

# 5e Travel Mechanics

STORYTELLING HAS BEEN AROUND FOR AS LONG AS THE HUMAN RACE. *It serves as a tool to inspire, teach and has been called the most important tradition of humanity.*

*The creation of a single world comes from a huge number of fragments and chaos.*

—Hayao Miyazaki

## Rules Disclaimer

D&D is first and foremost a game. The primary objective is entertainment. These rules are written primarily as an addition to the base rules of Dungeons and Dragons 5th edition and legal D&D supplement material such as Unearthed Arcana, etc. As such we cannot promise that these rules will not conflict with homebrewed rules, or third party content.

If such a discrepancy should arise please recall that the following travel rules are intended to add flavor and substance to the traveling portion of your journey, and as such should be secondary to the “hard rules” themselves.

## Forward

This article was my first publication as part of the Encounter Roleplay writing crew. As such I felt the need to think outside of the box. The tired old “You are in a tavern. A strange man bursts in through the front door!” trope would not endear me to our esteemed community.

As is the case with most things in my life, the aim of this article is to spite those who vex me. Well over a decade ago I found myself in a fetid basement, dice on the table in front of me and blacklight buzzing behind my head. The stench of teenagers permeated the air. It was my buddy’s first (and only) attempt at playing DM.

“I think we need to bring this information to the King’s attention. I start my trek back to the capital.”

“Okay, roll a.. Um... Survival check I guess.”

“Hmm.. With my wisdom that brings my roll up to a 15.”

“15? The road is long and hard, but after many trials and tribulations you arrive at the King’s Castle in the capital city.”

“Long and hard? What happened?”

“Oh I don’t know. Stuff.”

“Well shouldn’t we play it out? I want to know what happens to my character.”

“Your character? Nah, it’s not important.”

The phrases “I don’t know” and “You’re not important” are forbidden amongst competent DMs. The boring, and particularly flaccid, journey back to the King’s Castle got me thinking though. So this article is dedicated to those grueling marches back home, and is an attempt to fix that situation.

Never again does a journey need to be boiled down to a dice roll and a dismissive DM.

# Introduction

The following rules are a “plug-and-play” expansion on the traveling mechanics of 5th Edition Dungeons and Dragons. These rules can be used in any campaign, pre-existing or homebrew. Please note however:

**This is less of a traveling mechanic and more of a standalone game in and of itself.**

In fact, there can be entire campaigns focused only on traveling.

These rules were inspired by the six-sided-dice games played in Japanese Roleplaying Cafe’s. The biggest difference between these Japanese “Table-talk” games (J-TRPGs) and Dungeons and Dragons is the Dungeon Master. More accurately, in the case of the J-TRPG, the lack of any Dungeon Master. The focus of these J-TRPG’s is storytelling; storytelling above all else. The players all work together to create the world they are in, as well as the challenges that they face, the monsters they slay and even the loot they find. These stories, more often than not, are light-hearted in nature. These rules can be applied to a game of darker tone of course, at the DMs discretion.

These rules have been created to work in a classic D&D environment, with a DM as usual. Taking inspiration from the J-TRPGs, the following rules aren’t focused on finding loot piles, or rolling hordes of dice to take down another pack of wolves. Our primary directive is to add fun and storytelling to the often overlooked traveling phase of the adventure.

The first section will briefly touch on each mechanic and define some important vocabulary. The second section includes tables for either randomly rolling your own traveling adventure, or picking and choosing your favorite parts. Lastly there will be an index of all the tables used: a cheat-sheet for the DM

# Overview

The actual journey itself is broken down into three phases that occur every day of travel. The phases include:

- **Travel Phase:** To see if the PCs can traverse the land without incident.
- **Navigation Phase:** To see if the PCs can determine which paths to take.
- **Campsite Phase:** To see if the PCs can rest safely

**These phases are best utilized when journeys are two through seven days long.**

Journeys shorter or longer than that can use the same phases, but they may need to happen more or less often than once per day.

Important vocabulary to remember is:

- **Traveling Check:** Each phase will have a related skill check that needs to be met in order to continue without incident.
- **Unlucky:** Think of this as a condition. A PC is considered ‘**Unlucky**’ when they have failed a traveling check during one of the phases. This PC is going to have a negative encounter.
- **Status Effect:** Conditions that a PC is currently under. Examples include being poisoned, being unlucky, having a broken bone, etc.
- **Terrain:** The type of land being traversed. Examples include grasslands, deserts, mountains and more! Each terrain has its own weather patterns and encounters.
- **Encounter:** An encounter is NOT about being attacked by monsters. Instead encounters are usually obstacles that require **Unlucky** PC’s to make a successful skill check of some kind to avoid some damage and a Status Effect.

# Flow

The general flow of play is as follows:

Wake up ->

DM determines **Weather** and **Terrain** ->

**Travel Phase** -> Encounter ->

**Navigation Phase**

**Campsite Phase** -> Encounter? ->

**Repeat.**

This cycle should run about once per day of travel.  
(more or less depending on the length of the journey)

### **REMEMBER!**

This is NOT about rolling dice to get it over with. Each phase should include some role play, some table-talk and some player input.

Every **Travel Phase** will have an encounter. This is the chance for the players to help write the story or interact with their environment.

# Travel Phase

The travel phase represents crossing the terrain. Each terrain will have a different DC **Traveling Check** as shown on **Table 1-1: Terrain**.

The DM starts by rolling a **Weather Check**. Each terrain type has its very own weather table. This is because different terrains have different likelihoods of certain weather patterns. For example, it is much more likely to snow in the Highest Peaks than in the Desert.

The result of the **Weather Check** determines the weather, which in turn affects the **Traveling Check** DC. It is much harder to travel in a tornado than on a sunny day.

