



THOSE WHO WANDER

By G.F. Duthie

5TH EDITION

Dive deep into the unexplored wilderness in this variant rules supplement for the world's greatest roleplaying game

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THOSE WHO WANDER



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HO THERE WANDERER!

Welcome, and thank you for your purchase of this tome! When it comes to getting from Point A to Point B, in Dungeons & Dragons, it's usually been a matter of deciding to go there, and just showing up.

This book then, is for those who wish to be a bit more discerning and excited by their journeys, inside you'll find a myriad of tools, monsters, mounts, player options, new equipment and more that will help spice up your long walks. Just always remember - **sometimes the trip matters as much as the destination!**

ONCE UPON A TIME...

Travel as laid out in the Dungeons and Dragons *Player's Handbook* is based almost exclusively around random encounters, meaning that combat quickly becomes the focus of travel.

Unless designed specifically to give the experience of wandering a costal forest or a baked wasteland, every trip becomes a series of fights, broken up by the occasional "flavor" encounter.

In prior editions of Dungeons and Dragons, this was typically solved with a "hex crawl" where the contents of each map would be lovingly designed and laid out by the Dungeon Master prior to the game's beginning, essentially making the over world an especially large dungeon to navigate and explore.

The problem with that is it's not very evocative of the great travelogues of fantasy fiction; *The Lord of the Rings*, *The Seven Voyages of Sinbad*, *The Record of Lodoss War*, *The Hobbit*, Terry Brooks' *Sword of Shannara*, *The Odyssey*, and to a lesser extent, the adventures of heroes such as Conan the Cimmerian or Fafhrd the Tall and his loyal friend, the Grey Mouser.

Their travels are often fraught with peril, but seldom is danger simply the enemies they find along the route; nature itself often plays both friend and foe to adventurous souls.

WHAT IS THIS FOR?

Those Who Wander is a variant ruleset intended for use with the 5th edition of the Dungeons and Dragons Role Playing Game as an expansion and addition to the base game's Hour-By-Hour travel mechanics.

Inspired by the Hex Crawl maps of old, as well as Cubicle 7's excellent *The One Ring* Roleplaying Game, *Those Who Wander* is designed to give player characters expanded options in navigating the spaces between dungeons and towns, while allowing the Dungeon Master to shape their journey without the need to detail it in exhaustive degree ahead of time.

If you used to love the hex-crawling adventure maps of old, or even if you're just looking for a way to spice up the trip to your next dungeon, make Rangers have a bit more 'oomph' or have an excuse to crack into some of the lesser used sections of the *Monster Manual* then you have come to the right place.



PART 1: THE WILDERNESS SURVIVAL GUIDE



CHAPTER 1: THE TRAVEL SYSTEM

The mechanics for travel in the core rulebooks of Dungeons and Dragons 5th Edition are deliberately split for the players and Dungeon Master's use.

For simplicity's sake, an overview, as well as references to find the standard rules, is included here.

The *Player's Handbook* describes how the party informs the Dungeon Master of their expected pace; ranging from slow to fast, as well as discussing Forced Marches, speedier methods of travel, the effects of difficult terrain and a table of the marching speeds of your average group, as well as the rules concerning activity while traveling. All of this information may be found in greater detail on page 182.

The *Dungeon Master's Guide* discusses rules on types of environments, a table to determine the weather and temperature, particular menaces that the heroes could encounter, as well as rules for high altitude, foraging, and getting lost; all of this can be found on pages 106-112.

This book rarely changes these rules, rather expanding on them - unless a specific reference is made to an official Dungeons and Dragons product, use the rules provided here.

When travelling, the party makes decisions in this order;

- The characters determine what actions they will take.
- The party determines the route they intend to take to their destination on a hex map.
- The party determines its marching order.
- The party is asked to make a travel check.
- The party resolves the results of any actions.
- Hardships or Windfalls occur.
- The party moves to the next interval of their trip, changing any character's tasks if they choose.

Those Who Wander is best used with a hex map anywhere in the 3 or 6 to 300 or 600 mile hex range to allow the party to set their own routes, as well as providing the DM with essential topographic information.

When it comes to using this sourcebook, all travel revolves around an important roll called "A Travel Check"

THE TRAVEL CHECK

All sorts of things can make a trip an unpleasant or painful experience without even needing an orc to threaten you; a rock in a shoe, muddy ground, even something as simple as an overcast day laying a depressing pall over the travelers.

These difficulties are represented in a travel check. Travel checks are an example of a variant rule from the *Player's Handbook*, namely "Skills With Different Abilities". Since every skill check is essentially an Ability check with a bonus, sometimes you can mix them up and match them. A travel check is a Constitution check made individually by each character.

Characters with Survival can add their Proficiency bonus since, being acquainted with the wilderness makes the trip easier; like knowing how to avoid getting wet shoes, or what plants are safe to touch.

There are a number of ways to make this check simpler for the travelers; since the players set their own route, they determine the difficulty of the travel checks they're likely to encounter.

Another way is for one of the PCs to choose to take disadvantage on their own travel check in order to give advantage to a fellow by using the "Ease Burden" Action, and the benefits of a fine mount are many, especially when it comes to travel checks.

The other important concepts that you'll need to understand are Hardships, Windfalls, Vigor and Misery. Each is discussed in its own section but for now the important thing to know is that Hardships and Windfalls partially replace the typical random encounter table.

TRAVEL ACTIONS

When moving overland, there are a lot of things to be done to make sure you have a safe trip; these are the travel actions, and most of them are derived from the "Other Activities" found in the *Player's Handbook*.

While performing a travel action, the character is devoted completely to that task; a PC can attempt several actions at the same time, but any checks associated with them will be made with disadvantage due to their distracted focus.

This means that, for example, a character that is busy scouting cannot also be foraging unless they are willing to take disadvantage on their stealth checks as a scout, and their survival checks as a forager.



SCOUT AHEAD

A scout is the party's safety net. They move ahead of without necessarily being with them during travel; their purpose is to ensure less that the party is unsurprised and more that they can avoid some of the dangers of their way.

Because of the inherent need for stealth, characters like rangers and rogues make excellent scouts - rangers in particular for their ability to move stealthily even while keeping pace with a moving party thanks to their **Natural Explorer** class feature.

Several characters may scout while the party moves, but past a certain point, they become another group of travellers. Sometimes there are just too many people with you not to be noticed. Ask your DM what they feel is reasonable.

Scouting characters are in a unique position; they are the only characters who may perform a "Bypass" Bonus action.

NATURAL EXPLORERS

Rangers and characters with the Outlander backgrounds in particular require some tweaking in order to function properly with **Those Who Wander**.

- Rangers now may become lost, including by mundane means, but they make all navigation and travel checks with advantage.
- They may always act as a lookout, even while engaged with other actions at no penalty.
- Any food they find while foraging is doubled.
- They may prevent difficult terrain from affecting their party, though only while navigating.

Characters with the Outlander background feature gain advantage on all navigation checks made in a region they've travelled through before, regardless of whether they possess a map or not, and may choose when foraging either to roll as normal, or, automatically succeed on checks of DC 14 or less.

Those Who Wander is compatible with Unearthed Arcana's Revised Ranger.

LOOK OUT

When a character is acting as a lookout, they are the party's eyes and ears, keeping aware specifically to notice trouble. Lookouts can be anywhere; in any rank, riding in the back of a cart, or hiding behind the fighter on his horse, anywhere that they can warn the party around them of something sneaking up on them.

Characters who are 'looking out' are the only PCs who don't take disadvantage on their

Wisdom (Perception) checks if the party is traveling at a faster pace; they may even ask to use their active perception any time during travel, subject to the Dungeon Master's approval of course! If a lookout manages to beat the DC of any encroaching danger by five or more, they can warn those around them in their marching rank, preventing an ambush.

This vigilance comes at a cost though! With the exception of a character who is scouting, if a player character is preoccupied with any other task, they are simply too busy pay attention as an effective lookout. This includes all other travel actions, including bonus actions.

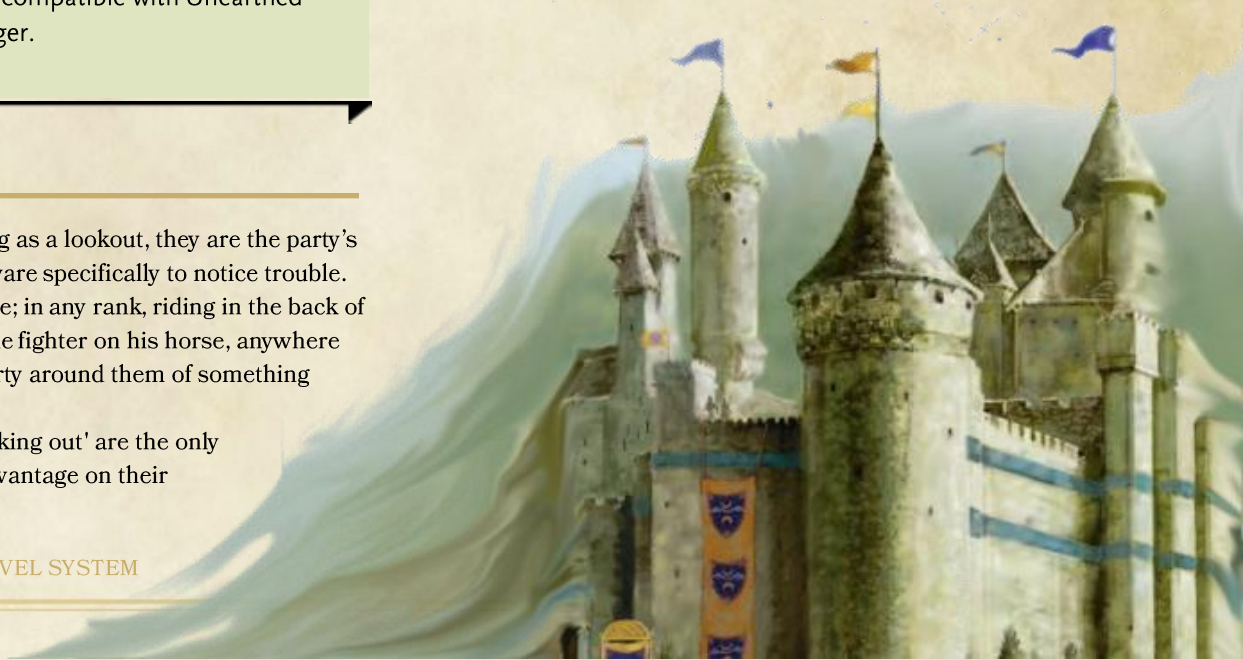
Other characters not only take a -5 penalty to their Wisdom (Perception) as normal when traveling at fast pace, but if preoccupied with any other task, make all active Perception checks with disadvantage.

NAVIGATE

It's a given that when going somewhere, one should know where they're going. Navigation functions much as it does in the *Dungeon Master's Guide*, with a few key differences. Only a character with proficiency in Wisdom (Survival) or Intelligence (Navigator's Tools) may attempt to navigate without a map or a major landmark, such as a river or road, to follow. Following a major road can give advantage on travel checks.

Attempting to chart a course without these skills causes a character to become automatically **Lost** (see page 13) and even characters proficient with Survival must roll with disadvantage when in lands unfamiliar to them if they are without a map or directions. Only a single navigation check is made; the Dungeon Master tallies the bonuses of the primary navigator and rolls in secret; if the navigation check has failed, the party has become lost; worse still, if the roll failed by 5 or more, the DM should not tell the party of their mistake; they'll need to figure out they are lost when they fail to arrive at their goal.

Only navigating characters may track other creatures, effectively substituting their navigation roll for a tracking roll. A party's route is set it unless they use the Reroute action while travelling or resting.





VARIANT: UNKNOWN TERRITORY

Typically when setting their route, players get to know the difficulty of their route - this lets them choose to go for speed over safety for example. Sometimes though, you can't really know what the terrain's going to be like until you arrive there; in these cases, it's appropriate to keep the difficulty of the terrain from the players; unmapped jungles and terrible wastelands are good examples of this. If the DM wishes to put more of a focus on the value of maps in their campaign, they can require that the PCs find a local map or guide in order to know the DC of the next stretch of terrain they'll pass through.

FORAGE

Every man has to eat, and even more so in the wild. Since a party can't reasonably expect to bring enough supplies for a wilderness excursion with them, some members of the party will need to forage for the bounty of the wilds.

In *Those Who Wander*, foragers function as stated in the *Player's Handbook* and *Dungeon Master's Guide* with a few changes. Foraging characters are treated much the same as scouts, in that they are separate from the party, and they cannot benefit from effects which apply to the party while traveling, such as a paladin's **Aura of Courage** or a ranger's **Natural Explorer**, unless of course the ranger and the paladin are the ones foraging!

Foraging is a Wisdom (Survival) check, with the amount of returned provisions based on the terrain the characters are passing through - each kind of terrain will state an appropriate amount of forage for that terrain, but the Dungeon Master is encouraged to use their own judgement. More details about foraging can be found on page 111 of the *Dungeon Master's Guide*.

FORAGING DIFFICULTY

Availability	Difficulty Class
Abundant Food and Water	10
Limited Food and Water	15
Very Little Food and Water	20
No Food or Water	30

BONUS TRAVEL ACTIONS

Other than the major travel actions of Scouting Ahead, Foraging, Navigating and Looking Out, much like how in combat, Bonus Actions can supplement attacks and movement; there are bonus actions for travel.

Some of these are derived from extant actions in the *Dungeon Master's Guide*, but others are entirely unique to *Those Who Wander* and are meant to give particular options in how to engage with the travel system.

To detail each completely, all of their effects are listed here, though several make references to mechanics that have not yet been detailed, and will be covered in later chapters.

REROUTE

During travel a navigating character can attempt to change the party's described route, redefining their path along the travel map (see page 7).

Rerouting can only be performed during a short or long rest; though this also raises the DC of the party's next navigation check by 5.

The essential purpose of the Reroute action is for a travelling party to change the DCs of their travel checks, or shave days off their route without having to increase their pace while a Bypass is for the purpose of avoiding a single Hardship in the road

BYPASS

A scouting character may choose to Bypass a Hardship, if the party has encountered a Hardship, roll a difficult check of the DM's determination based on the situation, such as a stealth roll to escape the notice of a band of troglodytes, or a perception check to notice an alternative route. If the PC is successful they force the DM to reroll on the Hardship Table, and choose which of the two results they would rather face.

PLAN AHEAD

One character may, if proficient in Nature or Cartographers Tools, make an Intelligence [Nature] or Intelligence [Cartographer's or Navigator's Tools]. The DC is the 5 plus the highest Travel DC the party's route will take them through in a given day.

If successful, the planning character applies his proficiency modifier as a bonus to travel checks for the group that day.

RECUPERATE

Recuperation and Relaxation can now be used to recover after a long trip, removing the effects of Misery as well as restoring all Vigor. The ill effects of an unpleasant journey disappear after a single day's rest in appropriate surroundings.

DRAW A MAP

If the party is not lost and maintaining at least a medium pace they can attempt to make a map of the route they've been travelling through; making a worthwhile map is no mean feat however!

To make a map the character needs proficiency with Cartographer's Tools; anyone without this proficiency can only make a poor map. Making the map itself is an Intelligence check, with a DC equal to the region's navigation DC, +1 for every 10 miles it covers. If the character succeeds by 10 or more, they've not only managed to make a useful map, they've made an excellent map of the region.

If the party becomes lost at any point during his map making, this check fails automatically, rendering the party's map flawed and not particularly useful.

EASE BURDEN

A character may take disadvantage on their Travel Check to grant another party member advantage on their travel check for the same Interval.

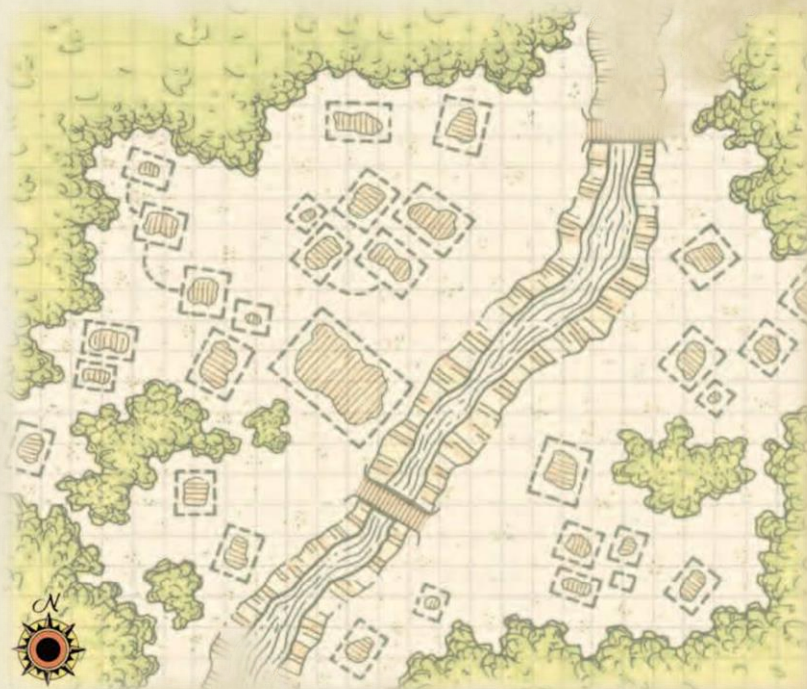
Characters that are in separate groups from each other, such as foragers or Outriders cannot ease each other's travel.

RAISE SPIRITS

In absence of any comforts, any one character may attempt a Raise Spirits action at any time while camped.

Doing so is a Performance, Persuasion, or Religion check with a DC based on the terrain, with advantage or disadvantage based on the party's recent luck. Success means each member of the party can allow 1d4 points of vigor to be recovered while camping.

Although failure has no penalty, failure by 5 or more will actually cause 1d4 lost vigor to the entire party.



How It All Works

The essential mechanic of *Those Who Wander's* travel system is what are referred to as “Hardships” and “Windfalls”. In a sense, these replace the typical “random encounter” table, though by design they’re more of an expansion upon them.

When a fight becomes inevitable, a random encounter table, such as those found in *Xanathar's Guide to Everything* becomes invaluable, and this book is completely compatible with the tables therein, but the true meat of *Those Who Wander* is the stuff that happens between the fights; the Dungeon Master is encouraged to devise the beats of their player's journey on the fly.

If you find this intimidating, don't worry, the tables used for Hardships and Windfalls are themselves designed to give a prospective Dungeon Master a plethora of situations and modular tools to shape to any situation, along with the example encounters provided in this book.

Windfalls and Hardships also give the player characters an encounter table they can interact with; letting them determine what scenarios they would rather encounter in the road, as opposed to leaving things in the hands of the Dungeon Master to fill their travels with set piece moments.

HARDSHIPS & WINDFALLS

When player characters make a travel check, sometimes the results of their checks cause Hardships and Windfalls; every failed travel check can cause what is referred to as “Vigor loss” (see page 17).

Any travel check that fails to meet the DC by 5 or more adds a roll to the Hardship table; the more times a party's members fail their travel checks by a degree, the more rolls on the Hardship table the DM makes for them. This is what shapes the encounter; More Hardship rolls increase the odds of a negative encounter happening, as well as adding more wrinkles to what precisely happens.

Natural results of 1 are always a roll on the Hardship table, even if somehow they aren't a failure. If a character who is alone failed enough to draw a Hardship, they encounter their Hardship alone, as noted above.

A long trip isn't all muddy boots and spoiled rations however! Sometimes a stroke of luck gives the party hope and makes for a more comfortable trip. These are Windfalls, the positive counterpart of Hardships. A Windfall occurs when one of the players rolls an unmodified 16 or higher on a travel check. If the face of the die itself reads 16, 17, 18, 19 or 20, it is a Windfall.

In the event multiple characters roll Hardships or Windfalls, combine them! Perhaps a gang of Orcs is busily digging up a cache of buried tools as a rainstorm looms overhead, threatening to turn the weather unpleasant.

This is how the Hardship and Windfall system aids the Dungeon Master; by combining several possible events, it creates a scenario the DM can mold together into interesting encounters as they need them.

THE TRAVEL INTERVAL

Much like standard random encounters, the DM will typically roll on the Hardship table once for each 'interval' of travel. Travel Intervals are how regularly the DM calls for a check.

Hours are the typical interval by which travel checks occur; a party moving at a medium pace can usually expect to cross a three mile hex in an hour, so the frequency with which travel checks occur is based on how dangerous the region is.

There are three “ratings” for an area, depending on how danger-filled it happens to be; Icewind Dale or Neverwinter are a much less pleasant journey than Hillsfar or Cormyr, yet both they and the Anauroch Desert are a less dangerous trek than Barovia or the forests of J.R.R. Tolkien's works.

DANGEROUS TRAVEL

Intensity	Interval
Savage	Once Hourly
Untamed	Twice an Adventuring Day
Civilized	Once every 24 Hours

These would be Savage wildernesses, brimming with terrible creatures, poisonous streams and wandering ghosts; while the Anauroch is a more naturally inhospitable terrain, it's also very desolate and overall less filled with actively dangerous and hostile threats, making it an Untamed land rather than a some Savage terror.

Interval lengths range from hourly, to twice in an adventuring day, to once a calendar day (effectively once every three adventuring days).

An “adventuring day” is the assumed “day length” as mentioned in the *Player's Handbook*; 8 hours of continuous exertion, though travel assumes the players will take two short rests of an hour each if they're not rushed. For every interval that passes, the characters make a travel check.





CHAPTER 2: NAVIGATION & TERRAIN

Pacing in *Those Who Wander* is much as it is in the standard 5th Edition rules, with some minor differences; in addition to its other penalties, moving at a fast pace also forces disadvantage on travel checks, given the unforgiving rate the party is keeping. Conversely, taking things more slowly allows the entire party advantage on travel checks.

THE BENEFITS OF RIDING

For thousands of years, horses have been the most popular method of transit for men and women throughout the world; and for good reason! They're sturdy, quick, and if treated well, boon companions.

Because of that, horses have a few major upgrades, most of which are described in "Improved Mounts" section, but where the travel mechanics themselves are concerned, there are two big benefits; speed and endurance.

For ease's sake, horses, ponies, riding dogs and any other "riding" creature are all similar in terms of gait and speed outside of battle, and are used as the basis for the table of mounted travel speeds, though some exceptional creatures may be swifter - such rare and fine mounts should be rewards unto themselves...

GAIT & MARCHING SPEED

Mounts move at a 'gait'; essentially their movement speed, but in this case named to differentiate it from humanoid walking speeds. At even their slowest gait, a good horse can easily **Walk** 4 miles an hour without becoming tired. In fact, for horses and other riding creatures suffering from exhaustion, moving at a walking pace can be treated as rest for the animal, though not the rider.

Above a walk is a **Trot**. A horse can comfortably trot all day without becoming exhausted, and is comparable to a humanoid's medium pace; although, riding a horse, their "medium" is twice as fast as an unmounted man.

Thirdly is a mount's **Canter** speed. A canter is the fastest typical gait for a horse, since it can't maintain it for long; the rate of travel given as "canter" on the table below actually isn't - a canter that is.

In real life, a horse, and by extension most far-ranging pack animals, can't actually full out run for long periods of time and will typically alternate between a canter, a trot, and short periods of walking to rest so as not to exhaust itself.

This is a certainly very tiring for the horse, and rider alike, and thus travel checks made while mounted on a cantering horse apply Disadvantage. This is also something of a pain for the player so for ease-of-use, the speed of a horse alternating between gaits to maintain a cantering speed is averaged to 12 miles an hour.

Above even a canter is a horse's **Gallop**. A horse can only maintain a gallop for an hour, and typically is usually used in response to danger, but it doubles the horse's canter speed; with fresh mounts every hour a rider can cover hundreds of miles, though riding at a full gallop will quickly exhaust even the stoutest horse.

A horse must make a Constitution save at the end of every travel interval it has been made to gallop. The DC for this save starts at 10, and increases by 5 for every 30 minutes of sustained galloping. The cost of speed is high; regardless of success or failure, the horse gains a level of exhaustion. If it fails its save, it gains another, with an additional level of exhaustion for every five it failed the save by; it is entirely possible for a traveler to ride their horse to death.

MOUNTS & TRAVEL CHECKS

Speed isn't the only thing to be gained from taking a ride; with the exception of saddle-sores, riding is inherently easier on the rider than walking proves to be, and is less prone to making travel difficult for the prospective adventurer.

