

**Travel  
distances  
at  
8 hours travel  
per day**

**Normal & Difficult Terrain**

	Per minute	Per Hour*	Per day	Special
Fast	400 feet (200)	4 miles (2)	30 miles (15)	-5 to passive perception score. -5 to Navigation checks
<b>Normal</b>	300 feet (150)	3 miles (1.5)	24 miles (12)	
Slow	200 feet (100)	2 miles (1)	18 miles (9)	Can use stealth activity. +5 to Navigation checks

**Underdark Terrain**

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

**Flying or Magical means** (*Fly, Flying carpet, winged boots, wind walk, Griffon, Pegasus, 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
<b>Normal</b>	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

\*\* **Normal Terrain:** Roads, Plains, Low Hills, Dungeon corridors     **Difficult Terrain:** Dense forest, swamps, ruins, mountains, rocky ground, ice/snow, Higher Hills

\*\*\* **Mounts:** Riding Horse, Warhorse, Griffon and Unicorn can gallop and move with twice the fast speed (8 miles per hour) but only for 1 hour straight.

## Activities while travelling

### Exploration / Travelling activities

Activity	Description	Check required
<b>Noticing Threats (Being alert)</b>	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 <b>Passive Perception</b> of characters being alert
<b>Noticing threats (Stealthily)</b>	Only possible at <u>slow pace</u> and in <u>non-open</u> terrain. Similar to Noticing threats <b>plus</b> moving stealthily (silently and hiding) in non open terrain. Can surprise foes.	<b>Dexterity (stealth) check</b> that exceeds foe <b>Passive Perception</b> to surprise foe
<b>Navigating</b>	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	<b>Wisdom (Survival) check.</b> If fails wander in random direction. Can retry after 1d6 hours Easy DC 5 Medium DC 10 Hard DC 15
<b>Mapping</b>	Drawing a map and recording the progress. Can provide advantage to Navigation checks if going back again after getting lost	<b>No check required</b>
<b>Foraging</b>	Keeping eye out for sources of food and water. On successful check 1d6+ wisdom modifier of food (pounds) is found <b>and</b> 1d6+ wisdom modifier of water (Gallons) is found	<b>Wisdom (Survival) check</b> Abundant area DC 10 Limited area DC 15 Very scarce DC20
<b>Tracking</b>	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.)	<b>Wisdom (Survival) chec</b> 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	<b>Max days without food</b> = CON modifier +3 (min. 1) each day after this result in 1 level of Exhaustion <b>Only up to half ration water/day</b> = must succeed DC15 CON save each day or suffer 1 level of Exhaustion <b>Less water ration per day</b> = automatically 1 level of Exhaustion <b>Special Water:</b> 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
<b>1</b>	Disadvantage on ability checks
<b>2</b>	Speed halved
<b>3</b>	Disadvantage on attack rolls and saving throws
<b>4</b>	Hit point maximum halved
<b>5</b>	Speed reduced to 0
<b>6</b>	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	

## Sight/Light and visibility

Sight / Light Source / Spell	Bright Light (Daylight)	Dim Light (Shadows, Fog, Dawn, Twilight, Full Moon)	Darkness (Night, Underground etc.)	Magical Darkness
<b>Normal Sight</b>	Normal	<i>Lightly Obscured:</i> Disadvantage on Wisdom (Perception) checks that rely on sight.	<i>Heavily Obscured:</i> Blinded, can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.	
<b>Darkvision</b>	Normal	Normal	<i>Lightly Obscured:</i> Disadvantage on Wisdom (Perception) checks that rely on sight.	<i>Heavily Obscured:</i> Blinded, can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
<b>Blind Sight</b>	Normal	Normal	Normal	Normal (Including Invisible things)
<b>True Sight</b>	Normal	Normal	Normal	Normal (including invisible things AND Illusions)
<b>Candle</b>	5 feet radius	5-10 feet radius ( <i>Lightly obscured</i> )	Burns for 1 hour. Darkness beyond 10 feet.	No. ( <i>Heavily Obscured</i> )
<b>Torch</b>	20 feet radius	20-40 feet radius ( <i>Lightly obscured</i> )	Torch Burns 1 hour. Light spell lasts 1 hour. Darkness beyond 40 feet.	No. ( <i>Heavily Obscured</i> )
<b>Lamp</b>	15 feet radius	15-30 feet radius ( <i>Lightly obscured</i> )	Burns 6 hours on 1 flask of Oil. Darkness beyond 30 feet	No. ( <i>Heavily Obscured</i> )
<b>Hooded L.</b>	60 feet Cone	60-120 feet Cone ( <i>Lightly obscured</i> )	Burns 6 hours on 1 flask of Oil. If lowering the hood radius is reduced to dim light in 5 feet radius. Darkness beyond 120 feet	No. ( <i>Heavily Obscured</i> )
<b>Bullseye L.</b>	30 feet radius	30-60 feet radius ( <i>Lightly obscured</i> )	Burns 6 hours on 1 flask of Oil. Darkness beyond 60 feet	No. ( <i>Heavily Obscured</i> )
<b>Light/Continual Flame Spell</b>	20 feet radius	20-40 feet radius ( <i>Lightly obscured</i> )	Light spell lasts 1 hour. Continual Flame Spell last until dispelled. Darkness beyond 40 feet.	No. ( <i>Heavily Obscured</i> )
<b>Daylight spell</b>	60 feet radius	60-120 feet radius ( <i>Lightly obscured</i> )	Spell last for 1 Hour. Darkness beyond 120 feet.	Dispells Magical darkness if any of spells area overlaps with an area of magical darkness.

## FUMBLE CHART - Effects of rolling a "1" in a attack

Attack	Effects
<b>Weapon Fumble</b> (Melee or ranged attack)	Misses target. If having Multiple attacks – remaining attacks are lost this round. Legendary actions and Bonus actions still allowed this round but rolled with disadvantage (if roll is required). All attacks made by any melee foe next round is made with advantage next round.
<b>Spell Fumble</b> (Touch or ranged attack)	Spell has no effect, misses target and is wasted. All remaining actions this round are lost - including Movement, Legendary actions and Bonus actions. Existing Concentration on Spells are lost (if any)
<b>Ability or Skill Fumble</b> (Checks)	Check fails completely. DM can assign further complications or require appropriate Saving Throw according to the situation Player loses one Inspiration (if currently holding one)