



## Die Rolls

### ROLL OUTCOMES

- 9+ Success  
6-8 Partial Success  
5- Failure

### BEST ROLL & WORST ROLL

- Best Roll** Best two dice of 3D6  
**Worst Roll** Worst two dice of 3D6

*Use Best Roll when player has an advantage and Worst Roll when they have a disadvantage*

### TEAMWORK

- Group Challenge** Everyone rolls, half must succeed  
**Assist a Teammate** Teammate gets *Best Roll*

## Monsters

### MONSTER HP

**Easy** · 1 HP    **Normal** · 2 HP    **Hard** · 3-4 HP    **Monstrous** · 5+ HP · 2 damage

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

### 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          | • Thieves  | • 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       |

## Magic & Treasure

### 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

### TREASURE

Gold · Gems · Jewelry · Maps · Books · Art · Figurines · Weapons · Armor · Clothes

## Events & Actions

### GM ACTIONS

- Introduce a new location
- Spring a trap or attack
- Reveal a secret about the world
- Put someone in a tough spot
- Offer a choice... with a cost

### QUEST 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

## Exploration

### LOCATIONS

Add a unique feature, something very large, or something very old.

- |                  |                  |                    |
|------------------|------------------|--------------------|
| • 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     | • Insect Infestation |
| • Trap Door         | • Ice              | • Shifting Walls     |
| • Crushing Rock     | • Lava             | • Magic Inhibitor    |
| • Room Floods       | • Fire Statues     | • Earth Tremors      |
| • Quick Sand        | • Exploding Ruins  | • Animated Objects   |
| • Entangling Vines  | • Illusions        | • Ambush             |

### NPCs

1. Pick a character from a book or movie.
2. Change their gender, name, and/or appearance.
3. Add unique details.

## Health & Healing

- |                           |   |
|---------------------------|---|
| <b>Health Points (HP)</b> | Starts at and cannot exceed 4 HP  |
| <b>Damage</b>             | Reduce HP by 1 when player is hurt  |
| <b>Knocked Out</b>        | If HP reaches 0, player or monster is KO'd  |
| <b>Healing</b>            | Recover 1 HP from short rest, spell, or first aid<br>Recover 3 HP from healing potion |