### **EXAMPLE:**

The party is traveling through Grasslands. Grasslands have a base **Traveling Check** DC of 10.

The DM rolls 1D100 to determine the weather. On a roll of 80 the grasslands are experiencing a **Heavy Rain**.

**Heavy Rain** adds a +3 to the **Traveling Check**.

The players now roll their **Traveling Check**. The DC is: Base 10 from the grasslands, plus the +3 from the rain.

The DC of the **Traveling Check** is 13.

**Table 1-1: Terrain**

<b>1d100</b>	<b>Terrain</b>	<b>Base Traveling Check DC (Survival)</b>
1-30	Grassland	10
31-40	Wasteland	11
41-50	Woodland	12
51-60	Hills	13
61-70	Canyons (and easy tunnels)	13
71-75	Deep Forest	14
76-80	Swamp	16
81-85	Mountains (and difficult tunnels)	17
86-90	Desert	20
91-95	Jungle	20
96-100	Highest Peaks	24

# Travel Encounter

Every **Travel Phase** has an encounter. The encounter is the focus of this entire game.

The **Traveling Check** DC has been determined, so all PCs roll their dice.

## Traveling Check

The **Traveling Check** is traditionally based out of the **Survival** skill or the **Constitution** stat. Whichever grants the higher bonus. However, if a PC has a relevant skill that would apply in a specific situation they may use the relevant skill in place of the **Survival** skill. Always at the DM's discretion

Each PC compares the result of their own **Traveling Check** to the DC. If they succeed by meeting or surpassing the DC then they are able to traverse the land without incident. The following **Encounter** should hypothetically leave them more or less unscathed.

Each PC that failed the check by rolling lower than the DC is now considered **Unlucky**. The following **Encounter** should force every **Unlucky** PC to make some sort of Save or Skill Check. Failing this save will cause the PC to take some damage or gain a new negative condition.

The DM will either roll on the encounter table, pick their favorite encounter or come up with an encounter of their own. **REMEMBER!** An encounter occurs even if all players succeeded! So encounters do not need to be bad! Good things can happen as well.

### Example 1:

The party finds themselves in the **Grasslands** during a **Heavy Rain**. This means the DC of the **Traveling Check** is 13.

The party consists of a Fighter, a Rogue and a Wizard. The fighter rolls a 15. The rogue rolls a 12. The wizard rolls a 9.

The Wizard and Rogue failed their checks and are now considered **Unlucky**. This means they'll need to make a save during the encounter.

Rolling a 1 on the Grassland Encounter Table, the party gets "Stumbling through a thicket, the PCs happen upon a rattlesnake nest."

The DM describes the PCs climbing through a thicket. The fighter is a few feet ahead or behind, as the Rogue and Wizard both step on top of rattling, hissing snakes

What kind of save could be rolled here?

The DM asks the Wizard and Rogue to both make a Reflex Save DC 15 to avoid being bitten and thus poisoned.

The Rogue rolls a 16 and the Wizard rolls a 6.

The Rogue succeeded. The Rogue's player describes how their character nimbly leaps from the snake's nest and avoids disaster.

The Wizard failed. The Wizard takes 1d4 damage and is now poisoned.

The Fighter doesn't need to roll, because he wasn't **Unlucky**. Maybe he harmlessly stepped over the nest?

The players now work together to get the Wizard out of the nest, and deal with the snakes.

The DM tells the players, after the encounter is over, now they are entering the **Navigation Phase**.

### Example 2:

The Fighter rolls a 15. The Rogue rolls a 16. The Wizard rolls a 23.

All the players succeeded. The Wizard rolled the highest, so he spots the snake nest before anyone steps in it. He warns the others. The players may now try to dispose of the nest, observe the snakes, simply leave or anything else they can imagine.

It is still possible to get bitten if the players choose to interact with the snakes but the obstacle is easily avoided if they players wish.

After the players have concluded that the encounter is finished the DM tells the player that they are entering the **Navigation Phase**.

# Navigation Phase

The **Navigation phase** takes place after the **Travel Phase**.

The **Navigation Check** DC is the same as the **Travel Check** DC.

## Navigation Check

The **Navigate Check** is traditionally based out of the **Survival** skill or **Intelligence** stat. However, if a PC has a relevant skill that would apply in a specific situation they may use the relevant skill in place of the **Survival** skill. Always at the DM's discretion

The major difference between the **Navigation Phase** and the **Travel Phase** is that only one player may roll the **Navigation Check**. If the rest of the party is trying to help, the player rolling the **Navigation Check** is granted advantage.

Different results in this phase can mean different things. Normally there is no encounter in the navigation phase. This only represents how well the characters can find their way.

Poor rolls result in being slowed down, needing to find alternate routes or even being completely lost!

Well rolled **Navigate Checks** find the characters moving in the correct direction and making progress. Perhaps the characters even make good time and navigate the road quicker than they were expecting!

**Table 1-2** to the right discusses possible results of **Navigate Checks** good and bad.

The DM is not limited to using this table however. If the DM has unique ideas of their own, that is encouraged!

After the **Navigation Phase** the game enters the **Campsite Phase**.

