

EMPIRE ROAD CONDITIONS

Simply traveling the Empire's roads is an adventure fraught with dangers and challenges. This may explain the fact that coaching lines do not keep strict schedules, since a journey between cities can take anywhere from weeks to months, depending on the weather, road conditions and thieves. To add some variety your party's travels, roll percentile on the table below. The conditions indicated should be tailored to your environment: While on a coach ride through the forest, you're more likely to be hampered by a fallen tree than a boulder, an obstacle you'd expect while moving over hills or mountains. As always, use careful judgment when applying the results.

Roll	Road Condition
01-30	Fair - Dirt path, deep ruts or loose cobbles
31-60	Fair - Uneven ground or shallow grade
61-65	Good - Cobbled or paved, well-maintained road
66-70	Good - Gravel road, tough on hooves and wheels
71-75	Hampered - Boulder, fallen tree or other obstacle
76-80	Hampered - Frozen, muddy, narrow or swampy
81-85	Hampered - River ford, rocky or steep hills
86-90	Hampered - Road being repaired or rerouted
91-92	Hampered - Traffic, animal herd or pilgrimage
93-94	Hazard - Broken wheel, horse shoe or other repair
95-96	Hazard - Highwayman, outlaws or beasts attack
97-98	Impassable - Bridge broken for 1d10 months
99-100	Impassable - Flooded for 1d10 days

Fair - Typical Imperial road, generally in a state of disrepair but just good enough to be passable.

Good - Good roads are uncommon but well appreciated. While it lasts, wagons and coaches may add +1 Movement.

Hampered - Unfavorable terrain, breakage, obstacle requiring extra care, or other delay. Use the hampered movement rates..

Hazard - Travel is dangerous in the Empire! This can be fleshed out into a full encounter, or simply a one-day delay, or roll again.

Impassable - Conditions are so poor that you'll simply have to wait them out. Attempting a detour will take the party at least 1d10 miles out of the way, over difficult terrain. Use hampered movement rates while attempting a detour (unless there is a road, of course). In some instances an alternate route may not be possible, forcing the party to backtrack or go many, many miles out of their way.

EMPIRE RIVER CONDITIONS

The mighty rivers of the Empire are conveyances for boats of all sizes. Adventurers frequently find themselves aboard riverboats in their quests for glory, and few of them can swim. Use this table whenever you want to add some excitement to 'just another day on the river.' Roll percentile, and modify the results as appropriate for your particular river and playing circumstances.

Roll	Road Condition
01-25	Fair - River has more bends than you'd like
26-55	Fair - Slow but steady current, infrequent obstacles
56-60	Good - Quick current, easy navigation
61-65	Good - Well-known waters, clearly marked
66-70	Hampered - Slower ship stands in your path
71-75	Hampered - Landslide or fallen trees clog river
76-80	Hampered - River lock, nosy patrol boat or traffic
81-90	Hampered - Sluggish current, unknown area
91-92	Hazard - Waterfall, flood, river troll or ice-locked
93-94	Hazard - Cavern, rapids, rocks, or shallows
95-96	Hazard - Wreckers, pirates or beasts attack
97-98	Impassable - Blocked by fallen trees for 1d10 hours
99-100	Impassable - River lock broken for 1d10 days

Fair - Typical river conditions. Use standard Movement rates.

Good - Easy going. Requires nearly no effort on the part of the boat crew. Add +1 Movement for this stretch of river.

Hampered - Delays on the river may be due to heavy traffic, river locks, bad weather, torn sails or countless other factors. The examples given cover but a few possibilities. Use the hampered movement rates.

Hazard - These encounters may be developed into full scenarios, or handled simply as a one-day delay, or roll again.

Impassable - There's only one way up or down a river, and it's blocked. You may have to take it upon yourself to clear a blockage if you're far from the nearest settlement. For a broken river lock, there's not much for it but to wait of the lock-keeper to repair it. Floods and violent weather may make the river impassable for hours or days.