



SELECTIVE INITIATIVE SYSTEM

Make combat more fun!



MOD FOR 5E BY LOGICAL FANTASY GAMING



THE SELECTIVE INITIATIVE SYSTEM

5e Mod by Logical Fantasy Gaming

This mod eliminates the repetitive, predictable, “next-in-line” combat of 5e and replaces it with the Selective Initiative System from Logical Fantasy Gaming (LFG). This makes combat a dynamic and interactive experience where players can participate at any time!

The Selective Initiative System – A Quick Summary:

Once combat begins, the highest initiative goes first. After you take your turn, you select who goes next. This continues until all combatants have taken a turn. Whoever goes last in the round selects who goes first in the next round.

Easy, right!? There’s a little more to it, but that’s the core concept. We’ll go over the details and explain how players can interrupt to protect their allies, elude attackers, dive for cover, and disrupt spellcasters!

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Using the Selective Initiative System in 5e

This mod tells you exactly what you need to know to play a 5e game using the Selective Initiative System without impacting other aspects of your gameplay.

1.1 – Intro to the Selective Initiative System (SIStem):

Here is an overview of the SIStem:

- When combat begins, anyone who *wants to go first* rolls initiative. Highest goes first.
- When you finish your turn, you select which creature takes the next turn.**
- Every combatant gets a turn. (Players and NPCs)
- Nobody can be selected twice.
- The creature who acts last in the round selects who goes first in the next round.** If you act last, you may select yourself to act first in the next round.
- A character may spend a Reaction to attempt to interrupt someone else's turn.
- The character/creature who acts first in the round cannot be interrupted!

Gameplay Resource – Initiative Cards: These cards are an optional tool that help the SIStem run smoothly. They help with organization, communication, and tactical planning.

- Give each player (and monster) an **Initiative Card** that says “Ready” on one side and “Done” on the other side.
- When a new round begins, everyone flips their card to “Ready.” After a player completes their turn, they flip their card over to “Done.” This helps everyone at the table visualize which creatures have already acted and keep track of who can be selected to act next.

- READY = Player or NPC has not taken a turn
- DONE = Player or NPC has completed their turn

-A sample SIStem Initiative Card with Ready and Done sides is shown to the right. Full-size versions of these cards are available for you to print and copy at the end of this module.

- You can use an Index Card to make a quick and easy Initiative Card!



Note: Whenever we use the term “GM” we are referring to the Game Master – the person running your game!

1.2 – Recommended Updates to use the SIStem in 5e:

The suggestions provided on this page make your 5e characters more immersive, dynamic, and lifelike. These updates allow character improvement over time and provide fun new options in combat.

1.2a – New Initiative Calculation:

Initiative is more impactful and used more frequently in the SIStem, so it is calculated differently as an “Initiative Check.” **Your Initiative Rating represents your character’s combat preparedness, intuition, battlefield awareness, and reflexes developed through your adventures.** This calculation makes initiative a much more honest representation of your character’s training and abilities, improving over time as you hone your talents.

In the SIStem, your character’s Initiative is calculated as follows:

$$\text{Initiative Check} = 1d20 + \text{Initiative Rating} + \text{DEX Mod} + \text{WIS Mod}$$

Initiative Rating (IR)		Character Class – 5e	Example at Level 4
Fastest	+1 per 2 Levels	Rogue	+2 IR
Fast	+1 per 3 Levels	Barbarian, Fighter, Ranger, Monk	+1 IR
Average	+1 per 4 Levels	Bard, Paladin	+1 IR
Slow	+1 per 5 Levels	Druid, Sorcerer, Wizard, Warlock	+0 IR
Slowest	+1 per 6 Levels	Cleric, Artificer	+0 IR

Example: A Level 7 Ranger with 14 WIS and 13 DEX calculates their initiative as follows:

Initiative Rating (IR): +1 per 3 levels = +2 at Level 7.

