

1) Core Concepts & Glossary

- **Pocket master (PM):** The person who directs/runs the game. Usually called Game Master (GM) in other systems.
- **Attribute:** Specific domain of capabilities which may be involved when rolling or attempting tasks. See below.

Strength	Lift heavy objects, bust down doors, push carts, carry heavy burdens, etc.
Agility	Balance on a narrow ledge, dodge a tumbling boulder, sneak past a guard, etc.
Intelligence	Education, knowledge of history, ancient texts, mathematics, foreign languages, etc.
Wisdom	Awareness, experience, intuition, sense someone's motive, willpower, etc.
Charisma	Haggle a store vendor, calm a hostile situation, lead troops into battle, etc.

- **Combat skill (CS):** Indicates how **Attack** and **Defense** actions are rolled for a specific character or creature.
- **Health points (HP):** Indicates how much health is remaining for a specific character or creature.
- **Gold pieces (GP):** The currency used in the game. Can found as loot and used to purchase equipment.

2) Core Mechanics

- The game is played with a 6-sided die (**d6** for short) which is used for every type of task or action.
- [**d6-X**, min. Y] means that **X** is deducted from the roll's value, but the result cannot go lower than **Y** (if specified).
- Unless specified otherwise, **rerolling** means rolling 1 more time and taking the best result from all rolls.
- If the die can **explode** and you roll 6, roll again and add the new result on top of that 6. Repeat as long as you roll 6.

2.1) General Task Resolution

When characters attempt any kind of specific task except attack/defend.

- 1) Unless pre-determined, the **PM** decides if any attribute applies to the task. Some tasks do not involve any.
- 2) Unless pre-determined, the **PM** assigns a difficulty based on the character doing the task.
 - The **PM** may consider helpful or problematic circumstances that make the task easier or harder.
 - For **Charisma**-related tasks, the difficulty can be based on the player's role-playing performance.
 - The player rolls the **d6** and the task/action is resolved based on the roll and selected difficulty. See below.

Difficulty	Failure	Success	Concise Notation (Min. Roll to Succeed)
Laughable	Fail on 1.	Succeed on 2 or more.	Laughable (2)
Simple	Fail on 1 - 2.	Succeed on 3 or more.	Simple (3)
Average	Fail on 1 - 3.	Succeed on 4 or more.	Average (4)
Tough	Fail on 1 - 4.	Succeed on 5 or more.	Tough (5)
Very Difficult	Fail on 1 - 5.	Succeed on 6.	Very Difficult (6)

2.2) Heroic Rerolls

- Once per session, due to their heroic nature, player characters can choose to **reroll** any 1 roll they made.
 - This includes **rerolling** a roll that was already a **reroll** in itself (due to class, race or other feature).
 - **Example:** A **Thief** can roll an **Agility** task 3 times instead of 2 with **Heroic Reroll**. Best of all 3 rolls is applied.

2.3) Rolling a 6

- Anytime the player rolls a 6, complete/resolve the current action. Then, the player makes a special, separate roll:
 - If that roll is also a 6, the player earns 1 **Heroic Reroll**. The character performed in an amazing/masterful way.
 - **Note:** Players cannot earn more than 1 **Heroic Reroll** in total per action.

3) Combat

- Combat involves a series of actions from 2 or more sides engaged in battle.
- Combat rounds grant 1 turn to each participant. Combat rounds continue until all but 1 side have been defeated.

3.1) Start of Combat

3.1.1) Initiative

- Once at the start of combat, each player character rolls with **Agility**. Opponents roll one **d6** in total for their side.
 - Player characters who rolled equal or greater than the opponents will have their turn before the opponents.
 - Player characters who rolled lower than the opponents will have their turn after the opponents.

3.1.2) Surprise

- If 1 side is surprised/unaware of the other side's presence, that side rolls 1 die in total (for the whole side).
 - On a roll of 1 - 2, all participants on that side lose their 1st round of combat movement and action.

3.2) During Combat Rounds

- Players that play before opponents act in whichever order they want. Same logic for those that play after opponents.
- **Movement:** Characters can either move and then perform their action, or perform their action and then move.
 - When characters move away from a foe they were engaged with, that foe instantly makes 1 free melee attack.
- **Range:** Melee attacks are made vs. adjacent enemies, and ranged attacks are made vs. distant enemies.
 - The reach/max. distance of ranged attacks may be limited at **PM's** discretion to remain realistic or reasonable.

3.2.1) Combat Actions

Each character may choose 1 action below on each of their turn.