While riding on some variety of mount, the rider may substitute their mount's Constitution modifier for their own when making travel checks. If your mount lacks a Constitution score, (as with some magical mounts like flying carpets) assume that its score provides a +2 bonus.

Note that the horses and other mounts in the *Player's Handbook* and *Monster Manual* are comparatively weak, especially lined up against monsters! Many of the varieties of horses included in *Those Who Wander* feature improved survivability and utility over their counterparts.

Pace	Minute	Hour	Day	Notes
Slow	200 ft.	2 mi	16 mi	Able to use stealth, advantage on travel.
Medium	300 ft.	3 mi	24 mi	-
Fast	400 ft.	4 mi	32 mi	Disadvantage on travel checks, -5 to navigation rolls and Passive Perception
Walk	600 ft.	4 mi	34 mi	Able to use stealth, advantage on travel, mount may rest.
Trot	900 ft.	8 mi	64 mi	May use mount's constitution for travel checks.
Canter	1200 ft.	12 mi	96 mi	Disadvantage on travel, -5 to navigation rolls and Passive Perception.
Gallop	2400 ft.	24 mi	-	Causes exhaustion, could cause additional levels of exhaustion to the horse.

GETTING LOST

Getting lost is a concern everyone has had to deal with at some point; but when the place you happen to be lost in is filled with monsters and wild animals, this is something more of a danger than in our everyday lives.

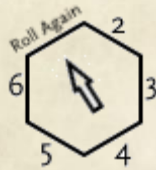
Navigation from the player's perspective is described under the Navigate action on page 7. The party needs some tool to navigate with; whether a map, some intimate familiarity with the terrain itself, or even just the ability to see the moon and stars.

During every travel interval, a roll is made; this roll is secret, though depending on the preference of the players and the Dungeon Master, the navigator could make this roll himself, but that has the obvious flaw that if he and the party should become lost, they'll know immediately!

Not every place is going to be easy to get through; to those who aren't from one, a swamp is a maze, and a forest a puzzle. Every variety of terrain has a different travel DC, as well as a navigation difficulty and weather can affect the struggle of getting your bearings.

If the party should become lost by failing a navigation check, the DM moves the party 1 interval in a random direction, other than the direction of the party's goal. A good way to settle this is to assign a number to each face of the hex the party is currently in and roll a six-sided die.

When the party is aware of being lost, don't give them a precise hex to reference; refer to a general area. A party gets their bearings again if they make a successful navigation check at the original DC +5.



PLACES TO SEE

Nothing quite shapes a journey like the land it covers. Sweeping vistas of snow-capped mountains, tree and vine covered towers of stone, standing above valleys filled with living creatures and terrible dangers, even vast and harsh deserts, filled with shifting sand and beasts from out of time and nightmare.

While inspiring, description does rather little to truly make a wandering adventurer feel the oppressive heat of a cruel sun beating down upon him, or the chill of an arctic breeze that steals the breath from her lungs.

This is why obstacles have a mechanical effect; in the *Dungeon Master's Guide*, weather and dangerous environments largely work by a "best judgement" system, based on a few simple types of wilderness-based obstacles and dangers with a few tables to give a DM ideas for building their own.

Those Who Wander bases itself around several different types of Terrain, designed to be abstractions of many different kinds of natural locations. Their closest equivalent environment from the *Dungeon Master's Guide* and *Monster Manual* along with suggestions concerning the typical Travel

difficulty of each location, varieties of common weather and natural hazards, the Vigor loss associated with hazardous terrain (see page 17) and the difficulty of foraging for the region is listed in the table on the next page.

Some locations could be significantly fouler or fairer than their terrain type would suggest though; a forest corrupted by evil and filled with drow or orcs is far more dangerous, and has a higher travel DC than one inhabited by unicorns and elves for instance.

FOR EASE OF USE

By using *Those Who Wander*, there may end up occasions where one group of adventurers is lagging behind, or able to move ahead of their party; trying to calculate several movement speeds is an invitation to a headache, as well as a split party, without a lot of return on fun for anyone, except a math fanatic. To make it easier for yourself and your players, consider the following about a party's pace;

Where it matters to an individual character, pace is less about the miles traveled, and more about the penalties it incurs, so have your party move at a pace everyone can keep up, if they've got the time to wait for others.

As an example, if your party is traveling through heavy snow, slowing the group's foragers, but not everyone in the main group, suggest the main group keep a slow pace, while the foragers double time; the overall speed of the group is the same, but the party is still able to take advantage of their leisurely pace with advantage on their travel checks.



TERRAIN

Terrain	Environs	Navigate	Travel	Forage	Failure	Notes
Coast	Costal	5	11	Abundant	1d4	-
Plains	Grassland	10	5	Limited	1d4	-
Grassland	Grassland	5	5	Abundant	1d4	-
Flying	-	5	10	Very Little	1d6	High Altitude, Nighttime travel incurs Extreme Cold
Forest	Forest	15	11	Abundant	1d4	Nighttime travel does not improve Navigation
Ocean	Underwater	Varies	11	Varies	1d6	See sidebar <i>Oceanic Adventure</i>
Hills	Hill	10	12	Limited	1d4	-
Mountains	Mountain	15	13	Limited	1d8	High Altitude, Nighttime travel incurs Extreme Cold, Difficult Terrain.
Jungle	Jungle	15	14	Abundant	1d8	Diseased, Extreme Heat, Stifling Climate, Difficult Terrain
Badlands	Desert	10	14	Very Little	1d10	Daytime travel incurs Extreme Heat
Swamp	Swamp	15	15	Limited	1d12	Diseased, Overcast, Stifling Climate
Desert	Desert	10	16	Very Little	1d10	Nighttime travel can incur Extreme Cold; Daytime Travel incurs Extreme Heat, and can cause Flash Burn.
Tundra	Arctic	10	17	Very Little	1d10	Extreme Cold, Nighttime travel increases the DC of Extreme Cold by 5, Arctic
Snowfield	Arctic	10	16	Very Little	1d10	Daytime travel can incur Flash Burn, Nighttime travel increases the DC of Extreme Cold by 5, Difficult Terrain. Arctic
Underdark	Underdark	20	18	Varies	1d10	Potentially any except precipitation.
Underwater	Underwater	20	18	Varies	Varies	Drowning, depth can incur Extreme Cold in addition to dealing 1d6 bludgeoning damage every 5 minutes of exposure.
Wasteland	Desert	15	20	None	1d12	Nighttime travel incurs Extreme Cold, Daytime travel incurs Extreme Heat.

Each type of terrain either roughly or exactly corresponds with an environment described in the *Dungeon Master's Guide*, such as Forests, though others, like Tundra have been split into multiple varieties of terrain.

The reason for the differences here has less to do with the monsters that live in them, (a young remorhaz is likely to be as equally comfortable in a snowfield as a tundra) and more to do with the experience of the adventurers.

To the eyes of your average traveler, making way through a blank white expanse of endless snow atop a mountainside is going to present very different challenges and troubles than would crossing a flat, barren and cold steppe, filled with wandering barbarians.

In some cases it might prove appropriate to combine the traits of certain terrains; perhaps your mountain lies in the midst of a terrible, baking desert, one that combines the worst aspects of mountain climbing with the worst parts of travel through a broken wasteland.

WEATHER AND OTHER THREATS

Your average sunny day is fairly benign, and a quick shower of rain will seldom cause any lasting harm, but between the various dangers of arctic cold or sudden desert sandstorms, what may have already been a difficult trip can suddenly turn deadly.



Each type of terrain has a series of notes concerning the kind of dangers and weather that characterize the region. Many of the environmental hazards presented in the *Dungeon Master's Guide* are listed here along with new methods to counter these natural perils, in addition to the new problems designed for adventurers to grapple with.

Always remember! Environments and Terrain types are a tool to use however you see fit. The listed Terrains and their stats are a guideline, presenting the most typical possible example of each type of region. Not every kind of weather or possible problem will necessarily crop up so just use what makes sense and seems the most exciting.

VARIANT: OCEANIC ADVENTURE

Ocean travel is something of a special case; as stated in the *Dungeon Master's Guide*, the party's pace doesn't affect it, nor do many of the typical travel hazards apply. Plenty still do, however, and while not designed for it, this system can work with sea travel if the DM chooses not to render it as a montage.

Seasickness may plague the party for instance, or their travel checks could relate to getting their "sea-legs" while dangerous Ixitxachitl plot to attack them from below. Sahuagin and Kraken might beset the ship during a violent storm, or the party could be run aground on a coral reef - in short, use your imagination!



HIGH ALTITUDE & GALE FORCE WINDS

Much like Extreme Heat, Strong Wind and Gale Force Winds are unchanged from their versions listed in the *Dungeon Master's Guide* and can be found in greater detail on page 110 therein.

EXTREME COLD

As described in the *Dungeon Master's Guide*, Extreme cold incurs hourly constitution checks to avoid exhaustion, while immunity or resistance to cold have the power to ignore the hypothermic conditions.

In *Those Who Wander* even cold resistance will get you only so far. Even a resistant traveler will succumb to a freezing death without proper cold weather gear. Cold weather gear, snowshoes, and the like all can help, and can be found on page 24, under “New Equipment”. After longer periods than 8 hours of exposure to the cold, even cold resistance will fail, providing no benefit against the cold weather, though it will function normally otherwise.

DISEASED

A diseased environment isn't necessarily one that's particularly unclean, or even unhealthy, although it certainly can be! Ranging from malaria-infested jungles to parasite ridden swamps, or even some particularly insalubrious places like abandoned sewers, diseased locations are places that through exposure or new strains on unusual illnesses run the danger of getting a traveler sick.

For every hour in a diseased terrain, the *Dungeon Master* should roll a six-sided die for a random party member. On a

three or less, they've encountered the vector for some disease of the *Dungeon Master's* choice, which now they'll need to deal with. Perhaps a suppurating case of Sewer Plague, Sight Rot or Leprosy has befallen the poor hero

In addition to the diseases listed in the *Dungeon Master's Guide*, a later chapter of *Those Who Wander* offers a selection of plagues with which to afflict your heroes.

Of course, sick party members can be a situation rife with opportunities to milk story and character interaction from;

VARIANT: LAND OF PESTILENCE

The Jungles presented in the terrain table are, in a word, “pulp” jungles. Filled with violent tribesmen and terrible diseases, jungles typically featured in *Dungeons & Dragons* derive their pedigree from pulp literature of the early 20th century.

Like their forebears in *Conan the Barbarian*, or in a more specific case, Joseph Conrad's *Heart of Darkness* and the adventure *Tomb of Annihilation* they're meant to be adventuresome and action-filled rather than entirely ecologically correct.

In real life, the jungles of Africa and India genuinely were dangerous to foreigners, with afflictions ranging from malaria to dengue fever which prevented colonization as effectively as the locals themselves, though not nearly so ‘savage’ as mythologized in Western fiction; reality seldom is.

If this bothers you, feel free to ignore the “diseased” environmental threat, or reduce its odds. Otherwise, if you want your heroes to sweat (possibly literally) feel free to dial it up!

WEATHER

Type	Effects
Diseased	1-in-3 Chance hourly for a random PC to be afflicted with a disease.
Extreme Cold	DC 10 Constitution per hour or become Exhausted. Immunity succeeds automatically; resistance and proper cold weather gear do as well for time periods less than 8 hours.
Extreme Heat	Cumulative Con checks hourly if without sufficient water, starting at DC 5. Medium and Heavy armor, and heavy clothing gives disadvantage. Immunity and resistance to fire auto succeed.
Strong Wind	Imposes disadvantage on ranged weapon attacks and hearing Perception. Extinguishes open flames, disperses fog, and makes flight by non-magical means impossible.
Gale Force Wind	As Strong Wind, but flying debris will cause 1d8 damage to all characters per round who fail a DC 15 Dexterity save.
Overcast	Imposes a +5 difficulty to a navigation check for the area.
Mist	As Overcast, lightly or heavily obscured
Light Precipitation	As Overcast, adds an additional 1d4 lost vigor per travel check.
Heavy Precipitation	As Overcast, lightly obscured, disadvantage on Perception, extinguishes fires, causes 1d8 additional lost vigor per failed Travel check.
High Altitude	Each hour of travel is treated as two hours for the purposes of determining Forced Marches.
Sandstorm	As Strong Wind but flying sand causes 2d4 damage per round, applies disadvantage to all Perception checks, all terrain is rendered difficult, and the character must make a successful Athletics check to dig themselves out once the storm is over.
Flash Burn	For every interval without proper eye-protection, roll a DC 13 Con check or become temporarily blind for 24 hours.
Snowstorm	As Strong Wind, but apply disadvantage to all perception checks, all terrain is rendered difficult, and apply Extreme Cold every minute with a cumulative DC starting at 10. Cold weather gear or resistance gives advantage. Immunity ignores the Extreme Cold.
Stifling Climate	Humid hot air, a muggy environment, or simply some variety of unpleasant climate adds an additional 1d4 lost vigor per failed travel check.

perhaps their affliction threatens their life, driving the players to go 60 miles out of their way in order to save them with a rare tea, or find a wise old herb-warden who lives in the hills for a much needed cure.

FLASH BURN

More commonly referred to as “Snow Blindness”; Flash Burn is sunburn of the eyes; snow and white sand are both quite reflective, and on a sunny day, desert and a snow field alike could leave a wanderer blind.

For every interval travelling at Flash Burn conditions, every PC should make a Constitution save; failure blinds the unlucky soul for a full 24 hours. Snow goggles or similar protective eyewear can prevent or give advantage on this check. A helm with a visor is quite helpful as well, giving advantage against such checks.

EXTREME HEAT

Extreme Heat is much like its *Dungeon Master's Guide* counterpart; both are found in greater detail on page 110 of the *Dungeon Master's Guide*.

OVERCAST & MIST

In terms of its effect on the characters, an overcast day isn't much of a concern. In terms of navigation however, it could prove disastrous; for any navigation checks performed under an overcast sky, add five to the difficulty. A misty day is much the same in its effect on navigation, but it could additionally

grant partial or heavy cover to beings travelling through it, depending on how heavy the mist is.



PRECIPITATION

Covering everything from snowfall to rain, hail and everything in between, precipitation has all the navigation difficulties of an overcast sky, with the added effect of increasing the amount of vigor a traveler loses if he should fail his travel check. In addition to all vigor lost normally on a failed travel check, if the traveler is dealing with light precipitation of any kind, he adds 1d4 lost vigor to the total. If the storm should turn especially foul, it will even begin to extinguish normal fires, obscuring figures, giving disadvantage on perception checks, and increasing the lost vigor to 1d8 instead.

UNDER THE SEA

Much like travel on the sea, travel under the sea is something of a usual case. For most adventurers a trip beneath the waves would be both short and deadly. That said, a game may come up where your heroes may find themselves visiting sea-elf kingdoms, or fighting sahuagin hordes with a few Helmets of Water-Breathing and the DM may find herself wanting to spice up their undersea journeys. In this case, you may consider simply reskinning the terrain featured here, vast forests of kelp for instance, and applying the other features of submarine terrain described above.



SANDSTORMS & SNOWSTORMS

Representing one of the few cases where weather can cause physical harm directly, sandstorms and snowstorms remain as deadly as ever and thus remain unchanged from their *Dungeon Master's Guide* versions.

STIFLING CLIMATE

Distinct of pouring rain, a stifling climate isn't necessarily a case of Extreme Heat. In some fashion muggy, swampy or generally hot, humid and uncomfortable, this environmental effect is sort of a catch-all for many different kinds of "unpleasant climates", ranging from steaming jungle air to an especially hot or chilly day that doesn't quite dip into "life-threatening" yet, a stifling climate adds 1d4 additional lost vigor to every travel check; this can stack with precipitation.

VARIANT: VIGOR

Without a way to endanger a hero's life, the many little troubles of the road don't carry much weight. Exposure and starvation will kill quickly enough, but sometimes it's the little things that stack up; this is Vigor loss.

Like the *Player's Handbook* describes, above half, your character's total hitpoints represent a general state of wellbeing, invigoration, luck, and being "at their best", which is then driven down by brushes with death, general weariness, bruises and minor scrapes or cuts until a serious blow leaves them dying. In *Those Who Wander* these hitpoints are referred to as a character's "Vigor".

When a character loses vigor they lose maximum hitpoints from their total; if they were full or above what they would be reduced to by lost vigor, they keep their hitpoints, treating them as temporary hitpoints. Only PCs suffer vigor loss; Non Player Characters should instead express their feelings to the party in terms of interaction, rather than mechanical

disadvantage; they've got a hard enough time keeping up already.

THE BEATEN PATH

As an example of how vigor works, Arn the Paladin is at his full health of forty-eight hitpoints when he fails a travel check. Normally he'd write his hitpoints on his sheet as "forty-eight out of forty-eight".

After losing six points of vigor his maximum is temporarily brought down to forty-two! But, since he's not been hurt, he's just lost some of his capacity for feeling in his best condition, he still keeps the six hitpoints he'd normally have.

After he loses those six hitpoints to combat, he can no longer go above forty-two hitpoints until he has reached town and Recuperated, or recovered that vigor by some other means.

CREATURE COMFORTS

Vigor can be restored in a number of ways. The simplest is to reach a town, hostel or otherwise find camp in a place that allows for some recovery. Vigor can only be recovered with a long rest. There are plenty of things that are likely to cheer a weary traveler, and comfort an achy body. These are comforts, and comforts are the means by which weary travellers refresh themselves from the trouble of the road.

A comfort is, simply something the character finds pleasant and comforting. The subtle smell of raw sewage or muggy, sweaty air would disqualify one's conditions from being "comfortable" while standing on watch is seldom inherently "entertaining".

Each need be something genuinely comforting to a character; the hard and fast rule of what qualifies as meeting the conditions for comfort is that the fare being provided must be in some fashion better than the party would normally expect away from civilization.

If it involves a roll, to qualify is comforting it should involve a DC 15 (or higher) Ability check with some kind of tool proficiency or skill - a meal from an unskilled cook, no matter how lucky is seldom 'comfort food'. In general, there are five comforts that a traveler could find in the wilderness;

Good Food. Requiring better the tasteless gruel provided by spells like Create Food, or simple rations of hardtack and cold sausage, good food requires truly satisfying fare to be comforting. A gourmet meal created in a fully stocked kitchen by a skilled cook, or made using fine ingredients and Cook's Utensils (see Xanathar's Guide To Everything, Page 80) represent truly 'good' food, sufficient to overcome the wear of the road.

Warm Bedding. More than a cold bedroll, filled with mud and twigs, warm bedding means comfort in sleep. A hard cot is not "warm bedding" but a soft downy mattress or a comfortable mat of moss is. A warm barn, filled with hay, or a barbarian chieftain's comfortable tent, bursting with furs are all examples of warm bedding. To qualify, the place the party is choosing to sleep has to be more welcoming than just curling up alongside the road under a blanket.

Entertainment. A pack of cards and a brief conversation with your travelling companions are seldom enough to stave off boredom. While adventurers join their careers for excitement and danger, it can't be all adrenaline all the time. The presence of a skilled entertainer, such as a bard, or even an engaging dice game (such as those included in a gaming set) can all act as entertainment.

Clean Surroundings. To rest properly requires the party's camp to not be overwhelmed with rats or mud, enough that the character would feel comfortable lying on the ground. Rot, sewage, a subtle stink or other unsanitary hazards are the sort of things to avoid when setting up camp - not the least of which, they can often attract wandering monsters! But the mere presence of such repulsive things tends to make most people unhappy simply being near it - the last two of the five comforts largely focus around avoiding such things, but even an apparently clean forest grove can still carry the smell

of moldy leaves and carrion, so a clean place to rest could well be harder to find than one first assumes.

Comfortable Surroundings. Sleeping in a gravel road, soaked to the bone in a slimy cave or even just trying to fend off blood-thirsty mosquitos in a boiling hot jungle would all disqualify a place from being 'comfortable'. Generally this comfort is measured more by what isn't present than by what is. If there is something that would render a location unpleasant to reside, it is disqualified from counting as this comfort.

When taking a long rest, vigor recovery functions similarly to using Hit Dice for a long rest. The die rolled to recover vigor can be rolled with Hit Dice (as long as you can tell them apart!) and the size of the die is determined by the presence of particular comforts available to the party.

VIGOR RECOVERY

Comforts	Die
Any One	1d4
Any Two	1d6
Any Three	1d8
Any Four	1d10
All 5	Recuperate Action

IT'S TOO EASY!

By and large, characters should be able to recover Vigor fairly easily. As Dungeon Master you shouldn't prevent this, over much. At the same time, tension quickly leaks out if it becomes too easy. To that end, consider making comforts harder to come by. If the party is being entertained with a bard, have them make a Charisma (Performance) roll to amuse the party.

If their recent luck has been poor, and the adventure has taken a discouraging turn, perhaps the muse of inspiration comes more slowly to the performer and applies disadvantage to their roll, or the party's cook is unable to gather worthwhile fodder for the stew-pot. There are many ways to make a party's situation feel desperate and endangered...

RECUPERATION & ROLEPLAYING

The presence of all five comforts allows the character to perform a Recuperate Downtime action, given at least a day of time to do so, which allows them to completely restore all vigor without a roll. This does mean that recovery can be found even in the wilds by many means, and that in an inn or travel house of ill repute, comfort might elude weary travelers even in the bosom of civilization.

When using comforts, understand that they are not only meant to be a means of balancing vigor loss and recovery, but by design they're supposed to encourage moments of character interaction.

Encourage your players to spend a minute talking about the campfire stories their characters share with one-another, or allow the bard to describe the ballad he regales the party



with. Let the dwarf tell you about the stew his father taught him to make that now he is preparing for the party; these are the moments that give spice to your adventure.

Sometimes, a DM might decide camping conditions are so bad as to cause the party misery themselves; rotten food is seldom countered by good humor. In these cases, every manner in which the camp is deficient cancels out a comfort, and if none are left to be had, deals 1d4 vigor loss for each at the end of the Long Rest, after recovering hit dice.

OTHER MEANS OF RESTORING VIGOR

Rest and relaxation aren't the only means to restore vigor of course. Effects which grant temporary hit points, such as the spells False Life, Virtue, Heroism, or the effects of Inspiring Leader restore vigor to the caster's targeted companion. Any temporary hitpoints they would grant, with any overflow being granted as standard temporary hitpoints, cures lost vigor.

Since it's not an actual, serious injury, a character's vigor cannot drop to half their hitpoints or below, with vigor loss stopping one point above half. That doesn't mean that reaching half your hitpoints doesn't have a consequence!

VARIANT: MISERY

Upon reaching half their total hitpoints in vigor loss the character sinks into Misery. Miserable characters are generally unhappy and afflicted by the state of the road, whether it be from them being cold, wet, hungry, bruised, scraped up, or just generally moody.

Whenever a character becomes Miserable, if they possessed Inspiration, they lose it, and for as long as they are Miserable, they may not accept Inspiration from other characters. Heroism and mighty deeds go far to counteract the Misery of an unpleasant journey however! Should a PC be awarded Inspiration they keep their earned Inspiration, and the effects of Misery disappear completely until they are reduced to minimum vigor again.

WHEN AND HOW TO USE VIGOR

Despite the word count spent on it, Vigor is not a rule for everyone; only you can decide if it's right for your game.

Given that hit points are largely an abstraction and vigor is even more abstract, one could ask "why bother with this at all?" While it's your game, and only you can be the final arbiter of what does or does not go in it, there is a good reason for Vigor's existence.

Without vigor, a lot of the more nasty consequences of travel that are simply too small to represent actual injury lose their bite. Vigor is designed to show how a long and arduous trip can break down a person, emotionally and physically; though the trip may be a trial, the return home is all the sweeter, even for grand adventurers.

