

The Watch

TRAVEL WATCH

Move

Caller picks direction. Party advances toward the destination.

- Watches needed.** Clear **1** · Moderate **2** · Hard **3**
- Navigate.** Only in Moderate/Hard without a guide. Lost on **1**, Hard on **1-2**
- Encounter.** Roll d6 vs. region threshold
- Forage.** Quartermaster picks one:
Wood
3-in-6 → **1 wood** · Rations
1-in-6 → **1 ration**
- GM describes.** Mapper marks progress

Roads downgrade terrain to Clear along their line. Mid-hex turnaround costs the same watches to back out.

TRAVEL WATCH

Stay

Hex unchanged. Caller picks one Stay action — see the band below.

- Pick action.** Hunt · Explore · Camp
- No navigation roll.**
- Encounter.** Roll d6 at region's normal threshold
- Resolve action.** See its own roll & yield
- GM describes** the watch

Stay watches never forage — that's a Move-only step. The encounter roll still happens.

SPECIAL — FULL DAY

Fast Travel

Skip watch-by-watch through familiar ground. **Only on hexes the party has fully crossed before.**

- Count days.** 1 hex per watch · 3 watches per day · round up
- Encounter** — **1×/day**. **2-in-6** normal, **3-in-6** if any Moderate/Hard region
- Forage** — **1×/day** as normal
- Night camp costs** for each night on the road
- GM describes** the journey

If an encounter triggers, run that watch normally. Fast travel resumes after it resolves.

NIGHT — MANDATORY

Camp

Sleep with one keeper on watch, rotating through the night. *Skipping camp:* **-1 to all rolls.**

- Pay rations.** **-1 per PC, hireling & mount**
- Burn fuel.** **-3 wood / torches**
- Encounter at +1.** Normal becomes **2-in-6**; dangerous becomes **3-in-6**
- Counts toward heal** (the day's third Camp watch)

The keeper on watch spots an encounter first — wakes the party, sets the scene.

IF STAY → Choose one action

All Stay actions: no nav roll · encounter roll still happens

PURE REST

Camp

No cost, no rolls beyond encounter.

Heal: **counts** · Resources: none spent

PURSUE GAME

Hunt

Roll **n-in-6** where *n* = PCs in party. **+1** with relevant proficiency, **+1** favourable terrain (cap 5-in-6). On hit: gain **1d6 rations**.

Heal: **does not count** · Food only — no wood

INVESTIGATE POI

Explore

Pick a point of interest in the hex. Switch to **dungeon exploration** (10-min turns) until done.

Time spent translates back to watches:

< 1 hr folds into the watch · **~ 2 hr** = 1 watch · longer = pay watches as they go

Heal: **does not count**

Party roles

Caller

Declares the watch's choice and direction. The party's voice to the GM — speaks the group's intent, doesn't decide alone.

Quartermaster

Tracks rations, wood, torches. Reports supply when asked. Each Move watch, picks wood or rations for the forage roll.

Mapper

Draws the map hex by hex — terrain, landmarks, dangers, which hexes are fully crossed (required for fast travel).

Chronicler

Writes the expedition report after each session. Maintains the rumor log: pending, confirmed, false, stale.

Rest & recover

Heal trigger

3 Camp watches in one day + the mandatory night camp · **no combat** that day

Recovery

1d3 HP at end of day, each character

Breaks heal

a single fight, or any Hunt / Explore / Move watch

This is the only reliable way to heal in the wild.
A day of pure rest is sometimes the right call.