

Shire of Airie

Ravenwood



**CASTLE
ROOKHAVEN**



Mountains

Forest

Rocky Desert

Grassland

**Great
Tangle**

**Eyas
Peaks**



**RUINS OF
OLD FALCON**



**VILLAGE
OF WODFELD**



**TOWN OF
FOURWELL**

**Peregrine
Mts.**

**The
Wastes**



**FREE CITY
OF FALCON**

Hawkwood

A Brief Guide to Overland Travel

As player characters move across the overland map of Airie, they will enter new hexes, each of which corresponds to a specific terrain type (see the map legend for details on which symbols correspond to what terrain types).

The amount of time that it takes a group of player characters to traverse a given hex will depend upon the terrain type that dominates the hex and upon what mode of transport is being utilized. The table below assumes travel in open grasslands or otherwise unobstructed terrain.

MOVEMENT TYPE UTILIZED	NUMBER OF HEXES TRAVERSED IN A DAY
Foot Travel	3
Horse (Riding)	4
Horse (War)	2
Horse and Cart	2
Horse and Wagon	3
Raft	8 (3)*

When a group of player characters is traveling through forest or rocky desert, divide the number of hexes traversed in a day by two during the Summer months and by three during the Winter months.

When a group of player characters is traveling across mountainous terrain, divide the number of hexes traversed in a day by three during the Summer months and by four during the Winter months.

*The number in parentheses refers to travel by raft upstream, which is significantly more trying than travel by raft downstream (and at the discretion of the referee, impossible).