



Part Four

Exploring the Wild

While everyday folk in Dolmenwood seldom stray from the safety of well-worn roads, adventurers exploring the Wood will often venture into the treacherous and enchanted wilds.

This section presents procedures for travel through the wilds of Dolmenwood, building upon the standard *Old-School Essentials* rules for overland travel. Specifics relating to the terrain types found within Dolmenwood are provided, along with tables for regional encounters, hunting, foraging, fishing, weather, and getting lost.

Lastly, optional rules are provided that may be used to add a little extra detail and flavour when adventurers find themselves camping in the wilds.

Exploration

The basic procedures for travelling and exploring in Dolmenwood.

The hexes on the Dolmenwood referee's map are classified into twelve different types of terrain. The terrain type of each hex is noted in the hex description. Terrain type affects a number of exploration procedures, including random encounters, travel speed, and getting lost—see the *Terrain Types* table.

TRACKS AND ROADS

Dolmenwood is crisscrossed with small, meandering, woodland paths which do not aid travel in any meaningful way. Useful pathways which connect two settlements or other locations are classified into two types, as follows.

Tracks: Either well-defined but seldom frequented paths or roads which were once maintained but which have fallen into disuse. Following a track does not speed up travel, but reduces the chance of getting lost.

Roads: Following a maintained road negates the risk of getting lost (except under the most extreme weather conditions) and greatly increases travel speed.

HORSES, WAGONS, AND CARTS

Mounts and vehicles are convenient means of travelling quickly with heavy loads, but become incredibly inconvenient when characters wish to explore off-road. The difficulty of terrain (see the *Terrain Types* table) determines whether mounts and vehicles may be used or not.

Horses: May be ridden along any road or track. Off-road, horses may be ridden in light terrain and may be led through moderate terrain; they may not enter severe terrain.

Wagons and carts: May travel along any road or track. Off-road, wagons and carts may only travel through light terrain; they may not enter moderate or severe terrain.

ENCOUNTERS

The chance of encounters depends on the type of terrain being explored—see the *Terrain Types* table.

When to roll for encounters: Typically, one roll for random encounters is made per day. (though the referee may make up to three or four checks per day, if desired).

Time of encounter: If an encounter is rolled, the time it occurs may be determined randomly by rolling 1d4: 1: Morning, 2: Afternoon, 3: Evening, 4: Night.

Creature: Roll on the encounter tables (*Encounters*, p114) to see what type of creature the party encounters.

LOSING DIRECTION

The referee should roll for a chance of the party getting lost in the wilds of Dolmenwood once per day. The probability of getting lost depends on the terrain being explored and the visibility conditions—see the *Terrain Types* table.

When to roll for getting lost: Typically, the roll for getting lost is made at the start of the travel day. If the party starts the day travelling along a road (no chance of getting lost), the roll for getting lost is made when they leave the road.

If a hunter is in the party: The chance of getting lost is rolled on 1d12, instead of 1d6 (e.g. 2-in-12 instead of 2-in-6).

Following a track: When following a track, there is a 1-in-6 chance of getting lost. In hazy visibility (*italics* in the weather tables), the chance is 2-in-6. In poor visibility (**bolded** in the weather tables), the chance is 3-in-6.

Following a road: Only under the most extreme circumstances is there a chance of getting lost while following a maintained road. In poor visibility (**bolded** in the weather tables), there is a 1-in-6 chance of getting lost.

If the party gets lost: The referee may optionally roll on the *Consequences of Getting Lost* table.

SEARCHING HEXES

Some hexes on the Dolmenwood campaign map contain features which are hidden from plain sight and which will not be noticed by a party simply wandering through the area. Hidden features can be found by searching a hex.

Time required: Searching a hex reduces the number of miles the party can travel that day. The reduction depends on the difficulty of the terrain (see the *Terrain Types* table):

- ▶ **Light terrain:** 6 miles.
- ▶ **Moderate terrain:** 8 miles.
- ▶ **Severe terrain:** 9 miles.

Hidden features: Searching reveals all hidden features in a hex. Once a hidden feature has been located, it can be found again without searching.

WEATHER

Typically, a roll on the *Weather* table is made once per day, at dawn, with the resulting weather prevailing for the coming day.

Travel: In severe weather (**bolded** in the weather table), the party's travel speed is reduced by 33%.

Unseasons: Hitching and Vague have their own weather tables. Chame and Colligwyld do not have special weather conditions; roll on the standard seasonal tables.

TERRAIN TYPES

Terrain	Difficulty	Movement Rate		Chance of Encounters	Chance of Getting Lost (by Visibility)		
		Off-Road	On a Road		Normal	Hazy	Poor
Bog	Moderate	33% slower	No modifier	2-in-6	2-in-6	3-in-6	4-in-6
Farmland	Light	No modifier	50% faster	1-in-6	1-in-6	2-in-6	3-in-6
Forest, boggy	Severe	50% slower	25% slower	3-in-6	3-in-6	4-in-6	5-in-6
Forest, craggy	Severe	50% slower	25% slower	3-in-6	3-in-6	4-in-6	5-in-6
Forest, hilly	Moderate	33% slower	No modifier	2-in-6	2-in-6	3-in-6	4-in-6
Forest, open	Light	No modifier	50% faster	1-in-6	1-in-6	2-in-6	3-in-6
Forest, tangled	Moderate	33% slower	No modifier	2-in-6	2-in-6	3-in-6	4-in-6
Forest, thorny	Severe	50% slower	25% slower	3-in-6	3-in-6	4-in-6	5-in-6
Fungal forest	Light	No modifier	50% faster	1-in-6	1-in-6	2-in-6	3-in-6
Hills	Light	No modifier	50% faster	1-in-6	1-in-6	2-in-6	3-in-6
Meadow	Light	No modifier	50% faster	1-in-6	1-in-6	2-in-6	3-in-6
Swamp	Severe	50% slower	25% slower	3-in-6	3-in-6	4-in-6	5-in-6

Light terrain: Horses, wagons, and carts travel normally.

Moderate terrain: Horses must be led; wagons and carts may not enter.

Severe terrain: Horses, wagons, and carts may not enter.

Hazy visibility: Weather conditions listed in *italics*.

Poor visibility: Weather conditions listed in **bold**.

