

Die Rolls

ROLL OUTCOMES

D6	<i>Outcome</i>	D20	
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>Specialities grant Best Roll on related skills</i>

BEST ROLL & WORST ROLL

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

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

- **Unstoppable.** Attack automatically succeeds.
- **Magical Resistance.** Defense automatically succeeds.
- **Power.** Do 2 HP damage on one attack.
- **Lucky.** Re-roll once an encounter.
- **Healing.** Heal 2 HP.
- **Quick Foot.** Damage two monsters on one attack.
- **Time Warp.** Change the result of a die roll.

Combat & Damage

COMBAT SPECIALITIES

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 | • 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

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 · Accuracy
Dodge · Recovery · Lucky · New Spells · Magic Item