D&D by DT

N3C EDITION

PLAYERS GUIDEBOOK



N3C EDITION · V4.0

WELCOME, ADVENTURER

This is your guide to playing D&D by DT — Thomas Svanström's Advanced Dungeons & Dragons First Edition campaign, played on this virtual tabletop together with voice on Discord. The game shows the map, your character and your options; the Dungeon Master (DM) makes every ruling the game does not automate.

N3C Edition v4.0 covers the current combat, spellcasting, rest, equipment, poison, treasure and merchant rules. Some features appear only when the DM has turned them on for your campaign.

CONTENTS

JOIN YOUR ADVENTURE	2
YOUR CHARACTER	3
HP, ARMOR CLASS, SAVES & EXPERIENCE	4
EQUIPMENT, WEAPONS & ARMOR	5
DAILY SPELLS & THE SPELLBOOK	6
EXPLORATION & THE TURN SYSTEM	7
MOVEMENT	8
FOG OF WAR & RETURNING TO MAPS	9
HOW COMBAT BEGINS & INITIATIVE	10
COMBAT ROUNDS, ONE ACTION & DONE	11
ATTACKS, MULTI-ATTACK & HIT/MISS	12
COMBAT ACTION REFERENCE	13
SPELLCASTING IN COMBAT	14
POTIONS, POISON, DYING & FIRST AID	15
REST, LOOT, MERCHANTS & GOLD	16
DM PAUSE & RESUME	17
PROPOSALS, THE DICE TRAY & ASKING THE DM	18
PRACTICAL TURN EXAMPLES	19
QUICK REFERENCE	20

JOIN YOUR ADVENTURE

SIGNING IN

Sign in at dnd-by-dt.lovable.app with the account the DM invited. Your Dashboard lists your campaigns and characters. Open your campaign to reach the Session Lobby.

JOINING A SESSION

When the DM opens a session, mark yourself Attending and wait for the DM to approve your character. When the session is running, press Rejoin Game to enter the Game Table.

REJOINING

If you leave, reload or lose your connection, return to the Session Lobby and press Rejoin Game. You come back to the same session, map and saved state.

THE GAME TABLE

The map sits in the centre. On the left you find Controlled characters, Find my miniature, Attack and your character card with Full sheet. On the right are panels such as Rest, Marching order, Turn actions, Combat, Spell preparation, Potions, Transfers and the Dice tray. The banner at the top tells you whose turn it is. The Player Guide at the top lists what you can do right now; Go to jumps to the right control.

HELP AND SPELLBOOK

Help opens this guidebook in a new browser tab, so your game stays open. If you control a spellcaster, Spellbook opens the Players Spellbook the same way.

YOUR OWN AND BORROWED CHARACTERS

You act only for characters you own or that the DM has lent you. Choose the character in Controlled characters. A lent character shows Temporary Control; your own shows My Character. Lending never changes ownership and ends when the DM ends it or the session ends.

YOUR CHARACTER



1 · Samrom's sheet: Elf, Fighter 4 / Magic-User 3. 2 · Separate experience totals per class.

OPENING YOUR FULL SHEET AND INVENTORY

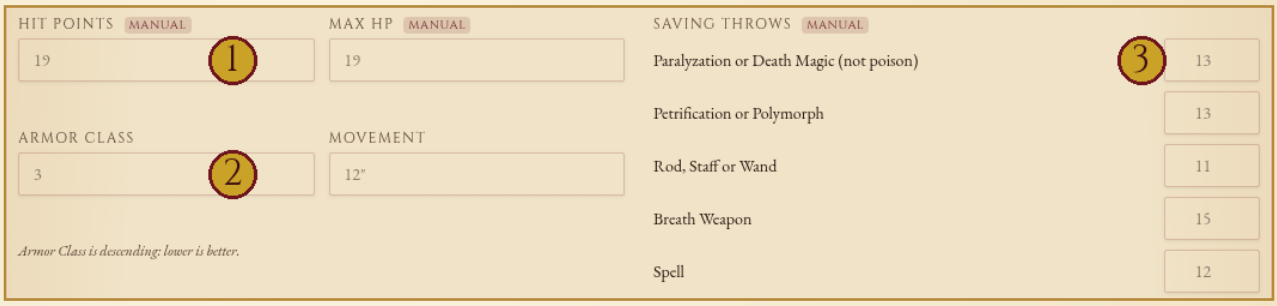
Press Full sheet on your character card in the left column of the Game Table. The sheet shows abilities, HP, AC, saves, experience, Weapons & Hands and your inventory further down the sheet. Potions are used from the Potions panel on the right. Your sheet stays readable during a DM Pause.

