

The Road Goes Ever On and On

Life as an adventurer is more than just dungeons, camp and town. There's a whole wide world out there, just waiting to be explored—or to stumble around in lost and afraid until you become an owlbear's dinner.

The Journey Phase

Travel in *Torchbearer* takes place in the journey phase. The journey phase is meant for expeditions that take one or more days. Anything shorter should be handled in the adventure phase.

Where the adventure phase is about moment-to-moment actions and, well, adventure, the journey phase is a bit more zoomed out. It's mostly a little bit of bookkeeping and resource management. Unforeseen events will arise during the journey phase; when they do, the game shifts from the journey phase to the adventure phase until the adventurers resume their journey.

The Clock Keeps on Ticking

Unlike the camp phase and town phase, the journey phase doesn't reset the Grind clock. The game shifts into the adventure phase when tests need to be made, then back to the journey phase when the adventurers resume their journey.

You Have to Eat

Travelers must consume one portion of food and two skins of water or wine per day of travel.

- Finding water is assumed and need not be tracked unless there's a drought, the characters are traveling through a desert or an unforeseen event makes potable water hard to find (see *Unforeseen Events* below).
- Characters gain a condition (as per *The Grind*) for each day they do not consume adequate food and water.
- Increase toll (see *Toll* below) for every three days a character does not consume adequate food or for every day without adequate water.

Hunting and Gathering

Unprepared adventurers may need to stop to hunt and/or forage for food. Stopping shifts the game to the adventure phase and adds one day to the journey.

Whither Will You Go?

The first thing to do when planning a journey is to select a destination and a route.

We'll strike east until we hit the stream, then follow it upstream to the intertwining birches. According to the stories, the entrance to the Tomb of Dywas should be right by the birches.

Your destination might be a town, geographical feature/landmark or the like. You must have at least a rough idea of the location of your destination. You can't journey directly to the hidden Chaos fortress known as the Temple of Black Skulls without a map or at least some directions, but if you know that it is situated somewhere in the Fallow Mires, you can journey there and then seek out the temple in the adventure phase.

Set Travel Time

The GM determines the base travel time in days using a world map. If your map doesn't have a scale, you can use the following guidelines.

Travel Type	Might	Nature	Res. Ob to Buy	Rider	Inv. Slots	Distance Per Day
Walking	—	—	—	—	—	20 miles (30 at +1 toll/day)
Skiing	—	—	Ob 2	—	—	30 miles on snow (40 miles at +1 toll/day)
Mounts/Pack Animals						
Riding Horse (Running, Grazing, Herding)	3	4	Ob 4	1	2	12 miles if grazing, 20 miles if carrying feed (40 if changing horses each day)
Draft/Pack Horse (Hauling, Grazing, Herding)	3	4	Ob 3	0/1	8/2	12 miles if grazing, 20 miles if carrying feed
Warhorse (Fighting, Grazing, Herding)	3	6	Ob 6	1	2	12 miles if grazing, 20 miles if carrying feed (+1 toll/day ridden)
Paladin's Warhorse (Fighting, Grazing, Herding, Tireless Pursuit)	3	7	—	1	2	18 miles if grazing, 25 miles if carrying feed (50 miles at +2 toll/day)
Elven Steed	3	7	—	1	2	18 miles if grazing, 25

(Fighting, Grazing, Herding, Galloping Swift as the Wind)						miles if carrying feed (50 miles at +1 toll/day)
Pony (Hauling, Grazing, Herding); +1D to hauling heavy loads and to resist the toll	2	3	Ob 2	1	4	12 miles if grazing; 20 miles if carrying feed; carries child or halfling riders only
Donkey (Hauling, Grazing, Surviving); +1D to resist the toll	2	3	Ob 2	0	6	8 to 10 miles if grazing, 18 miles if carrying feed
Mule (Hauling, Grazing, Surviving); +2D to resist the toll	2	4	Ob 3	0/1	8/2	12 miles if grazing, 20 miles if carrying feed
Ox (Hauling, Grazing, Herding); +2D to hauling heavy loads	3	5	Ob 3	0/1	10/4	6 miles if grazing, 12 miles if carrying feed
Aurochs (Goring, Grazing, Herding); +2D to hauling heavy loads	4	6	—	0/1	14/8	10 miles if grazing, 16 miles if carrying feed
Reindeer (Migrating, Grazing, Herding)	2	4	—	0/1	6/0	12 miles if grazing; 20 miles if carrying feed
Vehicles						
Dog Sled (requires team of working dogs)	—	—	Ob 3	1	10	50 miles, but only in snowy conditions; must carry food (60 miles at +1 toll/day)
Pulk (pulled by one human or animal; takes up two belt slots if pulled by a human or two pack slots if pulled by an	—	—	Ob 2	—	6	As skiing if pulled by human or as animal; +1 toll/journey; only used on snow

animal)						
Cart (draft animals not included)	—	—	Ob 3	—	10	15 miles per day, but only usable on a road or hard, flat terrain.
Wagon (draft animals not included)	—	—	Ob 4	Up to four	20	15 miles per day, but only usable on a road or hard, flat terrain
Sleigh (draft team not included)	—	—	Ob 3	Up to four	20	15 miles per day, but only in snowy conditions.

