

Turn tracker

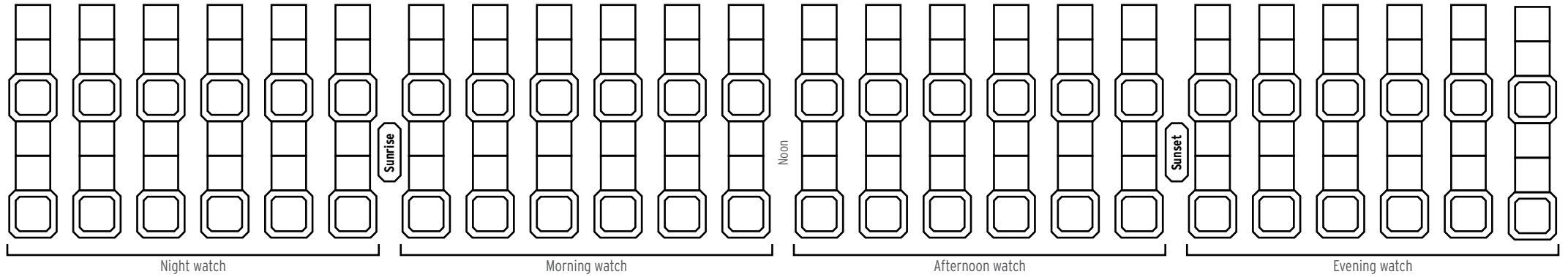
Each turn when players are using a torch or lantern, mark T or L in the turn's box. When 6 boxes are marked, tell the player to mark usage on their light source.

In a dungeon, roll d6 for encounter every three turns:

- **1: Encounter.** Roll for type
- **2: Omen of encounter.** Roll for type

In the wilderness, roll d6 for encounter at **Sunrise** and **Sunset**.

If an encounter or omen is rolled, roll d12 to find the hour.



Player mice

Name

STR | Injured (disadv. STR, DEX)

DEX | Drained (disadv. WIL)

WIL | Encumbered (disadv. ALL)

HP |

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DEX | Drained (disadv. WIL)

WIL | Encumbered (disadv. ALL)

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Notes