Travel Revised (Pathfinder 2e)

The Travel Day

Each day is made up of 6 4-hour periods: Dawn, Morning, Afternoon, Evening, Night, and Pre-Dawn. Each period, the party travels a number of miles based on their speed.

Table 1 — Travel Pace

Pace	Miles	Effects
Slow	6	You can each choose to either perform one Exploration Activity with a +2 CB, or perform two Exploration Activities.
Medium	8	You each do one Exploration Activity.
Fast	10	You cannot perform Exploration Activities other than Navigating, and have a -2 CP to Perception and Survival.

CB is Circumstance Bonus, and CP is Circumstance Penalty

Note that this travel pace assumes clear terrain. In rougher terrain, reduce the distance travelled based on Table 2. Page 3 has tables showing the distance travelled both per period and per 3-period travel day, adjusted for terrain.

Table 2 — Terrain Modifiers

Terrain	Highway	Road/Trail	Trackless
Desert, Sandy	x 1	x 1/2	x 1/2
Forest	x 1	x 1	x 1/2
Hills	x 1	x 3/4	x 1/2
Jungle	x 1	x 3/4	x 1/4
Moor	x 1	x 1	x 3/4
Mountains	x 3/4	x 3/4	x 1/2
Plains	x 1	x 1	x 3/4
Swamp	x 1	x 3/4	x 1/2
Tundra, frozen	x 1	x 3/4	x 3/4

Exhaustion

Characters can travel (or adventure) for up to 3 periods a day without risk of exhaustion. If they attempt to travel for longer, they must roll Fortitude against the Navigation DC.

Critical Success. As success, and ignore this period of travel for the purposes of escalating DCs.
Success. You stave off exhaustion and travel as normal.
Failure. You become fatigued. If already fatigued, crit fail.
Critical Failure. You cannot travel further until you rest.

Each check in a day adds a cumulative +5 to the DC. A GM might have characters roll for exhaustion in other circumstances, such as harsh/inhospitable terrain.

Encumbered Characters

If any characters (or mounts) are encumbered, every period spent travelling faster than a slow pace requires a Fortitiude save to avoid being fatigued. Repeated checks increase the DC by +2 each period, which is cumulative with any increases from travelling for more than 3 periods.

Mounts & Vehicles

If any characters are mounted and travelling somewhere with a terrain modifier of x 1, increase the number of miles travelled each period by 2 (so 8 at a slow pace, 10 at a medium pace, and 12 at a fast pace). Mounts pulling most vehicles cannot travel in terrain with a mod of ½ or worse.

Sleeping & Keeping Watch

A character requires 2 periods of rest to get a full nights sleep. A character that does not get enough sleep must make a Fortitude save or be fatigued! If they rolled to avoid exhaustion at any point that day, they use the final DC rolled +5. If they fail when already fatigued (or if they critically fail), they cannot travel until they rest fully.

Note that to clear a characters fatigued condition, they must either sleep in a bed or spend an extra period resting. They also need food not created by magic.

If the party would like to keep watch at night, doing so will interrupt their sleep! With only 2 watch shifts, the sentries will need 4 periods to fully rest. With 3-7, they'll need 3. With 8 or more watches, they only needs 2 periods to rest.

Travelling After Dark

It's not safe at night… In addition to potential exhaustion, it is dangerous to travel while its dark. In most places, this is 2 periods in the winter, 3 in fall/spring, 4 in summer.

For each period the party travels in the dark, the GM should roll for encounters! *If using the **Tension Pool**, the GM would roll the pool each period. If **rolling 1d6** for encounters every 1-3 periods, check as normal for the day and every period at night.*

Gearing Up

Before setting off on their journey, a party's old supplies are assumed to have been used or spoiled, and they must re-acquire food (for both adventurers and mounts), water, and firewood (if they're rare in a given terrain).

Travel Activities

Characters can perform one of the following activities while traveling. The GM might decide to allow other activities as well, such as crafting simple items or doing research in the back of a wagon.

Navigate

Each day, **exactly one** character *must* perform this activity (another character can *assist* as normal). At the end of the day, make a Survival check against the area's Navigation DC. Alternatively, if the party is following sufficiently clear landmarks (such as a river or road), the navigator instead automatically gain a Success without rolling.