CONSEQUENCES OF GETTING LOST

2d6 Consequence

- | | |
|----|---|
| 2 | Wander into a dream. The day's events proceed as normal, until the PCs bed down for the night. Upon awakening, the PCs find themselves at the location where they began the previous day. The intervening time was a dream. |
| 3 | Accidentally stumble into a randomly selected fairy path. See <i>Fairy Paths</i> , p22. |
| 4 | Move in circles, ending the day where it began. |
| 5 | Travel 90° (two compass degrees) to the left of the intended course. |
| 6 | Travel 45° (one compass degree) to the left of the intended course. |
| 7 | Travel along intended course, but uncertain paths cause travel speed to be reduced by 50%. |
| 8 | Travel 45° (one compass degree) to the right of the intended course. |
| 9 | Travel 90° (two compass degrees) to the right of the intended course. |
| 10 | Lost in time. Travel is along the intended course, but 1d4+1 days pass. |
| 11 | Knocked unconscious by flashing, coloured lights. Awaken 1d4 hours later at the site of a randomly selected nodal stone. See <i>Ley Lines and Standing Stones</i> , p20. |
| 12 | Enveloped in a bewildering fog. Emerge at the end of the day in a randomly selected hex (at least 2 hexes away from the original hex). |

TODO: Illustration

WEATHER

2d6 Winter

- | | | |
|----|----------------------------|------------------------|
| 2 | Deep freeze, hoarfrost | <i>Torrential rain</i> |
| 3 | Snow storm | Rolling fog |
| 4 | Relentless wind | <i>Driving rain</i> |
| 5 | Bitter, silent | Bracing wind |
| 6 | Frigid, icy | Balmy, clement |
| 7 | Clear, cold | Clear, chilly |
| 8 | <i>Freezing rain</i> | Drizzle, damp |
| 9 | Cold wind, gloomy | <i>Cloudy, misty</i> |
| 10 | <i>Frigid mist</i> | Brooding clouds |
| 11 | <i>Icy, steady snow</i> | Frosty, chill |
| 12 | Relentless blizzard | Icy, gentle snow |

2d6 Summer

- | | | |
|----|------------------------|---------------------|
| 2 | Cool winds | Cold, gentle snow |
| 3 | <i>Low cloud, mist</i> | Chilly, damp |
| 4 | Warm, gentle rain | Windy, cloudy |
| 5 | Brooding thunder | Brisk, clear |
| 6 | Balmy, clear | Clement, cheery |
| 7 | Hot, humid | Warm, sunny |
| 8 | Overcast, muggy | Bright, fresh |
| 9 | Sweltering, still | Blustery, drizzle |
| 10 | Baking, dry | <i>Pouring rain</i> |
| 11 | Warm wind | Gloomy, cool |
| 12 | <i>Thunder storm</i> | <i>Chill mist</i> |

2d6 Hitching

- | | | |
|----|-----------------------------|------------------------------------|
| 2 | <i>Torrential rain</i> | Hoarfrost, freezing fog |
| 3 | Clear, fresh dew | <i>Steady snow, icy mist</i> |
| 4 | <i>Sleepy, purple mist</i> | Low mist, writhing soil |
| 5 | Interminable drizzle | <i>Sickly, yellow mist</i> |
| 6 | <i>Balmy mist</i> | Thick, rolling fog |
| 7 | Thick fog, hot | Freezing fog |
| 8 | <i>Misty, seeping damp</i> | <i>Chill mist, wailing winds</i> |
| 9 | Hazy fog, dripping | <i>Icy mist, unearthly howling</i> |
| 10 | Sticky dew drips | <i>Violet mist rises from soil</i> |
| 11 | Gloomy, shadows drip | Blizzard, earth tremors |
| 12 | Befuddling green fog | Blizzard, dense fog |

Italic: Hazy visibility.

Bold: Severe weather / poor visibility.

Encounters

The beasts, horrors, fairies, and mortal folk one may encounter in the wilds.

ROLLING AN ENCOUNTER

- 1. Encounter type:** Roll 1d8 on the *Encounter Type* table. The result indicates which sub-table to consult (step 2).
 - **Aquatic encounters:** For encounters on rivers or lakes, this step may be skipped. Roll directly on the Aquatic regional encounter table.
- 2. Monster:** Roll 1d20 on the indicated sub-table.
 - **Monsters in italics:** See *Old-School Essentials*.
 - **Asterisks (*):** Game animal. See *Hunting*, p120.
 - **Others:** See the *Dolmenwood Monster Book*.
 - **“NH”:** Normal humans. See *Normal Humans* in the *Dolmenwood Monster Book*.
- 3. Wandering or lair (optional):** The *Dolmenwood Monster Book* lists the chance, which may optionally be rolled, of monsters being encountered in their lair or wandering abroad.
- 4. Number appearing:** The dice to roll are listed after each monster’s name in the encounter tables.
 - **Lair encounters:** The dice to roll are listed in the the *Dolmenwood Monster Book*.
- 5. Surprise:** Roll 1d6 per side. (1–2 = surprised.)
- 6. Encounter distance:** 4d6 × 10 yards (or 1d4 × 10 yards if either side is surprised).

MONSTER ACTIVITY

Optionally, roll 1d20 to see what the monster is doing when encountered.

MONSTER ACTIVITY

d20	Activity	d20	Activity
1	Celebrating	11	Lost / exploring
2	Chasing ?	12	Marking territory
3	Constructing	13	Mating
4	Defecating	14	Negotiating with ?
5	Dying / wounded	15	Patrolling / guarding
6	Fleeing from ?	16	Resting / camping
7	Hallucinating	17	Ritual / magic
8	Hunting / foraging	18	Sleeping
9	In combat with ?	19	Trapped / imprisoned
10	Journey / pilgrimage	20	Washing

Question marks (?): Roll another encounter to find the other monster type.

ENCOUNTER TYPE

	Daytime		Nighttime	
d8	Road	Off-Road	Fire	No Fire
1	Animal	Animal	Human	Animal
2	Human	Human	Human	Animal
3	Human	Monster	Monster	Monster
4	Monster	Sentient	Monster	Monster
5	Sentient	Regional	Sentient	Monster
6	Sentient	Regional	Sentient	Regional
7	Regional	Regional	Regional	Regional
8	Regional	Regional	Regional	Regional

