

DUNGEONCASTER

MOVES

- **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.

GM MOVES

- Create a Threat
- Escalate a Threat
- Inflict Harm
- Present a Dilemma
- Raise the Stakes
- Reveal Consequences
- Make a Threat Move
- Make Use of Inspiration

THREAT 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 that was 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.

CHARACTER THREAT RESOLUTION:

- 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.

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:

- 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.

MODIFIER POOL

- Stat Die (d4, d6, or d8)
- Talent (d6 for every talent)
- Assists (other player's d4, d6, or d8)
- Disciplines (spend a d4, d6, or d8)
- Advantage (d6)
- Inspiration (d6).

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.

DUNGEONCASTER

CLERIC 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

Discipline of Divine 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

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

MAGE 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

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

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

DUNGEONCASTER

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
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

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
Caltnops	--	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

Gear	Weight	Value
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
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

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	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

DUNGEONCASTER

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
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 (Tenament)	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

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

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

JOURNEY STAGES

- 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

JOURNEY STAGE ROLLS

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

JOURNEY PROBABILITIES

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 Roll Probability	d100 (occurs if below)
Civilized Area with Patrolled Roads	20%
Road In Between Civilization	10%
Rural Areas	5%
Wilderness	No Chance
Corrupted Wilderness	No Chance
Behind Enemy Lines	No Chance

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 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%