

Dungeon Master's Guide

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CHARACTER REWARDS

Character awards might be limited features such as a unique daily use power (like one adapted from 4e), extra feats, extra uses of an existing feature, or proficiency in campaign-related specialized skills / tools.

EXPERIENCE

EXPERIENCE POINTS FOR ENCOUNTERS AND OBJECTIVES

Tier	Minor Encounter	Major Encounter	Climactic Encounter	Minor Objective	Major Objective
Apprentice	30	60	90	40	80
Journeyman	75	150	225	100	200
Adventurer	150	300	450	200	400
Veteran	300	600	900	400	800
Champion	375	750	1125	500	1000
Epic	450	900	1350	600	1200
Legendary	600	1200	1800	800	1600

TREASURE

CHAPTER 1: TRAVELING

RULES

WEATHER

d12	Type	Effect
1	Extreme	Subtract 12 miles from distance traveled this day. The party cannot set a Forced pace and has -5 to all checks.
2-3	Bad	Subtract 6 miles from distance traveled this day, and the party has -5 to Scouting and Travel checks.
4-7	Mild	-5 to Scouting Checks.
8+	Good	-

Foraging Checks. A foraging check is an Intelligence (Nature) check versus the terrain Resources DC. A success means that the character finds food for themselves. A single success in the party, unless otherwise specified for the terrain, means that everyone gets enough water and all animals graze for food. Characters who fail to forage and animals who fail to graze must mark off rations. If a character has no food, they take 1 level of exhaustion. If a character goes 2 consecutive days without finding water, they take 2 levels of exhaustion. Waterskins and Casks of Water are assumed to be filled on a successful forage check.

Navigation Checks. A navigation check is an Intelligence (Investigation) check versus the terrain Navigation DC that determines whether or not a party gets lost. A successful check means the party makes progress towards their goal. A failure means that the party gets lost. The DM rolls this check in secret. If the party navigator has Cartographer's Tools and is proficient in them, they gain +5 to this check. Additionally, if the party is following a road or a body of water, they gain +5 to this check. If a party is lost, the DM either has them make no progress or moves the party in a random direction. The party realizes that they are lost on the next successful navigation check. If they beat a navigation check by 5 or more, they know how lost they are and how far off course they are. A party can additionally recognize that they are lost if they exceed the expected mileage for their trip.

Scouting Checks. A scouting check is a Wisdom (Perception) check against the terrain Concealment DC made by the party's scouts when called for by the DM. The party must make a tradeoff between safety in numbers and the potential to spot threats in advance.

Stealth Checks. Being stealthy while traveling means covering your tracks, concealing your

campsites, and attempting to move noiselessly and without a trace through the wilderness. A stealth check is a group Dexterity (Stealth) check made when a pursuer is attempting to find the party or when the party is attempting to move unnoticed around something.

Travel Checks. Travel checks are a Constitution (Survival) checks versus the terrain Exposure DC that represent how well your character weather the wear and tear of travel. A success means that they survived the elements for that day. A failure means that they did not fare well during the day's travel, and they lose one quarter of their total Hit Dice (rounded down, minimum of 1 die). If the character has no Hit Dice, they instead suffer 1 level of exhaustion.

TRAVEL SEQUENCE

1. Travel is resolved on a daily basis. At the beginning of the day, determine the weather and narrate the weather and terrain to the PCs.
2. Ask the PCs who their Navigator and their Scout(s) are, what their pace is, and if they want to set an optional traveling stance.

STANCES

Type	Advantage	Disadvantage
Foraging	Forage checks	Perception checks
Navigating	Navigation checks	Stealth checks
Scouting	Perception checks	Travel checks
Stealthy	Stealth checks	Forage checks
Sustaining	Travel checks	Navigation checks

PACE

Speed	Distance Modifier	Effects
Leisurely	- 6 miles	Enough time for Long Rests. +5 to Foraging and Travel checks.
Cautious	- 6 miles	+5 to Scouting, Stealth, and Navigation checks.
Measured	-	-5 to Foraging checks.
Rapid	+ 6 miles	No Foraging. Cannot set the Stealthy stance. -5 to Scouting and Stealth checks.
Forced	+ 12 miles	No Foraging. Cannot set the Stealthy stance. -5 to Scouting, Stealth, and Travel checks.

