

Travel pace
at
8 hours travel
per day

Normal Terrain (*Roads, Open Plains, Clear Dungeon corridors*)

	Per minute	Per Hour*	Per day	Special
Fast	400 feet	4 miles	30 miles	-5 to passive perception score. -5 to Navigation checks
Normal	300 feet	3 miles	24 miles	
Slow	200 feet	2 miles	18 miles	Can use stealth activity. +5 to Navigation checks

Difficult Terrain (*Dense forrest, swamps, ruins, mountains, rocky ground, ice/snow*)

	Per minute	Per Hour*	Per day	Special
Fast	200 feet	2 miles	15 miles	-5 to passive perception score. -5 to Navigation checks
Normal	150 feet	1,5 miles	12 miles	
Slow	100 feet	1 miles	9 miles	Can use stealth activity. +5 to Navigation checks

Underdark Terrain (*twisted/narrow tunnels, climbs/descents, uneven surfaces*)

	Per minute	Per Hour*	Per day	Special
Fast	100 feet	1 miles	8 miles	-5 to passive perception score. -5 to Navigation checks
Normal	75 feet	0,75 miles	6 miles	
Slow	50 feet	0,5 miles	4 miles	Can use stealth activity. +5 to Navigation checks

No terrain/Flying/Magical means (*Fly, Flying carpet, winged boots, wind walk, phantom Steed etc.*)

	Per minute	Per Hour*	Per day	Special
Fast	= normal x 3/2	= normal x 3/2	= normal x 3/2	-5 to passive perception score. -5 to Navigation checks
Normal	Speed x 10 (<i>feet</i>)	Speed/10 (<i>miles</i>)	Speed/10x8 (<i>miles</i>)	
Slow	= normal x 2/3	= normal x 2/3	= normal x 2/3	Can use stealth activity. +5 to Navigation checks

* **Forced march:** Can extend travel per day beyond 8 hours. At the end of each hour extension required CON save DC10 +1/hour extended. If fails suffer 1 level exhaustion

Activities while travelling

Exploration / Travelling activities

Activity	Description	Check required
Noticing Threats (Being alert)	Be alert of noticing hidden foes. -5 to passive perception score if travelling at fast pace. Front rank can notice hidden threats in front of group and sides. Middle rank can notice hidden threats at sides and back rank can notice hidden threats behind and to the sides.	Foes/threats must overcome Passive Perception of characters being alert
Noticing threats (Stealthily)	Only possible at <u>slow pace</u> and in <u>non-open</u> terrain. Similar to Noticing threats plus moving stealthily (silently and hiding) in non open terrain. Can surprise foes.	Dexterity (stealth) check that exceeds foe Passive Perception to surprise foe
Navigating	Navigating in surroundings. Try preventing getting lost. +5 to check if moving at slow pace. -5 to check if moving at fast pace. If having a map or can see sun/stars advantage on checks	Wisdom (Survival) check. If fails wander in random direction. Can retry after 1d6 hours Easy DC 5 Medium DC 10 Hard DC 15
Mapping	Drawing a map and recording the progress. Can provide advantage to Navigation checks if going back again after getting lost	No check required
Foraging	Keeping eye out for sources of food and water. On successful check 1d6+ wisdom modifier of food (pounds) is found and 1d6+ wisdom modifier of water (Gallons) is found	Wisdom (Survival) check Abundant area DC 10 Limited area DC 15 Very scarce DC20
Tracking	Trying to search for or follow Tracks DC increases +5 each day since tracks were created DC de-creases -5 if leaving trails (blood, signs etc.)	Wisdom (Survival) chec Soft ground DC 10 Dirt/ grass DC 15 Stone/rock DC20

Food and Water requirements (normal Weather)

Creature	Food per day	Water per day*	Comments
Player Character	1 lb	1 gallon	Max days without food = CON modifier +3 (min. 1) each day after this result in 1 level of Exhaustion Only up to half ration water/day = must succeed DC15 CON save each day or suffer 1 level of Exhaustion Less water ration per day = automatically 1 level of Exhaustion Special Water: If already having 1 or more levels of exhaustion you suffer 2 level of exhaustion each day
Tiny Creature	¼ lb	¼ gallon	
Small Creature	1 lb	1 gallon	
Medium Creature	1 lb	1 gallon	
Large Creature	4 lb	4 gallons	
Huge Creature	16 lb	16 gallons	

* Water required: In Hot Weather daily water requirement is doubled

Eating slain creatures (cannibalism)

Butchered creature	Food value
Tiny Creature	1 lb
Small Creature	4 lb
Medium Creature	16 lb
Large Creature	32 lb
Meat spoils 1 day after being killed. Eating spoiled food required DC15 CON Save to keep meal in stomach	

Weather effects

Weather	Effects
Extreme Cold	DC10 CON Save each hour or gain 1 level of exhaustion
Extreme Heat	If no water. CON Save each hour. DC5 first hour. Subsequent hours DC increase by 1 per hour. Failure means 1 level of Exhaustion. Disadvantage if in Medium/Heavy armor or warm clothes
Strong Wind	Disadvantage to ranged weapon attacks and Wisdom (Perception) rolls that rely on hearing (or sight if in desert)
Heavy Rain/snow	Sight is lightly obscured. Disadvantage on Wisdom (Perception) rolls that rely on sight (and hearing if rain)
High Altitude	Travel distance <u>is halved</u> unless spent 30 days for acclimatization

Exhaustion

Exhaustion Level	Cummulative effects
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death
Finishing a long rest and consuming required food and water reduces exhaustion by 1 level. Effects that remove an exhaustion also reduces exhaustion by 1 level	