3.2.1.1) Attack

- 1) Roll your **CS** die (**Attack** action) to determine your attack's total damage output.
- 2) The target rolls their **CS** die (**Defense** action) to determine damage blocked (subtracted from your damage output).
- 3) The attack fails if the resulting damage is 0 or below. Otherwise, remaining damage is deducted from target's **HP**.
 - Opponents/monsters are outright killed when reduced to 0 **HP**.
 - Player characters reduced to 0 **HP** become **Unconscious** instead (not dead yet).

3.2.1.2) Full Defense

- Spend your combat action to adopt a defensive stance for 1 round.
- Until the start of your next turn, you can **reroll** all **Defense** actions when you are attacked.

3.2.1.3) Stabilize Unconscious Player Character

- Make an **Average (4)** task roll to stabilize an adjacent player character who is currently **Unconscious**.
- If successful, the player character becomes **Stabilized** instead. They are awake but still at 0 **HP**.

3.2.2) Unconscious & Stabilized Player Characters

- **Unconscious** and **Stabilized** player characters cannot move nor take actions until they are above 0 **HP**.
- On each turn where your character is **Unconscious**, you must succeed a **Laughable (2)** task roll or die.
 - **Note:** If you succeed, you simply remain **Unconscious**.

4) Equipment

4.1) Starting Equipment

- All characters start with basic adventuring and survival equipment, as follows:
 - Backpack.
 - Bedroll.
 - Rope, 50ft.
 - Flint & steel.
 - Water skin, 1 gallon.
 - Dry rations (dried meat, bread, etc.), 1 week's worth.
 - Torches, 6. Each torch lasts 1 hour when lit.
- At **PM's** discretion, characters can start with some or all of the following optional items as well:
 - Healing potion. Restores [rerolled d6-1, min. 1] **HP** to the drinker. Drinking does not spend your action.
 - Holy water. Attack with **CS d6-1** vs. undead. May hit multiple undead targets at **PM's** discretion.
 - Oil flask. Attack with **CS d6-2**. May hit multiple targets at **PM's** discretion. Replenishes the lantern.
 - Iron spikes, 12.
 - Lantern, which lasts 5 hours when lit.

4.2) Magical Weapons & Armor

4.2.1) Magical Weapons

Magical weapons provide 1 or more instances of **Focus**.

- Before rolling, apply a **Focus** instance to your attack to set the damage output to 6 instead. Target still defends.
- By default, magical weapons grant 1 **Focus** instance per combat. Instances are replenished between each encounter.
- Some magical weapons grant more than 1 instance, typed as **Focus x2** for 2 instances, **Focus x3** for 3 instances, etc.

4.2.2) Magical Armor

Magical armors provide 1 or more instances of **Deflect**.

- Before rolling, apply a **Deflect** instance to your defense to set the damage blocked to 6 damage instead.
- By default, magical armors grant 1 **Deflect** instance per combat. Instances are replenished between each encounter.
- Some magical armors grant more than 1 instance, typed as **Deflect x2** for 2 instances, **Deflect x3** for 3 instances, etc.

4.2.3) Arcane Gems

- Three (3) arcane gems placed into a weapon/armor makes it magical, providing **Focus x1/Deflect x1** respectively.

5) Healing & Recovery

- After each encounter, characters heal 1 **HP lost during that encounter** if they have time to tend to their wounds.
- Once per day, characters can sleep or rest for 8 hours to heal 3 **HP** (regardless of when the **HP** loss was incurred).
 - Resting **excludes** combat, climbing a cliff face, running/walking, or other activities at **PM's** discretion.

6) Optional Rules

- Specialty:** Each player starts the game with 1 speciality, and can **reroll** on any task which involves that speciality.
 - Hunting, blacksmithing, herb lore, swimming, climbing, tracking, lockpicking, sneaking, spotting clues, etc.
- Character advancement:** After each session or dungeon (**PM's** discretion), survivors choose 1 benefit below:
 - A)** Increase maximum **HP** by 1.
 - B)** Add 1 new speciality to their character. See **Specialty** above.

4.3) Loot

- Gold may be found on the defeated monsters' bodies and/or in the location the encounter took place in.
- Determine loot based on how challenging the room/encounter was (damage incurred, magic items used, etc.)

