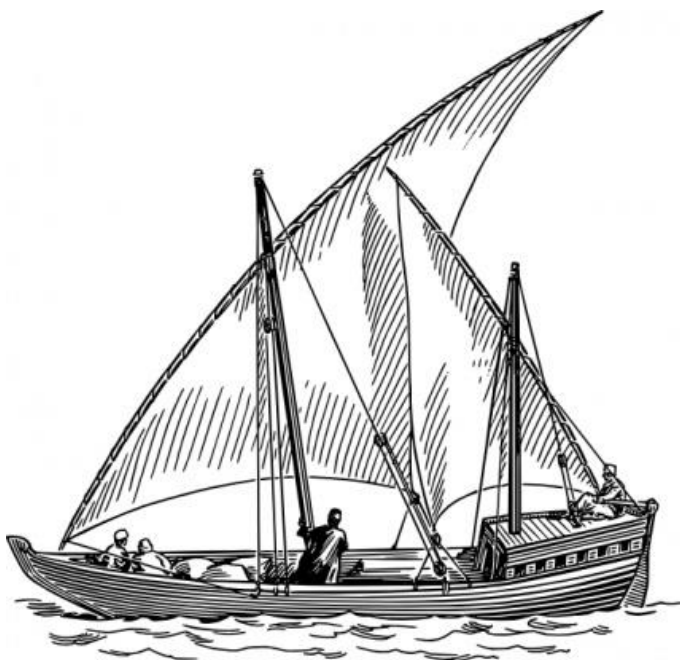


A RULES SUPPLEMENT
COMPATIBLE WITH THE
Swords & Wizardry
RULES AND ALL EDITIONS BASED ON
THE ORIGINAL 1974 ROLEPLAYING GAME



**Journeys, Voyages, and Trips
For the Majestic Fantasy RPG**

by Robert S. Conley

some artwork copyright, Louis Porter, Jr. Design used with permission.

This work includes material taken from the System Reference Document 5.1 (“SRD 5.1”) by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

Traveling

Many classic editions direct the referee to periodic rolls for encounters: hourly, daily, etc. While this works for traditional dungeon and wilderness adventures, it creates too many rolls when handling long journeys and sea voyages measured in weeks and months. Likewise, trips across a city run into a similar issue. Due to their high population density, many classic editions and city supplements for RPG's call for frequent encounter checks, resulting in dozens of rolls per game day during a city adventure.

Instead of periodic rolls, I use a system that looks at how long traveling takes and uses that information to generate a handful of encounters. I then look at the map and decide where these encounters are most likely to happen. Travel that only takes a short amount of time may only have two, one, or no encounters. Longer travels will have no more than six encounters.

This system recognizes that while players have encounters probably every day (or every minute in a city) only a few of them are worthy of attention or catch their eye. Running a game this way makes handling lengthy travel easy, without losing the risk involved.

Rob's Note: If you have a favorite random table for land, water, or city encounters. You can continue to use those tables whenever you roll a Random Encounter result for a travel encounter.

Types of Travel

For these rules, journeys refer to overland travel. Voyages refer to travel over water. And trips refer to travel within a city.

Generating Encounters

First look at how long of a time the journey, voyage, or trip will take. Then roll the indicated dice to see how many encounters are generated.

Voyages/Journeys

Length	# of Encounters
1 day	1d2-1
1 week	1d4
1 month	1d4+1

Trips

Length	# of Encounters
Within a block (minutes)	1d2-1
To another block (1/2 hour)	1d4-1
To another quarter (hour)	1d4+1

Rulings not Rules

Due to varied geography and circumstances, this system requires a lot of judgment calls from the referee of the campaign as to the nature of various encounters and where they occur. At times it can be hard to make a fair ruling or decide on the nature and timing of encounters. To make this easier, the following can be used to guide a ruling on what happens during travel.

Initial Circumstances

Use this table when you have trouble deciding where to place an encounter and the nature of the encounter.

Bad means the encounter happens at the worst or most inconvenient moment or location, and/or that the encounter will be challenging for the party to deal with, leaving them exhausted, weakened, or worst: dead.

Neutral means that the encounter can occur under unexceptional circumstances. Whether it is a challenge or an opportunity depends on the party's decision.

Good means that the encounter happens at the best or most convenient time for the party under ideal circumstances. The encounter may still be a challenge, but the party will start with a slight advantage.

Encounter Circumstances (1d6)

Roll (1d6)	Circumstances
1-2	Bad
3-4	Neutral
5-6	Good

Significance

Not all encounters are equally significant. Use the following table when you need to decide how consequential to make an encounter.

Minor encounters are generally events, creatures, or characters that the party happens to meet or deal with in their travels. There is likely no connection to any of the goals of the party.

Major encounters are events, creatures or characters that have a significant impact on the party or character's goals, regardless of whether they are related to the reasons for travelling, or another unrelated goal.

