The Journey to Calistae’s Stronghold

***Preparation***

The trip will take close to 10 days each way, assuming there are no delays. Get an idea of how many days of supply each character will be traveling with. Every 3 days is 1 encumbrance point.

Also get a general idea of what other gear is being carried, as well as what animal Andrik is taking along (probably the bird). Other animals will be more suited for combat, but the bird will make it impossible to get lost.

The last order of business will be to roll for the “signs” for the journey. Rivka will perform a ceremony asking for a blessing and she will check theology(14). A success means generally good signs (give her a divine favor). A success by 3 or more gives her a favor and a special blessing.

Failure means generally bad signs (give the GM three inspiration for badness), and a failure by 3 or more is particularly bad (either give 5 GM insp, or 3 and roll for a special awful portent).

***Survival***

A character with survival can travel and make survival checks to properly feed and shelter himself that day. If he wants to provide food and shelter for multiple characters, then each check will take an entire day.

A successful check provides 1d3+1 man-days of supplies for the group. The DL depends on the terrain. Woods/Plains 12; Hills/Swamp 16; Mountains 20.

***Three Encounters***

There will be three encounters on the way to Calistae’s. Regardless of anything else, the first will be the river crossing.

***The River Crossing***

The party will have to find a suitable river crossing early in their journey. This can be done with a navigate(16) check, but each check adds a day to the journey, which might mean food problems.