

# Traveling

Version 1.00 (August 2022)

Heavily Inspired: <https://www.randroll.com/table/road-encounters/>  
[https://www.gmbinder.com/share/-M6xAC\\_2zw4BzpByxO-c](https://www.gmbinder.com/share/-M6xAC_2zw4BzpByxO-c)

This is the way I am implementing travel, with lots of random encounters, weather, etc. When a party is traveling the length of the journey greatly determines the number of encounters, which are not only combat-related and are also determined by multiple different other factors. I also created these specifically for the party and for the homebrew world they play in. In the world of Minaria, there are no Seasons and maintains somewhat random weather. Follow these steps when determining days' worth of travel ...

## Step 1: Roll for Weather =====

When the party begins their journey take into account the time of day when they leave for adventure and make sure you know what their goal is or their destination.

Die Roll	Weather Type	Effect															
1	Strange Phenomena	Roll a d4 to determine the strange phenomena that take effect ... Roll a D20															
		<table><tr><th>Die Roll</th><th>Effect Name</th><th>Effect</th></tr><tr><td>1</td><td>Solar Eclipse</td><td>Time gets obscured for the next hour, and any timed spells are reduced to an action time.</td></tr><tr><td>2</td><td>Wild Magic Storm</td><td><a href="#">Custom Wild Magic Table</a></td></tr><tr><td>3</td><td>Meteor Shower</td><td><ul style="list-style-type: none"><li>All players gain a <a href="#">Luck Point</a></li><li>Roll a d10 and if 10 a meteor land near the players and they take 2d12 force damage.</li></ul></td></tr><tr><td>4 - 20</td><td>None</td><td>Nothing more than a feeling</td></tr></table>	Die Roll	Effect Name	Effect	1	Solar Eclipse	Time gets obscured for the next hour, and any timed spells are reduced to an action time.	2	Wild Magic Storm	<a href="#">Custom Wild Magic Table</a>	3	Meteor Shower	<ul style="list-style-type: none"><li>All players gain a <a href="#">Luck Point</a></li><li>Roll a d10 and if 10 a meteor land near the players and they take 2d12 force damage.</li></ul>	4 - 20	None	Nothing more than a feeling
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4 - 20	None	Nothing more than a feeling															

2	Scorching Heat	<ul style="list-style-type: none"><li>Travel requires twice the ration of water.</li><li>Every 4 hours of heavy activity requires an extra hour.</li><li>If you try to take a long rest without cover you must make CON Saving Throw DC 12 to gain the benefits of a long rest or gain a level of <a href="#">exhaustion</a>.</li><li>All Fire Damage rolls have +4.</li><li>All Cold Damage rolls have -2.</li></ul>										
3	Thunder Storms	<ul style="list-style-type: none"><li>Creatures that are 20ft away from you are <a href="#">partially obscured</a>. (Half-Cover)</li><li>Each player after every 4 hours of traveling roll a d20 and if anyone rolls a 1 then they take 3d12 lightning damage.</li><li>All Thunder Damage Rolls have a +4.</li><li>All Lightning and Cold Damage Rolls have a +2.</li><li>All Fire Damage rolls have -2.</li><li>Perception Checks are at a Disadvantage.</li></ul>										
4, 5	High Winds	<ul style="list-style-type: none"><li>Roll a d4 to determine the direction for the wind</li></ul> <table><tr><th>Die Roll</th><th>Direction</th></tr><tr><td>1</td><td>North</td></tr><tr><td>2</td><td>East</td></tr><tr><td>3</td><td>South</td></tr><tr><td>4</td><td>West</td></tr></table> <ul style="list-style-type: none"><li>Flying creatures have a +10ft movement speed when moving with the wind and -10ft movement speed when going against it.</li><li>All ranged weapons have a -2 to attack rolls.</li></ul>	Die Roll	Direction	1	North	2	East	3	South	4	West
Die Roll	Direction											
1	North											
2	East											
3	South											
4	West											
6, 7	For rain type roll a d4 <table><tr><th>Die Roll</th><th>Effect</th></tr><tr><td>1-3</td><td>Normal</td></tr><tr><td>4</td><td>Heavy</td></tr></table>	Die Roll	Effect	1-3	Normal	4	Heavy	<ul style="list-style-type: none"><li>Whenever determining the differences the types are Normal Rain/Heavy Rain.</li><li>If you try to take a long rest without cover you must make CON Saving Throw DC 12/16 to gain the benefits of a long rest or attempt the next hour.</li><li>All Fire Damage rolls have -2/-4.</li><li><b>Only in Heavy ...</b><ul style="list-style-type: none"><li>All Lightning and Cold Damage Rolls have a +2.</li><li>Perception Checks are at a Disadvantage.</li></ul></li></ul>				
Die Roll	Effect											
1-3	Normal											
4	Heavy											
8, 9	Overcast	High Flying Creatures have full cover.										
10 - 20	Clear Skies	No modifications are put into effect										

## Step 2: Determine the Terrain =====

There are a few different types of terrain that are available in the world of Minaria below are the available terrain types.

