<u>Design Goals</u>

1. **Reward exploration**
2. **Encourage survival thinking**
   a. **Getting lost is a real danger**
   b. **Running out of supplies is a real danger**
3. **Encourage planning and route plotting**
   a. **How are routes planned? What should the map look like**
4. **Reward camping and camaraderie**
5. **Focus on the events**
   a. **Not just "random encounters" but interactions/choices based on the tensions listed above**

Problem 1: Systems that ignore travel mechanics or offer only bare skeletons of mechanics miss out on aspects of the journey that contribute to tale-telling. Conversely, a hyperfixation on the mechanical tedium of daily (or hourly) tracked travel can bog down pacing and deter engagement. What is the "happy medium?"

Problem 2: Hand waving survival details obviates the stories they can tell. If you ignore things like supplies, food, water, they become meaningless.

Problem 3: Procedural play can feel taxing at times, but procedures can ensure consistency and fairness of outcome. A lack of procedures also make it more difficult for both players and GMs to incorporate travel mechanics meaningfully.

Problem 4: Random encounter tables are helpful for inspiration but may end up underdeveloped at the table. Useful to supplement in the absence of preparation or for idea generation.

<u>The Homework:</u> Background information that is helpful to know, even if this level of specificity isn't used in the mechanics themselves.

- Average travel times
  - A Roman soldier might travel 15-20 miles per day
  - Experienced modern hikers can match this pace and make 20-30 miles per day, assuming favorable terrain
  - Realistically, a group on minimally charted land that is not an experienced/drilled marching army should make between 10-12 miles per day.
- **<u>Hexes</u>**

  - Assuming 6 mile hexes:
  - If using a hex-map a **"day's travel" should be 2 hexes (~12 miles)** through wilderness and 3 hexes (~18 miles) if on well worn trails or roads
  - "Forced marching" should increase speed by 1 hex and impose additional penalties on thirst, hunger, and fatigue.
    - Forced marching should also increase the likelihood of an ambush
  - "Careful marching" reduces speed to 1 hex per day
  - Exploring an area (1 hex = 31 square miles) should take about a day to fully explore
  - Distances in my system favor "a day's travel" (2-3 hexes) or "week's travel" (14-21 hexes) to abstract discrete distances. The GM can know the exact # hexes.
    - Players, instead, have rough estimates on maps that are not gridded/hexed but have locations for them to explore
- **<u>Conditions that travelling should impose:</u>**
  - **Thirsty**- a day without water should impose thirst. You can survive 3-5 days without water depending on heat. The risk of death by dehydration really only exists in arid climates (temperate climates have too much water for this to be a risk)
    - In temperate climates, it probably doesn't need to be tracked. Parties will camp near sources of water and boil the water for potability
  - **Hungry**- going a day without rations or two days on half rations should make you hungry. You can survive, with water, for 1-2 weeks. Starving to death should be incredibly uncertain except in the most harrowing of environments (arid, tundra, or winter mountain climates)
    - 2.5-3 pounds of food per day to avoid starving
  - **Fatigue**- Regular hiking should require rest to avoid fatigue. Forced march causes additional fatigue. Fatigue sets in through the day and is worst at the end of the day. Not sleeping for a day should cause exhaustion and eventually delirium. Failing to sleep for 2-3 days should be nearly impossible.
  - **Exposure**- Heat stroke, frostbite. These can all be generalized under "exposure". Hiking in extreme environments should impose

a risk of exposure that is a greater risk than Hunger or Thirst. Exposure, depending on the severity, can easily kill you during your hike.

- **Rations**
  - Hiking should require 2-3 liters per day (5-6 pounds of water), twice as much in hot/arid climates.
  - Full rations 2.5-3 pounds of food per day. Can space rations out to last twice as long to avoid starving, but will **always** be hungry while doing so
- **Sight!**
  - When pathfinding, especially in tracking landmarks, how far you can see matters. Again, this is to help GMs reference what players can see
  - Over mostly even terrain you can see most terrain within your hex
  - If your terrain is elevated you can see an adjacent hex
  - You can see major elevation (mountains, etc) from over 100 miles away (10 hexes)

Description	Might Sore	Encumbrance Slot #	Max Encumbrance Slot #
Frail/Child/Infirm	1	4	5
Weak Adult	2	6	9
Average Adult	3	10	15
Strong Adult (City's Strongest)	4	14	20
Incredibly Strong (Country's Strongest)	5	18	26
Among Strongest in the World	6	24	32

- **Storage and Slots**- my system uses "slot" based inventory based on a might" scoreEach slot represents both weight and bulk. **Roughly 10 pounds per slot.**You are unencumbered up to "Encumbrance". The most you can carry (reasonably) through a day is your "Max Encumbrance" but you are overencumbered
  - Waterskins hold a day's worth of water and take up ½ slot
  - Food- 4 days per slot (1d4 to track)
  - Supplies - Typical camping supplies including bedroll, rudimentary stove/supplies, and small tent is 1 slot

The Procedure: **Planning Journeys and the mechanics of journeys.**

I. The first social rule of Journeys: **To make Journeys as interesting as possible, they are planned the session *prior* to the Journey's start.**

II. **Step 1: Choose a Destination**

   A. Do the players have a specific site in mind?

   B. Do the players simply want to explore an unexplored/underexplored region?

   C. Will the players need to search an area for a site?

   D. The **destination** is chosen and the relative distance is known in time it will take.

      1. "You are planning on travelling to Rothinghang Castle along the border regions. It's **two days on road and three days travel off road**."

   E. *Caveat*: *Unknown Reaches*- It's okay to not know how many days it will take to reach a destination! But you would be foolish to not know **how long you plan to be on the road**.