Exceptional encounters are either tied to a major goal of the party or tied to something significant happening within the setting of the campaign.

Encounter Significance (1d6)

Roll (1d6)	Significance
1-3	Minor
4-5	Major
6	Exceptional

Trust your judgment

The circumstances of encounters vary. These rules rely on you looking at where the party is on the map and making a considered judgment on the nature of the encounter.

At first this will be intimidating, but over time as you gain experience with these rules and the setting this process becomes easier. Two factors are critical to have this work well:

1. Know the setting, even if it is only a general sense. This makes the encounter feel organic to the setting of the campaign.
2. Imagine the situation as if you are there witnessing what is going on. This will help you tweak the encounter so it fits seamlessly to where the party is on the map.

Roleplaying over Rolling

This system relies on the players roleplaying their characters. This doesn't mean the players have to be actors, but it does mean they should act or describe things as if they are there as the characters responding to the situation. The use of ability checks, saves, and skill rolls comes **after** they describe their actions.

Skill Checks

Some encounters use various skill checks to resolve the outcome. The character with the highest skill bonus should make the roll. Remember to grant advantage on these rolls for players who come up with a good plan to deal with the situation.

Also remember that for the Majestic Fantasy RPG the default chance of success for a skill check is 15 or better on 1d20.

Placing Encounters

Most encounter systems will have you roll at periodic intervals. This system does not do that. Instead, you can place the encounters wherever you want along the path that the party is taking. You can choose to place the encounters evenly scattered along the path, or you can have all the encounters happen in a short amount of time in one location, or anything in-between. Maybe two of the encounters happen close together and the rest are evenly scattered along the path. Trust your judgment and do what makes sense for the circumstances and the overall campaign.

Exhaustion

Journeys, Voyages, and Trips can leave a party fatigued and exhausted even if successful. To represent this, various encounters will call for a character or party to suffer levels of exhaustion.

Exhaustion is rated from 0 to 6, with zero being perfectly fine, and six means death. From one to five, action and movement become increasingly more difficult for the characters.

Use the following table for the effects of exhaustion. Characters will suffer the effect of their current level of exhaustion along with all lower-level effects.

Level	Effect
0	At full capabilities
1	Disadvantage on attack rolls and skill checks
2	Speed halved
3	Disadvantage on saves
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

After a full night's rest with proper food and rest characters may remove one level of exhaustion. Also, quaffing a cure light potion or a cure light wounds spell will remove one level of exhaustion in addition to healing.

More powerful cure potions or healing spells will remove one level of exhaustion for every die of healing. For example, an extra-healing potion will remove 3 levels of exhaustion as it heals $3d8+3$ damage.

Encounters

The following are the tables and descriptions needed to handle encounters for Voyages, Journeys, and Trips. Voyages are when the party travels over water. Journeys are when the party travels over land. Trips are when the party travels within a city.

Journeys

These are encounters that could occur as the party travels over land.

Journey Encounters (2d6)

Roll	Encounter
2	Chance Meeting
3	Random Encounter
4	Natural Wonder
5	Ruins of the Past
6	Exceptional Campsite
7	Random Encounter
8	Opportunity for Resupply
9	Obstacle
10	Inclement Weather
11	Random Encounter
12	Enemy Abroad

Chance Meeting

The character or party encounters a significant NPC or group which creates an opportunity to advance an important goal. This could be the NPC agreeing to be an ally, passing on important information, or providing significant aid. Locution or persuasion skills will often play a big part in exploiting this opportunity.

Enemy Abroad

The character or party encounters a significant enemy group or NPC. The encounter will be a challenge to overcome. This could be combat, but it also can be another type of encounter that could result in a setback in completing the journey or a major goal. The referee should pick something or someone found in the area or elsewhere within the setting of the campaign.

Exceptional Campsite

While stopping for the day the party encounters a campsite that is either an exceptionally good or an exceptionally bad one for resting. In both cases the use of the survival skill is crucial to either take advantage of the opportunity or to overcome the challenge. If it is an exceptionally good campsite, success will mean that the party will lose an extra level of exhaustion after resting. If it is an exceptionally bad campsite the party will gain a level of exhaustion.

Type of Campsite (1d6)

Roll	Result
1-3	Exceptionally Bad
4-6	Exceptionally Good

Inclement Weather

The weather turns foul for the season. A blizzard, thunderstorm, dust, heat, or high humidity create a challenge for the party to overcome. The survival skill is crucial to the party's success in dealing with the weather. Success means the party finds shelter or safety with no further effects on the party. Failure means that the party suffers a level of exhaustion.

Natural Wonder

The party encounters a natural wonder of the setting of the campaign. The opportunity for a brief respite refreshes the party's spirit, giving renewed vigor to tackle the rest of the journey. The perception skill is the vital in making the most of the opportunity. A successful check means that the party loses a level of exhaustion as they enjoy the beauty of their surroundings.

