

Outdoor Survival Supplement

(Additions and Changes)

OUTDOOR SURVIVAL is listed under "Recommend Equipment" in MEN & MAGIC, it also is mentioned in UNDERWORLD & WILDERNESS ADVENTURES to be used for "Off hand" adventures in the wilderness. Off hand implying the players are entering the wilderness with an unprepared DM map. Below are a set of rules, with modified WSG Fatigue and Exhaustion rules, on how to use OUTDOOR SURVIVAL in DUNGEONS & DRAGONS.

THE WILDERNESS:





The so-called Wilderness really consists of unexplored land, cities and castles, not to mention the area immediately surrounding the castle (ruined or otherwise) which housed the dungeons. The referee must do several things in order to conduct wilderness adventure games. First, he must have a ground level map of his dungeons, a map of the terrain immediately surrounding this, and finally a map of the town or village closest to the dungeons (where adventurers will be most likely to base themselves).

"Blackmoor" is a village of small size (a one-horse town), while "Grayhawk" is a large city. Both have maps with streets and buildings indicated, and players can have town adventures roaming around the bazaars, inns, taverns, shops, temples, and so on. Venture into the Thieves' Quarter only at your own risk!

The terrain beyond the immediate surroundings of the dungeon area should be unknown to all but the referee. Off-hand adventures in the wilderness are made on the OUTDOOR SURVIVAL playing board (explained below). Exploratory journeys, such as expeditions to find land suitable for a castle or in search of some legendary treasure are handled in an entirely different manner.

OUTDOOR SURVIVAL has a playing board perfect for general adventures. Catch basins are castles, buildings are towns, and the balance of the terrain is as indicated.

Map Board Movement Chart

<u>Terrain Type</u>				
<u>Troop Type (Encumbrance)</u>	<u>Clear Terrain & Plains, Fords, and Trails</u>	<u>Woods, Deserts, Hills & Rough Terrain</u>	<u>Mountains, Seacoast, and Rivers</u>	<u>Swamps</u>
Light Foot (includes None):	3 / day	2 / day	1 / day	1 / 2 days
Heavy Foot:	2 / day	1 / day	1 / 2 days	1 / 3 days
Armored Foot:	1 / day	1 / 2 days	1 / 3 days	1 / 4 days
Encumbered Armored Foot:	1 / 2 days	1 / 3 days	1 / 4 days	1 / 5 days
Wagon or Cart:	2 / day	1 / day	None	None
Horse Draft (400 / 800):	3 / day	2 / day	1 / days	Must be walked
Light (300 / 500):	5 / day	4 / day	2 / day	Must be walked
Medium (400 / 650):	4 / day	3 / day	1 / day	Must be walked
Heavy (500 / 750):	3 / day	2 / day	1 / day	Must be walked
Mule (500 / 750):	3 / day	3 / day	1 / day	Must be walked
Pony (200 / 300):	3 / day	2 / day	1 / 2 days	Must be walked
Raft:	None	None	5 / day	1 / day
Boat:	None	None	7 / day	2 / day
Merchant Ship:	None	None	6 / day	None
Galley:	None	None	10 / day	1 / day

REFEREE'S MAP: Is a wilderness map unknown to the players. It should be for the territory around the dungeon location. When players venture into this area they should have a blank hexagon map, and as they move over each hex the referee will inform them as to what kind of terrain is in that hex. This form of exploring will eventually enable players to know the lay of the land in their immediate area and thus be able to select a site upon which to build their castles. Exploratory adventures are likely to be the most exciting, and their incorporation into the campaign is most desirable. Exploration by foot is at normal speed. Horsed parties will travel at the speed of a draft horse, and exploration by air will be at half normal flying speed.

MOVEMENT: Movement across the First Fantasy Campaign map (at 10 miles per hex) occurs in two phases of 8 hours each (if using the OUTDOOR SURVIVAL map double the hexes moved per day). Note: both phases of movement need not be used (thus reducing hexes per day by half), and parties can only move as fast as their slowest companion.

LARGE PARTY MOVEMENT: Parties numbering over 100, including pack or draft animals, will incur a 1 hex penalty. Parties over 1,000 incur a 2 hex penalty.

REST: All creatures must rest during mid day (between the movement phases) for at least 1 hour and after six days of movement. Rest must be at least one full day. If a character does not get the required needed rest he will become Fatigued (see below).

FORCED MARCH: A character may increase the number of Hexes traveled in a day by using a forced march. Characters using this option will move one and a half times greater than what is listed, Dwarves and Hobbits can move double listed movement rate. A forced march requires that the characters rest one full day immediately after the forced march or he will become fatigued.