      1. "You are going to travel to Deathmoor Forest and search for hidden tombs and catacombs. You are aware of, roughly, the direction, but not how long it will take you to get there. You'll plan for a **week's travel** there and a week's **travel** to return. You might find your destination within then, but may decide to turn back if you haven't."

   F. ***The anatomy of a journey***

      1. Finding a destination is rarely as simple as "travel Northwest for three days". Instead parties would often rely on either established roots such as roads, trails or rivers, but then have to orient themselves based on landmarks.

      2. The GM should investigate the map between the starting destination and the final destination. They can then pick a number of locations and identify locations of interest between the two points.

         a) These points will be provided either via the player-facing map **or** as **rumors** for players to acquire during

      3. The **GM's map** should be <u>hexes</u> in order for them to determine the exact distance/time it would take, recognizing that it's roughly 2 hexes of travel per day

over easily navigable offroad terrain and 1 hex over very difficult terrain.

      a) *Remember*: Previous pathfinders who have seen the routes found the landmarks at their own pace and might overestimate - or even underestimate (if they found a favorable path)- the time it took to reach the landmarks!

III. **Step 2: Provisioning and Preparing**

   A. *Party Decision #1: Do we supply the entire route?*

      1. Taking time to hunt, forage, fish will slow our travel down but allow us to keep our rations for longer

      2. Is the season favorable to travel? Could we be delayed?

      3. How much can we carry

      4. **All players are expected to tell the GM is how many day's worth of food they plan to buy for**. The GM has an easy reference for *approximately* **how much silver it will cost them.**

      5. *Provisioning water*- if in an arid climate, they'll need to plan for how many days of water to bring

      6. Iron rations are about 3-4 silver per day's worth of rations. Fresh rations

   B. *Party Decision #2: Pack animals!*

      1. Do you bring hirelings/porters to carry supplies?

      2. Are you on horses? They can carry some supplies!

      3. Do you have pack animals in tow?

      4. Do you tow a cart?

         a) This is risky if off roading

      5. Do you tow a wagon? Do you obtain a team of oxen?

         a) This is likely impossible if off-roading

      6. Each of these options **increases** the amount of supplies a group can carry but **decreases** the speed of travel and increases risk of complications (an animal is injured, you are more easily discovered/ambushed, struggles over uneven terrain, inability to traverse certain terrain with wagons or carts, etc)

   C. *Party Decision #3: Plan the Route*

      1. The amount of information available to the party on a provided map is up to the GM and based on what is already known.

a) Unlike the GM's map, the party's map should never be hexed. They are free to label the map however they choose
b) Provided maps may be imperfect or incomplete

2. Each **Route** occurs in **Legs**. Each **Leg** of the **Journey** is between **Landmarks**. Legs can take any number of days between landmarks.
   a) There's a hard limit: no leg may take more than 1 week.

3. The party should decide on roads, rivers, or other *tangible* landmarks to follow in order to avoid getting lost (note: you cannot get lost if you are following a road, properly- barring extreme events like very old map, multiple competing, winding, roads, or the river diverging more than once)

4. If the journey leaves the road, river, or easily navigable terrain feature, that point should serve as a **Landmark** for the party to stop at.

D. *Party Decision #4*: *What can we learn?*
   1. First- the GM **should** provide members of the party information that they would know about the land, freely! Does your ranger know about the ruin near the mountain edge? He should know, roughly, how many days travel it takes to get there!
   2. Second- Players can ask other travellers, caravans, inkeeps, merchants, the watch, *et al.* about the various landmarks they have on their map to inquire information about the landmarks
      a) This is an opportunity for **travel-related hooks**
      b) Folks tend to be helpful- if they don't know, they know who you can ask
      c) Some folks might be helpful, for a price
      d) Is this a merchant venture? Someone might be willing to sponsor the group!
   3. Third- Folks will offer up landmarks (*that the GM knows about, but the players do not*) and the party may inquire in the same way as (2) to mark, roughly, on the map where it might be and how far it is from the nearest landmark (and roughly the direction)

4. Fourth- Players should be able to inquire about *other landmarks* that can help them navigate if they become lost!

IV. *Step 3: The Journey Begins – The GM asks the following questions*
   A. Pathfinder
      1. What is your final route?
      2. What is the marching speed? Cautious, Normal, Forced
   B. Lookout
      1. Who is the lookout? (take the worst of the two results if there's multiple or just +1 to roll if multiple at the same time)***
      2. How far ahead are you looking out? Do you hang close to the caravan, just within sight, or ahead but out of sight? (lowest risk->highest reward)
   C. Quartermaster
      1. How are you rationing? Full or partial?
   D. "Anyone doing activities during the trip?"
      1. Foraging
         a) Do you spend time doing this? This activity is possible during travel, but yields less forage.
      2. Hunting? Fishing?
         a) These activities halt travel by a day

V. *Step 4: Pathfinding each Leg*
   A. Prior to each **leg** there's a 1-in-6 chance for **bad weather** to show up during the journey. This weather lasts **1D3 days**.
      1. See "Step 5" for additional ways this weather affects travel
      2. A Pathfinder may choose to delay travel until the weather passes.
   B. If **off-road** the pathfinding check is rolled:
      1. This check is made by the **GM** in secret
      2. Acumen + any applicable boons + any ranks in a profession that is experienced in pathfinding (scout, caravaner, ranger, etc) + applicable bonuses
         a) *Applicable bonuses*: Add a D6 for each of the following:
            (1) Careful planning or information gathering
            (2) Obtaining good maps or directions

    (3) The use of a helpful guide (+2D6 if very experienced)

    (4) There are large terrain features (mountain ranges) to help orient

    (5) Clear night skies to help use the stars to orient

  3. The successes required are equal to the terrain:

    a) **Trivial = 0 successes**. Examples: following a road or well worn pathway, coastline, mountain ridge, or river.

