

TRAVEL RULES 1.2

Players should decide Marching Order, Stealth and Travel Speed when they set out. They should announce any changes en route. Use the Travel Pace Table to see how far the players get in their day of travel (the chart assumes no transport or mounts). For each day of travel, roll on the Dynamic Travel Table.

TRAVEL PACE

Pace	Minute	Hour	Day	Effect
Fast	400 feet	4 miles	30 miles	-5 penalty to passive perception scores
Normal	300 feet	3 miles	24 miles	None
Slow	200 feet	2 miles	18 miles	Able to use Stealth

TRAVEL OBSTACLES

Difficult terrain like bodies of water, dense forests, deep swamps, icy lands and steep mountains halve the speed.

DYNAMIC TRAVEL

DYNAMIC TRAVEL TABLE

Roll (1d6)	Effect
1	Roll d12 against Combat Encounter Table
2-4	Describe the weather, environment and landmarks
5-6	Roll d20 on Road or Off-road Travel Table, depending on travel environment

THE COMBAT

The aim of the Combat Encounters Table is to simulate the challenges of the wild whilst emphasising the dangers of night-time and increasing world building. The encounters themselves should be difficult to negotiate out of since the purpose is danger and exhausting the Player Characters' class abilities and spell slots whilst journeying.

THE ENVIRONMENT

The most likely die result on the Dynamic Travel Table will result in the environment effect. The purpose of this is to represent those mundane days during travel. However, it is a prime opportunity to describe the journey itself: pathetic fallacy of weather, changes in terrain as they approach their goal, notable landmarks that add to the local world-building.

Unlike the Events Result, the aim is not to offer roleplaying challenges but to allow some semblance of quiet, which players will typically fill with their own roleplaying and in-character conversations.

CONSUMING RATIONS

When travelling, the player characters would typically consume one unit of rations and water, unless camping near a body of water or succeeding a relevant Wisdom (Survival) check to scavenge/forage.

VARIANT RULE: CONSTITUTION TRAVEL

Characters may travel a number of hours equal to their Constitution Score. After that, they must make a Constitution Save (vs. 10+1 per hour beyond their limit) or take 1 level of Exhaustion per hour beyond their limit.

VARIANT RULE: WILDERNESS NAVIGATION

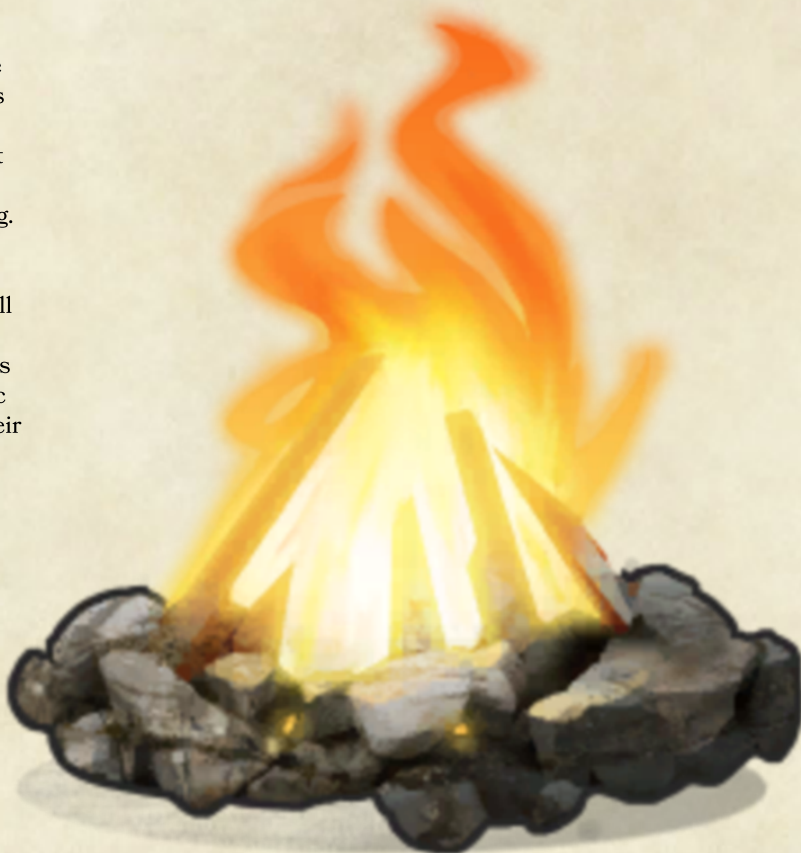
Asking the marching leader for a Wisdom (Survival) check for navigation is advised for unmapped wilderness travel, each failure results in a 45° misdirection that the players are unaware of. After two successes they realise they were lost and fix their course.

