

DCC RPG Wilderness Travel Speed

Hexes are six miles across (7 miles from point to point).

Terrain	Miles/day				
	Human, Elf	Dwarf, Halfling	Horse	Pony	Donkey
Road	36	27	72	40	36
Plains, trail	24	18	48	30	24
Forest, hills	16	12	32	20	16
Mountains, marsh	12	9	24	15	12

Terrain	Travel "cost" of 1 hex, in miles
Road	4
Plains, trail	6
Forest, hills	9
Mountains, marsh	12

Weather

If the weather matters, roll 2d6 and interpret based on season.

Roll	Weather	Reroll every . . .
2	Terrible	1d3 hours
3-5	Bad	2d4 hours
6-8	Neutral/normal	2d4 hours
9-11	Good	2d4 hours
12	Amazing	1d3 hours