

DUNGEONCASTER



SYSTEM REFERENCE DOCUMENT VERSION 1.1

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THE GAME

WHAT YOU NEED TO PLAY

- **Character Sheet:** Provided at the end of this book or by download for free.
- **Polyhedral Dice:** You'll need a four-sided die (d4), a six-sided die (d6), an eight-sided die (d8), and a twenty-sided die (d20).
- **Note Cards:** A pack of note cards, markers, and pencils.
- **Coins/Chips:** Coins, poker chips, or trinkets.

PLAYERS

DUNGEONCASTER is a game for 3-5 players and is played over 3-4 hour sessions. One of the players takes on the role of GAME MODERATOR (GM), who facilitates the game, guides the narrative, moderates the rules, and runs the scenarios, including running the NON-PLAYER CHARACTERS (NPCs), THREATS, and monsters. The other players play the game as PLAYER CHARACTERS (PCs) and decide how to react to the narrative.

OVERVIEW OF GAME PLAY

The GM introduces a narrative by setting the scene and explaining what the characters are witnessing, and then they respond with what their characters do. The GM will introduce threats to the characters in the narrative that they must overcome to move the narrative forward.

Using the STATS on their character sheet, the players will confront the threat and roll dice to determine the outcome. If they are successful, the threat is resolved, and the story continues. If they are partially successful, the threat may change or

escalate, or a new threat will come in, or they may take harm. If they fail, the threat escalates, and they take harm.

PLAYER CHARACTERS

The PCs are the primary protagonists in the shared narrative. The entire narrative is built around their experience, so the players are ultimately responsible for how the story turns out. While the players can play any type of protagonist, DUNGEONCASTER is designed to be about characters on the edge of the known world, seeking fortune and fame in dangerous lands. They are not heroes of legend, yet they can achieve greatness by going into the dark places of the world to fight horrors and monsters. Even if their motives are questionable, they can rise to the status of legends.

THE SETTING

The following are the qualities the game system expects:

- Magic is real but not readily available and very dangerous.
- Gods and their influences are real.
- Technology is limited to the equivalent of the Iron Age.
- The distances between civilizations are vast and unexplored.
- The wilderness is magical, dangerous, and full of monsters.
- There are remains of ancient lost civilizations in the wilderness full of riches and monsters.

CHARACTER CREATION

The players make their characters and close out Session 0. Every player will fill out a character sheet found at the end of this book.

1. **STATS:** The first thing to do is determine your character's Stat Dice. Choose your character's best quality and assign d8 to it. Next, choose your character's worst quality and assign d4 to it. The remaining Stat is d6.
 - **Will:** They are resilient. They defend themselves and others. They have conviction.
 - **Force:** They are fearless. They charge through the unknown. They are relentless.
 - **Charisma:** They are influential. They can change the whims of others. They are wise.
2. **TRADE:** Choose their trade: Royal Court, Crafting, Entertainment and Art, Professional and Scholarly, Laborer, or Martial.
3. **BACKGROUND TALENTS & BOONS:** Write in the talent and boon you get due to your background. Unless specified, your character gets one fluent/literate language or two fluent only (not literate).
4. **HERITAGE:** Choose your Heritage: Dwarf, Elf, Halfling, or Mortal
5. **HERITAGE ABILITY:** Choose an ability from your Heritage and write it down
6. **PATH:** Choose what type of adventurer they are: Cleric, Mage, Knight, Ranger, or Rogue.
7. **PATH GEAR:** List the gear you get from your Path.
8. **PATH TALENT:** Write down the talent you get from your Path.
9. **DISCIPLINES:** Write down your three Path Disciplines.
10. **FEATS:** Choose a Feat to start with
11. **POLISH:** Add a name, pronouns, and your look.
12. **INSPIRATION:** All characters begin each session with 1 Inspiration (use coins or chips to track these).

Group Creation

The final step in Session 0 is to define and align around who the players are as a group and then identify their personal relationships. Some settings will have groups you can choose from, or you can create your own by answering questions as a play group.

Group creation should be an open discussion and will help flesh out why the group is together and each individual's role. Start by going around the table to introduce each character. After that, openly ask the following questions and discuss until you have an answer.

You do not need to answer each question; you may add your own. Once you have settled on answers, fill out the relationships field on your character sheet, and you are ready to begin playing.

1. What is the purpose or function of your group?
2. Who pays, sponsors, or supports the group?
3. How long has the group been around? How long has each member of the group been around?
4. What disaster brought everyone together?
5. Who does each character trust most from the group and why?
6. Who does each character trust least from the group, and why?
7. Who is often considered the group's leader?
8. Who is often considered the group's heart?
9. Who is often considered the group's advisor?
10. Who is often considered the group's spirit?
11. Is anyone in the group related?
12. Is anyone in the group in love?
13. Has someone in the group made an oath to another in the group?
14. Has someone in the group been saved or rescued by another?
15. What is the common bond? What is it that keeps them together, even when times are tough?

CHARACTERS

LANGUAGE

- **Ancient:** A dying or lost language usually only written and not spoken.
- **Gutter:** The informal language used by the underworld or thieves.
- **Mercantile:** The language of traders, explorers, and merchants.
- **Official:** The formal language used by the elite, leaders, courts, or ruling class.
- **Sacred:** The traditional language of the common religion of the realm.
- **Supernatural:** The language of angels, demons, dragons, monsters, or other supernatural creatures—define which.
- **Vernacular:** The local variant of the common language where your character is from.

TRADE

Royal Court

- **Boon:** You have an additional language fluency and literacy.
- **Talent:** You know about regional politics, laws, and etiquette.
- **Silver:** 1d8X10
- **Gear:** Fine clothing, horse, a page or servant, scribe supplies, legal codex

Crafting

- **Boon:** You can create plate armor, weapons, bows, brews, cuisine, leather armor, jewelry, or clothes (choose one).
- **Talent:** You have a good mind for building or weaving things.
- **Silver:** 1d6X10
- **Gear:** Craftsperson clothing, tools, craft supplies for your trade, modest inventory worth 3d6x10 silver.

Entertainment and Art

- **Boon:** You can create art or entertainment, music, visual arts, performing arts, fiction, vocals, or sculpting (choose one).
- **Talent:** You know about entertainment, aesthetics, and music.
- **Silver:** 1d4X10
- **Gear:** Craftsperson clothing, fine clothing, artist supplies, tools of your trade

Professional and Scholarly

- **Boon:** You can earn 1d6x10 silver a day selling wares or services in a city.
- **Talent:** You know a great deal about a region, its history, and its people.
- **Silver:** 1d6X10
- **Gear:** Fine clothing, chest of books, scribe supplies, and 1d4 prominent or politically influential contacts.

Laborer

- **Boon:** You can earn 1d4x10 silver a day working in a city or rural settlement.
- **Talent:** You do not tire quickly and can endure physical activity for a long time.
- **Silver:** 1d4X10
- **Gear:** Common clothing, shovel, pick, work gloves.

Martial

- **Boon:** You have a prized highly-valuable weapon.
- **Talent:** You are trained in military combat.
- **Silver:** 1d8X10
- **Gear:** Armor, small weapon, a sigil of a known noble, commander, or order

HERITAGE: DWARF

Height: Dwarves stand between 4 and 5 feet tall.

