Suggestions for Travel

1. Narrate your surroundings well and often
2. Explore when player characters are at lower levels
3. Always know the basics
4. Don't travel for the sake of travel
5. When all else fails... run a skill challenge!

The 5 Methods of Travel

1. Skip travel
2. Roll every hour
3. One encounter/hour per travel
4. Travel in a single game session (or two)
5. Travel as an adventure arc

5 Minute Route Question/Answer

- The DM presents 2-3 standard routes to take players from point A to point B.
- The DM identifies, in general, what terrain the party goes through and how long this will take.
- Each player picks an ability they are proficient in.
- Players ask a number of yes or no questions about the routes that relate to that ability.
- Players must ask their questions and decide on a route in 3-5 minutes (DM discretion).

How "Travel Jobs" Work

- Each player picks a unique job for their character for the journey.
- While traveling, any rolls relevant to that job are rolled by only that player.
- Once the travel section/session ends, players no longer play their travel job.
- New jobs are assigned next time they travel.

Survival Meter

- Depending on their situation, the party starts at a number (ex: 6)
- Each time a player character fails one of their "travel job" checks, takes a significant amount of damage during combat, fails a survival check... or anything else the DM deems a threat to survival... the number goes down by 1.

- Once they reach a lower number (ex: 3), the DM either selects or randomly rolls what goes wrong *(the "something wrong" can be anything from lost supplies to spoiled food to frostbite to a wolf pack to a monster encounter).*
- The players then begin to role-play that encounter.
- If they fail the encounter and do not raise their survival meter, they begin to take levels of exhaustion.