**Table 1-2: Navigation Rolls**

1d20	Result
1	Fumble! Party winds up exactly where they were at the beginning of the day.
2	The party is lost. They finally find their way 12 hours later, only a kilometer from where they started.
3	The party accidentally starts in the wrong direction and must retrace their steps. They lose 8 hours of travel time.
4	The party took a wrong turn at a fork in the path. They lose 6 hours of travel time
5	The party gets a late start, and loses 5 hours of travel time.
6	That wasn't a shortcut! Back up the hill! The party loses 4 hours of travel time.
7	Lunch took extra long to cook/clean up today. The party loses 3 hours of travel time
8	The party couldn't agree on which path to take. 2 hours are lost in heated debate.
9	An obstacle has blocked the path. Maybe the bridge is out? The players lose 1 hour.
10	The journey proceeds on schedule
11	The party finds a broken old sign to the side of the road. Pointing them in the right direction saves 30 minutes.
12	This road is much nicer than it used to be. Maybe it's more well traveled. Saves 1 hour.
13-15	The party feels energized and doesn't need to rest. They save 2 hours.
16-19	Expertly navigating the terrain, the party finds a shortcut which saves them 3 hours of time!
20	Critical! The party is able to move at 1.5x speed for the whole day.

# Campsite Phase

The **Campsite Phase** takes place after the **Navigation Phase**.

The **Campsite Check** DC is the same as the **Travel Check** and **Navigation Check** DC.

**The Campsite Phase is OPTIONAL. It works as a replacement for the short-rest/long-rest system.**

## Campsite Check

The **Campsite Check** is traditionally based out of the **Survival** skill or **Wisdom** stat. However, if a PC has a relevant skill that would apply in a specific situation they may use the relevant skill in place of the **Survival** skill. Always at the DM's discretion

During the **Campsite Phase** each player rolls the **Campsite Check**. This check represents how restorative their resting time is.

Every item carried by a player that would add comfort to their rest should be taken into consideration here, as should anything that would hinder restful sleep. Refer **Table 1-3** below.

**Table 1-3: Campsite Items**

Item	Campsite Check DC Modifier
Tent	+1
Bedroll	+1
Campfire	+1
Excellent Food	+2
Good Food	+1
Mediocre Food	0
Poor Food	-1
No Food	-2
Wet Clothes	-1

**Table 1-4: Campsite Rolls**

1d20	Result
1-5	The party must face another encounter! Roll on the appropriate encounter table
6-9	Restless night. Health and spells do regenerate, but conditions do not improve.
10	Mediocre sleep. Normal rest rules apply
11-12	Feeling rested the character gets their bearings. +1 to next Navigation Check.
13-15	Feel well rested the player will receive +1 to their next Journey Check.
16-18	Feeling well rested and gaining their bearings the player will receive +1 to both their next Navigation check AND Journey Check.
19	Player gets +1 to next Navigation and Journey check. Condition improves.
20	As 19, but sleep restores an additional hit die of health.

**More than the other phases, the Campsite Phase is merely inspiration for the DM and each roll needs to be assessed for each situation.**

**Extra discretion is needed by the DM to make the journey appropriately difficult or easier.**

# Traveling - Aid

One might note that the base DCs for travelling seem high. This is done on purpose.

Firstly because each encounter is a great story telling opportunity and each encounter doesn't necessarily need to cripple the party. Sometimes an encounter will be nothing more than an inconvenience (or in the case of party wide success, even a good thing!)

Secondly because there are ways for the party to make travelling easier on themselves!

There are a myriad of ways that a party can make traveling easier and more efficient. The ways listed here could not possibly encapsulate everything that the determined PC could come up with, so scale their ideas appropriately, but what is illustrated here is a great place to start.

There are useful items such as Compasses and Maps. The party could also hire someone to show them the easiest way to get to their destination. What if the party has a Ranger that knows this territory like the back of their hand?

These are a couple of concepts addressed in **Table 1-5** to the right. The table lists an item, or service, then lists the bonus the item gives. Some items only give bonuses during certain checks.

**Table 1-5: Traveling Items and Services**

Item/Serv.	Mod	Which Check
Compass	+1	Navigate
Map	+1	Navigate
Guide	+2	All
Ranger (Favored Terrain)	+2	All

## Rule of the Cute Hat (optional)

There is one last item related system that may be implemented if the DM wishes to give the players an extra nudge. The "Rule of the Cute Hat" gives each player ONE item that will give them a +1 bonus to checks made either in a terrain or a weather pattern. The player must specify the item and the bonus before traveling begins. Generally you may not stack "Cute Hat" items. There can only be one per character.

The +1 bonus is added to **Travel and Navigation and Campsite** checks ONLY. No other checks are aided by "Cute Hat Items."

### **Example 1:**

The Fighter has a cute sun hat that keeps them cool on hot days. Any time the weather is "Hot" they will receive a +1 regardless of the terrain.

The Rogue has some big rubber boots. This helps them navigate swamps without getting their socks wet. In all swamps.

The Wizard has thick robes that keep out sand. This helps them traverse the desert.

It is a hot day. The fighter gets +1 to their **Travel Check** but rolls a natural 1. This brings their total to 2. The DM asks the fighter to make a CON saving throw. The hat does **NOT** help during the saving throw because "Cute Hat Items" only help with **Travel, Navigation and Campsite checks**.

# Terrains: Grasslands

**Table 2-1a: Grassland Weather**

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-50	Cloudy	0
51-55	Light rain	+1
56-60	Strong Wind	+1
61-65	Light Fog	+2
66-70	Hot	+2
71-75	Cold	+2
76-80	Heavy Rain	+3
81-85	Snow	+4
86-90	Heavy Fog	+4
91-95	Lightning Storm	+5
96-97	Tornado	+9
98-99	Hurricane	+10
100+	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

## Terrain

Grasslands mainly consist of rolling green fields and wide open skies. Grasslands span many different regions, and as such a variety of weather patterns can be observed. However, grasslands are commonly temperate and more likely to be comfortable and easy to travel through. Human villages are often settled in grasslands, normally next to a river or an ocean. In this kind of terrain you are likely to see grassy thickets, fields of flowers, small animal dens and occasional rivers.

