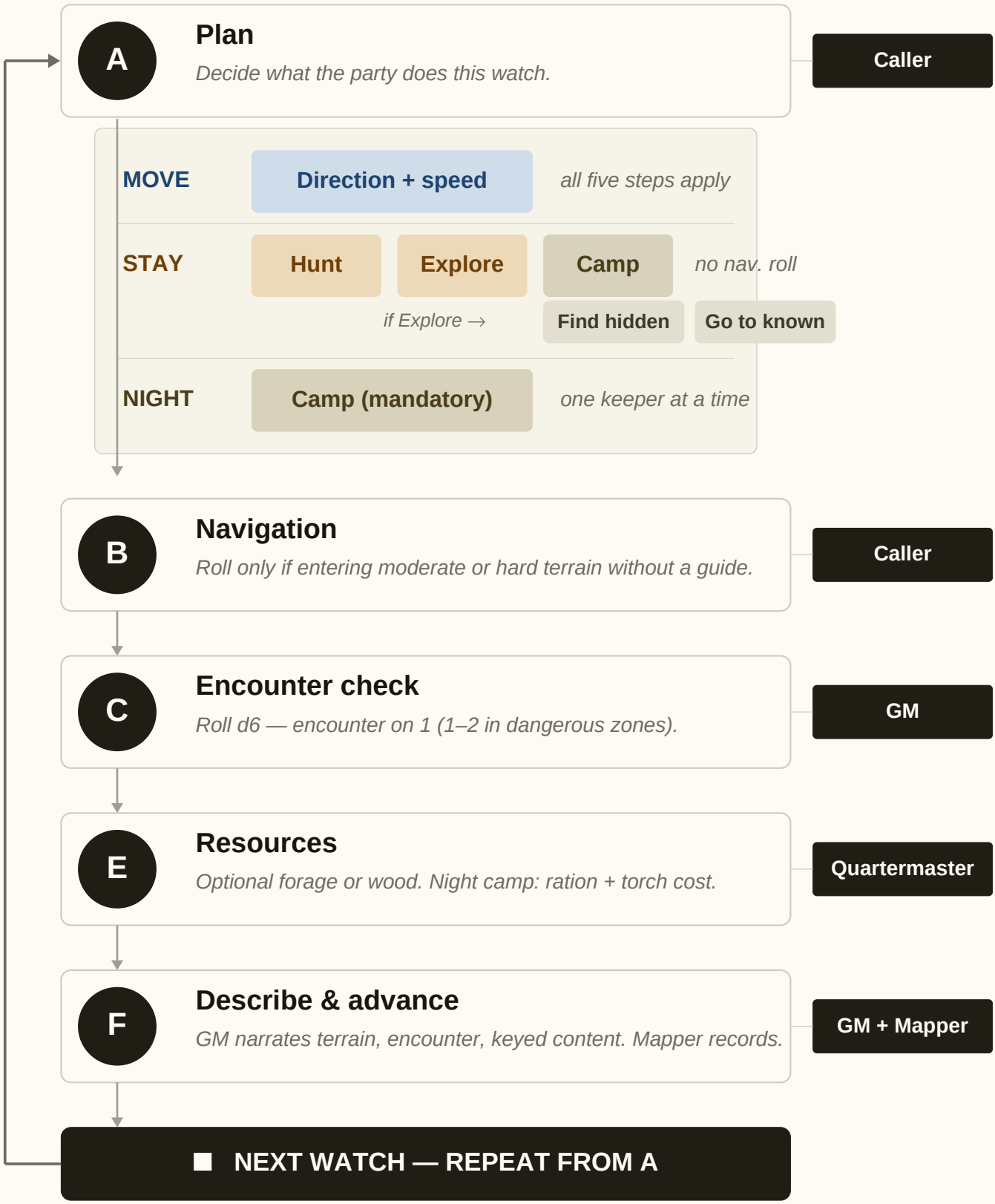
Exploration Turn

FLOW

Run this loop once per watch — morning, afternoon, evening, night.



Rest & recover

If the party camps three watches in one day (mandatory night + two daytime camps) without combat, each character recovers 1d3 HP at the end of the day.

Quiet watch: 2–3 minutes · Interesting watch: 15–30 minutes · Three travel watches + one night camp per day