Age: On average, dwarves live about 350 years.

Abilities (Pick One):

- **Resilient:** Can take one more harm to Force.
- **Tolerance:** Cannot be poisoned.
- **Eagle-Eyed:** Cannot be surprised.

HERITAGE: ELF

Height: Elves are 5 to over 6 feet tall with slender builds.

Age: Elves mature at 100 and live to 750 years.

Abilities (Pick One):

- **Heightened Awareness:** Get a Talent Die whenever you carefully use your senses before confronting a threat.
- **Celestial Ancestry:** Cannot be magically controlled.
- **Trance:** You don't need to sleep and instead meditate.

HERITAGE: HALFLING

Height: Halflings range from 3 to 4 feet tall.

Age: Halflings live to about 150 years.

Abilities (Pick One):

- **Lucky:** Reroll any die that rolls a one.
- **Stealthy:** Get a Talent Die when you sneak against threats.
- **Unbreakable:** Get a Talent Die when you confront a threat while afraid for your life.

HERITAGE: MORTAL

Height: Mortals range from 5 to 6 feet tall.

Age: Mortals live for about 90 years.

Abilities (Pick One):

- **Energetic:** Can confront a threat twice without paying Inspiration, if they find a new method.
- **Enduring:** Get a Talent Die when you have to push yourself.
- **Impatient:** Get a Talent Die when you are the first to act.

PATH: CLERIC

Gear. Mail, mace, backpack, 10 candles, tinderbox, vestments, rations (2), waterskin, holy symbol, holy book (bound book).

Path Talent. Get a Talent die whenever your understanding of the divine is needed to solve a problem.

Disciplines. You get Discipline Dice for any of the following:

- **The Discipline of Healing:** Cast Heal, Bless, or Cure.
- **The Discipline of Divine Wrath:** Cast Smite, Fear, or Inflict.
- **The Discipline of Prayer:** Cast Divination, Purification or Commune.

Spells

You can use any spell from any Cleric discipline as long as you have an available Discipline Die for that Discipline.

You can also cast a spell with a higher die when the spell's die is not available.

A spell's duration is as follows: INSTANT occurs immediately and ends, TEMPORARY is momentary (or during a single stage of a threat), and PERMANENT lasts until the Cleric cancels the effect.

Healing Spells

Discipline of Healing	Discipline Dice	Duration*	Effect
Heal	d4	Instant	Heal a creature from a physical injury
	d6	Instant	Heal multiple creatures from physical injuries
	d8	Instant	Resurrect a recently deceased person
Bless	d4	Instant	Protect yourself from harm
	d6	Instant	Protect another creature from harm
	d8	Instant	Protect multiple creatures from harm
Cure	d4	Instant	Cure a creature when poisoned
	d6	Instant	Cure a creature's disease
	d8	Instant	Cure a creature from a magical curse or effect

Wrath Spells

Discipline of Wrath	Discipline Dice	Duration*	Effect
Smite	d4	Instant	Cause harm to a creature with divine radiance
	d6	Instant	Cause harm to multiple creatures with divine fire
	d8	Temporary	Infest the area with a plague of insects or vermin
Fear	d4	Instant	Intimidate another with divine presence
	d6	Instant	Frighten another with divine presence
	d8	Instant	Frighten a group with divine presence

Inflict	d4	Temporary	Poison a creature, causing weakness or illness
	d6	Permanent	Disease a creature, causing severe illness or death
	d8	Permanent	Disease multiple creatures, causing severe illness or death

Prayer Spells

Discipline of Prayer	Discipline Dice	Duration*	Effect
Divination	d4	Instant	Locate objects or traps
	d6	Instant	Detect magic or divinity
	d8	Instant	Discover the consequences of potential actions
Purification	d4	Instant	Create a brilliant light
	d6	Instant	Purify food or water
	d8	Permanent	Restore damaged or destroyed objects
Commune	d4	Instant	Know another's surface thoughts
	d6	Temporary	Telepathy
	d8	Temporary	Speak with plants, animals, or the dead

PATH: FIGHTER

Gear. Mail, longsword or axe, backpack, bedroll, mess kit, tinderbox, torches (10), rations (10), waterskin, 50' rope, bow or crossbow, quiver of arrows (20) or bolts (20).

Path Talent. Get a Talent die whenever your understanding of battle strategy and tactics will help your situation.

Disciplines. You get Discipline Dice for any of the following:

- **The Discipline of Protection:** Defend someone from harm.
- **The Discipline of Melee:** Fight with martial weapons.
- **The Discipline of Archery:** Fight an opponent at a distance.

PATH: KNIGHT

Gear. Plate mail armor, warhammer or battle axe, throwing axe or shortbow with arrows (20), backpack, bedroll, mess kit, tinderbox, torches (10), rations (10), 50' rope, holy symbol or insignia that represents your oath.

Path Talent. Get a Talent die whenever you make ethical or moral judgments about a situation.

Disciplines. You get Discipline Dice for any of the following:

- **The Discipline of Honor:** Adhere to your creed or oath when confronting a threat.
- **The Discipline of Bravery:** Risk your life to assist or protect another.
- **The Discipline of Battle:** Take strategic leadership of a group to undergo a task.

PATH: MAGE

Gear. Traveling robes, tome of arcane texts (bound book), focus of power (wand, staff, or talisman), short sword, backpack, book of lore (bound book), ink and quill, paper (10 sheets), bag of magical components, knife.

Path Talent. Get a Talent die whenever your knowledge of the magical arts is tested.

Disciplines. You get Discipline Dice for any of the following:

- **The Discipline of the Arcane:** Cast an Arcane Spell.
- **The Discipline of Conjunction:** Cast a Conjunction Spell.
- **The Discipline of the Elements:** Cast an Elemental Spell.

Spells

You can use any spell from any Mage discipline as long as you have an available Discipline Die for that Discipline. You can also cast a spell with a higher die when the spell's die is not available.

A spell's duration is as follows: **INSTANT** occurs immediately and ends, **TEMPORARY** is momentary (or during a single stage of a threat), and **PERMANENT** lasts until the Cleric cancels the effect.

Arcane Spells

Discipline of the Arcane	Discipline Dice	Duration*	Effect
Ward	d4	T	Create temporary magical armor for a creature
	d6	T	Create a ward that protects your immediate area from magic
	d8	T	Create a ward that protects a large area from magic
Transfiguration	d4	P	Change the shape or material of a small object.
	d6	T	Temporarily change a creature's physical traits
	d8	P	Change the shape or material of large structures or objects
Power	d4	I	Create harmful blasts of magical energy
	d6	T	Temporarily make a creature magically strong or fast
	d8	P	Animate objects or create constructs and gollums

Conjunction Spells

Discipline of the Conjunction	Discipline Dice	Duration	Effect
Summon	d4	T	Summon and control small beasts or insect swarms
	d6	P	Summon and control any object you've touched
	d8	T	Summon and control a large beast
Illusion	d4	T	Create a small illusion
	d6	T	Create a small complex sensory illusion.
	d8	T	Create a large complex sensory illusion
Creation	d4	T	Create light, radiance, smells, or sounds
	d6	T	Create thoughts or emotions in creatures
	d8	P	Create an object that you have touched before

Elemental Spells

Discipline of the Elements	Discipline Dice	Duration	Effect
Fire	d4	T	Create a small fire
	d6	I	Create and direct a large fireball
	d8	T	Create a wall of fire
Weather	d4	I	Create and target a gust of wind
	d6	I	Create and target a lightning bolt
	d8	T	Control the weather
Earth and Water	d4	I	Breathe without air
	d6	T	Move and control earth and water
	d8	P	Change water to earth or earth to water

PATH: RANGER

Gear. Boiled leather armor, bow, arrows (20), dagger, hunting traps, rations (20), backpack, bedroll, waterskin, compass, climbing gear, tinderbox, torches (10).

