

Journey Moves

DOWNCRAWL: Player Handouts

Plan Your Journey

When you set out on a journey to another volume:

- » create a **journey clock** which starts at 0.
- » Set the **journey target number** to the Remoteness of your destination (3 for Well-Known, 4 for Sheltered, or 5 for Secretive) and then modify it as follows:

Add 1 if the destination is **not adjacent** to the current volume

Add 1 if the destination is **not connected** to the current volume

Subtract 1 if the destination is unvisited but you've learned at least two Rumors about it

Subtract 1 if you travel with someone who's been there before, or **halve** (round down) if most of the group has been there before

Travel Roll

When a journey move calls for a **Travel Roll**, pick one character to make it using a relevant skill or ability that makes sense as a test of navigation: Orienteering, Survival, Wisdom, or whatever. It's fine if someone else makes the next Travel Roll, and if different characters use different skills to make it.

The GM will tell you the base difficulty for the roll. Calculate additional modifiers as follows:

- » **Bonus** per point of Tack spent
- » **Bonus** if you **Journeyed On** yesterday
- » **Penalty** per roller's Exhaustion points
- » **Penalty** if the party is slowed (carrying heavy goods, traveling with pack animals or dependents, etc.)

Consult the move that asked for a Travel Roll for results.

Retreat

When the party gives up on a journey and tries to retreat back to the volume they started from, play the **Arrive** move, but for "destination" read as the volume you set out from. You can't Retreat while lost unless a move specifies otherwise.

A Day on the Road

When each day of a journey between volumes begins, ask the GM what terrain you're traveling through (their **Terrain** move, pg. 24), then choose an appropriate move:

- » If your journey counter has reached its target: **Arrive**
- » If you have no Tack: **Lost**
- » Otherwise, one of the following:

» **Journey On**

» **Encamp**

» **Retreat**

After completing the move, if you have not yet reached your destination the GM triggers a **Travel Encounter** (pg. 38). Once this has been resolved, the day's travel is done: return to **A Day on the Road**.

Journey On

When the group decides to push on towards their destination, make a **Travel Roll**.

Crit: Advance the journey clock by 2: if you've exceeded the target, skip the day's Travel Encounter and immediately **Arrive**.

Strong Success: Advance the journey clock by 1 and choose 1:

- » Gain 1 Tack
- » One PC can act as if **Encamping**

Success: Advance the journey clock by 1.

Complication: Choose 1:

- » Leave the journey clock unchanged and explain why
- » Advance the journey clock by 1 but lose **d4** additional Tack
- » Advance the journey clock by 1 but the Travel Roller gains a point of exhaustion, and explains why

Crit Fail: Lose all your Tack and become lost.

Lost

When you begin a travel day with no Tack, you are lost. You don't know how to either get where you were going or return from whence you came. Make a **Travel Roll**:

Crit: Advance the journey clock by 1 and gain **d4** Tack (you are no longer lost).

Strong Success: Choose 1:

1. Advance the journey clock by 1
2. **Encamp**, but the Scout option is unavailable
3. **Retreat** (with a new Travel Roll)

Success: Roll **d3**: the party has the option to trigger that Strong Success result.

Complication: You remain lost. Choose 1:

- » **Raise the Danger**
- » A player character gains a point of exhaustion: decide who and why

Crit Fail: You remain lost, and everyone gains a point of exhaustion: GM explains why.

Arrive

When you begin a travel day with a journey clock that meets or exceeds your target, you are arriving... somewhere. Make a **Travel Roll**, spending Tack as normal. But if you are lost, take a double Penalty to the roll instead.

Crit: Arrive at your destination, and choose 2:

Strong Success: Arrive at your destination, and choose 1:

- » In an advantageous situation
- » Don't lose the Tack you spent on this final roll
- » If your destination was not connected to your origin, add a connection

Success: Arrive at your destination.

Complication: Arrive at a volume adjacent to your destination (GM's choice; possibly newly discovered or connected)

Crit Fail: GM chooses where you arrive (anywhere on or off the map)

Camp Moves

Encamp

When the party rests up for a day rather than pushing on, no progress is made towards your destination, but you have a chance to heal, reorient, and gather resources. You cannot Encamp while lost (out of Tack) unless a move specifies otherwise.

Each player can choose one activity from the Active or Passive Encamp Action tables below. NPCs may choose a Passive action, or assist a PC with their action to grant a Bonus.

Magic-users additionally recover half the spells they'd normally regain from a full rest when Encamping.

Table of Active Encamp Actions

» Each PC chooses one Active or Passive action.

Scout	Make a Travel Roll with no modifiers: on a Strong Success, find 1 Tack
Cover Your Tracks	Make a Travel Roll with no modifiers: on a Strong Success, Lower the Danger (pg. 24)
Forage	See the Fungal Moves handout

If *Scout* or *Cover Your Tracks* produces no result, describe something strange or beautiful you find in the nearby area, or a conversation you have with someone back at camp.