   Critical Success. You navigate skillfully through the terrain, and treat it as one step easier (i.e. treat Trackless as Road/Trail and Road/Trail as Highway)
   Success. You make progress as normal.
   Failure. You make no progress. If you have a map, you instead make half a days progress.
   Critical Failure. You go half a day the wrong direction. If you have a map, you instead make no progress.

Avoid Notice

You attempt to move quietly and out of sight, either individually (i.e. if *Keeping Watch* off to the side or *Scouting Ahead*) or as a group. Each day, whoever has the lowest Stealth bonus among those trying to avoid notice will make a Stealth Check, which the GM will compare to the Perception DCs of any potential watchers.

Cover Tracks

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 (i.e. caravans reduce the DC by 5).

Forage

A character can make a Survival check to try and find food against the area's Forage DC.

   Critical Success. You find food for 2 people if you are trained in survival, 3 if you are an expert, 4 if you are a master, and 5 if you are legendary.
   Success. You find food for 1 person.
   Failure. You find no worthwhile food.
   Critical Failure. You find bad food for 1 person — they make a Fortitude save against the Forage DC or be sickened 1 for the day. Doesn't actually feed them

Keep Watch

At the beginning of the day, the GM will make a secret Perception check for you and compare it against the stealth DCs of any creatures trying to hide from you or the DCs to notice anything out of the ordinary along your route.

Map Terrain

A character that is trained in Survival can create a map that tracks the party's progress. If they are an expert, this map grants a +1 bonus on return trips. If they are a master, it instead grants a +2, and if they are legendary, it instead grants a +3. Note that, unless the party is deeply exploring a given area, the map will only work for one particular route rather than for, say, an entire forest.

Scout Ahead

You circle around the party, forging ahead of them and checking the surrounding area. You will notice anything on the road ahead before the rest of the party, and have a chance to notice things that lie off the beaten path. While performing this activity, you take a -2 to any perception checks if you are travelling at a medium pace, or if you are travelling at a slow pace and performing two activities.

Note that while scouting ahead, you are usually moving too quickly to notice any creatures that are actively trying to hide from you (unless you are traveling at a slow pace and also keeping watch), but the GM might roll a secret Perception check to see if you notice anyone who is neither actively hiding nor immediately visible.

Using This System

Should I Use This System?

This method of travel, if I've done a good job, is useful for when resource management is important, when time is a major factor, and when you want to create the feeling of a living, dangerous, wonderful world. If that doesn't sound good to you, you can skip over travel (a la [Matt Colville](#)) or do a montage sequence (a la [Dael Kingsmill](#))!

The Travel Day

A normal travel day looks like this:

1. The party sets a Travel Pace (though this may change in response to Complications) and declares Exploration Activities
2. The GM rolls for Complications using whatever method works best for their table/situation.
3. The Navigator rolls survival to see how much progress the party made
4. The party decides who will participate in a watch
5. The party marks off rations and resets HP/etc.

*I most often roll 1d6 either 1, 2, or 3 times per day depending on how involved I want travel to be, and how dangerous the area is, with complications on a 1. The Angry GM's [Tension Pool](#) works well too!

Adjusted Pace per Period

Pace	x 1	x 3/4	x 1/2	x 1/4
Slow	6*	4.5	3	1.5
Medium	8*	6	4	2
Fast	10*	7.5	5	2.5

* +2 per period if mounted on fast horses

Adjusted Pace per Day (3 periods)

Pace	x 1	x 3/4	x 1/2	x 1/4
Slow	18*	13.5	9	4.5
Medium	24*	18	12	6
Fast	30*	22.5	15	7.5

* +6 per day if mounted on fast horses

Gearing Up Guidance

The party should be actively thinking about supplies, and there should be a downside to over-buying! If you use the equipment changes I suggest below, one downside is bulk, but I like the idea that supplies left un-used for too long might spoil, creating a monetary cost to over-buying too. If the players just make a short stop before heading off again, the GM can allow the supplies to carry over.

Who Notices What?