Path Talent. Get a Talent die whenever you are attempting to balance nature and society with your action

Disciplines. You get Discipline Dice for any of the following:

- **The Discipline of Journeys:** Know and understand how to navigate an area.
- **The Discipline of Survival:** Know and understand how to withstand the elements.
- **The Discipline of the Hunt:** Know and understand how to track and capture or kill a creature.

PATH: ROGUE

Gear. Boiled leather armor, throwing daggers (6), dagger, crossbow, bolts (20), thieves tools, backpack, bedroll, torches (20), tinderbox, mess kit, 50' of rope, 10' pole, mask.

Path Talent. Get a Talent die whenever you use the shadows to confront a threat.

Disciplines. You get Discipline Dice for any of the following:

- **The Discipline of Banditry:** Attempt to intimidate someone to get what you want.
- **The Discipline of Brawling:** Attempt to fight without training or without standard weapons.
- **The Discipline of Stealth:** Attempt to confront a threat without being detected.

GEAR AND SERVICES

ARMOR ADVANTAGE means that if the described situation occurs when confronting a threat, the player can include an Advantage Die (d6) into their Modifier Pool. If the **ARMOR DISADVANTAGE** occurs when confronting a threat, they roll two d20 and take the lowest before adding the Modifier Pool.

Armor	Advantage	Disadvantage	Weight	Value
Quilted	Against blunt force	Hot environment	8 lb.	10 sp
Boiled Leather	Against blades or piercing	--	10 lb.	20 sp
Scale	Against blades or blunt force	Piercing	40 lb.	75 sp
Mail	Piercing, arrows or bolts	--	20 lb.	50 sp
Plate	Against any attack	Stealthy movement	50 lb.	750 sp
Shield	Advantage	Disadvantage	Weight	Value
Round	Against small blades	Large weapons	4 lb.	5 sp
Kite Shield	Against any attack	Any movement at all	20 lb.	100 sp
Buckler	Against any blade or piercing	--	10 lb.	50 sp
Heater	Against any attack	Stealthy movement	10 lb.	500 sp

Weapon	Advantage	Weight	Value
Axe	When cleaving	5 lb.	50 sp
Dagger	Reverse grip/icepick grip	1 lb.	5 sp
Bow	Longer distances	3 lb.	20 sp
Crossbow	Shorter distances	2 lb.	10 sp
Flail	When used to disarm	2 lb.	50 sp

Weapon	Advantage	Weight	Value
Longsword	Half-swording, one hand on hilt and one on blade	3 lb	100 sp
Mace / Bludgeon	When used against heavily armored targets	2 lb.	10 sp
Morning Star	When used in very close combat	4 lb	25 sp
Scimitar / Falchion	Quick and slashing attacks	2 lb	15 sp
Spear	When throwing	2 lb.	5 sp
Staff	When spinning	3 lb	5 sp
Throwing Axe	Shorter distances	1 lb.	10 sp
Throwing Dagger	Shorter distances	1 lb	5 sp
Warhammer	When used to stun	5 lb.	40 sp

Adventuring Gear

Gear	Weight	Value
Arrows (Quiver of 12)	1 lb.	2 sp
Back Pack	2 lb.	5 sp
Ball bearings	--	1 sp
Bedroll	2 lb.	12 sp
Bolts (Quiver of 12)	1 lb.	5 sp
Book (Bound)	1 lb.	20 sp
Caltrops	--	1 sp
Candle	--	2 sp
Chain (10')	2 lb.	5 sp
Chest	5 lb.	5 sp
Climbing Gear	1 lb.	4 sp
Common Clothing	--	2 sp
Compass	--	50 sp
Craftsperson Clothing	--	10 sp
Crowbar	1 lb.	10 sp
Fishing Gear	1 lb.	1 sp
Fine Clothing	--	50 sp
Grappling hook	1 lb.	25 sp
Hammer	1 lb.	2 sp
Holy Symbol	--	10 sp
Hunting Traps	5 lb.	5 sp
Iron spikes (10)	2 lb.	5 sp
Ink and Quill	--	15 sp
Knife	--	5 sp
Lantern (Gas)	1 lb.	10 sp
Mask	--	1 sp
Mess Kit	--	2 sp
Mirror (Small)	--	5 sp
Oil (Flask)	--	1 sp
Paper (10 pieces)	--	10 sp

Gear	Weight	Value
Pole (10')	2 lb.	1 sp
Rations (1 week)	--	5 sp
Rope (50')	1 lb.	1 sp
Sack	--	2 sp
Staff	2 lb.	4 sp
Talisman	--	50 sp
Thieves Tools (Lock-Picking Set)	--	25 sp
Tinder Box with Flint & Steel	--	2 sp
Torches (6)	1 lb.	2 sp
Traveling Robes	2 lb.	10 sp
Vestments	1 lb.	5 sp
Wand	--	5 sp
Waterskin	1 lb.	1 sp

Mounts and Vehicles

Animals	Purchase	Lease
Draft Horse	500 sp	10 sp/day
Riding Horse	750 sp	25 sp/day
Pony	100 sp	1 sp/day
Warhorse	1,000 sp	50 sp/day

Animal Gear

Animal Gear	Weight	Value
Bit and bridle	1 lb.	2 sp
Carriage	800 lb.	1,200 sp
Cart	300 lb.	250 sp
Chariot	200 lb.	2,500 sp
Feed	10 lb.	1 sp/day
Saddles	5 lb.	100 sp
Saddlebags	4 lb.	10 sp
Stables	--	5 sp/day
Wagon	500 lb	500 sp

Services

Services	Fees
Caravan (Trails)	10 sp/person/day
Caravan (Wilderness)	50 sp/person/day
Carpentry	100 sp/furniture
Coach (Urban)	1 sp/person/mile
Feast	500 sp
Food (Catering)	10 sp/person
Food (Dining)	5 sp/person
Food (Fine Dining)	20 sp/person
Food (Street)	1 sp/person

Services	Fees
Food (Supplies)	5 sp/person/day
Fortification	500 sp/month
Hireling (Skilled)	10 sp/day
Hireling (Unskilled)	5 sp/day
House (Common)	25 sp/month
House (Comfortable)	50 sp/month
Lease (Tenement)	10 sp/month
Lodging (Poor)	1 sp/person/night
Lodging (Modest)	5 sp/person/night
Lodging (Comfortable)	10 sp/person/night
Manor	100 sp/month
Repair (Armor or Weapons)	5 sp
Sea Passage (Ship)	100 sp/person/trip
Water Passage (Boat/Ferry)	20 sp/person/trip

FEATS

Feats are benefits your character has that will help you in the game system. Simply choose one to start with. As your character advances you'll be able to choose more.