Table of Passive Encamp Actions

» PCs or NPCs can take Passive actions.

Foraging Training	If both a teacher and a student choose this option, the student gains the Fungal Foraging skill. This is the only way to learn it.
Recuperate	Recover one point of Exhaustion, or remove some other ongoing penalty.
Rest	Regain half the hit points you've lost.
Recharge	Regain any special or "daily" abilities you've expended.
Other	Anything you could normally do in your game system on an off-day (make progress on a crafted item, pray to your gods for a boon, etc.)

Quick Reference

d20 Systems

- » Roll **d20** vs a target number (TN) set by the GM, adding any relevant skill modifiers:
 - » Score a **Crit** on a natural **20**.
 - » **Strong Success** when you meet or exceed TN + 5.
 - » **Success** when you meet or exceed the TN.
 - » **Complication** when you roll under the TN.
 - » **Crit Fail** when you roll a natural **1**.
- » Take a **+2** to your roll when you have a Bonus
- » Take a **-2** to your roll when you have a Penalty
- » A Double Bonus is **+4**, a Double Penalty is **-4**

2d6 Systems

- » Roll **2d6**, adding any relevant modifiers:
 - » Score a **Crit** on a natural **12**.
 - » **Strong Success** when you roll a **10+**.
 - » **Success** when you roll a **7-9**.
 - » **Complication** when you roll a **6** or less.
 - » **Crit Fail** when you roll a natural **2** (snake eyes).
- » Take a **+1** to your roll when you have a Bonus
- » Take a **-1** to your roll when you have a Penalty
- » A Double Bonus is **+2**, a Double Penalty is **-2**

Exhaustion

Track how many points of it you have, and take a Penalty for each point. At five points, you're on the verge of death. A full and uninterrupted night's sleep in a safe volume removes one point of exhaustion.

Town Moves

Update the Map

Once per volume, when you chat up the locals for news and rumors, gain 1 Tack and choose 2:

- » **What's the news?** Collect a useful or interesting Rumor about this volume.
- » **Ask for directions.** Get reliable guidance to a well-known destination here (tavern; market; lodgings; etc).
- » **What's nearby?** If there are fewer than four adjacent volumes, the GM will add a connection on the map from here to another volume, also adding the volume itself if previously unknown.
- » **Ask for stories of far-off lands.** The GM will either add a new disconnected volume to the map, or tell you a Rumor about a random known volume.
- » **Ask for route updates.** The GM will add or remove a connection between two volumes on the map.
- » **Keep your ears open.** Gain 1 extra Tack and the GM chooses one of these options.

Force the Map

When you set out to gather more specific information about your surroundings, choose 1, then either pay 1 Tack for an automatic success, or make an appropriate skill check at a difficulty of the GM's choosing and risk failure or complications. You can't roll more than once for the same thing in the same volume.

- » **Track down.** Get a lead on where to find a particular concealed resource or person in this volume, if it exists (or a hint about another volume where you'd have better luck).
- » **Find a secret route.** Add a connection between a specific volume with at least 3 known Rumors and another volume of the GM's choice.
- » **Supply and Demand.** Ask where a particular resource (pg. 36) is abundant or scarce. The GM will tell you a known or newly discovered volume matching your description.
- » **Learn about a distant place.** Name a volume other than this one, and the GM will give you a Rumor about it, or explain why you learn nothing new.
- » Or choose any **Update the Map** option.

Fungal Moves

Foraging

When you spend a day Encamped hunting for mushrooms, and have the Fungal Foraging skill, roll it:

Crit As Success, but choose an effect (instead of rolling)

Success: Roll on the Table of Fungal Effects

Complication: Choose 1:

- ✦ Roll for a Fungal Effect, but the fungus you find has only the side effect: describe what it looks like and whether you keep it.
- ✦ The GM makes your Fungal Effects roll in secret; you won't know what your find does until you try it.

Crit Fail: You find something, all right: the GM rolls on the Table of Threats (pg. 41).

Find **d4+** doses with the given fungal effect (4's explode).
Invent a name for your find, or use the Table of Fungal Names.
Dollar signs indicate approximate selling price per dose.
Effects last around 24 hours, except where noted.
When you ingest the first dose of a batch of fungus, roll **2d6**.
For each 1, roll again on the table opposite for the batch's side effect(s). If none is listed, reverse the row's primary effect.
You must suffer through the side effects on the first dose of a batch. Subsequently, you can choose to make a saving throw to avoid them.

Table of Fungal Names

» Pick a word from the left box and a word from the right.

green	sweet	truffles	angels
honey	bitter	morels	tufts
purple	milky	buttons	boys
blood	spongy	ladies	puffballs
jellied	frilly	ettinheads	stinkhorns
mud	shaggy	trumpets	sludge
slime	white	coral	coils
prickly	glowing	stalks	toadstools
black	shrieking	chanterelles	caps
crunchy	giant	cups	pfifferlings

Table of Fungal Effects: Roll 2d20 for the primary effect only of the batch of fungus found (side effects are rolled separately).