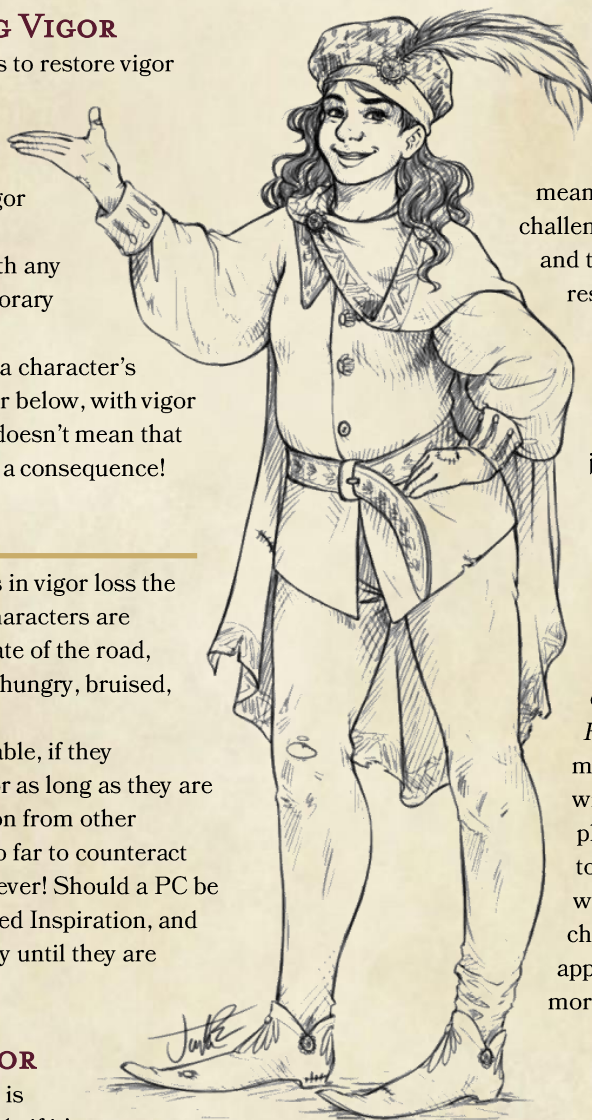
At the same time, adding it on top of things like the actual injuries inflicted by a raging sandstorm or exhaustion would turn it into a punitive element rather than say, a reason to keep out of the rain, so vigor shouldn't be used when there's already an appropriate penalty already applied! If you choose not to use vigor as a rule, its effects can be replaced by simple hitpoint loss, with dice reduced 1 step (to a minimum of 1d4).

The purpose behind misery and vigor in design is to communicate to the players in a mechanical way just how difficult or exhausting a trip can be.

Dungeons and Dragons is a game of attrition, where the Dungeon Master's goal is not to beat his players, but rather to reward them for finding clever means around their tricks and traps, to challenge them without destroying them, and to force them to expend their resources more and more until the

grand climax of any adventure – no one wants to die at the hands of some sickly kobold, but being snapped up by a dragon? That's just part of the adventurer's life.

Vigor is meant to be another means by which the Dungeon Master can not only drain resources from his players, but provide them with other rewards; there are only so many things you can spend money on in the *Player's Handbook* after all, so finding other means, ranging from conversations with wise unicorns and the simple pleasure of a calm place to rest, or tools to help survive in the wilderness to reward your characters with will help them appreciate their adventures all the more.



SONG OF REST & VIGOR

When using the rules for vigor bards become an even greater asset. The mere presence of a bard is often enough to count for "entertainment" alone, but their true power is their song of Rest.

When taking a long rest, the Bard can roll for their Song of Rest, much like when they roll it for a short rest. The results of their roll are added to the entire party's recovered vigor, given the buoying effect of a good bard on any party's spirits.

HARDSHIPS AND WINDFALLS

As described with travel checks, Hardships and Windfalls are the true meat and potatoes of *Those Who Wander*. Unlike vigor loss, which is designed to make looking for shelter a mechanically appealing prospect, Hardships are there to make a journey more interesting; no adventure or fantasy story without challenges was ever an exciting one.

The Dungeon Master should make themselves familiar with the design of the Hardship and Windfall tables to make their use simpler, though we suggest printing them out for easy consultation during play.

During every travel interval, the Dungeon Master should roll for a result on the Hardship table, just to keep things moving, much in the same fashion as standard rules for random encounters. The wilderness is a dangerous place after all!

USING THE TABLES

When a party member fails a travel check, things get even more interesting. Each time a PC fails a travel roll; the Dungeon Master can roll on or select a Hardship from the Hardship table.

The Hardship and Windfall tables included here are largely an example, a Dungeon Master's Tool to foster ideas and meant to be broadly applicable, while giving form and a scale of difficulty to a DM's thoughts.

Ranging from 1 to 100, the events on the Hardship and Windfall tables are arranged in order of power; Windfalls lower on their table are less beneficial, and Hardships higher on their table are more dangerous.

Be sure to note; there are plenty of cases on the "Hardship" table that may seem like random mishaps and mistakes; dropping tools down ravines, or the like. Situations like these are sure to prompt at least one player to ask "Shouldn't I get to roll for that?"

In many cases you certainly can; Hardships aren't meant to be used to punish or pick on players, but at the same time, remember; no one is a hero all the time, and even heroes make mistakes.

The heroes of Dungeons and Dragons tales slip, fall, cut themselves and get caught with their trousers down. That said it can also be assumed that the character's failed travel roll was what prompted this unfortunate circumstance.

GETTING MORE FROM TRAVEL

The purpose behind *Those Who Wander* is getting more out of your random encounters; so remember, if fights are what you want more of, then plan them in anyway, and use these Hardship and Windfall tables to supplement random monster fights.

At the same time, they can also be used to give context to them; rolling for a wandering monster, but turning up "Fallen Adventurer", "Dangerous Terrain", and "Defensible Position" can quickly turn a humdrum slog with a handful of gnolls on a flat field into a courageous stand against a young blue dragon in the midst of a ruined tower surrounded by thousand foot drops and crumbling walkways, while a brilliant sword flashes in the grip of a corpse nearby at the dragon's presence.

The other thing to remember is that, like random encounter tables, Hardships and Windfalls are meant to support planned wilderness

encounters; not replace them. If the party has rolled enough Hardships to have some terrible event come in

to play that you've already planned or figured into your story, or enough windfalls to draw some positive influence... let them! Hardships and Windfalls are a storytelling tool, and shouldn't be looked at as a strait jacket, even if they are meant to be interacted with by the PCs.



A LITTLE ADVICE

When it comes to combining Hardships and Windfalls into interesting events, it's usually best to approach it from a means of "what will add to my story?"

Say you've an adventure that your party is heading toward where an Orcish King is gathering an army, mind controlled by an evil lich, and your players have encountered "Wandering Monsters", "Magical Catastrophe", "Pilgrimage" and "The Free Companies" (see the next page for details).

Pick something to start with and build the scene around that; perhaps a band of Orcs is assaulting an old church guarded by a band of questing knights when the ground begins to shake as the lich raises an army from the church graveyard as the party arrives. Use it to foreshadow events to come.

HARDSHIP TABLE

Event	D%	Effects
Nothing Happens...	1-10	Nothing apparently dangerous appears on the road to accost the party.
Nothing Happens... Yet!	11-12	Nothing apparently dangerous appears on the road to accost the party. Add 12 to the Party's next Hardship Roll
Spoiled Rations	13-15	Something has ruined a portion of the party's rations, whether it is their bread soaked into crumbs, molding cheese or rotting meat, it needs to be discarded rather than eaten. The party loses 1d6 stored rations. If appropriate, the DM could tell them to discard more.
Inclement Weather	16-22	The weather has in some minor way turned for the worse. If present, an instance of existent bad weather intensifies, such as light precipitation turning heavy or something new, but minor crops up, such as a sudden, rising mist...
Nervous Animals	23-24	Something has driven the local wildlife into a nervous furor; a sudden stampede of wild deer fleeing a forest fire prompts the party to make some DC 12 Dexterity saves lest they incur 1d8 bludgeoning damage, or perhaps the jittery wildlife halves the effectiveness of their foraging rolls.
Confusing Landmarks	25-26	That tree wasn't there before, was it...? The navigator needs to make an additional Wisdom (Survival) check or the party becomes lost!
Unfriendly Travelers	27-32	The party encounters a group of travelers with ill intent; whether rivals, simply rude, or a gaggle of ill-tempered mercenaries, they aren't hostile... yet.
Natural Obstruction	33-35	Some kind of natural form obstructs the party's way; perhaps a stream too fast-flowing to cross, a broken bridge, a downed tree, or an unforeseen cliff face to scale. The party needs to find a way to navigate it, from PCs to making a series of athletics checks to scale the cliff, or caulking their wagon and floating it across the treacherous river.
Ambushed by Bandits	36-39	Not necessarily human or even humanoid, a cluster of bandits lies in wait to attack an unobservant band of travelers. Any number of bandits could appear, from 2d10 Gnomish raiders to a patron-less mercenary band, or a gaggle 3d8 of goblins.
Bad Omen	40	Some sort of ill omen has spooked the party with a message of impending doom; an ancient statue with a grim warning, a blood moon rising over head, or a passing shrike, results in a loss of 1d4 vigor to the party regardless of each individual's success on the travel check.
Lost Supplies	41-43	A PC loses some piece of useful equipment, such as a piece of climbing gear. A PC's rope may snap after they finish rappelling down a cliff, or someone's pack is ripped open by a low-hanging tree-branch and accidentally dropped down a ravine
Deceitful Diversion	44	The party is distracted by a sight apparently too good to be true; a pond could twinkle with gold coins that disappear when drawn from it, mischievous faeries might play tricks on the PCs, or a mirage could lie about a beautiful oasis lying ahead to soothe weary desert-wanderers.
Poisoned Food	45	Whether by unnoticed mold or simply poor judgement when mushroom hunting the party's last meal proved to be poisonous! Everyone must make a DC 12 constitution save or become nauseated; the sick party members are treated as not having eaten for this period. Potentially, the poison could be even worse, with the DM selecting a poison from the <i>Player's Handbook</i> or <i>Dungeon Master's Guide</i> to apply instead.
Hostile Wildlife	46-47	Wild animals in some way victimize the party. Perhaps a pack of hungry dire wolves has stalked the party out for dinner, or a venomous snake may have slithered into a party member's pack, dealing 1d6 damage and a deadly poison from the disturbed occupant when next opened.
Foul Weather	48-53	The weather makes a sudden and dramatic turn for the worse. A sunny day may break into a heavy rain-storm, or perhaps even a gale-force wind; maybe a sudden snow-storm in more temperate lands catches an unprepared party with an early winter chill.
Treacherous Footing	54-56	Snow, gravel, or crumbling dirt makes egress tricky, turning the land the party is passing through into Difficult Terrain.
Wandering Monsters	57-60	A group of monsters appropriate to the region has wandered into the party's path. Randomly select a monster appropriate to the region.
Impasse	61	Some kind of impassible terrain halts progress; an unfordable River, or collapsed mountain pass forces the party to re-route.
Dangerous Terrain	62-64	Some variety of environmental hazard is found here; such as Razorvine shrubs, or quicksand, or even slick sheet-ice.
Vehicular Mishap	65	A thrown shoe or a broken axle possibly destroys a vehicle or leads a party member's poor mount to suffer 1d10 damage.
A Thief In The Night	66	The last time the party rested a random object or perhaps some money was stolen from the PC's pack! Filched by some rat; maybe even the kind that walks on two legs, the item is gone, though perhaps not beyond recovery....
Hunted By Predator	67-68	Some variety of apex predator is stalking the characters; perhaps an angry bear or a hungry ankheg plans on ambushing the first lone party member it finds, or maybe the party needs to escape the interest of a massive hunting puma.
Malevolent Host	69	The party finds shelter with a host who bears them ill will. Perhaps it's a hag who is even now cheering her good luck that dinner arrived on time, a hut full of wild-men who intend to rob the party in their sleep, or a shapeshifted doppelganger, intent on replacing a PC!
Foreboding Ruins	70-71	Perhaps standing stones that seem to exude a feeling of terror, the broken ruins of a crumbling wizard's tower, or a burned down woodsman's cottage with a dark story to tell, the party has encountered some kind of ruin filled with monsters or ghosts.
Stalked By Evil	72	Evil is watching! Through spies or simply good luck, a malevolent force has observed the party, one that intends to attack when they're sleeping and vulnerable... If a night watch can be overpowered, the party may awaken to find themselves prisoners, or missing a companion.
Charnel House	73-74	Sure to be ripe with the dead, the party has found a grim scene. An abandoned tomb or abattoir, a village, still filled with the steaming corpses of its murdered folk is likely to have drawn the attention of wandering undead, but the cause behind the slaughter may remain...
Vexed Enchanter	75	By interrupting a difficult ritual or incantation, the party has drawn the ire of a wizard ready to level a curse at them in a fit of pique.
Storm Surge	76-77	A sudden storm turns the weather catastrophic, as flash floods, lightning storms, mud-slides, or whirlwinds plague the party.
Sinister Snare	78-79	Something truly strange and dangerous has stalled the party; perhaps a river that places those who drink from it into a death-like sleep,
Threatened Innocent	80-82	A scream for help draws the heroes. An innocent is endangered! Adding a wrinkle to a hard situation, perhaps a child is stuck in a tree, prowled by lions, or a fawn in a hunter's snare; the party may have to fight off ravaging monsters if they wish to save them.
Unreliable Map	83-85	Not necessarily referring to an actual map, the party's navigating tool is rendered useless. Their map is ruined or their guide's memory proves faulty.
Infestation of Vermin	86	Calamity! Rats, or other, worse things have ruined all the food in the PC's backpack, and possibly eaten other things like rope or paper inside! All rations carried by one character are destroyed, rope is destroyed on a 1-in-6 chance, and paper is ruined on a 1-in-3 chance.
A Monster's Lair	87-89	Smoke rises from an old hole, or the gnawing sounds of a feasting ogre fill the air; the party has found the lair of some monster, and the occupant is in. Randomly select an appropriate monster.
Disaster Strikes!	90	The ground shakes! Some catastrophic event, an avalanche of falling stones, an earthquake (as the spell) or a wild-fire threatens to crush the heroes!
Bizarre Happenstance	91-92	A truly strange sight commands the party's attention; a lake stands frozen with jet black ice in the middle of summer, filled with whirling gears and cogs beneath the surface, the voice of a witch echoes on the air, prompting Charisma Saves to force off her terrible influence, be creative.
Hazardous Landscape	93-95	Hiss and pop! The region around the party turns out to be in some fashion inherently hostile, filled with geysers, acidic pools or lava flows.
Malignant Shrine	96-97	A shrine dedicated to some terrible evil god awaits here; perhaps its baleful power allows it to possess a sleeping hero, or its worshippers remain...
Accosted by the Law	98-99	The party has in some fashion run afoul of the local legal authority. A squad of guards and constables stop them; they could be impostors, intent on extorting money, legitimate officers enforcing a toll, or perhaps the party has inadvertently poached on the local baron's land. While fighting 1d10 guards may be a possibility, forcing one's way out may have consequences...
Magical Catastrophe	100	The party is struck by some truly uncanny event. Perhaps a bolt of violet lightning removes 1d4 of the wizard's prepared spells, or they stumble into a zone of wild magic; use your imagination and feel free to bring in the truly bizarre and unforeseen.

WINDFALL TABLE

Event	D%	Effects
Nothing Happens... Yet!	1-10	Nothing of apparent interest has crossed the party's way. Add 10 to the party's next Windfall roll.
Good Hunting	11-13	Whether from luck or a bumper year for growth, the hunting is especially good here, significantly lowering the local forage DC by 5 or more.
Buried Cache	14-20	Someone has buried a chest of tools and supplies here, possibly to recover later. The party finds a selection of random and helpful tools and equipment, like abandoned weapons or lengths of rope and climbing gear. Sometimes they may even find money, like 1d20 gold set aside.
Found the Trail	21-25	The party's wandering feet find their way back to the road. Not necessarily referring to a literal road; it could as easily be a trail as a major highway, if the party has been traveling without a map, they can navigate by the road. Depending on how well kept it is, perhaps the road gives them advantage on their travel checks for as long as they follow it, or allows them to ford an otherwise impassable river.
Restful Stop	26-27	Trees sway gently in the breeze, or a canyon shelters travelers from the wind; this is an ideal place to take a break. If the party chooses to take a short rest here, they can be sure it happens without interruption, or perhaps the location itself is restful, adding 1 to every hit die rolled for recovery. Or it may be rich, letting the players refill their canteens, or eat without expending any of their rations from fruit or mushrooms growing thick here.
Weather Eases Off	28-31	The rain may begin to lessen, slipping into a light drizzle that is refreshing and cool, or the mist may thin out, causing one negative manifestation of weather to come to an end, or in some cases, drop in intensity, such as heavy precipitation becoming light, or gale force winds dropping in strength.
Pleasant Dreams	32	A sweet smell of flowers in the air, or perhaps watchful spirits keeping guard over the party makes sleep especially restful. No nightmares, nor manipulative forces can attack the minds of the PCs as they sleep, and in addition to all other recovered vigor, they recover 1d4 more upon waking.
Friendly Travelers	33-36	The party makes the acquaintance of a group of good-natured travelers; a band of troubadours, or a gaggle of business-ready merchants perhaps.
Defensible Position	37	Crumbling castle ruins or some kind of shaded gulley lies before the party; either way, it's easily defended. If the party rests here, it gives advantage to any night watchman's perception checks, due to the ease with which it can be guarded, and if battle is joined here, the Dungeon Master should draw the battle map in such a way that it's most beneficial to the party.
Abandoned Vehicle	38	A moored dinghy, or some kind of looted cart, lies here, unclaimed and bereft of its owner but intact, or at least repairable, and ripe for the taking.
An Unseen Benefactor	39	Whether it be a bundle of rations left in a party member's pack, or an unseen hand readjusting a hero's aim, some hidden force subtly helps the PCs, leaving gifts or aid for them; maybe helpful faeries or the benevolent ghosts of sailors lost here. Regardless, perhaps it will appear again...
Peaceful Encampment	40-44	A dry cave, filled with soft moss, or some other natural campsite presents itself; Rest here provides a number of comforts of its own accord.
Welcoming Ruin	45-47	An ancient and forgotten building beckons to the PCs; it could well be filled with treasure, leading to the discovery of some magical item, or perhaps an unquiet spirit of a noble baron wishes to charge them with a worthy quest in exchange for his magic stone. Perhaps it holds other secrets...
Bounty	48-50	An oasis or a glade full of sweet and nutritious fruit welcomes the party. The party finds double the forage they would normally gather otherwise.
Kindly Locals	51-53	Some local inhabitant offers the party the food of their table, or the warmth of their fire. It could be a band of svirfneblin miners, a hunter's cottage, or maybe even a brass dragon seeking company for tea, and a few conversation partners.
Fair Winds	54-55	Good omens buoy the party's spirits; perhaps a falling star or a beautiful sunset lets the party recover 1d4 vigor for free, or something even stranger.
Pilgrimage	56	The party has stumbled into some religious site; a goodly place, perhaps it has the effect of a Hallow spell laid upon it, or it cures 1d8 damage for every hour spent in the presence of whatever benevolent artifact or shrine resides there.
The Free Companies	57-60	A band of good-natured mercenaries, friendly border rangers or perhaps a patrol of king's soldiers crosses the party's path and offer their services.
Way Runes	61-63	The party catches sight of some way runes carved into mile markers, stones or trees; forewarned of the path ahead, they cancel out 1 hazard roll with a warning if heeded, or perhaps the runes lead the way to some great cache of treasure, perhaps even of knowledge or magical wisdom.
Solid Landmark	64-68	At last! A familiar mountain! When the party catches sight of a major landmark, if they're lost, they now immediately know where they are. If the party isn't lost, give them advantage to their next navigation check instead.
Road Rises Up	69-73	The road seems especially convivial today. While traveling, things seem simply easier; the party can move at fast speed for an interval without penalty when this result comes up, or if they find the going difficult already, could remove the effects of Difficult Terrain.
Fallen Adventurer	74-75	Whether frozen half in a lake, crushed between fallen rocks, or simply shot full of arrows, the corpse of a fallen peer rests here, still clutching the tools of his trade. The party finds some tools or supplies; possibly even a magic item! Or their body could serve as a warning, canceling out 1 hazard roll if heeded.
The Sun Comes Out	76-80	Clouds part as the sun begins to shine down again on the party; all existent forms of negative weather, like rain or harsh winds end.
Isolated Retreat	81	The party finds some unusual location, inhabited by sentient beings; it could be a hidden village of doughty farmers, a remote and secret academy of skilled martial arts instructors, able to train party members, or even the personal abode of a mighty wizard, standing on a floating chunk of earth.
Shortcut	82-83	Peeking out from the brush appears a well-traveled game trail, a mountain tunnel, sealed by a stone door, or a crumbling cellar under a swamp. When travelled; a shortcut shaves off an interval or two, bringing the party that much closer to their goal that much more quickly.
Unguarded Den	84	Whether abandoned or simply empty for the time being, the bolt-hole of some terrible monster or dangerous animal has been left without protection. Perhaps valuable treasure lies inside; or it might serve as a fine campsite.
Natural Spectacle	85-88	Some astounding natural occurrence awaits the party here. Clear water bubbles through an enchanted stream which raises all mental stats to 19 for an hour if drunk from, or perhaps veins of naturally occurring mithril in a canyon wall show visions of faraway places if polished and looked into.
Safe Campsite	89	A flat bit of ground in an isolated gully; an ideal campsite, sure to be safe. Despite all other things, the party can rest here tonight, unmolested.
New Bearing	90	Grasped in the fingers of a bony corpse lies a withered map. Or perhaps a wounded trapper, familiar with the region is clamped in the jaws of a rival's snare. The party has found a method of navigating, better than their current method; a lost map or a helpful guide, something sure to improve their attempts to move through the region, such as giving them navigation with advantage on all navigation rolls for the region.
Hedge-Witch	91-94	The party are now guests of a friendly spellcaster; a hedge witch selling tinctures, a noble druid or an eccentric old wizard who offers help.
Lost Wonder	95	Magnificent and man-made, the party has run into some strange magical construction or ancient ruin. A colossal ice-sculpture, formed in perfect likeness of a grey elf for example, or a ring of standing stones that Dispel s the magical effects of those who walk under it.
Fantastic Beast	96-97	With a flash of a silver mane or brilliant scales, some benign creature encounters the party; a friendly unicorn or a noble sea serpent for example. It surely means the PCs no harm, and is perhaps curious or helpful, willing to use its own unique powers to aid them, if they convince it to.
Buried Treasure	98-99	A glitter of gold winks in the darkness of a hidden chest. Someone has stashed valuables here; money, stolen art objects, or the spoils of some dragon's hoard that couldn't be brought back, the party finds some sort of magic item or a cache of perhaps hundreds of gold coins.
Magical Marvel	100	Magic crackles in the air; some breed of truly unusual contraption awaits the party here. Perhaps a bizarre creation of gears and wheels meant to serve a wizard's experiments on manipulating physical strength, capable of bestowing a long lasting Enhance Ability spell awaits, or a portal to an efreeti merchant's stall, offering strange and exotic goods in the City of Brass glows quietly in the gloom.

PART 2: CHARACTER'S OPTION



CHAPTER 3: THE REWARDS OF TRAVEL

In addition to the dangers travel now presents, there are many boons included to counteract them as well; new equipment to make a hard trip all the easier, finer horses and other strange creatures to ride, feats to make any man a fit wanderer, and more besides.

In addition to the equipment listed here, other tools and pieces of gear will see new use with *Those Who Wander*. As the Dungeon Master, you should encourage clever use of the player's material resources. As a player, you should work to delight your Dungeon Master with your creativity.

As an example, you can allow your players to make opposed Intelligence checks if one possesses a gaming set to entertain themselves with skillful play, or allow them to use their Navigator's Tools in place of a map. Whatever the case, nature favors those who make their journeys prepared, and a good adventurer is ready for any situation that crosses them...

NEW EQUIPMENT

Snow Gear. A collective term for warm winter clothing, lined with fur, or made from oilskin, snow gear is a necessity for arctic travel. When worn, it allows the wearer to ignore the effects of Extreme Cold for the first two hours, as well as giving advantage on all checks made to resist Extreme Cold.

Snowshoes. Formed of woven wicker or some other sort of weave, a snow shoe is a large piece of footwear designed to walk over snow without breaking it; this allows travelers to ignore difficult terrain

from snow; snowshoes can be made for horses and other riding animals as well, but double the cost due to the size and sturdier materials needed.

Eye-Shades. Perhaps formed from darkened glass, or simply carved ivory, these are a form of eyewear meant to protect the viewer from Flash Burn; commonly referred to in the north simply as "Snow goggles" typical northern eye-shades are made of ivory, bone or antler, carved into thin strips, with thinner eye-slits to prevent too much light from reaching the eye. The varieties typically used in desert nations are formed more often from ivory, though they can even be made of dark glass lenses in a leather band; wearing these makes the wearer immune to Flash Burn.