Terrain Type	Special Terrain Rules
Artic	<ul style="list-style-type: none"><li>• All Cold Damage Rolls +1.</li><li>• If the player has improper clothing for the temperature they must make CON Saving Throw DC 12 every 4 hours of travel or otherwise the player is considered Stunned until heated back up for an hour.</li></ul>
Coasts	<ul style="list-style-type: none"><li>• No special rules.</li></ul>
Dessert	<ul style="list-style-type: none"><li>• All Fire Damage Rolls +1.</li><li>• If the player has improper clothing for the temperature they must make CON Saving Throw DC 12 every 4 hours of travel or otherwise the player gains a level of exhaustion.</li><li>• Travel requires twice the ration of water.</li></ul>
Forest	<ul style="list-style-type: none"><li>• Creatures that are 20ft away from you are <a href="#">partially obscured</a>. (Half-Cover).</li><li>• Creatures are unable to fly higher than 30 ft.</li></ul>
Grassland	<ul style="list-style-type: none"><li>• No special rules.</li></ul>
Lake	<ul style="list-style-type: none"><li>• Any water abilities are heightened.</li></ul>
Mountains	<ul style="list-style-type: none"><li>• Any falling damage gets an extra d4 of damage per 10ft.</li><li>• When traveling through every 4 hours takes an extra hour.</li></ul>
Swamp	<ul style="list-style-type: none"><li>• When traveling through every 4 hours takes an extra hour.</li></ul>

## Step 3: Roll the Encounter =====

Currently this list is for my players and will be updated as they level up and gain more skills.  
Taking into account the time of day and the type of weather it's time to roll a die ...

### Artic | Clear Skies, Overcast

Die Roll D4	Encounter	Done?
1		
2	Verrona Troops	
3		
4	Exynn Troops	

### Artic | Rain, Thunderstorm

Die Roll D4	Encounter	Done?
1		
2		
3		
4		

### Artic | High Winds

Die Roll D4	Encounter	Done?
1, 2		
3, 4		

### Artic | Scorching Heat

Die Roll D4	Encounter	Done?
1, 2		
3, 4		

## Coasts | Clear Skies, Overcast

Die Roll D4	Encounter	Done?
1	Verrona Troops	
2	Exynn Troops	
3		
4		

## Coasts | Rain, High Winds, Thunder Storms

Die Roll D4	Encounter	Done?
1		
2		
3	Exynn Troops	
4		

## Coasts | Scorching Heat

Die Roll D4	Encounter	Done?
1, 2		
3, 4		

## Dessert | High Winds

Die Roll D4	Encounter	Done?
1, 2		
3, 4		

## Dessert | Thunder Storms

Die Roll D4	Encounter	Done?
1, 2		
3, 4		

## Dessert | Remaining Weather is Scorching Heat

Die Roll D4	Encounter	Done?
1		
2		
3		
4		
5		
6		
7		
8		

## Forrest | Clear Skies, Overcast

Die Roll D4	Encounter	Done?
1	Verrona Troops	
2		
3		
4		

## Forrest | Rain, High Winds, Thunder Storms

Die Roll D4	Encounter	Done?
1		
2	Verrona Troops	
3	Exynn Troops	
4		

## Forrest | Scorching Heat

Die Roll D4	Encounter	Done?
1, 2		
3, 4		



## Grassland | Clear Skies, Overcast

Die Roll D4	Encounter	Done?
1	Cave	
2	Verrona Troops	
3	NPCs Store	
4	Exynn Troops	

## Grassland | Rain, High Winds, Thunder Storms

Die Roll D4	Encounter	Done?
1	Mephits	
2	Verrona Troops	
3	Cabin	
4	NPCs Theives	

## Grassland | Scorching Heat

Die Roll D4	Encounter	Done?
1, 2	Skill Challenge	
3, 4	Azers	

## Lake | Clear Skies, Overcast

Die Roll D4	Encounter	Done?
1	Exynn Troops	
2		
3	Exynn Troops	
4		

## Lake | Rain, High Winds, Thunder Storms

Die Roll D4	Encounter	Done?
1		
2		
3		
4	Exynn Troops	

## Lake | Scorching Heat

Die Roll D4	Encounter	Done?
1, 2		
3, 4		

## Mountains | Clear Skies, Overcast

Die Roll D4	Encounter	Done?
1		
2	Verrona Troops	
3	Exynn Troops	
4	Verrona Troops	

## Mountains | Rain, High Winds, Thunder Storms

Die Roll D4	Encounter	Done?
1		
2		
3	Verrona Troops	
4		

## Mountains | Scorching Heat

Die Roll D4	Encounter	Done?
1, 2		
3, 4		

## Swamp | Clear Skies, Overcast

Die Roll D4	Encounter	Done?
1		
2	Verrona Troops	
3		
4		

## Swamp | Rain, High Winds, Thunder Storms

Die Roll D4	Encounter	Done?
1		
2		
3		
4	Verrona Troops	

## Swamp | Scorching Heat

Die Roll D4	Encounter	Done?
1, 2		
3, 4		