Affluent

You always seem to have what you need. Once per session, you can introduce a truth without spending Inspiration.

Blessed

You always seem to have a way out of trouble. You get two Inspiration at the start of each session.

Ferocious

You exhibit extraordinary bravery. Immediately spend Inspiration to negate harm to the Force stat.

Driven

You get two Inspiration when you roll 20+.

Favored

It seems as if something or someone is always looking out for you. Whenever you spend Inspiration to add a d6 to your modifier die pool, you add 2d6.

Fortunate

Reroll the d20 whenever it lands on 1. Describe how you bounced back from what appeared to be a bad situation.

Healer

You can help another character regain two harm a day when they rest.

Inspirational

When you show your mettle, you inspire others to have momentum against a foe. When you resolve a stage of a threat, you can give a d6 to another player to be used in a future roll. Your inspirational nature must be detailed in the narrative.

Intimidating

When you show your mettle, you gain momentum against a foe. When you resolve a stage of a threat, you get a d6 to be used in a future roll. Your intimidating nature must be detailed in the narrative.

Leader

You are known for your ability to lead others to perform challenging tasks. Spend Inspiration to give a Discipline Die from an applicable Discipline to another player to use before or after rolling.

Learned

You are well educated and know far more than most about the world. Once per session, your character may know something about the world that will help a situation. You may choose to introduce a truth if it is not about an existing threat or ask the Game Moderator to reveal a truth.

Prestigious

You exhibit extraordinary status and presence. Immediately spend inspiration to negate harm to the Charisma stat.

Relentless

You do not stop against a foe until you have deemed it time to relent. You can confront subdued threats without spending Inspiration. Your relentless nature must be aligned with what is happening in the narrative.

Resolute

When you must succeed, you do. Spend a Inspiration to succeed automatically on a die roll once per session.

Skilled

You are exceptionally talented in a Discipline. Choose a Discipline in which you are highly trained. Whenever you use it, double that die for your modifier dice pool. You can choose this Feat once for each of your Disciplines.

Soothing

You have the ability to calm an escalating situation. Spend a Inspiration to move a threat down one stage. If the threat is a single stage, it is automatically subdued, and the narrative plays out accordingly.

Strong-Willed

You do not let troubles set you back. You can negate up to two harm a day when resting.

Suave

You are well-loved and charming. You may reroll a failed Charisma roll once per session.

Tactical

You can always turn a situation to your advantage. Roll normally whenever a roll requires a disadvantage in a combat situation.

Tenacious

You do not give up in the face of danger. You may reroll a failed Force roll once per session.

Trained

You are very well trained and can quickly recover. You regain up to two Discipline Dice per rest.

Trainer

You are very good at training others. You can help one other character regain up to two Discipline Dice per day when they rest.

Virtuous

You are very true to your honor and word. Immediately spend Inspiration to negate harm to the Will stat.

Witnessed

You are very moral in the face of adversity. You may reroll a failed Will roll once per session.

GAME PLAY

BASIC GAME FLOW

The DUNGEONCASTER game experience is based on a shared narrative between the GM and the players, where the outcomes of character decisions are handled through dice.

The flow of play is as follows:

1. **Scene Framing:** The GM presents the location, NPCs, and situation in a conversation with the other players.
2. **Threats:** As the collaborative story progresses, the GM introduces threats.
3. **Confrontation:** The players choose how their characters confront the threats and roll dice to determine outcomes.
4. **Resolution:** Threats are resolved or escalated, more threats are introduced, or the GM closes the scene.

Scene Framing

The GM opens by explaining where the characters are and what is happening around them. The players respond to this from the point of view of their characters.

Threats

The GM will then introduce threats based on what is happening in the fiction or deliver threats with no fictional context to escalate the story and create a situation the players need to confront. They do this by writing a description of the threat on an index card (or noting it in a shared document for virtual play).

- A new threat is introduced whenever some-

thing of consequence comes up in the fiction with an uncertain outcome (threats are not needed for mundane activities or situations when characters are innately experienced in the activity).

- GMs may also introduce any number of threats that are not in the existing fiction to raise the stakes, create action, or propel the story forward.
- GMs can also introduce threats in response to the outcome of the dice.
- Threats are not always combat, nor are they about defeating a foe—they can be social, environmental, or technical.
- Players may also introduce threats by spending Inspiration.
- Threats can have multiple stages, which means each stage must be resolved before the threat is subdued. Most common threats will be single-stage, and complex or high-stakes threats may have 5 or more stages.

Confrontation

Once the preliminary threats are introduced, the player characters confront them as follows:

1. The GM asks each player what they want to do, and the players can confer with themselves before deciding.
2. To make a move (roll dice to resolve a threat), the character must confront a threat. If there is no available threat for what they want to do or their action needs to make sense in the narrative, the character must Create a Threat.

3. All players confronting a threat will then Build a Modifier Pool and roll to determine their Modifier Die.
4. Each player confronting a threat rolls a d20 and adds the Modifier Die result to it, determining the narrative's outcome.

Create a Threat

Players can only make a move (roll dice to resolve a threat) if they confront it. There may be situations when they want to do something, but no relevant threat is in play.

They can:

- Spend an Inspiration to create a threat of their choosing. They simply write the threat down on a card and put it in play.
- Earn an Inspiration to allow the GM to create a new threat or escalate an existing one.

Build a Modifier Pool

Whenever a roll needs to be made, specifically when a character confronts a threat, the player pools together dice based on the situation and their approach to the problem. In addition, they'll determine whether or not dice can be added or subtracted from those rolled. Then, the player rolls the dice pool all at once, picking the highest number displayed from the rolled dice. Finally, they add that number to a twenty-sided die (d20) roll. That total tells us what happens:

- 1-9: The player's intended outcome does not occur, the threat escalates, the character earns XP on the Stat die used, and the character takes harm.
- 10-19: The player's intended outcome happens, and a stage of the threat is resolved. If all stages are resolved, the threat is subdued, but there is a complication, and the character potentially receives harm.
- 20+: The player's intended outcome happens, a threat stage is resolved, and the threat is subdued if all stages are resolved. The player gains an Inspiration, an XP, and can **INTRODUCE A TRUTH** about the outcome.

Each player confronting a threat will build their pool of dice:

- **Stat Die:** Add the appropriate Stat Die based on the move that best reflects your actions (below).
- **Talent:** If you have a talent that relates to what you're doing, add a d6 for every relevant talent to the pool.
- **Assists:** If another character not confronting a threat helps you, add their stat die (the one that best reflects how they are helping).
- **Disciplines:** You can choose to spend a Discipline Die and add it to the pool if your chosen Discipline applies to this situation (the GM can help determine this). If the character uses magic, they must spend the appropriate Discipline Die.
- **Advantages:** If there is an advantage in the situation, Armor or Weapon Advantage, the character gets an additional d6.
- **Inspiration:** Players can get a d6 for every Inspiration they spend.

Moves

Following are general moves characters can make that will help determine what Stat die they should use in their pool.