YOUR SIX ABILITIES

Ability	Meaning
STR · Strength	Physical power and melee strength.
INT · Intelligence	Learning and knowledge; important to magic-users.
WIS · Wisdom	Awareness, judgment and willpower.
DEX · Dexterity	Agility and coordination; relevant to defense.
CON · Constitution	Endurance and resilience.
CHA · Charisma	Presence and influence.

Samrom has STR 15, INT 16, WIS 12, DEX 17, CON 14 and CHA 10. Use only modifiers the DM has approved: a high score does not guarantee success. Ask the DM before changing game values; identity, abilities, level, XP and inventory are changed by the DM.

HP, ARMOR CLASS, SAVES & EXPERIENCE



1 · Current HP. 2 · Armor Class. 3 · Saving throws. Fields marked MANUAL hold DM-approved values.

HP is how much harm you can take. Current HP is what remains; Max HP is your full total (Samrom: 19 / 19). AC is defense: lower is better, so AC 3 beats AC 7. Worn armor, Dexterity and a shield actually held in hand set your AC unless the DM overrides it.

Saving throws resist dangers; they are not attacks. The DM names the category — Paralyzation or Death Magic, Poison, Petrification or Polymorph, Rod/Staff/Wand, Breath Weapon or Spell — and you use your recorded value. If no separate Poison value is entered, the Paralyzation/Death value is used.

EXPERIENCE: SINGLE-CLASS AND MULTICLASS

Character	Class(es)	Total XP	How the XP counts
Ervinja	Ranger 4	10,001	All toward Ranger — one class, one progression.
Samrom	Fighter 4 / Magic-User 3	18,000	Split 9,000 / 9,000 — each class advances on its own.

Multiclass awards are split equally between your classes, with the prime-requisite bonus where you qualify. Under the house rules, enemy XP is shared equally among the characters who took part, and successful hits, killing blows and successful spell casts earn bonus XP (base values +15, +30 and +30). A miss earns nothing.

> XP MULTIPLIER. The values above are base awards. The DM may set an XP multiplier for the campaign, so the XP you actually receive can be higher. The DM authorizes every level-up; players cannot edit XP.

MULTICLASS ARMOR · HOUSE RULE

> Multiclass characters may wear any armor, whatever their class combination. Samrom and Thedro use DM-approved AC. Do not assume automatic class armor limits or a spellcasting penalty just for wearing armor.

EQUIPMENT, WEAPONS & ARMOR



Weapons & Hands on Samrom's sheet: 1 · worn armor, 2 · what each hand holds, 3 · Equip / Equipped for each weapon.

EQUIPPED VERSUS CARRIED

A weapon in a hand is equipped; everything else is carried. Samrom holds a longsword and shield; his short sword, longbow and daggers are carried. Only an equipped weapon can attack, and only one held shield adds to AC. Studded leather 7, Dexterity 17 (−3) and shield (−1) give AC 3. His longsword deals 1d8 against small/medium and 1d12 against large targets.

SWITCHING WEAPONS

Use Equip in Weapons & Hands, or Change Weapon / SWITCH WEAPON on your turn. In combat a switch is your action for the turn; in Individual Initiative a successful switch ends your turn.

RANGE, AMMUNITION AND CROSSBOWS

The game checks range, ammunition and loading. If you carry one compatible stack, it is used automatically; if you carry several, choose which to use. Poisoned, silver and magical ammunition stay in separate stacks. One projectile is used per resolved hit or miss, never for a refused action. Fired ammunition returns only if the DM says so. Loading a crossbow places one bolt and is its own combat action; that bolt is counted once, when it is fired — loading never uses a second bolt.

