

Travel

When traveling there are many choices to be made. Do I take the safety and speed of the roads where you are visible to all. Do you go through the wilderness where your speed is not only hampered by terrain, but also necessary activities such as foraging and scouting.

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Speed

Speed is measured in daily pace and depends on a plethora of things.

A party on the road can do **40km** per day (8h)

Doing a forced march (12h) gives you **60km** per day, you can't do activities and you make a **DC10 Con save or get exhausted**

Going through terrain gives DisAdv on checks to detect you. It also lowers your speed to **25km**.

Forced march here gives you **35km** speed. The Con Sv is **DC12** here.

Night march gives another **40/25km** of movement and imposes another con save of **DC15**

Activities

If you aren't forced marching, each party member can do an activity. If you are stationary, this check is made with advantage. If you're trained in both skills, pick one and add the PB of the other

Scout (in terrain) - perception or nature: you head out in front of the party or move on when camp is made. You look for trails, landmarks, high grounds and other things that might help the party find their way and stay undetected.

- DC10: no chance of getting lost
- DC15: no chance of being detected
- DC20: +10km speed

Forage - survival or nature: you use your craft and knowledge to find food for the party. Fish in the nearby river, hunt game or snare rodents, pick the non poisonous berries. This is the base check in normal terrain. Other terrains may increase this DC.

- DC8: one ration card and drinking water
- DC14: two ration cards
- DC20: four ration cards

Keep watch - insight or perception: in the dead of night there needs to be someone who watches over the sleeping. You don't do it alone, but you are in charge of securing the camp, setting a schedule and taking the midnight watch.

- DC10: can't get surprised by nightly attacks
- DC15: escape option: take a DC10 Con save or exhaustion instead of combat
- DC20: get surprise round on attackers

Campcraft - performance or survival: you bend your skill towards bringing the party comfort after a long day's march. You cook a warm hearty meal or perform a story through song and verse.

- DC12: one guaranteed success on the next exhaustion DC
- DC16: - 1 exhaustion level
- DC20: immune to exhaustion the next day

Improvise - depends: convince the DM with a detailed description of what and how you're going to contribute to the situation

Resting

Resting can take many different forms. A comfy bed in a tavern after a warm meal is obviously better than a night sleeping on bare rock with only the starry sky as a blanket. Therefore the following rules detail how this will be mechanically reflected.

Homebase

This is a building that you or your patron own and is fully furnished for resting (beds, tables and chairs, sanitary infrastructure).

It gives all benefits of long resting and will also grant the following:

- 2 levels of exhaustion (so -3 total)

All hit dice are recovered

You gain Temp hp equal to max hp divided by 10

Tavern

This is a location fit for lodging. This can also be the barracks of the local guard, a vacant house in the village or any other location the party is able to sleep indoors comfortably

This grants the following

- 1 level of exhaustion

Campsite

A proper camp with a warm fire and tents and cots to shield you from the elements. Certainly worthwhile slogging along all that camping gear. Camping in a ruin or cave would also fall under this.

This imposes the following

You only recover half your spellslots

Instead of half, you only recover 1/3rd of your hit dice

Your class resource recovery is halved

Clandestine

Sleeping without tents and without fire is certainly less visible, but is it worth the hardship?

It imposes the following

DC10 con save or suffer exhaustion, this save increases dependant on the weather.

Hit dice recovery is now 1/4th

Spell slot recovery is 1/3th

You only recover upto half of your total hp

Any entity tracking you now has disadvantage

Exhaustion

Addendum to the normal rules: you have a buffer before exhaustion starts negatively affecting you.
This buffer is $1 + (\text{pb} + \text{con} \bmod) / 2$