- **Ally (+Will):** Generate good will or establish trust.
- **Appraise (+Charisma):** Read or understand another.
- **Coerce (+Force):** Influence someone's behavior.
- **Condemn (+Charisma):** Bring judgment down upon someone.
- **Defend (+Will):** Defend yourself or another.
- **Honor (+Will):** Make a social/moral conviction.
- **Rally (+Charisma):** Compel others to help.
- **Scout (+Force):** Find something hidden.
- **Strike (+Force):** Resolve a conflict using combat.

Disciplines

Each of the three Disciplines gets three dice, a d4, a d6, and a d8. Whenever a Discipline applies to a situation, a player can spend one of the dice and put it in their modifier dice pool. However, once you've spent a die, you can't use it again until a character rests or recovers. Finally, when all of a Discipline's dice have been used, that Discipline can't contribute dice to the modifier pool until your character recovers.

Talents, Feats, Inspiration, and Advantages

The final dice players can add to the modifier dice pool are for Disciplines, Talents, Feats, Inspiration, and advantages. Character builds include multiple Disciplines, Talents, and Feats. Ultimately, if any of these makes sense narratively in the fiction, a player can add a d6 to their dice pool.

There are two other ways a player may add dice to their modifier dice pool. The first is if the Game Moderator believes the character would have an advantage with what they are doing for any narratively appropriate reason. Armor and weapons also give advantage dice. In that case, they can tell the player to add a d6 advantage die to the pool. The second opportunity arises if a player uses an Inspiration to add a d6 to their pool.

The modifier dice pool is complete, and the player can then roll, selecting the highest die roll to add to their d20 roll.

Disadvantage

Situations, such as environmental challenges, or armor, could get in the way of a character executing their move. In that case, the Game Moderator will tell the player they are at a disadvantage. In that case, the player rolls the d20 twice and picks the lowest result before adding the highest result from the modifier dice pool.

- **Disadvantage Rolls:** whenever the game stipulates a "disadvantage."
- **Encumbered:** if they are carrying too much weight
- **Surprised:** whenever a character is surprised or ambushed by a threat
- **Conditions:** whenever a character has an

adverse condition, such as poisoned, exhausted, blind, or restrained

Inspiration

Inspiration is a currency to help give players more agency over the story. You can use coins, tokens, or just track it on paper. Each player should start with one Inspiration every session, but it doesn't carry over from session to session.

Players receive Inspiration:

- One at the start of a session.
- When they allow a Game Master to escalate to confront a subdued threat.
- Whenever they have a result of 20+ on a move roll.

Players can spend Inspiration to do the following:

- Introduce a truth in the fiction at any time.
- Create a threat when you want to make a move, and no threat is available.
- Add a d6 to your modifier dice pool.

Some Feats are activated when a player pays Inspiration, but those are specific to the individual Feats.

Assistance

Other characters can assist others when they are confronting a threat. They simply describe how they are helping and then hand the other player the appropriate Stat die for the move. The assisted player can then include that die in their modifier dice pool.

There is no limit to the number of players that can help or how often a player assists; it just needs to make narrative sense. However, those assisting can not use that Stat Die on the same threat until the current stage is resolved.

Resolution

- **Major success (20+):** A stage is resolved, and if all stages are now resolved, the threat is subdued and no longer available to confront. The player can narrate the outcome if the threat is subdued. The player gets an Inspiration, and an XP on the Stat die used.

- **Mixed success (10-19):** A stage is resolved, and if all stages are now resolved, the threat is subdued and no longer available to confront. However, something else goes wrong, or the situation is complicated. The GM will either escalate another threat by marking an upward arrow on the card and explain the escalation or introduce a new threat. It is possible also that the character will take harm.
- **Failure (1-9):** No stages are resolved, the threat escalates, and the character takes harm, and takes an XP on their die.

Harm

When a character takes harm, it is an abstract notion that determines their overall condition. If they take enough harm, the character loses their stat die, and if they've lost all of their stat dice, the character is out of the game. Harm is usually applied to the Stat die the player used, and harm is tied into the three stats:

- **Will:** Take harm when your sense of self-worth, moral responsibility, or faith in your creed worsens. When you take three harm to Will, your character is **ANGRY**.
- **Force:** Take harm when your abilities, skill, or bravery are challenged. When you take three harm to Force, your character is **AFRAID**.
- **Charisma:** Take harm when your influence, station, or pride are compromised. When you take three harm to Charisma, your character is **SHAMED**.

As instructed by the GM, a player marks harm as a consequence of confronting a threat. The harm should relate to how the failure affected the character. When a character takes three harm in a particular Stat, they sustain that Stat's condition.

It is up to the player just how they represent that condition within the narrative. Mechanically, once a character has a condition, they can no longer use their Stat die when making moves.

When a character has all three conditions, they are out of the game. How they are lost is dependent on the last condition they take:

- **Angry:** They have become corrupted and turned to the dark villainy they were sworn to fight.
- **Frightened:** They have been broken, mentally or physically, or they have died.
- **Shamed:** They've lost purpose and passion and have retired or gone into isolation.

Rest and Recovery

Characters will need to recover to remove harm or recover spent Discipline Dice. A character must rest for a full night (or 8 hours) to negate one harm and regain one Discipline Die, and certain Feats will help improve that recovery rate.

Force a Recovery

Negate one harm by addressing it within the story as follows:

- **Will:** Lash out emotionally at another character in a way that causes trouble in the relationship.
- **Force:** Hide, run, or shut yourself off, demonstrating weakness and fear, no longer able to confront a relevant threat.
- **Charisma:** Cut another down with insults or by being arrogant, demanding, or insolent, potentially creating or escalating a threat.

Train

In addition to receiving a Discipline Die by resting overnight, you can also spend a full day training (at least 8 hours) to recover an additional Discipline Die.

Experience Points

Characters get experience points on 1-9 (failures) and 20+ (Major Successes). The XP is applied to the Stat Die that was used. Players simply mark the next available slot on the track of the Stat used for the roll. Then, when all boxes are filled under the current die level, the Stat can be upgraded to the next die.

Once all stats have advanced to d8 and all of the XP squares are filled (nine for each), the player can choose another Path to add to their character.

The character will now have Disciplines and Talents available for that Path *and* their original one. However, the track is cleared, all stats become d4, and the process starts again.

Players can also choose to spend their XP to buy Feats. The cost is three times the number of the character's existing Feats. If used this way, simply erase what was spent on purchasing the new Feat. When XP is spent below the dice level, the die is not downgraded.

If an adventure or campaign provides XP via other methods, the player can choose where those rewards are given.

Introducing Truths

Players can sometimes take over the fiction. They do this by introducing something true in the story. It can be anything, as long as it is somewhat relevant to what is happening in the fiction at the time and does not overturn or conflict with truths already established by the GM or the other players. Players cannot introduce truths about threats that are not resolved.

There are two situations in which players can introduce truths:

- When a player rolls 20+ on a move.
- When a player decides to spend an Inspiration to introduce a truth.

Subduing Threats

This structure continues until all stages of all threats are subdued, and the GM closes the scene. As you can see, the game thrives on an escalation of events, and failures mean that new problems emerge and successes are complicated. This core loop can continue indefinitely until the GM closes the scene and clears the table of threats.

OVERLAND RULES

The Overland game mode is for when characters journey across the wilderness of the realm, both to and from exploration destinations. Overland travel can be hazardous, particularly in unknown or unmapped regions. However, the journey is equally important to the story as the destination.

