

## Short rest

at least one hour

spend hit dies to recover  
regain class/racial features  
eat & drink  
research/investigate

## Journey

- 1 plan
  - a pick destination
  - b choose route
  - c gather supplies
- 2 travel
- 3 arrive

### Travelling Pace

| Pace   | Speed    | Distance | Guide   | Forage  | Lookout | Hide Tracks |
|--------|----------|----------|---------|---------|---------|-------------|
| Slow   | 0.6 days | 10 miles | Adv.    | Normal  | Adv.    | Adv.        |
| Medium | 1 day    | 16 miles | Normal  | Disadv. | Normal  | Normal      |
| Fast   | 1.4 days | 22 miles | Disadv. | None    | Disadv. | Disadv.     |

### travel

dawn  
morning (1/2 days travel)  
noon (+1 fatigue)  
afternoon (1/2 days travel)  
dusk  
night

### dawn

check weather  
assign roles (guide/forager/lookout)  
set pace  
+1 hunger and thirst OR eat breakfast  
pack up camp

### dusk

guide check (int survival)  
forage check  
+1 fatigue, +1 hunger/thirst OR eat  
set up camp

### lookout

wis perception  
spyglass -> advantage  
success -> can avoid threat

### guide

int survival  
tools/maps -> advantage  
failure -> lost 1/2 day

### DC Terrain

| DC | Terrain                                                                              | Guidance |
|----|--------------------------------------------------------------------------------------|----------|
| 5  | Wide open plains; Clear landmarks; Obvious pathway.                                  |          |
| 10 | Tall landmarks; Small hills.                                                         |          |
| 15 | Light rain or mist; Woods and hills.                                                 |          |
| 20 | Moonlight night; Heavy rain or mist; Forest with no clear pathway or markings.       |          |
| 25 | Fog; Thick and obscure forest; Mountains.                                            |          |
| 30 | Clouded night; Impossibly thick fog; A shifting maze; Magically treacherous terrain. |          |

### forage food/water

wisdom survival  
hunting eq. -> advantage  
success -> 2d4 food/water

### DC Terrain

| DC | Terrain                     | Foraging |
|----|-----------------------------|----------|
| 5  | Lush and verdant forest     |          |
| 10 | Forest/Coast                |          |
| 15 | Thin woodland/greenwood.    |          |
| 20 | Dry, open plains            |          |
| 25 | Desert/barren/polluted land |          |
| 30 | Toxic/corrupted deadlands   |          |

### max during normal conditions

hunger ok  
thirst ok  
fatigue energised

### stamina check (con save)

d6 outcome  
1-2 +1 hunger  
3-4 +1 thirst  
5-6 +1 fatigue

### Camping Check DC

DC Description

- 10 Safe, dry land is easy to find / the weather is clear.
- 15 Requires effort to find / bad weather - rain, light snow, heavy fog, etc.
- 20 Hard to find a safe campsite/terrible weather - heavy rain/fierce storm/howling wind.

### Camping Results

Fails Description

- 0 A perfect campsite. Activity checks are DC 5.
- 1 A decent campsite with one glaring flaw. Activity checks are DC 10.
- 2+ A shoddy campsite just barely fit for purpose. Activity checks are DC 15.

## Set up camp

at least one night

- 1 make camp
- 2 nominate night watch
- 3 camp activities
- 4 short rest benefits
- 5 sleep
- 6 pack up

### sleep

con check  
bedroll or tent -> advantage  
armor -> disadvantage  
lookout -> disadvantage  
success -> regain 1 HD/-3 fatigue  
fail -> -1 fatigue

int (survival) to secure camp

tools, equipment, magic -> advantage  
cannot join camp activities  
wis (perception) vs ambush  
wis (perception) vs false alarm

str/int/wis (survival)

athletics  
nature  
animal handling  
no camp equip. -> disadv.