Dogs	Nature Descriptors	Might	Nature	Cost	Pack	Notes
Fighting	Fighting, Guarding, Intimidating	3	4	4	—	Can wear leather armor Kill/Drive Off Weapons: Attack: +1s, <i>Crushing Jaws</i> Defend: +1s, <i>Thick Hide</i> Trick Weapons: Feint: +1s, <i>Growl</i> Maneuver: +1s, <i>Keen Ears</i>
Hunting	Hunting, Tracking, Harrying	2	3	3	—	Flee Weapons: Maneuver: +2D, <i>Rangy Legs</i> Trick Weapons: Maneuver: +1s <i>Keen Ears</i>
Working	Working, Running, Guarding	2	3	2	2	Trick Weapons: Maneuver: +1s, <i>Keen Ears</i>

Feed Me

Mounts, pack animals and dogs require food just like humans. Dogs eat the same amounts and food as humans. Animals with grazing nature can forage for food on their own, but it slows them down. Unlike the other animals above, reindeer can graze in winter. If not allowed to graze, animals must be fed either hay or grain each day. One grain is the equivalent of two hay.

Animal	Hay per Day	Grain per Day
Horse, mule, donkey or	2	1

pony		
Reindeer	1	—
Ox	6	3
Aurochs	10	—

Fodder	Cost	Inventory Slots
Hay (2)	Ob 1	Pack 3
Grain (1)	Ob 2	Pack 1

Animals and the Toll

Animals on journeys are subject to the toll just like humans. They test their Nature against the toll at the end of the journey. Rather than suffer conditions, the margin of failure directly taxes their Nature. If Nature is reduced to zero in this manner, the poor creature falls dead from its exertions.

Animals' taxed Nature may be recovered in town. Dogs stay with their humans and automatically recover taxed Nature equal to the number of Recovery tests provided by their humans' accommodations.

Other animals must be stabled with good fodder (a mix of grain and hay) in town. Add 2 to Lifestyle per horse and 1 per mule or donkey. Stabled animals recover one point of taxed Nature. They may recover additional taxed Nature at a cost of +1 Lifestyle cost per point. Reduce the Lifestyle cost by 1 if you take accommodations in the stable to care for your beasts yourself.

Terrain

The number of days a journey takes should be modified by the terrain. Traveling 50 miles through a swamp will take a lot longer than traveling 50 miles via a road. Use the following table to modify travel time based on the terrain.

Terrain Type	Modifier
Road	x1

Good Road	x0.5
Fields, Grasslands, Open Terrain	x1.5
Forest, Hills, Pathless Wilderness	x2
Bog/Swamp, Mountains	x4

Apply the modifier to each day spent in a particular terrain.

You're making a journey that would be five days walking on a road (100 miles). The trip breaks down to 60 miles in grassland, 20 miles through a forest and 20 miles on a good road. It will take you 4.5 days in the grasslands, 2 days in the forest and 0.5 days on the good road for a total of 7 days of travel.

Use a Map or Blaze a Trail

If you have an accurate map from your current location to your destination, no roll is required. Otherwise, make a Pathfinder test.

Determine the Weather

Traveling in warm and bright weather can be a joy, but storms and other adverse weather can turn your jaunt into pure misery. When the group sets out on a journey, the GM should determine the weather if it hasn't been set previously. (See *Weather and Seasons of the Middarmark*)

Roll for new weather after every two camp phases or three days of travel, whichever comes first. You may also roll for new weather as the result of a twist.

Waiting Out the Storm

Weather can be deadly. In some cases, the party may wish to hunker down and wait for bad weather to blow over before continuing their journey. Waiting out bad weather without wasting supplies is a Survivalist test (see the **Weather-Watching factors**, *Torchbearer*, page 143). If the test is successful, time passes and the GM should roll for new weather. You still need to eat and drink while waiting out the storm.

Unforeseen Events

Life on the road is complicated. Even when you do everything right, nothing ever goes quite as planned. Sometimes you'll run into an interesting character that might have some tales to share, other times the bridge you need to cross the river has been washed out, or a band of goblins is

preying upon travelers trying to use the mountain pass. The road always has something to throw at you.