**Table 2-1b: Grassland Encounters**

d20	Encounter
1	Stumbling through a thicket, the PCs happen upon a rattlesnake nest
2	A wary traveler is convinced that the party wants to steal his goods
3	An attractive teenage bard approaches and plays for the party; the bard's little sibling sneaks up while the party is distracted and attempts to steal their things.
4	A grand-looking berry bush is ripe for the picking. The berries are delicious and almost irresistible. Survival DC15 to realize these berries are poisonous.
5	A monster is picking berries/flowers. It would rather leave the party alone.
6	The bridge across a large river is broken beyond repair.
7	The party is stalked by a gaunt, hungry cougar/jaguar/monster. Feed it or fight it.
8	Animal tracks lead off the path. Investigation reveals a den.
9	A hunter has expertly hidden a meadow full of 1d8 traps. Spot DC 15/trap. A DC 15 reflex save to avoid a sprung trap. Failed save deals 1d4 damage.
10	Field of enchanted roses. Con. save DC 15 to stay awake. Failed saves finds the party waking up at sunset, hungry and a day behind schedule.
11	A gypsy caravan has a broken wagon wheel. Helping repairs will take 6 hours without supplies but the gypsies will give the party a ride/reward tomorrow.
12	A young child wearing cookware & playing "bandit", demands 1 gold toll to pass.
13	Gang of 1d10 feline-goblinoids follow the party for food scraps. Shoo!
14	An old man is trying to nock an arrow to hunt. The party scares away his quarry
15	Faeries attempt to dazzle and charm all who stumble into their mushroom ring.
16	Accidentally stepping on a tiny-sized insect will anger the large-sized parent.
17	A newborn baby dragon follows the party, interested in their adventure.
18	Grazing farm animals block the road. Perhaps they're exotic farm animals?
19	Unpredictable weather. Add 1d20 to current weather roll.
20	A biome of a different terrain type must be crossed. Reroll terrain and encounter

# Wastelands

**Table 2-2a: Wasteland Weather**

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-50	Cloudy	0
51-55	Light rain	+1
56-60	Strong Wind	+1
61-65	Light Fog	+2
66-74	Hot	+2
75	Cold	+2
76-80	Heavy Rain	+3
81	Snow	+4
82-85	Heavy Fog	+4
86-95	Lightning Storm	+5
96-99	Tornado	+9
n/a	Hurricane	+10
100	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

## Terrain

Typically hot and barren, wastelands are rarely settled by civilized folk. The occasional ghost town, or empty homestead, were abandoned long ago. Perhaps when the land stopped yielding produce, or before a devastating battle.

Only the most hardy, or foolish, can live here for extended periods of time. In this kind of terrain you are likely to see animal remains, bones, abandoned towns, graveyards, cliffs and dead withered plant life.

**Table 2-2b: Wasteland Encounters**

d10	Encounter
1	The loose ground gives way. The resulting fall can be prevented with a DC 15 reflex save. Failed save results in 1d4 damage and an injury.
2	An abandoned root-cellar is locked with a chain. 1d10 Shocker Lizards have made their home inside.
3	A bandit mistakes a PC for his "buyer" of the same race. Tries to sell the "buyer" a stolen beautiful, but useless, artistic masterpiece for 50 gold.
4	The weather changes unnaturally quickly. Re-roll the day's weather.
5	The cracked ground is difficult terrain to cross. Roll Reflex save 15 or suffer an injury, twisting your ankle in the parched earth.
6	The party encounters a lone domestic animal. The animal, however, is two size categories larger or smaller than normal.
7	A lavish-wagon tries to sell the party magical potions at rock-bottom prices that are too good to be true. At best these potions do nothing, at worse they may accidentally poison the PC who fails a Con. save DC 16 after using one.
8	The party's food supply has been infested with small writhing white worms.
9	The party's path leads through a ghost town. Occasional voices on the wind cause PCs to roll a Will save DC 10 or become frightened until they leave.
10	The party's path leads through a long abandoned quarry. Roll on the canyon table

# Woodlands

**Table 2-3a: Woodland Weather**

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-45	Cloudy	0
45-55	Light rain	+1
56-65	Strong Wind	+1
65-70	Light Fog	+2
71-75	Hot	+2
76-78	Cold	+2
79-85	Heavy Rain	+3
85-86	Snow	+4
87-90	Heavy Fog	+4
91-95	Lightning Storm	+5
95-97	Tornado	+9
98-99	Hurricane	+10
100	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

## Terrain

Woodlands differ from the Deep Forest. Woodlands tend to, typically, be less dense and easier to travel through. The woodlands are often found at the base of mountains and are home to humans, elves and others including the occasional fey.

Traveling through woodlands one can expect to see thickets, groves of trees, piles of leaves and abundant signs of diverse animal life.

**Table 2-3b: Woodlands Encounters**

d10	Encounter
1	A pie is cooling on the windowsill of a small cottage. The huntsman lurking in the bushes outside will be livid if someone takes his wife's pie.
2	A child is fishing the creek alone and can't seem to pull in a splashing fish. If an unlucky PC tries to help, a Strength check DC15 is required to not fall into the creek. Maybe the child has hooked a monster?
3	A druid is tending to a herd of deer. Being disturbed angers the druid into animating nearby trees to whip the PCs until they leave.
4	The party stumbles upon a secret meeting of Faeries. The Faeries attempt to erase their memories of the last hour.
5	Unlucky characters find their rations crawling with parasites and lose 1 days worth of food each.
6	A mischievous water spirit "pranks" the party. While crossing a bridge a surge of water washes away unlucky characters.
7	A toy-seller tries to convince characters to place their fingers in cursed finger traps. The traps refuse to let go.
8	Arcane motes float through the air like dust. DC 12 wis save to not run off the path in fear of what may happen.
9	A shapeshifter assumes the guise of a player and tries to join the party.
10	The party's path leads through thick trees under a dark canopy. Roll on the Deep Forest table.