COMMON ENCOUNTERS

d20	Animal	Human
1	<i>Bat: Giant (1d10)</i>	<i>Acolyte (1d20)</i>
2	<i>Bear: Black (1d4)</i>	<i>Bandit (3d10)</i>
3	<i>Beetle: Fire (2d6)</i>	<i>Bandit (3d10)</i>
4	<i>Beetle: Oil (2d6)</i>	Drune: Cottager (1d3)
5	<i>Beetle: Tiger (2d4)</i>	Friar (1d4)
6	Boar* (1d6)	<i>Merchant (1d20)</i>
7	False Unicorn* (3d4)	NH: Crier (1d6)
8	<i>Insect Swarm (1d3)</i>	NH: Flagellant (4d8)
9	<i>Mastodon (2d8)</i>	NH: Fortune-Teller (1d3)
10	<i>Rat, Giant (3d10)</i>	NH: Lost Soul (1d4)
11	Red Deer* (3d10)	NH: Pedlar (1d4)
12	<i>Robber Fly (2d6)</i>	NH: Pedlar (1d4)
13	<i>Snake: Pit Viper (1d8)</i>	NH: Priest (1d6)
14	Stench Boar (1d6)	NH: Villager (2d10)
15	<i>Stirge (3d12)</i>	<i>Noble (Knight) (2d6)</i>
16	Swamp Sloth* (1d6)	<i>Noble (2d6)</i>
17	<i>Toad, Giant (1d4)</i>	NPC Party
18	<i>Weasel, Giant (1d6)</i>	<i>Trader (3d6)</i>
19	<i>Wolf (3d6)</i>	<i>Veteran (2d6)</i>
20	Yegril* (3d8)	Witch (1d4—see subtypes)

d20	Monster	Sentient
1	<i>Carcass Crawler (1d3)</i>	Barrowbogy (1d6)
2	Centauro: Bestial (1)	Deorling (1d4)
3	<i>Cockatrice (1d8)</i>	<i>Doppelgänger (1d6)</i>
4	<i>Driver Ant (4d6)</i>	Elf: Knight (1d8)
5	<i>Ghoul (2d8)</i>	Elf: Noble (1)
6	<i>Griffon (2d8)</i>	Elf: Wanderer (1d6)
7	Headless Horseman (1)	Goat: Crookhorn (1d12)
8	<i>Lycanthrope (see sub-type)</i>	Goat: Shorthorn (2d8)
9	Mogglewomp (1)	Goblin (2d6)
10	<i>Ogre (2d6)</i>	Grimalkin (1d4)
11	<i>Owl Bear (1d4)</i>	<i>Lycanthrope (see subtypes)</i>
12	Root Thing (1d6)	Moss Dwarf (1d6)
13	Snail, Giant: Rapacious (1)	Nutcap (1d6)
14	<i>Spider: Black Widow (1d3)</i>	Ratling (3d6)
15	<i>Stirge (3d12)</i>	Redcap (3d6)
16	Troll (1d3)	Scrabey (1d4)
17	<i>Wolf: Dire (2d4)</i>	Sprite (2d6)
18	Wyrms: Black Bile (1)	Talking Beast (1d4)
19	Wyrms: Blood (1)	Vegeman (1d4)
20	<i>Zombie (4d6)</i>	Woodgrue (1d6)

Monster Subtypes

Lycanthropes: Roll 1d4: 1. Bear, 2. Boar, 3. Rat, 4. Wolf.

Witches: Roll 1d6: 1–2: Bride of Ertta, 3–4: Bride of Hasturiel, 5–6: Bride of Limwdd.