      (1) *Note: "Why roll if you don't need any successes?" Because even on these sorts of trips*

    b) **Easy = 1 success**. Examples include: gently rolling hills, fields, farmlands, scattered forests, tundra, steppe, **following a pathway** through more difficult terrain. Minimal elevation, minimal interrupting vegetation.

    c) **Hard = 2 successes**. Examples include: rocky glaciers, broken hills, sparse forests, small mesas, treeless bogs

    d) **Unbelievable = 3 successes**. Dense forest, Mountain terrain (below tree line), temperate or tropical rainforests, thorny forests, swamps, canyons

    e) **Impossible= 4 successes**. Mountain terrain above tree line.

    f) **Bad weather** increases the number of successes required by 1 (upgrading an easy pathfinding check to a hard check)

    g) **Moving Cautiously** decreases the number of required successes by 1 (the tradeoff being you are slower to reach your destination)

    h) **Note: Forced Marching** does *not* increase pathfinding difficulty. Its tradeoff is in being more easily ambushed/spotted (Lookout), being more vulnerable to exhaustion, and suffering injury to pack animals and vehicles.

VI. *Step 5: Pathfinding Results*

A. **Rolling more successes than required** ("Yes and")- You reach your landmark **and** have the pathfinder roll a **Journey Fortune** for each additional success.

  1. If there was **bad weather** the pathfinder's skilled guidance avoided any delay in travel

B. **Rolling exactly as many successes as required ("Yes, but")**- You will reach your next landmark on time, but you must roll a **Journey Complication**.

  1. If there is **bad weather** the GM may choose a complication from the table and attribute it to the weather.

C. **Failing to roll sufficient successes, but rolling** *any pair of doubles* **(**"No, but")- You may become **Lost (see below)**. Roll a **Journey Complication.** If *any* successes were rolled, roll on the **Journey Fortune** table.

  1. **Lost:** Read the following aloud, "You've travelled X number of days through the wilderness and you should have reached your destination by now. Do you double back or do you press on?"

    a) If they **press on**, roll a D6. (*Higher risk, higher reward*)

      (1) **On a 1-3** they are off track by **at least 2 days** until they encounter a new **Landmark**. The GM notes the landmark on their map and the relative area of the map they orient themselves to. If during **Preparation** the players had noted that landmark on their map already they get a +2 bonus to the next patfinding roll.

      (2) **On a 4-5** the party still makes it to their destination

      (3) **On a 6** the party makes it to their destination and you may roll a **Journey Fortune**

    b) If they **double back** roll a D6 (*Lower risk, Lower reward*)

      (1) **On a 1-2** they are off track by **at least 2 days** until they encounter a new **Landmark**. The GM notes the landmark on their map and the relative area of the

map they orient themselves to. If during **Preparation** the players had noted that landmark on their map already they get a +2 bonus to the next patfinding roll.

    (2) **On a 3-5** the party is delayed by a single day but double back and make it to their original destination.

    (3) **On a 6** the party make it to their destination without losing time

  2. If there is **bad weather** the GM may choose a complication from the table and attribute it to the weather.

D. **Failing to roll sufficient successes *or* doubles** ("No, and")- You are much more likely to be **Lost**. Roll a **Journey Complication**.

  1. **Lost:** Read the following aloud, "You've travelled X number of days through the wilderness and you should have reached your destination by now. Do you double back or do you press on?"

    a) If they **press on**, roll a D6. (*Higher risk, higher reward*)

      (1) **On a 1-4** they are off track by **at least 2 days** until they encounter a new **Landmark**. The GM notes the landmark on their map and the relative area of the map they orient themselves to. If during **Preparation** the players had noted that landmark on their map already they get a +2 bonus to the next patfinding roll.

      (2) **On a 5** the party still makes it to their destination

      (3) **On a 6** the party makes it to their destination and you may roll a **Journey Fortune**

    b) If they **double back** roll a D6 (*Lower risk, Lower reward*)

      (1) **On a 1-3** they are off track by **at least 2 days** until they encounter a new **Landmark**. The GM notes the landmark on their map and the relative area of the map they orient themselves to. If during

Preparation the players had noted that landmark on their map already they get a +2 bonus to the next patfinding roll.

    (2) **On a 4-5** the party is delayed by a single day but double back and make it to their original destination.

    (3) **On a 6** the party make it to their destination without losing time

VII. *Dangerous Terrain Considerations*

  A. Some terrain is incredibly dangerous to navigate and imposes additional complications.

  B. **Arid, Desert, Dry**

    1. The group must **Forage** each **Leg** for potable water (Difficulty depends on terrain) while travelling

    2. Bad weather (oppressive heat, no wind) might **double** water ration use.

  C. **Winter**, **Tundra, Blizzard, Mountain**

    1. If wearing adequate clothing, there's no very little chance of dying from exposure (sans some major misfortunes). *However, if you have suffered some wear to your protective clothing (or are, for some reason, unprepared) you are at risk of exposure.*

      a) **Roll a Might test for each day of travel not adequately protected**

      b) If failed note "exposure" as a minor injury

      c) Each "exposure" noted on your character sheet requires **one full day** in warm shelter to remove. Remove from the highest injury level first.

    2. **Bad weather** such as Blizzards and excruciating cold snaps have a **1-in-6** chance of *killing* most pack animals per leg unless hunkered down in shelter.