ENCUMBRANCE for PLAYERS: A character's movement rate is based upon their armor type (Light Foot, Heavy Foot, etc.). Having a system where each PC calculates the exact encumbrance they carry, in a gold piece weight system is tedious at best; the DM will determine when a character is considered to be encumbered, which will result in the character moving at 1 rate lower (Light Foot moves as Heavy Foot, Heavy Foot moves as Armored Foot, etc). A character cannot go below a movement rate of Encumbered Armored Foot, that character will not be able to move at all. The DM may rule that extremely strong characters (i.e. Fighting-Men, Dwarves, and even Hobbits) can carry more than other classes before becoming encumbered. For completeness I have included the tables and rules for Encounter Movement in the Dungeon and Wilderness below:

ENCOUNTER MOVEMENT: Movement during encounters is usually very quick, his movement speed cannot be kept up for more than 60 rounds or he will become fatigued. Note: Fighting-Man gain an advantage to AC as opposed to other characters, this does not affect Encumbrance, so for example; a Fighting-Man or Cleric in Platemail are both considered Armored Foot with regards to movement.

Movement in the Dungeon

<u>Armor Type</u>	<u>Normal Move</u>	<u>Encounter</u>	<u>Running</u>
Leather or Studded Leather (Light Foot includes None):	12" (120 feet) / Turn	4" (40 feet) / Rd	12" (120 feet) / Rd
Ringmail, Chainmail, or Scalemail (Heavy Foot):	9" (90 feet) / Turn	3" (30 feet) / Rd	9" (90 feet) / Rd
Platemail (Armored Foot):	6" (60 feet) / Turn	2" (20 feet) / Rd	6" (60 feet) / Rd
Encumbered w/Platemail:	3" (30 feet) / Turn	1" (10 feet) / Rd	3" (30 feet) / Rd

Movement in the Wilderness

<u>Armor Type</u>	<u>Normal Move</u>	<u>Encounter</u>	<u>Running</u>
Leather or Studded Leather (Light Foot includes None):	120 Yards / Turn	40 Yards / Rd	120 Yards / Rd
Ringmail, Chainmail, or Scalemail (Heavy Foot):	90 Yards / Turn	30 Yards / Rd	90 Yards / Rd
Platemail (Armored Foot):	60 Yards / Turn	20 Yards / Rd	60 Yards / Rd
Encumbered w/Platemail:	30 Yards / Turn	10 Yards / Rd	30 Yards / Rd

Running: No mapping is allowed while running. Characters may only run for half of a turn (30 rounds), and must then rest for three complete turns or become fatigued

ENCUMBRANCE for MOUNTS and PACK ANIMALS: The encumbrance categories for characters do not apply to mounts and pack animals. For such creatures, only two designations are important: the normal load (the weight in pounds before the slash), which an animal can carry without being encumbered, and the maximum load (the weight in pounds after the slash), which represents the greatest amount of encumbrance value an animal can carry and still be able (or willing) to move. If the weight exceeds the maximum load the animal if convinced to move will move at half (or less) the hexes listed.

WILDERNESS MONSTERS: At the end of each day (turn) the referee will check to see if a monster has been encountered. The matrix below is for travel afoot or mounted.

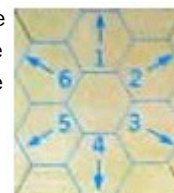
Plains		Fords		Trails		Ocean*					
Grasslands	Woods	River	Swamp	Mountains	Desert	City	Seacoast	Jungle	Aerial	Hills	Barren
6	5 - 6	5 - 6	4 - 6	4 - 6	5 - 6	6	5 - 6	4 - 6	5 - 6	5 - 6	5 - 6

* A roll of 5 indicates a normal ocean encounter; a 6 will result in an encounter at the end of the day in whatever type of terrain the ship has beached in. If the ship spends the entire day at sea, there will be no land encounters.

Sighting Monsters: Players will see monsters at from 40 - 240 yards (inches convert to tens of yards for the wilderness) unless the monster has surprised the characters involved.

Surprise: This is the same as in the underworld, except that the distance is from 10 - 30 yards, and if there are three or more monsters involved they will have moved into a circle around the adventurers. Monsters at 10 yards distance will be able to attack.

Lost Parties: There is a chance of being lost, the chance depending on the type of terrain the party begins its turn upon (see table below). A lost party must move in the direction indicated by the die roll (1-6, as shown in the OUTDOOR SURVIVAL rules and reprinted on the left). When exploring the referee should track on his REFREE'S MAP which direction the party is lost in.



Clear, Grasslands	Woods	Swamp, Jungle	Mountains, Hills, Barren Lands	Desert	Ocean
1	1 - 2	1 - 3	1 - 2	1 - 3	1 - 2

LIFE LEVEL INDEX CARD: As soon as a character runs out of food and water, whether in the dungeons or the wilderness, begin using the OUTDOOR SURVIVAL'S LIFE LEVEL INDEX CARD (modified for use in my supplement for DUNGEONS & DRAGONS). Each player should have his own card and marks Food Index (at start here) and Water Index (at start here). All characters have 15 Life Levels (as indicated on the card) at certain "trigger points" based upon Constitution (see table below), that character is affected in the amount and type of activity he can perform.

Constitution	Normal	Weakened	Distressed	Incapacitated
Constitution 15 or more:	15 - 10	9 - 5	4 - 3	2 - 1
Constitution 13 or 14:	15 - 11	10 - 6	5 - 3	2 - 1
Constitution of 9 to 12:	15 - 12	11 - 7	6 - 4	3 - 1
Constitution of 7 or 8:	15 - 13	12 - 9	8 - 5	4 - 1
Constitution of 6 or less:	15 - 14	13 - 11	10 - 6	5 - 1

Weakened (W)- A weakened character suffers a -1 on Hit Dice (minimum of 1 Hit Dice), -1 on any Saving Throws related to dodging or reaction, and movement is reduced by 1 hex.

