Adventure GM Cheatsheet

Die Rolls

ROLL OUTCOMES

D6	Outcome	D20
6	Success	17+
3-5	Partial Success	9-16
2-	Failure	8-

BEST ROLL & WORST ROLL

Best Roll — Higher of two dice
Worst Roll — Lower of two dice

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

Magic & Treasure

COMMON MAGIC

Magic Missiles · 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
- 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
- Entangling Vines
- Lightning Stones
- Darkness/Fog
- Ice
- Lava
- Fire Statues
- Exploding Ruins
- Illusions
- Gas
- Insect Infestation
- Shifting Walls
- Magic Inhibitor
- Earth Tremors
- Animated Objects
- 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

Health Points (HP) — Starts at and cannot exceed 4 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