Ability Modifiers: 14 WIS = +2, 13 DEX = +1

= +2 IR + 2 WIS + 1 DEX = +6 Initiative. For an Initiative Check, they roll 1d20 and add +6.

GM Note: For monsters, select the initiative rating you feel most closely aligns with that type of monster.

1.2b – Class & Feat Updates Recommended for the SIStem:

Rogue: Gains +1 Reaction at Level 5. (All rogue characters gain an extra Reaction at Level 5.)

Fighter: Once per round, a Fighter may spend a Superiority Die to make a Reaction. If an attack is made using this Reaction, you may add your Superiority Die to the damage.

-This ability is available to anyone with access to Superiority Die.

New Feat – Combat Reflexes: You gain +1 Reaction per Round. You may increase your DEX or WIS score by 1 (Max 20).

Other: A spell or effect that impacts DEX Checks or WIS Checks also affects Initiative Checks.

Updated Action – Ready Action: This action has been updated for use with the SIStem. You spend your Action now, planning to complete the remainder of your turn after a specific trigger event occurs. This action is described in more detail in the Interrupt Turn section (1.4d).

***Reminder - All 5e Characters have 1 Reaction per Round.**

GM Note: We recommend these updates because they provide more player agency, unique character flavor, and make initiative checks a better representation of characters’ abilities and experiences – but is up to you if you want to use them. (Rationale: A trained fighter should improve their combat awareness and reaction time over the course of their adventures. They’ve seen ambushes and have become familiar with body language that leads to a fight. This system provides a way to represent that experience.)

1.3 – How to Use the SIStem – Full Details:

When Combat Begins:

- The GM determines awareness and the position of all the combatants.
 - Everyone aware of danger who wants to act first rolls Initiative.**
 - The creature with the highest Initiative Check takes their turn first.**
 - The creature who acts first in a round cannot be interrupted!
 - When you finish your turn, you select which combatant takes the next turn.** You may choose another player or a GM controlled NPC/monster. Players may confer with one another before selecting.
 - GM controlled creatures may choose players or other GM controlled creatures to go next.
 - Every creature involved in combat must take a turn.
 - You cannot select a creature who has already taken a turn.
 - Once all creatures have taken a turn, the round ends.
 - The creature who acts last in the round selects who goes first in the next round.** If you act last in the round, you may select yourself to act first in the next round.
 - A new round begins. This continues round after round until combat is over.
 - GM Note: Groups of similar NPCs should act on the same turn to simplify and speed up combat – Roll a single initiative for the group. Do this when many weak creatures outnumber the PCs. (Ex: 4 goblins archers could make “Enemy Group 1” and 2 skeletons could be “Enemy Group 2,” with all members acting as a single “initiative group.”)*
 - Remember: 1 round of combat is only 6 seconds. Even though turns are taken, all actions are actually taking place at the same time, with split-second reactions represented by initiative checks and the ability to interrupt other turns.*
- *If nobody wants to act first, the GM can force the combatant with the lowest Initiative Check to go first.*

1.3a – Example of combat using the SIStem in 5e:

-This example leaves out most of the roleplay to clearly illustrate the steps involved in a round of combat.

GM: “Two goblins stand in the road about 50 feet ahead of you. You see an orc peeking out from behind a nearby boulder. They look ready to attack. Roll initiative!”

1. Initiative is rolled by all combatants who are aware and want to go first. The GM rolls for each monster.
2. Greghan gets the highest initiative, so he goes first. He moves off the road then attacks with his shortbow, injuring the orc for 6 damage. He selects Kardalys to go next.
3. Kardalys moves to use Greghan as cover, then casts a *scorching ray* spell, sending two rays at the orc and one at a goblin. One ray misses, one strikes the orc for 9 damage, and one strikes the goblin for 7 damage, killing both targets. Kardalys selects the remaining goblin to go next.
4. The GM has the goblin attack Greghan with its crossbow and it misses. It then reloads the crossbow.
5. The other monsters are dead, so the round is over. Since the goblin was the last creature to act in combat this round, it may choose to act first next round.
6. The goblin starts the new round and takes another shot with the crossbow, striking Greghan for 5 damage. It then starts running away into the woods. The GM selects Kardalys to go next.
7. Kardalys moves towards the boulder. “You deal with that, Greghan,” he says as he begins searching the orc for loot. He selects Greghan to go next.
8. Greghan takes aim and confidently looses a single arrow, dropping the goblin with 8 damage before it manages to escape.
9. Combat is over. The story continues!