REGIONAL ENCOUNTERS

d20	Aldweald	Aquatic	Dwelfmurfurgh	Fever Marsh
1	Antler Wraith (2d4)	Boggin (1d6)	Antler Wraith (2d4)	<i>Bat: Vampire (1d10)</i>
2	<i>Bandit (3d10)</i>	<i>Crab, Giant (1d6)</i>	<i>Bandit (3d10)</i>	Black Tentacles (1d4)
3	Centaur: Sylvan (2d6)	<i>Fish: Catfish (1d2)</i>	<i>Basilisk (1d6)</i>	Bog Salamander (1d3)
4	Deorling (1d4)	<i>Fish: Sturgeon (1)</i>	Brambling (1d6)	Centaur: Bestial (1)
5	Elf: Knight (1d8)	<i>Insect Swarm (1d3)</i>	<i>Centipede, Giant (1d8)</i>	Gelatinous Hulk (1)
6	Elf: Wanderer (1d6)	Kelpie (1)	Drune: Audrune (1)	Goat: Crookhorn (1d12)
7	Gloam (1)	<i>Killer Bee (5d6)</i>	Drune: Braithmaid (1d3)	<i>Harpy (2d4)</i>
8	Goat: Shorthorn (2d8)	<i>Leech, Giant (1d4)</i>	Drune: Cottager (1d3)	<i>Insect Swarm (1d3)</i>
9	Goblin (2d6)	Madtom (2d4)	Drune: Cottager (2d6)	Jack-o-Lantern (1d8)
10	Grimalkin (1d4)	<i>Merchant (1d20)</i>	Drune: Drunewife (1)	Kelpie (1)
11	Headless Horseman (1)	NH: Angler (2d4)	Goat: Crookhorn (1d12)	<i>Leech, Giant (1d4)</i>
12	NH: Pedlar (1d4)	NH: Pedlar (1d4)	NH: Lost Soul (1d4)	Madtom (2d4)
13	Redcap (3d6)	<i>NPC Party</i>	<i>Shadow (1d12)</i>	Redcap (3d6)
14	Snail, Giant: Psionic (1)	<i>Pirate (1d8 river boats)</i>	<i>Skeleton (3d10)</i>	<i>Robber Fly (2d6)</i>
15	Sprite (2d6)	<i>Robber Fly (2d6)</i>	<i>Spider: Black Widow (1d3)</i>	<i>Shadow (1d12)</i>
16	Talking Beast (1d4)	<i>Stirge (3d12)</i>	Sprite (2d6)	Stench Boar (1d6)
17	<i>Unicorn (1d8)</i>	<i>Toad, Giant (1d4)</i>	<i>Wight (1d8)</i>	Swamp Sloth* (1d6)
18	Witch (1d4—see subtypes)	<i>Trader (3d6)</i>	Witch (1d4—see subtypes)	<i>Toad, Giant (1d4)</i>
19	Woodgrue (1d6)	<i>Water Termite: Freshwater (1d3)</i>	Wyrms: Yellow Bile (1)	Troll (1d3)
20	<i>Wyvern (1d6)</i>	Wyrms: Phlegm (1)	<i>Wyvern (1d6)</i>	Wyrms: Phlegm (1)
d20	Hag's Addle	High Wold	Mulchgrove	Nagwood
1	Banshee (1)	Barrowbogy (1d6)	<i>Bat: Vampire (1d10)</i>	Atanuwe (see pXXX)
2	<i>Bat: Giant (1d10)</i>	Devil Goat (1d4)	<i>Black Pudding (1)</i>	Black Unicorn (1d8)
3	<i>Bat: Vampire (1d10)</i>	Drune: Braithmaid (1d3)	Bog Salamander (1d3)	Centaur: Bestial (1)
4	Black Tentacles (1d4)	Drune: Cottager (1d3)	Bog Zombie (1d6)	<i>Ghoul (2d8)</i>
5	Black Unicorn (1d8)	Elf: Knight (1d8)	Brainconk (1d8)	Goat: Crookhorn (1d12)
6	Boggin (1d6)	Goat: Longhorn (1d4)	Gelatinous Hulk (1)	Goat: Crookhorn (1d12)
7	Bog Salamander (1d3)	Goat: Shorthorn (2d8)	<i>Grey Ooze (1)</i>	Goat: Crookhorn (1d12)
8	Bog Zombie (1d6)	Goat: Shorthorn (2d8)	Jack-o'-Lantern (1d8)	Goat: Crookhorn (1d12)
9	Gloam (1)	Goblin (2d6)	Moss Dwarf (1d6)	<i>Harpy (2d4)</i>
10	<i>Leech, Giant (1d4)</i>	Grimalkin (1d4)	Moss Dwarf (1d6)	<i>Manticore (1d4)</i>
11	Madtom (2d4)	<i>Merchant (1d20)</i>	Moss Dwarf (1d6)	<i>Minotaur (1d8)</i>
12	Marsh Lantern (1d12)	Moss Dwarf (1d6)	Moss Dwarf (1d6)	Ochre Slime-Hulk (1)
13	<i>Shadow (1d12)</i>	NH: Crier (1d6)	Mould Oracle (1d3)	<i>Ogre (2d6)</i>
14	Stench Boar (1d6)	NH: Pedlar (1d4)	<i>Ochre Jelly (1)</i>	<i>Ogre (2d6)</i>
15	Swamp Sloth* (1d6)	NH: Priest (1d6)	Ochre Slime-Hulk (1)	<i>Owl Bear (1d4)</i>
16	The Hag (see pXXX)	<i>Noble (Knight) (2d6)</i>	Pook Morel (2d10)	Snail, Giant: Rapacious (1)
17	<i>Toad, Giant (1d4)</i>	Scrabey (1d4)	Redslob (1d4)	<i>Spider: Crab (1d4)</i>
18	Troll (1d3)	Witch (1d4—see subtypes)	<i>Shrieker (1d8)</i>	<i>Wolf: Dire (2d4)</i>
19	<i>Wraith (1d6)</i>	Witch Owl (1d6)	<i>Treant (1d8)</i>	Wyrms: Black Bile (1)
20	Wronguncle (1)	Woodgrue (1d6)	Wronguncle (1)	<i>Zombie (4d6)</i>
d20	Northern Scratch	Table Downs	Tithelands	Valley of Wise Beasts
1	Banshee (1)	Banshee (1)	<i>Acolyte (1d20)</i>	Deorling (1d4)
2	<i>Bat: Vampire (1d10)</i>	Deorling (1d4)	Elf: Wanderer (1d6)	Goat: Crookhorn (1d12)
3	Black Tentacles (1d4)	<i>Doppelgänger (1d6)</i>	Friar (1d4)	Goat: Crookhorn (1d12)
4	Bog Salamander (1d3)	Drune: Cottager (1d3)	Gloam (1)	Goat: Crookhorn (1d12)
5	Bog Zombie (1d6)	Elf: Wanderer (1d6)	Goat: Shorthorn (2d8)	Goblin (2d6)
6	Deorling (1d4)	<i>Ghoul (2d8)</i>	Goblin (2d6)	Grimalkin (1d4)
7	Gloam (1)	Gloam (1)	<i>Griffon (2d8)</i>	Moss Dwarf (1d6)
8	<i>Leech, Giant (1d4)</i>	Goat: Crookhorn (1d12)	Grimalkin (1d4)	NH: Lost Soul (1d4)
9	Madtom (2d4)	<i>Harpy (2d4)</i>	<i>Killer Bee (5d6)</i>	NH: Pedlar (1d4)
10	Marsh Lantern (1d12)	Headless Horseman (1)	<i>Merchant (1d20)</i>	Ochre Slime-Hulk (1)
11	Marsh Lantern (1d12)	NH: Lost Soul (1d4)	Moss Dwarf (1d6)	<i>Ogre (2d6)</i>
12	Ratling (3d6)	<i>Purple Worm (1d4)</i>	NH: Flaggelant (4d8)	Ratling (3d6)
13	<i>Shadow (1d12)</i>	<i>Robber Fly (2d6)</i>	NH: Villager (2d10)	Redslob (1d4)
14	<i>Spectre (1d8)</i>	<i>Skeleton (3d10)</i>	<i>Noble (Knight) (2d6)</i>	Sprite (2d6)
15	Stench Boar (1d6)	<i>Skeleton (3d10)</i>	Pook Morel (2d10)	Talking Beast (1d4)
16	Swamp Sloth* (1d6)	<i>Spectre (1d8)</i>	Scrabey (1d4)	Talking Beast (1d4)
17	Vegeman (1d4)	<i>Wight (1d8)</i>	Sprite (2d6)	Talking Beast (2d4)
18	<i>Wight (1d8)</i>	Witch (1d4—see sub-type)	<i>Veteran (2d6)</i>	Talking Beast (4d8)
19	Witch Owl (1d6)	Woodgrue (1d6)	Witch (1d4—see subtypes)	Troll (1d3)
20	<i>Wraith (1d6)</i>	<i>Wraith (1d6)</i>	Woodgrue (1d6)	Woodgrue (1d6)

Fishing

What can be caught in the pools, streams, and lakes of Dolmenwood.

FISHING PROCEDURE

- 1. Decide to go fishing:** The party decides to spend a day fishing in a lake or river. A fishing rod and tackle are required (see *New Equipment* in the *Dolmenwood Player's Book*).
- 2. Chance of catching fish:** Roll 1d6 to see if the party catches anything. The chance of success is 3-in-6.
- 3. Determine catch:** Roll 1d20 to see what is caught.
- 4. Yield:** Unless otherwise noted, successful fishing yields food sufficient for 2d6 human-sized beings for a day. (Fresh fish is treated as standard, unpreserved rations.)

Encounters

Remember to roll for encounters as normal during a day's fishing. Waterside encounters may be rolled on the aquatic encounter table or the regional table.

1. Bally-tom: Rotund, slow-swimming fish with silver scales and bulbous green eyes. When threatened, their eyes flash hypnotically. The party member with the lowest WIS must save versus paralysis or be hypnotised and fall splashing into the water. (Lone anglers—without a companion to rescue them—have been known to drown as a result.)

2. Braithgilly: Lithe, white-scaled trout with adorable pink eyes. When unafraid, braithgillies will poke their heads above the surface and sing beautiful, wistful melodies. Their songs sometimes contain snippets of well-known folk-melodies and passages that sound almost like words. According to folklore, braithgillies will willingly leap into the net of a maiden who sings to them under the light of the moon.

3. Butter-eel: 3'-long, buttery-brown eels with startled, gaping mouths and a tendency for vigorous writhing when caught. Butter-eels are coated with a fatty slime, making them difficult to land. All PCs must make a DEX check. The catch is landed if at least two characters are successful.

4. Gaffer: Foot-long catfish with tufts of coarse white fur around their face and gills, often formed into a goat-like beard upon the chin. Bleat when dragged from the water. Their flesh is tough but has a palatable sweet-sour note.