### play a game

int (game)  
req. gaming set  
winner gain inspiration

### tell a story

cha (performance)  
req. arcana/history/religion/book  
one character gets inspiration

### craft an item

int (tool)  
req. tools

### repair an item

int (tool)  
req. tools

### play music

dex (performance)  
req. instrument  
one character gets inspiration

### helpful spells during camp

create bonfire -> 1 automatic create camp success  
alarm -> advantage vs ambush  
create food & water -> feed 15 people or 5 steeds  
goodberry -> heals 1 and feeds 1  
heroes' feast -> reduce hunger of 13 people (to stuffed)  
leomund's tiny hut -> automatic success for lookout  
mordekainen's faithful hound -> advantage vs ambush

### cook food

wis (cooking)  
create rations (add 1d4+1 rations)  
stretch rations (spend half rations)  
hot meal (regain 1d4+1 hit points)  
failure -> spend x2 rations today

### relax in solitude

wis  
gain an inspiration  
maintain armor  
int (tool)  
temp hp equal to prof. bonus

### sharpen weapon

int (tool)  
reroll weapon  
damage dies once

## Long rest

at least one day  
in a sanctuary

- 1 choose lifestyle
- 2 choose activity
- 3 reduce exhaustion
- 4 settle up

### activities

meet someone  
trade gear  
investigate rumor  
sell loot  
update financial commitments  
etc.

### Long Rest Lifestyle Conditions

| Lifestyle    | Cost/day | HP   | HD   | Hunger | Thirst | Fatigue |
|--------------|----------|------|------|--------|--------|---------|
| Wretched     | 0        | 0    | 0    | +2     | +2     | +2      |
| Squalid      | 1 sp     | 10%  | 10%  | +2     | +1     | +1      |
| Poor         | 2 sp     | 25%  | 25%  | +1     | -      | -       |
| Modest       | 1 gp     | 50%  | 50%  | -      | -      | -1      |
| Comfortable  | 2 gp     | 50%  | 100% | -      | -      | -1      |
| Wealthy      | 4 gp     | 75%  | 125% | -1     | -1     | -1      |
| Aristocratic | 10+ gp   | 100% | 150% | -1     | -1     | -1      |

Note: HP and HD regained is calculated from your current hit point maximum.

## Downtime

at least one week  
in a sanctuary

- 1 sell loot
- 2 choose lifestyle
- 3 primary activity
- 4 two secondary activities
- 5 short rest benefits
- 6 remove all exhaustion
- 7 settle up

### primary activities

work for coin  
work for renown  
spread rumors  
find a rare merchant  
sell an exotic item  
craft an item  
research  
carouse & socialise  
rest & relaxation  
criminal activity  
perform a service

### secondary activities

minor adventuring  
meet someone  
trade gear  
investigate rumor  
update financial commitments  
etc.

## Caravan

Full day roles

|                |                                         |        |                                    |
|----------------|-----------------------------------------|--------|------------------------------------|
| Cook           | Reduce consumption by 2                 | 15 sp  | Cooking                            |
| Driver         | Required for driving                    | 15 sp  | Animal handling or Vehicles (land) |
| Entertainer    | +1 to Resolve                           | 15 sp  | Perform                            |
| Fortune-teller | Special                                 | PC/NPC | Divination spells                  |
| Guard          | +1 to AC and Security (night watch)     | 8 gp   | -                                  |
| Healer         | Long-term care                          | 15 gp  | Medicine                           |
| Hero           | +1 to AC, Security and Resolve          | PC     | -                                  |
| Passenger      | -                                       | -      | -                                  |
| Pathfinder     | Travel without guide checks             | 15 gp  | Knowledge of area                  |
| Scout          | Supplies food or +1 to Security         | 15 gp  | Survival                           |
| Spellcaster    | Can act as entertainer, guard, or scout | PC/NPC | Spellcaster                        |
| Trader         | Allows trading goods                    | 15 gp  | Merchant or Persuasion             |
| Wainwright     | Repairs wagons                          | 8 gp   | Carpentry or Wainwright            |

### Downtime Lifestyle Conditions

| Lifestyle    | Cost/week | HP   | HD   | Hunger   | Thirst     | Fatigue      |
|--------------|-----------|------|------|----------|------------|--------------|
| Wretched     | 0         | 50%  | 0    | starving | dehydrated | barely awake |
| Squalid      | 5 sp      | 50%  | 25%  | ravenous | dry        | very sleepy  |
| Poor         | 15 sp     | 75%  | 50%  | hungry   | thirsty    | sleepy       |
| Modest       | 8 gp      | 100% | 75%  | peckish  | parched    | tired        |
| Comfortable  | 15 gp     | 100% | 100% | ok       | ok         | ok           |
| Wealthy      | 30 gp     | 110% | 125% | well-fed | refreshed  | well-rested  |
| Aristocratic | 70+ gp    | 120% | 150% | stuffed  | quenched   | energised    |