Obstacle

An obstacle forces the party to take an alternate route to their destination. This obstacle can be natural, manmade, or supernatural. Use an Encounter Type roll to decide how much of a detour is involved. The survival skill is crucial in dealing with the impact of the detour. A successful check means that a detour has been found and the journey continues without any additional impact. A failure means that the detour was difficult, and the party suffers one level of fatigue.

Opportunity for Resupply

During the journey, the party encounters an opportunity for foraging or hunting to replenish their food or herb supplies. If the party chooses to take advantage of the opportunity, make a survival or herblore skill check. The entire party does not have to be involved in the attempt. Of those characters involved, the one with the highest skill should make the roll.

Resupply Type (1d6)

Roll (1d6)	Type
1-4	Hunting
5-6	Foraging

A successful survival check means that the party gains $x d6$ man-days worth of rations from hunting, with x being the number of characters in the party.

A successful herblore check means that the party finds herbs, viz, or ritual components to harvest. Roll $X d6 \times 100$ to find out the total value of the harvest, with X being the number of characters in the party. The value harvested may be divided between herbs, ritual/potion components, or viz. See the Majestic Fantasy Equipment list in the appendix.

A failure means that the search was fruitless and each character searching gains a level of fatigue.

Random Encounter

Use your favorite random encounter system to generate an encounter with an NPC or creature based on the terrain and circumstances. If you don't have a favorite, encounter tables for the Blackmarsh setting have been provided in the appendices.

Ruins of the Past

The party encounters ruins from the region's past. Roll for significance to determine the extent of the ruins. The referee can use this encounter in one of two ways. First, as an opportunity for a small adventure.

Second, the party to visit the ruins as tourists. They may leave feeling inspired or weighed down. Have each member of the party make a History skill check with advantage (15 or better). Look at the total number of successes and consult the following chart: If the party is inspired, they lose a level of exhaustion. If the party is weighed down, they gain a level of exhaustion. Any other result is indifferent.

Inspiration Determination

# of Char.	# of Successes		
	Inspired	Indifferent	Weighed down
2-3	2	1	0
4-5	3	2	1
6-7	5	4-3	2
7-8	6	5-3	2
9-10	7	6-3	2
11-12	8	7-4	3

Voyages

These are encounters that could occur over water.

Voyage Encounters (2d6)

Roll	Encounter
2	Friendly Dwellers
3	Random Encounter
4	Exceptional Weather
5	Bounty of the Sea
6	Ship Encounter
7	Random Encounter
8	Ship Encounter
9	Spoilage
10	Freak Weather
11	Random Encounter
12	Enemies from the Depths

Bounty of the Sea

During the voyage, the crew spots an opportunity for fishing or harvesting seafood. Make a ship's crew roll (see Seamanship skill). If successful, the crew harvests $Xd6$ man-days worth of food from the sea, where X is equal to half the number of crew members on the ship (rounded up). Each man-day of food takes up 2 pounds of cargo space.

The crew roll can be made with advantage if the captain or pilot of the ship makes a successful Survival check.

The ship is assumed to have supplies of salt and other preservatives to process the harvest for long-term storage.

Enemies from the Depths

The character or party encounters a significant enemy group or some type of sea monster. The encounter will be a challenge to overcome. This could involve combat, but it could also be another type of encounter that could result in a setback in completing the voyage.

Unlike a random encounter, the referee should pick the encounter based on the area of the ocean they are in, or from elsewhere in the setting of the campaign.

This encounter can be avoided by a successful seamanship roll by the ship's pilot or captain.

Exceptional Weather

The current, tide, and wind combine to produce exceptional weather for the voyage. Use the following table to determine the reduction in travel time.

Voyages

Length	Travel Reduction
1 day	1 hour
1 week	1 day
1 month	4 days

In addition, when coupled with other events like Bounty of the Sea, exceptional weather grants the crew and party advantage on any skill checks needed to resolve the event.

A shipwright can use exceptional weather to gain advantage on any skill checks for ongoing repairs of the ship.

Freak Weather

The current, tide, and/or wind combine to form a dangerous storm or condition that could wreck the ship and harm the crew. Roll for significance.

Weather Severity (1d6)

Roll	Severity	Damage	Crew
1-3	Minor	2d6	None
4-5	Major	4d6	1d6
6	Exceptional	8d6	2d6

The crew makes a roll to secure the ship against the freak weather. On a success, the ship suffers half damage. On a failure, the ship suffers the full amount of damage, and each individual crew member suffers the damage in the Crew column. Each character in the party must make a saving throw or suffer damage as per the Crew column.