Difficulty	Suggested Loot
Easy Challenge	Each character finds d6 GP .
Moderate Challenge	Each character finds [rerolled d6] GP .
Difficult Challenge	Each character finds 10x [rerolled d6] GP .
Boss Challenge	
The entire party finds 100x [rerolled d6] GP .	
Each character also rolls a d6 (Heroic Rerolls not allowed) , resolved as follows: <ul style="list-style-type: none"> • 1 - 2 → Nothing. • 3 - 4 → Character finds 1 arcane gem. • 5 → Character finds a Focus x1 weapon or a Deflect x1 armor. Player chooses which one they want. • 6 → Same as rolling a 5, or the player chooses to find a Rune Forge which is exhausted after 1 use instead. <ul style="list-style-type: none"> • Using it raises the total Focus/Deflect instances granted by an existing magical weapon/armor by 1. • Note: The Rune Forge can be used to augment your own or an ally's magical weapon/armor. 	

4.4) Item Values

If an average value is needed, you may consult the table below for suggestions.

Mundane item (torch, parchment, clothes, food, etc.)	d6 GP
Normal adventuring equipment (weapons, armor, etc.)	10x d6 GP
Unique adventuring item (healing potion, holy water, etc.)	200 GP
Arcane gem	250 GP
Magical weapon and armor (at PM's discretion)	750 GP

7) Player Character Races

Dwarf	<i>Bearded, broad and sturdy mountain dwelling race.</i> <ul style="list-style-type: none"> • See in the dark up to 60ft. • Detect slanted passages, underground depth, stone traps/constructions with Simple (3) task rolls. • Make Poison task rolls as Simple (3) tasks instead of Tough (5) tasks.
Elf	<i>Forest dwelling, sharp eyed and pointed ear race.</i> <ul style="list-style-type: none"> • See in the dark up to 60ft. • Find secret doors with a simple glance via Tough task rolls (the PM rolls when you are near). • Immune to Paralysis. • Only surprised on a roll of 1 instead of 1 - 2. Note: Other races are still surprised on a roll of 2.
Halfling	<i>Short, merry, barefooted race that dwells in hillside holes.</i> <ul style="list-style-type: none"> • Reroll all Defense actions against Large monsters, taking the best result. • Hide from view with Laughable (2) task roll in forests, or Average (4) task rolls outside forests.
Human	<i>Numerous yet ambitious race, found in all lands.</i> <ul style="list-style-type: none"> • Start with 2 Heroic Rerolls per session instead of 1.

8) Player Character Classes

Assassin	Weapon(s)	Armor	Race
HP 6 CS d6-1	Dagger/sword (melee), bow (ranged).	Leather.	All races allowed.
Covert	Reroll on tasks to move silently, hide in shadows, sleight of hand, blend into crowds, or disguising yourself (including changing your voice).		
Poison	Once per combat, you can apply poison to a weapon as a free action. Once you deal damage with it, on the next round, the victim takes [rerolled d6] damage with no Defense action. The poison is removed upon that hit. Also, twice per session, out of combat, you can poison food or drink(s). Consuming poison kills beasts or humanoids unless the PM succeeds a Very Difficult (6) task. The undead are immune to poisons. Multiple instances of poison do not stack (only 1 is applied). You can spend a Heroic Reroll to use Poison 1 additional time, whether you are in or out of combat.		
Assassinate	If your target is unaware and not engaged in combat, you can perform a Covert task. Succeeding that task results in you making 2 melee attack rolls and combining the damage into 1 action. Expending a Heroic Reroll here means you reroll both attack rolls.		

Bard	Weapon(s)	Armor	Race
HP 6 CS d6-2	Any (melee), bow (ranged).	Leather.	All races allowed.
Charming	Reroll on all Charisma tasks.		
Loremaster	Reroll on non-combat tasks to recount ancient texts, history, lore, etc. at PM 's discretion.		
Bardic Music	During combat, you can sing a magical song from the list below. Singing does not spend your combat action. You must sing for at least 3 rounds before choosing another song.		
Hymn of the Mighty	All party members add 1 extra point of damage to Attack actions.		
Lay of Deflection	All party members add 1 extra point of blocked damage to Defense actions.		
Ballad of Legends	When a party member rolled a 6 and is now rolling to earn a Heroic Reroll : A Heroic Reroll is rewarded if that special roll is 3 or above (not just 6).		
Song of Mending	After 3 rounds, all party members heal 3 HP . Max. once per combat.		
Chant of Renewal	After 3 rounds, distribute 3 Heroic Rerolls in total to party members. These Heroic Rerolls can only be used in the current combat. Choose who gets them, and how many. Max. once per combat.		
Melody of Madness	All enemies (except undead) must succeed a Tough (5) task or be confused. Confused foes cannot move nor attack (but can still defend) for 3 rounds (or earlier if singing stops). Foes that were confused cannot not be confused again for the rest of combat.		
Shanty of Pain	After 3 rounds, all enemies must succeed a Defense action vs. 3 damage.		

