

Die Rolls

ROLL OUTCOMES

D6	<i>Outcome</i>	D20	BEST ROLL & WORST ROLL
6	Success	17+	Best Roll Higher of two dice
3-5	Partial Success	9-16	Worst Roll Lower of two dice
2-	Failure	8-	<i>Specialties grant Best Roll on related skills</i>

SPECIALTIES

Strength	Athletics, Intimidation, Feats of Strength
Agility	Acrobatics, Speed, Stealth, Slight of Hand
Wisdom	Perceiving, Knowing, Figuring Things Out

TEAMWORK

Group Challenge	Everyone rolls, half must succeed
Assist a Teammate	Teammate gets <i>Best Roll</i>

Quick Monsters

MONSTER STATS

Easy · 1 HP **Normal** · 2 HP **Hard** · 3 HP **Monstrous** · 4 HP · 2 damage

For horde-based monsters, players can damage multiple monsters with one attack.

COMMON MONSTERS

• Rat	• Wolf	• Mammoth	• Yeti
• Bat	• Bear	• Pirate	• Hydra
• Spider	• Treefolk	• Bandit	• Dragon
• Scorpion	• Carnivorous Plant	• Kobold	• Sorcerer
• Goblin	• Giant Toad	• Gargoyle	• Witch
• Ogre	• Snake	• Basilisk	• Lava Monster
• Troll	• Fairy/Pixie	• Centaur	• Rock Monster
• Slime/Ooze	• Giant Eagle	• Knight	• Ice Monster
• Skeleton	• Clockwork Golem	• Shark	• Kraken

Combat & Damage

COMBAT SPECIALTIES

Melee/Close Up	Strength
Ranged/Far Away	Agility
Magic	Wisdom

Take Best Roll on related attacks

HEALING

Rest	1 HP
Healing Potion	2 HP
<i>Total HP cannot exceed max HP</i>	

BALANCING ENCOUNTERS

Start with just a few monsters. Send in more or modify the environment if things are too easy.

On a successful attack, reduce HP by one.

Quick Adventures

COMMON ADVENTURE HOOKS

- Retrieve/rescue an item or person from somewhere
- Deliver an item or person to somewhere
- Escape from somewhere/something
- Find out why something in town is no longer working

LOCATIONS

- Cave/Tunnels
- Castle/Mansion
- Dense Forest
- Raging River
- Misty Lake
- Secluded Cabin
- Mountain Pass
- Cliff/Drop
- Bustling Village
- Quiet Farm
- Canyon/Valley
- Hidden Entry

TRAPS

- Darts/Arrows
- Collapsing Bridge
- Trap Door
- Crushing Rock
- Room Floods
- Quick Sand
- Lightning Stones
- Darkness/Fog
- Ice
- Lava
- Fire Statues
- Illusions
- Gas
- Shifting Walls
- Magic Inhibitor
- Earth Tremors
- Animated Objects
- Ambush

NPCs

Happy · Calm · Sad · Angry · Sleepy · Cunning · Aloof · Shy · Confident

Events & Ideas

GM ACTIONS

- Present a monster or challenge
- Reveal new info or foreshadowing
- Use up their resources
- Separate them
- Give an opportunity to shine
- Put someone in a spot
- Offer an opportunity
- Present two choices

LOCATION CHALLENGES

- Change the environment
- Point to a looming threat
- Introduce a new creature
- Make them backtrack
- Present riches... at a price
- Spring a trap

LEVELING UP

Health Increase · Second Speciality · Jack of All Trades · New Spells
Magic Item · Feat

Gear & Treasure

TREASURE IDEAS

Gold · Gems & Artifacts · Magical Items · Information · Rare Spells

SPELL IDEAS

Magic Missles · Wave of Thunder · Sleep · Illusion · Heal · Tangle of Vines · Cage
Speak to Plants/Animals · Teleport · Fireball · Suggestion · Invisible · Message
Animate Objects · Flight · Disguise · Cage · Shapeshift · Control Weather

MAGIC ITEMS *(in addition to any spell)*

- **Unstoppable.** Attack automatically succeeds.
- **Magical Resistance.** Defense automatically succeeds.
- **Accuracy.** Do 2 HP damage on one attack.
- **Dodge.** Take Best Roll on any defensive roll.
- **Lucky.** Re-roll once an encounter.
- **Recovery.** Recover 1 HP of health.
- **Quick Foot.** Damage two monsters on one attack.
- **Time Warp.** Change the result of a die roll.