1.4 – Interrupting:

If an enemy is taking their turn and they start to do something you don't like, or you notice something else you would like to react to, you can spend a Reaction and try to interrupt them!

If you would like to take your turn without being selected, you must attempt an Interrupt Turn.

1.4a – Interrupt Turn: *How does an Interrupt Turn work?*

-You must spend a **Reaction** to attempt an Interrupt Turn.

-As an enemy attempts an action, let your GM know that you want to interrupt them.

Ex: GM says, "The orc charges the healer." You say, "I want to interrupt the orc before he gets to the healer."

-You may choose to interrupt a foe at any specific location along their movement path.

-Both parties involved (you & the enemy) roll an opposed Initiative Check. (*On a tie, reroll*)

-If you win the Initiative Check (higher result), you successfully interrupt and immediately take your turn.

When your Interrupt Turn is complete, the creature you interrupted completes their turn. **The creature you interrupted selects who takes the next turn once their turn is complete.**

-If you lose the Initiative Check (lower result), the other creature continues their turn as normal. You have failed to interrupt, your Reaction is used, and you will take your turn later when selected.

**If you have already taken your turn this round, you cannot interrupt! (Unless you used "Ready Action")*

1.4b – Interrupted: *What if someone interrupts me?*

What if my turn is interrupted by an Interrupt Turn?

-You remain in place while being interrupted. Your turn is essentially "paused."

-After the interruption ends, your turn continues. If you were NOT casting a spell and you were NOT running, you may choose to do a different action and use your remaining movement as normal.

-You select the creature or player who goes next.

*(*The creature who interrupted you does not "steal control" of the initiative selection process.)*

Other Interrupt Scenarios with Clarifications and Examples:

-If you were interrupted while running, you must either continue running in the same direction or stop where you are and lose any remaining movement. (*If you have the Athlete Feat or are Proficient in Athletics or Acrobatics, you can change direction and continue moving.*)

-If you were interrupted while casting a spell and your target is still valid and within range after the interruption, you must continue casting your spell at the selected target.

-If you were interrupted while casting a spell and your target disappears or is no longer valid, you must either select a new target for the spell and cast it or forfeit your action to save the spell.

-Ex: Clover starts casting Hideous Laughter at an enemy harpy. The harpy successfully interrupts and uses the Dash action to fly 80 feet up and away, out of range of Clover's spell. When his turn continues, Clover must decide whether to use Hideous Laughter on a closer target or give up his action to save the spell so he can use it later. Clover selects who acts next.

-If you were interrupted while casting a spell, take damage, and fail a concentration check, your spell is consumed with no effect, and your action is lost. (*Concentration Check = CON Save DC 10 or ½ damage taken [higher]*)

-Ex: Mayat starts casting a Burning Hands spell, but an orc ranger notices and interrupts, shooting her with an arrow. She fails her concentration check, so her Burning Hands spell is consumed without any effect, and her action is spent. She decides to use her movement to get behind Wulfric for some protection. Mayat selects who acts next.

1.4c – Interrupt Turn – Details and Clarifications:

-You cannot interrupt the creature that acts first in the round.

-You may call for an Interrupt Turn at almost any point before an action has been completed (before they move/before they attack/before they cast a spell/before their turn even begins).

-You cannot interrupt a Reaction, Free Action, or another Interrupt Turn.

-You may interrupt a creature at any point during its movement. For example, a human that moves 30 feet could be interrupted after moving 15 feet. After the interruption, they have 15 feet of movement remaining.