Gladiator	Weapon(s)	Armor	Race
HP 10 CS d6	Any (melee).	Any.	All races allowed.
Counter Attack	If a foe fails to inflict melee attack damage to you, make 1 free melee attack on them.		
Battle Forged	For each monster type present, you ignore can 1 monster ability from the list below.		
Breath attack • Constrict • Disease • Energy drain • Paralysis • Petrify • Poison			
Glorify	Twice per combat, you can choose to roll a d6 after killing an enemy. If you roll 6 with it, you gain a Heroic Reroll . You can choose to give it to an ally that is in the same combat.		

Cleric	Weapon(s)	Armor	Race
HP 8 CS d6-1	Mace (melee).	Chain.	Human or Dwarf.
Righteous Insight	Reroll on all Wisdom tasks.		
Bind Wounds	After combat, you can heal 2 HP on all characters (or NPCs) instead of the usual 1 HP .		
Holy Light	Combat action: Heal [rerolled d6] HP to all allies in the area.		
Holy Smite	Combat action: Deal [rerolled d6] damage to 1 foe or all undead in the area.		
Holy Light and Holy Smite may be used a combined total of 2 times per combat, e.g. 2x Holy Light , once each, etc. You can spend a Heroic Reroll to use Holy Light or Holy Smite 1 additional time in this combat.			

Berserker	Weapon(s)	Armor	Race
HP 10 CS d6	Battle axe (melee).	Any or none.	Human or Dwarf.
Rage	Once per combat, activate Rage for d6 rounds. The d6 is rerolled , you <i>choose</i> the result. During Rage , you can make 2 melee Attack actions per round with an exploding die. At the end of combat, before healing, you must take damage equal to the number of Rage rounds you had.		
Ignore Wound	Once per combat, you can ignore 1 attack's damage and monster ability effect (if any).		
Fury	Humanoid enemies that witness Rage upon activation must succeed a Tough (5) task. If they fail, for the rest of combat, they must reroll Defense actions and take the lowest result when you attack them.		

Commander	Weapon(s)	Armor	Race
HP 8 CS d6-1	Sword (melee).	Chainmail.	All races allowed.
Rally	Once per combat, you can spend your action to apply all benefits below to your party: • Everyone heals 1 HP . • Attacks are rerolled and deal 1 extra damage for [d6-2, min. 1] rounds. You can spend a Heroic Reroll to use Rally another time, but the attack benefits do not stack.		
Inspiration	At any time, you can expend a Heroic Reroll to grant a reroll to another friendly target.		
Soldiers	You start the session with 2 soldiers who can attempt tasks (at PM 's discretion). They will not harm themselves and can only be directed to move and attack targets you select. They act on your turn without spending your action and can use magical items. They do not roll for loot. They count towards determining party size. Stats: 4 HP, CS d6-2, sword (melee) and bow (ranged).		

Druid	Weapon(s)	Armor	Race
HP 6 CS d6-2	Staff (melee).	Robe.	Human or Elf.
Wilderness Lore	Reroll on tasks to identify/use natural plants and attempts to calm wild beasts. If you successfully calm a wild beast, you may turn it into a Beast Friend (see below).		
Beast Friend	You can control a calmed beast from the list below for the rest of the session. Bear • Centipede (giant) • Crab (giant) • Rat (giant) • Scorpion (giant) • Snake (giant) • Spider (giant) • Wolf The beast can starting moving and performing combat actions in the round after it turned into a Beast Friend . The beast will not harm itself and can only be directed to move and attack targets you select. It acts on your turn without spending your action. You can replace it if you calm another beast.		
Herbalist	Twice per session, out of combat, you can make a potion with 1 effect: A) Cure Disease. B) Cure Paralysis. C) Cure Poison. D) Heal [rerolled d6-1, min. 1] HP. You can give potions to others. You can spend a Heroic Reroll to make an additional potion.		

8) Player Character Classes (Continued)

Martial Artist	Weapon(s)	Armor	Race
HP 10 CS d6-1	Staff, fists or feet (melee).	Robe.	Human.
Dual Strike	You can make 2 melee Attack actions per round.		
Feather Feet	You can make extraordinary feats of jumping, leaping, falling, wall running, etc. The PM has the final say on whether or not the feat is feasible. If a task roll is required, you can reroll it.		
Meditation	When combat ends, you can choose to meditate (time required at PM 's discretion). Instead of healing 1 HP , you heal [rerolled d6-2 , min. 1] HP , and you gain 1 Heroic Reroll . This meditation also cures Disease and Poison .		

