

# Order of Events in One Game Turn

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1. The DM rolls for wandering monsters. At the end of every 2 turns, the DM should check for Wandering Monsters. To do so, roll 1d6: a result of 1 indicates that the party will encounter a Wandering Monster in the next turn.
2. The party moves, enters room, listens, and searches.
3. If monsters are not encountered, the turn ends. If monsters *are* encountered, the DM rolls for the Number Appearing.
4. The DM rolls 2d6 to check the distance between the monsters and the party. The Wandering Monster will be 20-120 feet away from the party when encountered (roll 2d6, multiply the result by 10) in a direction of the DM's choosing, and will be headed toward the player characters.
5. The DM rolls 1d6 for both the monsters and the party to check for surprise. Roll 1d6: a result of 1 or 2 means the side is surprised.
6. The DM and the party roll 1d6 or for initiative to see who moves first. The side with the higher roll may move first and attack first in combat for that round.
7. The DM rolls 2d6 for the Monster Reaction.

Dice Roll	Reaction
2	Immediate Attack
3-5	Hostile, possible attack
6-8	Uncertain, monster confused
9-11	No attack, monster leaves or considers offers
12	Enthusiastic friendship

8. The party and the monsters react:
  - a. If both sides are willing to talk, the DM rolls for monster reactions and initiative, as necessary.
  - b. If one side runs away, the DM should check the chance of **Evasion**<sup>1</sup> and **Pursuit**<sup>2</sup>.
  - c. If combat begins, the DM should use the **Combat Sequence** to handle combat.
9. End of Turn. Where necessary, the DM should check the character's remaining hit points, whether or not they need rest, any changes in the party's marching order, or possessions, their encumbrance (see page B20), their sources of light, the durations of any spells in progress, and the total time the party has spent in the dungeon.

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<sup>1</sup> **EVASION:** Sometimes one side wishes to evade (avoid) an encounter. If the evading side has a faster movement rate than the other and combat has not yet begun, evasion is automatic as long as the evading side is not forced to stop. If monsters wish to evade and are slower, the characters must decide among themselves whether to chase them. If characters wish to evade and are slower than the monsters, the DM must decide what the monsters will do. Use the **Monster Reactions** table to find the actions of the monsters. A low score means that the monsters will pursue, and a high score means that the monsters will let the party escape.

<sup>2</sup> **PURSUIT:** If either side wants to pursue the other, time is counted in **rounds**, and both sides are **RUNNING** (see below). Monsters will chase evading characters only as long as the characters are in sight. Evading characters may be able to slow this pursuit by dropping things. Unintelligent monsters will stop to eat food 1/2 the time (a result of 1-3 on 1d6). Intelligent monsters will stop to pick up treasure 1/2 of the time. Burning oil will usually (but not always) slow or stop monsters pursuing the characters. **RUNNING:** Running characters may move at up to three times their normal movement rate (per round). No mapping is allowed while running. Characters may only run for half of a turn (30 rounds), and must then rest for three complete turns. If forced to fight before they are fully rested, the characters will fight with a -2 penalty on their "to hit" *and* damage rolls, and their opponents will gain a bonus of + 2 on their "to hit" rolls. These penalties will remain until the characters have fully rested. Any successful hit by a character will still do at least 1 point of damage, whatever the adjustments.