-If two or more creatures wish to interrupt, all involved creatures roll an opposed Initiative Check, and only the highest check succeeds. All other characters are considered to have failed the interrupt.

-If you are unaware of a creature, you cannot attempt an Interrupt (or other Reaction) against them.

-If you have already taken your turn this round, you cannot attempt an Interrupt Turn (unless you used the Ready Action to prepare to interrupt).

-You cannot interrupt an ally's turn if they were selected by another ally.

-If you have multiple Reactions, you may not attempt to interrupt the same creature multiple times.

-Remember: Turn order selection goes back to the person who was interrupted after an interruption is finished!

-GM Note: Strategic interruptions require a basic level tactical awareness. Keep this in mind when controlling creatures with very low INT scores.

When to Interrupt: If you want to “catch an enemy in the act,” you will have to try to interrupt them!

Here are a few examples:

Ex 1: The classic example is the enemy archer hiding behind a castle wall. On their turn, the archer leans out, shoots, then ducks back behind the wall, getting Total Cover. If you take turns normally, you'll never be able to attack him. Your only chance is to attempt an interruption.

If you act before the archer, you can “Ready Action” on your turn, stating that you would like to attack the archer as soon as he peers over the wall. You then pass the turn to the archer, who stands up and begins to draw his bow. Once this happens, you and the archer roll opposed Initiative Checks, but you are Fortunate on your check. If you win, you can make your attack against them just as they emerge from behind the wall, before they shoot their arrow!

Ex 2: An enemy wizard begins chanting & moving her hands. You spend your reaction to interrupt, and you win the opposed initiative check. You hurl your dagger at the wizard, hoping to disrupt her concentration so she loses the spell.

Ex 3: A furious ogre charges your party's healer. You spend your reaction and win the initiative check, so you move directly into the ogre's path and attack it with your spear, striking with the full impact of the ogre's momentum. When the ogre's turn continues, it makes its attack against you instead, because you blocked its path to the healer.

1.4d – Updated Action – Ready Action: *The Ready Action allows you to prepare to interrupt a foe.*

Prepare to Interrupt – Ready Action: You prepare to do something when a specific trigger event occurs. Tell your GM what you are waiting for and what you plan to do when it happens.

-You spend your Action now, planning to complete the remainder of your turn later as an Interrupt Turn. Your prepared Action remains available until the start of your next turn.

Examples of Ready Action: “I get ready to shoot the first thing that opens that door.”

“I prepare to cut the rope on the bridge as soon as the princess makes it across.”

-If the trigger event occurs before the start of your next turn, **you automatically interrupt play and take your intended action.** You then finish your turn as if completing an Interrupt Turn.

-If the trigger does not occur, your action is lost.

-Using the Ready Action means you do NOT have to spend your Reaction to complete this specific interrupt.

1.4e – Example of combat including an interrupt turn:

-We are using the same scenario as before to clearly illustrate the difference of an interruption.

GM: "Two goblins stand in the road about 50 feet ahead of you. You see an orc peeking out from behind a nearby boulder. They look ready to attack. Roll initiative!"

