

# KNAVE CHEAT SHEET

## TIME

Ten-minute exploration *turns* and 10 second combat *rounds*.

Movement is up to 120 feet per *turn* and up to 40 feet per *round*.

Torches last 1 hour, which is 6 *turns*.

## Sequence of Play Per Turn

- 1. Wandering monsters:** The DM makes checks as applicable.
- 2. Actions:** The party decides what action to take (e.g. moving, searching, listening, entering rooms).
- 3. Description:** The DM describes what happens.
- 4. End of turn:** The DM updates time records, with special attention to light sources, spell durations, and the party's need to rest.

## Morale Checks

The DM rolls 2d6 and compares the result against the monster's morale score:

► Higher than morale score: The monster will surrender or attempt to flee.

► Equal to or lower than morale score: The monster will continue to fight.

Two successes: If a monster makes two successful morale checks in an encounter, it will fight until killed, with no further checks necessary.

## Saving Throw

$\begin{array}{c} \text{d20} \\ + \\ \text{ability} \\ \text{bonus} \end{array} > 15$
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## NPC Reaction Check

2d6	Result
2	Hostile
3-5	Unfriendly
6-8	Unsure
9-11	Talkative
12	Helpful