5. Giant catfish: A real monster! Handle as a normal combat encounter (see *Old-School Essentials* for giant catfish stats). If the fish is killed, its flesh is sufficient to feed 2d4 × 4 persons.

6. Groper: Flat-bodied, green-skinned bottom feeders with gaping mouths and spacious gullets. There is a 2-in-6 chance of finding a random trinket (see the *Dolmenwood Player's Book*) in the belly of one of the caught fish.

7. Gurney: Big, ball-shaped fish with beady eyes, misshapen faces, and wide, flapping mouths. They are known among anglers for their habit of suddenly snapping with their concealed rows of vicious, spiny teeth. Characters who have not caught gurneys before must **save versus death** or suffer 1 point of damage.

8. Hameth sprat: Little black-scaled fish with long, ribbon tails. Flit around in great swarms, especially numerous in the River Hameth. Eaten whole (bones and all), typically fried in batter. Unless fishing with nets, a catch of hameth sprats is only sufficient to feed 2d4 people.

9. Lardfish: Head-sized, translucent cream jellyfish with tangled tentacles dotted with clusters of grape-like nodules. The body of a lardfish is tough and somewhat fatty, but its tentacles are sweet and succulent.

10. Maid-o'-the-lake: Thigh-sized, pink, translucent squids renowned as a Dolmenwood delicacy. Their flesh is succulent and has a mildly fruity flavour. According to folklore, feasting beneath the moon on these squids fried in garlic butter is a sure way to summon the attentions of a witch, who will visit in the dead of night.

11. Mummer: Sluggish, puffy fish with mud-brown scales, pink, ribbon-like fins, and bulbous, yellow faces with a disturbingly human-like cast. There is a 3-in-6 chance that the face of one of the caught fish has an uncanny resemblance to a family member of someone in the party.

12. Nag-pike: Muscular, 3'-long, snaggle-toothed pikes with nine crooked horns upon their heads. Nag-pikes are vicious and tenacious, making them tricky to catch. All PCs must make a STR check. The catch is landed if at least two characters are successful. When sliced and fried, nag-pikes' flesh is deliciously gamey.

13. Orbling: Silvery, spherical jellyfish which hide in weeds during the day and only emerge after sundown. In shaded waters, they bob near the surface, resembling reflected moonlight. Their outer skin is rubbery, but their insides are soft and taste of toffee. They are typically eaten like boiled eggs, by slicing off the top and scooping out the insides with a spoon.

14. Pilgrim crab: Chunky violet crabs with long, delicate pincers and creamy-white underbellies. Their shells are graven with lines that look curiously like a religious script of some kind. (These are sometimes used as a means of fortune-telling.) If cooked alive, pilgrim crabs emit a shrill tone reminiscent of choirboys at practice.

15. Puffer: 2'-round, near-spherical fish covered with hard scales and spines. Puffers are slow moving and easy to catch. Killing and preparing them is the tricky part: they have a gas-filled organ which can explode if not handled correctly. Characters who have not caught puffers before must **save versus breath** or suffer 1d3 damage when the fish explode.

16. Queen's salmon: Iridescent-scaled salmon that dart and leap playfully. Queen's salmon are fairy fish that visit Dolmenwood to spawn. They are able to speak Sylvan and basic Woldish and will address anglers in squeaking little voices when caught. In return for their lives, a catch of these fish will offer to place their blessing upon the noble anglers. If the fish are subsequently released, each member of the fishing party gains a +4 bonus to the next saving throw they have to make.

17. Screaming jenny: Long, slender fish with frilly purple fins and tails. When pulled from the water, they emit a startling shriek which has a 3-in-6 chance of attracting a wandering monster (see *Encounters*, p114).

18. Smuggler-fish: Puffed up, putrid green fish with lemon yellow bellies and wide, astonished eyes. Sigh plaintively then give up the ghost when landed. There is a 2-in-6 chance of finding a small gem (1d20 × 10gp) in the belly of one of the caught fish.

19. Twine-eel: 3'-long, twisty, finger-thick eels with purple or burnished pink scales. Swim in great schools and voraciously attack small prey and tempting morsels of bait. Preparing them is fiddly work, due to all the fine bones, but their delectably sweet flesh makes it worthwhile.

20. Wraithfish: Lazy weed-browsers with near-transparent, jelly-like, white flesh. Wraithfish are able to turn incorporeal for brief periods, a trick which they invariably perform when yanked out of the water by anglers. Madcap pipe music stymies this ability (woodgrues are expert wraithfish catchers). Parties fishing without the requisite musical accompaniment will only manage to land fish sufficient to feed 1d6 people.



Foraging

The bountiful delights that may be dug up in the undergrowth!

FORAGING PROCEDURE

- 1. Decide to forage:** The party decides to forage for food as they travel.
- 2. Hex-specific plants and fungi:** Some hex descriptions note special plants or fungi which are automatically found by foraging characters. Inform the players of anything discovered in the hex(es) the party is exploring.
- 3. Chance of finding food:** Roll 1d6 to see whether the party manages to find anything edible. The chance of success is 1-in-6 (or 2-in-6 if a friar is in the party).
- 4. Determine foraged food:** Roll 1d6 to determine whether fungi or plants are found (1–3: fungi, 4–6: plants). Roll 1d20 to determine the type.
- 5. Yield:** Successful foraging provides food sufficient to feed 1d6 human-sized beings for a day. (Foraged food is treated as standard, unpreserved rations.)