There are three states of observation a character can be in:

1. **Keeping Watch.** You notice anything obvious along your path, and have a chance to notice anything hidden or out of the ordinary. Even on a failure, you get a vague sense that something's off. Unless also scouting ahead, nothing off the path.
2. **Scouting Ahead.** You notice anything obvious before anyone else does, including anything off the path! You won't notice anything hidden unless also keeping watch, but you get a chance to notice anything out of the ordinary (a far off tower, a small camp, rare herbs, etc.).
3. **Otherwise Occupied.** If you are performing other exploration activities, you'll notice anything obvious, but nothing hidden/out of the ordinary

A character can of course gain the benefits of both states 1 and 2 if travelling at a slow pace and doing both activities.

Equipment Changes

I made a few small changes to equipment:

❖ Backpacks don't ignore 2 Bulk *(I didn't even know they were supposed to until 10 sessions in, but I hate it)*
❖ The adventurer's pack counts bulk as normal, rather than being 1 bulk when full.
❖ Each **day** of rations is 1 light bulk, rather than each week *(anyone who's been backpacking knows that even this is pretty generous in terms of realism)*
  ➢ 1 bulk per day for a Large creature
  ➢ 1 light bulk per week for a Tiny creature
❖ Each 100 coins is 1 light bulk, rather than each 1000 being 1 bulk
❖ For games where equipment *really* matters, I also have 1 Bulk = 5 Light (instead of 10 Light).

The goal of all of these is changes to make encumbrance matter more, and present interesting choices. How much food should the party bring? How much other equipment? Do the players travel while encumbered in order to carry more? Do they spend their hard earned gold on equipment or mounts / pack animals? It also create a great feeling of progression once the cost of animals/vehicles is trivial and they have bags of holding/etc.

Variant Rule: Variable Travel Pace

In this variant, a characters land speed affects their travel pace! The main benefit of this is that the party can still travel at a Fast pace, but characters with a higher speed can travel at a Medium or Slow pace (while still keeping up!) and still perform Exploration Activities (and sometimes the whole party can move faster!). The downside is more granular speed and distance tracking, which many groups may not care to do (and sometimes they'll be slower).

Table 1b — Miles per Period

Speed	Slow	Medium	Fast
10 ft.	2	4	5
15 ft.	3	5	7
20 ft.	4	6	8
25 ft.	5	7	9
30 ft.	6	8	10
35 ft.	7	9	11
40 ft.	8	10	12
50 ft.	10	12	15
60 ft.	12	15	17

Each party member may choose a different pace, but the party will travel at the speed of the slowest member. So, a character with a speed of 30 might travel at a slow pace, while a character with a speed of 15 might travel at a fast pace, and they would both go 6 miles per period of travel. Remember, characters that are *encumbered* have -10 speed.

Mounts

If any characters are mounted, they may use their mount's speed to determined travel pace rather than their own so long as the terrain modifier is not ½ x or worse (in which case the PC must instead lead the mount through the terrain). Remember, however, that a mount can be encumbered too! (just not as easily, as Large creatures have 2x the capacity of an equivlanetly strong Medium creatures) A character of size medium is Bulk 6, and a small creatures is Bulk 3, not counting their gear.

Travel Complications

If you're a player, don't read any further than this! You can imagine a lot of the things that might go wrong, and your GM will appreciate having some flexibility.

The GM is always free to come up with their own, but here are some generic non-combat complications!

1. ***Spoiled food.*** Each PC marks off an additional day of rations.
2. ***Sparse water.*** Each PC makes a Fortitude save against the Forage DC. On a failure, they are fatigued for the following day.
3. ***Supplies lost.*** Each PC makes a Reflex save against the Navigation DC or loses an amount of gear/supplies as determined by the DM.
4. Bad Weather.
5. Rough Terrain.
6. Specific Obstacle. I.e. a broken bridge, an large tree blocking their cart, a large crevice not on the maps,
7. Random Encounter.
8. Place of Interest.

