

Exploration Rules for Travel in the Stream in the Gyre Ver 2.0

Winning: Reach the end of the travel grid before any player runs out of Travel Tokens

Set up:

1. Place a token for each player on the left side of the grid, one per square. This represents the party.
2. Place three (2-5 (d4+1)) Challenge Tokens on each time period square.
3. Grant each PC 1 Travel Token to start.

Procedure:

1. At the beginning of each period, each player makes a DC 10 Constitution Saving throw. Success gains 1 Travel Token.
2. After each 24 hour period, each PC makes a DC 9 (plus modifiers) Constitution save. Failure results in one level of exhaustion.
3. PC's may spend a Travel Token to take a Short Rest. Note, extended rests are not possible while traveling in the Stream.
4. During each period, characters may spend Travel Tokens to interact with Challenge Tokens.
 - a. Each Challenge Token has a DC of 13.
 - b. Player makes the skill check. On a success, the challenge is discarded.
 - c. Unrevealed Challenge Tokens after each player has made their skill checks are then revealed and must be dealt with by the party.
5. After the Second Period of each travel day, if any PC does not have any Travel Tokens, the Ship falls out of the stream. See "Falling out of the Stream" below.

Challenge Tokens:

There are three types of Challenge Tokens.

1. Morale: This represents the general mood of the crew and passengers of the ship.
 - a. Skills: Social skills like Persuasion or Intimidate or Insight. Additionally, skills like performance or other potential social interaction skills.

- b. Potential Results: friction between crew members, gambling, birthdays, homesickness, ennui, medical emergencies, spotting a ghost ship that scares the crew, nearly averted disaster, things like that.
- 2. Attentiveness: This represents the stress of sailing in the Gyre which requires constant adjustments and careful mindfulness.
 - a. Skills: Arcana, Perception, Survival, Sleight of Hand or Dexterity checks plus potential tool use of applicable tools.
 - b. Potential Results: Collision with debris, miscommunications between crewmembers, unbalanced loads, lost equipment, falling overboard, finding a lost tool, better ways to perform tasks, crew proficiency.
- 3. Lookout: This represents mostly the stuff that wants to eat you as you travel the Streams, but also potential hazards and whatnot. This is rarely good.
 - a. Skills: Perception, Nature, Investigation,
 - b. Potential Results: Nearly always something that wants to eat you.

Constitution Saving Throw Modifiers:

The DC of the Con Save required after each 24 hour period raised by 3 for each Morale or Attentiveness result that was not revealed during the period. Lookout Challenges do not raise the DC for this save since Lookout Challenges cause the party to use other resources such as spells and HP which cannot be recovered while traveling.

Falling out of the Stream

If at the end of the second period of any day, any PC is out of Travel Tokens, the Ship falls out of the stream. This represents an accidental, uncontrolled exit of the Stream. Considering that the ship is traveling at about a million miles per hour, the crew will take some time to find the entrance back into the Stream. The DM will roll a d6:

1-4 results in the ship entering a void.

5-6 results in a biome of some sort.

The Void is simply an empty part of space. There are no planets or other bodies nearby. The void is (usually) devoid of life. The party must then spend 2d6 days

searching for the entrance back into the Stream, spending oxygen and food resources as normal.

A Biome will be some sort of body or environment to interact with. It may be possible to regain resources while within a biome. Again, the party must spend 2d6 days searching for the entrance back into the Stream.

Note:

The PC's may intentionally drop out of the Stream at any point. When intentionally dropping out of the Stream, roll a d6 as usual to see if there is a void or a biome. The Party can find the entrance back to the Stream immediately.

Effects of Reentry into the Stream:

1. Each PC is granted one Travel Token.
2. The ship re-enters the stream in Period 1 of the travel day that the ship fell out of the stream. Thus a crew that runs out of Travel Tokens at the end of Day 3 will return to the beginning of Day 3, with new randomly determined events for the day.

Play progresses until the party reaches the destination or decides to turn back.

Turning Back:

Retracing your steps is easier than trail blazing. The party may choose to return to their origin node at any point. When traversing days in this manner, each day has only one period, with 2-5 potential events. Each player may make a Constitution save at the beginning of the day (DC 10) with advantage to gain a Travel Token.