Friendly Dwellers

The character or party encounters a significant NPC or group living in this area of the sea. This encounter creates an opportunity to advance an important goal. The NPC could agree to be an ally, pass on important information, or provide significant aid. The locution skill will often play a big part in exploiting this opportunity.

Random Encounter

Use your favorite random encounter system to generate an encounter with an NPC or creature based on the location and circumstances. If you don't have a favorite, encounter tables for the Blackmarsh setting have been provided in the appendices.

Ship Encounter

This is an encounter with a ship voyaging across the same expanse of ocean as the party's ship. Roll on the ship encounter table to determine the type of ship, its significance, and the circumstances of the encounter (good, bad, neutral).

Ship Encounter (2d6)

Roll	Ship
2-3	Warship Fleet
4-5	Merchant
6-8	Fishing Boat
9-10	Merchant
11-12	Single Warship

Spoilage

The ship is facing a catastrophic loss of supplies, whether it is rotten wood in barrels and crates, or rats or vermin getting into the food stores. Roll 1d6 and multiply the result by 10%. This is the amount of food that is lost.

A successful shipwright skill check will cut the loss in half. The crew can assist and allow this roll to be made with advantage if they also succeed on a crew skill check.

Trips

City Encounter (2d6)

Roll	Encounter
2	Chance Meeting
3	Random Encounter
4	Buried Past
5	Official Business
6	In need of Assistance
7	Random Encounter
8	A Place to Shop
9	A Wonder of the City
10	Sudden Danger
11	Random Encounter
12	Dangerous Encounter

A Place to Shop

An unusual or wanted item catches a character's eye as they pass a shop or a street vendor. Roll for significance to determine how valuable or useful the item is.

A Wonder of the City

The party passes one of the wonders of the city, such as an impressive monument, a street show, or a significant landmark. Even if a character or the party has encountered this before, something about it on this day leaves a lasting impression.

Have each character make an Area Knowledge (this city) skill check. If successful, the character is inspired and can choose to make a subsequent attack roll or skill check with advantage. This inspiration will last until the following day.

The Buried Past

The party passes an old building, hears a rumor, or finds a piece of the city's past. Have one of the party members make a History skill check. If they succeed, they will either gain advantage on an area knowledge check concerning the city or gain a useful piece of information that leads to an adventure or an opportunity to advance one of their goals.

Chance Meeting

The character or party encounters a significant NPC or group from the city which creates an opportunity to advance an important goal. This could be the NPC agreeing to be an ally, passing on important information, or providing significant aid. The locution skill will often play a big part in exploiting this opportunity.

Dangerous Encounter

The character or party runs into a dangerous situation while taking a trip across the city. It could be an encounter with the thieves guild, they can get caught up in a street brawl, or even have an encounter with an urban monster.

The encounter will be a challenge to overcome. This could be combat, but it could also be another type of encounter that could result in a setback in completing the trip or a major goal. Compared to a random encounter, the referee should choose something or someone found in the city. Roll for significance to determine the difficulty of the challenge.

In Need of Assistance

An NPC or group approaches the character or party and asks for assistance with some matter. The request could be as simple as helping to carry some goods, or it could be more complicated, such as a desperate father looking for help finding his missing child or the city guard raising hue and cry to apprehend a criminal. The referee should roll for significance to determine how complicated the request is, and then roll on the table below to determine how much risk is involved in helping the NPC or group.

Risk Level (1d6)

Roll	Risk	Complication
1-3	Low	the short time spent helping
4-5	Moderate	helping will take time and/or the expenditure of some resources.
6	High	helping could result in a setback of the party's goals or even combat.

Official Business

The city guard, a noble, agents of a wealthy merchant, or an official approach the party about some official business. Roll for the encounter's significance and circumstances.

- Bad circumstances mean that the party has encountered corrupt officials, or the city government has become aware of any misdeeds in the party's past.
- Neutral circumstances could be guards asking the party for their business in the city or officials making sure that all entry taxes were paid.
- Good circumstances could be a job offer from the city officials or a noble offering patronage.

The exact nature of the encounter will depend on the city's government (if any) and social structure.

Random Encounter

Use your favorite random encounter system to generate an encounter with an NPC or creature based on the time of day and where the party is in the city. If you don't have a favorite, encounter tables for Castle Blackmarsh are provided in the appendices.

Sudden Danger

While making their way across the city, the party is beset by sudden danger. Examples include:

- A runaway horse-drawn wagon barrels towards the party.
- The group finds themselves in the middle of a riot.
- A chamber pot is accidentally dumped on one of the characters.

Make an encounter significance roll for the severity of the danger. Those affected will have to roll a saving throw to avoid the danger. The damage suffered will be based on the significance of the danger.

Danger Level (1d6)

Roll	Significance	Damage
1-3	Minor	1d6 or minor effect like bad odor
4-5	Major	2d6 or major effect like crippled limb
6	Exceptional	4d6 even possibly death