

Gameplay Rules

This page contains our custom or homebrew gameplay rules that are not class-specific. These might include rules for overland travel, downtime, or crafting.

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Overland Travel

Travel Phases

Travel is broken up into four phases that are resolved sequentially:

- Choose Destination
- Choose Activities
- Travel Encounters
- Camp

Choose Destination

The party members identify their desired destination. This location does not need to be well known by the party. They can work off of rumors or hearsay, but this may result in a higher Destination DC to find the location.

Extended travel will require no more than three executions of the travel loop. Travel longer than that will be abstracted out by these three travel loops. It's a montage, baby!

Example Navigation DCs

DC	Destination
None	Destination has a clear road, trail, or well-marked path leading to it
10	Destination lacks a path but is in open terrain
15	Destination lacks a path but is in dense terrain such as forest or mountains
20	Destination is hidden, with active efforts made to conceal its existence through mundane means
25	Destination is hidden using illusions or other magic
30	Destination is hidden using powerful magic such as a regional effect that causes a forest's trees to slowly shift and force characters onto the wrong path

Choose Activities

- Navigate

- Provision
- Scout
- Track
- Study
- Talk
- Etc.

Each character chooses an activity to perform. These activities do not need to be from this list or any list. Use your imagination. What would your character want to do?

The only required activity is **Navigate**. The character who chooses this activity rolls a **Wisdom (Survival)** check and the DM compares their roll to the Navigation DC in order to determine if meaningful progress is made.

Travel Encounters

Travel encounters may occur. This may result in a location or event being dynamically selected using random generation (rolling dice and referring to tables) and dropped into the world, permanently changing the landscape of the campaign. Further deets are for DMs.

Camp

The travel loop ends with the party setting up camp. Camp encounters may occur. Deets are for DMs.

Buying and Selling Magic Items

Buying a Magic Item

Purchasing a magic item requires time and money to contact people willing to sell items. Even then, there is no guarantee they will have the desired items.

Resources

Finding magic items to purchase requires one workweek of effort and 100 gp minimum in expenses. Spending more time and money increases your chance of finding a high-quality item.

Resolution

A character seeking to buy a magic item makes a Charisma (Persuasion) check to determine the quality of seller found. The character gains a **+1** bonus for every workweek beyond the first spent seeking a seller and a **+1** bonus for every 100 gp spent on the search. The total bonus for time and money spent can't be greater than **+10**.

As shown on the Buying Magic Items table, the total of the check dictates which table in the Dungeon Master's Guide to roll on to determine which items are on the market. Using the Magic Item Price table, the DM then assigns prices to the available items, based on their rarity. Halve the price of any consumable item—such as a potion or a scroll—when using the table to determine an asking price. The DM has final say in determining which items are for sale and their final price, no matter what the tables say.

If the characters seek a specific magic item, first decide if it's an item you want to allow in the game. If so, include the item among the offerings if it appears on a table that the result allows you to roll on.

Selling a Magic Item

Selling a magic item is by no means an easy task. Con artists and thieves are always looking out for an easy score, and there's no guarantee that a character will receive a good offer even if a legitimate buyer is found.

Resources

Finding a buyer for one of your magic items requires one workweek of work and 100 gp in expenses, spent to spread word of the sale. You must pick one item at a time to sell.

Resolution

A character who wants to sell an item must make a Charisma (Persuasion) check to determine what kind of offer comes in. The character can always opt to not sell, instead wasting the workweek and trying again later. Use the Magic Item Base Prices and Magic Item Offer tables to determine the sale price.