

## D&D 5E TRAVEL

Based on O.L.D. wilderness and travel rules, adapted for D&D. Predetermine checkpoints on the hexmap based on speed of travel and terrain.

### TRAVEL SKILLS

The following rolls must be undertaken. If a character has more than one role, he is at disadvantage for all roles. DC is **easy (10)** on roads and **Moderate (15)** off-road. Determine DC by how much of the day's travel is on or off-road – whichever has the greater share of the day's travel.

**WIS (Perception)** – lookout

**WIS (Survival)** – guide

**INT (Nature)** – hunting/foraging

Additional roles for certain situations.

**STR (Athletics)** - difficult terrain OR hustling; someone needs to forge the path or keep the march.

**DEX (Stealth)** – sneaking/subterfuge; someone needs to guide the party through underbrush and know when to leave the road.

### TRAVEL SPEED

See the core rules.

- Half speed in difficult terrain or stealthing.
- **Normal** speed 24 miles per day.
- **Hustle** (fast speed) at 30 miles per day, but disadvantage on lookout checks and someone must make a STR (Athletics) check.

### EACH DAY

Begin travel with a *fortune* score of zero. This represents how well things are going. The aim is to keep fortune as high as possible.

Each day mark the next destination point based on speed and terrain.

Each day of travel make a check for each primary role (and each secondary if relevant). Success gives +1 fortune, failure gives -1 fortune. Not attempting a check counts as failure.

A night's stay in an inn or tavern resets fortune to zero if it is negative.

Any day the journey is at negative fortune, something bad happens that day (weather, encounter, illness, avalanche, etc.) Base the bad thing on which checks were failed – if the lookout fails, a wandering monster attacks; if the guide fails, the group gets lost and ends the day halfway to the next checkpoint; if the hunter fails, the group goes hungry and loses a hit dice.

## ARRIVAL

When the group arrives at their destination, if fortune is negative they are exhausted (see conditons) to the level of the negative fortune until they get a night's sleep (long rest).

## MAKE IT INTERESTING

Each day add a descriptive element. For example:

- 1.A flock of birds wheels and dives in the air, staying within sight for most of the day.
- 2.A wagon wheel breaks, a horseshoe comes off, or an NPC twists his ankle.
- 3.A group of travelling minstrels is encountered; they offer to share their camp, and entertain the heroes while passing on news and rumours.
- 4.The ground shakes as some kind of burrowing creature passes beneath.
- 5.An old battlefield littered with skeletons and rusty weapons is discovered.
- 6.A giant tree, towering above those around it, stands lifeless and dead, charred and burned.
- 7.A great flying creature such as a dragon or wyvern passes overhead.
- 8.Strange voices are heard overnight while at camp, but no sign of anyone is discovered.
- 9.An eclipse takes pace, plunging the heroes into darkness for several minutes.
- 10.A wounded knight sits at the side of the road, having been waylaid by bandits.
- 11.The heroes discover a stone circle, some remnant of an ancient religion.
- 12.A ruined keep covered in ivy stands at the side of the road.
- 13.A pool of water is home to a nymph.
- 14.A corpse hangs from a tree, clearly having been hung for some reason.
- 15.A beautiful waterfall cascades in a picturesque scene.
- 16.Barrow mounds where ancient warriors were laid to rest make the heroes feel uneasy.
- 17.A large tree has fallen across the road, blocking passage.
- 18.A horse becomes sick.
- 19.A toll is asked of the heroes at a new tollgate.
- 20.A river can only be crossed by way of the ferryman who asks for a silver apiece.
- 21.A caravan of traders offers the heroes opportunity to purchase rations and small gear.
- 22.A drunken man on the road mistakes one of the heroes for a long-lost son or daughter.
- 23.A patrol of soldiers marches past, heading hurriedly towards some battle.
- 24.A farmer seeks his strayed livestock.
- 25.A noble's carriage, richly appointed, passes by imperiously.
- 26.An ancient paved road from a civilization long before any in recorded history.
- 27.The bodies of a family are found; they have been gnawed upon.
- 28.A deserted farm, whose owners clearly left in a hurry. There is still livestock there.
- 29.A friendly stray dog accompanies the heroes for a while.
- 30.A travelling priest offers blessings and lectures.
- 31.A fire is seen in the distance; later refugees are met, fleeing from it.
- 32.A strange waterfall which flows upwards.
- 33.Unusual tracks indicate the passage of some rare monster.
- 34.A forester argues animatedly with a druid.
- 35.A bridge crosses a chasm, with a sign which reads "beware of the troll". There is no troll.
- 36.A tribe of gypsies offers dire warnings and prophecies.
- 37.Pilgrims fill the entire road, slowing the heroes' passage.
- 38.A broken bridge across a river or chasm needs to be repaired before crossing.
- 39.An overturned wagon contains supplies; the owners are not in sight.
- 40.An area of trees and bushes is clearly ravaged by some kind of disease.
- 41.A ranger stands in a clearing, clearly having been turned to stone.

42. A tree is decorated with humanoid skulls.
43. A majestic white stag leads the PCs through a shortcut and then vanishes.
44. A mad hermit babbles nonsense; but can also provide valuable information.
45. The body of a well-equipped adventurer, in armor and with a sword in hand, is found.
46. A great skull of some kind of massive giant is covered with moss and home to small critters.
47. A shallow grave with notice atop of it which reads "This is the fate of thieves and liars".
48. Wolves howl in the distance, all throughout the night.
49. A tiny village at which a wedding or other celebration is taking place.
50. A funeral procession moves solemnly down the road.
51. A fantastic camp site is found; it has shelter, water, and is clearly regularly used by travellers.
52. An expensive sword is embedded in a stone.
53. A ghost or spirit visits the heroes at night.
54. A herd of cattle or buffalo stampedes; the cause of the stampede cannot be found.
55. A starving family begs the heroes for money or food.
56. A great face is carved into the side of a cliff.
57. A wooden stick clearly marks the site of a buried object; this turns out to be a small chest with a small amount of gold in it.
58. A large statue of a well-known god or hero overlooks the route.
59. A hot spring provides opportunity for a bath.
60. A riderless horse, still saddled, walks down the road.
61. A swarm of insects, dense enough to be almost opaque, hovers for no apparent reason.
62. Distant and strange lights flash and move in the sky.
63. An obelisk or stone pillar is etched with eldritch runes.
64. A rare plant is found, useful for herbal concoctions.
65. The sounds of battle can be heard, but nothing can be seen. Perhaps some ghostly remnant of the past.
66. An unusual quiet falls – all is still, the animals remain silent, and no wind disturbs the air.
67. A lone knight is keen to test his mettle; he seeks directions to the nearest "monster".
68. The heroes discover the corpse of a powerful monster – a dragon, giant, or similar.
69. The trees around the party's camp site turn out to be treants.