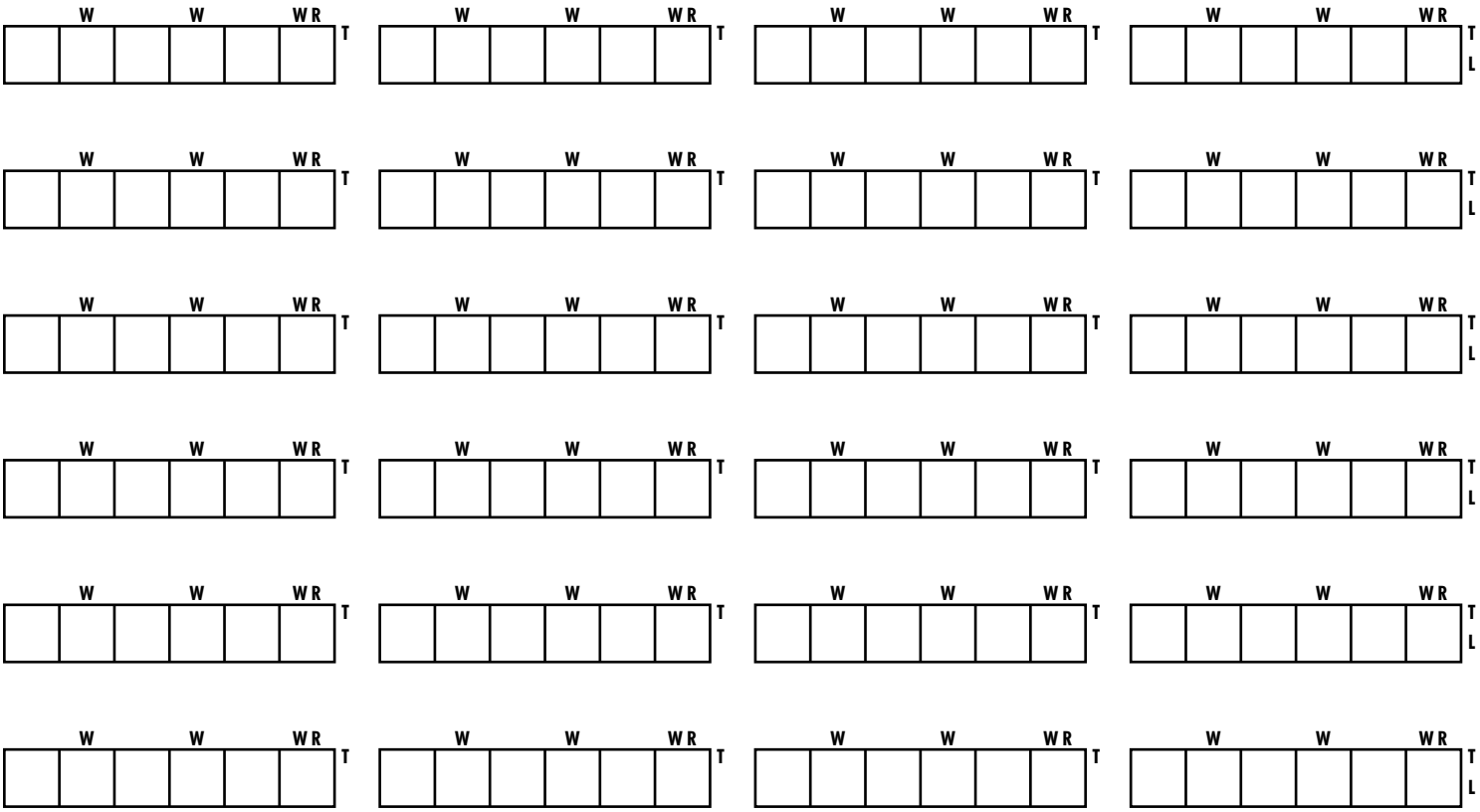
# Dungeon Time Tracker

*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
**T** Torch expires
**L** Lantern oil expires

**OLD-SCHOOL ESSENTIALS**
RETRO ADVENTURE GAME




## 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.

*Referee's notes*

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