Necromancer	Weapon(s)	Armor	Race
HP 6 CS d6-2	Dagger or staff (melee).	Robe.	Human.
Drain Life	Twice per combat, you can make a rerolled CS d6-2 ranged attack against a non-undead. Damage dealt heals you and/or allies in the area for the same amount. You can split the heal among recipients. You can spend a Heroic Reroll to cast Drain Life an additional time.		
Death Essence	You are immune to Disease , Energy drain , Paralysis and Poison . You can reroll on tasks to identify undead and their abilities, or information on tombs, crypts and burial rites.		
Undead Minion	Combat action: Take 2 damage to touch a corpse and raise an undead ally. You control the ally for the rest of the session until dismissed or destroyed, allowing for a new one to be raised. The creature can start moving and performing combat actions in the round after it was raised. It acts on your turn without spending your action. It can even harm itself if ordered to. Upon casting, a d6 roll determines creature options available. You choose which one to raise. Any roll: Skeleton • Zombie. 6: Can also pick Ghoul . Note: The corpse must have flesh if you choose to summon a Zombie or a Ghoul .		

Ranger	Weapon(s)	Armor	Race
HP 10 CS d6-1	Sword (melee), long bow (ranged).	Leather.	Human or Elf.
Survivalist	Reroll on non-combat, survival tasks in woodland and cavern environments. Examples include hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, etc.		
Alert	Everyone in your party rerolls surprise rolls. When you are in woodland and cavern environments, you can reroll your initiative roll.		
Ranged Mastery	When performing a ranged Attack action, you can choose to apply 1 modifier below: A) Your attack die can explode . B) Make 2 ranged attacks at 2 different targets who will reroll their Defense .		

Spellsword	Weapon(s)	Armor	Race
HP 8 CS d6-1	Any (melee).	Any.	Human or Elf.
Arcane Strikes	All your melee attacks are rerolled and considered magical.		
Combat Magic	Once per combat, action: you can cast 1 of the following Wizard Combat Magic spells: Arcane Armor • Dark Bolt • Rain of Fire You can spend a Heroic Reroll to cast 1 additional spell in this combat.		
Free Form Magic	Once per session, out of combat, you can try to cast a Wizard Free Form Magic spell. You can spend a Heroic Reroll to cast 1 additional spell in this session.		

Fighter	Weapon(s)	Armor	Race
HP 10 CS d6	Any (melee, ranged)	Any.	All races allowed.
Muscle	Reroll on all Strength tasks.		
Challenge	Once per combat, you can spend your combat action to challenge a specific enemy. Then, for the rest of combat, you can direct a least 1 of their attacks each round (directed to yourself when possible).		
Combat Master	Your melee Attack and melee Defense dice can explode . Focus/Deflect triggers the die.		

Thief	Weapon(s)	Armor	Race
HP 6 CS d6-1	Dagger (melee), bow (ranged).	Leather.	All races allowed.
Nimble	Reroll on all Agility tasks. Find traps/secret doors in rooms/corridors with successful Agility tasks. Disarm traps with successful Agility tasks. Unlock doors or containers with successful Agility tasks.		
Flank	Reroll your melee attacks on enemies engaged in melee with another character.		
Backstab	If target is unaware and not engaged in combat, you can roll an Agility task. Succeeding that task results in you making 2 melee attack rolls and combining the damage into 1 action. Expending a Heroic Reroll here means you reroll both attack rolls.		

Wizard	Weapon(s)	Armor	Race
HP 4 CS d6-2	Staff of magic missiles (melee, ranged).	Robe.	Human or Elf.
Brains	Reroll on all Intelligence tasks.		
Combat Magic	Twice per combat, you can spend your combat action to cast a spell from the list below. You can spend a Heroic Reroll to cast 1 additional spell in this combat.		
Aid from Beyond	All allies each receive 1 Heroic Reroll for use only in the current combat.		
Arcane Armor	For the rest of the combat, your target can defend with [rerolled CS d6].		
Confusion	Target cannot move nor attack for [d6-3 , min. 1] rounds, but can still defend.		
Dark Bolt	Make a [rerolled, exploding CS d6] ranged attack on your target.		
Rain of Fire	Attack 1 - 4 targets near each other with a [rerolled CS d6-1] ranged attack.		
Summon Monster	Creature is summoned for [d6-2 , min. 2] rounds including the current round. The creature is summoned adjacent to you and vanishes at the end of its last combat round. The creature can start moving and performing combat actions in the round after it was summoned. The creature will not harm itself and can only be directed to move and attack targets you select. It acts on your turn without spending your action. Upon casting, a d6 roll determines creature options available. You choose which one to summon. Any roll: Goblin • Centipede (giant). 5 - 6: Can also pick Orc • Skeleton • Spider (giant) • Wolf . On rolling a 6, roll again. If you roll another 6, you can also pick Minotaur • Ogre • Troll .		

