

Die Rolls

ROLL OUTCOMES		BEST ROLL & WORST ROLL	
D6	Outcome	D20	Best Roll Higher of two dice
6	Success	17+	Worst Roll Lower of two dice
3-5	Partial Success	9-16	<i>Use Best Roll when player has an advantage and Worst Roll when they have a disadvantage</i>
2-	Failure	8-	

TEAMWORK

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

Monsters

MONSTER HP			
Easy · 1 HP	Normal · 2 HP	Hard · 3 HP	Monstrous · 4 HP · 2 damage
<i>For horde-based monsters, players can damage multiple monsters with one attack.</i>			

BALANCING ENCOUNTERS

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

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

Spells & Magic Items

COMMON MAGIC

Magic Missles · Wave of Thunder · Identify Object · Sleep · Illusion · Heal
Tangle of Vines · Speak with Nature

RARE MAGIC

Teleport · Fireball · Cage · Suggestion · Animate Objects · Flight · Shapeshift
Weather Weaver · Elemental Storm · Disguise · Invisible · Message

Health & Healing

Health Points (HP)	Cannot exceed 3 HP
Damage	Reduce HP by 1 when player is hurt
Knocked Out	If HP reaches 0, player or monster is KO'd
Healing	Recover 1 HP from short rest, spell, or first aid Recover 3 HP from healing potion

Events & Actions

GM ACTIONS	LOCATION CHALLENGES
<ul style="list-style-type: none">• 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	<ul style="list-style-type: none">• Change the environment• Point to a looming threat• Introduce a new creature• Make them backtrack• Present riches... at a price• Spring a trap

Locations & Traps

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

TRAPS

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

NPCs

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