

SHADOWS OF THE WILD

AN OVERLAND TRAVEL AND HEXCRAWLING RULES SUPPLEMENT



Designed for use with

ShadowDark RPG



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SUMMARY

Each day is divided into four **travel rounds** - Morning, Mid Day, Evening and Night. A travel round is not necessarily 6 hours and the actual time may vary depending on the activities conducted therein. Rather, a travel round is the amount of time it takes to accomplish an **activity**.

Each travel round a character may choose one of the following activities: **Hike**, **Lead the Way**, **Keep Watch**, **Forage/Hunt/Fish**, **Make Camp**, **Rest**, **Explore** or **Miscellaneous**.

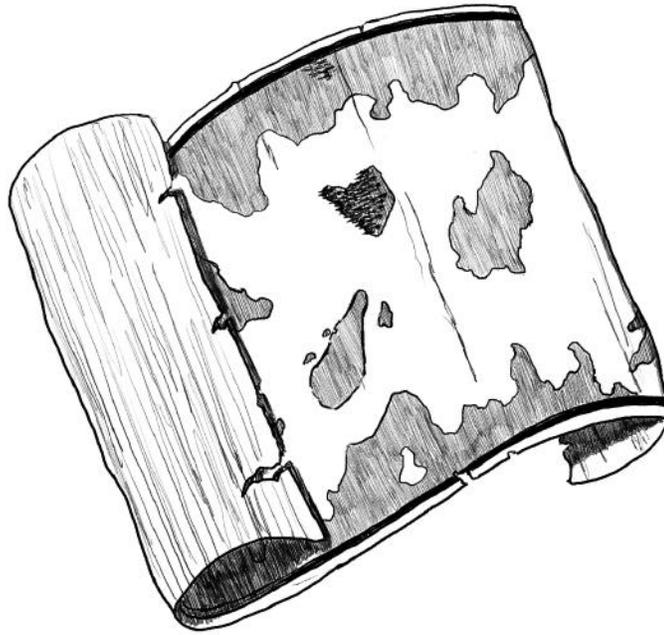
All characters do not need to perform the same activities at the same time. Some activities are restricted to a single character at a time, others allow one or more characters to assist.

The typical procedure for travel is as follows:

1. The GM declares the terrain type and current travel round.
2. Each player declares an activity.
3. The GM rolls for random encounters according to the danger level.
4. Each Activity and random encounter is resolved in a logical order determined by the GM. Typically, player character activities are resolved first.
5. Changes in location, terrain, time of day, character condition etc, are noted.
6. Back to 1.

Due to the change in which time is kept during overland travel, it is also necessary to adjust the frequency of random encounters as follows:

Safe	Check 1 time per travel round
Unsafe	Check 2 times per travel round
Risky	Check 3 times per travel round
Deadly	Check 6 times per travel round



HIKE

The **Hike** activity is used to traverse one or more hexes. No roll is required. The times required to cross a single 6-mile hex are altered slightly from the *Shadowdark RPG* core rules to fit the travel round format:

HEXES PER ROUND OF TRAVEL	
Walking	1
Mounted	2
Sailing	4
Difficult Terrain	1/2
Arduous Terrain	1/4

- Hike can be combined with **Lead the Way** and **Keep Watch**.
- Hiking may be done for up to 2 travel rounds in succession without penalty.
- Hiking for more than 2 travel rounds in succession requires a successful CON check per the following table. On failure, the character must **Rest** for 2 travel rounds before performing any other activity.

CON CHECK DC TO HIKE	
2 Quarter Days	None
3 Quarter Days	12
4 Quarter Days	15
5 Quarter Days	18
> 5 Quarter Days	Add 3 for each

LEAD THE WAY

The **Lead the Way** Activity is used to navigate through a hex without getting lost.

- Lead the Way can be combined with **Hike**.
- Lead the Way can only be performed by one party member.
- Requires a DC12 INT per travel round spent hiking. On failure the characters spend a travel round but do not progress or leave the current hex. If no character elects to Lead the Way while hiking, failure is automatic.
- The DC may be increased based on terrain and circumstances at the GM's discretion.

KEEP WATCH

The **Keep Watch** activity is used to get advance warning of random encounters and dangers.

- Keep Watch can be combined with **Hike**.
- Keep Watch can only be performed by one party member.
- Requires a DC12 WIS. Success affects the starting distance roll for random encounters per the following table:

WIS CHECK	DISTANCE ROLL BONUS
12-14	1
15-17	2
18+	4

FORAGE/HUNT/FISH

The **Forage/Hunt/Fish** activity may be used to supply the party with a day's worth of food.