THE EVENTS

The Events Tables (of which there are the Off-Road and Road Travel Tables) offer the players roleplaying challenges and add more world-building. They provoke the players to think about their character in new ways unrelated to their current goals. It features choices that the group may disagree on.

THE UNKNOWN

If you wish to increase the tension, re-ask marching order, check who lacks darkvision, ask for a perception skill check and have them hear nothing but crickets. Fear of the unknown and unseen is part of the wilderness. Do not over-use this trick.



COMBAT ENCOUNTERS

Day (d12)	Night (d12)	Encounter	CR
1-2	1-3	6 Stirges swoop down attracted to the night campfire or the smell of blood	0.75
-	4	3 Hungry Ghouls stalk the party until they lunge for their snack	3
3-4	-	An Ogre feasting on the body of a halfling	2
5-6	5	6 Goblins dancing in celebration	1.5
7-8	6	5 Hobgoblins are searching for the Adventuring Party.	2.5
9-10	7-8	4 Orcs scouting on behalf of those at Wyvern Tor	2
11	9-10	4 Wolves hunting a deer	1
12	11-12	An Owlbear attacking some adventurers (who die from their wounds)	3

OFF-ROAD TRAVEL

Roll (d20) Random Encounter

- 1 An elk, with two arrows in its neck, lies to the side of the trail. Crows and other scavengers are picking at the flesh. There is no sign of the hunter. The animal breathes raggedly, and groans in pain. Put it out of its misery or save it?
- 2 A trail of blood bisects the path, leading off into the dense woods. Do you follow the trail or ignore it?
- 3 A tree, charred and split by a lightning bolt, stands in the clearing. The topic of best/worst weather is brought up, discuss.
- 4 A brush fire is slowly moving this way. Do the group attempt to extinguish or avoid the fire?
- 5 Pinned to a tree is the decomposed form of a soldier of Neverwinter. Three arrows stick in her chest. Her armor has rotted and her boots are gone. There is no sign of a weapon. Thoughts on the military, discuss.
- 6 You are 6 miles from camp/town and player X has forgotten to pack X, do you turn back or go on without it? (If they return it is missing or unfound and must be replaced regardless)
- 7 A recently abandoned campfire is still smoldering off to the side. Logs are positioned around it as if a sizeable group was here. Do you investigate further?
- 8 Ranger's signs are carved into a small wooden plaque set beside the tree. The symbols for lizard and acid are easily distinguishable to the group ranger. What is the creature, discuss.
- 9 The smell of wildflowers fills the air. This would be a perfect spot to break and seems perfectly safe. Do you rest here or choose a less open area?
- 10 A quick succession of cracks and snaps alert you to what might be a startled animal fleeing your approach. Do you chase after it?
- 11 An abandoned druid's grove shows no sign of combat or danger, yet it has overgrown from lack of tending. Do you clear-up the grove or leave it undisturbed?
- 12 Player X awakes from camp with a thief rummaging through their pockets. The thief begs for their life and doesn't fight but may flee.
- 13 A hawk circles overhead as the sun beats down. The heat is making you irritated, and the party discuss pet-hates about eachothers' mannerisms. Discuss.
- 14 A black orc arrow is sticking from a tree. Either it has weathered well or just recently found its mark. After ensuring their safety the party proceed. The topic and responsibility of collecting fired arrows is brought up. Discuss.
- 15 A stone off the side of the road contains markings in an unfamiliar language. They have been painstakingly carved onto the rock. Though no-one can translate it, the party discuss their known languages. Discuss.
- 16 There lies a small shrine to Lathander, a stone with a crude carving of the sun and two gold pieces lie as tribute in a small bowl at the base. Do you take the tributes or leave them for Lathander?
- 17 A baroque scroll-case has been hidden amongst some foliage. The scroll itself is blank. The party can take the scroll for later, this provokes discussion on spellcasting knowledge. Discuss.
- 18 As you break by a small pond, player X looks at their own reflection. After a moment they turn to the rest of the party and divulge a secret about their past. Discuss.
- 19 You come across a rare snake that's recently shed it's skin. The skin can be sold as an alchemy ingredient. This reminds the players of the beasts in the wild, discuss.
- 20 Beautiful game appears (white deer) and would feed the whole group for the day. An attempt to slay the creature however is interrupted by a local hunter's arrow. The hunter insists the creature is theirs but doesn't fight for it.