Overland play occurs in three phases:

- **Preparation:** In their home location, the party determines their destination and procures the supplies they'll need.
- **Journey:** The destination is measured in travel days and takes place in-game in a series of stages. The PCs must avoid incurring all possible Journey Conditions to arrive at the destination successfully.
- **Arrival:** The party figures out how many in-game days were traveled, the supplies used, and any rewards are given.

Overland Preparation

Apart from their personal gear, the party must prepare journey supplies to venture out. Supplies in the context of the game refer to food and water. If the party needs more supplies, they will need to roll Forage tests at every stage of the journey.

All PCs can carry three days of supplies on their person, so if they are going somewhere reachable in three days, there is no need to get supplies beyond their own gear. However, if they are going on an extended journey, they will need to purchase beasts of burden, carts or wagons, or join a caravan to carry enough supplies.

The Preparation Phase goes as follows:

1. Journey Length
2. Journey Stages
3. Journey Supplies

Journey Length

PCs can travel thirty miles on foot across open land and in ideal conditions in one day.

Add another day per thirty miles for each of the following:

- Traveling with beasts of burden or wagons
- Traveling through difficult terrain (mountains, desert, swamps, forests, winter conditions)
- Traveling cautiously through dangerous territories

Journey Stages

PCs will only need to roll for success on some days of the journey. After all, this is a roleplaying game, not a dice game. So the GM will create the journey in stages, and the PCs will need to roll on each stage of the journey.

The GM will add a stage to the journey whenever:

- They enter a new terrain (for example, from plains to forest)
- They reach a landmark, such as a town, ruins, or a river
- They reach the end of a road or start a new road

A journey might be two months, but if it is along a single road through a lowland plain with no landmarks, it'd be just a one-stage journey, and PCs would roll for success once. Conversely, if it is a one-day journey, but they have to go through a cave system into a volcano and then into a swamp, the journey would be three stages.

The GM tells the PCs the number of journey stages so they can prepare for how difficult it will be.

Journey Supplies

Finally, now armed with the information of the journey's length and difficulty, PCs can procure the necessary supplies. If they have enough supplies to last the length of the journey (and then some), then they will never need to roll to Forage and so cannot ultimately fail.

When they take a beast of burden to hold supplies, it will double the number of days the journey will take, so they may need more beasts of burden and take into account the journey's overall length.

Supplies	Cost/Day	Days Covered
On Foot	1 SP	3
Mule or Donkey	5 SP	10
Large Beast of Burden (Elephant)	15 SP	20
Wagon	20 SP	30
Caravan (If Available)	10 SP	All

Overland Journey

Once prepared, the party will play out each stage of the journey. The GM will describe the stage they are going through and where they are headed, then the PCs will roll for Journey Success.

There are potentially six rolls they need to make for each stage, and the party decides who should make the roll based on their character attributes, skills, and talents.

Journey Stage Rolls

At each stage, first determine if there is something to roll. Certain circumstances mean that the characters need not roll for a particular encounter. Generally, there is also a probability that the encounter will not happen at all.

Once it is determined what encounters should be rolled on the stage, the players choose which character makes the roll for which encounter, and the GM adjudicates them one at a time. Success means the party is rewarded and can move on; failure means the party takes a condition (they take a condition for each encounter that failed).

The party adds another day per 30 miles to the journey's length for every condition. Players can choose to resolve the conditions like threats, and, if subdued, the journey length penalty goes away.

Encounter Roll	Condition if Failed
Attack Rolls	Beaten: one or more of the party is harmed
Event Rolls	Empty-Handed: the party lost something of importance and they must spend time recovering or substituting it
Forage Rolls	Famished: the party is starving and/or dehydrated and are too weak to move at pace
Navigation Rolls	Lost: the party cannot find their way
NPCs	Demoralized: the party loses energy or passion for their journey
Weather	Delayed: the party loses a great deal of time due to terrible weather

Attack Rolls (Force)

Attack rolls happen if on a stage of the journey, the PCs are attacked by a beast, monsters, or aggressive NPCs.

Once per journey stage do the following:

- Roll on the probability table to see if they are attacked
- If they are attacked, the GM will introduce a narratively appropriate description of who is attacking
- Chosen player rolls d20 plus their Force die (with no other bonuses) and must get a 10+ to succeed
- On a fail, the party takes the Beaten journey condition
- The GM describes the outcome

Attack Roll Probability	d100 (occurs if below)
Civilized Area with Patrolled Roads	10%
Road In Between Civilization	15%
Rural Areas)	15%
Wilderness	20%
Corrupted Wilderness	50%
Behind Enemy Lines	60%

Event Rolls (Charisma)

Event rolls are for large-scale social activities interrupting the journey, such as a passing caravan, column of soldiers, regional festivals, or seasonal marketplaces.

The party is rolling to see if they lost anything because of theft, carousing, simply losing something in the chaos, or paying tributes. Once per journey stage, do the following:

- Roll on the probability table to see if there is an event
- If there is an event, the GM will introduce a narratively appropriate description of what is happening
- Chosen player rolls d20 plus their Charisma die (with no other bonuses) and must get a 10+ to succeed
- On a fail, the party takes the Empty-Handed journey condition
- The GM describes the outcome

Event Roll Probability	d100 (occurs if below)
Civilized Area with Patrolled Roads	20%
Road In Between Civilization	10%

Event Roll Probability	d100 (occurs if below)
Rural Areas	5%
Wilderness	No Chance
Corrupted Wilderness	No Chance
Behind Enemy Lines	No Chance

Forage Rolls (Will)

Forage only needs to be rolled if the characters run out of supplies. Once per journey stage, do the following:

- Chosen player rolls d20 plus their Will die (with no other bonuses) and must get a 10+ to succeed.
- On a fail, the party takes the Famished journey condition
- The GM describes the outcome
- Three fails on concurrent days usually result in character deaths

Navigation Rolls (Will)

Navigation rolls are only necessary if the characters don't have a map or are not on a road or coastline. Some talents also make navigation rolls unnecessary. Once per journey stage, do the following:

- Chosen player rolls d20 plus their Will die (with no other bonuses) and must get a 10+ to succeed.
- On a fail, the party takes the Lost journey condition

NPC Rolls (Charisma)

PCs may need to roll if they encounter an NPC to see if their overall morale has shifted. Once per journey stage, do the following:

- Roll on the probability table
- The GM will introduce a narratively appropriate NPC
- Chosen player rolls d20 plus their Charisma die (with no other bonuses) and must get a 10+ to succeed
- On a fail, the party takes the Demoralized journey condition
- The GM describes the outcome

Event Roll Probability	d100 (occurs if below)
Civilized Area with Patrolled Roads	60%
Road In Between Civilization	30%
Rural Areas	20%
Wilderness	5%
Corrupted Wilderness	No Chance
Behind Enemy Lines	No Chance

Weather Rolls (Force)

PCs may need to roll if they encounter bad weather, which will slow their progress. Once per journey stage, do the following:

- Roll on the below table to see if there is a weather encounter
- If there is an encounter, the GM will introduce a narratively appropriate description of what it is
- Chosen player rolls d20 plus their Force die (with no other bonuses) and must get a 10+ to succeed
- On a fail, the party takes the Delayed journey condition
- The GM describes the outcome

Weather Roll Probability	d100 (occurs if below)
Temperate Climate: Spring, Winter, or Autumn	40%
Desert or Tundra Climate: Winter	20%
Tropical or Subtropical During Monsoon	60%
Alpine or Coastal	30%

Overland Journey Arrival

Upon the final arrival of the journey, the group quickly recaps and then determines the following:

- How many in-game days passed and note for the narrative and the in-game calendar purposes.
- How many supplies are left, split them and add them to character sheets.
- How many successes were there then add an experience point to the Attribute the group succeeded on. All players get this experience, even if only one person rolled.