EDIBLE FUNGI

- 1. Amethyst orb:** Transparent violet spheres with moist orifices. Smell of horse manure, with a hearty, chicken-like taste.
- 2. Chanctonslip:** Almost flat, brown mushrooms that grow on tree trunks. Smell of fine pipeweed, taste of spiced pumpkin.
- 3. Drounberry:** Walnut-sized buttons, jet black with bright yellow gills. Odourless, but taste mildly of pepper.
- 4. Fairy veil:** Silvery latticeworks that shine golden in moonlight. Smell faintly of leek, taste of kiwi. This fungus is perfectly nourishing, but is seldom foraged due to folktales which claim that it is the property of the Cold Prince.
- 5. Goodgilly:** Tall mushrooms with great, white, orb-like caps and pale, pink gills. Smell of fresh rain. The caps taste of rotten fish, while the gills have a delicate, cinnamon flavour.
- 6. Hell horns:** Ominous, black antlers with red striations. Smell of vomit, taste like lettuce. Hell horns are highly nutritious: a normal portion can nourish two people instead of one.
- 7. Liverwort Jack:** Mustard yellow toadstools with indigo spots. Odourless, taste of raw liver.
- 8. Mancy horn:** Floppy, red phalluses that ooze black juice. Smell of bark, taste of cooked apple. Mancy horns are tasty when eaten raw, but go hard and chewy if cooked.
- 9. Marshguts:** Glowing yellow, coiled tubes. Smell of sweat, with an odd, extremely moreish, fizzy flavour.
- 10. Meat and bread:** Spherical sacs of deep blue hue with cyan stripes. Smell like raw meat, taste like stale bread. Cause the breath to take on a rancid stench which attracts flies.
- 11. Monkskull:** Tan coloured, brain-like mushrooms. Smell like pine and taste bloody. Perfectly nourishing, but something of an acquired taste.
- 12. Moonchook:** White, moon-like orbs, with pocked craters. Smell like chicken soup, taste like raw onion. Moonchook mushrooms are a gourmet culinary item in Dolmenwood. A portion can be sold for 1d6gp.
- 13. Old Duchess:** Pink flutes with mauve stems. Smell like sewerage, but taste of pineapple. It is the usual practice to hold one's nose while eating.
- 14. Purple piper:** Foot-wide, purple puffballs that emit drifts of pale green spores. Smell like wet dog, taste like old cabbage.
- 15. Scrabey's hair:** Mud brown, wispy filaments that ooze lime green gel. Smell like beer and taste like a bland, mealy porridge.
- 16. Skank-orbs:** Masses of gloopy, crimson orbs, spotted with droplets of white juice. Smell like leaf mould, with a metallic taste. Edible, but have no nutritive effect.
- 17. Spatchcock:** Chunky, grey bracket fungi. Smell and taste of roasting game. Spatchcock mushrooms are one of the most treasured delicacies of the woodsman. Once foraged, they dissolve into slime within hours, so are rarely tasted in towns.
- 18. Willy-be-bold:** Tall, brown mushrooms with great, floppy caps and dark green gills. Smell of blue cheese, but have very little flavour. When eaten, these mushrooms are known to inhibit social awkwardness.
- 19. Windcap:** Oyster clusters, tan in colour, with maroon patches. Smell like burnt hair, with a strange, anti-flavour that numbs the tongue. Nourishing, but produce awful flatulence.
- 20. Woodsman's fancy:** Black and yellow striped, hairy spheres. Smell of strong solvent (destroys brain cells!) and taste of lavender. Woodsman's fancy mushrooms bring on a very mild drunkenness and trigger the unbridled growth of hair from the nostrils and cheeks.

EDIBLE PLANTS

1. **Barb cone:** Horribly barbed pine cones that conceal a profusion of fatty nuts. Taste like bacon dripping.
2. **Bent leek:** Wild vegetables with narrow, lank leaves that droop 2–3' across the ground. Strong garlic flavour.
3. **Black medlar:** Rock hard, pink, inedible fruits. When they have lain in the undergrowth for a season, they become soft, slimy, and black. Sickly marshmallow flavour.
4. **Bogsnip:** Marsh-dwelling, wild relatives of the common parsnip. Foraging bogsnips invariably involves wading into muddy pools, but the reward is a delightfully creamy root. Best pan fried.
5. **Butter mandrake:** Anthropomorphic roots which wriggle when dug up and thrash when cooked. Hard and woody, but soften up when boiled. Deliciously buttery. Butter mandrakes are the safest and least defiant member of the mandrake family to deal with.
6. **Creeping prune:** Delectable, miniature, purple fruits of a vine which creeps through the undergrowth and occasionally a short way up tree trunks. Taste like plum brandy.
7. **Gobble-drop:** Bulbous, black berries clustered atop a thick green stem. Smell like offal, but taste sweet and crisp.
8. **Hag's mantle:** Thick, furry, bright green leaves of a shade-dwelling herb. Their sulphurous aroma and furry texture are unpleasant, but the sweet, pungent flavour is a treat for the road-weary.
9. **Hanglberry:** Clusters of inch-round, succulent crimson fruits that dangle tantalisingly from high branches. Unpleasantly slimy texture, but taste delectably sweet.
10. **Hob nut:** Clusters of nuts encased in a hard shell that looks like a fairy's tiny fist. Nourishing but have a somewhat unappealing taste (like stale bread). Subsisting for a day on hob nut alone brings on a whimsical foolhardiness which lasts until the next day, incurring a –2 penalty to saving throws against magic.
11. **Jellycup:** Lambent orbs of orange, violet, or lime green jelly that droop from the top of a sunflower-like stem. Difficult to harvest without bursting. Typically eaten by squeezing the syrupy flesh into a bowl. Eating jellycups after dark brings on a very mild state of psychedelia wherein even the gravest circumstances seem comical.
12. **Lankleaf root:** Tangled root balls of a spiny bog shrub. Cleaning out the dirt from among the roots is time-consuming. Once boiled, the roots dissolve into a starchy pudding with a pleasant, smoky flavour.
13. **Noosenut:** Soft, hairy-shelled, orange nuts about the size of an eyeball. Very mild, slightly milky flavour. Noosenut trees are said to grow on ground where a criminal was once hanged.
14. **Prehensile radish:** Long white radishes identified aboveground by their shocking pink stem clusters. Squirm like the tail of an angry monkey when uprooted. Flavour of rotten egg with an aftertaste of cinnamon.

IDENTIFYING SPECIES

Initially, only the physical characteristics (i.e. colour, form, smell, etc.) of foraged specimens should be described to the players.

Common Species

Species listed on this page or in the *Dolmenwood Player's Book* are common enough that PCs will recognise them and know them by name.

Unusual Species

Other species are considered unusual and cannot be automatically identified by PCs. Players may decide to collect specimens, investigate them further, or even dare to try eating them. In time, players may come to recognise certain species by their description and learn their names from herbalists.

15. **Shankroot:** Long, black, hairy, sickle-shaped roots that take quite some effort to dig up. The skin is tough and bitter, but the flesh is tender and juicy, with a cherry flavour.
16. **Snodberry:** The tiny, blue berries of a horridly thorny bush. The odd, bitter/sweet taste does not make them worth the scratches entailed in harvesting them, but they grow in vast quantities so can at least provide a solid meal.
17. **Wallow shoot:** Pointy purple leaf-shoots that poke out from fetid puddles. The outer leaves are hard and scaly, but the insides are succulent and taste like pears.
18. **Westernut:** Tiny purplish nuts encased in incredibly hard shells. Require serious work to extract, but have a delightful flavour akin to popcorn. Grow only at the base of west-facing cliffs or ridges.
19. **Witch-elm lantern:** Papery, violet lanterns that conceal clusters of hard, green berries. Wince-inducingly tart, but highly nourishing. Local folk fear to harvest the fruits of the witch-elm, for it is said that the Queen of all witches covets them for herself.
20. **Wranglefrond:** Delicate, hairy, green shoots of a common fern. Smell like beer; taste fresh and gingery.