Journey Complications (Roll 2D6)

Roll	Result	Description
2	**Disease**	A member of the party or animal is afflicted by a disease. Allow the party to determine how they wish to solve this problem. Do they seek out herbs? Do they pause travel?
3	**Animal Problem**	If the party does not have pack animals, use [animal encounter]. A horse runs off, goes lame, breaks tack.
4	**Weather**	The weather turns. Bad weather imposed on the next leg (regardless of roll)
5	**Terrain**	A terrain hazard manifests on their journey to solve. This can include: a mudslide. Fallen trees. A river crossing demanding you to determine how to ford it
6-7	**Hostile Encounter**	The party encounters a *hostile* sentient enemy. **1-in-6** chance this is encountered as an ambush
8-9	**Animal Encounter**	The party encounters a *pesky* or *hostile* fauna
10	**Wear**	A piece of gear (GM's choice) breaks down. Carts and vehicles break first, followed by spoilage of foodstuffs, and wear of protective clothing in extreme weather.
11	**Dangerous Landmark**	The pathfinder spots a nearby camp or ruin. Unfortunately, it's infested with a creature of the DM's choosing.
12	**False Shortcut**	The pathfinder sees a potential shortcut. Do they take it? If they do, they become lost for 1 day until they circle back to their original location

Journey Fortune (Roll 2D6)

Roll	Result	Description
2	**Favorable campground**	You find an excellent campground allowing for rest and resupply. This might include a sheltered cave if in the mountains or an oasis if travelling through desert.
3	**Useful forage**	The party encounters a field with fresh cooking herbs, 1d4 rations worth of mushrooms, nuts, or other forage, or a handful of herbs used in alchemy (if applicable). If in an arid climate, you locate edible sweet cactus fruit.
4	**Clear skies**	Bonus (+1) to pathfinding roll. No bad weather roll for the next leg
5	**Lookouts**	The pathfinder has found favorable elevation to navigate through the wilds, granting a bonus to the lookout roll
6-7	**Friendly or Neutral Encounter**	You encounter a friendly or neutral encounter. Perhaps a fellow explorer or a friend of the party. Perhaps a merchant. Perhaps a hunter willing to part with game for a pittance
8-9	**Wild game**	Bonus (+1) to next fishing, trapping, or hunting roll as this area is flush with game
10	**The Spirits Visit**	The spirits visit during your night to whisper portents into your ear. You have a dream that provides +1 to a roll of your choice the following leg of your journey **or** the GM may reveal a secret
11	**Favorable landmark or item**	The pathfinder spots a nearby landmark and adds it to the player's map that they can search. This may be something simple, such as a shrine, or something complex such as a ruin. Alternatively, the GM can allow the players to discover an item either left behind or on an unfortunate traveller who did not make it to his destination
12	**True shortcut**	The pathfinder sees a potential shortcut. Do they take it? If they do, they cut their journey by a day!

VIII.   *The Lookout*
    A. TBD***
    B. Roll for each leg***
    C. Spot the encounter***
    D. Possibly
IX.   *Camping*
    A. After reaching each **Landmark** the group pauses to camp
    B. Hunting

JOURNAL/IDEA DEPOT

In general, there are several things that can happen while you are on the road positive encounter or a positive event maybe some like positive feature and you can experience a negative feature.

One problem with going by days is that it causes the bookkeeper or the GM to have to do a lot of bookkeeping. Going by hex makes more sense . So what we could do is we could have a path finding role of some kind determining whether or not there's any fortune or misfortune along the road and maybe depending on the degree of wilderness how many events can happen so safe travel should be relatively boring and relaxed and relatively few mishaps however, as you reach the borderland, it becomes more and more dangerous than the number of events increases so it could be something as simple as a D6 number of events plus or minus a modifier depending on the safety

Event should probably occur a certain number of days or there should be a chance that we can abstract per leg. The only problem is it runs the risk of very short trips, having similar numbers of events to very long trips, which is good from a useful standpoint and a playability standpoint, but Mrs. out on kind of the epic nature of things, so I suppose there should be some guideline to ensure that they're sufficient landmarks to break up legs of the journey so that they're meaningful

Maybe the GM will have a maximum of seven days per leg

I have the solution: the number of events are modified by the number of days travel so the more days you travel more like you are to have an event maybe roll a D6 for every day traveled and every six showing there's a positive event for every one showing there's a negative.

The question becomes is it too common?
Possibly.

If it's gonna be common, the majority of these events should probably be very minor happenstances that are easy to resolve or quickly resolved

Such as adding a bonus to a hunting roll because you found animal droppings when you made camp or such as finding a favorable terrain feature to set up your camp or something simple like adding a day or your car getting injured and requiring some repair (vehicle vehicles should probably have enough supplies to repair themselves once per journey) or if they don't have a vehicle, a horse gets a new shoe or a boot gets worn and needs repair

Encounter should always allow if possible, some kind of decision to be made

Remember, remember remember to include decisions we want the party to be making decisions so deciding on a route, deciding how many rations to take, deciding how to approach an encounter, deciding on a pace, making alternative routes, etc.

What about…
Pathfinder rolls vs GM rolls- rather than making the rolls GM facing? Gain: the players get to roll. Lose: player "meta" knowledge ("I didn't roll any successes, so I know I'm getting lost")

What about an 'even if you fail you get a choice' mechanic? For instance, a failure is rolled on the pathfinding roll the GM can present the pathfinder a choice and roll- prior to that choice- to determine if the pathfinder has chosen correctly.

[After the roll is failed] "You come to a bend in the river, or at least you think it's the correct bend in the river as the river makes more of a gentle elbow than a steep takeoff around the forest edge. Do you proceed north, like the forrester recommended? Or purpose forward, hoping to find a much more discrete bend in the river" (GM has determined that "no" is the correct answer- if the player

chooses "No" they avoid becoming lost. If they choose "Yes" they learn that they are lost.

