



Advanced Journeys & Exploration Challenges

The core rules in *Level Up* provide a system for journeys and exploration challenges which interacts with the Supply mechanic. As presented, the system is fairly lenient, although it does stress that all outcomes and penalties of challenges are suggestions. With that in mind, we present this optional rule—a more ‘challenging’ version for those who enjoy an element of survival and resource management in their games.

A Note On Errata

For those using the *Level Up* core rulebooks, please be sure to take into account the errata (available on the official *Level Up* website). In particular, two ranger exploration knacks are affected:

The Expert Foraging knack does not grant Supply.

The Survivalist knack is no longer available.

Supply

Supply is an important part of the *Level Up* journey rules. In essence, they are the party's 'journey hit points'. The availability or scarcity of Supply, and the Supply penalties for failed exploration challenges are an important dial in the Narrator's arsenal, and can change the tone of a game.

What is Supply?

Normally Supply constitutes most consumables. It's not just food and water; it's also firewood, minor medicinals, insect repellent, and so on.

In these advanced rules, Supply is even more than that—*all* mundane equipment is amalgamated into Supply. You no longer need to track everything you carry; outside of important items like weapons, armor, and magic items, you simply need to keep track of your Supply. When you use mundane equipment, it comes out of that Supply.

What do you track?

You track the following as normal:

- Weapons
- Armor and shields
- Magic items
- Mounts and vehicles
- Specialist tools

Everything else is abstracted into the new Supply score.

Cost

Supply costs 1 gold per Supply (you do not use the gold value of mundane gear any more). You can carry Supply equal to your Strength score. While you don't need it for encumbrance, if it should come up 1 Supply weighs 5 lb.

Exploration Challenges

Overcoming an exploration challenge costs a number of Supply equal to its



adventuring tier (minimum of 1) per PC. This cost is in general consumables—poles, ropes, medicinals, herbs, torches, protective gear, snares and traps, insect netting, food, water, oil, spell components, nails, pitons, and so on.

This cost is paid whether the party succeeds or fails. If the party cannot 'afford' the cost, or chooses not to pay it, they make any checks associated with the exploration challenge at disadvantage. They're climbing without ropes, crossing a marsh with the wrong footwear, or traversing a desert without adequate face coverings.

Possible Outcomes

When an exploration challenge is completed, there are usually four possible outcomes.

- A **critical failure** costs double the Supply, inflicts a level of fatigue or a level of strife, plus an additional effect (see below).
- A **failure** inflicts a level of fatigue or a level of strife depending on the nature of the challenge.
- A **success** overcomes the challenge with no other effect.
- A **critical success** overcomes the challenge at half the Supply cost, and grants an additional reward (such as a boon or discovery).

Additional Effects

Specific challenges may have additional specific effects on critical success or failure.

- Diseases or mental stress effects.
- Equipment damage to weapons and armor.

Using Specific Supply

If you need to know about a specific Supply item (outside of generalized tracking and usage during exploration challenges) you are assumed to have it as long as you can 'pay' the cost in Supply. A specific item costs 1 Supply per 5 pounds in weight or 5 gold (or part thereof) whichever is higher.

For example, a vial of acid costs 25 gold, and costs 5 Supply. 50 feet of rope weighs 10 lbs, and costs 2 Supply. A ladder weighs 25 lbs and costs 5 Supply.

During an exploration challenge you don't need to specify what the Supply consists of but doing so can increase immersion into the narrative.

Example: Choking Smoke

The Choking Smoke exploration challenge is a major 3rd tier challenge with a CR of 11.

- It costs **3 Supply per PC** to navigate. This is water, face coverings, herbs to alleviate poisonous side effects and burns, etc.
- A **DC 15** group Survival check is needed.
- It takes **3 hours** to navigate.

Potential outcomes:

Critical failure. Everybody takes a level of fatigue and strife as the smoke chokes, blinds, and burns them. Cost 6 Supply per PC.

Failure. Everybody takes a level of fatigue as the smoke chokes, blinds, and burns them. Cost 3 Supply per PC.



Success. The party navigates the smoke safely. Cost 3 Supply per PC.

Critical Success. The party navigates the smoke safely and gains a boon or discovery. Cost 1 Supply per PC.

Example: Quicksand

The Quicksand exploration challenge is a 1st tier challenge with a CR of 4.

- It costs **1 Supply per PC** to navigate. This is ropes, climbing gear, etc.
- A **DC 14** Acrobatics or Survival check is needed.
- It takes **1 hour** to navigate.

Potential outcomes:

Critical failure. Everybody takes a level of fatigue. Cost 2 Supply per PC.

Failure. Everybody takes a level of fatigue. Cost 1 Supply per PC.

Success. The party navigates the smoke safely. Cost 1 Supply per PC.

Critical Success. The adventurers find the body of an unlucky traveler in the quicksand, their pack waterproofed and containing 3 basic healing potions that have been well-preserved. Cost ½ Supply per PC.