# Hills

**Table 2-4a: Hills Weather**

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-40	Cloudy	0
41-45	Light rain	+1
45-55	Strong Wind	+1
56-60	Light Fog	+2
61-65	Hot	+2
66-70	Cold	+2
71-80	Heavy Rain	+3
81-82	Snow	+4
83-85	Heavy Fog	+4
86-98	Lightning Storm	+5
99	Tornado	+9
n/a	Hurricane	+10
100	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

## Terrain

Hills can be standalone changes in elevation, bases of great mountains or endless undulating waves of grass. As hills can exist in almost any terrain the weather also can take almost any form.

## Hills Encounters

d10	Encounter
1	A troll has made his home in an abandoned minecart next to a collapsed tunnel. He'll trigger an avalanche of rocks and stone to fall on characters he doesn't like.
2	Eyes belonging to an unknown creature peer at the party through a small crevasse on the road. The creature reaches up and tries to pull a character down into the crevasse. A deep fall into an empty chamber awaits the player. No signs of the creature persist after the fall.
3	A strange shaman stands atop a hill, yelling at the sky, trying to be struck by lightning (Even if the sky is clear.) A single bolt lands nearby, striking a character or starting a fire in their path. The shaman apologizes.
4	A small camp with delicious smelling food can always be seen on the next ridge. When the players arrive, there's no sign of a camp. Besides the one on the next ridge with delicious smelling food. If followed the players may lose their path. They never catch up to this mysterious camp.
5	Sudden erosion sends unlucky players tumbling down the hill.
6	A beast much too strong for the party to meet in combat sleeps in their way. How do we get around this behemoth?
7	A voice echoes around the hills from an unknown source. The weather suddenly changes to the exact opposite from what the players are expecting. DM's discretion.
8	A magical trap lays unsprung from a battle in ages past. DC15 will save to not have your mind addled and wind up walking in circles all day.
9	Baby Rust Monsters pour forth from a hive. They pose no bodily threat, but will try to eat equipment.
10	The party's path leads through an old mine shaft. Roll on the Canyon table.

# Canyons (and easy tunnels)

**Table 2-5a: Canyon Weather**

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-30	Cloudy	0
31-39	Light rain	+1
40-50	Strong Wind	+1
51-55	Light Fog	+2
56-65	Hot	+2
66-70	Cold	+2
71-75	Heavy Rain	+3
76-78	Snow	+4
79-85	Heavy Fog	+4
85-95	Lightning Storm	+5
96-99	Tornado	+9
n/a	Hurricane	+10
100	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

## Terrain

Canyons are a more dangerous version of the Hills terrain. The lands themselves also reflect the change, as cliffs are larger, gorges are deeper and ancient evils may lie in wait around any corner.

Common sights in canyons may include ancient tribal cave paintings, mines, basilisks and stone quarries.

**Table 2-5b: Canyon Encounters**

d10	Encounter
1	Unlucky players stumble into a pool of quicksand. They can easily get out with help, or a DC15 athletics check, but something slithering inside may try to pull the character with the lowest roll back in.
2	A gravity wizard is performing experiments. Unlucky characters will find their gravity skewed and will be falling sideways through the air towards a bed of cacti.
3	Different layers of sedimentary rocks can be seen in the walls of the canyon. One layer in particular is shining with easily extracted gems. Unlucky characters extracting gems may cause a collapse of the entire canyon wall.
4	Pools of stagnant water collect in the lowest elevations. The water is poisonous to drink to all but the bugs that live in it.
5	Residue from an ancient mine has become a tar elemental! He is slow moving, but it's almost impossible to escape from his grip.
6	Ancient dwarven ballista stand long since abandoned. If a character fires or break one, the others will turn, manned by ghostly apparitions, and fire ghostly bolts upon the party. The bolts cannot harm the party, but they can harm the environment and cause a cave-in/wall collapse.
7	The party happens upon a group of seemingly lost travelers. They are gaunt and hungry. These are in fact spirits, and if fed will continue to consume all food they can get their hands on. They will even start eating backpacks and tents.
8	The sun never rises today. Those without dark vision or a light source have the DC of their <b>Travel Check</b> increased by 5. Reroll the encounter.
9	A giant shelled creature seems menacing at first, but just wants affection. It will attempt to hug unlucky party members. A grapple check against the character, resulting in 1d8 damage. The creature will flee, sobbing, at the first signs of violence.
10	The party's path leads through an especially deep gorge. Roll on the Mountain table.

# Deep Forest

**Table 2-6a: Deep Forest Weather**

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-50	Cloudy	0
51-55	Light rain	+1
56-60	Strong Wind	+1
61-65	Light Fog	+2
66-74	Hot	+2
75	Cold	+2
76-80	Heavy Rain	+3
81	Snow	+4
82-85	Heavy Fog	+4
86-95	Lightning Storm	+5
95-100	Tornado	+9
n/a	Hurricane	+10
n/a	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

## Terrain

The deep forest is a dense humid atmosphere darker than midnight. No light pierces the canopy. As such this is the home of many dangerous creatures that can persist only in the dark.

One can expect to see spiderwebs, corpses, abandoned homesteads and other disturbing things as the forest houses the most twisted and dangerous denizens of the Feywilds.