I. Draft procedure
Prior to rolling:
    A. Pathfinding
        1. What is the marching speed? Cautious, Normal, Forced
    B. Lookout
        1. Who is the lookout? (take the worst of the two results if there's multiple or just +1 to roll if multiple at the same time)**
        2. How far ahead are you looking out? (can they get lost themselves? If they are ambushed does the party have time to find them?) - tradeoff: party less likely to be heard/seen, lookout is vulnerable. Perhaps give the lookout simple choices. Do you hang close to the caravan, just within sight, or ahead but out of sight? (lowest risk->highest reward)
    C. Quartermaster
        1. How are you rationing? Full or partial?
    D. "Anyone doing activities during the trip?"
        1. Foraging
            a) Do you spend time doing this? This activity is possible during travel, but yields less forage.
        2. Hunting? Fishing?

a) Should delay travel by a day
3. Roleplaying (should this be prompted)

II. The procedure
A. Prior to each **leg** there's a 1-in-6 chance for **bad weather** to show up during the journey. This weather lasts **1D3 days**.
B. If **on road** or travelling along easily navigable landmarks (such as following a river or shoreline) the pathfinder **does not need to roll**.
C. If **off-road** the pathfinding check is rolled:
1. This check is made by the **GM** in secret
2. Acumen + any applicable boons + any ranks in a profession that is experienced in pathfinding (scout, caravaner, ranger, etc) + applicable bonuses
    a) *Applicable bonuses*: Add a D6 for each of the following:
        (1) Careful planning or information gathering
        (2) Obtaining good maps or directions
        (3) The use of a helpful guide (+2D6 if very experienced)
        (4) There are large terrain features (mountain ranges) to help orient
        (5) Clear night skies to help use the stars to orient
3. The successes required are equal to the terrain:
    a) **Easy = 1 success.** Examples include: gently rolling hills, fields, farmlands, scattered forests, tundra, steppe. Minimal elevation, minimal interrupting vegetation.
    b) **Hard = 2 successes.** Examples include: rocky glaciers, broken hills, sparse forests, small mesas, treeless bogs
    c) **Unbelievable** = **3 successes**. Dense forest, Mountainous terrain, temperate or tropical rainforests, thorny forests, swamps, canyons
    d) **Bad weather** increases the number of successes required by 1 (upgrading an easy pathfinding check to a hard check)
    e) **Moving Cautiously** decreases the number of required successes by 1 (the tradeoff being you are slower to reach your destination)
    f) **Note: Forced Marching** does *not* increase pathfinding difficulty. Its tradeoff is in being more easily ambushed/spotted (Lookout), being more vulnerable to exhaustion, and suffering injury to pack animals and vehicles.

III. Pathfinding Outcomes:
a) **Rolling more successes than required** ("Yes and")- You reach your landmark **and** have the pathfinder roll a **Journey Fortune** for each additional success
b) **Rolling exactly as many successes as required** (**"Yes, but"**)- You will reach your next landmark on time, but you must roll a **Journey Misfortune**.
c) **Failing to roll sufficient successes, but rolling** *any pair of doubles* ("No, but")- You reach your destination

Idea- Every successful Journey grants a rank in Adventurer- which can be added to the dice roll

Problems and choices - The goal is to derive interesting encounters for which the players can find solutions rather than rolling and book-keeping. Definitely assume competency. Some FORTUNATE events mimic misfortune.
1. Terrain problems
    a. River crossing
    b. The road is washed away (how do you solve this?)
    c. The badlands have several passes, what do you choose?
    d. Hostile fauna
    e. Grazing land is far less than expected, you need to provide the animals with food
    f. Bonus landmark? Do you explore it?
    g. Surveying the land, you think there might be a shorter route than described if you follow the X terrain instead of Y terrain. Do you take it? (Risk v Reward)
2. Weather problems
    a. Do you proceed forward? (roll)

      b.   Do you hunker down? How long? Can you find shelter? (roll)

      c.   Do you make tough choices

3. Animal problems
   a. Curious, annoying animal?
   b. Hostile? Starving?
   c. Annoying + a little dangerous? (e.g. Wasps)
4. Encounter problems
   a. Friendly?
   b. Enemy?
   c. Diseased?
   d. Pilgrims?
   e. Who detects who first?
   f. Is it an ambush?
   g. Diseased animals dot the landscape. Do you proceed and risk contracting a pox?
   h. Is your camp/sleep interrupted?
5. Supply problems
   a. Animal has eaten supplies
   b. Your supplies have gone bad
   c. You've eaten too many rations
   d. You've eaten bad rations- food poisoning ?
   e. Thieves in the night? Do you discover them? Do you chase them down?
6. ~~Direction problems (getting lost)~~
   a. ~~It's been X days, shouldn't we be seeing Y landmark by now?~~
   b. ~~Do you backtrack?~~
   c. ~~Do you power on?~~
7. Equipment problems
   a. Horse injury, pack animal wanders off (do you go and follow him?)
   b. Wagon/cart breaks (can you distribute the load? Can you repair it?)
   c. Boots wear down?
   d. A piece of equipment breaks?

The FL mechanic
1. Quarter days (6 hours each): morning (4A-10A), day (10A-4P), evening (4P-10P, night (10P-4A). I like this as opposed to dividing it into six 4-hour watches.
2. Statuses:
   a. Hungry- Day without food- Cannot recover strength, lose 1 strength per week, if broken you die after a week (don't like this, we'll fix it)
   b. Thirsty- Day without water- cannot recover any attributes. Reduce Str and Agi every day by 1. If broken die after a day
   c. Sleepy- Day without sleep- Cannot recover wits. 1 Damage to wits per day. If broken you collapse and sleep for a quarter day
   d. Cold- no shelter in cold- Cannot recover strength or Wits. 1 damage to str and wits immediately. Endurance at intervals until you slowly die…
3. Each day someone
   a. Leads the way- roll scout every new hex. If you fail you enter hexagon but suffer mishap
   b. Hike- everyone else and the guy leading the way. Can hike two hex per quarter day (half that in difficult). Hiking more than 2 quarters is forced march. Roll endurance. If you fail you suffer 1 dmg to Agility and need to sleep
4. You MAY
   a. Keep watch- roll scout to notice any possible threat
   b. Forage- survival vs terrain/season. Each success finds a unit of veggies or water for each success
   c. Fish

        d.   Hunt

        e.   Make cap

        f.   Rest

        g.   Explore

Some things to sort out:

Food- Ration for the day weighs about 2-5 pounds.