ATTACKS PER ROUND

Ordinary weapons allow one attack; Piankov's Short Sword of Speed +2 allows two. All attacks belong to one ATTACK action.

POISONED WEAPONS

One Potion of Poison coats a melee weapon or ten projectiles. Melee poison persists until the DM removes it; poisoned projectiles are used up when fired.

MAGICAL EQUIPMENT

A helmet gives no AC bonus. A Ring of Protection +1 improves AC by one while worn; its saving throw bonus is applied by the DM. The Gem of Seeing is used outside combat only, and its result is given by the DM.

DAILY SPELLS & THE SPELLBOOK

KNOWN, PREPARED AND REMAINING

Term	Meaning
Known spells	Spells the DM has added to your managed spellbook. Only the DM adds spells; controllers and deputies cannot.
Prepared spells	The spells you chose for today after rest, outside combat.
Remaining uses	Shown as e.g. 1/1 left: one remaining cast of that prepared spell. Opening a dialog spends nothing.

DAILY CAPACITY

Magic-Users and Clerics gain five additional daily prepared uses at each already accessible spell level 1–4, including multiclass characters. This never changes effects, damage, healing, duration, range or saving throws, and does not unlock higher levels.

Character	Base (levels 1 / 2)	Daily capacity
Thedro, Cleric 4	5 / 4 (incl. Wisdom)	10 / 9
Thendmann, Magic-User 4	3 / 2	8 / 7
Samrom, Magic-User 3	2 / 1	7 / 6

Level 3 and higher remain locked for these characters.

CHOOSING TODAY'S SPELLS



Spell preparation, outside combat: 1 · spell level, 2 · a prepared spell and its remaining uses (1/1 left).

After a qualifying REST NOW, choose and save daily spells in Spell preparation, outside combat. Nothing is chosen automatically. Spell preparation is never a combat action.

CASTING

Every spell takes one combat round. Cast an available prepared spell directly with Cast Spell, choose targets and confirm. Hostile spells may start combat. The Spellbook button opens the reference book; the DM adjudicates effects the game does not handle.

EXPLORATION & THE TURN SYSTEM

When the DM starts the TURN SYSTEM, exploration goes in turns following the Marching Order. One complete pass through everyone is one exploration ROUND; then the next ROUND begins.

ACCEPT YOUR TURN

When your turn arrives, a YOUR TURN prompt appears with a 15-second countdown. Press ACCEPT TURN to act. If the time runs out, your turn is recorded as PASS and play moves on. While the game is paused, the countdown is frozen.

THE YOUR TURN PANEL

After you accept, a panel docks in the lower-left corner showing your remaining movement and these choices:

Button	What it does
Move	Drag your miniature, up to the squares you have left.
Change Weapon	Opens your weapons; shows what you are holding.
Inventory / Use Item	Opens your inventory. Potions are in the Potions panel.
Attack — starts Combat	Attacking a visible enemy starts combat.
Cast Spell	Spellcasters only: opens your prepared spells.
END TURN	Finishes your turn. Unused movement is lost.

For any other action, describe it on Discord — the DM decides the outcome.

EXPLORATION TURNS VERSUS COMBAT TURNS

	Exploration	Combat
Order	Marching Order	Side or Individual Initiative
On your turn	Move and other choices, then END TURN	Exactly one action
Acceptance	ACCEPT TURN within 15 seconds	Individual: ACCEPT, no countdown

PARTY LEADER AND MARCHING ORDER

The DM appoints the Party Leader. The Party Leader can change the Marching Order, requests REST NOW and rolls the party's initiative in Side Initiative. Until a leader is appointed, the DM rolls the party's initiative; ask the DM about rest or marching order.

WHEN THE TURN SYSTEM IS OFF

Exploration movement is free under the DM's direction, and the DM may give one character the spotlight.

MOVEMENT

Each map square is 5 feet. Straight and diagonal steps both cost one square. Do not cut blocked corners. Armor and weight do not reduce movement. Player characters normally move 15″ — three squares — per turn.

MOVING YOUR MINIATURE

Use Find my miniature, then drag it directly on the map to the square you want. A refused move leaves the miniature where it was and spends nothing. Splitting movement never grants extra distance.

