

Gamemaster's Worksheet

Dungeon:

Date:

Expedition:

Infractions:

Turns:

1. 2. 3. 4. 5. 6. 7. 8. 9. 10.

11. 12. 13. 14. 15. 16. 17. 18. 19. 20.

21. 22. 23. 24. 25. 26. 27. 28. 29. 30.

31. 32. 33. 34. 35. 36. 37. 38. 39. 40.

41. 42. 43. 44. 45. 46. 47. 48. 49. 50.

Action	Time Requirement
Open Door	½ turn per attempt after first failure
Turn Undead	1 round
Halfling's Concealment	1 round
Listen	Instantaneous
Climb Rope	1 turn; combat: 1 round / character
Move	½ turn = Distance equal to movement rating
Find Secret Doors	½ turn per 10' section
Thief Skills	1 round
Dwarf/Elf Senses	Instantaneous
Spellcasting	1 round

Notes

Treasures
Slain monsters
Events
Infractions

Player Characters

Companions

Dungeons and Companies