

Gamemaster's Worksheet

Dungeon:

Date:

Expedition:

Infractions:

Turns:

1. >> 2. >> 3. >> 4. >> 5. >> 6. >> 7. >> 8. >> 9. >> 10.

11. >> 12. >> 13. >> 14. >> 15. >> 16. >> 17. >> 18. >> 19. >> 20.

21. >> 22. >> 23. >> 24. >> 25. >> 26. >> 27. >> 28. >> 29. >> 30.

31. >> 32. >> 33. >> 34. >> 35. >> 36. >> 37. >> 38. >> 39. >> 40.

41. >> 42. >> 43. >> 44. >> 45. >> 46. >> 47. >> 48. >> 49. >> 50.

Action	Time Requirement
Open Door	½ turn per attempt after first failure
Turn Undead	1 round
Halfling's Concealment	1 round
Listen	Instantaneous
Climb Rope	1 turn; combat: 1 round / character
Move	½ turn = Distance equal to movement rating
Find Secret Doors	½ turn per 10' section
Thief Skills	1 round
Dwarf/Elf Senses	Instantaneous
Spellcasting	1 round

Notes

Treasures
Slain monsters
Events
Infractions

Player Characters

Companions

Dungeons and Companies