ENDING THE TURN

In exploration, finish with END TURN when ready; unused movement is lost. In combat, moving is your one action. In Individual Initiative any successful move, even a partial one, ends your turn automatically. In Side Initiative the party phase continues as described on the combat pages.

IF YOU CANNOT MOVE

Check that it is your turn, that you pressed ACCEPT, that you have movement left, that the game is not paused and that your character can act. Ask the DM if something still seems wrong.

FOG OF WAR & RETURNING TO MAPS



The Game Table: the party's revealed area of the tavern with visible miniatures. Dark areas stay hidden until the DM reveals them.

WHAT YOU CAN SEE

Dark areas are unrevealed. You see the revealed parts of the map, the miniatures you are allowed to see, and your own or controlled miniatures. Only the DM reveals the map; moving your miniature never clears Fog of War. Walls, cover and line of sight are decided by the DM.

REVEALED AREAS STAY SAVED

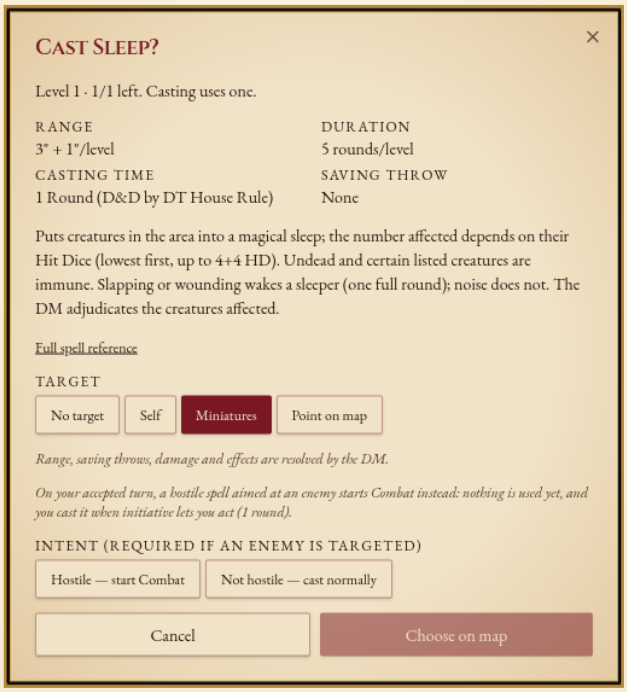
Everything the DM has revealed stays revealed. When the party returns to a map, revealed areas, uncollected items and loot are still there; loot you have taken does not come back. Defeated enemies stay defeated. Opened doors, solved puzzles and your character's progress stay saved.

Changing maps does not restart the TURN SYSTEM or reset the Marching Order.

HOW COMBAT BEGINS & INITIATIVE

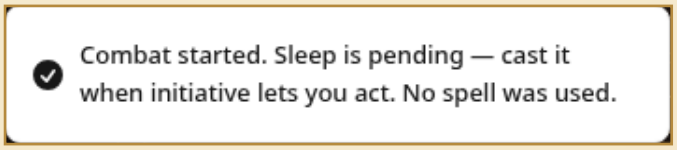
The DM may start combat, or your attack on a visible enemy may start it. Starting combat this way does not use up an attack roll.

HOSTILE SPELLS



Cast dialog: choose the target, then Hostile — start Combat or Not hostile — cast normally. Neither is preselected.

A prepared spell aimed at an enemy asks whether it is hostile. Choosing Hostile starts combat and the spell waits as Pending, without spending a daily use. The spell and its original targets stay locked until you can act. Only you and the DM see your pending spell.



After a hostile choice: combat starts and the spell waits as Pending.

SIDE INITIATIVE

Each side rolls 1d8 once per encounter; ties reroll. The winning side acts first each round. The Party Leader rolls for the party; without a leader the DM rolls.

INDIVIDUAL INITIATIVE

When the DM uses Individual Initiative, every combatant gets their own place in a fixed order, and the character whose attack started combat acts first. You act only on your own turn, after pressing ACCEPT. You see the order as far as your character is allowed to see it.

> Side: your whole side acts in one phase. Individual: one combatant at a time, in a fixed order. The DM chooses which mode the campaign uses.

