

# Wilderness Area Worksheet

AREA #\_\_\_\_ DESCRIPTION\_\_\_\_\_

ENEMIES/TRAPS\_\_\_\_\_

ATTACKS\_\_\_\_ LEVEL(HP)\_\_\_\_ (\_\_\_\_) MOVE\_\_\_\_ SIZE\_\_\_\_ NUMBER\_\_\_\_

TREASURE\_\_\_\_\_

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Sample file

# Terrain and Weather

The prevailing terrain in a wilderness hex should be clearly indicated, with impacts to movement and visibility as shown:

TERRAIN	NOTES
Flat/plateau	--
Overgrown	visibility reduced to 10'
Rocky/swampland	movement 20'/stealth rolled at -1

## WEATHER CONDITIONS

At the start of any new adventure, the referee should determine weather conditions by rolling 2d6 (or choosing) on the following table. Each subsequent day, the referee moves one down on the chart, creating a suitable progression through the game week with changes as follows:

2d6	WEATHER	WINDS	NOTES
2	Sunny	light	--
3-4	Partly cloudy	brisk	--
5-6	Cloudy	brisk	--
7-8	Rain/snow*	strong	missiles fired at -2
9-10	Partly cloudy	strong	--
11	Fog/drizzle	light	visibility reduced to 10'
12	Sunny	light	--

\* In fall/spring roll 1d6: 1-3 (rain), 4-6 (snow)

Moderate or greater winds make building fires and the like difficult, and the referee may require dice rolled at penalty.

On certain days, there is a 1 in 1d6 chance of an extreme weather event taking place, adjusted for season as determined by the referee:

WEATHER	SEASON	NOTES
Sunny	Cold (fall/winter)	take 1 hit per turn outdoors*
Sunny	Heat (spring/summer)	double water rations used
Rain/snow	Ice (fall/winter)	movement 10' per turn
Rain/snow	Storm (spring/summer)	lightning bolt (1 in 1d6 chance)#

\*Assumes inadequate dress and/or sustained exposure

#Per turn spent outdoors (treat as a 1st level Bolt spell)

Note that tropical environments are sunny and generally monotonous, being treated as a roll of 2/12 on the above table, but more humid and requiring double water rations. During spring, there is a 1 in 1d6 chance per day of a monsoon, equivalent to a result of 7-8 above, with heavy rain and damaging winds.