From Knave 2.0

1. Encounter
2. Fatigue
3. Depletion (food/tools)
4. Weather
5. Sign (of something)
6. Free!! Nothing.
7.

How often should you roll? Well, for short journeys, every day! For longer, multi-week journeys, either every 3 days, every week, or every month for really long journies. I personally prefer rolling more often, as it puts the PCs more on the back foot and makes travel feel more dangerous. Remember, though, that complications can often be resolved quickly - if you don't want to spend too much time on a long journey, but still want to roll, minimize random encounters or more time intensive complications.

Eventually I'd love this to be a D66 table, with the option of rolling an 8 and a 6 if you want the option of random encounters / places of interest (though you'll have to come up with specific details there that fit yoru setting / campaign).

Links to travel complications
- http://dndspeak.com/2018/05/100-travel-complications/

Unordered lists of complications (many from Dael)
- A small animal takes a liking to a party member! It wants food, so they'll expend 1 extra ration every 2 days if they keep it along and feed it, and every day there's a ⅙ chance that it wakes the party member up during the night, causing them to be fatigued the next day unless they sleep in an extra period!
- One of the party's armor has a strap tear while training! It will need to be repaired, with a Crafting Check with the same DC to make the item. Unless a party member has *Quick Repair*, this takes a travel period (meaning they either have to lose some travel time or make a Fortitude save against being fatigued) for each attempt.
- Various things that interrupt sleep give them the choice to either spend another period or two catching up, or they become Fatigued until they do. Keep in mind that the party can always not set a watch to catch up on sleep in this way (as they normally rest for two periods and are on watch for one), if they feel safe enough to do so…
- The party must make a Fortitude save (GM sets the DC) or lose half a days travel to food poisoning! (ask the party first who cooked the night before, so they get the blame lol)
- Vultures (or some other annoying animal) attack and maybe fuck up supplies or something
- Someone travelling with the party gets sick, and can't travel - do you wait with them until they get better? Bring them along and hope for the best? Or abandon them somewhere?

Unordered lists of Discoveries
- The clouds are especially fluffy today! What shapes do the PCs see?
- The scout find an altar to an old religion off the trail - if they leave an offering, they get some small

boon! Maybe just an extra Hero Point that carries over into the next session
- The scout finds a dead body off the road, with a little bit of money, and maybe a magic item or two or a note with a quest hook

Unordered list of non-complications
- The party hear a large group of animals coming towards them during the night, galloping quickly, but it turns out to be a random herd of animals that just run on by and leave
- A shepard and his flock take to the road ahead of the party (maybe if it's a complication, this either slows them down or wolves attack or something)

Sample Complication Chart

This chart is designed to work for most typical wilderness environments — it might not be ideal for particularly extreme or magical locations (i.e. a desert or the feywild)

D66	Complication
11-13	**Spoiled Food.** Each party member marks off 1 extra day of rations.
14	**Leaky Waterskins.** Either make a Survival check against Forage DC to find water or be fatigued! Failure: it takes a full travel period.
15	**Rotting Wood.** Make a flat check for each piece of gear that includes wood (DC 5 for magical gear, DC 10 for nonmagical,) or it becomes broken until the wood is replaced or treated. *
16	**Rusting Metal.** Make a flat check for each piece of gear that includes metal (DC 5 for magical gear, DC 10 for nonmagical,) or it becomes broken until the metal is replaced or treated. *
21-23	**Rough Terrain.** Whoever has the worst bonus makes a Fortitude save vs. the Navigation DC. On a failure, the group loses 1 period of travel.
24	
25	
26	
31	*weather*
41	*Social/party things*

51	**Pests Attack.** A swarm of wild animals (such as insects or vultures) attack the camp, but they go after supplies rather than the party (each attack vs. AC 20 results in a day of lost rations)
52	**Circling Beasts.** A pack of wild animals (such as wolves) draws near to the party at night, making it difficult to sleep — if you wanna sleep through it, roll Will save vs. Navigation DC. **
	Animal Remains.
56	**Lost Baby Animal.** A baby animal takes a liking to the party and wants to tag along! Either Survival vs. Navigation DC to find their family (success and worse take a travel period) OR the party must feed them (1 ration per 2 days) and it wakes them up ⅙ of nights. **
61	*Social encounters*
64	*Travelling Merchent.*
66	**Enemy Agent.** They meet someone who works for some enemy/rival.

