

EXPLORATION TURNS

Exploration Turns is a concept used to bring structure to the exploration of dungeons. During play, the word "turn" ideally doesn't exist in the communication between the GM/DM/referee and the players. In fact, you shouldn't notice the use of Exploration Turns at all, but I still want to have this document available as this procedure technically is a houserule, and for those wondering what is happening "under the hood".

An Exploration Turn corresponds to 10 minutes. While it is unrealistic that moving to a new room takes as much time as searching an area and takes as much time as casting a ritual spell, all Turns corresponding to the same amount of time facilitates book-keeping a lot.

TURN OUTLINE

An Exploration Turn is structured as follows:

1. Wandering monsters checks happen.
2. The player characters declares actions.
3. The GM/DM/referee describes the result of the player characters' actions.
4. End of turn book-keeping happens.

WANDERING MONSTERS

The GM/DM/referee checks for wandering monsters as applicable to the area the player characters are in.

ACTIONS

The players declare what their characters are doing. Everyone should be given the opportunity to declare what their character is doing before actions are resolved.

The following are examples of actions that requires a Turn:

- **Move from one room to another.** Movement in a dungeon takes a staggeringly long time, as the characters are assumed to be on lookout for traps and hostile creatures, as well as trying to move silently. The exception

to this is when moving through familiar areas, in which case a character can move up to 3 rooms in one turn.

- **Start a short rest.** A short rest takes 1 hour (6 Turns). At the end of the rest, if it was not interrupted by combat or other strenuous activity, the character gains the benefits of the rest.
- **Search an area.** A character can search a 30-by-30 feet area during one Turn.
- **Making an ability check.** Examples of this would be using Strength (Athletics) to force open a locked door, using Wisdom (Perception) check to listen at a locked door, or using Charisma (Persuasion) to try to convince a locked door to open itself.
- **Casting a spell.** Many spells have a casting time of more than 1 Action, and may thus require one (or several) Turns to cast.
- **Helping another character.** A character can use its Turn to Help another character perform their action, assuming that the action is of such a nature that help can be gotten. For example, most characters can help searching a room, but only characters with the knowledge to do so (read: proficiency in a relevant skill or tool) may help identify a poison.
- **Participate in combat.** Combat is assumed to take one Turn, as the characters need additional time to tend to wounds, catch their breath, and possibly loot, before moving on.

Activities that are not listed above, and do not require an ability check usually doesn't take a Turn. Examples are lighting a torch, mapping, and most conversations.

DESCRIPTIONS

The GM/DM/referee describes what happens, as a result of the player characters' actions.

END OF TURN

At the end of each Turn, time records are updated. Special attention is given to light sources and spell durations.