ROAD TRAVEL

Roll

(d20) Random Encounter

- 1 Three beggars at the crossroads swarm you, begging for coin. Do you donate, and how much?
- 2 A passing bard asks the players to recite their latest adventures for musical inspiration.
- 3 Another adventuring company passes the party. They gladly swap tales and treasure. They are planning to sail from Neverwinter across the sea, they do not want the PCs to accompany them.
- 4 A large well-guarded caravan owned by a sneering, arrogant merchant moves down the road like the man owns it. His guards reflect this attitude as well. He sells refined, non-magical good and can identify the PCs fine loot.
- 5 Several pale, dark-robed men drive carts loaded with coffins along the road. They avoid eye contact if possible. This reminds the PCs of death, discuss.
- 6 Someone is cooking something in a nearby cottage? This reminds the PCs of their favourite foods, discuss.
- 7 A grim procession of ascetics in brown robes, bearing flails and whips, pass silently save for the occasional grunt elicited by their self-beatings. This reminds the PCs of guilt and morality, discuss.
- 8 A number of colourful wagons of brightly dressed men and women greet the party cordially. The gypsies welcome the group to join them for the night. Do you camp with the gypsies or without?
- 9 Several small children approach the group from the direction of a group of farms. They ask if they have seen their lost pet that they adopted; they describe what sounds like a baby owlbear. Do you warn them or leave them be?
- 10 A man on horseback gallops past the party with a look of deadly urgency on his face. He may even run down anyone that blocks his way. This reminds the players of steeds and mounts, discuss.
- 11 A child, fleeing from an abusive, bullying stepfather tries to tag along with the party. The stepfather chases them down and demands the child's return. Do you defend the child or refuse to get involved?
- 12 A troupe of bards and performers on their way to the next big town happily share gossip and flirts with attractive party members. As the PCs move on, they're reminded of past loves, discuss.
- 13 A tree has fallen from old-age, blocking your path, do you lift it to help clear the path to any carts that may come after or do you just walk around?
- 14 A meat merchant travelling through offers you free food that will not last until the destination due to delays. (Eating it results in sickness later). Do the PCs take it or not?
- 15 A cart-driven cage of convicts is driven past by Neverwinter officials. This reminds the player about justice and criminal acts, discuss.
- 16 A mad old sage in ruined clothes recounts to the players his experiences in the feywild, his mind is clearly disturbed as he rants about his experiences with minimal consistencies and loads of gaps in his memory.
- 17 A guard gallops past and stops to ask if the group have seen a known spy. He goes about his way but the players are reminded of the mistrust and intrigue within the world, discuss.
- 18 You notice a signpost pointing the wrong direction, probably the result of a local prankster, do you amend the sign or continue on your way?
- 19 A skeleton lies on the curb of the road. In his hand is an "elixir of eternal life", uncapped, half- empty. Evidence suggests the bare corpse has been there for about a week. The PCs are reminded of dangerous magic, discuss.
- 20 A silver dragon appears in various guises over several days in a row (don't roll for these days), to test how the PC's respond to different people. He may offer them a quest if he likes the result.

SILVER DRAGON TESTS

First Test: Guard from Neverwinter wants to search the players to ensure they have no illegal goods.

Second Test: A young lad in the livery of a local noble is taking several of his master's dogs out of exercise. He may share gossip, or one of the dogs may flee, leading the party on a merry chase.

Third Test: An elderly-looking cheese merchant's cart has lost a wheel and replacing it requires some strong hands. Do you lend a hand or hurry on your way?