COMBAT ROUNDS, ONE ACTION & DONE

INDIVIDUAL INITIATIVE: YOUR TURN

When your turn comes, a YOUR TURN notice appears for the character you control. Press ACCEPT to begin; there is no countdown. Then choose exactly one action: MOVE, ATTACK, CAST SPELL, DRINK POTION, GIVE POTION, SWITCH WEAPON, LOAD/RELOAD CROSSBOW (when relevant) or PASS. First Aid and looting follow their own rules.

> Automatic turn completion. A successful move, your final resolved attack, a cast, a potion, a weapon switch, First Aid or Finish looting ends your turn automatically. PASS ends it without acting. You never combine categories — no move plus attack.

Opening or cancelling a dialog spends nothing, and refused actions spend nothing. WAITING FOR DM or DM ACTION REQUIRED means wait for a ruling; do not repeat the action.

SIDE INITIATIVE: THE PARTY PHASE



Side Initiative: the Combat panel shows the round, both sides' 1d8 rolls and which side acts.

During the party phase each eligible party member acts once, in any order, with one action. A completed action marks the character Done. Bleeding and combat poison update as rounds pass.

Round 1 sit-out (Side Initiative): if combat starts after your character has already acted in the exploration round, that character sits out combat round 1.

WHEN COMBAT ENDS

The DM ends combat. If combat began from exploration, the TURN SYSTEM continues with the next eligible character; otherwise the DM restarts exploration when ready.

ATTACKS, MULTI-ATTACK & HIT/MISS

MAKING AN ATTACK

Press Attack, choose an equipped weapon and a visible target in range. Use the target list, or PICK ON MAP and CONFIRM TARGET. Choosing a target spends nothing. Then roll the attack (d20).

HIT, MISS AND DAMAGE

The game uses the approved AD&D 1e attack tables, your level, the target's AC, applicable STR/DEX modifiers and magical bonuses. The result shows HIT or MISS. On a damaging HIT, damage is rolled and applied automatically — always at least 1 HP — using small/medium or large damage as appropriate. A MISS deals no damage. If a ruling is needed, the game shows DM ACTION REQUIRED; wait for it.

> Natural 20 automatically hits under normal attack resolution; a special DM ruling may still be needed (DM ACTION REQUIRED). Natural 1 is an automatic miss, with no further fumble penalty.

MULTI-ATTACK

An ordinary weapon gives one attack; Piankov's Short Sword of Speed +2 gives two. Each attack is rolled separately against the same target. As a separate rule for attack sequences, the remaining attacks are cancelled if the target dies or a roll is a natural 1. In Individual Initiative your turn ends after the final resolved attack. No movement or other action can be added.

Your attacks are public. The DM decides line of sight, walls and cover.