A roman soldier would carry 3 days worth of rations typically on their person (15 pounds)

Total soldier would carry 60 pounds and wear armor

Str x2 for encumbrance 2-10 lines

2-4-6-8-10

20 40 60 80 100 pounds?

So each slot is approximately 10 pounds of weight

Plate weighs 50 pounds

Chainmail weighs 20 pounds

FL minimum score of 2–

Water for the day is about 10 pounds (7 liters)

Let's go with 2.5 pounds per day so 2 days rations per half slot or 4 days per slot

So, in general foraging and eating should be pretty easy

My version:

    I.   Planning the Journey - 2026 idea: the planning happens in the session before. Plan for one session-> allow GM time to prep-> The journey is the next session

        a.   Are you planning on going somewhere you have a general idea of? Or are you exploring the wilds?

        b.   If you are exploring the wilds, determine how many days of supplies you plan to take. In general 1 slot for a day's worth of water and ½ slot for every 2 days travelled

        c.   If you know the hexes, you can divide them, roughly, by 4 hexes and state how many approximate days it would take to travel and to plan that way.

        d.   Taking a slot of each would give you 4 days, or 16 hex range (8 out, 8 in). This is assuming not getting lost or a mishap.

        e.   2026- POINT CRAWL>HEX CRAWL. Keep hexes on the map but let the GM know the hexes. Keep things in terms of DAYS/WEEKS of travel

    II.   Journey

        A.   Move up to 2 hexes (12 miles) per day without exhaustion

        B.   You can see approximately 3 miles with flat area and clear weather

        C.   Pathfinding - Not necessary if following road or river

        D.   Hiking

            1.   Pace depends on route and speed (inspo: [The Alexandrian » 5E Hexcrawl – Part 2: Wilderness Travel](#))

                a)   Fast pace - 5 hexes per day (30 miles)

                b)   Normal pace- 4 hexes per day (24 miles, 12 miles every 4 hours)

                c)   Slow pace - 3 hexes per day (18 miles, 9 miles every 4 hours)

                    (1)   +1 to navigation

                    (2)   +1 to lookout

                    (3)   Are considered traveling stealthily

                d)   Exploration - 2 hexes per day (12 miles, 6 miles every 4 hours)

                    (1)   You will discover anything within the hex

           2.   Being over encumbered reduces speed by 1 hex/day

        E.   Lookout

            1.   One person serves as chief lookout but everyone helps lookout (+1 per party member except pathfinder who is focused on the route forward)

            2.   (Boon where forager can pick up herbs en route?)

        F.   Description of hex:

            1.   As they are passing through they gain

            2.   Random chance of discovering a landmark

    II.   Exploration

        A.   The area of a typical 6 mile hex is 31 square miles

    III.   Camping

        A.   Assumed to happen at or near water unless in arid climate (in which case water must be accounted for)

        B.   During the camping phase activities can occur

            1.   Make camp

                a)   Collect and boil water

        b) Assemble tents

        c) Make fire (unless party desires no fire

    2. Hunt

        a) Very terrain dependent, highest potential meat reward

    3. Fish

        a) Usually requires large river or lake

    4. Set traps for the morning

        a) Narrate breakfast!

    5. Forage for herbs and rations

        a) Less likely to gain rations compared to hunting/fishing

C. For book-keeping you will have counted your meal as eating a ration (marking an X) or eating cooked food (no rations marked, and often a benefit to the cooked food)

    1. Half rations - eating half rations imposes the hungry condition. You can eat half rations for 6 days before starving

    2. Hungry- Cannot recover strength, recover half endurance per rest (rounding up)

    3. No rations- hungry for first day. Starving 2nd day onward.

    4. Starving- After 1 week, lose a point of strength. If broken you will die one week without food.

D. Commune with the party

    1. Each camping session one person may:

        a) Tell a story about their past

            (1) Variable bonus

        b) Performs

            (1) Group bonus

        c) It's expected that each party member takes turns doing this

E. Sleep

    1. Divide the night into 1st 2nd and 3rd watch

    2. Must spend one ¼ hour to sleep AND good camp AND ¼ hour doing other restful activities to obtain "well rested". ¼ sleep will recover endurance lost during travel though.

Exploring a hex should be about 18 miles of walking around the hex or 3 watches worth. It's a full day to completely explore the hex

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Goals for travel:

1. Make provisions matter

2. Give a procedure for describing hexes that is clear and concise

3. Trim the fat- a roll for each day of travel-

    a. Group sets the pace

    b. GM roll to add an environmental complication

    c. Pathfinding roll to avoid getting lost/mishap/alter encounter frequency?

        i. Getting lost causes drifting - stay lost until next pathfinding roll.

        ii. There's a chance of an encounter every day.

    d. Lookout roll for the specific encounter (with success determining orientation/avoiding ambush/improving chances of spotting well ahead)

        i. Should this roll be GM facing?

    e. Give a procedure for describing hexes that is clear and concise

    f. "Does anyone want to spend time doing an activity besides travelling?"

    g. Camping roll if the complication affects camping

–

Procedure:

1. The party plans for the travel and chooses a destination or chooses to explore an unexplored land. They provision for some or all of the trip.

2. During the Journey they

Ideas: Spend 1 endurance for every hex traveled, a day of exploration. Double the endurance after 3 hexes.

What about….. When they enter a hex there's always something planned (beyond a random encounter… or maybe beyond a combat encounter) but the scout roll determines between proactive events (where the PCs hear and discover and can respond how they will) and reactive events where the PCs are ambushed, blocked, or somethingPlayers may spend Endurance to downgrade an injury by one step (thereby ignoring a grazing injury). As you can imagine, this means less endurance to spend on doing other things in combat, so a difficult choice must be made. You

must spend this endurance after the "injury roll" is made and after armor is applied.

