

Overland Travel in *Pathfinder 2e*

Tracking Time

Each day is made up of 6 **watches** of 4 hour each: Dawn, Morning, Afternoon, Evening, Night, and Pre-Dawn. A watch can be spent in 3 ways:

- ❖ **Rest Watches** are spent sleeping and recovering.
- ❖ **Active Watches** are spent adventuring or similar.
- ❖ **Travel Watches** are spent traveling long distances.

Exhaustion

You can take 3 active or travel watches without penalty. You may become **fatigued**, either automatically or on a failed Fortitude save (vs. the Navigation DC, a **level-based DC** if adventuring, or something similar). For example:

- ❖ After your 4th Active/Travel, save or gain fatigue.
- ❖ After your 5th or more, automatically gain fatigue.
- ❖ Each day without food, save or gain fatigue.
- ❖ Each day without water, automatically gain fatigue.

Rule Change: *Stacking Fatigue*

When you become **fatigued**, you instead become **fatigued 1**. If you would become fatigued again, increase your fatigued value. This has no additional effect, but takes longer to remove. If you ever reach **fatigued 5**, you can't take travel or active watches until you reduce that condition. As per usual, you can't navigate/forage/scout/etc. while fatigued.

Rest Watches

You need to rest for 2 watches per day, which includes sleep and daily preparations. Without proper gear (bedroll and shelter), you require an extra watch of rest. If you don't get enough rest, you take a level of **fatigue**.

Lookouts

You can keep watch for up to 1 hour without interrupting your rest. This means that resting with lookouts requires 2 watches with 8 or more shifts, 3 watches with 3-7 shifts (most adventuring parties), or 4 watches with 2 shifts.

Table 1 — Travel Pace

Pace	Per Watch	Per Day	Effects
Exploration	4 miles	12 miles	+2* to to navigate, cannot attempt stealth, roll twice for encounters.
Slow	6 miles	18 miles	+2* to navigate, can attempt stealth, 50% chance to ignore some encounters.
Medium	8 miles	24 miles	Cannot attempt stealth.
Fast	10 miles	30 miles	-2* to perception / survival checks, cannot attempt stealth, always surprised.

This travel pace assumes clear terrain: if not, see [Regions of Elsir Vale](#).

Clearing Fatigue

If you get sufficient rest (see previous), and eat 1 ration and drink 1 waterskin of water per day*, you clear 1 level of fatigue! You can spend additional watches resting to clear more fatigue, at a rate of 1 fatigue per extra watch.

**Large creatures like horses need 4x as much, Tiny creatures 1/4.*

Active Watches

If you spend at least an hour adventuring or engaging in similarly strenuous activity, that likely counts as an Active Watch, though your GM may rule differently!

Travel Watches

During a travel watch, you make progress on your journey! You still might engage in quick combat encounters, and meal breaks and camp setup/strike are included. See the next page for further details on Travel Watches.

Travel Pace

Each day, you must set a travel pace (see [Table 1](#)), though this pace might be modified by terrain or weather (see [Tables 2-3](#)). A **fast** pace is risky, but efficient; a **slow** pace is safer, but plodding; **medium** splits the difference. An **exploration** pace represents thoroughly traversing an area to reveal **hidden** information or find something specific.

Navigating

If you are following a road or similarly clear landmarks, navigation is trivial. Otherwise, one character must navigate by making a Survival check against the region's Navigation DC (another character may aid at DC 15).

Critical Success You treat trackless terrain as a road/trail, & road/trails as a highway (see [Regions of Elsir Vale](#)).

Success You make normal progress.

Failure You make no progress, or a half days progress if you have a map. *You travel at the wrong angle and correct.*

Critical Failure You make a half days progress in the wrong direction, or no progress with a map.

** Circumstance Bonuses and Penalties*

Travel Activities

You can perform one activity as you travel. In addition to Navigating (and aiding navigation, see previous), here are some actions you can perform if you are travelling at the appropriate speed (as per usual, while not fatigued).

Cover Tracks

Slow pace. Anyone attempting to track your group must roll against the higher of your Survival DC or 2 + the Navigation DC. Note that circumstances such as party size may still adjust this DC as per usual (see [Table 4](#)).

Forage

Slow pace. Survival (-4 penalty) vs. Forage DC. Success: 1 ration! Crit: 2, or 3 if master, 4 if legendary. 1 check/day.

Keep Watch

Slow or Medium pace. You have a chance to notice hidden creatures or details along your route. If anyone tries to surprise you as you travel, you have a +2 CB to initiative.

Pack Puller

Any pace. You can lead a number of pack animals equal to your Wisdom + ranks in Nature (including your mount).

Scout Ahead

Slow or Medium pace. You forge ahead and circle around the party to get a general lay of the land. While scouting ahead, you count as travelling one pace faster. You have a chance to notice details off the main path, and if you succeed on a Survival check against the Navigation DC the party can treat trackless terrain as having a trail.

Camp Activities

Here are some actions you can take at or around camp! I've marked whether they count as Active or Rest watches.

Cook (Rest)

You can try to [cook food](#) for your party! This always takes up its own watch for a large group, but for a small party it might be possible to bake it into the 2 rest watches if you don't also serve as a lookout. Campfires may attract notice.

Make Camp (Active)

If you don't have proper camping gear or terrain is particularly inhospitable, you might have to spend a separate watch to find and setup a proper camp, likely requiring a Survival check against the Forage DC. You can [subsist](#) as part of this activity.

The Travel Day

A normal travel day looks like this:

1. The GM marks the **day** and ticks **durations**.
2. Declare a **travel pace** and **travel activities** (these can potentially change based on encounters/etc.).
3. The GM rolls for (and then resolves) **encounters**.
4. Resolve **travel activities** (rolling as needed).
5. Track **distance** (the navigator rolls survival if needed, either per day or per watch if they fail).
6. Perform **camping activities** and declare lookouts.
7. The party marks off **rations** and resets HP/spells.