1. Initiative is rolled by all combatants who are aware and want to go first. The GM rolls for each monster.
2. Greghan gets the highest initiative, so he goes first. He moves off the road then attacks with his shortbow, injuring the orc for 6 damage. He selects Kardalys to go next.
3. Kardalys moves to use Greghan as cover, then starts to cast a spell.
4. The GM says, "The orc yells out 'Die, human finger-waggler!' and tries to interrupt you! Roll an opposed initiative check against the orc!"
5. Kardalys and the orc roll initiative. The orc rolls an 11 and Kardalys only rolls an 8.
6. The orc has successfully interrupted and immediately takes its turn. The orc throws its javelin at Kardalys, who has some cover from Greghan. The orc rolls a 19, striking Kardalys in the shoulder for 7 damage! The orc draws its axe and moves forwards to engage Greghan.
7. The orc's interrupt turn ends, so Kardalys resumes his turn.
8. Because Kardalys was interrupted and took damage while trying to cast a spell, he must make a concentration check or his spell will fail. In 5e, this is a DC10 Constitution Save.
9. Kardalys rolls a 14 on his check, so he successfully casts his *scorching ray* spell. He smiles and says "No, you die!" as three rays of flame shoot from his fingers. The flames incinerate the orc and one of the goblins. Kardalys selects the remaining goblin to go next.
10. The GM has the goblin attack Greghan with its crossbow, but it misses. It then reloads the crossbow.
11. The other monsters are dead, so the round is over. Since the goblin was the last creature to act in combat this round, it may choose to act first next round.
12. The goblin starts the new round and takes another shot with the crossbow, striking Greghan for 5 damage. It then starts running away into the woods. The GM selects Kardalys to go next.
13. Kardalys moves to get total cover behind the boulder and takes a healing potion. "I can't believe you let it hit me with a javelin! You'd better deal with that goblin." He selects Greghan to go next.
14. "Alright, alright." Greghan takes aim and confidently looses a single arrow, dropping the goblin with 8 damage before it manages to escape.
15. Combat is over. The story continues!

1.5 – Initiative Issues:

Here are a few issues that may arise when using the SIStem and some suggestions on how to deal with them.

What if I don't want to take my turn when I'm selected?

-If you were selected by an enemy creature (or the GM selected you), you must take your turn!

-**If you were selected by an ally, but you don't want to take your turn yet**, you can just tell your ally to pick someone else so you can go later (unless you are the last person available to act in the round).

Reminder: The whole point of this initiative system is to allow teamwork and interactions! You should be talking to each other and saying things like "I'm not sure, so pick the goblins next!" or "Let me go next, they're in range of my Fireball!"

-**If your allies don't know what to do, select a Monster or NPC to act before them!** This could provide new opportunities or better angles of attack for your allies later.

What if nobody wants to take their turn after combat has begun?

-This may occur at some sort of impasse where both sides have a risk in acting first. You may have to allow a bit of roleplay before combat continues. Some conversation or shouting between sides using *Bluff*, *Diplomacy*, *Intimidate*, or *Sense Motive* checks may incite an attack, force a retreat, or maybe even work out a surrender.

Who knows, maybe the players will actually talk their way out of the fight!

-Ex1: *Your party has engaged a group of goblins using bows and magic from across a small river, killing a few. The remaining goblins hide behind some trees & bushes to avoid your ranged attacks. The players don't want to move into the river because they have the goblins pinned, but the goblins don't want to move because they know they'll be shot!*

-Ex2: *An enemy assassin has been chased into a dark storage closet. Nobody wants to go into the closet because they fear they'll be attacked, but the assassin doesn't want to come out for the same reason! Some Diplomacy checks could convince them there's no escape, or perhaps the Assassin can Bluff a discussion of surrender terms while he attempts to quietly cut through the wall to escape.*

-If nobody wants to act, **the GM can force the creature/player with the LOWEST Initiative Roll to go first.**

1.6 – Important Note to GMs about the Selective Initiative System:

What do I need to know if I am running the game?

The SIStem works with any number of combatants. With that in mind, it is most fun and dynamic when combat starts with a similar number of combatants (or groups of combatants) on each side. We suggest starting combat with a ratio of around 40/60 either way to provide the most entertaining encounters.

-For example, if your adventuring party has 5 heroes, about 3-7 enemies is ideal.

-Designer's Note: The SIStem provides a fun tempo to combat that allows players to make impactful decisions at any moment. The back-and-forth interplay is most prominent when the sides are relatively balanced. As combat progresses, the heroes will gain more control as they eliminate foes.

Here are a few suggestions for an engaging combat experience, regardless of number of combatants:

-If you have many MORE monsters than heroes, organize your monsters into initiative groups so there are about the same number of "good guy" and "bad guy" choices in the initiative selection.

