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.

Sunrise

Noon

Sunset

Night watch · Morning watch · Afternoon watch · Evening watch

Player mice

Name

STR		☐ **Injured** (disadv. STR, DEX)
DEX		☐ **Mad** (disadv. WIL)
WIL		☐ **Encumbered** (disadv. ALL)
HP		

Name

STR		☐ **Injured** (disadv. STR, DEX)
DEX		☐ **Mad** (disadv. WIL)
WIL		☐ **Encumbered** (disadv. ALL)
HP		

Name

STR		☐ **Injured** (disadv. STR, DEX)
DEX		☐ **Mad** (disadv. WIL)
WIL		☐ **Encumbered** (disadv. ALL)
HP		

Name

STR		☐ **Injured** (disadv. STR, DEX)
DEX		☐ **Mad** (disadv. WIL)
WIL		☐ **Encumbered** (disadv. ALL)
HP		

Name

STR		☐ **Injured** (disadv. STR, DEX)
DEX		☐ **Mad** (disadv. WIL)
WIL		☐ **Encumbered** (disadv. ALL)
HP		

Name

STR		☐ **Injured** (disadv. STR, DEX)
DEX		☐ **Mad** (disadv. WIL)
WIL		☐ **Encumbered** (disadv. ALL)
HP		

Notes