**Table 2-6b: Deep Forest Encounters**

d10	Encounter
1	The decaying corpse of a giant monster lies trapped in spider webs. Unlucky players will find themselves possibly stumbling into webs. Swarms of tiny spiders will attempt to poison the stuck characters with their venom.
2	Animated vines that hang from the canopy above hold entirely still until they can wrap around a character's throat and yank them into the treetops above.
3	Luminous orbs reflecting the tiniest amount of light can be seen in the bushes. Characters know they're being watched. -5 on following <b>camping check</b> .
4	The rush of water can be heard. A small creek needs to be crossed. Sources of light reveal that the water is pitch black. DC 15 jump check to not fall in. Anyone that touches the water may become poisoned.
5	Cages in pits are well covered with dead leaves. DC 20 reflex save to avoid falling in. DC 25 strength to break out once inside a cage. A dead hunter can be found in spider webs nearby. He hold the key to the cage in a hard to reach pocket.
6	A centaur attempts to hunt one of the unlucky PCs, firing arrows from behind cover. If discovered they would rather run than fight.
7	The trees themselves seem to silently jeer at the party, and heads quickly become foggy. -10 on following <b>Navigation check</b> .
8	A Drow trickster summons little lights in front of the parties faces. Hiding in the bush the Drow will attempt to lure the party off the path and into other dangerous obstacles.
9	A huge enchanted clearing in the middle of the forest attempts to trick the party into believing that they have successfully navigated the forest. DC 15 Will save to disbelieve the illusion that the sun is already setting. If they set up camp, the party needs to navigate the forest again the following day as they actually leave.
10	DC 15 reflex save to avoid stepping in a squirming pile of worms. The worms will instantly burrow into the skin of anyone who steps on them. 1d4 damage is taken cutting the worms out of one's flesh.

# Swamps

**Table 2-7a: Swamp Weather**

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-30	Cloudy	0
31-35	Light rain	+1
36-40	Strong Wind	+1
41-45	Light Fog	+2
46-60	Hot	+2
61-65	Cold	+2
66-75	Heavy Rain	+3
76-78	Snow	+4
79-90	Heavy Fog	+4
91-95	Lightning Storm	+5
96-99	Tornado	+9
100	Hurricane	+10
n/a	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

## Terrain

Musty, fetid and humid, swamps are generally unpleasant. Acrid putrescence is the least of adventurer's concerns however, as swamps are often deadly. Only brave, foolish or truly desperate parties consider traveling through swamps.

Common sights in swamps include venomous bugs, poisonous fungi, dead trees covered in vines and the occasional small wooden hut of a swamp dweller.

**Table 2-7b: Swamp Encounters**

d6	Encounter
1	An arcane presence can be felt in the air. Add +20 to the current weather roll.
2	A coven of green hags want to collect blood and hair from the party for spells. They will trade disgusting food and a promise of safe travel. 1d6 damage is dealt extracting the bodily fluids.
3	A knight is trying to save his horse that is sinking into a bog. A DC 17 strength check is required to pull the horse free. Unlucky players may find themselves stuck too. The knight will reward the players who helped him with food and perhaps healing.
4	A gorgeous young woman invites the party inside her hut for a warm bowl of stew. DC 15 Knowledge (arcana) check required to recognize the stew is actually made of maggots and tree bark disguised as food. Poisoning ensues.
5	The only way across is a leech infested pool. CON save to avoid 1d6 damage ripping off leeches.
6	Muddy squelching reveals the party has been being followed by a large invisible 3-toed creature. It isn't attacking but it is relentlessly following. What does it want?

# Mountains (and difficult tunnels)

**Table 2-8a: Mountain Weather**

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-30	Cloudy	0
31-35	Light rain	+1
36-45	Strong Wind	+1
46-50	Light Fog	+2
51-55	Hot	+2
56-65	Cold	+2
66-70	Heavy Rain	+3
70-81	Snow	+4
82-85	Heavy Fog	+4
86-95	Lightning Storm	+5
n/a	Tornado	+9
n/a	Hurricane	+10
96-100	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

## Terrain

If traversing canyons means scouting of the depths of the deepest gorges, then crossing mountains means the opposite. Traveling across the tops of these canyons can be just as dangerous, if not more-so, than fjording their depths.

**Table 2-8b: Mountain Encounters**

d6	Encounter
1	A gargantuan Roc is leaving its nest at the summit of the mountain. The force of its takeoff causes a great gale to rush down the mountain. DC 15 reflex save for characters to stay on their feet and not go tumbling over the edge of the cliff
2	A long rickety bridge is the only way across a deep gorge. Once halfway across the ropes start to give. DC 15 athletics check to cross before the bridge collapses. (Marching order may be very important)
3	A magic crystal is suspended floating over an altar. There is a journal on the ground nearby. The journal is from a scholar suggesting that the stone gives whoever grasps it great power. Making a DC 15 Knowledge (arcana) check reveals the gem is no more than a trap, that shocks whoever touches it with 1d4 electric, 1d4 fire AND 1d4 ice damage.
4	DC20 Knowledge (nature) check to realize the tunnel the party is traveling in is not the tunnel they were supposed to go through. Instead the original tunnel has been eaten and this a burrow created by a giant tunneling worm. If players do not realize this, it will be a day's travel to get back to the correct path.
5	The ground is soft and may collapse at any moment. This makes it extremely difficult to set up camp. -5 to next <b>Campsite Check</b> .
6	The road has given away to erosion. How will we get across? Climbing is a DC 15 strength check. Falling on a failed check.

# Deserts

**Table 2-9a: Desert Weather**

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-30	Cloudy	0
31-32	Light rain	+1
33-40	Strong Wind	+1
41	Light Fog	+2
42-75	Hot	+2
76-77	Cold	+2
78-80	Heavy Rain	+3
81	Snow	+4
82-83	Heavy Fog	+4
84-85	Lightning Storm	+5
86-100	Tornado	+9
n/a	Hurricane	+10
n/a	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

## Terrain

Deserts are infamously difficult to cross. In all sorts of media deserts are known for their relentless daytime heat and frigid freezing nights. Of course, everyone imagines the same barren stretches of empty space. However, one can find cacti, plateaus, cave systems and only the strongest most hardy monsters in the desert.

