

Travel, hexes, and landmarks

What are we doing here

Travel in this place is disorienting, difficult, and above all uncertain. Any drama gained from running down to your last piece of hardtack relies on a consistent and predictable environment. For this reason I have chosen to avoid as much minutia as possible. I have deliberately avoided establishing distance values to hexes and unless I tell you otherwise no ration tracking will be necessary.

Rhythm, Phases, and Actions

Phases

Each day may be divided into 3 Phases:

- Morning: Sunrise to Noon.
- Afternoon: Noon to Sunset.
- Night: Sunset to Sunrise.

When ending a phase in a wilderness hex, a roll will made by the GM determining if the party provokes no encounter, makes contact with any landmarks that could be found in the given hex, or stumbles upon an omen to something greater.

Day Start

At the Start of a day a couple things will happen.

1st. The GM will roll on a random table for the days weather.

2nd. The GM will define NPC movement and trajectory, and trigger any non landmark/ myth based event

2D12	Descriptor	Element
1	Gentle	Rain
2	Fleeting	Gusts
3	Persistent	Cloud
4	Bright	Sunlight
5	Thin	Mist
6	Cool	Humidity
7	Hot	Thunder
8	Solid	Dust
9	Dull	Warmth
10	Faint	Drizzle
11	Abundant	Melting
12	Harsh	Static

The Wilderness Role

When ending a phase in wilderness, the following Table

D6	Outcome
1	Encounter the next Omen from a random Myth in this Realm.
2-3	Encounter the next Omen from the nearest Myth.
4-6	Encounter the Hex's Landmark. Otherwise all clear.

Travel

Travel consumes a whole phase of the day and uses one of three methods

Trek: One hex on foot or steed

Gallop: Two hexes on a steed

Cruise: Three Hexes

Resting, Navigation, Committing to the Second World:

The forest is a dangerous place, a draining place, you are an alien here and an ecosystem you are not adapted to presses in on your mind.

When resting in the wilderness: A Phase or or any chunk of eight hours spent resting will result in the benefits of a short rest. Whereas an hour spent resting short rest will allow you to catch your breath, get a lay of the land, do any planning you might need, but it will not provide the benefits of a typical short rest.

If the party is able to find shelter or sanctuary, both short and long rests regain typical. However, access to shelter is precious and often comes at a cost. Finding where it is in the first place requires either stumbling upon it or relying on the help of others. Impassible barriers occasionally cut hexes off from one another, Roads can take time to find, A handful of locations can be learned directly and added to the map, however, for most things if you want to get there with any speed pull over and ask for directions

Landmarks and Myths

Landmarks

- **Dwellings:** Homes built in the wilderness. Manners dictate that hospitality be granted to travelers (something contingent on your reputation). However, all things come at a cost, leaving without paying your dues harbors ill will, word travels. **Long rest permitted with the blessing of the owner**
- **Sanctuaries:** Home to the seers, these groves are nodes of power in the mycelium **Long rest permitted to those who have had an audience with the seer**
- **Monuments:** Preserved moments embedded in the mycelium, visions of the past and the future, conjured as possibilities, if one is a very skilled walking among the likes of [Seers](#), they might be able to discern stylistic history **Permits a Long Rest**

- **Hazards:** Nothing good can come from this, the veil is a violent place and your stumbling has roused something that ought to have stayed asleep
- **Curses:** You walk in strange territory, shifting trees and thick fog leave you confused you are **Blinded**
- **Ruins:** Physical remnants of history, places or practices long ago forgotten or changed beyond recognition, everything returns to the veil

Roll	Traveling Blind
1	Circle Back
2, 3	Veer to the left or right
4 - 6	Progress as planned

Myths

- Myths represent the movement and change of living world, rarely pertinent to your main objective, they are something to seek out
- Omens of this change will find you

Barriers

Barriers are impassible and cost a phase of travel when attempting to traverse through them. Locals often know of their location, some know how to subvert them.

Roads

Roads enable very fast travel on steed with little cost, where there are roads there are people, and predators. Roads are discovered much like landmarks when one is not aware of their presence. However when traveling from one hex to another by road, its presence becomes clear.

Travelers

Many people walk this land, when you move so do they.