GAME MODERATOR

GM MOVES

Hard Moves

These moves put characters into a worse position without providing them the opportunity to react.

Use hard moves when:

- A roll results in a 9 or less when confronting a threat
- A character needs to be compelled to face an escalated threat

Soft Moves

These moves present a problematic situation but offer an opportunity to react, nullify, or change course. A soft move will most likely compel the player to change course but will not require it like a hard move.

Use soft moves when:

- A roll results in a 19 or less when confronting a threat
- The characters are stuck about what to do next in the fiction

Your Moves

Create a Threat

Signal something has become a problem by creating a threat, even if the narrative hasn't indicated one. This can be done either without warning or as a natural course of the fiction.

Escalate a Threat

Escalate the current stage of a threat, especially if the players have yet to confront this threat. Make sure the escalation directly impacts the characters.

Inflict Harm

Cause harm to a character's stat with a sudden revelation or escalation of a threat. This harm can come from the natural progression of the fiction or unexpectedly if you introduce a new threat.

Present a Dilemma

Force a situation in the narrative wherein the characters must make a hard choice—perhaps between what they want versus what they need.

Raise the Stakes

Increase a threat's sense of urgency by adding time constraints or escalated adverse outcomes for delays.

Reveal Consequences

Present real consequences for the character's decisions.

Make a Threat Move

Every threat includes moves to be made against the characters. You will determine these when creating a threat or refer to this book's threat suggestions. You can make a threat move anytime, particularly when a character rolls 19 or less when confronting it.

Make Use of Inspiration

Ask if the player would like to spend an Inspiration to create a truth or add a die to their modifier pool or if they'd like to get an Inspiration for accepting an escalated threat.

CREATING THREATS

Create a threat when someone or something is in the way of what a character wants. Threats can be as general as “tyrannical monarch” or environmental like “a raging winter storm.” Usually, threats are adversaries they must confront and overcome.

Threats happen in stages, which means the characters must do one or more things to resolve the situation and subdue the threat. Players may be accustomed to games with stats like hit points that their damage depletes, but DUNGEONCASTER doesn't work that way. Instead, it presents challenges as story moments that need to conclude before the next moment comes into play. You are not playing out how many times you hit a monster. You are playing out the different moments the character has fighting the beast until it is subdued.

Threats will often be single-stage threats, meaning you simply need to succeed once in the narrative to subdue the threat (roll a 10+ when confronting the threat).

For example, a six-stage threat against a dragon requires that the characters get past six narrative moments for the dragon threat to be subdued. The first stage may be about the dragon revealing itself and the characters withstanding its presence. The next stage may be about closing the distance between the dragon and the heroes, the third could be about avoiding the dragon's fire breath, and so on.

Every threat will have a unique set of stages, depending on what transpires in the story and a single in-game adversary can have multiple threats attached to it.

CHARACTER THREATS

There will be situations when characters are in conflict with one another. In general, characters

should work together, but certainly, there are times when they will disagree or even fall into arms against one another.

In these cases, GMs can create a threat that only the involved characters can confront. Whoever is making the narrative move against the other player rolls (or determine with help from the Game Moderator who of a group is the main aggressor), and the resolution is handled as follows:

- On a 20+, the player who rolled has narrative control over the outcome. The other player gets Inspiration if they allow the winner to succeed in their goal.
- On a 10-19, the other player has narrative control over the outcome, but they also get Inspiration if they allow the winner to succeed in their goal.
- On a 9 or less, the other player has narrative control over the outcome, and they get an Inspiration for going against the rolling player's goal.

THE POWER OF INSPIRATION

Make an Offer

Whenever the player wants something to be true about the setting or situation, that is an opportunity to hand them Narrative Control. If someone asks, “Do we know anyone in this town?”

You can answer, “If you pay me an Inspiration, you can tell me.”

Offer to Create a Threat

When a player needs to move, and no threats are immediately available or appropriate, offer to create one. “You can spend an Inspiration to create a threat. Or I can give you an Inspiration and escalate one of the existing threats. What do you want to do?”

Hedge the Roll

A player will naturally try to get as many dice in their modifier pool as possible. While they prepare for an important move confronting a threat, always remind them that they can spend Inspiration to add a d6 to the pool.

RESOURCES

NPC THREATS

Wizard

A weaver of magic.

STAGE(s): 2-5

EXAMPLES:

- Uses a tome to create magic that protects
- Uses a tome to create magic that harms
- Speaks an incantation to summon a spirit
- Speaks an incantation to summon a beast
- Draws a sacred glyph to reveal wisdom or truth

Minion

An larger threat's lackey.

STAGE(s): 1-2

EXAMPLES:

- Is at a distance, or difficult to get to
- Uses a range weapon to attack
- Calls for more minions
- Runs away or hides from the situation
- Attacks or strikes with a melee weapon

Monarch/Royal

Leader of a realm.

STAGE(s): 3-5

EXAMPLES:

- Calls for other NPCs
- Orders other NPCs
- Lays a trap, knows a situation, or learns the truth
- Leaves the situation, hides, or gets protection
- Uses powerful relic

Noble

Leader of a group or family.

STAGE(s): 3-4

EXAMPLES:

- Calls for other NPCs
- Orders other NPCs
- Charges into combat with powerful weapons
- Runs away
- Attacks from a distance

Paladin

A warrior with a pledge or oath.

STAGE(s): 2-4

EXAMPLES:

- Adheres to a creed or oath when challenged
- Risks life to assist or protect another
- Commands other NPCs
- Inspires other NPCs
- Defends other NPCs

Rogue

A realm's outlaw.

STAGE(s): 2-4

EXAMPLES:

- Attempts to steal something
- Attempts to intimidate someone
- Attempts to murder someone
- Sneaks or hides

Commoner

Any ordinary individual.

STAGE(s): 1

EXAMPLES:

- Gets in the way
- Incites angry mob
- Gets into dangerous situation
- Runs away
- Attacks or strikes

Bard

A storyteller or historian.

STAGE(S): 2-4

EXAMPLES:

- Knows about a situation because of myth or legend
- Convinces other NPCs to change their mind
- Convinces other NPCs to follow their lead
- Performs to change the situation
- Inspires other NPCs

Cleric

A holy person.

STAGE(S): 2-4

EXAMPLES:

- Heals someone
- Calls down divine wrath
- Inspires others
- Reveals the truth
- Defends other NPCs

Fighter

A warrior or soldier.

STAGE(S): 2-4

EXAMPLES:

- Defends another from harm
- Fights another with swordplay
- Fights another with archery
- Leads other NPCs
- Is at a distance

Warlock

Folk magic practitioner.