- Forage/Hunt/Fish cannot be combined with any other activity.
- Requires an INT check. Success provides each member of the party a ration to consume that day. On failure, roll on the appropriate **Mishap** table (below).
- Forage/Hunt/Fish can be performed by multiple party members. Each party member engaged in the Activity may add their INT modifier to the roll.
- Hunting requires a ranged weapon. Fishing requires fishing gear (1 gp) and a water source.
- The DC of the check is set by the terrain per the following table:

TERRAIN	FORAGE DC	HUNT DC	FISH DC
Desert/Arctic	18	15	n/a
Swamp	9	15	12
Grassland	12	12	12
Forest/Jungle	9	9	12
River/Coast	12	12	9
Ocean	n/a	n/a	9
Mountain	18	15	15

FORAGE MISHAPS (1D10)	
1-4	Nothing happens
5	You find food but it is poisoned. The party suffers disadvantage on checks and attack rolls for 2 travel rounds.
6	You are afflicted with leeches or ticks and suffer 1 damage. Make a DC12 DEX to remove them. If you fail, you suffer 1 additional damage but remove them anyway.
7	You fall and twist your ankle. You suffer 1 damage and your movement is halved until you receive magical healing or a DC15 INT to heal the damage.
8	Your armor is damaged and the AC is reduced by 1. You may spend 1 travel round to repair it.
9	You encounter a wolf, bear or other wild animal. Roll reaction.
10	You make noise and attract a random encounter.

HUNT MISHAPS (1D10)	
1-4	Nothing happens
5	You find food but it is poisoned. The party suffers disadvantage on checks and attack rolls for 2 travel rounds.
6	You run afoul of another hunter's trap and suffer 1 damage. DC12 STR to escape. If you fail, you suffer 1 additional damage but escape anyway.
7	You fall and twist your ankle. You suffer 1 damage and your movement is halved until you receive magical healing or a DC15 INT to heal the damage.
8	Your weapon is damaged and unusable. You may spend 1 travel round to repair it.
9	You encounter a wolf, bear or other wild animal. Roll reaction.
10	You make noise and attract a random encounter.

FISH MISHAPS (1D10)	
1-4	Nothing happens
5	You snag your hook. Make a DC 12 STR or DEX to retrieve your fishing gear or lose it.
6	You pierce your own finger with the hook and suffer disadvantage on all checks using your hands for 2 travel rounds.
7	You suffer several itchy, irritating bites from mosquitoes or other insects and suffer disadvantage on all checks and attack rolls for 2 travel rounds.
8	Your fishing gear breaks. You may spend 1 travel round to repair it.
9	A vicious fish or other waterborne creature attacks you for 1 damage.
10	You make noise and attract a random encounter.

MAKE CAMP

The **Make Camp** activity ensures a safe and restorative sleep for the party. It includes finding or making shelter and building a fire.

- Make Camp cannot be combined with any other activity.
- Requires a DC12 INT or WIS. On failure, roll on the **Make Camp Mishaps** table (below). If the characters do not elect to Make Camp before resting, failure is automatic.
- The DC may be increased based on terrain and circumstances at the GM's discretion.
- Make Camp can be performed by multiple party members. Each party member engaged in the activity may add their INT or WIS modifier to the roll.

MAKE CAMP MISHAPS (1D10)	
1-4	Nothing happens
5	A random character loses a random piece of gear.
6	Some of your food is eaten by insects or carried off by animals. Each party member loses 1 ration.
7	A swarm of mosquitoes or other insects descends on the campsite. Each character has several itchy, irritating bites and suffers disadvantage on all checks and attack rolls for 2 travel rounds.
8	Your firewood is wet and your fire goes out. The danger level is Deadly while resting.
9	Your fire spreads out of control. Each character must make a DC12 DEX or lose a random piece of gear.
10	Your campsite is infested with rodents or other pests. Each character suffers 1 damage and does not heal from the rest.

REST

See **RESTING**, pg 86, *Shadowdark RPG* core rules. Roll random encounters as per the table in the **Summary**.

EXPLORE

When characters are not traveling, they are usually exploring an adventure site, town or similar location. This is outside the purview of this document, so refer to the *Shadowdark RPG* core rules. It is important to track how many travel rounds are spent exploring in order to maintain consistency with the rest of this travel rules system.

MISCELLANEOUS

In addition to the activities enumerated in this document, players may wish for their characters to perform other activities, such as crafting, repairing gear, training skills, learning spells, etc. The resolution of these activities should be negotiated with the GM. The duration of each activity should be at least a single travel round for ease and consistency of tracking time.

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Design, writing and layout by Jordan Rudd.
<https://jordanrudd.itch.io/>

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