**Procedure for Travelling and Resting in Tomb of Annihilation**

1 Hex = 10 miles = 1 day of travel at a Normal Pace by foot

Travel:

1. DM reveals weather conditions for the day. It rains a lot in the jungle.
2. Player’s determine Party Navigator, as well as their Pace, and Direction
   1. Normal Pace: 1 Hex by foot, 2 Hexes by canoe, Portaging canoes slows down to 1 Hex/Day)
   2. Slow Pace: 50% chance to move 1 slower hexes per day, but can approach encounters stealthily and have better warning. +5 to Survival navigation check
   3. Fast Pace: 50% chance of advancing 1 more hex per day. -5 penalty to passive Perception while traveling to notice threats or ambushes. -5 to Survival check
3. The party’s Navigator rolls a Wisdom (Survival) check. The DC depends on the terrain (coast line is easier than deep jungle for example). +5 for Slow Pace, -5 on Fast Pace.
   1. Success = The party knows exactly where they are.
   2. Failure = The party’s icon is hidden on the map until they succeed on a future Survival navigation check.
4. The DM will reveal random encounters, if any. Random Encounters can occur in the morning, afternoon, and night\*. Not all random encounters involve hostile forces!
5. Check for malnourishment and/or dehydration.
   1. Chult is teeming with wild game for food, but everyone must have access to fresh water. The water in Chult is non-potable.
   2. If anyone lacks fresh water they must make a DC 15 CON saving throw (disadvantage if wearing heavy armor), or gain 1 level of exhaustion. Exhaustion is completely removed following the next Long Rest with proper food and drink.

Camping and \*Night Encounters:

Camping for the night lasts 8 hours. There are four guard shifts per night. Not all shifts need be filled. The DM will secretly determine when a night encounter occurs, if any. Allied NPCs can also fill guard shifts.

A guard uses their Passive Perception to notice threats.

<http://kevin-whitaker.net/toa-travel/>

Travelogue seed - 261762