Free Form Magic	Twice per session, out of combat, you can cast a Free Form spell. You can spend a Heroic Reroll to cast 1 additional spell in this session. The PM can require a task roll (which is not an Intelligence task) based on complexity, duration and scope. Failing that task means that the spell failed. This still means there is 1 less spell you can cast during the session. Examples include: conjure food, create boat, create rope, create bridge, levitate, speak with animals, detect secret doors, send a telepathic message, breathe underwater, etc. Note: Conjured items last 24 hours.		
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9) Pocket Master (PM) Reference

9.1) General Tips

- For any situation not explicitly covered by the rules, use the task roll system to resolve it.
- If you need to help the players, grant them free **rerolls**, especially for daring, heroid or selfless acts.
- If you need to hinder the players, increase task difficulty(ies), or give monsters **rerolls** (especially bosses).
- Refrain from using pluses/bonuses to the task and combat systems. Let the players grasp the task/**CS** concepts.

9.2) Adventure Plot Generator

Roll a d6 for each of the following tables.

The situation is:		The "Big Bad" is:		The location is:	
1	A person is missing	1	A warrior or chieftain	1	Caves or caverns
2	An item has been stolen	2	A wizard or cultist	2	Castle, catacombs or temple
3	A great evil has awoken	3	A corrupt noble	3	Wilderness ruin
4	A mysterious place exists	4	Undead	4	Dungeon
5	A hidden location is revealed	5	Other	5	Dungeon
6	A prophecy is being fulfilled	6	Dragon	6	Dungeon

9.3) Dungeon Generator

Framework for "on the fly" dungeon levels.

- As the **PM**, to determine if something detrimental happens (trap, etc.), roll a **d6**. A roll of 1 means it happens.
- **Monsters:** If you decide it's been long enough since the last fight, or you roll a **d6** and get 1 - 3 on the roll:
 - Roll for type:**
 - 1: Undead
 - 2 - 4: Humanoids
 - 5 - 6: Beasts
 - Roll for enemy party size:**
 - 1: 1.5x player party size, rounded up, or 2x player party size for increased difficulty.
 - 1 - 2: 1.5x player party size, rounded up.
 - 3 - 5: Player party size + 1.
 - 6: (50% player party size, rounded up) + 1
- **Room size:** Decide with a **d6** where a roll of 1 is small and 6 is large, or decide based on best fit for map space.
 - A room with many monsters or a **Large** monster should naturally be large enough to accommodate them.
- **Opening things:** Doors and containers are locked/stuck on a **d6** roll of 1.
 - A locked/stuck door or container requires a **Strength** task to open. **Thieves** can use **Nimble** to unlock.
- **Traps:** Players must succeed an **Agility** task or receive **d6** damage or more, bypassing **Defense**.
 - If opened, can check if door/container is trapped with a **d6** roll of 1. Traps can also exist elsewhere, e.g. floor.
 - Traps and secret doors may be spotted by **Thief's Nimble** ability, or a **Wisdom** task if actively searching.
- **Room Features:** Roll a **d6** twice to identify 1 or more features in each room, based on the tables below.

Castles, Catacombs, Dungeons, Ruins, Temples						
d6	1	2	3	4	5	6
1	sarcophagus	urn	altar	alcove	fountain	brassier
2	statue	throne	fire pit	barrel	crate	table
3	shrine	pillar	mosaic	tapestry	stone	magic circle
4	food stores	straw beds	coffin	bookshelf	chest	cage
5	rug	fireplace	kitchen	painting	weapon rack	armor rack
6	pew	bones	pit	chair	cooking spst	bed

Caverns, Caves						
d6	1	2	3	4	5	6
1	mushrooms	stream	bats	fungus	waterfall	lava
2	crystals	pool	rapids	crevice	boulders	rock columns
3	stalagmites	stalactites	steam	animal bones	roots	mining equipment
4	chasm	fire pit	boat	ore vein	mine lift	cave paintings
5	shrine	glowing fungus	underground lake	animal den	dead end	strange eggs
6	cobwebs	cave-in debris	cascade	natural gas spouts	natural bridge	giant flora

- **Bosses:** The **PM** can put 1 boss per level depth of the dungeon. Boss is chosen based on party combat efficiency.
 - A boss may be used as a normal monster or vice-versa based on party combat efficiency.

