

Expedition Procedure

1.	Organize the session. Determine players and choose characters. Set expedition goal.
2.	Provisioning phase. Determine starting food and water. Make any final expenditures for equipment.
3.	Expedition phase. Travel overland to destination.
4.	Return phase. Travel back to settlement or outpost. Distribute experience points and treasures.
5.	Downtime phase. Determine downtime actions for participants in expedition. Oversee projects, or undertake other activities for at least one Athasian week (10 days).
6.	Settlement event phase. Roll to determine settlement event during the week, if any.
7.	Record keeping phase. Write a summary of the expedition.

Overland Travel Procedure

1.	Determine weather. Roll initial weather for region, or roll to see if weather changes on subsequent days. Note that extreme weather (scorching) can affect speed and water use.
2.	Determine travel time. Recommend using 3-hour blocks of time, as this matches the blocks for checking for random encounters. PCs travel for up to 9 hours in a day, with 1 hour for incidental rests, breaks, snacks, and equipment management, giving a total of 8 hours of actual marching time. Forced marches allow longer marching time. Apply modifiers to overland speed based on terrain type, as shown in region description.
3.	Check for random encounters. See region description for note of what time blocks to check for random encounters while traveling or camping. Random encounter is automatic if PCs spend a three-hour time block looking for trouble.
4.	Check for getting lost when entering new hex. Chance to get lost is specified in region description. Modify according to use of nonweapon proficiencies such as Direction Sense, Navigation, and Trail Marking, and powers such as know direction, know course, and know location.
5.	Determine discoveries. Update map if PCs find a site of interest, or enter a new hex.