Itinerary. An itinerary is a book of directions; rather than maps, those who are literate often would follow an itinerary; rather than describing routes in distinct cartographical terms, it relates travel between towns in terms of time on the road. A character with an itinerary is able to navigate along a road without needing the survival skill at no penalty, though it does remain a base wisdom roll.

Map. An absolute necessity when traveling, a good map is a friend to any traveler. Without a map, it's impossible for even a skilled survivalist to navigate in unfamiliar territory. Maps themselves range from three grades of quality.

Poor maps allow a person without survival or a familiarity with the area to navigate, though; it does not remove the disadvantage from



NEW EQUIPMENT

Item	Cost	Weight	Properties
Snow Gear	8 sp	3 lbs.	Ignore Extreme Cold for the first two hours and advantage on checks to resist extreme cold for remaining 5 hours.
Snow Shoes	1 gp	2 lbs.	Ignore difficult terrain from snow.
Eye Shades			
Glass	10 gp	-	Prevents Flash Burn
Ivory	1 gp	-	Prevents Flash Burn
Itinerary	10 gp	1 lb.	Navigate along a road without survival at no penalty
Map			
Map, Poor	1 sp	-	Navigate in an area, does not remove disadvantage
Map, Standard	10 gp	-	Navigate in an area without becoming lost at no penalty
Map, Excellent	50 gp	-	Gain advantage when navigating in an area
Incense	10 gp.	½ lb.	Overwhelm bad smells for a more comfortable camp
Zakharan Tea	50 gp	1 lb.	Drink to gain advantage on checks against Extreme Heat for 8 hours.
Shamzar's Ointment	200 gp	1 lb.	Apply to recover 1 Hitpoint and 1d10 points of Vigor
Evendur's Insect Anathema	40 gp	½ lb.	Halve the effects of a diseased biome and repel normal insects
Witch-Light	20 gp	½ lb.	Glow like a lit torch for 16 hours.

NEW MOUNTS

Mount	Cost	Speed	Properties
Horse			
Elven Hobby	80gp	60ft.	Unaffected by difficult terrain
Rouncey	400gp	60ft.	Warhorse
Courser	900gp	70ft.	Burst of Speed, Warhorse
Destrier	1500gp	60ft.	Burst of speed, Warhorse
Landwyrm	100gp	50ft	Extremophile
Taarn	6000gp	20/80ft.	Flying, Loyal
Imperial Taarn	120000gp	20?80ft	Flying, Loyal, Comfortable

being unfamiliar with the region.

A map of standard quality allows a traveler to navigate without being disadvantaged, if they are skilled in Wisdom (Survival), though those unskilled in survival still are disadvantaged.

Providing a true bird's eye view of the region, whether by actual birds or clever map makers, excellent maps allow characters unskilled in survival to navigate without penalty, and for those skilled in survival, it grants them advantage on their Wisdom (Survival) checks to navigate, even if they are unfamiliar with the area.

An average map of any quality is sufficient for about a hundred square miles (approximately 17x6 six mile hexes). For larger maps, covering larger area, for every 100 miles beyond the original 100 mile area, the cost doubles.

Incense. Distinct of religious incense, secular, sweet-smelling incense, if burned can potentially cancel out the effects of bad smells on the comfort of a camp.

Zakharan Tea. Grown only in hot southern lands, Zakharan tea is a marvel of the desert. When brewed and drunk hot, the warmth of the tea seems paradoxically to chase off the heat of the desert, leaving the drinker comfortable, even under the boiling gaze of the sun. When drunk, Zakharan tea grants advantage on saves the drinker makes against Extreme Heat, for 8 hours, though it does not give any form of Fire Resistance. A single box of Zakharan tea contains enough tea for 10 doses.

Shamzar's Ointment. Found wrapped in oil-paper and typically in carved wooden boxes, Shamzar's Ointment is nothing short of a miracle to road-weary travelers. When the soft, waxy ointment is rubbed into the arms and legs of an individual, it seems to soothe bruises and blisters, and especially sore or aching muscles. Shamzar's Ointment restores 1d10 lost vigor for every dose used, though unfortunately it does little to heal anything more than the most minor cuts and scrapes, healing only 1 hitpoint per use. A typical box of Shamzar's Ointment contains 3 doses.

Evendur's Insect Anathema. A thin, purple slime contained in a silver jar, Evendur's Insect Anathema is considered a necessary evil by those who ply the more unsavory places of the world. With a smell reminiscent of rotten eggs and dried fish, this ointment is a superlative bug-repellent. Normally when passing through a "diseased" area, the players face the odds of encountering a vector for disease every few hours. If slathered in this sickly smelling purple oil, the odds of being exposed to a disease are halved, since mundane insects avoid the offensive adventurer like the plague. Non magical

insects will not approach within 5 feet of the adventurer until the effects of Evendur's Insect Anathema wear off. Each bottle has 3 doses that last 8 hours each.

Witch Light. An alchemical marvel devised by a now forgotten wizard, the Witch Light is a small bottle filled with alchemical compounds meant to be broken and mixed together. When the ampoule containing these compounds is snapped, it begins to glow with a bright light equivalent to a lit torch; this light lasts for sixteen hours without any need for oxygen or maintenance, though it may need to be transferred to a new bottle. Additionally the compound can be splashed on walls to make glowing markers for cave-navigation or thrown at enemies to make them easier to target, as if with the spell *Faerie Fire*.

VARIANT: IMPROVED MOUNTS

In the *Player's Handbook*, there are three varieties of horses; draft horses, riding horses, and war horses. In the real world, there were more than three types of medieval war-horses alone! The rules for

Improved Mounts are here as an option for the kind of

Dungeon Master who wants some more granularity for his party's equine friends.

The riding horse from the *Player's Handbook* can be considered an equivalent to an average, not particularly notable in horse, common to most travelers wealthy enough to own one. A hobby or "hobby horse" is a breed of roughly equivalent horseflesh, though one that's been trained for hard travel in rough country.

A standard warhorse, like the one given in the *Player's Handbook* is comparable to what is called a "rouncey". A rouncey is a horse that is generally 'good' all around; swift, comparatively inexpensive, well-trained, and suited for war. In the medieval period, a wealthy knight would provide a rouncey for his squire for example, or a lord might provide his bodyguards with them to ride into battle.

There are two proper "knightly" war-horses, destriers and coursers. Destriers were the gold-standard as far as horse-flesh was concerned. Stout, strong, able to be ridden for miles upon miles, and with a kick that could crush the skull of any unlucky yeoman that got in the way of it, every knight wanted a destrier.

After destriers came "coursers", a breed of horse that was valued for its speed and affordability. Most knights who had any pride at all would own a courser, and for the discerning adventurer, they are the most commonly found breed.

Equally desired was the "Palfrey"; a horse with a smooth gait and speed roughly equivalent to that of a rouncey, desired by the rich, ladies in waiting, and generally those who want a comfortable ride. For this reason, palfreys were often popular horses for those just learning how to ride for the first time.



HORSES

For thousands of years, many races have domesticated the horse. From the deep roan horses, light on their feet enough to move through the forest without snapping a twig favored by the Wood Elves, or the stout shaggy ponies favored by dwarves and the dozens of breeds, extractions and bloodlines used by and experimented with by humans, the horse has been the companion of sentient beings since the dawn of civilization.

ELVISH HOBBY

First bred by sylvan elves to patrol the borders of their early kingdoms, the Hobby is little more than a larger and speedier pony. Making for a fine, light horse, it is the namesake for the stick-and-cloth horses “ridden” by troubadours and revelers in village festivals. Given its sturdy constitution and generally small shape a hobby nag is meant for travel and typically used by those who ply the hard borders of many countries, though it has spread in the centuries since it was first domesticated to become a constant of desert raiders, rangers and more. A proper hobby-horse is typically a better trained and kept version of the standard riding horse, and ill-suited to all out combat, though it is well suited for hit-and-run tactics.

ROUNCEY

An effective all-rounder, the rouncey is beloved by every being with an eye for horse-flesh - including dragons. In the command of a skilled rider, a rouncey makes a loyal and useful companion.

Most rounceys are generally a mix of horse-breeds, with little concern given to the horse’s stock. Common throughout the world, these horses make for fine riding mounts, passable war-horses and wagon-pullers, and can be found in a wealthy merchant’s barn, carrying the war-gear of a knightly master, or between the knees of a wandering adventurer.



ELVISH HOBBY

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10+2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	12(+1)	2(-4)	11(+0)	7(-2)

Senses passive Perception 10

Languages –

Challenge 1/4 (50 XP)

Border-Walker. A hobby is an ideal horse for hard traveling; not particularly fast, but sturdy and sure footed. Hobbies are not slowed by difficult terrain arising from muddy, sandy, swampy or uneven ground.

ACTIONS

Hooves Melee Weapon Attack; +5 to hit, reach 5ft., one target. Hit: 7 (2d4+3) bludgeoning damage.

ROUNCEY

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10+2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	12(+1)	12(+1)	2(-4)	11(+0)	7(-2)

Senses passive Perception 10

Languages –

Challenge 1/2 (100 XP)

Trampling Charge If the rouncey moves at least 20ft. straight toward another creature and strikes it with a hooves attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make an additional attack against it with its hooves as a bonus action.

ACTIONS

Hooves Melee Weapon Attack; +6 to hit, reach 5ft., one target. Hit: 11 (2d6+4) bludgeoning damage.

COURSER

More easily found or bred than fine destriers, the courser is beloved for being strong, fast and sturdy. Often prized by tournament champions, coursers are swifter and lighter than their cousins, but sturdier and more resilient than rouncys or most riding horses. Because of their tight musculature, they are prone to bursts of speed as they launch themselves forward at the command of their masters. An effective horse as well for hunting, when writers sing of the qualities of a swift horse, they speak of coursers. If speed is what you prize a courser is a fine choice

DESTRIER

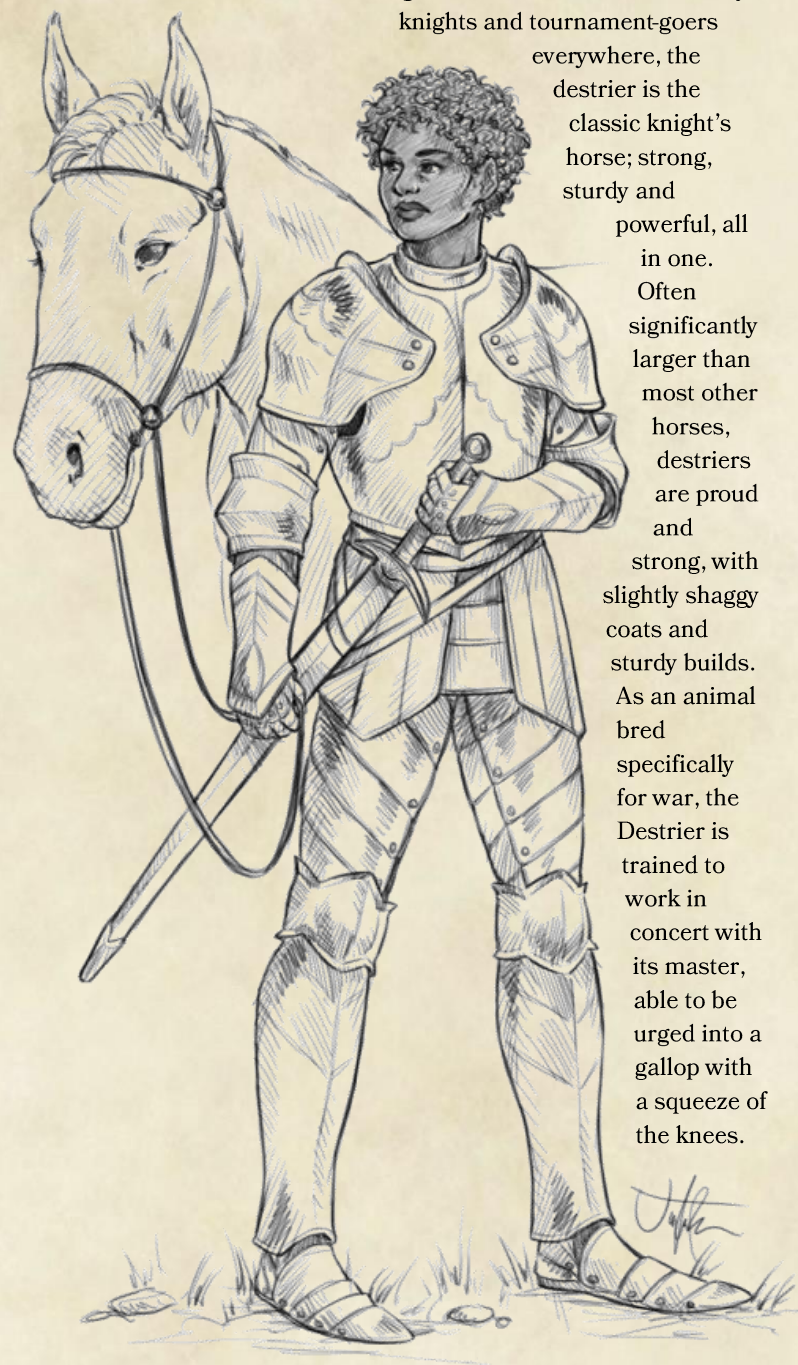
Considered the gold-standard of horses, loved by knights and tournament-goers everywhere, the

destrier is the classic knight's horse; strong, sturdy and

powerful, all in one.

Often significantly larger than most other horses, destriers are proud and strong, with slightly shaggy coats and sturdy builds.

As an animal bred specifically for war, the Destrier is trained to work in concert with its master, able to be urged into a gallop with a squeeze of the knees.



COURSER

Large beast, unaligned

Armor Class 13

Hit Points 28 (4d10+4)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
19(+5)	16(+3)	15(+2)	2(-4)	12(+1)	7(-2)

Senses passive Perception 11

Languages –

Challenge 1 (200 XP)

Trampling Charge If the courser moves at least 20ft. straight toward another creature and strikes it with a hooves attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the horse can make an additional attack against it with its hooves as a bonus action.

War-Trained The courser may act on its own initiative while being ridden, as if it had an Intelligence of 3 or more.

ACTIONS

Hooves Melee Weapon Attack; +6 to hit, reach 5ft., one target. Hit: 11 (2d6+4) bludgeoning damage.

Burst of Speed The courser is able to gather its muscles for a sudden and violent burst of speed, allowing it to dash as a bonus action once per short rest.

DESTRIER

Large beast, unaligned

Armor Class 12

Hit Points 35 (5d10+3)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	15(+2)	17(+3)	2(-4)	12(+1)	7(-2)

Senses passive Perception 11

Languages –

Challenge 1 (200 XP)

Trampling Charge If the destrier moves at least 20ft. straight toward another creature and strikes it with a hooves attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the horse can make an additional attack against it with its hooves as a bonus action.

War-Trained The courser may act on its own initiative while being ridden, as if it had an Intelligence of 3 or more.

ACTIONS

Hooves Melee Weapon Attack; +6 to hit, reach 5ft., one target. Hit: 12 (2d6+5) bludgeoning damage.

Burst of Speed The destrier is able to gather its muscles for a sudden and violent burst of speed, allowing it to dash as a bonus action once per short rest.

PALFREY

Large beast, unaligned

Armor Class 11

Hit Points 13 (2d10+2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17(+3)	13(+1)	14(+2)	2(-4)	12(+1)	7(-2)

Senses passive Perception 11

Languages –

Challenge 1/2 (100 XP)

Ambling Gait The gait of a palfrey is naturally comfortable and smooth, much prized for the gentle ride it provides. While astride a palfrey, travel checks are made with advantage.

ACTIONS

Hooves Melee Weapon Attack; +5 to hit, reach 5ft., one target. Hit: 8 (2d4+3) bludgeoning damage.

Burst of Speed The courser is able to gather its muscles for a sudden and violent burst of speed, allowing it to dash as a bonus action once per short rest.

MOUNTED COMBAT: ADVICE

When looking at the *Player's Handbook* some players might ask “what’s the point of having a mount?” In two words? Action economy.

A mounted character might want to remember that their mount acts on their turn, without needing to use any of their rider’s actions, meaning that even without the Mounted Combat feat, a rider can cover massive distances in a single round, execute ride-by attacks as they pass enemies and run circles around their foes with Reach weapons.

For certain mounts in this section, they’ve been given a new trait; **War-Trained**. Mechanically speaking this allows a mount to function as if it possessed Intelligence greater than 2, allowing it to co-ordinate with its rider as a Paladin’s Steed can. This means that it moves on its own initiative, allowing you to set up hit and run charges with it by holding your actions, instructing it to move, and even crushing your foes with its flailing hooves.

Be warned though! Not being a paladin’s mount, even a **War-Trained** horse can panic and flee with its rider in tow if some terribly frightening force, like a dragon were to appear!

PALFREY

Favored by the wealthy or those who want comfort in a horse more than sturdiness or battle-readiness, a palfrey is a fine choice for many. Merchants, noblewomen and others who prefer comfort to capability choose palfreys for their riding purposes.

When found wild, many horses follow the statlines outlined in the *Player's Handbook* and *Monster Manual*. The varieties and breeds found in this book are more reflective of the kind of animals available for sale from a fine horse-merchant, trained for use by humans, and generally sturdier and born of better stock.

Palfreys, Destriers, Coursers and Rounceys can be any kind of color, ranging from white to black and everything in between, with splotches of mixed brown and white, to a deep chestnut brown, though Elvish Hobbies can range from deep forest green to greyish, green-dappled bark, spread throughout their coats.



ASPERII

More typically known by their name as “wind steeds” the Asperii are a breed of wise, mountain-dwelling elemental beings in the form of magnificent white horses with silver or blue manes.

Brothers to the North Wind. Asperii were said in ancient times to have been the descendants of ancient wind-spirits, formed of chilled mountain spring water, and thin, crisp air, who served the North Wind. It was said when they rode out from the high-mountains, they would bring storms and cold winds down to the low lands. No wizard alive knows if this is true or not, but the Asperii remain in their high mountain homes, particularly throughout the Spine of the World. Because of this, they are utterly immune to the harm of magical or natural cold, and though they don't shy away from extremes of temperature, fire does double damage to them due perhaps to their chilly origins.

Loyal Unto Death. Asperii are loyal even to a fault; when they have chosen a rider to whom they give their loyalty, they will bear no other being upon their back, unless their rider should ask them to.

Sight Beyond Sight. With keen silver-blue eyes, the Asperii have the power of truesight, giving them the capacity to see into the ethereal plane, as well as the astral, if they so wish. Additionally these piercing eyes are immune to the gaze-attacks of creatures like basilisks and medusae.

Zephyr-Riders. able to run upon the wind itself as if it were solid ground underneath their hooves, the Asperii can fly as swiftly as the air itself allows. Whenever the winds pick up, these magnificent horses can sometimes be seen by weary travelers, and others claim to have witnessed them, playing and gamboling through the heart of sudden winter storms. This affinity for the breeze renders them immune to wind based attacks of any kind from gales, to the whirlwind attacks of powerful Djinn or spells like *Gust of Wind*.

Griffin Haters. Mortal foes with hippogriffs and griffins, the feeling is very much mutual. Though they share their mountain homes, the two beasts could not be more ill-suited to one another, given the infamous enmity between griffins and horses; the asperii conversely, feel immensely protective of their less intelligent kin, especially where griffins are concerned.

Connoisseurs. Although they seldom eat, asperii are omnivorous, and will happily eat everything from meat to fruit, they especially prize the taste of mint leaves, mistletoe, hawk flesh, and fresh fish. They've even been known to delight so in eating fish they've earned a reputation for raiding fishermen's boats and coastal towns in search of them; given their intermittent diets, their appetites seem similarly unmatched when they *do* choose to eat their favorite foods, often to the point of consuming entire shipments of a fresh catch meant for the market.

WIND STEED (ASPERII)

Large beast (elemental), chaotic good

Armor Class 14

Hit Points 61 (7d10+6)

Speed 60 ft., fly 50ft.,

STR	DEX	CON	INT	WIS	CHA
18(+4)	18(+4)	16(+3)	10(+0)	14(+2)	10(+0)

Saving Throws Dex+4, Wis +4, Cha +2,

Damage Immunities Cold

Damage Vulnerabilities Fire

Senses passive Perception 12

Languages can understand Common and speak telepathically within 180 feet.

Challenge 3 (700 XP)

Trampling Charge If the asperii moves at least 20ft. straight toward another creature and strikes it with a hooves attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the horse can make an additional attack against it with its hooves as a bonus action.

Feather Fall An Asperii can actually cast the spell **Feather Fall** upon itself or another living being by touching it, once a day.

Wind-Rider While the Wind-Steed has a normal flying speed of 30ft. per round, this increases by 10 when flying in high winds and by 20 if flying in gale-force winds.

ACTIONS

Multiattack An asperii makes one attack with its hooves and another with its bite.

Bite Melee Weapon attack; +6 to hit, reach 5ft., one target. Hit: 7 (1d4+3) piercing damage.

Hooves Melee Weapon Attack; +6 to hit, reach 5ft., one target. Hit: 12 (2d6+5) bludgeoning damage.

Burst of Speed The horse is able to gather its muscles for a sudden and violent burst of speed, allowing it to dash as a bonus action once per short rest.

OTHER COMFY CRITTERS

Palfreys, Taarn and the creatures presented in this book are sure not to be the only comfortable rides around you know! Feel like something should be able to give similar ease to a traveler? Do so! It'll probably cost half again as much and should be something with a straight back and gentle or regimented personality, like unicorns, pegasi, nightmares and hippogriffs.



NOBLE ASPERII

Rare, in an already rare breed, the noble asperii are a sight to behold. With hides that shimmer and glow like the shells of abalone or mother-of-pearl, these beautiful creatures are leaders among their own kind.

Noble asperii are more mentally potent than their brethren; gifted with 300 ft. range telepathy, as well as powers of **Suggestion**. Noble Asperii can cast the spell **Suggestion** as an action, twice per long rest. Noble Asperii are CR 4

LANDWYRM

In some of the harshest climes in the world, horses have no place; for some, even men and camels can barely survive there. These lands are plied by Landwyrm. Often referred to by their colloquial name, “Sandskimmers” are characterized by a serpentine body that ranges from white, with a steel-like shimmer to red or dun with flat horned heads and snaggleteeth. Though they may seem like wingless dragons or over-large lizards, sandskimmers are in fact relatives of a species of ancient reptiles once common across the world before the rise of sentient beings.

Skin Like Armor The heavy scales of Landwyrm are highly protective, equivalent even to steel armor in adults, meaning that they have few natural predators; a fact which the Landwyrm themselves enjoy whilst sunning themselves in confident safety.

Extremophiles Landwyrm are especially well-suited to life in wastelands, and other harsh regions. Landwyrm native to colder climates seldom suffer from the harsh chill, and their desert-dwelling cousins are equally at home in wastelands and amid the dunes, though in part this explains their natural rarity. Though they prefer meat above all other forms of nourishment, they will happily eat what they can, in the case of wild, untamed Landwyrm, this can include unlucky travelers.

Mastered By Men Landwyrm were discovered long ago by early men and taught to be effective mounts even in the deepest and most uninviting landscape imaginable. Because of this they often are seen in caravans or amidst northern barbarian hordes.



LANDWYRM

Large monstrosity, unaligned

Armor Class 16

Hit Points 30 (4d10+6)

Speed 60 ft., burrow 20ft.,

STR	DEX	CON	INT	WIS	CHA
20(+5)	13(+1)	18(+4)	2(-4)	15(+2)	7(-2)

Damage Resistances Cold, Fire

Senses passive Perception 12

Languages -

Challenge 2 (450 XP)

War Training. A Landwyrm is typically trained to bite or slash at enemies in combat

Extremophile Typically residents of extreme climates, and most at home in arid regions or frozen tundras, Landwyrm do not suffer difficult terrain from rocks or sand if adapted to the desert, or from snow or ice if born in colder regions.

Keen Senses Landwyrm make all perception checks whilst in their natural environment with advantage.

ACTIONS

Bite Melee Weapon Attack; +6 to hit, reach 5ft., one target. Hit: 11 (2d6+5) piercing damage.

Claws Melee Weapon Attack; +7 to hit, reach 5ft., one target. Hit: 13 (2d8+5) slashing damage.