* This requires specific equipment to fix that will likely only be found in a town (at the DM's discretion)
** They can either sleep in and lose time or be fatigued.

Simplified:
1. Loss of resources/gear
2. Terrain-based Complication
3. Inclement Weather
4. Party-level Mistakes
5. Wildlife Difficulties
6. Encounter People

If you like, you can drop or combine categories you include Combat Encounters or Discovery Opportunities, or you can add those as 7. and 8.

D86*	Complication
71	*Random Encounters*
81	*Discoveries*

* Roll a D8 and a D6 for the 10s and 1s places. On a 1-6 on the D8, refer to the D66 chart on the previous page

1. **Spoiled food.** Each PC marks off an additional day of rations.
2. **Sparse water.** Each PC makes a Fortitude save against the Forage DC. On a failure, they are fatigued for the following day.
3. **Supplies lost.** Each PC makes a Reflex save against the Navigation DC or loses an amount of gear/supplies as determined by the DM.
4. Bad Weather.
5. Rough Terrain.
6. Specific Obstacle. I.e. a broken bridge, an large tree blocking their cart, a large crevice not on the maps,
7. Random Encounter.
8. Place of Interest.

Old

> *Food and Water*
> For each day a character goes without adequate food or water, they must make a Constitution saving throw. If the result is less than 10, they suffer two levels of exhaustion. If it is 10-14, they instead only suffer one. For each day they go without adequate food or water, increase the DC by 5. If any character only has one water skin, rather than two, one forager must make a check halfway through the day or all such characters make an additional saving throw.

Unsafe Territory

Some areas of terrain, such as the domain of a hostile tribe or a dragon's lair, are dangerous to travel through. If you do, Roll the Pool for each travel period that you are within the Unsafe Territory. In order to safely rest in Unsafe Territory, a party must find a Hidden Camp by succeeding on a Survival check. You can try multiple times, but each further attempt counts as about 2 hours of travelling.

Tension Pool

There are five actions the GM can take with the pool:

- ❖ **Add a Die.** Pick up a d6 and visibly drop it in the pool. If it's the sixth die, Clear the Pool.
- ❖ **Roll the Pool.** Pick up all the dice currently in the pool and roll them. Take note if any of the dice show a 1. Then, put the dice back in the pool. If the pool is currently empty, roll one d6 by itself and note if it shows a 1. Don't add it to the pool.
- ❖ **Add a Die and Roll the Pool.** Pick up a d6 and drop it in the pool. If it's the sixth die, Clear the Pool. Otherwise, after adding the d6, pick up all the dice currently in the pool and roll them. Take note if any dice show a 1. Then, put them back.
- ❖ **Roll a Full Pool.** Ignore what's in the pool. Pick up 6d6 and roll them. Take note if any of the dice show a 1. Don't change the pool in any way.
- ❖ **Clear the Pool.** If there are six dice in the pool, pick them all up and roll them. Take note if any of the dice show a 1. Regardless of the result, don't return the dice to the pool — it is now empty.

Whenever a die shows a 1, a *Complication* occurs. This can be anything, really — a random encounter, an environmental effect, the next stage in the bad guys plan

— the only constants are that it's not fun. The players shouldn't like it.

Dungeon Variant

The most common usage for the Tension Pool is when the party spends a prolonged period of time exploring a single location. Here's how that works:

- ❖ For actions that **take time**, the GM will **add a die**. In this case, the threshold is about 10 minutes.
- ❖ For **risky** actions, the GM will **roll the pool**. This includes **rushing** and anything else loud.
- ❖ For simplicity's sake, a party using exploration activities can travel a long stretch, travel a short stretch and do a cursory exploration of a room, or quickly examine two rooms in about 10 minutes.
  - ➢ A party moving faster and not using such activities can do twice as much
  - ➢ The party can also **rush**, travelling at 4x speed, a number of times equal to their Constitution modifiers (this is **risky**)
  - ➢ In the other direction, the party can take up to 2 exploration activities each, but will travel at ½ speed.
- ❖ The party might do other activities that **take time** (such as *refocusing*, *treating wounds*, doing a more in-depth *search*, or taking too long deliberating), in which case the GM will **add a die** for those.