### Overland Travel

Though it is possible for all of your adventures to take place in the confines of a city or castle, it is just as likely for your PCs to travel from place to place, doing good deeds along the way. Overland travel is a common event in fantasy fiction and games. Generally though, it is not the main event of a gaming session. It is usually a sidelight or a quick paragraph of description before the characters get to their destination. This section provides some quick rules for travel times.

#### Movement Rates

The daily movement rate for a character is based on their TOU score. A character with a high TOU can move faster for longer while his less durable companions falter and take rests. Characters in a group travel at the speed of the slowest character.

###### Movement Rates

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| **TOU Score** | **Movement Rate/Day** |
| 0- | 8 mi/13.0 km |
| 1-2 | 10 mi/17.8 km |
| 3-4 | 12 mi/22.7 km |
| 5-7 | 14 mi/27.5 km |
| 8-12 | 16 mi/32.4 km |
| 13-16 | 18 mi/38.8 km |
| 17-19 | 20 mi/51.8 km |
| 20-22 | 22 mi/58.3 km |
| 23-24 | 24 mi/64.8 km |
| 25+ | 26 mi/71.28 km |

#### Effects of Terrain on Movement

The movement rates listed assume generally flat and mostly clear terrain. Roads, swamps, forests and hills will affect the rate at which the characters travel.

###### Terrain Effects

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| **Terrain** | **Movement** |
| Road | +20-50% Move |
| Light Woods, Grasslands, Plains | Normal Move |
| Dense Woods, Swamp | -20-40% Move |
| Hills | -20% Move |
| Mountains | -50-75% Move |

#### Pack Animals and Carts

##### Traveling with a pack animal or an animal-pulled cart can greatly increase the amount of goods the party can carry with them.

Pack animals can travel virtually anywhere humans can, with much the same restrictions.

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| **Animal** | **Average Capacity** | **Movement Rate/Day** |
| Pack Dog | 50 lb / 22.6 kg | 14 mi/22.7 km |
| Donkey | 150 lb / 68 kg | 14 mi/22.7 km |
| Pack Mule | 250 lb / 113.4 kg | 17 mi/27.5 km |
| Pack Horse | 250 lb / 113.4 kg | 20 mi/32.4 km |
| Warhorse | 250 lb / 113.4 kg | 32 mi/51.8 km |

Carts travel primarily on roads, their movement bonuses are taken into account in this table. They can travel over plains or grasslands at –20% of their normal move, but this greatly increases the changes of getting stuck or damaged.

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| **Vehicle** | **Average Capacity** | **Movement Rate/Day** |
| Hand cart | 200 lb / 90.7 kg | 11 mi/17.8 km |
| Donkey cart | 500 lb / 226.8 kg | 14 mi/22.7 km |
| Mule cart | 1000 lb / 453.6 kg | 17 mi/27.5 km |
| 2-Mule cart | 2500 lb / 1134 kg | 20 mi/32.4 km |
| 2-Oxen cart | 1000 lb / 453.6 kg | 11 mi/17.8 km |