FIND STEED

With the addition of so many creatures, many of which are explicitly associated with noble knights, chivalry and real world tales of derring-do dating back to King Arthur and his court, your paladin is probably wondering “how do I get in on some of this?!”

As already established, a standard **Player’s Handbook** Warhorse is equivalent to a Rouncey, whereas a Destrier or a Courser is both not only more powerful but more valuable. For mounts above CR 1/2 up to CR 1 your DM might allow you to bypass this by using expensive components, equal to half the mount’s cost in order to summon it.

For CR 2 or higher mounts, we recommend you turn to **Find Greater Steed** in *Xanathar’s Guide To Everything*.

TAARN

Born long ago in the lab of a mighty wizard whose name has been lost to history, this practitioner of the Art wrenched forth from the depths of time a creature that he interbred with other magical reptiles to create the first of the Taarn, what he intended to be the means of travel for a great army of goblinoids.

Consumed by his creations in a moment of carelessness, these surprisingly intelligent creatures spread quickly across the face of the world. Some came into the possession of the goblin and Orcish clans they were intended for, and have since become a nuisance that has threatened many innocents throughout the centuries.

Others have found their way into the hands of men and other good-aligned folk, and became the center of many a strange economy, based on flying freight and many cadre of sky-warriors.

The Seat of Emperors Much like the finest horse, Taarn provide excellent and comfortable mounts, with a naturally smooth method of flying and gliding that passengers find pleasant rather than bumpy. Because of this, along with their famous and steadfast loyalty, vicious defense of their riders and speedy flight, Taarn have been the favorite method of travel for many important personages through history. These “Imperial” Taarn are particularly lauded for their comfort and exotic appeal.

Contrasting Personalities Taarn have a seemingly contradictory reputation as vicious creatures, prone to eating their riders as often as they allow them to join them in the sky, and that of noble creatures who form deep and lasting bonds with their masters, often dedicating their lives to them, and proving willing to die or kill on their behalf.

This is a common mistake; the Taarn are in fact typically one of two varieties, physically identical, but mentally distinct. Mountain Taarn are cruel and hungry creatures, often employed by Goblins, or their larger cousins, Bugbears on raids for meat, gold and slaves. Though they will eat anything, including their supposed masters, human flesh in particular is pleasing to these creatures, and has a narcotic effect on them; one that can last for days.

The Canyon-raised Taarn are gentler creatures, prone to subsisting on the meat of goats and even fruits, particularly those of prickly-pear cactus. What both share however is an uncanny connection to those they consider their masters, typically through an act that leaves the Taarn indebted to another creature. All Taarn possess a sense of honor and “quid-pro-quo” that they seek to fulfill by dedicating their lives to those who saved them.

Given their origins, the Taarn’s sense of loyalty is resolute. Though not immune to any other forms of magic, Taarn cannot be affected by mind-altering spells that would attempt to exploit their loyalty to their master, perhaps as a hold-over from their creator’s schemes.



TAARN

Huge monstrosity, lawful neutral

Armor Class 13

Hit Points 35 (6d8+5)

Speed 20 ft., fly 80ft.,

STR	DEX	CON	INT	WIS	CHA
16(+3)	17(+3)	12(+1)	6(-3)	15(+2)	7(-2)

Senses passive Perception 12

Languages can understand Common

Challenge 2 (450 XP)

Fit for an Emperor Taarn provide a naturally comfortable and smooth, flight, one that has been the preferred method of transport for sufficiently wealthy kings and potentates for centuries. If a Taarn is trained to provide this comfortable ride, it grants advantage to all Travel checks made while riding it.

Absolute Loyalty No mental effect can compel the Taarn to harm or otherwise act against a creature they have pledged their loyalty to, nor will the Taarn willingly work against or betray its master. Taarn have advantage on saving throws against mind-affecting spells that would prevent them from aiding an endangered master, such as being under the effects of Hold Monster while their rider plummets to his or her doom.

ACTIONS

Beak Melee Weapon Attack; +6 to hit, reach 5ft., one target. Hit: 11 (2d6+5) piercing damage.

Divebomb Melee Weapon Attack; +6 to hit, reach 5ft., one target. Hit: 11 (2d6+5) piercing damage.

TRAVEL FEATS

Every journey changes the traveler. Some become more open-minded, others are warped or even broken by the journeys they undertake and become different people as a result.

Adventurers often find that the wandering life agrees with them, honing their skills and their natural talents even further, and to that end, a selection of feats are provided here to make your journeys more interesting, more comfortable, and perhaps even shape other aspects of your character as well...

FOREST-KIN

You are at home in the wilderness, and have become kin to the animals within it, gaining the following benefits;

- You have advantage on Wisdom (Perception) checks that rely on hearing or smell.
- You may communicate with animals as per the spell *Speak With Animals*. This is a non-magical effect and does not expire.
- You may traverse any terrain without leaving tracks, making yourself untraceable to most passersby.
- You may ignore difficult terrain in the wilderness.

HORSE-MASTER

This character has a bond with his horse that is quite simply uncanny. Almost more agile mounted than not, the character is swift, skilled, and may well have been born in the saddle.

- You gain a +1 bonus to damage rolls made with all weapons while mounted.
- Your mount has advantage on all saving throws against fear while you are astride it.
- Whenever you have advantage on an attack while mounted and using a reach weapon such as a spear, lance or polearm you may unhorse mounted opponents if the lower of your two d20 rolls would have struck your target.
- While mounted you make all travel checks with advantage.

OLD SWORDSMAN'S SCARS

Prerequisite: Must have a scar from a Lingering Injury

In many countries and on many worlds, there is an old piece of wisdom; "Old swordsmen and their scars know the coming rain." Dull aches or itching scars warn the character of impending bad weather and allow them to brace themselves for its arrival; you gain the following benefits.

- You may increase your Constitution by 1 to a maximum of 20.
- While travelling you halve the Vigor lost as a result of inclement weather.
- You have advantage on Charisma (Intimidate) checks because of the network of grizzly scars covering your body.
- You are able to predict bad weather for up to 12 hours before it occurs.



OPEN MINDED

A man cannot travel outside of his own corner of the earth and not be enlightened by his brush with other cultures. This is a maxim your character has taken to heart, and upon taking this feat they gain the following benefits;

- You may increase your Intelligence by 1 to a maximum of 20.
- You gain advantage on Charisma (Persuade) and Charisma (Deception) checks with characters from foreign lands due to your study of the customs of other cultures.
- Learn a new language of your choice.

PHLEGMATIC

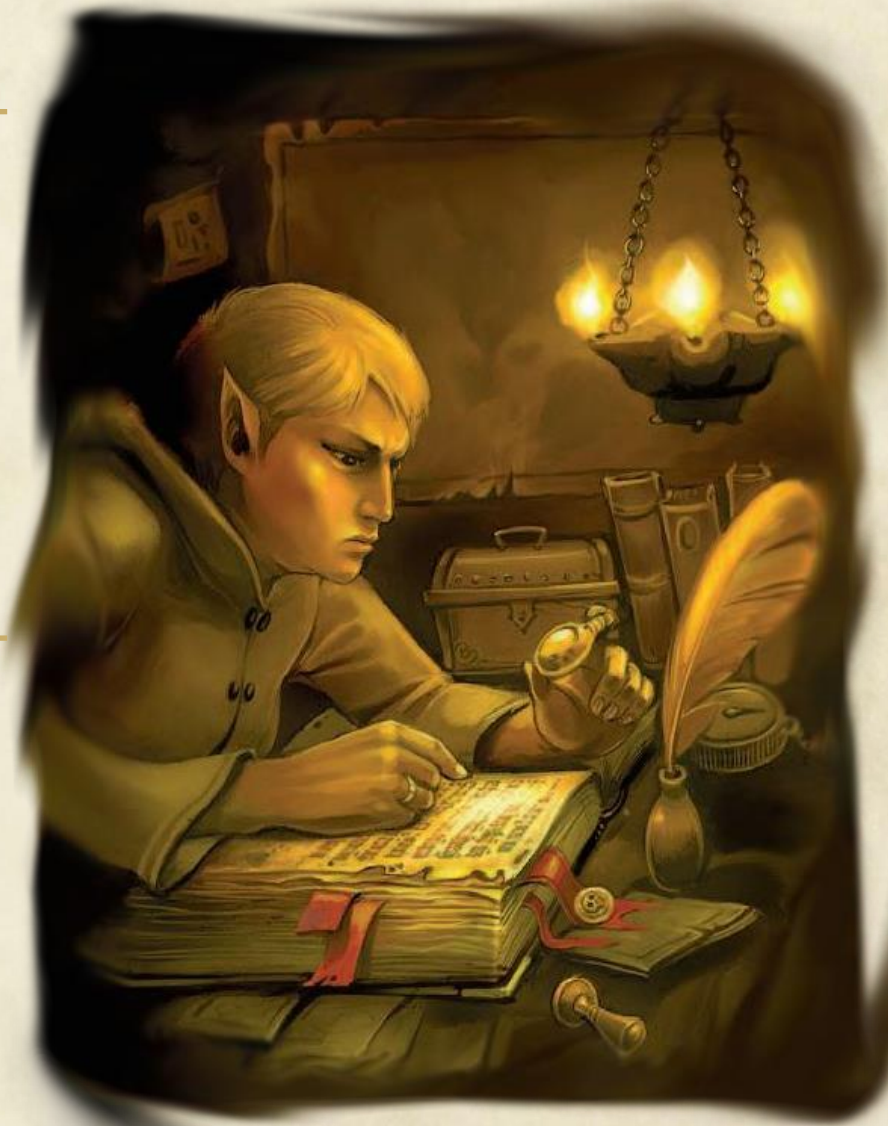
Some people are simply unflappable, insensate to extremes of emotion or hardship; these stoic individuals are able to take the rough with the smooth of any situation. Upon taking this feat;

- You are able to cast the spell *Calm Emotions* on yourself a number of times equal to your Charisma modifier each day. This does not have an area of effect. This is not a magical effect, representing instead your generally unconcerned and stoic nature to resist extremes of emotion or fear
- You may substitute Charisma for Constitution when making Travel Checks.
- You are immune to Misery.

SELF-SUFFICIENT

Characters with this feat are the epitome of the concept of rugged individualism, able to care for themselves and others during travel; they make for ideal adventuring companions and guides.

- You may increase your Dexterity by 1 to a maximum of 20.
- As long as there is food to forage, you can always provide for yourself without rolling.
- You do not gain disadvantage when using Ease Burden to help another character.
- You gain the *Druidcraft* cantrip. The ability you use to cast this spell is Wisdom.



MAKING YOUR OWN

When it comes to designing feats for your players yourself an excellent resource to consult is the *Unearthed Arcana* on the same subject, where professional Wizards of the Coast™ writers can provide you with useful tips on design and the thoughts behind feats.

But when it comes to ***Those Who Wander***, there is no guide for designing feats that interact with its new systems, so here are a few landmarks;

Vigor can be reduced, but if your feat eliminates it entirely, then it's not engaging with a mechanic.

Advantage on travel checks is not cheap. Just remember that effects that are permanent should be smaller in scope than effects which can be limited by uses.

PART 3: THE DUNGEON MASTER'S TOOLBOX



CHAPTER 4: BREATHING LIFE

It's not a controversial statement to say that without the Dungeon Master, the game doesn't go. *Those Who Wander* makes this even truer, relying on the DM's ability to roll with the punches, adapt on the fly and generally work from unplanned encounters in order to easily deliver a stellar experience wandering through the depths of the savage places of the earth for their players.

To help plot out every moment of an exciting journey, whether written ahead of time, or made on the fly using the rules in the first section of this book, this collection of Dungeon Master's creative tools will be an invaluable aid. While there are other tools to help the Dungeon Master build challenging encounters on demand, such as the Random Encounter tables found in *Xanathar's Guide To Everything*, the purpose of this section is less rules help and more concept help.

The Dungeon Master's Toolbox contains a series of creativity tools, much like the Hardship and Windfall tables from the last section, along with advice for getting the most out of your wilderness encounters, an essay on the subject of "Way Runes", a collection of new dangers to dread and even a number of sample encounters, able to be slotted into your own games at a moment's notice, as well as how they were made using the Hardship and Windfall system so you can master the process yourself.

MAKING THE MAP YOURS

The essential thing about *Those Who Wander* and how it functions is that the Dungeon Master should remember it is nothing but a tool to enable *your* story. Where this book's rules and suggestions vary from what would be the most enjoyable or what would make the most sense for your table... ignore them! As the Dungeon Master, only you can make the final call for what does and does not fit at your table.

This section is largely written from the perspective that you intend to use the Travel Rules located in this book to run your game, and assumes you've familiarized yourself with them.

Even if you don't intend to use them, you might find that its contents may be helpful. An example map is provided in the back of this section. One of the things that *Those Who Wander* relies upon, as well as most games that are designed to spend any considerable amount of time devoted to the group's travel itinerary, is what is called "The Hex Map".

THE HEX MAP

Old hands to D&D will find the concept of Hex Maps to be a familiar one. At its simplest, a Hex map is a hex-gridded map on a piece of paper covered in six-mile hexes, differentiated by terrain in every hex, with roads, cities and so on marked all over it.

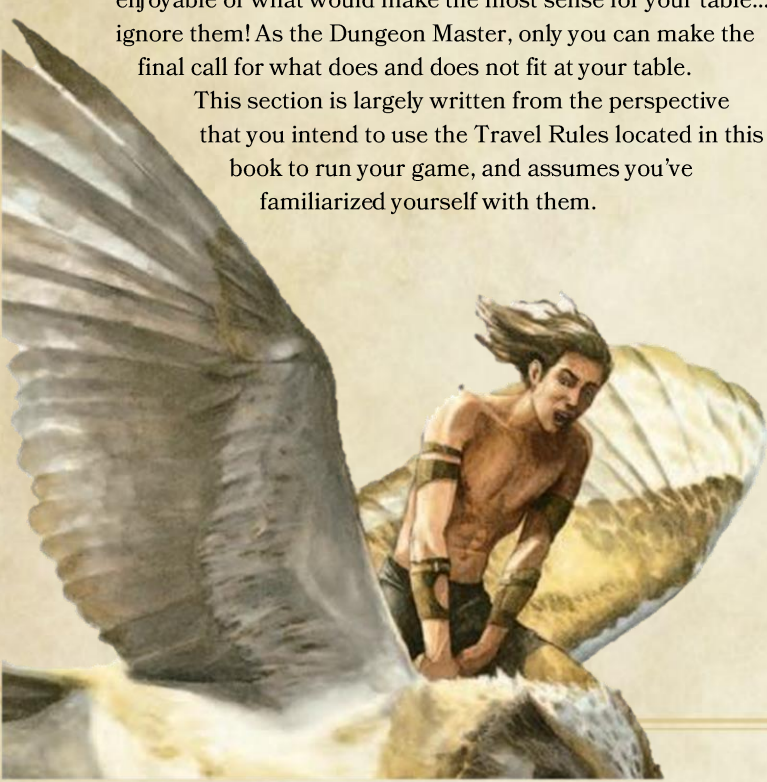
Some DMs prefer giving a level of increased interactivity to their players by drawing their maps on massive rolls or wet-erase mats so they can plan their route with miniatures and carefully consider their every move. No matter what your players are moving across, however, the effect is the same;

WHY SIX MILE HEXES?

Some will wonder "Why six?" when thinking about the mileage of the hexes on their map. Others will likely ask "Why hexes?" when to their reckoning, squares will do just fine. In fact, for most structures and buildings, built along the 90 degree angle, squares will be perfect.

But nature isn't built along 90 degree angles, nor 45 degree angles or 60 degree angles. So the hex is a sort of compromise. More suited to the hodge-podge nature of... well, nature, Hexes have the benefit of still being able to form an orderly grid, and thus being easy to measure, while being closer to the curve of the real world than squares. The reason for six miles as the manna of wilderness-going adventurers is a fuzzier piece of logic. Wouldn't 10 mile hexes be just as easy to use, and in fact easier to multiply and divide, especially for fans of Metric? No, actually. Consider trying to divide 10 equally by 3, like say trying to calculate the face of a single side of a hex. Even for the mathematically inclined, decimals usually become quickly annoying.

Alright then, our theoretical cartographer might ask what about 3 or 9? Both of those are easily divisible by 3. And while this may be true, and both 3 and 9 mile hexes can be used for those who want to put up with them, 6 mile hexes have an advantage in that they and all their products can be easily split by 2, a considerable advantage when trying to figure out if a group has gone halfway into a hex yet or not.



Travel as an aspect of the game, rather than as a pure aspect of the story revolves around the travel-map.

Because of this, while the DM doesn't need to know the significance of every single rock and tree on the map, that being after all what the Hardship and Windfall systems are for, major landmarks, story-significant hexes, and planned encounters are all handy to mark.

CONCERNING DIFFICULT TERRAIN

Terrain is the most basic mechanical point of interaction between players and the map; it sets the difficulty, the relative danger, the scenery, and the monsters the players are sure to encounter.

Because of this, when planning your party's adventures, you'll want to be thoughtful about the terrain. Consider a forest for example.

As one of the more forgiving kinds of terrain, not being terribly dangerous in and of itself or possessed of usually very high CR monsters a forest typically has a Travel DC of 11; high enough to occasionally inconvenience or endanger characters, but not out of the way for low level characters to regularly achieve, meaning that your players won't be beaten down with misery and bad luck by the time they reach the dungeon!

At the same time, not all forests are made equal. Some might be pleasant green-lands, filled with unicorns and elves. Others could be the warped, twisted thickets inhabited by Green Dragons. Because of this, the DCs for terrains given in *Those Who Wander* are meant to be guidelines. Perhaps your Felza Forest has a more dangerous reputation than the pleasant and otherwise easily navigable Kingswood - where it negatively impacts your story, ignore the suggested DC and set your own.

If feeling every bit of the inherent danger and harshness of their trip to slay the terrible Green Dragon Thaxalisiphraet is your goal, goose the DC up to 15 for the forests immediately around his home, use the difficulty to communicate metaphor or foreshadow the dangerous effect the dragon has on the woods around him – creatures with Lair powers are especially good for this.

If you want to explore Icewind Dale for instance more easily, you can even adjust down to suit the difficulty desired for a lower level group. This is a tactic to be careful of however, since it tends to reduce the cachet of an indomitable blizzard when surviving one is easy.

Always remember that the difficulty of not just travel checks is set by the terrain, but so is the regularity of Hardships, therefore negative Random Encounters, and that it affects the way Player Characters feel about the trip!



There is a lot of emotional weight in a player looking back at the journey to their most recent dungeon, and knowing that they spent the whole way with rocks in their shoes, sleeping in mud, hunted by worgs and ankhegs, huddling up for warmth under the eaves of a stone giant's cave, and having conversations with talking stoats than there is in having simply arrived where they are going. Making a player feel like their entire adventure *is* an adventure will be an experience that will stick with them much longer than "You arrive at the Caves of The Fire Serpents after three weeks of travel."

So that being said, if you're interested in exploring a more dangerous locale, but you fear your party can't take it at their level, consider instead starting your campaign in easier terrain for the players to work up to and really appreciate just how dangerous their eventual goal is; fighting a Dragon hatchling is considerably less of an achievement than slaying its Great Wyrms mother after all.

Even beefing them up a few levels instead is a good tactic. If you're starting a fresh campaign remember that as a rule of thumb, most classes in 5th Edition Dungeons and Dragons truly come into their own around 3rd level.

A FEW TRICKS

Tricks and techniques are necessary for every good Dungeon Master. Most build up a number of ways to make a good story keep rolling over the course of their own experience; here are a few to remember.

- **Make It a Sure Thing.** When you want to make sure your party encounters something, like, say for your story, don't let it be random; give it a guarantee. Make it appear after a number of set random encounters or if you don't mind them missing it, give it a fixed locale so that it feels like a discovery.
- **Give Them a Break.** If your party has been having a run of bad luck, and is not proving fun, throw them a bone or two; roll on the Windfall table a few times to get their spirits up

with some good fortune.

- **Keep 'Em On Their Toes.** If they're getting bored or overconfident, send an encounter that'll get them scrabbling, or maybe a few Hardship rolls to remind them why sleeping in the rain sucks.
- **Know What's Happening.** Make sure you've got a clear idea of the kind of events going on in the region. Is an evil wizard building an army of undead? Throw a few encounters with skeletons in there. Maybe the Giants are at war? A conversation with a stone giant chief might make for a memorable event, whether it goes well or not.
- **Think Ahead.** For all that *Those Who Wander* is meant to be used on the fly, plan out a few highlight encounters in advance, especially to get the hang of things.
- **Be Creative.** Be sure to exercise your ability to come up with the strange and exciting. This is fantasy!

Other than the rules of the game that your players agreed to, nothing can tell you what to do except good taste; let your creativity run wild.

- **Make It Feel Real.**

Though you shouldn't let yourself be chained by the rules or even just some thought of "I should do this" and "I shouldn't do that" remember that the best fantasy is always the stuff that can feel real to the players. Some groups play D&D for beer, pretzels and jokes with their buddies, but any Role

Playing Game is improved by getting invested in what's going on.

- **Have Fun:** Always remember that you, as the Dungeon Master, and not just the players are supposed to have fun too! If it isn't fun for you, it's not worth doing, so feel free to tweak these rules however you like best.



WAY RUNES

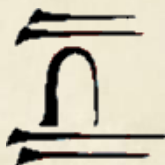
Drawn heavily from the *Forgotten Realms*™ setting, way runes are a tradition of many fantasy worlds where characters don't hold an expectation of literacy in every individual they come across. Used to communicate, mark territory and warn passerby, Way Runes from the Realms have been included here as examples to use in your own games, as well as reference for campaigns set in the broad and wonderful lands of Faerûn.

ELDER RUNES

Riven from the Hieroglyphs of an ancient language long forgotten, Elder Runes are one of the most common varieties way runes seen throughout the Realms.

BAIREMUTH “Death”

The mark of ending, as well as sleep and rest, Bairemuth is best known to wizards and sorcerers as a component in *Symbol* spells used to compel unconsciousness and death. When seen as a trail sign, it typically points to the presence of undead creatures, representing the “gate” of death from beyond which few ever return. It is said that gates leading to ancient necropoli, such as those built at the order of Larloch the Shadow King, are covered in this mark.



GATHA “Fey”

Referring to the unusual, the strange, or simply the outright uncanny, Gatha is a rune used to warn passerby of strange, otherworldly creatures, the influence of The Feywild, or even more dangerous things besides. Standing stones and faerie circles often play host to Gatha, telling of doors to strange groves, or hidden and lost cities of the Grey elves.



LAMMATH “Safety”

Lammath is the symbol for safety. A sign of a place that is easily defended, comfortable, or devoid of apparent dangers, Lammath offers protection to travelers by providing them with a place they can feel at ease. For all its apparent meaning however, some unscrupulous sorts have broken the unspoken code of those who ply the roadways of Aber-Toril and taken to marking it in places set for ambushes and even stranger sorts of menaces of late.



ANGRAS “War”

The sign of War; often a warning of raiding monsters in a region, Angras is also used by some barbarian tribes and frontiersmen to



mark places of conflict and danger, implicitly informing the passersby that any who find themselves there involve themselves with the feuds and battles of the locals at their own peril.

KROMBOS “Chaos”

Considered a sign of dread, Krombos is a warning and a threat in equal measure. Krombos means “Chaos” and is unclear whether that is chaos that means well for the reader or not; often interpreted as “Go no further” Krombos tells of dangers ahead that the traveler is sure to face as a consequence of ignoring this sign. Ancient tombs, guarded by the undead, stone doors sealed by magic or even forgotten portals to strange demi-planes and prisons are but a few things with doors bearing the mark of Krombos.



SAVAROS “Goblins”

One of a handful of signs common to both evil humanoids and good alike, Savaros is a mark of Goblinkind. For goblinoids, it is a way of marking territory, telling all passers that this land belongs to them. Human and dwarven travelers use it in much the same way; telling the goblins that they can in no uncertain terms “keep it.”



NCHASME “Decision”

Nchasme means “choice” or decision. Forks in cavernous tunnels or crossroads often feature this mark, calling upon the traveler to select a route and commit, for there's unlikely to be any turning back. In some cases, this rune marks secret passageways or hidden caches, an implicit request for those who know their secrets to perform a particular action in order to open them...