3. Roll 6d6 and compare to the Danger level. Any die that is less than or equal to the Danger number is an encounter. Either randomly or by rolling the dice in sequence, determine in which 4-hour period each encounter happens: Dawn, Morning, Afternoon, Evening, Dusk, Midnight.
4. Roll 1d6 and compare to the Mystery level. If it is less than or equal to the Mystery number, give the party a discovery during one of the 4-hour periods. Tantalize them with something interesting off the path for them to check out. It has to be far enough off the path that the party has to choose whether to waste a few hours investigating it or to ignore it. If they investigate it, subtract 6 miles from their distance traveled this day.
5. Play out encounters. Ask the scout(s) to make a Scouting check. If they succeed, they spot whatever the encounter is before they themselves are sighted. They have the option then to ambush the encounter, attempt to avoid the encounter, or wait and see what happens. If they fail, ask the party to make a Stealth check against the encounter's Perception. If they fail, then the encounter finds the party first.
6. After each encounter, the party can choose to slow their pace. If they did not pick a stance to start, they can pick one at any time. Once they choose a stance, they are locked in for the day.
7. Make a secret Navigation check for the party. Total distance traveled as the sum of the slowest character's base speed + weather modifier + terrain modifier + pace modifier for the slowest pace traveled + discovery modifier. If the party's slowest character has the **Ridden** property on their supply train, double the distance modifiers. Narrate the distance traveled to the party.
8. Have the party make Forage and Travel checks. Narrate the results.
9. Play out any encounters at night. Roll randomly to determine who is on watch.

LOCATION STAT BLOCKS

LOW GRASSLANDS

Terrain short description

Danger Level 2
Mystery Level 2
Navigation DC 10
Resources DC 5
Concealment DC 10
Exposure DC 5
Distance Modifier 0 miles

Land Feature Description. Grasslands yay

DISCOVERIES

Pick or roll 1d6 if you want something random.

Artifact. Something cool.

Unusual Encounter. Sheep or something random, with a twist.

HAZARDOUS ENCOUNTERS

Pick or roll 1d12 if you want something random. Arranged from difficult to more difficult.

Boars. Some giant boars with tusks.

Skeletons. Basic undead. Some archers.

TAIGA FOREST

Terrain short description

Danger Level 3
Mystery Level 2
Navigation DC 10
Resources DC 10
Concealment DC 10
Exposure DC 10
Distance Modifier 0 miles

Land Feature Description. Boreal forest yay

DISCOVERIES

Pick or roll 1d6 if you want something random.

Artifact. Something cool.

Unusual Encounter. Bears or something random, with a twist.

HAZARDOUS ENCOUNTERS

Pick or roll 1d12 if you want something random. Arranged from difficult to more difficult.

Boars. Some giant boars with tusks.

Skeletons. Basic undead. Some archers.

LISTS

DISCOVERIES

- An old ruined tower with an intact cellar that has a strongbox in the basement with some money and other trinkets, but it's protected by a booby trap or something living in the cellar.
- An ancient shrine that rewards an offering with a minor blessing or boon and punishes anyone taking from the offering bowl.