OK, so a few action things. There should probably be a melee action to add a bonus die in lieu of giving advantage. There should also be an action where you can withdraw. it should cost two actions to withdraw runaway or maybe just one. But what's important about with drawing is that if you want to attack the person that is withdrawing you have to spend a full three actions to move an intercept. however, if you do get the intercept, they cannot Perry. They are being attacked in the back as they run.

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Idea- path finding might be a roll you make to determine if there are complications. Such as rolling on a complication table. This table can include "getting lost" as a complications. These complication can occur randomly along the route

If following a road or river you can't "get lost" UNLESS there is a branch in either and they take it. Generally Rivera and roads are VERY reliable to follow. So if you follow the wrong road you are FAR more likely to remain lost.

- More than one person can contribute to the roll but you can only do one roll per leg of journey
- Pathfinder- Roll will determine competency by which the party routes the journey
  - Successes alter the roll the GM makes for when the next complication occurs and the kind of complication
  - Successes can be spent to take a safer route and avoid complications (by helping the scout)
  - Successes can be spent to find better campgrounds (helping the quartermaster)
  - Successes can be spent to create shortcut (through difficult terrain)
- Scout-
  - Successes improve how prepared the party is with regards to the complication. It can also turn a negative encounter into a neutral or positive one (ambush doesn't become an ambush
- Quartermaster-

- The journey is in legs - each leg has a roll associated with it.
- Whenever a complication, good or bad happens it should always start the same way… this is intentional so that if an ambush does or doesn't happen, the players cant simply guess. It also allows players to DECIDE how they want to react to a possible ambush or not.
- Bell curve complication rolls

Hunting ideas: starting with research. The first is that experience hunters will usually find a decent size game within four hours assuming the game is not sparse and so the hunter should be able to do you know two rolls just looking for forbidden lands a roll to find the game and a roll to actually kill the game

Once the game is killed, they will feel dressed the game, cool it and bring it to camp. Game will spoil within hours and so it must be prepared and eaten, unless you intend to preserve it.

If the temperature is cold, such as in the winter, Game will not spoil for days

But if it's any warmer than this or the typical campaigning seasons, game will spoil. This means if they want to carry more Game or preserve it, they have to spend some effort doing so.

Now, realistically, warm smoking should take about a quarter day. The game will last for a week if they hot smoke.

If they warm smoke that takes 2/4 watches or two Quarter days, but will last functionally indefinitely

Salting meat is rarely done in the field. It takes roughly 48 hours for every half slot of meat. This will salt the meat down to approximately three days worth of rations.

Salting also requires cool temperatures. This means that the meat needs to be stored in a cellar during the summer.

If the temperature is very hot, you can consider jerking the meat which consists of drying it out in the sun or against a fire. This takes about two quarter days to do and has essentially the same effect as warm smoking.

Preserved meat can never give you the well fed bonus or find meal bonus, however freshly cooked meat can

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In general, a hunter is going to be able to choose between acquiring several small animals or one large game animal or a hunt a dangerous beast

The small game will rarely provide more than enough food to last more than a day worth of eating, but typically a rabbit will give you a rations worth of food. Large Game is more likely to provide you food, but it's gonna be harder to hunt just because of the scarcity.

To make things simplest the game, master will consult a table based on scarcity of game and time of year. The hunt then rolls a test. If they succeed, they find some random game that they can hunt. If they want to seek out specific game they can add one to the test

Hunt should be informed of how scarce the Game is in the area. They would have a general idea because they are experienced hunters.

Lookouts have an opportunity to contribute to improving hunt roles or hunting roles to hunting tests by spotting game trails and other clues. That game is nearby based on the success of their role. This is of course, a choice at the lookouts need to make so for instance one of the decisions they get to make if they roll high on their lookout role is Look specifically for focus on looking for Game for instance

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Dolmenwood Ideas
1. Rolling weather- affects impeding travel (travel points reduced by 2 if bad weather), poor visibility, increased chance of getting lost, etc.
2. Getting lost- 3-in-6 chance for a hunter to find the path.
3. Getting lost
   a. Ref tracks party course but does not tell players they are travelling off course
   b. **My twist- they arrive somewhere but not on time - Do they assume they are lost or running behind?**
   c. Open- ref can just let the players know they are off course and where they end up off course
   d. Roll 3d6-
      i. 3- lost in time (destination 1d4+1 days)
      ii. 4- fairy road

iii. 5- circles
iv. 17- knocked unconscious by flashing lights and end up at a random nodal stone
v. 18- bewildering focg randomly selected hex at least 2 hexes away
4. Encounters- kind of boring! Mostly creature encounters.
5. Fishing- VERY flavorful fish descriptions. They always grant 2d6 rations
6. Foraging- Also incredibly fun descriptions. Grants 1d6 fresh rations
7. Hunting- Survival check to stalk- then determine quarry, then determine how many animals (and number of animals they discover, written next to game animals). Yield is equal to the histpoint. 1 ration/hp for small, 2 ration/hp for medium, and 4 rations/hp for large.
8. Player handbook has LOVELY smoking weed and fungi herb things
9. Uses… "travel points" based on party speed. Normal travel assumes 8 hours of travel (or 16 hours if forced marching).
   a. 2, 3, 4 travel points to enter or search a hex. The more difficult the terrain prevents mounts and vehicles and increases chance of getting lost and an encounter.
   b. Searching a hex costs same amount of points as "entering" a hex.
10. "Players must rest 1 day per week of travel or become exhausted"
11. Getting lost
    a. Checked each day depending on terrain.
    b. Not possible if following a road
    c. 1-in-6 if following a track
    d. Visibility increases probability of getting lost by 16% (2 in six instead of 1 in sicx)
12. Camping- surprisingly in depth… perhaps too granular?
    a. One character sets up activity
       i. Get firewood (1d6 hours worth per character collecting)
       ii. Fetch water to refill waterskins
    b. In camp activity
       i. Build fire
          1. Might not be possible depending on conditions
       ii. Cooking - Wisdom check
          1. +`1 bonus to Con check to sleep
          2. On nat 1 Save versus doom to avoid wasting ingredients
       iii. Comraderie- Cha test
          1. +1 to con check to sleep
          2. Nat 1 = save vs doom to -1 penalty to con check to sleep
       iv. Determine watches
          1. Optional "fall asleep on watch" mechanic 1-in-10
          2. Wandering monster check
       v. Sleep difficulty depends on campfire, bedding, and season.