UTTEBYN "Temple"

Literally "Temple" but more generously understood as "religious site" Uttebyn is a mark familiar to pilgrims and itinerants all over the face of Toril. In less known context, however, Uttebyn is a sign of things forgotten. In places where the temples of dead powers lie, their own symbols struck from record or worn away by the passage of time, newcomers engrave Uttebyn, remarking on the forgotten power that lies within such places.



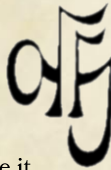
RETNIW "Camp"

Possessed of a simple meaning, Retniw is a variation on the sign Lammath, but remains distinct in that it is a marker for an established camp. Common to the Inner Sea region of central Faerûn, this mark is scratched into flat rocks or logs turned makeshift benches at many a caravan stop there.



ULLATHAR "Route"

The most common of the ancient trail signs, Ullathar is more accurately "Safe Passage" and often means that it shows the safe way out of a dangerous locale. In more insidious contexts, unscrupulous thieves or smugglers use it to show concealed entrances to their hideouts or targets.



ANARATH "Guardian"

Various meanings are attached to Anarath. It can be taken as a call to be wary of hidden dangers on the path, or a reference to some more literal form of guardian, either physical or magical in nature. Revered as holy by both the priestly orders of Helm and Deneir as well as Deneir's master, Oghma, followers of the Lord of Glyphs and the Unsleping Eye often incorporate Anarath into their clothes and robes. Wizards typically use it in spells of warding and watchfulness.



LAEBOS "Fire"

A rune meant to indicate a place of fire, such as molten earth or a lava flow ahead, this symbol is quite literal. Sometimes it can even be used to indicate the presence of fire-using creatures, such as Salamanders or Magmin. Many a dark cave in the Spine of the World is covered in these runes, telling of heated fumaroles, filled with glittering gemstones and conflagrant monsters. In more benign contexts it can be used to indicate kindling or a good place to gather firewood.



TERGARA "The Earth"

Representative of the Earth and all that lies beneath it, Tergara is the sign for not only the creatures of the Elemental plane of Earth, but also of the Underdark. On the road it typically means a canyon prone to rockslides or avalanches, but can represent other, similar dangers, or even a need to get out the mountaineering gear, signing a peak that needs to be climbed in hopes of traversal.



VAKAROS "The Air"

Much like Tergara or Laebos, Vakaros represents one of the four elements, a reference both to its home plane, as well as the creatures within it, along with all other celestial phenomena, like clouds, lightning or rain. Vakaros is typically inscribed by travelers warning each other of strong winds or flying creatures in the region.



QUALOS "The Water"

Symbolic of water in its totality, the creatures that live within it, the produce and bounty of the sea and river, and even elemental beings who call it home; Qualos is considered a marker of such creatures. Typically the peasant-folk of the Realms use it as a mark for areas prone to flash flooding, and those who ignore its warning and make camp in the region do so in danger of dying the rarest of deaths; drowning on dry land.



INGOLTH "The Sun"

The sign of sunlight or the full moon, Ingolth is the mark of divine fire, symbol of heavenly wrath or the powers of the gods. Its presence can be an indicator of priestly magic, or perhaps its context with other runes will change their meaning.

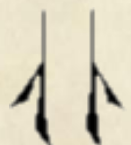


UNDERDARK RUNES

The Underdark is a dangerous place. And its inhabitants know an important fact; forewarned is forearmed. To that end, from a number of sources, there are runes that have become an essential part of the local lingua-franca.

ENTRANCE NEARBY *Kobold Rune*

Kobolds typically use this symbol to show that a suitable passage exists within a hundred feet of the rune, of course, this is a "suitable passage" from the perspective of Kobolds, and other races may well find it an unwelcome place indeed.





SAFE TRAIL *Orcish Rune*

Orcs residing in the Underdark typically use this sign to indicate solid footing or usable game-trails. Any creatures found along the route are typically friendly toward orcs, in as much as any race can be said to be “friendly” with them, and likely will not take kindly to other passersby.



FOOD CACHE *Deep Gnome Rune*

A sign of Svirfneblin activity, this mark indicates the presence of a cache of survival food. To Deep Gnomes that means mushroom bread, a nourishing if bland fare. To most other races, that means that they might consider eating elsewhere, given the propensity of Deep Gnome bread to taste vaguely like dirt.



CARAVAN ROUTE *Drow Rune*

Left by Drow to mark safe passages used for transit from one of their dark cities to another, runes like this are often seen, glowing softly with faerie fire along more populous trade routes. For obvious reasons, all other races would be advised to avoid such pathways.



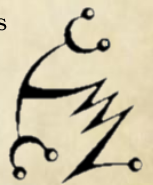
SAFE PLACE *Dwarven Rune*

A common sight for Underdark travelers, this rune once marked passages Dwarves considered fine chokepoints, easily held against larger foes, and naturally advantageous to Dwarven physiology. Now they more often indicate blocked passages and forgotten Dwarven delves.



WARNING: MAGIC HERE! *Goblin Rune*

Not truly a rune designed by Goblins, this sign is common among many of the evil races of the Underdark without a propensity for The Art to warn them away from locations known for magical events, strange occurrences, or ill-tempered Drow wizards.



THE HORNS OF EVIL *Ranger Mark*

An ancient mark common to rangers both aboveground and below it, the Horns of Evil is used as a sign warning passers and fellow brothers of the wilderness to stay away from a place that is generically dangerous, ranging from evil magic to ill-meaning outsiders.



HARPER MARKS

Famous for their far-wandering agents and reputation as irrepressible do-gooders, The Harpers have their own system of codes and signs to mark safe caches and dangers ahead for their fellows. Allies to their goals often tend to work these symbols subtly into the decoration of their homes and places of business to communicate their support.

HIDDEN CACHE *Harper's Mark*

The last Harper passing through this area has left some amount of hidden food, supplies or weapons for a fellow to find nearby.



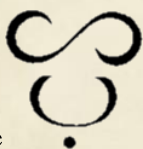
DANGEROUS MAGIC *Harper's Mark*

Bar none the strongest warning among the Harper's Marks, given the Harpers and their stated goal of restricting the irresponsible use of magic to harm and control, this sign should be taken as an especially important warning. Usually this sign communicates a cursed region or magical traps in particular, and is often the warning of a sudden and painful death.



GRAVE/TOMB *Harper's Mark*

Typically used to indicate the hidden graves of fallen brethren, this sign carries a clear message of not only the tomb's presence, but a warning not to disturb it, unless one wishes to see the vengeance of either the Harpers themselves, or the tomb's occupant.



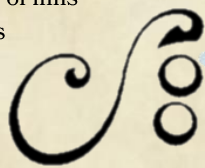
HERE BE DRAGONS *Harper's Mark*

A close second in terms of danger to the "Dangerous Magic" mark, this sign doesn't necessarily indicate the presence of literal dragons. It can be a mark of the presence of the Cult of the Dragon in the region or other, similar dangers. Of course that doesn't eliminate the possibility of actual dragons either, so one had best keep on one's toes.



SAFE HAVEN *Harper's Mark*

Often scratched into the lintels of inns and bars throughout The Dales and from Beredusk to the Sword Coast, this sign means one of comfort to the Harpers, and says that they're likely to find allies, food and a warm bed within, or at the very least, a safe place to rest.



DANGEROUS PLACE *Harper's Mark*

Proof of a considerable, if non-magical threat nearby, this sign can indicate anything from terrible monsters, to a regular meeting site of Zhentarim agents.



SAFE REFUGE *Elven Rune*

A loan rune from Elven travel markers, this sign indicates much the same sort of thing as the Safe Haven mark; allies, a place to rest, and the like. Its most



unique point is that evil races tend to avoid it, wary of the famous Elven zeal to defend their homes and sacred places, and will use it as a rune of warning.

TURN BACK *Elven Rune*

The strongest warning rune in Elvish or Harper script, this sign indicates a region so incredibly dangerous as to be better avoided at all costs. It can also be written to communicate a blocked or fallen passageway.



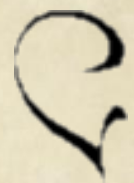
HIDDEN WATER *Elven Rune*

Used to indicate places where friendly folk might find water in a dry region, such as those in the Anauroch Desert or the badlands surrounding it, a slash through this mark tells that the water is no longer potable.



THE ELVEN COURT *Elven Rune*

Literally meaning "Elven Land", this mark was used by rangers to communicate the boundaries of Elven reach, and is even now found on trees and stones throughout much of Faerûn's old growth forests





CHAPTER 5: DANGER & WONDER

With all the other content offered by *Those Who Wander*, the Dungeon Master's Toolbox also includes an array of new and terrible dangers with which to hector any party.

The *Dungeon Master's Guide* does an excellent job describing a

number of dangers found in the wild, from gale-force winds to baking temperatures, but there are rarer and more dangerous experiences to be found in the wild places of the world! Crushing avalanches, deadly cyclones, lava flows and more can mean an end for an unlucky or careless adventurer. To that end, presented here are a few of the more threatening natural disasters your players may be able to encounter in the wild.

For ease of the Dungeon Master's use, most are each treated as a different, individual complex trap as seen in the *Dungeon Master's Guide* and *Xanathar's Guide to Everything*.

All of these new dangers are presented at their lowest level of threat for what they reasonably represent. In order to make them level appropriate, follow the instructions for complex traps of higher levels. Assume the countermeasures below are not the end-all be-all of answers and encourage clever responses.

LIGHTNING STORM

Complex Trap (level 1-4, deadly threat)

Known for their power and deadliness, and respected in equal measure by farmers and wizards alike, especially strong lightning storms are often the prelude to a flash flood or a wild fire.

Trigger. As a natural phenomenon, Lightning Storms have no particular triggers.

Initiative. A Lightning Storm acts on initiative 10 and initiative 20.

Active Elements. Every storm is accompanied by more than just thunder and tearing wind, in many cases the lightning itself is a lesser danger!

Thunderbolt (Initiative 20). A bolt of lightning shrieks out of the sky and strikes a random creature dealing 4d10



lightning damage, Dexterity saves at DC 14 for half. Creatures wearing metal armor or standing at a significant elevation above ground level make this save at disadvantage.

Slain Tree (Initiative 10). A tree is struck by a bolt and violently explodes, throwing shrapnel in a 30 foot radius. This shrapnel does 2d8 piercing damage, Dexterity saves at 12 for half damage.

Dynamic Element. The storm worsens every round, causing Thunderbolt to strike again on initiative 10, then initiative 15, then initiative 5. After the storm worsens once,

roll 1d6 every round. On a 2 or lower, the storm ends.

Constant Elements. Beating rain continues to pile on the party as the storm continues.

Merciless Rain. The area of the storm is treated as being affected by heavy precipitation. This effect does not end when the storm ends.

Countermeasures The only method one could hope to use in order to escape a thunderstorm would be finding shelter unlikely to be struck. finding shelter is a DC 13 Survival



(Wisdom) or Investigation (Intelligence) check; safety is 1d6 rounds away from the players at discovery.

FLASH FLOOD

Complex Trap (level 1-4, dangerous threat)

Usually the result of massive influx of sudden precipitation, a flash flood can arise just as easily from a shattered dam, glacial flows or even the efforts of men.

Trigger. A long period of extensive rain or sufficient damage to a major dam.

Initiative. A flash flood acts on initiative 20 with its Undertow and on initiative 10 with its Washed Away.

Active Elements. Every round the rushing water attempts to draw in hapless characters and drown them beneath the surge.

CHAPTER 5 | DANGER & WONDER

Undertow (Initiative 20). A wave of surging water rushes in to bowl over any creatures in its path. Creatures must make a DC12 Strength saving throw or be knocked prone and begin to drown.

Washed Away (Initiative 10). Every round, a piece of debris strikes a random creature for 1d10 damage. A successful DC 16 Dexterity or Strength saving throw negates.

Dynamic Element. The water rises each round, deepening it by a foot and raising Undertow's DC by 1 each time until reaching DC 20.

Constant Element. Beating rain continues to pile on the party as the storm continues.

Merciless Rain. Being the cause of the flood, the area is treated as being affected by heavy precipitation.



Countermeasures. The only sure method of avoiding the dangers of a flash flood is simple; get out of it!

Swimming to Safety. Drowning creatures can attempt a DC17 Strength (Athletics) check to break the surface. Creatures on dry land can throw a rope to a friend to give them advantage on this check. Creatures with a swim speed succeed automatically.

CYCLONES AND WATERSPOUTS

Complex Trap (level 1-4, deadly threat)

A collective term for any number of different forms of cyclone, whirlwinds, dust-devils and waterspouts are effectively the same thing, made all the more dangerous by the things they've pulled up along the way.

Trigger. There is no particular trigger for cyclones, arriving as quickly as they move, they tend to develop slowly at first and then coalesce into a greater threat.

Initiative. The Cyclone acts on Initiative 20.

Active Elements. Cyclones have only one active threat, flying debris.

Flying Boulders. (Initiative 20) Referring to anything that can get caught up in the high speed winds, a massive piece of flying debris flies through the air, dealing 1d10 damage to a random character it strikes, as well as knocking them prone; a DC 16 Dexterity save negates this effect.

Dynamic elements. The cyclone has 4 levels of intensity. Roll a d4 to determine its initial ferocity. At intensity 1, the cyclone loses its Irresistible Force, and Flying Boulders occurs once every two rounds. At Intensity 3 Flying Boulders strikes on

initiative 10 as well as initiative 20. At intensity 4 all DCs are raised by 2. Roll 1d4 every round to determine the round's intensity. If a 1 is rolled at intensity 1, the cyclone abates.

Constant Elements

Gale Forces. Anything within the cyclone's area is struck with Gale Force Winds, with the change that the flying debris is ignored in favor of the Flying Boulders effect above.

Irresistible Force. Every character within the cyclone's area must make a DC 15 Strength save on their turn or be lifted bodily into the air and unable to save against the effects of Gale Forces and Flying Boulders. Prone characters are unable to save against this effect. Any characters still caught in the cyclone when it ends drop from a height of 60 feet.

Variant: Shredding Sand. "Dust-devil" refers mostly to small, harmless cyclones. This whirlwind's speed and force have grown such that flying sand deals 2d6 slashing damage to the characters within it every round.

Variant: Drowning Vortex. A rare occurrence, this whirlwind has drawn up enough sea-water to be largely composed of it. Attempting to breathe within it is a near impossibility. Any creature unable to breathe underwater that is caught up in the cyclone's Irresistible Force effect begins to drown as if they were submerged.

Countermeasures

Flying Boulders. Short of ending the cyclone itself, the effect of flying boulders can only be avoided, not stopped.

Irresistible Force. Finding sufficient cover to wait out the storm safely such as a nearby cave or burying oneself in sand are the most notable way of surviving the cyclone's winds. Creatures can also attempt to survive by tying themselves together, and creatures that have already been caught up in the vortex can potentially be rescued.

Finding Shelter finding shelter is a DC 17 Survival (Wisdom) or Investigation (Intelligence) check; safety is 1d6 rounds away.

Tied Together creatures that have tied themselves together using a length of strong rope or chain may use the strength score of the strongest creature in the chain for their Strength saving throws against the storm.

Rescue! A creature caught in the cyclone can be rescued with a successful "attack" against armor class 18. Damage is not rolled, if the attack hits, the creature has managed to catch his companion and the unlucky character must make another Strength saving throw with advantage to escape the storm.

Drowning Vortex. The effects of Drowning Vortex have no effective countermeasure.

AVALANCHES

Complex Trap (level 1-4, dangerous threat)

No matter what the material falling down and crushing a hapless adventurer might be, the effect is the same; death and burial all in one fell swoop.

Trigger. Avalanches are typically caused by a sizeable tremor, such as an explosion or a *Fireball* spell, but for particularly unstable snow masses, even a wrong step or a careless shout can be too much.

Initiative. The avalanche itself acts on initiative 20 and 10.

Active Elements

Rushing Snow (Initiative 20). A wave of solid snow, mud or debris comes barreling down at the PCs. All creatures within the avalanche's path take 2d10 bludgeoning

damage and are knocked prone. Creatures that make a successful DC 15 Strength saving throw take half damage and are not knocked prone, creatures with a swim or burrow speed make this save with advantage. Any prone characters are immediately subject to the Buried Alive effect.

Buried Alive (Initiative 10). Any characters that are prone are buried under 2d10 feet of snow. Characters who are buried under at least 8 feet of snow begin to suffocate. The effect of Buried Alive does *not* end when the avalanche does.



Dynamic Elements. Roll 1d6. On a one the avalanche ends. Each time a six is rolled the avalanche gains speed, allowing the Rushing Snow effect to strike on initiative 10, after the first six, 15 after the second, and 5 after the third.

Constant Elements All vision within the avalanche is heavily obscured by dust, debris and snow.

Variant: Icy Chill. Buried characters suffer 1d6 cold damage for every round they remain buried. DC 13 Constitution save for half.

Countermeasures An avalanche can't be stopped; it can only be ridden out.

Cling For Dear Life. By grabbing onto something, an unburied creature can give themselves advantage on checks against the Rushing Snow.

Buried Alive. After being buried by the weight, a character is unlikely to live much longer without being dug out.

Digging Yourself Out. A creature without a burrow speed may attempt a DC 15 athletics check with disadvantage to dig 2 feet out. They may attempt this once every round. Creatures with a burrow speed act as normal. Unburied creatures attempting to help an ally do not suffer disadvantage.

WILDFIRES

Complex Trap (level 1-4, deadly threat)

Referring specifically to an out of control brush or forest fire, Wild Fires are a danger to any creature caught in them, and sometimes the creatures themselves are the danger.

Trigger. Any kind of spark to enough kindling, an uncontrolled camp-fire or an errant spell can be the impetus for a Wild Fire.

Initiative. A wild fire acts on Initiative 20 and 10.

Stampede (Initiative 20). A panicked horde of animals comes rushing past the creatures in their path. All creatures within the Wild Fire must roll a DC 14 Dexterity saving throw. Failure means the creature takes 3d8 bludgeoning damage from the stampeding animals. A successful save takes no damage.

Blazing Barriers (Initiative 10). Falling debris blocks the creature's path, creating an area of difficult terrain 10 ft. square. Passage through this terrain is possible, but it causes

1d8 fire damage. Creatures caught under the debris take 1d10 bludgeoning damage in addition to the fire damage. A successful DC 13 Dexterity saving throw allows them to suffer only half the bludgeoning damage and none of the fire damage.



Dynamic Element.

Raging Inferno (Initiative 10). Fires close in on the creatures within the Wild Fire, filling 20 feet of space with fire that deals 1d8 fire damage to any creature crossing through it.

Constant Elements

Superheated Air. Creatures within the Wild Fire must make a DC13 Constitution saving throw or take 1d4 fire damage and begin to suffocate. Creatures holding their breath may ignore this for as long as they can keep from breathing.

Oppressive Heat. The area within the Wild Fire is treated as being an area of Extreme Heat.

Countermeasures

Raging Inferno

Fire Break. Digging or cutting a fire-break is treated as an attack roll against a wooden wall or door. Success prevents Blazing Barriers from triggering this round.

Cooling Waters. Diving underwater will give advantage on all saving throws against the Wild Fire, as well as rendering one immune to the fire damage it causes, but this can only be maintained for as long as the creature can hold their breath.

GEYSERS

Simple Trap (level 1-4, dangerous threat)

Referring to natural features that regularly expel pressurized and heated water into the air, Geysers are often found in areas with hot springs, volcanic activity, or remorhaz dens.

Trigger. The DM should roll 1d4, on a 1; anyone standing atop the geyser's flow at the wrong time triggers the trap.

Effect. The unlucky fool must make a DC 16 Dexterity saving throw. On a failure he takes 2d10 fire damage from the boiling water washing over him and is thrown 10 feet into the air. On a successful save, the creature takes half damage and is not thrown.

Countermeasures. There is no effective way to stop a geyser.

DANGEROUS FLORA

Beyond Razorvine, there are many kinds of dangerous plants that pose a threat to a careless traveler, some of which are properly showcased as monsters, but others, while dangerous, are nothing more than simple plants.

POISONOUS CARESS

Simple Trap (level 1-4, deadly threat)

Some plants are so dangerous as to be harmful and poisonous to the touch, causing pain able to make even the stoutest of men whimper like babes. This is one of their lesser cousins.

Trigger. Any creature that touches or inadvertently brushes up against this plant triggers its defenses.

Effect. The victim is struck by a series of poisonous hairs that embed themselves into the victim's flesh. The target must succeed a DC 16 Constitution save or suffer 2d6 poison damage and become Poisoned and Stunned for 3 hours, suffering an additional 1d4 poison damage every hour until cured.

Countermeasures. The recurring damage can be ended by washing the wound with any amount of acid damage, or spells like *Lesser Restoration*.

DEAD MAN'S FALL

Simple Trap (level 1-4, dangerous threat)

Some plants survive primarily off of decomposing matter. This is one that is not willing to wait. A massive sheet of plant-matter, Dead-Man's Fall is a spine-covered plant that forms a natural spike trap. Creatures that fall into its depths typically are ensnared on its spikes to die a slow, agonizing death by starvation before becoming plant food.

Trigger. Dead-Man's Fall typically covers itself in a natural mat that breaks once any pressure is applied, triggering its effect. This regrows every three days.

Effect. The triggering creature must make a DC 10 Dexterity saving throw. On a successful save, he leaps to the side, avoiding a painful tumble into the plant below. Otherwise, the creature falls into the pit and suffers 2d4 piercing damage

from the plant's spines and becomes restrained.

Countermeasures. The most effective way to deal with Dead-Man's Fall is to avoid it by noticing its presence with a DC 10 Wisdom (Survival) or Wisdom (Perception) check.

HORNETHORN

Simple Trap (level 1-4, dangerous threat)

Some plants are more proactive in fending off predators. Despite still not being ambulatory like their man-eating cousins, Hornethorns are capable of spitting poisonous and sharp spines into passing creatures.

Trigger. Any creature brushing up against a Hornethorn triggers its spines.

Effect. The triggering creature is forced to make a DC 15 Constitution saving throw. On a failed save he suffers 1 piercing damage and 3d8 poison damage and becomes poisoned for 1 hour. Success halves this damage and prevents the poisoned condition.

Countermeasures. A DC 14 Wisdom (Survival) check notes the Hornethorn and how best to avoid it.



NEW DISEASES

CHOLERA

Communicated through tainted water, Cholera is the scourge of cities and the slayer of millions of men and women throughout time. Upon contact with water contaminated by cholera, the character must make a DC 13 Constitution save or become ill. The DC of this save increases by 1 for every day that the character has drunk the contaminated water without becoming ill.

On a failed save the victim takes 1 level of exhaustion that cannot be dissipated for as long as the disease remains uncured. After 1d6 days, the symptoms become rapidly acute.

The victim begins to vomit and soil themselves, their skin turning pallid blue and turgid as their blood slowly solidifies into sludge from dehydration. Gain another level of exhaustion and make an additional Constitution save every hour; the DC begins at 12 and increases by 1 each time; beings that are highly dependent on liquids to survive, such as Water Genasi make this save with disadvantage.

On a failed save, gain another level of exhaustion, while a successful save restores 1 level. While Cholera itself cannot kill, and will eventually pass if the patient succeeds enough Constitution saves, they will likely have died from dehydration long before then. Effects which remove levels of exhaustion can remove all but one of the Exhausted conditions prior to the disease running its course, and a successful DC 20 Medicine check can prevent the patient from becoming exhausted by knowing to feed them a simple sugar syrup in addition to increasing their intake of water.

FEATHERLUNG

A disease which once ravaged Faerûn, Featherlung causes the lungs to fill with necrotic flesh, causing the victim to die of suffocation as their own lung tissue slowly strangles them to death.

Featherlung typically spreads by direct contact with the disease; anyone who is exposed to a character with Featherlung must make a DC 11 Constitution saving throw or become afflicted. Featherlung can also be communicated by contaminated dust, especially of the variety found in old tombs and mausoleums.

On a failed save, nothing occurs immediately; the disease incubates over the course of 1d3 days before finally manifesting as a dry, hacking cough, which quickly begins to wrack the entire body with spasms – the target takes

disadvantage on all Strength-based and Athletics checks

due to their deficient respiratory system. After a

day of suffering with this cough, robbing the

victim of vitality and

strength – the

victim must

make an

additional DC 14 Constitution saving throw or lose 1d4 points of Strength. This process repeats every day until the subject is reduced to 3 Strength, leaving them unable to move under their own power, reduced to weakly hacking as they lie, unmoving. At this point if the patient fails another saving throw, the disease will kill them, reducing their Strength score to 0.