To determine the number of unforeseen events the party encounters en route, the GM rolls 2d6 and consults one of the following tables based on the length of the journey. Journeys longer than 20 days must be broken into 'legs' by stopping to rest in a town, steading, wayhouse or entering the camp phase.

Unforeseen Events Roll Bonus

Unforeseen events may be inevitable, but wise adventurers can minimize the risk with judicious planning and leadership. Earn a +1 bonus to the roll if you've used the Steward skill to plan and organize the journey.

Steward Factors

Journey Length: short (1-3 days), medium (4-10 days), long (11+ days)

Size of Group: a small party, a dozen or so, a company, an army

Recent Disasters: drought or famine, war

Unforeseen Events Per Journey (Roll 2d6)	1-3 Days Journey
2-3	3 unforeseen events
4-6	2 Unforeseen Events
7-10	1 unforeseen event
11-12	0 Unforeseen Events

Unforeseen Events Per Journey (Roll 2d6)	4-10 Days Journey
2-4	4 unforeseen events
5-6	3 unforeseen events
7-9	2 unforeseen events
10-11	1 unforeseen event
12	0 unforeseen events

Unforeseen Events Per Journey (Roll 2d6)	11-20 Days Journey
2-4	5 unforeseen events
5-6	4 unforeseen events
7-9	3 unforeseen events
10-11	2 unforeseen events
12	1 unforeseen event

Choose Unforeseen Events

Based on the roll, the GM should choose unforeseen events from the list below (or make up her own). Unforeseen events may lead to an encounter, one or more tests, a full-blown adventure or merely a picaresque scene, depending on what the GM chooses and how the players react.

Treat the unforeseen events list as inspiration and examples; it's not intended to be prescriptive.

People/Monsters

- Tolls
- Friend
- Mentor
- Enemy
- Bandits/pirates
- Conmen
- Beggars/vagrants
- Lepers
- Hunters
- Nomads
- Warband/raiders
- Adventuring party
- Traveling merchants
- Peasants
- Runaway thralls/slaves
- Predators
- Monsters
- Spirits

Location

- Lost
- Weird/magical location
- Dungeon/adventure site
- Ruined/abandoned steading
- Ruined/abandoned wayhouse
- Ruined/abandoned town
- Fort held by bandits/raiders/monsters/warband
- Collapsed bridge
- Washed out road
- Washed out bridge

Environmental

- Weather change
- Only brackish/foul water to be found
- Drought
- Avalanche/landslide/rockslide/mudslide
- Rapids
- Becalmed
- Wildfire
- Flash flood
- Sandstorm
- Volcanic eruption
- Earthquake
- Tidal wave

Misc

- Spoiled/rotten provisions
- Damaged/worn out gear
- Shoes sucked off by mud (Laborer test to retrieve)
- Clothes spattered with mud and muck (Factor to recovering from exhausted or any social test against someone who is clean and well accoutered. (Peasant test to launder))
- Animal(s) pull up lame
- Cart/wagon throws wheel/axle

The Toll

Life on the road, exposed to the elements, can really take it out of you. The toll just adds up.

At the end of a journey (or leg of a journey), each character must make a Health test with an obstacle equal to the toll of the journey. In order of *The Grind*, characters gain a number of conditions equal to the Margin of Failure on the test. The maximum number of conditions you can gain in this way is limited by the length of the journey.

Journey Length	Maximum Number of Conditions Earned
1-3 Days	2 conditions
4-10 Days	3 conditions
11-20 Days	4 conditions

Calculating the Toll

The toll obstacle is based on the season and modified by weather experienced during the journey.

Base toll:

- Spring: 1
- Summer: 0
- Autumn: 2
- Winter: 3

Add to the base toll per instance of weather experienced during the journey.

Weather Type	Toll Modifier
Blustery Winds	+1
Clear and Cool	-1
Coldsnap	Use winter weather and rules; base toll 3
Crisp and Cold	+0
Extreme Cold	+1
Fog	+0
Frost	+0
Gale	+2
Heatwave	+1
Ice Storm	+2
Rain	+1

Snow	+2
Storm	+2
Thundersnow	+3
Unseasonably Warm	+1
Warm and Bright	-1

If the GM rolls Clear and Cool weather twice in a row during a four-day journey in autumn, that's base toll 2, -1 for each instance of Clear and Cool weather. The net toll is 0. Since the obstacle is 0, the players don't need to roll for the toll.

If the GM rolls Blustery Winds followed by a Gale, then Snow and finally Clear and Cool during a 10-day journey in spring, that's base toll 1, +1 for Blustery Winds, +2 for Gale, +2 for Snow and -1 for Clear and Cool. The net toll is 5.