HAZARDS

OTHER

- Wandering the elf forest, you might meet an elf part that try to drive you out or you might meet the goblins they are at war with or you might meet the spiders that eat goblins and elves. But you should also come across other things. The abandoned goblin camp. The slaughtered elf camp. A webbed-over area of forest with broken egg-sacs and no spiders in it. An ancient, fallen circle of stones. The PCs should startle wildlife like fey-deer and fox-bunnies. They might find a place that is weirdly quiet and devoid of life for no reason. Or a place where the fruit trees have a slight glow to them because it was once a magical elf orchard and some of the magic seeped into the soil. PCs hear rumors of a ruined temple somewhere in the windswept plains to the east. That's a big place and they could be out there for days. But let's say they decide to do some research instead. One PC talks to the bard who knows the story of the Fall of the Temple of the Windswept Plains and he mentions that it was built on a bluff overlooking a river. That sort of narrows down the area, doesn't it? Another PC goes to the library and turns up some information that it was built near the site of an ancient battle. So they research the site of the battle and discover it happened in the northern portion of the plains. They look at their map, and there's a big river that flows from the northwest to the east across the plains. And that is where they start their search. A bear or a lone wolf could wander close to the camp, checking it out. The lookout could investigate it, rouse the party, and ultimately the thing might get scared off when it becomes clear it is outmatched. A small rodent or a goblin thief could sneak into the camp and steal supplies (maybe the lookout might not even spot it or be unable to chase down or shoot the raccoon as it darts away). The party could camp near a cleft that bats use to leave their cave for the night and suddenly find themselves in the midst of a (harmless) cloud of leathery bats and a rain of chalky bat guano. A snake could surprise the

party in the morning because it crawled into someone's boot. Someone could get stung by insects and get sick for a few days. Or it could rain and some sort of leach thing could creep out of the ground in the night and attach itself to PCs. If the heroes wander into goblin territory, the goblins might harass them constantly, taking potshots and running away, throwing wasp nests into their camp, separating them, leading them into traps or natural hazards, and ambushing them at the worst moments.

Crossing a goblin forest should be as dangerous as any dungeon and the PCs should be terrified of sleeping. Sleeping in wolf or dire wolf territory is asking to be attacked in the night. Even elf territory could be very dangerous if the elves are a particularly private and xenophobic tribe. Goblins might set up icons and warnings all throughout their territory. Wolf howls might fill the night in wolf territory. Spider territory is probably filled with webs and spiders. "the hills are under the control of the brigands, we'll need to move quickly and quietly through there." Others might be a surprise, "you begin to notice spider webs in the trees and lots of emaciated husks hanging from the branches. Spiders nested here recently." The party can then make interesting decisions. Do you plow straight through the Spider Woods or try to skirt the long way around? That might take more food and water than they planned on. Or slow them down. And even being NEAR spider territory makes camping dangerous. If the party encounters a goblin patrol and any of the goblins escape, goblin territory is now on alert and much, much more dangerous. If the party gets the drop on the brigand patrol, do they try to sneak past or try to slay the brigands outright, either way risking getting discovered. Hell, even if you have just one monster (like a manticores or dragon) that considers this area its hunting grounds, it's dangerous to stop or linger too long and definitely dangerous to sleep.

And the fantasy wilderness SHOULD be divided up like this. A largeish forest has its nations and its borders. The spiders stay out of the goblin land. The elves and goblins are at war and have a contested border. No one goes into the marsh lake area because that's where the chuul hunts.

CHAPTER 2: MONSTER MANUAL

BESTIARY INDEX

- Flesh Boar (Journeyman, Group, Medium Threat, Grasslands/Forest, Undead)
- Name (Tier, Organization, Threat, Environment, Tags)

MONSTER STAT BLOCKS

FLESH BOAR

Medium natural beast (undead)

Armor Class 14 (Natural Armor)

Hit Points 36

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Damage Vulnerabilities fire, radiant

Damage Resistances necrotic

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, poisoned

Senses passive Perception 9

Languages -

Challenge Medium Threat

Bloodied. When the flesh boar reaches 18 HP, it is bloodied. The flesh boar get *enraged* and its charge attacks force the target to

succeed on a DC 14 Strength saving throw or get pushed back 10 feet.

Charge. If the flesh boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) necrotic damage. If the target hits a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Rotting. A critical hit shatters bones in the flesh boar and reduces its movement speed by 10 feet.

Deathless Fury. If the flesh boar is reduced to 0 HP, but not by a critical hit or radiant damage, it must make a Constitution saving throw of 15 or a lump of flesh is chopped off instead and it takes no damage.

ACTIONS

Tusk. Melee Weapon Attack: +3 to hit, reach 5 ft., one target.
Hit: 13 (3d8) slashing damage.