FOCUSED FORAGING [OPTIONAL RULE]

If PCs wish to increase the chance of finding food, they may be allowed to travel more slowly in order to devote more time to looking out for edible flora.

A party which reduces its movement rate by 50% has a 4-in-6 chance of successfully foraging (5-in-6 if a friar is in the party).

Hunting

The game animals of Dolmenwood and how to hunt them.

HUNTING PROCEDURE

1. **Decide to hunt:** The party decides to spend a day hunting in the wilds.
2. **Chance of stalking:** Roll 1d6 to determine whether the party manages to successfully creep up on game animals. The chance of success is 1-in-6 (or 5-in-6 if a hunter is in the party).
3. **Determine quarry:** If the roll to stalk quarry succeeds, roll 1d20 to see what type of animals the party has crept up on and then roll the creatures' number appearing.
4. **Combat:** Having crept up on game animals, the party must attempt to kill them. This is handled as a normal combat encounter. The party has surprise and begins 1d4 × 10 yards from the quarry.
5. **Yield:** Each Hit Die of game animals that is killed yields food sufficient for 1d3 human-sized beings for a day. (Fresh game meat is treated as standard, unpreserved rations.)

Encounters

Remember to roll for encounters as normal during a day's hunting.

1–2. BOAR

Omnivorous wild boars that dwell primarily in forests. Can be irascible and dangerous, if disturbed.

AC 7 [12], HD 3 (13hp), Att 1 × tusk (2d4), THACO 17 [+2], MV 150' (50'), SV D12 W13 P14 B15 S16 (2), ML 9, AL Neutral, XP 35, NA 1d6

3. FALSE UNICORN

White-furred, deer-like animals with a single horn in the centre of their foreheads. The females have a short, straight horn, while the males grow a single, branched antler. Gamey and reasonably tasty flesh.

AC 7 [12], HD 2+1 (10hp), Att 1 × horn (1d4), THACO 17 [+2], MV 240' (80'), SV D12 W13 P14 B15 S16 (1), ML 6, AL Neutral, XP 25, NA 3d4

- **Look like unicorns:** From a distance these animals (especially the females) may be mistaken for unicorns.
- **Stench:** Close up (within 60'), the stench of their habitual flatulence is highly distinctive.

4. GELATINOUS APE

Hairless, brightly coloured, fully transparent apes (3' tall) that creep through the trees and undergrowth of secluded regions. Jelly-like flesh is sweet and chewy.

AC 8 [11], HD 2 (9hp), Att 1 × thrown branch (1d4), THACO 18 [+1], MV 150' (50'), SV D12 W13 P14 B15 S16 (2), ML 7, AL Neutral, XP 20, NA 1d12

- **Kindly:** It is said that gelatinous apes are as intelligent as humans and will show acts of great kindness towards the lost and vulnerable.

5. GOBBLE

Fluffy, black, arboreal primates about the size of a baby, with appropriately huge, adorable eyes. Gobbles are nocturnal, sleeping in high branches during the day and creeping to the forest floor at night to forage for grubs.

AC 6 [13], HD ½ (2hp), Att 1 × bite (1d3), THACO 20 [–1], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 6, AL Neutral, XP 5, NA 3d6

- **Babbling:** Gobbles have the ability to speak perfect Woldish. Each individual knows but a single word, however, which it babbles incessantly when encountered.

6. HEADHOG

Black-spined, flea-ridden hedgehogs with long, pink tongues that they use to catch insects.

AC 7 [12], HD ½ (2hp), Att 1 × bite (1d2), THACO 20 [–1], MV 90' (30'), SV D12 W13 P14 B15 S16 (1), ML 6, AL Neutral, XP 5, NA 2d6

- **Attracted to campsites:** The name headhog refers to their habit of creeping out of the undergrowth and sleeping on the heads of folk who camp in the woods, invariably infesting them with fleas, and often licking their ear holes with their probing tongues.

7. HONEY BADGER

Squat, white-furred badgers that are slick with a honey-like substance which oozes from their pores. Honey badgers are nocturnal omnivores and are known for their curiosity and ravenous hunger. Their flesh is grossly fatty, but their slime is delectable.

AC 8 [11], HD 1 (4hp), Att 2 × claw (1d3), 1 × bite (1d3), THACO 19 [0], MV 90' (30'), SV D12 W13 P14 B15 S16 (1), ML 8, AL Neutral, XP 35, NA 1d4

8–9. LURKEY

Ungainly ground birds with stiff, black feathers, egg-yolk orange beaks, and outrageous, wobbly, pink wattles about their naked heads and necks. Lurkeys are easy prey, if cornered, but make up for this with cunning.

AC 7 [12], HD 1+2 (6hp), Att 1 × bite (1d2), THACO 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 15, NA 2d4

► **Scattering:** If in danger, each lurkey runs in a different direction, making chasing the group difficult.

10–11. MERRIMAN

Miniature, golden swine with unsightly, curly tusks and long, twisty tails. They scuttle through bracken-patches, snuffling up mushrooms and moss.

AC 6 [13], HD 1+2 (6hp), Att 1 × tusk (1d4), THACO 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 15, NA 1d6

► **Song:** When bedding down for the night, merriman families sing haunting, surprisingly human-like songs.

12. MOSS MOLE

Surface-dwelling moles as large as cats, with mottled green/brown fur and yellowish paws. Moss moles build their burrows in mounds of leaf mould or (as their name suggests) moss banks.

AC 9 [10], HD ½ (2hp), Att 1 × bite (1d2), THACO 20 [–1], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 6, AL Neutral, XP 5, NA 1d6

► **Timid:** Placid and easily startled. Let out a girlish shriek when disturbed.

13. PUGGLE

Little, silver-furred, flat-faced dogs with bulging eyes and lolling tongues. Puggles live in vivacious communities, burrowing tunnels and chambers in sandbanks or in the flesh of gargantuan mushrooms. They are fungivores. Their flesh tastes of garlic-fried mushrooms.

AC 6 [13], HD 1 (4hp), Att 1 × bite (1d4), THACO 19 [0], MV 150' (50'), SV D12 W13 P14 B15 S16 (1), ML 9, AL Neutral, XP 10, NA 4d8

14–15. RED DEER

Elegant, red-furred deer with dappled flanks.

AC 7 [12], HD 3 (13hp), Att 1 × butt (1d6), THACO 17 [+2], MV 240' (80'), SV D12 W13 P14 B15 S16 (2), ML 5, AL Neutral, XP 35, NA 3d10

► **Stampede:** Herds of 20 or more can trample those in their path. 3-in-4 chance each round. +4 to-hit human-sized or smaller creatures. 1d20 damage.

► **Females:** ¾ of deer are females without a butt attack.