For each successful saving throw, the target regains 1d3 points of Strength; if the patient should make a successful saving throw that would restore their natural Strength score, they recover from the disease, and are thereafter, permanently immune to its effects.

MARSEMBER POX

A deadly form of the more common, childhood poxes, Marsember Pox is a highly communicable disease; contaminated objects and personal contact are all it requires. Those present must make a DC 12 Constitution saving throw to avoid contracting the disease.

Failure means that within 1d6 days, they will notice angry, itching red sores begin to break out over their body, including inside the mouth and eyelids. During this incubation time, the victim is still contagious, meaning they will spread the plague without being aware of its effects.

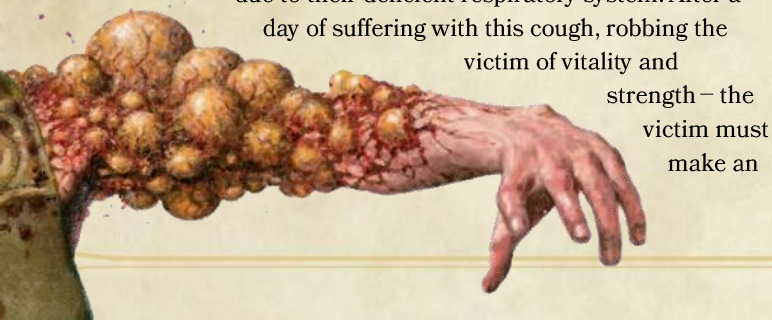
These sores cause deal 1d8 damage for each daily failed DC 12 Constitution save, and apply disadvantage on all checks involving fine manipulation, such as Sleight of Hand or Ranged Attack checks, and most especially spells! Upon attempting to cast a spell, the patient should roll a Concentration; failure expends the spell without any effect.

After 1d8 days, the Marsember Pox enters its second stage; every day the target must make a Constitution saving throw or suffer 1d8 damage and go temporarily blind for the day as the pockmarks cover his body. If the patient succeeds at three consecutive Constitution saves, the disease dissipates, though it leaves them covered in scars.

MOANDER'S ROT

Also known as “Boiling Leprosy”, this disease causes the flesh of a victim to putrefy and rot while still living. Said to be a curse from the long-dead God of rot and decay, Moander's Rot is typically only encountered in the steaming jungles of Chult, or rarely, in abandoned shrines to the dark demigod – direct contact can also communicate the disease, as the followers of Moander are eager to show.

Upon being encountered, the target must succeed at a DC 15 Constitution saving throw or find themselves the victims of a rapid and virulent form of leprosy. Wounds do not heal, and the patient finds their injuries do not close themselves, instead seeping and growing pustules and painful boils. The target cannot use Hit Dice and does not recover hitpoints during a long rest. They are left unable to be healed, except by magical healing which functions at half effectiveness. The cure for Moander's Rot is unknown, but surely a grand adventure could find the answer as the heroes' race against a ticking, biological clock.





CHAPTER 6: A THOUSAND SMALL TALES

Those Who Wander is meant to encourage on-the-fly thinking using the travel system. While to some this method of Dungeon Mastery will be unfamiliar or even uncomfortable, in time, anyone can learn how to best roll with the punches their players dish out, and incorporate random events into the game seamlessly.

To aid the prospective Dungeon master, here are a number of sample encounters, as well as the methods behind their “generation” using the Hazard and Windfall Tables to acclimate new DMs.

Even old hands will find this section full of ideas and useful miniature adventures and encounters that can be used as hooks for the Dungeon master to exploit, kernels of ideas to build entire adventures around, or even simply slotted in as travel encounters to an existing game.

THE FALLEN BEHEMOTH

The body of a massive slain creature has drawn the interest of local scavengers and other monsters as the scent of rotting meat wafts across the wasteland.

ELEMENTS

Hostile Wildlife, Wandering Monsters, Hazardous Landscape

MONSTERS & NPCs

1 bullete, 2 panthers, Total CR 7

FIRST SIGN

Upon seeing the creature’s fallen corpse, read the following for the players;

Rising over the edge of the next dune, your noses are assaulted with the sickly sweet smell of decay. Rising from the edge of the sand is an arc of bone, thrust into the earth like a great spear. An empty claw clutches futilely at the thin air nearby, as large as a man. You realize with a shrill of horror that you are looking upon the corpse of some massive creature, nearly a hundred feet in length, slain by unknown hands, and lying rotting in the desert. You shudder to think what could have spelled the end of such a creature...

The area around the creature is filled with an ungodly stench. Any sentient creature that doesn’t survive on carrion takes all Constitution and scent-based perception checks with disadvantage while within 80 feet of the body.



APPROACHING THE GIANT

Unless it proves relevant to the story, the creature cannot be identified; it has rotted too extensively to be discerned. As the PCs approach the mountain of rotting flesh, read the following.

It takes all of your powers of self-control not to retch at the ungodly stink emanating from this rotting horror. It must be attracting scavengers from miles around! And no sooner do you find yourself thinking exactly that, a fin breaks the surface of the sand...

PREDATORS ATTACK

The bullete attacks first, bursting out of the ground near the PCs. After it’s engaged them for a round, two panthers, busily eating the fallen body’s entrails leap out to opportunistically hunt some fresh meat as well; the panthers flee if severely injured, though the bullete is too stupid to do the same.

AN ENCHANTED STREAM

The While navigating a forest, the players stumble across a strange stream with dark water that causes unwilling sleep. A forgotten dinghy offers some supposed method of transit...

ELEMENTS

Found the Trail, Abandoned Vehicle, Sinister Snare

MONSTERS & NPCs

None

SIGHTING THE STREAM

Upon arriving within sight of the stream, read the following;

You hear the burbling of water long before you see it. Cresting a copse of trees, a gently moving river lies ahead of you, perhaps 20 feet in width.

The primary danger of the stream isn't in the area surrounding, but the waters of the stream itself. The characters will find themselves face with a few options in fording this small river; swimming across or using a small dinghy that remains.

ATTEMPTING TO SWIM

Swimming the stream proves to be a remarkably poor idea the moment that one slips into the water. When someone attempts to swim the width of the stream read the following;

Slipping into the darkened water you see it up close for the first time; it seems nearly black, not quite the shade of ink, but rather as though the stream's bottom was covered in rocks significantly darker than the stones surrounding it. This proves to be your last thought as the darkness seems to rise up and swallow you.

Any character that touches the water instantaneously falls into a dreamless sleep.

They cannot be woken by any force within 8 hours; such is the curse of the stream. While normally falling asleep in the midst of a swim would prove a danger to the swimmer and their companions alike, most characters fall asleep well before they can swim into dangerous waters.

Creatures affected by the stream can attempt a DC 16 Wisdom save every hour to awaken from their slumber.

USING THE DINGHY

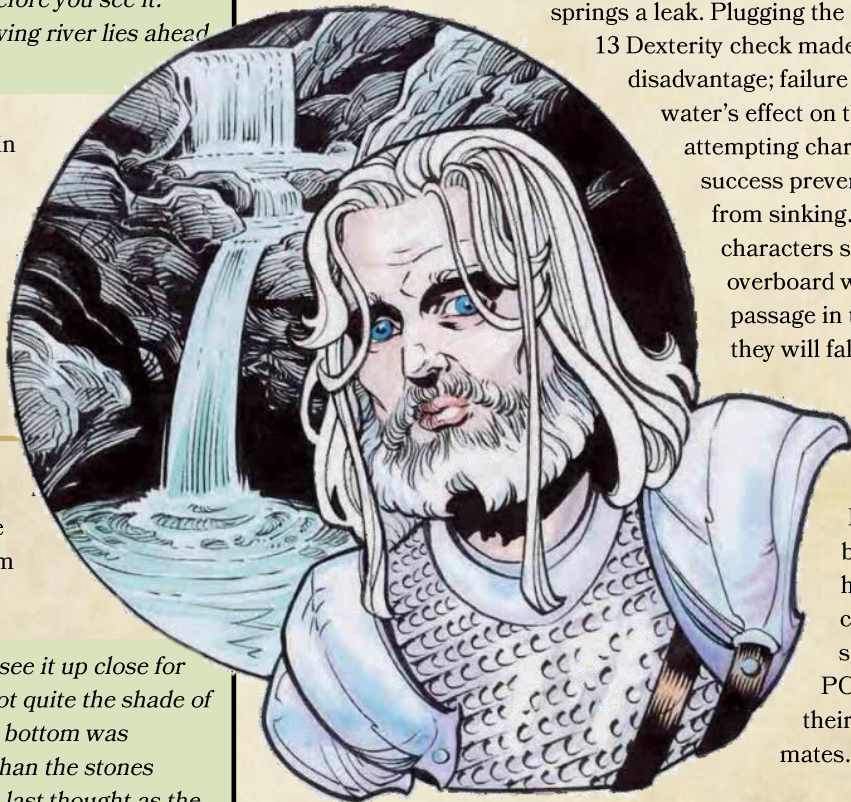
A leaky wooden dinghy bobs gently in the water at a pier left by some unknown benefactor. Though a potential danger to the characters in and of itself, it could well prove their only method of crossing the river.

Spotting the dinghy is a DC 13 Wisdom (Perception) or DC 12 Intelligence (Investigation) check. When they succeed, read the following;

Casting your eyes around, the sight of a gently bobbing boat catches your eyes. Enough perhaps for two people to ride at a time, it could be your way across.

Using the dinghy, two people can cross before it springs a leak. Plugging the leak is a DC 13 Dexterity check made with disadvantage; failure incurs the water's effect on the attempting character, while success prevents the ship from sinking. If any characters should fall overboard while taking passage in the boat, they will fall asleep and surely drown.

Encourage both heroism and creative solutions in PCs to save their party mates.



STORM OF A DARK WIZARD

An evil wizard in the midst of a ritual has inadvertently caught the PCs in the effect of his bizarre spellcasting, and may either ignore their influence, or may confront them. No matter which way he turns, the players will need to contend with his storm of blue fire...

ELEMENTS

Magical Catastrophe, Vexed Enchanter, Storm Surge

MONSTERS & NPCs

1 Archmage, Total CR 12

THE STORM BEGINS

When the storm begins, read the following;

Out of a clear evening's sky, suddenly the horizon begins to darken, the entire vault of the heavens turning pitch black...

The players can react as they wish to the phenomenon, before the storm begins in earnest. Treat this as a Lightning Storm, with the following changes;

- Ignore the "Slain Tree" Effect.
- Every time a character is struck by lightning, rather than suffering damage, they lose 1d4 spell slots. If they have no spell slots to lose, they suffer the normal effect instead.

While the party rolls for initiative, read the following;

Your eyes are suddenly overwhelmed with the color blue. A blue so blue as to make every other appearance of the color seem a pale imitation. This brilliant azure fire shoots down from the heavens, striking the ground near where you are standing, turning the entire area bright with a flash before it seems to leap again... this time at you!

The first time the "lightning" strikes, read the following;

Suddenly, limned against the sky appears the form of a man in long flowing robes, which billow dramatically around his thin form, a staff raised in his right hand. You can't hear him over the rising wind, but his lips move in a constant and unceasing chant, his eyes closed in concentration...

Let the party suffer a few rounds of this before the Archwizard himself intervenes.

IRE OF THE ARCHWIZARD

Once he realizes the failure of his spell, the infuriated wizard has this to say to the PCs;

Eyes flicking open, the eccentric man looks around before scowling. He notices all of you after a moment. "You!" he shrieks, levelling his staff at all of you. "You fools wandered into the reach of my ritual! Twelve days painstaking work ruined by you blockheads!"

The party has two ways out of this predicament. Either they can attempt to negotiate with the angry mage, or they can fight him.

Despite his alignment, he proves to be not unreasonable, and will accept offers of help or restitution given a DC 18 Charisma (Persuasion) or Charisma (Deception) check. Given his arrogance and power he seems proof against intimidation...



CIRCLE OF THREE FACES

While stumbling through the forest, the group comes into the company of a circle of friendly druids... after treading accidentally on their holy ground and receiving a vision of the future that is.

ELEMENTS

Magical Marvel, Pilgrimage, Hedge-Witch

MONSTERS & NPCs

1 Druid of 5th level or higher

ORACLES IN STONE

Upon the party's arrival in the Circle of Three Faces, an ancient power awakes, one that is as old as the elven courts themselves. Read the following for them;

You clear the brush of the trees and look around, having found yourself in a clearing. Standing stones leer over you, in a strange way, vaguely translucent. Stars seem to swirl in their depths as you notice the center-piece of this ring of menhirs. A statue, archaic in its appearance, abstract in parts, little more than a roughly triangular piece of stone thrust point first into the earth sits at the ring's center. Most striking of all is its top, as despite its primitive carving, three masterfully shaped human faces look out from it over the forest, each composed of the same, semi-translucent stone as the rest of the ring. You feel the sensation that this is a sacred place. Though to whom and if they are a power for good or evil you cannot tell.

Upon entering the ring, characters should feel struck with the strangeness of it. It seems as if the very air crackles with power here. An Intelligence (Arcana) or Intelligence (Religion) check reveals little here. Either the statue depicts no god or known entity, or it is one so obscure as to have been forgotten and buried in history.

Once all the PCs have filed into the stone circle, The Sight Unseen begins.

THE SIGHT UNSEEN

The vision should be made unique to each player group and their current task, but for ease's sake, here is a generic one that the Dungeon Master can edit at their own convenience.

There is a sensation like soundless thunder that shakes the ground for a moment, and to your collective surprise, fires begin to burn in the eyes of the three faces in the statue. A deep voice booms out across the clearing and begins to speak;

*"The clouds of sight part and we speak.
Those foretold hath come,
History repeats, though mortal eyes choose not to see.
War and bloodshed shall come again.*

*Hate and death shall burn in the hearts of men,
'Till those with will to break the cycle seek the three.
The Red King awaits the marching drum,
The carrion crow shall fill its beak.*

The guides approach and we speak no more."

As quickly as they came, the flames dissipate and the grove is quiet once again. All of you hear the rustle of leaves nearby.

ORACLES IN STONE

Should the party attempt to hide from whatever is coming out of the bush, a voice will call out;

*"Wait!" you hear a young man's voice cry. "I know you're there. I would speak with you!" A man, stripped to his waist, covered in flowing blue tattoos appears, his blonde hair jutting forth from the back of his helmet as a strange, wolf-like creature pads quietly behind him.
"I am Erindath. And I heard the three speak. I wish to help you!" Two similar figures behind him look about for sign of your party. Do you wish to make yourselves known?*



MAKING A PIT STOP

While making their way through the region in company of a teamster who has either offered the party a ride, or was specifically hired by them prior to setting out, a vehicle axle breaks. Stopping to repair it, the teamster is mysteriously killed by an apparent accident, but what the players don't realize is that for some slight, real or imagined, an assassin is angling to kill them!

ELEMENTS

Vehicular Mishap, Stalked By Evil, Threatened Innocent

MONSTERS & NPCs

1 Human Commoner

THE TEAMSTER

This version of the event assumes the party has been travelling alone;

There is a crunching noise of wood on gravel as a cart comes trundling up the road in your direction. A bearded man with a long, tasseled hood sits in the driver's seat, happily smoking when he comes to a stop. "Well hello there!" he shouts to all of you. "Interested in a ride?"

If the party accepts, they discover he is a family man named Gell. He works as a teamster in the region to help support his wife and children at home, and seems generally good-natured and honest. He genuinely has offered the use of his currently empty cart to the PC's out of the goodness of his heart.

AN ACCIDENT...

While crossing a bridge, an axle on the cart snaps violently, sending the teamster's wagon into a violent lurch. Though no one is hurt, the cart is quite thoroughly stopped and needs to be dragged to the edge of the road in order to repair it. Doing so is a DC 15 Athletics check. When the accident occurs, read the following text;

The countryside slips slowly by from the wagon's window as you move along the road. Rocked into near sleep by the gentle motions of the cart, you are brought rudely back to reality by the sound of a resounding snap, followed by an equally loud curse.

MURDER MOST FOUL

Gell insists that he be involved in the process of fixing it; it is his wagon after all. Attempting to fix the wagon is simple enough, needing only a DC 12 Carpenter's Tools check. Regardless of what the characters do however, the following happens.

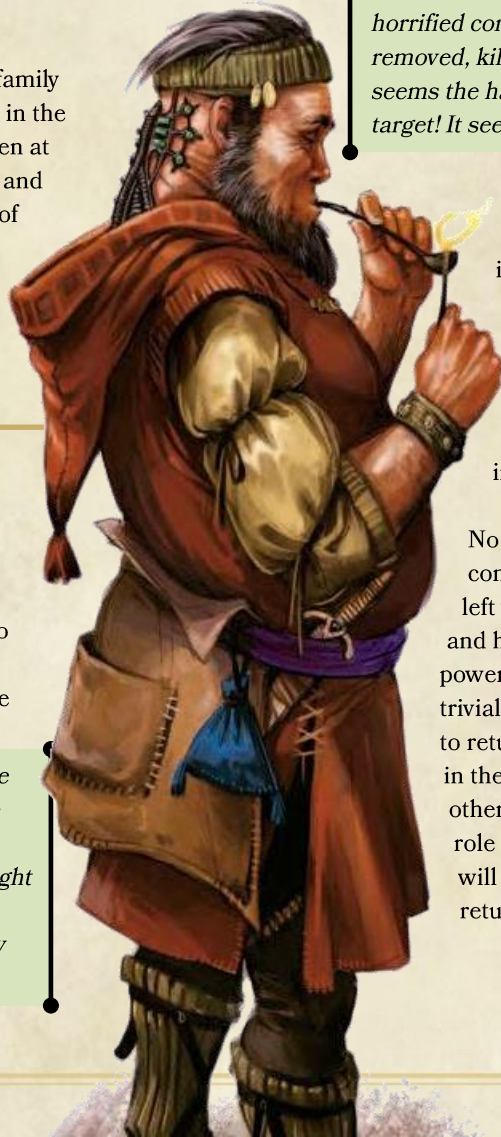
Gell lowers himself to the wagon's level, counting on the makeshift chocks in place to keep the whole vehicle from moving. As he pulls out the shattered axle from its moorings, he stands up, brushes his coat off and shouts for one of you to come over. As you approach, leaning in to examine the metal braces of the axle, there is a loud wooden groan as the cart suddenly lurches forward. Gell doesn't have more than a moment to scream as the front wheel throws him to the ground and crushes him. You rush to his side just as his last breath escapes him. It's no use; he's dead.

Determining the cause of the second accident is a DC 15 Intelligence (Investigation) check.

After a moment of digging around, you come to a horrified conclusion that one of the chocks was removed, killing Gell with his own cart. Worse, it seems the hapless teamster wasn't even the intended target! It seems this deathtrap was meant for... you!

The true nature of the party's assailant is a complete unknown, the better for you to integrate into your games seamlessly; perhaps a recent enemy took more offense to an offhand comment than the party counted on, or the agent of an evil Mind Flayer has been scouting out the party as potential sacrifices for its magically-inclined master.

No matter what the party chooses to do concerning their would-be assassin, they are left with the concern of what to do with Gell and his body. As he is far beyond saving, only a powerful miracle could restore him (and thus trivialize the event entirely) or the party can seek to return his remains to those of his wife, at least in the effort of giving her closure. His cart is otherwise fine and able to be used, despite its role in the murder of its master, and his family will likely prove very grateful to have it returned, now as their sole source of livelihood.



OASIS OF THE LOST KING

While negotiating their way through a treacherous canyon, the party stumbles upon the corpse of a fallen adventurer with a key clutched in his fist, and a map through his belt.

ELEMENTS

Charnel House, Buried Treasure, Fallen Adventurer, Safe Campsite, Bounty

MONSTERS & NPCs

1 Tomb Guardian, Total CR 4

THE CANYON

As the party encounters the slain adventurer's corpse, read the following;

Your foot catches on something in the sand. Cursing your ill luck, you realize its cut open the toe of your boot. Your foot is thankfully unharmed, but you realize a moment later the edge of a dagger was responsible. Digging for a good five minutes, you unearth to your collective horror a body, half-skeletal fingers still clutching a desiccated piece of parchment wrapped around a key. A long knife protrudes from his back, presumably as the result of some feud that died with him. It seems to be some kind of map, indicating a tomb nearby that this prospective adventurer never reached. It may still be untouched...

Assuming the party wishes to investigate, the tomb is less than a day's detour to the west; not even long enough to bring about a Travel check.

TOMB OF A FORGOTTEN KING

Upon their arrival, the group sights the oasis that forms the tomb's exterior.

Clear blue water shimmers in the desert heat before you. The map had neglected to mention this surprising scrap of natural beauty, but you look up and see an edifice of stone, tucked into the crack of a cliff-face above. This surely is the location that the map described!

The party can refresh their supplies at the oasis; it is overflowing with fruits and water, sufficient to provide for a number of days. As the party makes their way up the cliff-face, scaling it is a DC 13 Athletics check. Upon arriving at the tomb's door, read the following.

An imposing stone door leers over you as your rest your elbow against the cliff's edge. This must be the tomb's door. Inscriptions across its face proclaim this to be the final resting place of "The Forgotten King". In every place where his name normally would be engraved, instead this monarch's epithet has been carefully chiseled away for reasons unknown.

Opening the tomb proves to be little harder than reaching it; all it requires is a Strength check of DC 19. Using a metal pry-bar allows the opener to make this check at advantage.

A WITHERED GUARDIAN

The interior of the tomb is deliberately simple; perhaps because of the nature of the person buried there. As the party enters, read the following;

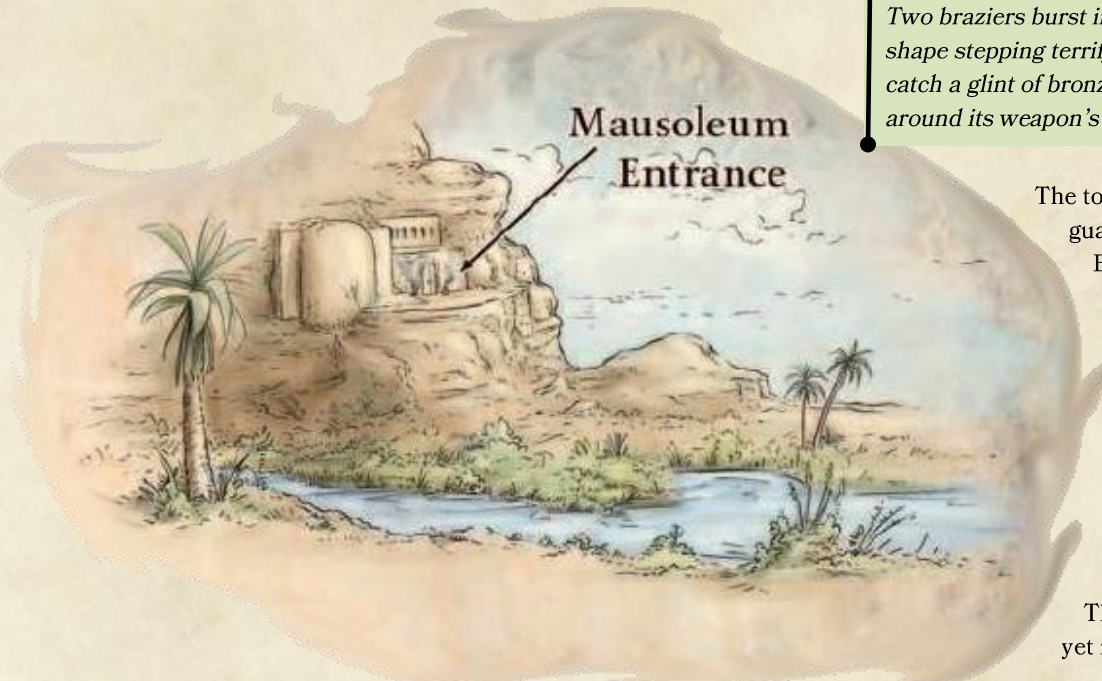
Two braziers burst into blue flame as you enter, a dark shape stepping terrifyingly fast from the shadows. You catch a glint of bronze as its skeletal fingers tighten around its weapon's haft.

The tomb is watched over by a skeletal guardian, which uses the stat-line below. Every round, if not extinguished, the braziers heal the Guardian for 1d4 damage each.

