1d6, see hex diagram).

### 6. Adjugate each hour.

- For each of the 12 adventuring hours follow these steps:
  - Check for **scheduled encounter**: if a random encounter is scheduled to occur this hour, follow the encounter procedure.
  - Adjugate **special activities** (other than hunting, foraging, travelling, resting, or searching).
  - Adjugate **travel and encounters**: if party is traveling, adjust its position on the map. If this causes the party to enter a new hex, roll to see if a random encounter occurs, and if so follow the procedure.
  - Adjugate **searching**: if any adventurers in the party are searching a hex, roll to see if any random encounters occur, and if so follow the procedure. Afterwards, roll to see if their search finds any lairs (see Searching the Wild box right).
  - Adjugate **weather effects**. If weather is *Frigid*, check to see if any creature become hypothermic either from cold water or lack of protective clothing. Each hypothermic creature loses 1d3 CON now. If weather conditions are *Sweltering*, check to see if any creatures in heavy armor become fatigued now.

### 7. Resolve Foraging and Hunting.

- If any adventurer foraged or hunted at any time during the day, roll to see if they found food or water. If so add food and water to their supplies.

### 8. Consume rations.

### 9. Adjugate weather effects.

### 10. Adjugate fatigue.

- Any creature that has undertaken 6 consecutive days of strenuous activities (or equivalent by force marching) become Fatigued.

### 11. Adjugate healing.

- Resting characters heal 1d3 hp, or 2d3 hp if under the care of a healer.

### 12. Check for nighttime encounters.

- In borderlands, outlands or unsettled territory, roll to see if an encounter occurs that night. If so roll 1d12 to determine the hour and resolve it.

### 13. Advance calendar one day.

## Weather

- Roll 2d6 for temperature.** Modify roll for season and read both day and night with same roll (each modified separately). A modifier of +0 or less uses the first column, one with +1 or more the second.

- Roll 2d6 for precipitation.** Modify for season. If temperature is *Quite Cold*, *Very Cold* or *Frigid* then *Drizzly* creates *Flurries* (no effect) and *Rainy* creates *Snowy* (has effect). If Wind is *Still*, then *Drizzly* creates *Misty* condition (no effect) and *Rainy* creates *Foggy* (has effect).

- Roll 2d6 for wind.** Modify for season.

Temperature				
Season	day	night	P	W
Winter	+0	+0	-3	+2
Spring	+2	+0	-2	+0
Summer	+4	+1	-1	+0
Fall	+1	+0	-4	+0

**Combat & running speed**  
x 3 in wilderness. Apply speed modifier for terrain after multiplying the speed by 3.

Terrain	Speed
Grassland, scrubland	x 1
Barrens, desert, hills, forest	x 2/3
Jungle, mountain, swamp	x 1/2
(x 2 for drivers) Road	x 3/2
Mud/Snow	x 1/2

## Searching the Wild

For a 6-mile hex.

Per hour (1 ancillary activity).

Tracking proficiency: +4 bonus.

Specific POI: -4 penalty

Aerial: Expedition speed is doubled.

If searching in *clear*, *grass*, *scrub*, *hills*, *barren*, *desert*, or *mountain*, they receive a throw every 3 turns rather than per hour. However, searching in *forest*, *jungle*, or *swamp* they suffer -8 penalty due to the canopy. See RR.321

Roll	+0 or less	+1 or more	Precipitation	Wind
-2	<b>Frigid</b> (-39 to -32 C)	-	Clear	Still
-1	<b>Frigid</b> (-31 to -24 C)	-	Clear	Still
0	Very cold (-23 to -21 C)	Cold (1 to 2 C)	Clear	Still
1	Very cold (-20 to -15 C)	Cold (3 to 4 C)	Clear	Still
2	Very cold (-14 to -10 C)	Chilly (5 to 10 C)	Clear	Still
3	Quite cold (-9 to -4 C)	Chilly (11 to 13 C)	Clear	Still
4	Quite cold (-3 to 0 C)	Chilly (14 to 17 C)	Partly Cloudy	Still
5	Cold (1 to 2 C)	Brisk (18 to 19 C)	Mostly Cloudy	Gentle
6	Cold (3 to 4 C)	Balmy (20 to 21 C)	Overcast	Gentle
7	Chilly (5 to 10 C)	Balmy (22 to 23 C)	<b>Drizzly</b>	Moderate
8	Chilly (11 to 13 C)	Balmy (24 to 26 C)	<b>Drizzly</b>	Moderate
9	Brisk (14 to 16 C)	Warm (27 to 28 C)	<b>Drizzly</b>	Moderate
10	Brisk (17 to 18 C)	Warm (29 to 30 C)	<b>Rainy</b>	Strong
11	Balmy (19 to 20 C)	Hot (31 to 32 C)	<b>Rainy</b>	Strong
12	Balmy (21 to 22 C)	Hot (33 to 34 C)	<b>Rainy</b>	Very Strong, <b>Windy</b>
13		<b>Sweltering</b> (35 to 38 C)	<b>Rainy</b>	Very Strong, <b>Windy</b>
14		<b>Sweltering</b> (39 to 40 C)	<b>Rainy</b>	Gale, <b>Stormy</b>
15		<b>Sweltering</b> (41 to 42 C)	<b>Rainy</b>	Gale, <b>Stormy</b>
16		<b>Sweltering</b> (42 to 44 C)	<b>Rainy</b>	Gale, <b>Stormy</b>



Searching Per hour	Exploration Feet per turn	Expedition Miles per day	Expedition Hexes per day	Expedition Miles per hour
18+	30'	6	1	0.75
17+	60'	12	2	1.5
17+	90'	18	3	2.25
16+	120'	24	4	3
16+	150'	30	5	3.75
15+	180'	36	6	4.5
15+	210'	42	7	5.25
14+	240'	48	8	6
14+	270'	54	9	6.75
13+	300'	60	10	7.5
13+	330'	66	11	8.25
12+	360'	72	12	9

## Creature Count as

Mounted man or large	2 men
Huge	6 men
Gigantic	24 men
Colossal	120 men

## Navigating the Wild

Beginning of each day.

Pathfinding or Navigation: +4

Pathfinding and Navigation: +8

If lost: roll 1d6 for hex face.

Next day if the roll succeeds they realize they are lost. See RR.323.

Feature Perceived	Full			
	Daylight	Moonlight	Hall Moonlight	Starlight
Terrain*	3 miles	1.5 miles	4,000'	2,000'
Fire*	3 miles	3 miles	3 miles	3 miles
Humanoid (1-9)	600'	300'	150'	75'
Party/Gang (10-30)	900'	450'	225'	110'
Platoon (31-60)	1,200'	600'	300'	150'
Company (61-240)	1,800'	900'	450'	225'
Battalion (241+)	3,600'	1,800'	900'	450'

\*Distance can be increased by elevation

Terrain	Navigation
Barrens (any)	6+
Desert (rocky)	6+
Desert (sandy)	6+
Forest (any)	8+
Grassland (any)	6+
Hills (any)	8+
Jungle (any)	14+
Mountains (any)	6+
Scrubland (low, sparse)	6+
Scrubland (high, dense)	6+
Swamp (marshy, scrubby)	10+
Swamp (forested)	14+