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Dungeoncaster System Design and Writer: Christopher Grey

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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.