10) Monsters

10.1) Monster Abilities & Modifiers

Aquatic	The monster can swim, breathe and live underwater.
Armored	The monster's Defense actions block 1 additional damage.
Breath attack	Once per combat, the monster can spend their turn to make 1 ranged attack with Focus . After defending, targets can roll a Tough (5) Agility task to halve the remaining damage, rounded down.
Bones	Monster's defense is rerolled vs. sharp or piercing weapons.
Constrict	If this monster deals any damage to a target, they can constrict that target. To free themselves, constricted victims must spend their action to succeed a Tough (5) Strength task. Victims who fail that roll incur 2 HP of damage applied at the start of the monster's next action. If the monster incurs any damage, all constricted victims are automatically released.
Dark magic	Twice per combat, action: the monster can cast the Wizard Combat Magic spells below.
Arcane Armor • Dark Bolt • Confusion • Rain of Fire	
Disease	If the monster dealt any damage, a d6 is rolled at the end of combat for each victim. On a roll of 1, the victim can't reroll until healed for at least 1 HP by magical/divine means only.
Energy drain	Instead of damage, melee attacks apply a -1 penalty onto target's CS with each touch. The penalties stack with each successful melee attack until the CS reaches d6-5 . Once the victim's CS reaches d6-5 , further damage by Energy drain will kill the target instantly. The victim heals 1 CS penalty per 1 HP healed by magical/divine means only.
Fast	This monster rerolls initiative for their side.
Flight	Can fly long distances. When flying, ranged Defense actions are rerolled .
Hulking	The monster's attacks deal +2 extra damage and their attack die can explode .
Large	Much larger in size than a normal human.
Mundane immunity	The monster cannot incur any damage from non-magical weapons.
Paralysis	Victims must succeed a Tough (5) task roll or be stunned for [d6-2 , min. 1] round(s). Stunned victims cannot move nor perform combat actions on their turn.
Petrify	Victims must succeed a Tough (5) task or turn to stone (killed or cursed, PM's discretion).
Poison	If damage is dealt, the target must succeed a Tough (5) Strength task roll or be poisoned. Poisoned victims take 1 HP of damage on each combat round. Multiple poisons do not stack (only 1 applies). Magical/divine heals can be used to cure the poison instead of healing HP (no HP is healed if curing poison).
Regenerate	The monster heals 1 HP at the beginning of each of their turn. If reduced to 0 HP , they can still heal for d6 rounds (rolled once), bringing them back to 1 HP (can act as normal). They cannot recover from 0 HP if fire damage was used in the killing blow, or their body was set on fire, e.g.: Rain of Fire spell, oil, or another large fire source.
Slow	On each round, the monster only acts once all other participants have spent their action.
Strong	The monster's attacks deal +1 extra damage.
Undead	Animated by dark magic/entities/artifacts. Immune to drowning and the Confusion spell.
Weakness	Some/all attack dice can explode vs. this monster. Some weaknesses may slay it instantly.

Monster Combat Skill (CS) Chart

Note: **CS** is not an exact measurement of overall deadliness.

- **d6-3** : Weak, cowardly or small.
- **d6-2** : Average, skilled, normal size.
- **d6-1** : Tough, fierce, brutish.
- **d6** : Powerful, deadly, large.

10) Monsters (Continued)

