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. DM checks if party gets lost.[1]
4. Movement and mapping.
5. Random encounter checks.
6. Fixed encounters (if anything in the hex has been discovered).
7. End of day. (Supplies consumed. Starvation, fatigue, and exposure considered. Watch established. Nighttime encounter checks.)

[1]
Impossible if the party is following an accurate map, following a landmark like a river, or on a paladin's mount quest.