1. Con check to sleep in order to recuperate 1 HP
2. Failure = exhaustion and 1 in 6 chance failure to memorize spells the next day

UVG Ideas
1. Inventory is in "sacks of supplies" 1 sack = week of supplies
2. In terms of bulk 1 sack = 10 stones = 100 soaps = 2500 cash
3. Inv = 7+ Str in Stones or one packed sack (10 stones)
   a. -1 penalty for every stone above that limit
4. Deciding on treasure value depends on a d100 roll, rough idea, or charisma test (to appraise) - GM decides
5. Treasure is heavy
   a. Every Descriptor of treasure adds value to the treasure but also adds a "sack" of size
   b. You can cut away 1d6 + level percent of treasure in a single turn. Doing so reduces value of the treasure by 10x the amount hacked away (e.g you can hack away an easy 5% of the value that you can carry easily but that drops the value of the treasure by 50%) **very cool mechanic**
6. Every week of travel:
   a. Remove 1 sack of supplies
   b. Roll for misfortune (different hero tests each week)
   c. Check what encounters happen
   d. If you didn't fight/flight you can "long rest" that week
   e. Check to see if you arrived at your destination
   f. Make a test for discoveries at a destination
7. What happens when they spend extra days doing something?
   a. If they eventually equal a week, you do step 1-3 (supplies used, misfortune, encounters)
8. If a caravan slows down- tally an extra day for each week for each thing that slows it down (encumbrance, sickness, slow vehicles, heavy stuff)
9. If a caravan i smounted, exceptional guide, exceptional steed, yuou can decrease the tally - however it cannot travel faster than the minimum speed (such as 1 week) between locations
10. When the caravan stops they can
    a. Forage
    b. Care for eachother
    c. Set an ambush
    d. Study an artifact
    e. Hide the camp
11. Stopping at a destination
    a. Explore the destination
    b. Pay expenses
    c. Buy and sell
12. Misfortune roll- high rolls give good outcomes

a. This is a VERY interesting table

D20	GENERAL TRAVEL MISFORTUNE AND MISERY
1	Horribly lost (-1 week).
2	Contracted a debilitating disease (-3 stat points).
3	Drought-afflicted land without fodder. Each animal needs a sack of supplies. Starvation follows if there is not enough.
4	Vicious food poisoning (-1d6 Life), humorous side effects.
5	Floods wash away road (-1d4 days).
6	Contracted a loud, attention-grabbing cough (need medicine).
7	Storm blows away loose items, soaks documents (-1 item).
8	Weevils or dust rats get into supplies (-1 sack).
9	Pack animal wanders off (-1 day or -1 animal).
10–11	A piece of equipment has worn out (useless until repaired in town).
12	The road is dusty, long, and dull. Boredom grows.
13	The road is exhausting but ... hey ... wait ... what's that? A risky gamble to acquire some unexpected resources? Spend 1d6 Life to attempt a moderate test to gain 1d4 supplies.
14–19	The road is arduous, but due to good packing and a few travel games, it is manageable.
20+	Your understanding of the steppes grows, advance one step towards acquiring a UVG wilderness skill, like Mule Whispering, Steppeland Protocols, or Storytelling.

b.
c. The roll is modified

MISFORTUNE MODIFIERS
The referee can provide a bonus or penalty to the roll.

EXAMPLE CARAVAN CIRCUMSTANCES	MODIFIER
Took every precaution, blessed by local god-analogues.	+4
Experienced guide, good equipment.	+2
No maps, poor equipment, in a rush.	-2
Woefully unprepared, panicked flight, lost.	-4

CHARISMA AND FORTUNA

A character can spend one point of Charisma to re-roll their misfortune. The concept of Charisma comes from Ancient Greek, where it referred to grace and bestowed by capricious deities. This wasn't some approximation of "sex appeal" or "leadership potential." This was straight up divine favoritism. A hero could be a complete dirtbag but her divine mother had dipped her in god ju-ju and given her teflon skin. Others got the plague, she was untouched. Others got scarred, she glowed with beauty and grace. Classical Charisma is utterly unfair which is why it works so well as a proxy for luck.

d.

e.   When searching destination for discoveries, allow 5 or less

DISCOVERIES NEAR YOUR DESTINATION

D20	RELEVANT TEST (USUALLY THOUGHT)
1	Nothing but blank stares, but 1d6 days after leaving, the heroes get to experience an honest-to-goodness bonus ambush encounter.
2–3	Nothing interesting nearby, but [-] on the next encounter check.
4–10	Dust and haze and broken dreams, that is all.
11	Nothing here, but there's this amazing place near the *next* destination.
12–15	The locals mutter and nod, ah. A visitor. Another foreign "discoverer." Note down one discovery.
16–19	In the silences. In the gaps in conversation. In the forgotten words there is a map. Two discoveries.
20+	The locals no longer read the old manuals or the old stelae in the crypts of their founders, but here is a dark clue. Three discoveries.

f.