

IMPROVED TRAVEL

This cheat sheet is based on The Angry GM's article *Getting there is Half the Fun*. Read that before using this page.

SET UP FOR TRAVEL

1. Determine **Time** for each possible path of travel. Distance is measured in days, not miles.
2. Determine **Danger Level** for each possible path of travel.
3. Determine **Navigation DC** and **Resource DC** for each possible path of travel.
4. Determine **Discovery Level** for each path of travel.
5. Have party choose a path for travel.

TIME

Pace	Consequences	Distance
Slow	Advantage to Perception checks. Disadvantage to be perceived or tracked. Advantage on Navigation checks. Forage with no penalties.	2/3
Normal	Straight rolls to Perception checks and being perceived or tracked. Disadvantage to forage.	1
Fast	Disadvantage to Perception checks. Advantage to be perceived or tracked. Disadvantage on Navigation checks. No opportunity to forage.	1 1/3

Advantage and Disadvantage can be replaced with +4 or -4 respectively.

DANGER LEVEL

Level	Description
1	Relatively safe, civilized region or a barren, desolate region
2	A dangerous frontier or a wild forest
3	Enemy territory
4	Regularly patrolled, extremely hostile territory
5	The sort of terrain which is filled with monsters that are actively trying to destroy all intruders and can detect the intruders with supernatural means

NAVIGATION AND FORAGE DIFFICULTY

DC Navigation	Forage
5 Farmland	Farmland
10 Flatlands, Grasslands	Lush forests, meadows
15 Forests, Jungles	Grasslands, Jungles
20 Mountains, Deep Jungles	Mountain Ranges
25 Desert, Tundra	Desert, Tundra

DISCOVERY LEVEL

Level	Description
1	Within a day's travel from a city or town
2-3	Off the beaten track
4	An ancient area

A DAY OF TRAVEL

The instructions below outline how to run a single day of travel.

SETUP THE DAY

Determine Pace. The party informs you of the speed they wish to take. This can vary between each time period.

Determine Encounters. Roll 6d6. Each die corresponds with a time of day: Morning, Afternoon, Evening, Dusk, Midnight, Predawn.

Each die that is the Danger Level or lower is one potential random encounter for the day. Assign it to a time of day.

Danger Level determines maximum encounters for the day.

Determine Discoveries. Roll 1d6. If this number is equal to or below the **Discovery Level** for the path of travel, the players will come across a discovery this day.

PLAY OUT THE DAY

Play out the encounters for the day. If the party short rests after a fight, don't worry about tracking that in terms of distance covered.

MAKING CAMP

Determine Location. If the party has not been following landmarks or set paths, have the party's navigator roll a Survival check against the **Navigation DC**.

Determine Distance Covered. Pace determines how far the party got, so log 2/3, 1, or 1 1/3 days accordingly. If the party stopped to investigate a discovery, subtract 1/3 of a day. If the party spent all day on the discovery, or did something unexpected, log no travel or use your best judgement.

Determine Rations. Have every member of the party make a check against the **Forage DC**. If someone fails the check, they must consume rations from their supply (1 pound of food). If every member of the party fails the forage check, the party failed to find a clean water source and everyone has drained their waterskin and will start dehydrating until they find a water source.

PLAY OUT THE NIGHT

Play out the encounters for the night. If the long rest is interrupted by a fight, it may impact on the next day's travel. A long rest is two consecutive parts of the day.

BEING LOST

When the party makes camp, log zero progress and roll a check for the navigator. If this check succeeds, the navigator will recognize that the party has become lost the next morning as the party is starting to set out. Otherwise, the party will just continue to make no progress every day.

Once they realise they are lost, it is up to the party to decide how to get back on track by looking for landmarks or trying to backtrack. At this point they are on a new path and are no longer considered "lost".