Ex: 4 adventurers vs 20 goblins:

Idea #1: Organize the goblins into 4 groups based on combat style. You could have Goblin Archers (Group 1), Goblin Warriors (Group 2), Goblin Shaman (Group 3), Goblin Spearmen (Group 4).

Idea #2: Make 5 groups of 4 goblins each – each group has a shaman, archer, warrior, and spearman. Use an average initiative rating for each group.

-If you have many FEWER monsters than heroes, you can add low-level minions or organize your player characters into groups so there are about the same number of "good guy" and "bad guy" choices in the initiative.

Ex: 6 adventurers vs 2 "boss monster" Vampire Lords.

Idea #1: Add 2 weak supporting monsters: You could use 1 bat swarm and 1 rat swarm. Or you could use two sets of "dominated minions," with each set consisting of 3 human commoners who mindlessly protect their masters.

Idea #2: Have your heroes organize into pairs, with each pair of heroes acting on the same initiative. Both players get to take their full turn, but it makes the selection process function as 3 good guy groups to 2 bad guy groups, instead of 6-2. Allow the player with the higher initiative to make the Initiative Checks.

-You could also try creative encounter design by adjusting your monsters' abilities. You could try things like granting boss creatures extra reactions, action surges, or extra turns in the initiative order. This involves building custom monsters and changing the rules of the game, so you would need to carefully balance the encounter and the abilities of your bosses!

***Reminder – these are only suggestions and examples of things you could try! Play the game the way you enjoy it!**

You're all set – that's all you need to know to run the SIStem in a 5e game!

Have fun on your adventures!

If you like this mod, we've got plenty more cool stuff for you to enjoy!

Check out Logical Fantasy Gaming!

Logical Fantasy Gaming © (LFG) is a d20 role-playing game that melds the excitement and wonder of mythical beasts and magic with authentic medieval combat to create an immersive fantasy gaming experience where suspension of disbelief is paramount.



LFG and the SIStem Mod for 5e written by Daniel Brillat

READY

NAME: _____

INTERRUPTED

READY

NAME: _____

INTERRUPTED

Print or copy this page and the Initiative Cards-Back page together, double-sided, and you will have 4 Initiative Cards with "Ready" and "Done" sides aligned.

READY

NAME: _____

INTERRUPTED

READY

NAME: _____

INTERRUPTED

DONE

Name: _____

HP:

INITIATIVE:

AC:

STR: DEX: CON:

INT: WIS: CHA:

Attacks:

SISTEM BY LOGICAL FANTASY GAMING



DONE

Name: _____

HP:

INITIATIVE:

AC:

STR: DEX: CON:

INT: WIS: CHA:

Attacks:

SISTEM BY LOGICAL FANTASY GAMING



DONE

Name: _____

HP:

INITIATIVE:

AC:

STR: DEX: CON:

INT: WIS: CHA:

Attacks:

SISTEM BY LOGICAL FANTASY GAMING



DONE

Name: _____

HP:

INITIATIVE:

AC:

STR: DEX: CON:

INT: WIS: CHA:

Attacks:

SISTEM BY LOGICAL FANTASY GAMING



Print or copy this page and the Initiative Cards-Front page together, double-sided, and you will have 4 Initiative Cards with "Ready" and "Done" sides aligned.

THE SELECTIVE INITIATIVE SYSTEM

5e Mod by Logical Fantasy Gaming – 1 page intro



This mod eliminates the repetitive, predictable, “next-in-line” combat of 5e and replaces it with the Selective Initiative System from Logical Fantasy Gaming (LFG). This makes combat a more dynamic and interactive experience where players can participate at any time!

The Selective Initiative System – A Quick Summary:

Once combat begins, the highest initiative goes first. After you take your turn, you select who goes next. This continues until all combatants have taken a turn. Whoever goes last in the round selects who goes first in the next round.

Easy, right!? There is a little more to it, but that’s the core concept.