Watch by Watch exploration instead looks like this:

1. The GM marks the **watch** and ticks **durations**.
2. Declare a **travel pace** and **travel activities**.
3. The GM rolls for (and then resolves) **encounters**.
4. Resolve **travel activities** (rolling as needed).
5. Track **distance** (navigator rolls survival if needed).

Travel Logistics

Equipment Change — Rations

To help make rations/food tracking matter, each **day** of rations is 1 light bulk, rather than each week.

Mounts & Vehicles

A mounted party travels 2 extra miles per watch (6 per day) if the Terrain Modifier is x 1. Mounts pulling most vehicles cannot travel in terrain with a mod of 1/2 or worse. You can control one animal while fatigued, and WIS + ranks in Nature (Trained = 1, etc.) while not fatigued.

Travelling While Encumbered

If you or your mounts are [encumbered](#), you must travel at a slow pace, but count as if travelling at a medium pace (so you cannot attempt stealth and gain no benefits).

Edge Cases

Fatigue: Sleeping in Beds

When sleeping in a proper bed (a [private room](#) in an inn, not a campsite or [cozy cabin](#) spell), you clear fatigue twice as fast! So 2 per night, plus 2 more per extra watch of rest. An [extravagant suite](#) clears all fatigue in just 2 watches!

Spells: Create Food/Water

The [create food](#) spell provides food for the listed number of creatures, but cannot be [cooked](#) into better meals. [Create water](#) provides water for 2 medium creatures.

TRAVEL IN ELSIR VALE

Regions of Elsir Vale

Major Routes

These routes are defined enough that Navigation checks aren't required while following them.

- ❖ **The Dwarfroad** (the Dawn Way and Old North Road) is the region's only **Highway**.
- ❖ **The Restwatch** is a sluggish **River** (rivers have TM of x 1/2 upstream, or x 1 downstream).
- ❖ Several **roads** such as the **Old Forest Road** are poorly kept but easy to follow.

Random Encounters — Hazard Die

At the end of each watch, the GM rolls the Hazard Die to see what happens! If travelling at a **slow** pace, there's a 3:6 chance **threats** will be avoided. If **exploring** an area in depth, the GM will check for encounters twice as often (possibly ignoring results, like Weather, that wouldn't be more common due exploring). If a result doesn't make sense (e.g. Terrain Changes while camping), ignore it!

d6	Hazard Die Results
1	Threat. Something scary approaches! Combat?!
2	Weather Shift. Heat wave, precipitation, etc.
3	Faulty Supplies. Food rots, gear rusts, etc.
4	Terrain Changes. Blocks or slows progress.
5	Non-Encounter. Passing townsfolk, animals, etc.
6	Discovery. Something exciting to explore!

Regions of Elsir Vale

Region	Type	Highway	Road/Trail	Trackless	Nav. DC	Forage	Danger
Blackfens	Swamp	x 1	x 3/4	x 1/2	20	20	Normal
Brown Hills	Hills	x 1	x 3/4	x 1/2	20	25	Low
Central Vale (smaller towns)	Plains	x 1	x 1	x 3/4	15	20	Low
Eastern Vale (Brindol/etc.)	Plains	x 1	x 1	x 3/4	10	20	Low
Endless Plains	Plains	x 1	x 1	x 3/4	18	25	Normal
Giantshield Mountains	Mountains	x 3/4	x 3/4	x 1/2	25	30	Normal
Golden Plains	Plains	x 1	x 1	x 3/4	15	15	Low
Marth Forest	Forest	x 1	x 1	x 1/2	20	15	Normal
Thornwastes	Desert	x 1	x 1/2	x 1/2	25	28	High
Westdeep Forest	Forest	x 1	x 1	x 1/2	25	15	High
Witchwood	Forest	x 1	x 1	x 1/2	20	15	Normal
Wyrmsmoke Mountains	Mountains	x 3/4	x 3/4	x 1/2	28	30	High
Wyvernwatch Mountains	Mountains	x 3/4	x 3/4	x 1/2	25	30	Normal

Travel Complications by Region

Weather Shift

Dry summer: hot days (85°–110° F) & nights (60°–85° F).

2d6	Effect
2	Tornado. Find shelter or deal with the hazard!
3-5	Heavy Wind. -2 to perception and ranged attacks. Cannot travel at Fast Pace (Medium if Fatigued).
6-8	Heat Wave. Save vs. Forage DC or Fatigued 1. Also Stupified 1 while Fatigued on a critical fail.
9-10	Fog. -2 to perception/survival. Limited visibility.
11-12	Thunderstorm. 1d4 watches. As Heavy Wind, and Save or Fatigued, find shelter or risk lightning!

Faulty Supplies

Precautions might ignore, or keep specific items safe.

d6	Effect
1	Rust. Each PC rolls 1d6. 2-3: 1 metal item rusts and is broken. 1: 1d6 such items rust.
2	Rot. Each PC rolls 1d6. 2-3: 1 wood or paper item rots and is broken. 1: 1d6 such items rot.
3	Lack of Water. Due to leaky water skins, lack of sources, etc. Requires foraging to find more.
4-6	Lost food. Mark off 1 extra day of rations each as food spoils or gets eaten by wildlife.

Terrain Changes

Local terrain/wildlife/creatures slow or block the party.

d6	Effect
1-4	Difficult Terrain. Mud/thorns/etc. Travel half as far for this watch unless you circumvent
5-6	Blocked Path. Trees/thorns/rocks/herds/etc. Lose a watch of travel unless you circumvent.

Nav. DC: Navigation DC. Forage: Forage DC.