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.

Name | STR | DEX | WIL | HP
--- | --- | --- | --- | ---
Injured (disadv. STR, DEX) | Drained (disadv. WIL) | Encumbered (disadv. ALL) | Injured (disadv. STR, DEX) | Drained (disadv. WIL) | Encumbered (disadv. ALL)
Injured (disadv. STR, DEX) | Drained (disadv. WIL) | Encumbered (disadv. ALL) | Injured (disadv. STR, DEX) | Drained (disadv. WIL) | Encumbered (disadv. ALL)
Injured (disadv. STR, DEX) | Drained (disadv. WIL) | Encumbered (disadv. ALL) | Injured (disadv. STR, DEX) | Drained (disadv. WIL) | Encumbered (disadv. ALL)
Injured (disadv. STR, DEX) | Drained (disadv. WIL) | Encumbered (disadv. ALL) | Injured (disadv. STR, DEX) | Drained (disadv. WIL) | Encumbered (disadv. ALL)