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.

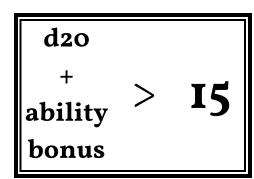
Morale Checks

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



NPC Reaction Check

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