Travel

Conditions and Direction

- GM determines weather using 3d12

Table 1: Weather

1d12	Wind	Precipitation	Temperature
1-9	None	None	Typical
10-11	Light-Strong	Light-Moderate	Abnormal
12	Gales	White-out	Extreme

- Players determine marching order
- Leader determines direction and navigates, rolling survival when necessary

Table 2: Navigation

Navigation	DC
Road, open sea with land in sight	No check
Grassland, coast, plains, farmland	5
Arctic, desert, hills, open sea with clear skies	10
Forest, jungle, swamp, mountains, open sea with overcast skies	15
Any region with white-out precipitation	+3

On a failed survival check to navigate, roll 1d10.

Table 3: Failed Navigation (Lost)

d10	Direction
1-4	veered into left hex
5-6	arrived in intended hex
7-10	veered into right hex

Determine Time Traveled

Table 4: Land Travel

Duration (hrs)	Hex Entered	1 Travel Day (9 hr)	Distance (mi)
3	plains	3 hexes	18
4.5	hills, swamps, forests	2 hexes	12
9	mountains	1 hex	6
2.25	by road / horseback on plains	4 hexes	24

Table 5: Water Travel

Duration (hrs)	Weather Conditions	1 Travel Day (9 hr)	Distances (mi)
2.25	Upriver	4 hexes	24
1.5	Downriver	6 hexes	36
3	Bad conditions (refer to Lost)	3 hexes	18
1	Good conditions	9 hexes	54

Determine Encounter

- IF this is a keyed hex with a **X** icon next to its name, roll 1d6
    - IF 4+, characters see the keyed location
    - ELSE, continue
- ELSE, roll 1d8
    - IF 8, roll on zone's encounter table [[00 Zones]] and [[Encounter Vibe Check]]

Table 6: Encounter Vibe Check

d12	Activity / Desire	d10	Complication
1	Hunting / Looking for Prey	1	Hungry
2	Patrolling / Scouting	2	Sick / Young
3	Scavenging / Looting	3	Lost
4	Hiding	4	Arrested / Trapped
5	Resting / Sleeping	5	Disgruntled
6	Working / Task	6	Broken Gear / Injured
7	Meeting / Planning / Scheming	7	Fleeing
8	Ritual / Ceremony	8	Insane
9	Art / Performance	9	Dead
10	Setting Trap	10	*Roll NPC*
11	Celebrating		
12	Eating		

Stopping in a Hex

Players may break camp for the night, forage, or rest for an hour

Table 7: Foraging

Foraging	DC
Abundant food and water sources	10
Limited food and water sources	15
Very little, if any, water and food sources	20

Traveling in a Dungeon

- **Darkvision is not perfect:** Monochrome outlines of moving shapes in darkness. Dim light is **moonlight** and even modern infantry doesn't conduct operations at night. Anything for which **fine eyesight** is required will be difficult even with darkvision.
- **Time-keeping device:** Measure the amount of time they are in the dungeon. Use 1d6 where every activity is 10 minutes and every die is one hour. From 6 to 1, their torch burns out. Other taxing conditions can take effect (cold, heat, magical effects, etc)
- Each time the dice timer advances, there is a **1/6 chance an encounter is triggered**.
- Rations, water, torches! **Torches last 1 hour**

Flowchart for calling for a roll

- Have the players done enough to succeed without rolling?
- Is it possible?
- Is failure plausible?
- Does failure have consequences?
- Are you prepared to enact those consequences?
- Is the consequence fun?