**Table 2-9b: Desert Encounters**

d10	Encounter
1	In an empty expanse there lay two overturned caravan wagons. Bandits are using this "blockade" to prevent travel unless they are paid a miniscule amount (a copper piece or two.) They are not hostile, and suggest if the party doesn't want to pay they can go around. The problem is that while they are very easily avoided a DC 15 Knowledge (nature) check is required to recognize the way around is dotted with pools of quicksand.
2	Minor earth tremors shift the sand dunes and make navigation near impossible. -10 to next <b>navigation check</b> .
3	An old man approaches the party asking for water. He is sunburned and very dehydrated. If the party is rude, or denies his request, he curses them! The next time they check their food and water, they see all of their rations have turned to sand.
4	A trade caravan happens by when the characters are setting up camp for the night. They ask to camp together. The caravaneers are friendly and share food and drink. The caravaneers drink an exotic drink they call curare (Coo-rawr-ee). It makes one incredibly drunk and see pretty colors if they build up a tolerance for it, but characters that drink it can roll a DC 16 CON save to not be paralyzed by the poisonous drink. If a character is paralyzed this way their diaphragm is unable to work and breathing becomes impossible. They will asphyxiate unless aggressive CPR is administered for 15 minutes and they can breathe on their own. The paralyzation in the rest of the body will wear off in 24 hours.
5	There are no nearby landmarks to gauge distance by, besides a group of cacti. No matter how long the characters walk the cacti are no closer or further away. DC Will save 15 to not become frightened. In fact the cacti are scavenger plants following the party to feed from their corpses should they perish.
6	A raging sandstorm is brewing in the distance. Taking shelter will halt progress for 24 hours. Walking through the storm deals 1d4 piercing damage a round for 2d20 rounds.

# Jungles

**Table 2-10a: Jungle Weather**

d100	Weather	Survival DC Modifier
1-15	Clear skies	0
16-30	Cloudy	0
31-50	Light rain	+1
51-55	Strong Wind	+1
56-60	Light Fog	+2
61-75	Hot	+2
76	Cold	+2
76-90	Heavy Rain	+3
91	Snow	+4
92-95	Heavy Fog	+4
95-99	Lightning Storm	+5
n/a	Tornado	+9
100	Hurricane	+10
n/a	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

## Terrain

Jungles are highly unpredictable and house many different delights and dangers. From native tribal villages to gorgeous flora to giant fauna, one never knows what they'll find. Weather in the jungle tends to be hot and wet.

One can expect to see strange creatures, majestic waterfalls, exotic fruits and more in the jungle.

**Table 2-10b: Jungle Encounters**

d10	Encounter
1	Hybrid bird monkey creatures, not smart enough to be communicated with, follow the party cluck-chirping. They are fascinated with the party's shiny items. They may attempt to steal them.
2	A huge waterfall can be heard in the distance. The volume never changes no matter how far the party travels. The sound is being made by a Kenku or other creature capable of mimicking noises.
3	The party finds a clay and stone church. Inside there is an idol on a pedestal. This temple was robbed long ago. The traps have all been triggered and the idol is worthless. Picking up the idol leads to an audible click. Nothing happens. Time was wasted picking up this worthless idol.
4	Large butterflies inhabit a clearing. Their wings resemble eyes and take a DC 15 survival check to differentiate them from the eyes of a gargantuan creature.
5	An 8ft tall pink flower with white veins has closed petals and coarse roots spreading across the ground. Touching a root causes the flower to open and shoot paralyzing pollen into the air.
6	A humanoid child, the same race as one of the PCs, can be seen walking on all fours and snarling with a clowder of wild cats. The cats will flee if threatened but the child is curious of the party and their items, but doesn't speak common.

# Highest Peaks

**Table 2-11a: Highest Peaks Weather**

d100	Weather	Survival DC Modifier
1-10	Clear skies	0
11-20	Cloudy	0
20-25	Light rain	+1
26-40	Strong Wind	+1
41	Light Fog	+2
42	Hot	+2
43-65	Cold	+2
66-67	Heavy Rain	+3
67-90	Snow	+4
91	Heavy Fog	+4
92	Lightning Storm	+5
n/a	Tornado	+9
93-100	Hurricane	+10
n/a	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

## Terrain

The summit of the tallest mountains. None may survive here for long. Occasionally the reckless or desperate will try to pass through the highest peaks as quickly as possible, but rarely do these ventures bear fruit.

The peaks are often freezing cold, covered in snow and completely barren.

**Table 2-11b: Highest Peaks Encounters**

d10	Encounter
1	A Wendigo spirit, originally the same race as a PC, whispers to the unlucky player with the lowest result. DC 15 WIS saving throw. On a failed save the character goes into a frenzy and attacks his party for 1d4 rounds.
2	An avalanche catches the party off guard. DC 20 Athletics check to avoid 3d8 bludgeoning damage and potential asphyxiation.
3	The ground is entirely comprised of ice. DC 18 dexterity check to not slip and fall every step of the way. 1d8 damage after a day of slipping, and half movement speed.
4	The snow here is actually a white slime. DC18 strength save avoid being swallowed. The slime only digests clothes and equipment though. The character is unharmed, but naked.
5	An abandoned monastery provides respite from the weather for the night. The ghostly inhabitants will attempt to throw the sleeping characters out into the night.
6	A strange huge sized Yeti creature flees from the party. If chased back to its cave, it will provide the party with rabbit stew so, in the Yeti's mind, the party won't eat him. The terrified Yeti whimpers in the corner all night, and whimpers too loudly for good rest. -5 to next <b>Campsite Check</b> .