Here are some more details about the Selective Initiative System (SISem):

- When combat begins, anyone who *wants to go first* rolls initiative. Highest goes first.
- When you finish your turn, you select which creature takes the next turn.**
 - Players may confer with each other to decide who they would like to select to act next.*
- Every combatant must take a turn. (Players and NPCs)
- Nobody can be selected twice. You must take your turn when selected.
- A character may spend a Reaction to attempt to interrupt someone else’s turn.
- Once all creatures have taken a turn, the round ends.
- The creature who acts last in the round selects who goes first in the next round.** If you act last, you may select yourself to act first in the next round.
- The character/creature who acts first in the round cannot be interrupted!

Fun New Interaction – Interrupting:

- You can use interruptions to protect your allies or escape dangerous foes!*
- If an enemy is taking their turn and they start to do something you would like to react to, you can spend a Reaction and try to interrupt them.
- You and that specific opponent roll opposed Initiative Checks.
- If you win the Initiative Check, you successfully interrupt and immediately take your turn.
 - Example Part 1: You interrupt the enemy archer to step in front of your healer to protect them.*
- When your Interrupt Turn is complete, the creature you interrupted finishes their turn, continuing whatever movement or action you interrupted.
 - Example Part 2: The archer still makes its attack, but it targets you instead of the healer.*
- The creature that was interrupted selects who takes the next turn once their turn is complete.
- You cannot interrupt if you have already taken your turn this round.*

A full example of combat using the SISem is presented on the other side of this page.

Selective Initiative System

Example Combat Round: 4 Heroes vs 6 Monsters

Combat Begins - Roll Initiative!

All combatants who wish to act first roll initiative.

-The GM rolls for the monsters.

-Troll 1 rolls the highest initiative check of all the monsters and heroes. This means Troll 1 wins the initiative and acts first.



Troll 1 acts first!

Troll 1 charges out of the river and attacks Wulfric.

Troll 1 selects Goblin 1 to act next.



Goblin 1 picks up its crossbow and shoots at Clover, then steps behind a tree for cover.

Goblin 1 selects Orc 1 to act next.



Clover rolls initiative against Orc 1 to try to interrupt.

Clover rolls higher and wins: it is his turn now.

He casts a *Grease* spell on the ground in front of Orc 1. Clover then uses his movement to get behind his fighter friend, Wulfric.

Clover's interrupt turn is over.

Orc 1 continues its turn.



Orc 1 announces that it is charging towards Clover.

**Clover spends his Reaction to try to interrupt.*

After the interruption: Orc 1 continues its turn, charging directly into the *Grease* spell. It fails the required DEX Save, so it slips and falls prone. It spends the rest of its turn standing back up.

Orc 1 selects Orc 2 to go next.



Orc 2 is on the other side of the river, so it hurls a javelin at Sokaris. It spends the rest of its turn swimming across the river.

Orc 2 selects Mayat to go next.



Mayat takes a few steps back to make sure her allies are between her and the ferocious Troll. She then casts *Wall of Fire*, placing it so it envelops Troll 1 and Goblin 1, who thought it was safe hiding behind the tree. This also creates a deadly barrier between Troll 1 and the rest of the monsters. The flames incinerate Goblin 1, so it is eliminated from combat.

Mayat selects Goblin 2 to act next.



Goblin 2 now can't see any of the heroes, so it spends its turn running west towards Orc 2, then a bit south to try and get an angle beyond the flaming wall for a shot with its crossbow.

Goblin 2 selects Sokaris to act next.



Sokaris can still see Troll 1 in front of Wulfric, at the edge of the *Wall of Fire*. He draws his shortbow and launches an arrow at Troll 1, then moves to stand in front of Mayat, in case any monsters run around the wall.

Sokaris selects Troll 2 to act next.



Troll 2 knows that, even for him, a *Wall of Fire* is deadly. He decides to spend his turn running southeast to get around the wall.

Troll 2 selects Wulfric to act next.



Wulfric is toe to toe with Troll 1. He stands his ground and makes an all-out attack against the Troll, landing two potent thrust attacks with his spear.

The Round Is Over. Since Wulfric acted last, he gets to act first next round.