## **DAILY PROCEDURE**

1. DM determines location on [map](http://prints.mikeschley.com/p923843744/h956e8d5c#h956e8d5c).
2. DM determines weather. Roll d20:(\*)
   * 1-16: Occasional light rain: proceed as normal
   * 17-19: Heavy rain: Visibility limited to 150 feet
   * 20: Tropical storm: travel by canoe impossible, travel on foot gains 1 level of exhaustion, DC 10 Constitution save for another. Disadvantage on checks to avoid becoming lost
3. Party determines navigator, pace, direction:
   * Normal pace: 2 hexes per day by canoe, 1 hex per day by foot. For rivers, upstream and downstream have no effect, and waterfalls occur every 10 to 20 miles (requiring portage of canoes).
   * Slow pace: 50% chance of 1 fewer hex per day, can hide from encounters or approach stealthily
   * Fast pace: 50% chance of 1 more hex per day, -5 to passive Perception
   * Parties with a Ranger are not slowed if in their favored terrain. Therefore(\*), they gain the benefits of a slow pace without the chance of 1 fewer hex per day.
4. DM rolls Wisdom (Survival) for Navigator:
   * DC 10 for coasts and lakes
   * DC 15 for jungles, mountains, rivers, swamps, and wastelands
   * Add to roll +5 for slow pace, -5 for fast pace
   * If lost, roll a d6 to determine which neighboring hex the party enters. Players are not shown their location on the map in this case.
   * Parties with a Ranger in their favored terrain cannot become lost in normal navigation.
5. DM rolls d20 three times for random encounters (morning, afternoon, night). On a roll of 16 or higher, roll d100 and consult Appendix B based on terrain and, if in jungle, level of undead presence. Insert as appropriate during the travel sequence.
6. Party checks for dehydration and malnourishment.
   * Characters can forage water if they succeed on a DC 10 Wisdom (Survival) check. A similar check can yield foraged food.
   * A successful forage yields (1d6 + Wisdom modifier) gallons of water or pounds of food, although each type of forage requires its own roll.
   * Foraging characters do not contribute to the group’s ability to notice threats.
   * Rangers in their favored terrain gather twice as much food and are able to notice threats while foraging.
   * Water from rivers and lakes should be boiled first.
   * Raincatchers (ToA p. 32) can catch 2 gallons of water per inch of rain and hold up to 8 gallons.
   * On heavy rain days, roll d4 for inches of rain. On storm days, assume full 4 inches or more.(\*)
   * Characters with <2 gallons of water must make DC 15 Constitution saving throw or gain 1 level of exhaustion (disadvantage if wearing heavy clothing or medium or heavy armor). Traveling at a fast pace adds -5 penalty to this saving throw. (According to the PHB, if the character already has one or more levels of exhaustion, the character takes two levels.)
   * Characters with the Wanderer background feature (typically Outlanders) can automatically find food and fresh water for themselves and up to five other people each day in suitable terrain.
   * Expend 1 unit of rations (1 pound of food).
   * Each day after (3 plus Constitution modifier) days without food, a character gains 1 level of exhaustion. A normal day of eating resets this counter to 0.

(\*): These steps are not found in the published game materials and may be altered at DM’s discretion.