**Table 1-1: Terrain**

<b>1d100</b>	<b>Terrain</b>	<b>Base Traveling Check DC (Survival)</b>
1-30	Grassland	10
31-40	Wasteland	11
41-50	Woodland	12
51-60	Hills	13
61-70	Canyons (and easy tunnels)	13
71-75	Deep Forest	14
76-80	Swamp	16
81-85	Mountains (and difficult tunnels)	17
86-90	Desert	20
91-95	Jungle	20
96-100	Highest Peaks	24

**2-1 Grassland Weather**

<b>d100</b>	<b>Weather</b>	<b>Survival DC Modifier</b>
1-25	Clear skies	0
26-50	Cloudy	0
51-55	Light rain	+1
56-60	Strong Wind	+1
61-65	Light Fog	+2
66-70	Hot	+2
71-75	Cold	+2
76-80	Heavy Rain	+3
81-85	Snow	+4
86-90	Heavy Fog	+4
91-95	Lightning Storm	+5
96-97	Tornado	+9
98-99	Hurricane	+10
100	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

**2-2 Wasteland Weather**

<b>d100</b>	<b>Weather</b>	<b>Survival DC Modifier</b>
1-25	Clear skies	0
26-50	Cloudy	0
51-55	Light rain	+1
56-60	Strong Wind	+1
61-65	Light Fog	+2
66-74	Hot	+2
75	Cold	+2
76-80	Heavy Rain	+3
81	Snow	+4
82-85	Heavy Fog	+4
86-95	Lightning Storm	+5
96-100	Tornado	+9
n/a	Hurricane	+10
n/a	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

### 2-3 Woodland Weather

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-45	Cloudy	0
45-55	Light rain	+1
56-65	Strong Wind	+1
65-70	Light Fog	+2
71-75	Hot	+2
76-78	Cold	+2
79-85	Heavy Rain	+3
85-86	Snow	+4
87-90	Heavy Fog	+4
91-95	Lightning Storm	+5
95-97	Tornado	+9
98-99	Hurricane	+10
100	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

### 2-4 Hills Weather

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-40	Cloudy	0
41-45	Light rain	+1
45-55	Strong Wind	+1
56-60	Light Fog	+2
61-65	Hot	+2
66-70	Cold	+2
71-80	Heavy Rain	+3
81-82	Snow	+4
83-85	Heavy Fog	+4
86-98	Lightning Storm	+5
99	Tornado	+9
n/a	Hurricane	+10
100	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

## 2-5 Canyon Weather

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-30	Cloudy	0
31-39	Light rain	+1
40-50	Strong Wind	+1
51-55	Light Fog	+2
56-65	Hot	+2
66-70	Cold	+2
71-75	Heavy Rain	+3
76-78	Snow	+4
79-85	Heavy Fog	+4
85-95	Lightning Storm	+5
96-99	Tornado	+9
n/a	Hurricane	+10
100	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

## 2-6 Deep Forest Weather

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-50	Cloudy	0
51-55	Light rain	+1
56-60	Strong Wind	+1
61-65	Light Fog	+2
66-74	Hot	+2
75	Cold	+2
76-80	Heavy Rain	+3
81	Snow	+4
82-85	Heavy Fog	+4
86-95	Lightning Storm	+5
95-100	Tornado	+9
n/a	Hurricane	+10
n/a	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

## 2-7 Swamp Weather

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-30	Cloudy	0
31-35	Light rain	+1
36-40	Strong Wind	+1
41-45	Light Fog	+2
46-60	Hot	+2
61-65	Cold	+2
66-75	Heavy Rain	+3
76-78	Snow	+4
79-90	Heavy Fog	+4
91-95	Lightning Storm	+5
96-99	Tornado	+9
100	Hurricane	+10
n/a	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

## 2-8 Mountain Weather

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-30	Cloudy	0
31-35	Light rain	+1
36-45	Strong Wind	+1
46-50	Light Fog	+2
51-55	Hot	+2
56-65	Cold	+2
66-70	Heavy Rain	+3
70-81	Snow	+4
82-85	Heavy Fog	+4
86-95	Lightning Storm	+5
n/a	Tornado	+9
n/a	Hurricane	+10
96-100	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

**Table 2-9: Desert Weather**

d100	Weather	Survival DC Modifier
1-25	Clear skies	0
26-30	Cloudy	0
31-32	Light rain	+1
33-40	Strong Wind	+1
41	Light Fog	+2
42-75	Hot	+2
76-77	Cold	+2
78-80	Heavy Rain	+3
81	Snow	+4
82-83	Heavy Fog	+4
84-85	Lightning Storm	+5
86-100	Tornado	+9
n/a	Hurricane	+10
n/a	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

**Table 2-10: Jungle Weather**

d100	Weather	Survival DC Modifier
1-15	Clear skies	0
16-30	Cloudy	0
31-50	Light rain	+1
51-55	Strong Wind	+1
56-60	Light Fog	+2
61-75	Hot	+2
76	Cold	+2
76-90	Heavy Rain	+3
91	Snow	+4
92-95	Heavy Fog	+4
95-99	Lightning Storm	+5
n/a	Tornado	+9
100	Hurricane	+10
n/a	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5

**Table 2-11: Highest Peaks Weather**

<b>d100</b>	<b>Weather</b>	<b>Survival DC Modifier</b>
1-10	Clear skies	0
11-20	Cloudy	0
20-25	Light rain	+1
26-40	Strong Wind	+1
41	Light Fog	+2
42	Hot	+2
43-65	Cold	+2
66-67	Heavy Rain	+3
67-90	Snow	+4
91	Heavy Fog	+4
92	Lightning Storm	+5
n/a	Tornado	+9
93-100	Hurricane	+10
n/a	Blizzard	+10
n/a	Darkness/Night (without Dark-Vision)	+5