In a dungeon, roll d6 for encounter every three turns: Each turn when players are using a torch or lantern, mark T or L In the wilderness, roll d6 for encounter at **Sunrise** and **Sunset**. Turn tracker in the turn's box. When 6 boxes are marked, tell the player to mark • 1: Encounter. Roll for type If an encounter or omen is rolled, roll d12 to find the hour. usage on their light source. • 2: Omen of encounter. Roll for type Sunrise Sunset Noon Night watch Morning watch Afternoon watch Evening watch

Player mice

Name Name STR STR □ **Injured** (disadv. STR, DEX) ☐ Injured (disadv. STR, DEX) DET DEX ☐ Drained (disadv. WIL) ☐ Drained (disadv. WIL) WIL WIL ☐ Encumbered (disadv. ALL) ☐ Encumbered (disadv. ALL) нр нр Name Name STR STR □ Injured (disadv. STR, DEX) □ Injured (disadv. STR, DEX) DET DET ☐ **Drained** (disadv. WIL) ☐ Drained (disadv. WIL) WIL ☐ Encumbered (disadv. ALL) WIL ☐ Encumbered (disadv. ALL) HP нр Name Name STR STR □ Injured (disadv. STR, DEX) ☐ Injured (disadv. STR, DEX) DEX DEX ☐ Drained (disadv. WIL) ☐ **Drained** (disadv. WIL) WIL ☐ Encumbered (disadv. ALL) WIL ☐ Encumbered (disadv. ALL) нр нр

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