COMBAT ACTION REFERENCE

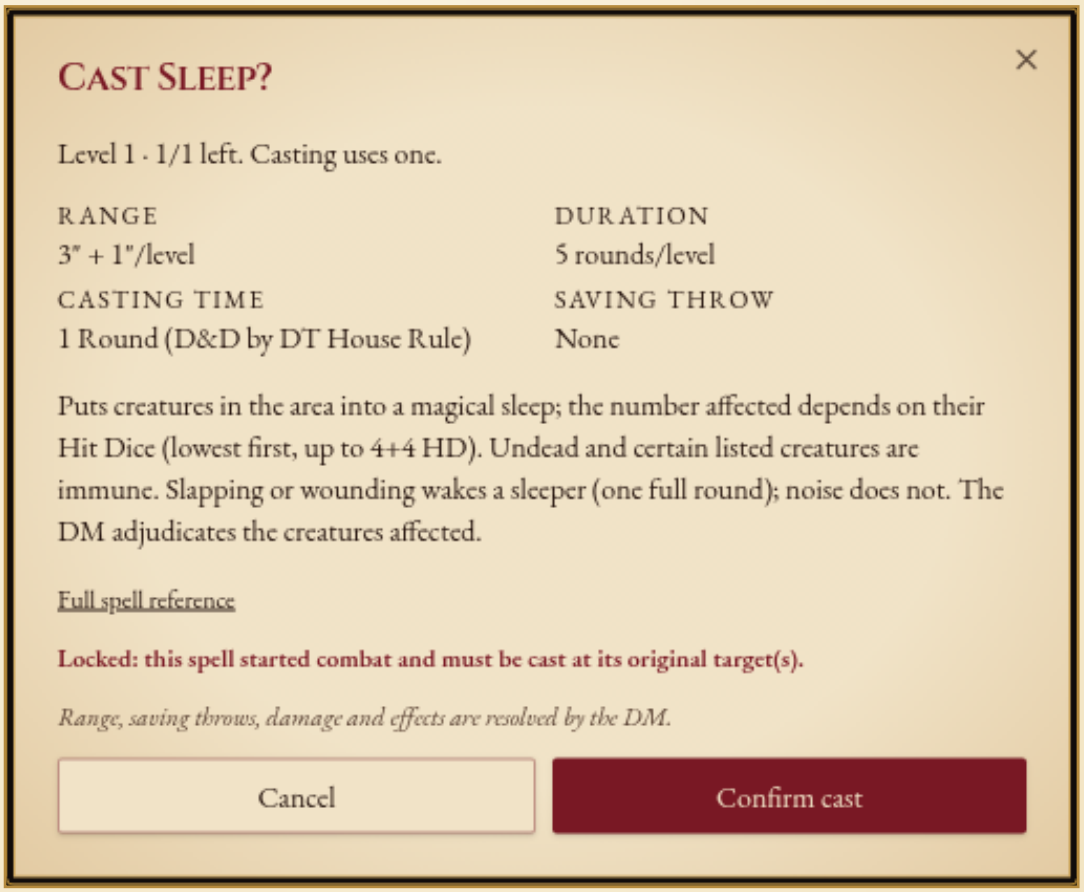
Action	What to click or do	Result	Turn completion
MOVE	Drag your miniature on the map	Moves within your allowance	Individual: ends turn. Side: counts as your action
ATTACK	Attack → weapon → target → roll	HIT/MISS; automatic damage on a HIT	After the final resolved attack
CAST SPELL	Cast Spell → prepared spell → target → confirm	Spell resolves; one daily use	After the cast
DRINK POTION	Potions → Drink	Potion used on yourself	After drinking
GIVE POTION	Potions → Give to [ally]	Adjacent ally receives the effect	After giving
SWITCH WEAPON	Change Weapon / Equip	New weapon in hand	After the switch
LOAD / RELOAD CROSSBOW	Shown when relevant	Crossbow loaded with a bolt	After loading
FIRST AID	First Aid on an adjacent dying ally	Ally stabilized at exactly 0 HP	Individual: ends turn. Side: marked Done
TAKE LOOT	Take (several items, one source) → Finish looting	Items from one source	Finish looting: Individual ends turn; Side marked Done
PASS	PASS (Individual Initiative)	No action	Ends your turn

Each action is exclusive: one per turn or party phase. In Individual Initiative turns end automatically as shown. In Side Initiative each character acts once during the party phase and is marked Done. Opening a dialog or a refused action spends nothing.

SPELLCASTING IN COMBAT

Spells are prepared outside combat and cast directly in combat. Choose CAST SPELL, select an available prepared spell and eligible targets, then confirm. Every spell takes one round to cast, for everyone. One daily use is spent on a successful cast. There is no spell preparation action in combat.

PENDING HOSTILE SPELL



Casting a pending spell: the original target is locked. Press Confirm cast when it is your turn.

A spell you already had prepared, cast as Hostile from exploration, starts combat and waits as Pending with its original targets. Cast it when initiative lets you act. No daily use is spent just by starting combat. This is not a preparation step — the spell was prepared earlier.

RESULTS

Supported effects resolve automatically. Confirmed results stay visible for five seconds after they are synchronized and are logged. Anything that needs your choice or a DM ruling stays open until it is resolved. Fog of War still applies to what you can see.

DM PAUSE

Daily preparations stay saved; casting is blocked until the DM resumes.