TREASURE AWAITS

Inside the Forgotten King's coffin, the group finds treasure equivalent to a CR 5 hoard, along with a roll on a Magic Item table of the DM's choice.

The mystery of the Forgotten King is not yet resolved of course; if the PCs wish they



can attempt to study more about this enigmatic figure, which could well become the impetus for an entirely new adventure. Perhaps the party has become victims to a terrible curse for disturbing the body of this long forgotten desert-ruler. Perhaps the Forgotten King's body doesn't lie within this sarcophagus but another in the desert, in an even more dangerous tomb where yet more plunder and terrible dangers await...



SKELETAL GUARDIAN

Large undead, lawful evil

Armor Class 16 (bronze scale mail)

Hit Points 32 (6d10+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16(+3)	18(+4)	15(+2)	6(-3)	8(-2)	5(-3)

Damage Immunities Poison

Condition Immunities Exhaustion, poisoned

Senses passive Perception 9

Languages can understand Common

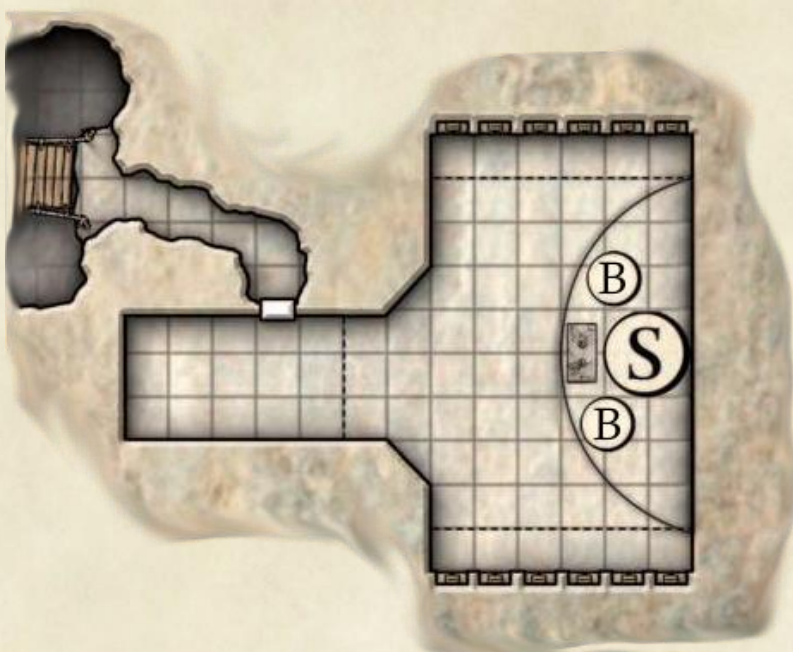
Challenge 4 (1,100 XP)

Undead Nature The skeleton warrior doesn't require air, food, drink or sleep and cannot be poisoned or exhausted.

ACTIONS

Multiattack. The Skeletal guardian makes four khopesh attacks.

Khopesh Melee Weapon Attack; +7 to hit, reach 5ft., one target. Hit: 5 (1d6+2) slashing damage.



GIFT OF THE CRONE

The party is invited into the hut of an apparently kindly old woman who is more than she seems. She offers to have them partake of dinner in exchange for a gift...

ELEMENTS

Malevolent Host, Hedge Witch, Fallen Adventurer

MONSTERS & NPCs

1 Green Hag, Total CR 3

A KINDLY OLD HAG

Upon seeing the crone's hut, read the following;

A plume of white smoke curls in the air, issuing forth from a small stone hut that sits in the midst of a clearing, situated on a promontory of dry land. Perhaps you could see if anyone is home?

If the PCs choose to investigate the hut, read the following;

As you knock at the door, it opens with a soft creak and a toothless old woman looks out, her back hunched with age. "Well... hello dearie!" she says, smiling in a not unkindly fashion. "Are you and your friends lost? Come in, come in and partake of my hospitality."

If the PCs accept her offer and explain roughly who they are she makes them an offer.

"Oh... heroes you say? Wandering adventurers? I had a guest like that not too long ago myself dearies. He left quite a number of interesting things with me, though that was a long time ago now. Perhaps he'd want others of his own sort to have them. No? I can give them to you... if you're willing to stay and have dinner with me that is."

A REPELLENT DINNER-PARTY

If the PCs accept, the old woman, a green hag in actuality, prepares dinner. Despite the reputation of hags, this one proves relatively benign... unless angered, in which case she directs all of her fury toward the party. Read the following as dinner starts.

The old woman sets a pot of steaming food down. "Here we are dearies. Bat guano and rodent-liver stew. First course!" she says happily. "I so seldom get visitors... it's such a pleasure to cook for others once in a while. The coven never seem to come by anymore." She murmurs wistfully.

Choking down the repulsive dinner is a DC 13 Constitution save for every party member. If any refuse, she does not prepare any of her "delightful" stew, and the opportunity

passes without further comment; she leaves them be, assuming they must not be hungry. On a failed Constitution save, the character violently spits up the noxious creation, insulting the hag deeply, who growls and attacks. If the entire party should manage to make it through the terrible supper, she is as good as her word, and provides the possessions of the fallen adventurer.

LAST WILL

The long-dead adventurer's possessions are a CR 2 hoard, as well as a roll on a treasure table of the DM's choice that the hag lays on the table in a wooden box. Inside, curled in a sheaf of paper, the party finds the last will and testament of the adventurer who left these treasures.

If questioned concerning the will, the Hag knows nothing, commenting only that Sir Banthon seemed to be a 'very nice man', and 'very charming' and that he arrived at her hut, badly injured. She tried all that her herbcraft could allow, but it was too little to save his life.

"I, Sir Armas Banthon, being of sound mind and body do hereby bequeath my last worldly possessions to the bearer of this scroll, in hopes that somehow, they may find some means of restoring honor to my family and bloodline through use of it." There seems to be a map to a location a few days march out scrawled on the back.



WAR FOR SILVER RAVINE

Two rival noblemen have made a discovery! In a ravine on the edge of their respective fiefs, silver has been discovered in mass quantities. Given their longstanding rivalry, as well as pure greed, they can't have the other claiming it, and the PCs become caught in the middle of the War for Silver Ravine while passing through...

ELEMENTS

Accosted by The Law, Natural Obstruction, Defensible Position

MONSTERS & NPCs

6 Knights, 20 Guards, Total CR 10

HORNS OF WAR

This encounter begins when the players find themselves in the midst of a tight, and admittedly easily defended ravine. At its broadest point, the ravine will only allow three men to pass, shoulder to shoulder (15 ft.) and represents a natural chokepoint the players can use to control the fight. At the central meeting point is a 30 by 20 ft. clearing. Once the PCs find themselves in the gulley, read the following;

You come to a dead end; a broad rocky gulley seems to split in a T-fashion here, one route heading west, another east. You ponder for a moment which direction to turn when you hear a trumpeting in the distance followed by a harsh yell; "Charge!"

For the PCs the first round is a surprise round as the mounted knights on each side barrel down the valley straight at their foes.

SALLY FORTH!

The knights and guards will indiscriminately attack any PC that gets in their way, assuming them to be part of the other side. Despite this, however, they choose to prioritize each other. If they can manage to strike at the opposing side rather than a PC, they will.

Soldiers clad in livery unknown to you begin rushing down the ravine, following after a band of three knights leading them from either side, their tabards and capes flapping in the wind. 6 in all, with perhaps 10 men-at-arms to a side. You've blundered straight into the path of a war!

The knights in particular focus on other "knightly" or valuable seeming characters, hoping to defeat them and take them alive in combat in order to ransom them to the opposing lord. They can reach the PCs within the start of the first round of combat.

ESCAPING THE CONFLICT

There are three ways of dealing with this encounter;

- Negotiating; though getting both sides to stop fighting long enough to do so is a DC 25 Charisma (Persuasion) or Charisma (Intimidation) check.
- Fleeing; any party member can attempt to scale a ravine wall as a DC 14 Athletics or Acrobatics check, though this does prompt an attack of opportunity from any nearby soldiers.
- Defeating Both Sides; while a difficult task for many a party, doing so will force both lords to rethink their approach to this situation, and they may even team up to deal with the unknown element that suddenly appeared to interrupt their war...
- Being Captured; given that both of the lords involved simply refuse to hear any summonses from their rival, unless it's an unconditional surrender, and given that both lords are fighting because of empty treasuries, and that they don't know the PCs, your heroes will need to hatch a clever plan to escape!

Regardless of what the PCs choose, if they decide to follow up on some of the consequences of this event, they may find an adventure waiting for them. Complications could well arise; a greedy wizard, willing to put an end to both sides of the conflict may appear, or else local wood-elves may become embroiled in the conflict as mining on their ancestral land drives them to war.

Hearing rumors of wealth to be had, a band of Hobgoblins could become involved, fighting both sides, as the lords struggle to acquire the ravine from the other. The rivalry between these two is as bitter as can be imagined, and with both desperate to acquire the silver even now starting to trickle forth from the ravine, the party is likely to get wrapped firmly in the conflict as they discover that the war for Silver Ravine is far from over...



CHALLENGE OF THE FOUR-ARMED KNIGHT

The party are accosted by a strange and malfeasant knight in black armor, with a pair of additional limbs who challenges any passerby in a duel to the defeat, taking those who he bests as slaves...

ELEMENTS

Threatened Innocent, Bizarre Happenstance, Ambushed by Bandits, Buried Treasure,

MONSTERS & NPCs

1 Four-Armed Knight, 1 Destrier, Total CR 4

NOBLE BLACKGUARD

The party comes to a bridge, and as they prepare to cross it, they hear a shout;

"What ho, varlet?" shouts a deep voice. Stalking up to the bridge comes a massive shape in jet black armor, two arms resting on his hips. And another two arms crossed in front of his chest. His helm cocks slightly to the side. "Well met. This is my bridge, gentlemen, and I think you'll find that I do not take kindly to all and sundry making use of it without my permission. If you've intent to pass, you'll need to best me in knightly combat." The dark figure laughs as he picks up a barbed lance leaning next to a tree where you catch sight of a young woman tied up and gagged, squirming for dear life, dressed in fine clothing. "Do you accept?" the deep voiced creature snaps, drawing your attention back to him.

The Four-Armed Knight then mounts his horse and levels his lance at his first choice of opponent. The Four-Armed Knight rides a destrier in combat, although he can be easily convinced to fight on foot without the need of a horse if his opponent is without one. He only uses his shield when mounted, relying on his parry otherwise.

His motivations are unclear, given his tendency to act with an apparent but perverse form of knightly honor. If he can be convinced that an action is honorable he will follow it, unless it seems to be in defiance of his dedication to the principle of evil.

THE CONSEQUENCE OF DEFEAT

The Four-Armed Knight only allows for one character to duel him at a time, and allows for them to make a choice of weapon. Upon reducing a character to 0 hitpoints he deals non-lethal damage, taking them instead as a slave, rather than killing them.

Every defeated character is bound by the Four-Armed knight and laid by the tree next to the gagged woman. He will only resort to lethal damage if attacked out of turn or without an agreed upon format to the duel, turning enraged at the audacity of the "blackguard" who would dare flout the conventions of knightly combat.

Upon being defeated or slain, if he's been spared he turns over his sword and falls upon it, killing himself.

TREASURE OF THE MONSTER-KNIGHT

Upon his defeat, the bound girl eagerly tries to get the party's attention, squirming and writhing. Upon being untied she begs them for help, saying the Four-Armed Knight had kidnapped her from her father, a local baron, and that he surely will be thankful for their return of his daughter, waiting them will be a reward that's likely to be great.

If his armor is removed, there seems to be nothing within the knight's suit but thick, slightly pasty black ash. Despite that, his armor is still in good condition, and could easily be modified for use by a non-four-armed being of medium size by a good blacksmith. Despite all appearances to the contrary his horse is normal, well-kept and well fed, and despite its apparently good treatment will happily accept a new master.



FOUR-ARMED KNIGHT

A monstrosity of unknown and mysterious origin, the Four-Armed Knight is a wandering creature that passes from place to place, acting out the part of “black knight” at many a crossroads, seizing up local passerby and the heroes who arrive to rescue them as slaves and then disappearing as quickly as it came. None of its slaves are ever heard from again.

Unknown Origin. None can say for certain whence the Four-Armed Knights come, only that they seem all to be familiar with, and know one-another on sight. Some believe they are the cursed brotherhood of a band of long-forgotten evil knights in service to some slain deity, like Bane or Jergal, perhaps even in service to the Devil Lords. Some claim they were designed by beings from an alien world, meant to slip in among the unsuspecting folk of other celestial bodies to snatch away the inhabitants for cruel and terrifying experiments. Some scholars whisper that the answer is even more terrible, and that they arise from a twisted plane, similar to the Prime Material, but which seems to function on its own warped logic, and there, these Black Knights are held up as the greatest champions of their twisted realm.

Evil Integrity. What little *is* known about these strange beings is they possess an inviolate, but deeply twisted sense of honor that they will never break. If one should do so, they will take steps to kill themselves immediately.

Hollow Inside. No one is entirely certain what lies within the armor of a Four-Armed Knight, as the creatures disincorporate into a sickly, stinking gas upon death, leaving behind only a hollow suit of armor that gives few hits to its origins.

Strange and Ancient. All the armor worn by these unusual creatures is always baroque and ornate, and usually very old. They speak almost exclusively in archaic dialects, no matter where they are found.



FOUR-ARMED KNIGHT

Large aberration, lawful Evil

Armor Class 20 (black platemail and shield)

Hit Points 64 (6d8+5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+5)	11(+0)	14(+2)	11(+0)	11(+0)	10(+0)

Senses passive Perception 10

Condition Immunities Paralyze, stun and exhaustion

Languages Common, Abyssal

Challenge 4 (1,100 XP)

Inhuman Bravery. The Knight is immune to Fear effects.

ACTIONS

Multiattack. The Four-Armed Knight makes 3 weapon attacks; two mace attacks and 1 greatsword or lance attack.
Greatsword. Melee Weapon Attack; +5 to hit, reach 5ft., one target. Hit: 10 (2d6+4) slashing damage.

Mace. Melee Weapon Attack; +5 to hit, reach 5ft., one target. Hit: 8 (1d6+4) bludgeoning damage.

Lance. Melee Weapon Attack; +5 to hit, reach 10ft., one target. Hit: 11 (1d12+4) piercing damage.

REACTIONS

Parry. The Four-Armed knight may add 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Frightful Presence: Upon being attacked, the Knight can choose to have each creature within 20 feet and aware of its presence be forced to succeed on a DC 13 Wisdom saving throw or become Frightened for 1 round. It can only use this power three times daily. Targets become immune with a successful save.

Aberrant Physiology. Despite outward appearances, Four-Armed Knights do not seem to be human in any way, and many of the shortcomings of human or even mammalian physiognomy do not apply to it. It cannot be stunned, paralyzed, and it seems impervious to exhaustion or a need for rest. Creatures in their presence feel a pervasive sense of ‘wrongness’ that seems to issue forth

from beneath its jet-black armor. Whatever the creature that resides within may be it is not meant to reside in the world of men.

THE BROKEN EYE

The party blunders into the machinations of a busy beholder, driven quite mad by events capable even of twisting the minds of aberrations, and quite occupied performing some kind of strange sacrament with the blood of a strange adventurer.

ELEMENTS

Wandering Monsters, Foreboding Ruins, Fallen Adventurer, Foul Weather

MONSTERS & NPCs

1 Beholder, Total CR 13

A CRUMBLING TOWER

Begin by having the rain pick up, giving the party an impetus to explore the tower.

As the rain begins to pick up, a flash of thunder shows a stark shape against the sky. The ruin of a crumbling tower... Judging by the look of it in the glare of another flash, it seems it still has its roof. It could prove to be a fine place to rest for the night...



Once the party decides to investigate, read the following;

Looking up the tower's length you can see that its roof seems to beg for release, as though it awaits its moment to surrender to the assault of time. Regardless of how it looks, for the moment it's shelter, and it seems solid enough to last the night.

As the party files in to the tower to rest, try to impress on them an inexplicable but apparently imaginary feeling of being watched.

WATCHING EYES

While the party sets up camp, the Broken Eye, unusual for a beholder, watches patiently from high above in the darkness where it can't be seen.

Detecting the creature is a DC 25 Wisdom (Perception) check that can only be made at the request of the player; don't offer it if your PCs don't ask for it.

During this time the creature studies the party, looking for weaknesses it can exploit and particular targets to take advantage of, like Wizards and Sorcerers. When one of your spellcasters prepares his spells for the evening, read the following;

Flipping open your spellbook, you run your fingers in a practiced manner down its pages, until you are struck with the sensation of someone reading over your shoulder. It's fleeting, and is gone in a moment, but you're certain someone was behind you... when there seems to be darkness there and nothing more.

Be sure to keep your players jumpy for a while, never quite letting them see or truly notice the beholder until one of them decides to explore the location further, ideally alone...

THE MONSTER'S PANTRY

Once someone explores the tower in any level of close detail, they stumble nearly instantly on what serves as a "pantry" for the broken eye. A charnel house of half-disintegrated, bloodied corpses lies in a nearby room in various stages of petrification and decay. Read the following below once players discover this;

Throwing open the creaking wooden door you are stunned speechless by the sight that greets you. Bodies, shredded, bloodied, some seemingly shattered like rocks, missing neat little perfectly circular chunks and others covered in inch long tooth marks litter the room. You take a moment and are able to keep yourself from retching at the sight, but just barely. It seems it was a moment too long as you barely have time to react as a beam of citrine light bursts forth from the darkness directly at you!

Once its pantry has been discovered, the Broken Eye attacks, launching a paralyzing ray at its target and hoping that it might be able to hide them among the other bodies to draw out the other targets one by one.

If the other PCs don't notice their missing companion within 10 minutes of in-game time, anyone else searching finds the "preparation room" described in the next section.

THE MAD TYRANT

Given an opportunity, the Broken Eye decides to perform its nightly ritual with its new captives. Dragging 3 bodies up to a higher section of the tower, including the "fresh one" it sets about its insane ritual.

Muttering constantly about the "necessity" of its actions, the Broken Eye uses its eyestalks, the blood of its corpse-prisoners, saving the living one for last, and even a bit of its own blood to daub circles and spirals on the floor of the tower, seeming to intricately lay out a design of unknown and alien meaning.

Attempting to decipher its meaning is an Arcana check, but no amount of success would give an insight into the aberration's broken mind.

As the ritual comes to a fever pitch, read the following for the paralyzed character;

Your eyes flicker as you feel sensation slowly returning to them; the experience is excruciating; like having pinpricks cover your eyelids. Looking around you see a massive orb of flesh, covered in thick plates of chitinous skin, stalks tipped with eyes covering its massive cranium floating over an intricate design traced in the floor in... is that blood?

The beholder begins to laugh madly as it prepares for the final step, alerting everyone within the tower to its presence.

If that wasn't sufficient in hinting at the creature's presence, the beholder's lair abilities begin to manifest uncontrollably, causing the rooms within to temporarily work as a shuttered window into the creature's diseased brain.

Ideally the other party members should burst into the second floor room just as the beholder begins to leer over the head of his victim, saliva dripping from its needle-like fangs as it prepares to bite his head off. Battle is joined!

FORGOTTEN TREASURES

Once the Broken Eye has been defeated, though it kept little treasure itself, seeing no point for it, its "pantry" is filled with the equivalent of a CR 12 hoard.





Felza Forest
DC 15

Karora Swamp
DC 18

Kingswood
DC 14

Dragon's Lair

Theudis Hills
DC 13

Northern Lidon
DC 16

Kappus Basin
DC 14

Alman Hills
DC 8

Linden

Opeth Range
DC 16

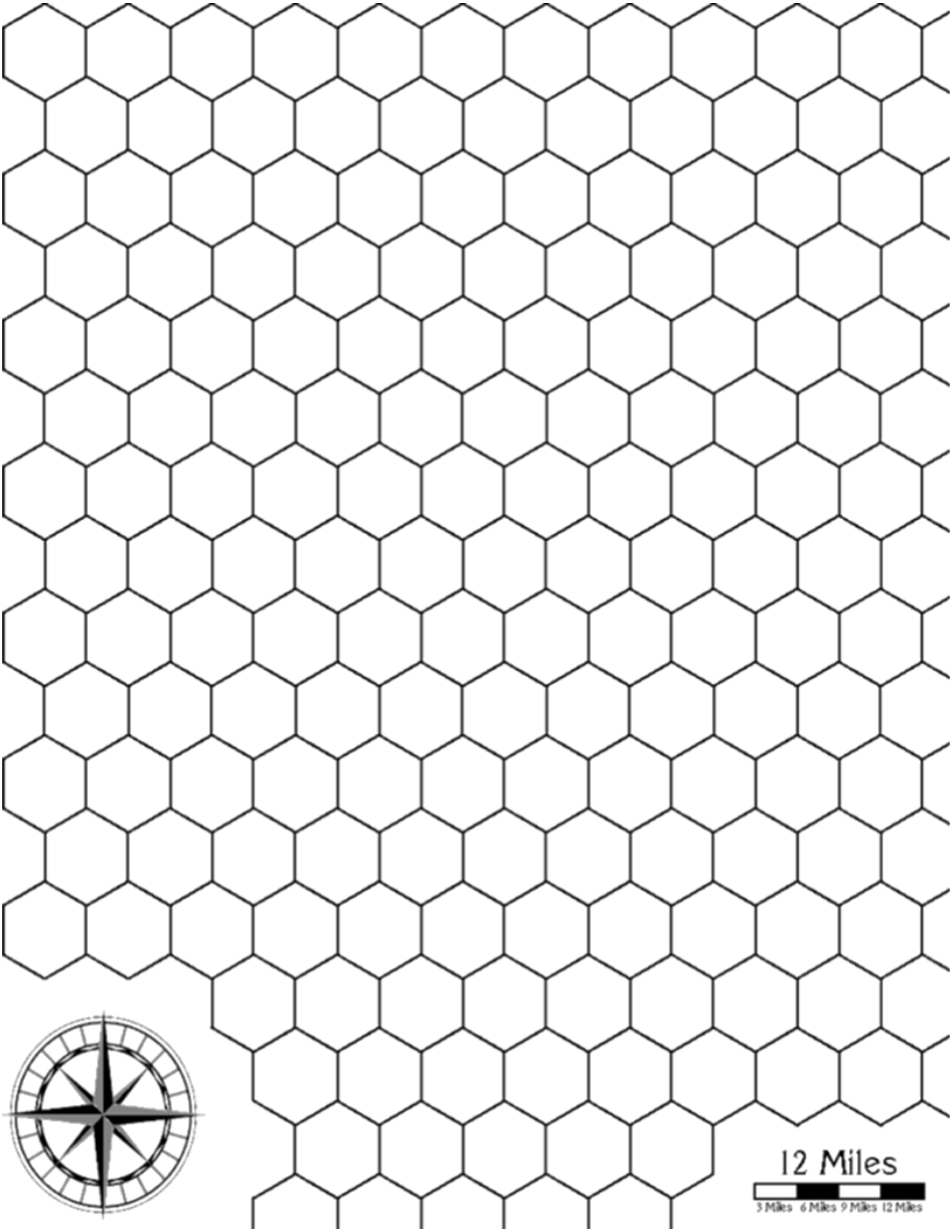
Ocull Highlands
DC 10

Lidon Desert
DC 16

Silver Mountains
DC 18



12 Miles
3 Miles 6 Miles 9 Miles 12 Miles



12 Miles

3 Miles 6 Miles 9 Miles 12 Miles

INSPIRATIONS

When it came to writing *Those Who Wander*, I drew a lot of inspiration from a huge number of different sources. Here are a few of them for those interested in checking them out.

1001 Arabian Nights, *The Seven Voyages of Sinbad*.
Brooks, Terry, *Sword of Shannara*.
Dever, Joe, *Lone Wolf: Flight From the Dark*.
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Dever, Joe, *Lone Wolf: The Cauldron of Fear*.
Dever, Joe, *Lone Wolf: The Prisoners of Torgar*.
Homer, *The Odyssey*.
Howard, Robert, *Conan the Cimmerian*.
Konrad, Joseph, *Heart of Darkness*.
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Tolkein, J.R.R., *The Lord of the Rings*.
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Red Hook Studios, *Darkest Dungeon*.

AND A FINAL THANK YOU TO YOU, THE READER!

