



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

Quick Adventures

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

QUESTIONS FOR PLAYERS

- What have you been sent to [retrieve/deliver/fix/figure out]? (pick one)
- Who sent you, and why are they interested in this quest?
- What are you being paid or rewarded to complete this quest?
- What rumors have you heard?
- Someone is [chasing you/also on this quest]. Who are they, and why?
- Dangerous monsters are believed to be in this area. What are they?

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

- | | |
|---------------------------|---|
| 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 |