POTIONS, POISON, DYING & FIRST AID

POTIONS

Drink uses a potion on yourself. Give to [ally] administers one to an adjacent ally; it is not an inventory transfer. These are separate combat actions. Healing is automatic: Healing 2d4+2 HP, Extra-Healing 3d8+3 HP, up to Max HP. Unidentified potions hide their identity.

POISON

Poison is nonlethal: it causes unconsciousness, never HP loss. Every successful poisoned hit requires a Saving Throw vs Poison. On a failed save in combat you are unconscious for 1d8 rounds.
Re-poisoning keeps the longer remaining duration. Combat poison ends when its time runs out or combat ends; poison applied by the DM outside combat lasts until removed. Neutralize Poison removes it at once. A poisoned character can still take ordinary damage.

DYING AND BLEEDING

A PC at 0 HP or below is unconscious; below 0 HP the PC is dying and loses 1 HP at the start of each following combat round until stabilized. Death occurs at −10 HP.

FIRST AID AND HEALING

A conscious ally within one square, including diagonals, can use First Aid as their whole combat action (Individual Initiative: the turn ends; Side Initiative: marked Done). A refused request uses nothing. It stabilizes the dying PC at exactly 0 HP, still unconscious. The first healing on a dying PC also sets HP to 0. Further healing restores positive HP.

REST, LOOT, MERCHANTS & GOLD

REST NOW

Outside combat the Party Leader presses REST NOW; the DM confirms. A shared 30-second countdown, seen by everyone, represents eight hours. Actions are locked while it runs. When it completes, each eligible character recovers +2 HP (up to Max HP) and daily spell preparation opens again — choose and save your spells; nothing is chosen automatically. Dead characters do not recover. A dying character below 0 HP must be stabilized first and gets no rest benefit. A stabilized character at 0 HP, or another unconscious character, recovers only if the DM includes them.

LOOT AND TREASURE

When loot is available, choose who receives it and press Take. In combat, several items from one source count as one action; Finish looting ends it. Uncollected loot stays; taken loot does not return. Where treasure collection is available in your campaign, gold, items and treasure XP are recorded automatically and nothing can be collected twice. Unidentified items stay unidentified until identified.

TRANSFERS

Outside combat use Hand over to... in Potions or Transfers, then review and confirm. Transfers give no XP or GP. During combat, wait until combat ends.

MERCHANTS

Talk to merchants in roleplay. Trading is available when the DM has opened it in your campaign. Purchases update your gold, the merchant's stock and your inventory together.

> Selling: a merchant buys items from its own assortment at 50% of the listed price, rounded down, minimum 1 GP per sale unit. Equipped, unidentified, poisoned or modified items are not bought back automatically.

GOLD

Where your campaign uses the GP-only economy, gold pieces (GP) are the only currency. Older silver amounts convert at 10 SP = 1 GP, rounded up; copper is not used.

DM PAUSE & RESUME



The Player Guide while the game is paused.

When the DM pauses the game, you see GAME PAUSED BY DUNGEON MASTER — Actions are temporarily unavailable. Pause freezes play; it does not change the saved game.

WHAT PAUSE MEANS FOR YOU

Your own character sheet stays available. A character lent to you may be unavailable until the DM resumes. Movement, attacks, spells, potions, reloading, First Aid and looting are refused, and a refused action spends nothing. The turn prompt and countdown are frozen, no new round begins, and daily spell preparations are kept.



The Rest and Marching order panels during Pause.

AFTER RESUME

When the DM resumes, your normal buttons return and play continues exactly where it stopped: same map, positions, turn order and combat. If you closed the game, choose Rejoin Game in the Session Lobby.

PROPOSALS, THE DICE TRAY & ASKING THE DM

PROPOSALS

In Turn actions, Save proposal records what you intend to do next so the DM can plan. It executes and spends nothing. Only you and the DM see it, and you can edit or cancel it.



Turn actions panel: choose an action, describe it and press Save proposal.

ROLLING DICE



Dice tray: d4, d6, d8, d10, d12, d20 and d100, with public or private visibility.

Roll in the Dice tray when the DM asks — for example for a saving throw. A public roll is seen by everyone in the campaign; a private roll only by you and the DM. Answer Dice requests the same way.