16. SWAMP SLOTH

Found primarily (but not exclusively) in the boggy regions of Dolmenwood, these lazy, infant-sized mammals creep through the treetops gathering succulent fruits and flowers. Their fur is brown, but they appear green, due to the profusion of moss and lichen that grows on them. In winter, they hibernate in tree boles.

AC 9 [10], HD 1–1 (3hp), Att 1 × claw (1d3), THACO 19 [0], MV 30' (10'), SV D12 W13 P14 B15 S16 (1), ML 6, AL Neutral, XP 5, NA 1d6

17–18. TROTTELING

Naked, miniature pigs with pinkish brown skin and the faces of petulant toddlers. Trottelings rummage through undergrowth, foraging for carrion whilst making sounds like bickering crows. Flesh is delectable when roasted, though incredibly greasy.

AC 7 [12], HD 2 (9hp), Att 1 × tusk (1d4), THACO 18 [+1], MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 8, AL Neutral, XP 20, NA 2d6

19. WOAD

Great, warty toads as big as a cat, yellowish white in colour, with tongues of shocking scarlet. Dry, but palatable flesh. Great care must be taken to remove the delicate bladder, so that it does not burst and ruin the catch.

AC 8 [11], HD 1* (4hp), Att 1 × bite (2d4) or 1 × urine spray (stench), THACO 19 [+0], MV 90' (30'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 13, NA 3d6

► **Urine spray:** Woads defend themselves with a repulsive urine spray. 10' range. Target treated as AC 9 [10]. The affected character is covered in sticky, stinking urine and is unable to act for 1 turn (**save versus poison**). Until the urine is washed off, others who come within 5' must also **save versus poison** or be violently sick.

20. YEGRIL

Gigantic, fluffy mooses with luxuriant, purple fur, moon-yellow eyes, and sensitive, five-toed paws. Their fuzzy, orange antlers are long and droopy, only becoming erect during the mating season. Yegrils are gentle creatures that mewl plaintively as they rise up on their hind legs to strip moss from high branches.

AC 8 [11], HD 4 (18hp), Att 2 × hoof (1d6), THACO 16 [+3], MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 6, AL Neutral, XP 75, NA 3d8

Camping (Optional Rules)

Optional procedures for setting up a campsite and sleeping rough.

As the region encompassed by the Dolmenwood campaign map is—for the most part—composed of uncivilised woodland, adventures within its bounds will often involve wild camping. This section presents a set of optional procedures that may be used to add a little extra spice and detail to the day-to-day activity of camping rough in the forest.

THE CAMPSITE

Fetching Firewood

It is always possible to find wood of little use in building a campfire (damp, rotting, frozen, etc.). Finding decent wood is more difficult and depends primarily on the weather. Each character who goes fetching wood can collect enough to keep a campfire burning for 1d6 hours, modified for conditions (e.g. damp: -1, snow: -2, heavy rain: -4).

Building a Fire

Given a means of producing flame (e.g. a tinderbox, magic) and a stash of wood (either gathered from the forest or carried in packs), a character may attempt to build a fire.

Good conditions: In favourable conditions, with decent wood and a relatively dry campsite, fire building automatically succeeds.

Bad conditions: In more troublesome circumstances, the basic chance of successfully getting a fire going is 4-in-6. The referee may reduce the chance of success to account for extreme cold or damp.

Fetching Water

Finding water to drink is assumed to always be successful in a damp forest environment.

Cooking

Given a fire, cooking pots, and ingredients (e.g. foraged food, standard rations, hunted game), someone may cook a meal. The cook should make a WIS check.

If the check succeeds: An especially tasty dish is produced. Those who eat the meal gain a +1 bonus to any CON checks required to rest (see *Sleep*), due to their hearty supper.

If the check fails: A palatable but not exemplary dish is produced. A natural 20 denotes a ruined meal (burned, spilled, etc.) that is utterly inedible.

Camaraderie

Time spent around the fireside with one's companions may lift the spirits and induce restful sleep. A character may attempt to entertain their comrades with music, song, stirring tales, jokes, and so forth. The character should make a CHA check.

If the check succeeds: All characters gain a +1 bonus to any CON checks required to rest (see *Sleep*).

If the check fails: The attempt to entertain falls flat and may lead to ridicule or discord.

TODO: Illustration

SLEEP

In ideal conditions of warmth and comfort, characters are assumed to rest peacefully and awake refreshed. Ideal conditions are not always easy to come by when bedding down among the roots and bracken of the forest, however.

Rest Checks

When camping in the wild, characters' ability to get a good night's rest is determined by their equipment (whether they have a bedroll and/or tent), their warmth (whether they have a fire burning), and the season. See the *Sleeping in the Wilds* table. Non-ideal circumstances require PCs to make a CON check.

If the check succeeds: The character gets a good sleep.

If the check fails: The character fails to get a good night's sleep and suffers the penalties described below.

HEALING [OPTIONAL RULE]

Per the standard rules, characters who spend a full day resting regain 1d3 hit points. The referee may optionally rule that getting a good night's rest also has a recuperative effect: characters who sleep well recover one hit point overnight.

Failure to Get a Good Night's Rest

Failure of a rest check has the following effects:

Hit point loss: If the character's current hit point total is greater than 1, they suffer 1 point of damage, due to fatigue.

Difficulty memorizing spells: For each spell the character attempts to memorize, there is a 1-in-6 chance of failure. If the roll fails, the character is unable to memorize this spell—the spell memorization slot remains empty.

SLEEPING IN THE WILDS

Fire	Bed	Winter	Spring	Summer	Autumn
No fire	No bedding	Automatic failure	2 × CON check	CON check	2 × CON check
No fire	Bedroll or tent	Automatic failure	CON check	Good night's rest	CON check
No fire	Bedroll and tent	2 × CON check	CON check	Good night's rest	CON check
Campfire	No bedding	Automatic failure	2 × CON check	CON check	2 × CON check
Campfire	Bedroll or tent	2 × CON check	Good night's rest	Good night's rest	Good night's rest
Campfire	Bedroll and tent	CON check	Good night's rest	Good night's rest	Good night's rest

2 × CON check: Characters must make two CON checks. Only if both succeed is a good night's rest had.

WATCHES THROUGH THE NIGHT

It is common for characters camping in the wilderness to establish a series of watches through the night, with at least one character remaining awake at all times. The following rules may be used to handle this.

Falling Asleep on Watch

There is a basic 1-in-10 chance of this happening. Characters with a CON of 15 or higher have only a 1-in-20 chance of falling asleep, while characters with a CON of 6 or lower have a 1-in-6 chance.

Note that if one character falls asleep on watch, this may throw off the whole sequence of watches, as the character does not wake the next person in line, and so on.

Sleeping Characters and Surprise

If an encounter occurs, all characters who are asleep are automatically surprised. (This may mean that some characters in the party are surprised while others are not.)

TODO: Illustration