STAGE(S): 2-4

EXAMPLES:

- Uses a talisman with a long-term magical effect.
- Casts a harmful curse on another
- Casts a magical blessing that helps someone
- Casts magic that obscures or changes them
- Casts magic that summons beasts

Ranger

A wanderer or scout.

STAGE(S): 2-4

EXAMPLES:

- Uses the environment to help them
- Finds protection and hidden safety
- Guides others through an area
- Attacks from afar
- Commands trained beasts

BEAST THREATS

Common animals.

Bears

STAGE(S): 3

EXAMPLES:

- Investigates, explores
- Hunts
- Protects young
- Chases
- Mauls

Beasts of Burden

STAGE(S): 1

EXAMPLES:

- Tires
- Gets spooked
- Hides
- Stops and is stubborn
- Hungry

Birds

STAGE(S): 1

EXAMPLES:

- Flies at a safe distance
- Flees
- Dives to attack
- Squawks for help
- Observes carefully

Birds of Prey

STAGE(S): 2

EXAMPLES:

- Dives to attack

- Grabs/gnashes with talons
- Flies away
- Perches and observes
- Caws for help

Cats (Large)

STAGE(s): 3

EXAMPLES:

- Ignores
- Pounces
- Chases
- Hunts
- Runs

Elephants

STAGE(s): 3

EXAMPLES:

- Stampedes
- Charges
- Postures and intimidates
- Flees
- Watches from a distance

Horses

STAGE(s): 2

EXAMPLES:

- Stampedes
- Kicks
- Runs
- Stops and is stubborn
- Charges

Livestock

STAGE(s): 1

EXAMPLES:

- Hides
- Gets spooked
- Gets in the way
- Stops and is stubborn
- Hungry

Primates

STAGE(s): 2

EXAMPLES:

- Postures and intimidates

- Observes
- Punches and kicks
- Flees
- Swings or climbs

Rodents

STAGE(s): 1

EXAMPLES:

- Hides
- Runs
- Climbs
- Bites
- Scratches

Wolves

STAGE(s): 3

EXAMPLES:

- Howls for help
- Circles and postures
- Lunges
- Chases
- Bites

MONSTERS

Demon

STAGE(s): 5+

COMBATIVE:

- Stomp or crush creatures with giant bone hands
- Throw flaming brimstone at anything in view
- Ignite the landscape with infernal flames
- Breathe hellish fire at creatures
- Relentless, does not stop or tire

SITUATIONAL:

- Scorch the terrain as it wanders through
- Destroy structures and villages
- Journey toward a star shard to regain strength
- Take dominion over a region and rule over it
- Gather other demons to confront a major city

Golem

STAGE(s): 2-5

COMBATIVE:

- Ruthlessly defends its creator
- Attacks by crushing or stomping

- Demonstrates enormous strength
- Perseveres when harmed, doesn't feel pain
- Relentless, does not stop or tire

SITUATIONAL:

- Follows creator's wishes in return for something
- Is attracted to something visually interesting
- Expresses its wishes through body language
- Demonstrates frustration with creator
- Magic subdues and consciousness fades

Dragon*STAGE(s): 6+**COMBATIVE:*

- Topple structures, walls, dwellings
- Breath fire upon a specific enemy
- Stomp or sweep with giant tail or wing
- Deafen with roar
- Sweeping fire breath to destroy an entire area

SITUATIONAL:

- Reveal enormity and scale of presence to intimidate
- Fly high to see an entire region
- Observe from a distance
- Produce a magical effect or create a talisman
- Change form into a smaller creature

Giants*STAGE(s): 5+**COMBATIVE:*

- Topple structures, walls, dwellings
- Eat an entire person whole
- Crush creatures with fists or feet
- Attack by throwing large objects
- Use a massive weapon or artifact to attack

SITUATIONAL:

- Reveal enormity and scale of presence to intimidate
- Position high above others to observe
- Charge forward causing earth tremors
- Shout to frighten or intimidate
- Flee an area when they begin to take harm

Ghosts*STAGE(s): 1-5**COMBATIVE:*

- Inflict terror on a creature's mind

- Inhabit the body of a creature and compel it to speak or move
- Appear in a horrifying form to strike fear
- Throw objects at a creature telekinetically
- Take away the breath of the living

SITUATIONAL:

- Create an aura of foreboding
- Manifest as an apparition or in a ghostly form
- Manifest only within a person's mind's eye
- Create sounds, voices, and noises
- Move objects without being seen

Goblin*STAGE(s): 1-2**COMBATIVE:*

- Viciously attacks and then disappears
- Lurks in the shadows waiting to cause harm
- Takes something valuable
- Strikes in a way that causes chaos and confusion
- Calls for many other goblin to assist or to attack with them

SITUATIONAL:

- Initiates an event that causes chaos
- Observes for personal weaknesses that they can later exploit
- Harms the weak or innocent to cause despair
- Taunts by exposing weaknesses
- Gains trust through a false form

Hellhound*STAGE(s): 4-5**COMBATIVE:*

- Lunges with teeth to tear apart prey
- Chases supernaturally fast to capture prey
- Emits intense heat, fire, and flame
- Postures and slowly moves to attack
- Break through barriers and protections

SITUATIONAL:

- Makes horrific howls
- Fills the air with the stench of brimstone
- Burns the ground as it walks
- Creates a horrifying foreboding presence
- Quietly stalks prey until there is a chance to attack

Siren

STAGE(s): 2-3

COMBATIVE:

- Presents as a trusted or attractive form
- Lures prey in by beckoning them
- Lures prey in by acting as if they are in peril
- Attacks suddenly with claws
- Swims supernaturally fast toward the prey or to escape

SITUATIONAL:

- Observes from a distance
- Sings a hauntingly beautiful melody
- Harms boats or ships to try and get them to sink
- Emerges onto land for a short time
- Quietly stalks prey until there is a chance to attack

Vampire

STAGE(s): 2-3

COMBATIVE:

- Attacks suddenly from a hidden place
- Grapples and devours blood from a creature's weak spot
- Slashes with nails to subdue prey
- Charges supernaturally fast
- Regenerates when harmed

SITUATIONAL:

- Changes form into a vermin
- Calls forward magical mist and fog
- Moves supernaturally fast, faster than the eye can detect
- Supernaturally takes flight
- Quietly stalks prey until there is a chance to attack

Seamonsster

STAGE(s): 5-6

COMBATIVE:

- Smashes with extremely large tentacle
- Grapples ships or structures with tentacles
- Rams or crushes ships to cause victims to sink
- Uses massive beak to consume victims
- Strikes individual victims with a tentacle

SITUATIONAL:

- Observes from a distance
- Slowly reveals presence by lifting tentacles out of

the water

- Causes large ocean swells and waves
- Emits high-pitched ear-splitting screech
- Attracts countless gulls looking for scraps

Zombies

STAGE(s): 1-2

COMBATIVE:

- Relentlessly pursue flesh
- Approach in multitudes to tear into a feast upon the living
- Continue even when physically harmed
- Spread corruption so that others turn into the starv
- Break through barriers and knock down protections to get to flesh

SITUATIONAL:

- Slowly infect the living over time
- Subtly destroy life in a region, flora and fauna become corrupted
- Roam to and from star shards
- Appear in hordes of mindless wanderers
- Emerge only at night, aversion to the sun