Adventure Cheatsheet

Actions & Deciding Outcomes

The highest number rolled determines the outcome.

If the highest number is...
- Greater than or equal to the difficulty level, they succeed!
- Less than the difficulty level, they fail.
- Two or more lower than the difficulty, they fail, and something bad happens.

Determining the number of dice to roll
- Every action starts with one base die.
- If the player's action relates to a skill they have, they get one bonus die.
- If they're using a tool or item, they also get a bonus die.

A player can never roll more than three dice.

If an encounter requires two or more people working together...
- Calculate the total number of dice rolled based on each participating player's skills and items.
- Subtract one die for each person beyond the first.
- Divide the dice among the players.

Individual vs. Group Encounters

For many encounters, only one person in the group needs to succeed. For example, if one player successfully unlocks a cage, the dragon trapped inside is free.

For other encounters, each player needs to roll individually and succeed.

For example, if you hear a band of thieves approaching and want to hide, each player should roll. Any player who wins the die roll hides successfully, while any player who doesn't is caught.

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Battles

Each villain in a battle has two characteristics: a difficulty level, and a health total (from 1-3). All players have a health total of 3.

When a player attacks a villain, they roll dice.
- The player gets one base die.
- They get a bonus die if they have Attack as their combat style.
- They also get a bonus die if they have a special weapon or item they're using with their attack.

Like with other actions, use the highest number.
- If their die roll is equal to or higher than the villain's difficulty level, the villain loses a health point.
- If their die roll is lower than the villain's difficulty level, their attack misses.
- If their die roll is two or more lower than the villain's difficulty level, the villain hits them in response to the attack and the player loses a health point.

When a villain attacks a player, the Guide and the player both roll dice.
- The player gets one base die.
- They get a bonus die if their combat style is Defend.
- They also get a bonus die if they have an defensive equipment, or an item they want to use to protect themself.
- The Guide rolls a number of dice equal to the villains base health level (before accounting for damage).

If the villain's highest roll is higher than the player's, the player loses a health point.

Fleeing a battle

Each battle encounter also has an overall difficulty level.

If players decide to flee instead of fight, they each roll to flee the battle. Normal die roll rules apply (their highest role must meet or exceed the difficulty level).

Players can choose to flee a battle at any time, including in the middle of one.

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Health & Healing

If a player takes damage during combat, they lose a health point.

They can also lose health points when trying to complete challenges if their die roll is two or more below the difficulty level.

Players can heal damage by...
- Using their turn during a battle or encounter to heal themselves or another player with a healing potion. If they do, they cannot attempt to solve the challenge or fight a creature until their next turn.
- If the player is a *Healer*, restoring one health point to themself or another player. This also uses their turn.
- Waiting it out. Moving from one encounter to another restores a health point.