10.2) List of Monsters

Name	HP	Ranged?	CS	Type	Abilities & Modifiers
Ant (giant)	12	Melee	d6-1	Beast	
Bandit	3	Both	d6-2	Humanoid	
Bat (giant)	5	Melee	d6-2	Beast	Fast • Flight
Bear	12	Melee	d6-1	Beast	Strong
Bugbear	9	Melee	d6-1	Humanoid	
Centipede (giant)	2	Melee	d6-3	Beast	Fast • Poison
Cockatrice	15	Melee	d6-2	Beast	Flight • Petrify (on damage)
Crab (giant)	9	Melee	d6-2	Beast	Aquatic • Armored • Fast (in water)
Cultist	3	Melee	d6-3	Humanoid	
Cult leader	4	Melee	d6-3	Humanoid	Dark magic
Eel (giant)	9	Melee	d6-2	Beast	Aquatic • Fast • Disease
Fish man	4	Both	d6-2	Humanoid	Aquatic • Fast (in water)
Gelatinous cube	12	Melee	d6-1	Beast	Large • Paralysis (on damage) • Slow
Ghoul	5	Melee	d6-2	Undead	Fast • Paralysis (on damage) • Undead
Gnoll	6	Melee	d6-1	Humanoid	
Goblin	2	Both	d6-3	Humanoid	Fast
Harpy	3	Melee	d6-2	Beast	Fast • Flight • Paralysis (see below) • Paralysis triggers 1st time harpy is heard only.
Hellhound	12	Melee	d6-1	Beast	Breath attack • Fast
Kobold	1	Melee	d6-3	Humanoid	
Lizard (giant)	9	Melee	d6-1	Beast	Fast
Lizard man	5	Both	d6-2	Humanoid	Aquatic • Fast
Orc	4	Both	d6-2	Humanoid	
Orc shaman	4	Both	d6-3	Humanoid	Dark magic
Rat (giant)	1	Melee	d6-3	Beast	Disease
Scorpion (giant)	12	Melee	d6-2	Beast	Armored • Fast • Poison
Skeleton	3	Both	d6-2	Undead	Bones • Fast • Undead
Snake (giant)	9	Melee	d6-2	Beast	Constrict or Poison (flip a coin) • Fast
Spider (giant)	5	Melee	d6-3	Beast	Fast • Poison
Wight	9	Melee	d6-2	Undead	Energy drain • Mundane immunity • Undead
Wolf	5	Melee	d6-2	Beast	Fast
Zombie	4	Melee	d6-3	Undead	Slow • Undead • Weakness (head)

- **Ranged?** indicates if the creature is able to make ranged attacks, or if it can only make melee attacks.
 - This is only a guideline and, if feasible, the creature may be able to acquire or already have a ranged weapon.

10.3) List of Bosses

Name	HP	Ranged?	CS	Abilities & Modifiers
Chimera	20	Melee	2x[d6]	Breath attack • Fast • Flight • Large • Strong
Dragon	30	Melee	2x[d6]	Armored • Breath attack • Fast • Flight • Hulking • Large
Giant	24	Both	d6	Hulking • Large
Griffon	20	Melee	d6	Fast • Flight • Large
Manticore	19	Both	d6	Fast • Flight
Medusa	12	Both	d6	Constrict • Fast • Petrify (see below) • Poison • Petrify triggers when attacked by player characters. • Petrify negated if no Heroic Rerolls used in the encounter.
Minotaur	18	Melee	d6	Large • Strong
Mummy	15	Melee	d6	Disease • Mundane immunity • Slow • Undead
Ogre	13	Melee	d6	Hulking • Large
Troll	18	Melee	d6	Large • Regenerate • Strong • Weakness (fire)
Vampire	20	Melee	d6	Energy drain (or can choose to deal normal damage) Fast • Flight • Mundane immunity • Strong • Undead Weakness (garlic, sunlight, rushing water, wooden stakes)

- **2x** denotes that the creature can attack twice on its turn, either vs. the same target or 2 distinct targets.
- **Ranged?** indicates if the creature is able to make ranged attacks, or if it can only make melee attacks.
 - This is only a guideline and, if feasible, the creature may be able to acquire or already have a ranged weapon.

10.4) Summoned/Commanded Monsters Reference List

Name	Type	Druid	Necromancer	Wizard
Bear	Beast	Beast Friend		
Centipede (giant)	Beast	Beast Friend		Combat Magic
Crab (giant)	Beast	Beast Friend		
Ghoul	Undead		Undead Minion (6, Flesh)	
Goblin	Humanoid			Combat Magic
Minotaur	Boss			Combat Magic (6 then another 6)
Ogre	Boss			Combat Magic (6 then another 6)
Orc	Humanoid			Combat Magic (5+)
Rat (giant)	Beast	Beast Friend		
Scorpion (giant)	Beast	Beast Friend		
Skeleton	Undead		Undead Minion	Combat Magic (5+)
Snake (giant)	Beast	Beast Friend		
Spider (giant)	Beast	Beast Friend		Combat Magic (5+)
Troll	Boss			Combat Magic (6 then another 6)
Wolf	Beast	Beast Friend		Combat Magic (5+)
Zombie	Undead		Undead Minion (Flesh)	