BEFORE ASKING THE DM

Problem	Check
Cannot move?	Your turn, ACCEPT pressed, movement left, not paused, not sitting out Round 1 (Side Initiative), no other action taken.
Cannot attack?	Weapon equipped, target visible and in range, crossbow loaded, no other action taken this turn.
Missing spell?	Known spells, daily uses left and the Spell preparation panel. Prepare outside combat.
Cannot see a target?	It may be hidden by Fog of War.
No First Aid button?	Helper adjacent and conscious; target really dying.
Not marked Done? (Side)	An attack may still await its result; press [Name]: Done when finished. Individual turns end automatically.
WAITING FOR DM?	Wait for the ruling instead of repeating the action.

PRACTICAL TURN EXAMPLES

SAMROM EXPLORATION

Accept YOUR TURN, drag two of three available squares, then END TURN. Unused movement is lost.

A SIDE INITIATIVE ROUND

The party wins the 1d8 initiative roll, made once for the whole encounter. Each round, during the party phase Samrom attacks, Thedro casts a spell and Ervinja moves — one action each, in any order. Each is marked Done; then the opponents act.

AN INDIVIDUAL INITIATIVE TURN

YOUR TURN appears for Samrom. He presses ACCEPT, chooses ATTACK with his longsword against a visible enemy and rolls: HIT, and damage is applied automatically. The turn ends by itself and the next combatant is notified.

PIANKOV SHORT SWORD OF SPEED +2

Roll separately for two attacks against the same target. If the target dies or the first roll is a natural 1, the remaining attack is cancelled.

SAMROM SPELL

On his turn, Samrom casts a prepared Magic Missile directly at an eligible enemy. One daily use is spent.

HOSTILE SPELL FROM EXPLORATION

Choose a prepared Sleep spell and Hostile. Combat starts with the spell pending; cast it when initiative permits. The original targets stay locked.

REST NOW

After combat the Party Leader presses REST NOW and the DM confirms. The 30-second countdown runs for everyone; afterwards each eligible, included character has +2 HP and chooses today's spells again.

A DYING FRIEND

A PC falls to −2 HP and bleeds to −3 next round. An adjacent conscious ally uses First Aid instead of attacking. The PC stabilizes at 0 HP, still unconscious, and the helper's turn ends (Individual) or the helper is marked Done (Side). Further healing restores positive HP; after a later REST NOW the stabilized PC can recover +2 HP if the DM includes them.

QUICK REFERENCE

Topic	Exploration	Side Initiative	Individual Initiative
Order	Marching Order	1d8 per side, ties reroll	Fixed order; initiating attacker first
Start of turn	ACCEPT TURN within 15 s	Party phase	ACCEPT, no countdown
On your turn	Move and choices, then END TURN	One action each, marked Done	Exactly one action
End of turn	END TURN or PASS	Party phase ends	Automatic after the action, or PASS

Rule	Summary
Map & movement	5-foot squares; straight or diagonal = one square; no corner-cutting; PCs 15″ = 3 squares; drag directly.
Attacks	Natural 20 automatically hits under normal attack resolution, subject to special DM rulings; natural 1 misses. Damaging HIT applies at least 1 HP automatically.
Multi-attack	Separate rolls, same target; target death or natural 1 cancels the rest.
Spells	Prepare outside combat; cast directly; one round; one daily use.
Potions	Healing 2d4+2; Extra-Healing 3d8+3; Drink and Give are separate actions.
Poison	Save vs Poison; failed combat save = unconscious 1d8 rounds; no HP loss.
Dying	Bleed 1 HP per round; dead at −10. First Aid (one action) or first healing stabilizes at 0.
REST NOW	DM-confirmed 30 s = eight hours; +2 HP (max HP cap); spell preparation reopens. Dead: nothing. Below 0 HP: stabilize first.
Gold & loot	GP only where used; selling 50% rounded down, min 1 GP; unidentified items stay masked.
FINISH LOOTING	Press when you have taken what you want; it is your action. Individual: your turn completes automatically. Side: you are marked Done.
Pause	Actions frozen; Resume continues exactly where play stopped.
Help	Help opens this guide; Spellbook opens the spell reference.

The Dungeon Master has final authority over every rule and ruling. Enjoy the adventure.