Dungeon Time Tracker

Each box = 1 turn; blocks of 6 boxes = 1 hour; all blocks on this sheet = 1 day. Letters beside boxes indicate events or checks (see below). Add symbols alongside turn boxes when events will occur (e.g. a spell will expire).

- W Wandering monster check **R** Party must rest for 1 turn
- Torch expiresLantern oil expires



Sequence of Play Per Turn

- **1. Wandering monsters:** Roll when noted in turn tracker.
- 2. Actions: The party decides what actions to take (e.g. moving, searching, listening, entering rooms).
- 3. Description: Describe what happens. If monsters are encountered, follow the *Encounters* procedure in *Old-School Essentials*.
- **4. End of turn:** Tick off a turn, paying attention to events noted in the turn tracker.

Time

Rounds: 10 seconds Minutes: 6 rounds Turns: 10 minutes Hours: 6 turns

Common Durations

Torch: 6 turns (1 hour) Lantern: 24 turns (4 hours) Light (C): 12 turns (2 hours) Light (MU): 6 turns + 1/level Potion: 1d6 + 6 turns Burning oil pool: 1 turn

Wandering Monsters

The chance of an encounter is typically 1-in-6 every 2 turns.

Resting (1 Turn/Hour)

Characters who do not rest suffer a –1 penalty to attack and damage rolls until they have rested for one turn.

Actions in 1 Turn

Move: Base movement rate. Search a 10' × 10' area: For secret doors / room traps. Search an item: For treasure traps. (Skilled characters only.) Encounter: All encounters / combats take 1 turn. Debate: If players spend 10 minutes of real time discussing, the referee may rule that a turn has passed while PCs discuss. Other actions: The referee should rule on which other actions take 1 turn. e.g. attempts to pick a lock, listen at a door, remove a treasure trap, fill a bag with treasure, etc.



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