Distressed (D)- A distressed character is considered to be at ½ Hit Dice and -3 on all Saving Throws, this character is also considered to be Fatigued (see below), and has a reduced movement of 2 hexes. He can perform strenuous activity for no more than two turns before needing to make a Constitution Check, and if he fails this check, he becomes automatically exhausted (instead of merely fatigued), see below.

Incapacitated (I) - An incapacitated character is, in effect, permanently exhausted. He is incapable of performing any voluntary physical activity.

WATER INDEX: A Water and Wine Skin will hold 1 gallon of liquid which is enough water for 1 day for 1 person. At the end of each day in which the current day's needs for water are not met, that player must move his Water Index one block downward (to the right). Blocks are separated by "trigger points" (where it might say "-1 Life Level"). Whenever the downward movement of a Water Index crosses such trigger points, that player loses the stated life level. For example, if at the end of the first turn (each turn represents one day remember) A player did not satisfy that first day's needs for water, he must move his Water Index into the next block down from the "Start Here" block. That move does not trigger a life level change. However, if he does not satisfy his current day's needs for water in his second turn, then he must move his Water Index down to the third block. That move does trigger a life level change.

FOOD INDEX: Treat the same as for Water Index, above. The minimum amount of food necessary to live is 1 pound (An Elf needs $\frac{3}{4}$ of a pound and Hobbits can survive on $\frac{1}{2}$ a pound). You will note, however, that one's physical condition deteriorates at a much faster rate from lack of water than from lack of food.

LOSS OF FOOD and WATER: It is possible that a person could trigger a change in life level on both the Food and Water Indexes on the same turn. In such cases, the effects are added together and the resulting sum is subtracted from the Life Level Index. In cases where a player is able to satisfy more than just the current day's needs, he may recover life levels by passing trigger points in the opposite manner (upward, or to the left). When that player is instructed to recover steps on the Water Index, he moves his Water Index to the left one block for each step he is to recover. For example, if a player's Water Index counter is on the fifth block, and he is instructed to "recover 2 steps," his Water Index is moved back to the 3rd block.

RECOVERY of FOOD and WATER: For every day that passes with adequate food and/or water, the character will regain 1 index of the appropriate type. Foods that have a high water content may count as both food and water needs for that day with DM discretion. However, in no case may food or water indexes "regain" food or water further to the left than the "start here" boxes.

FATIGUE and EXHAUSTION: Even the strongest and hardiest characters and creatures cannot exert themselves indefinitely without becoming tired and needing to rest. If characters on a long journey through the wilderness press themselves (or their mounts) too hard for too long, the journey itself may exhaust them long before they reach their destination. It is not difficult, and usually not inconvenient, for characters to take measures to avoid the threats of fatigue and exhaustion.

If a character becomes Fatigued, he is immediately beset by several disadvantages that will remain in effect until he rests for two consecutive hours (12 turns). All of the ability scores of a fatigued character are lowered by 2, and most incidental benefits bestowed by the higher scores are also lost as long as the character remains fatigued. In addition to all the penalties brought upon a fatigued character by the lowering of his ability scores, he also suffers a -2 penalty on all attack rolls (Hit Dice) and Saving Throws. A fatigued character can continue to perform strenuous activity, but if he does so he must make a Constitution Check once per turn (using his fatigue-reduced Constitution score). If a fatigued character fails a Constitution Check, he becomes exhausted.

An Exhausted character takes an additional -2 penalty (for a totally of -4) on all of his ability scores, attack rolls, and Saving Throws. He can attempt to defend himself or perform some other physical action when failure to move would mean risking death, but otherwise an exhausted character is not capable of any voluntary physical activity: He cannot move under his own power, put on or take off armor, build a fire, or do anything else requiring minimal strength and muscle control. If an exhausted character rests for one hour without interruption, he can recover from exhaustion by making a successful Constitution Check (using the character's temporarily reduced Constitution score). If the check succeeds, the character is only fatigued instead of exhausted, and he can then recover from fatigue by resting for another two hours. If the check fails, the character remains exhausted and must rest for another hour before again trying to recover from the condition.

A fatigued or exhausted character can rest while being carried, as long as he does not have to use any Strength or balance to remain in the carried position and as long as he is not being bounced or jostled while he is being carried. A robust Fighter, for example, can pick up a frail Magic-User and drape the exhausted spell-caster across his shoulders so that both of them can keep moving, but the Magic-User will not get his needed rest if the Fighter is moving in a choppy or zig-zagging path across rugged or very rugged terrain.

An exhausted character can rest while he is securely tied to the back of a horse or some other mount, but only if the mount is moving easily (no faster than normal movement rate) over terrain that is not difficult for the animal to negotiate.

Note that any reduction due to Fatigue or Exhaustion in Constitution does not affect his ability to resist the effects of the lack of water or food.