	Primary Effect	Side Effect (reverse of Primary if blank)
2-3	Roll again twice	
4	\$ Sharpened hearing	Deafness
5	\$\$\$ Become shadowy and hard-to-see; Penalty to being perceived	You glow brightly
6	\$\$\$ Mild precognition: Bonus on reaction checks, can't be surprised	
7	\$ Ignor lose all Tack results on your Travel Rolls	Double crit fail range for Travel Rolls
8	\$ Become lighter, as if in one-third normal gravity	
9	\$ Rarely need to d4: eat/drink/breathe/sleep	
10	\$ Can smell spores: Double Bonus to Foraging	
11	\$ You smell like the Down; Double Penalty to being tracked	
12	\$ Sparkling eyes: Bonus to NPC interactions	50% chance for them to flee in horror
13	\$ Rarely afraid	
14	\$ Become 25% d4: smaller/larger/wider/taller	
15	\$ Heightened awareness of detail (Bonus on relevant skill checks)	Hallucinations
16	\$ Bonus to a random stat (d6; fixed per batch)	
17	\$ Effects of Exhaustion temporarily halved	
18	\$ Minor healing	
19	\$ +d4 (d20) or +1 (2d6) per Travel roll	
20	\$ Mushrations: edible, as 1 ration	Terrible nausea: Penalty on all rolls
21	\$ Fungwring: when squeezed, intoxicating liquid comes out	...which gets you blackout drunk
22	\$ Highly resistant to d4: fire/cold/poison/magic	
23	\$ Language-learning booster: with 7 doses and study with a native speaker, learn a new language in a week	Become violently allergic to the Fuzz
24	\$ Fall into a deep sleep and get one normal full rest	Nightmares & can't sleep at all: gain 1 Exhaustion
25	\$ Recover all spell abilities	Using magic triggers unexpected side effects
26	\$ Commanding voice: Bonus to getting people to do what you say	Voice becomes high-pitched and everything is hilarious
27	\$ Berserker: Bonus to all combat rolls	Same, but can't resist a fight
28	\$ Become repugnant to undead	
29	\$ Sense nearby danger by touching rock	Frequent nosebleeds
30	\$ Become loved by d4: animals/monsters/people/plants	
31	\$\$\$ Major healing	
32	\$\$\$ Grippy-hands: move on walls or ceilings at half speed	Can't walk a straight line
33	\$ Extreme enthusiasm for everything	Lethargy
34	\$ See details at a much greater distance	Blindness
35	\$ Speak with mushrooms	Mushrooms won't stop speaking to you
36	\$ Skin changes color based on your emotions, like a mood ring	You only think you can see this happening & are insufferable about it
37	\$\$\$ No effect but highly prized by collectors	As spicy as the spiciest hot pepper
38	\$ Your left hand can find secret things	Your left hand is now controlled by the player on your left
39-40	Roll again twice	

Fungal Drugs

Buying drugs from a Fungal Druggist works like foraging for raw fungi, with the following exceptions:

- Customers of a druggist may request a specific entry from the Fungal Effects table, either a primary or side effect.
- The given effect is doubled in potency.
- **d4+** doses are available, at the listed price plus one \$.
- Invent a name and intake method for the batch (intake examples: ingestion, inhalation, skin contact, held under tongue, brewed into tea-potions, etc.)
- Drugs have no additional side effects, however...
- The GM rolls **d20** in secret to determine the batch's addictiveness.

Addiction

Any time a drug from a particular batch is used, roll percentile. The GM says whether the roll is under the batch's secret Addictiveness number (between 1 and 20). If it is, you have become addicted to this particular Fungal Effect.

An addict needs to feel this effect each day, or suffer...

Addiction Consequences

When you miss a daily dose of a fungal effect you're addicted to, make a saving throw. If you fail, gain a point of exhaustion.

When you reach a new level of exhaustion from your addiction for the first time, record a new Addict Behavior on your character sheet and explain how it manifests.

Ideas: an obsession, a compulsion, a fear, a physical tic, an antisocial behavior, a waning interest or relationship, altered perceptions, a loss of focus or passion

When you fail a roll because of addiction exhaustion, ask someone else to choose 1:

- They say which of your Addict Behaviors caused you to fail, and how it hampers you.
- They help you succeed anyway, at a cost to them of their own choosing.

Taking a dose of any drug or fungus with an effect you're addicted to immediately recovers all exhaustion gained via any method.

If your addiction pushes you to six points of exhaustion, instead of dying you break the addiction and no longer need this fungal effect. You remain exhausted, but can now recover via normal means (losing one exhaustion point per day of rest).

Addiction can't be cured by normal healing. It requires something special in the fiction, or at the very least a visit to a druggist who will happily overcharge you for a special Detox drug (itself with its own secret Addictiveness number).

Fungus/Drug Batch Tracker

NAME / DOSES / EFFECT / SIDE EFFECT / ADDICTED?

