

# THE BASICS

## CYCLE OF PLAY

### LURKING

RECOVERY  
LOOT ROLL  
DOWNTIME

### CALAMITY

DUNGEON LOGIC REVIEW  
CALAMITY ROLL  
CALAMITY

### RAIDING

GOAL + TARGET  
PLAN + DETAILS  
ENGAGEMENT ROLL

### BLOWBACK

RAID PLAN REVIEW  
BLOWBACK ROLL  
BLOWBACK

## ACTIONS

### BRAINS

SCAN / *perceptively*  
TINKER / *cleverly*  
TRICK / *slily*

### MUSCLES

FINESSE / *precisely*  
SKULK / *sneakily*  
SMASH / *powerfully*

### GUTS

BANTER / *affably*  
INVOKE / *magically*  
THREATEN / *forcefully*

## MAKING ACTION ROLLS

1. **Detail your intention.**  
What you want to accomplish
2. **Describe your approach.**  
Choose an appropriate action
3. **GM okays the roll or modifies position and effect.**
4. **You can also modify the roll:**
  - Spend a dark heart (+1d)
  - Take a dark bargain (+1d)
  - Go hard (+effect, -position)
  - Get an ally to assist (+effect, but they are open to consequences)
  - Team up with allies (all joining roll and you take the best result)
5. **Decide to roll or call it off.**

## POSITION AND EFFECT

P/E are left unsaid unless the GM modifies them, as such:

### POSITION

**DOMINANT**  
(light risk)

**DEFAULT**  
(some risk)

**DIRE**  
(heavy risk)

**DEADLY**  
(extreme risk)

### EFFECT

**STRONG**  
(great results)

**DEFAULT**  
(expected results)

**WEAK**  
(light results)

**ZERO**  
(no results)

## ACTION ROLLS

Roll the chosen action rating  
(with position and effect)

Failure: You suffer a consequence.  
Mixed: You do it + a consequence.  
Success: You do it.  
Critical: Also, get +effect or a bonus.

### CLOCK TICKS / HEART SLASHES

Failure	Mixed	Success	Critical
0	1	2	3+

Strong: +1 Weak: -1 (except on a failure)



## CONSEQUENCES

- **Reduced effect:** This action isn't as effective as desired.
- **Worse position:** You are put into greater danger.
- **Shock:** A temporary mental or physical condition. Take -1d to the next roll with an action under the attribute.
- **Bloodied / death:** A severe injury, giving shock to all attributes.
- **Complication:** A new problem, mounting danger, or a new threat.
- **Pay Cost:** The GM allows the player to decide their own consequence.

## RESISTANCE ROLLS

Roll the chosen action rating.

Failure: Partially negate, take 3 stress.  
Mixed: Partially negate, take 2 stress.  
Success: Fully negate, take 1 stress.  
Critical: Fully negate, clear 1 stress.

- You can't use the same action that caused the consequence.
- The action can't have weak effect as a normal action roll.
- You cannot resist a consequences suffered from overdoing it, blowback, or calamity.

### RESISTING DEATH

- **Failure:** You die.
- **Mixed:** You're knocked out of the scene, possibly severely injured.

### DEATH KNELL

When you die with dark hearts remaining, you can take one final action.

- Take +1d for each dark heart left.
- Any ally watching gains a dark heart.

### DEFENSES

- Act as if you rolled a success on a resistance roll, but you take no stress.

## FLASHBACKS

- Spend stress to flashback to a scene between now and the last recovery, rolling 1 or 2 actions.
- Can pay cost to perform a downtime action.

## COMPELS

- Follow a compel and gain a dark heart or spend stress to suppress it.
- Other players can suggest compels or you can compel your own PC.

## GOING FERAL

While feral, abilities cost no stress, but you cannot use stress otherwise (including resisting).

1. **Stop play** as soon as possible
2. **Everyone states** what they think your impulse would drive you to do
3. **Choose one** or come up with your own
4. Take a dark heart after the action roll

## POWER STRUGGLES

Power struggles are purely narrative decision making devices. They have mechanical impact.

1. **Roleplay the scene** until things hit a point where the struggle needs to be resolved.
2. **Roll an action** as a fortune roll and compare to see who comes out ahead. On a tie, choose a different action and narrate/roll again.
3. **The winner narrates** how they won.
4. **The loser narrates** how they deal with losing.

## MINIONS

### JOBS (INFORM WHAT ITEMS THEY CARRY)

- |              |           |              |
|--------------|-----------|--------------|
| • Acolytes   | • Jesters | • Scouts     |
| • Alchemists | • Mages   | • Thieves    |
| • Builders   | • Miners  | • Trappers   |
| • Cutthroats | • Priests | • Tricksters |
| • Envoys     | • Raiders | • Witches    |
| • Grunts     | • Sappers | • Workers    |

### DARK IMPULSES (INFORM CONSEQUENCES)

ADDICTED - AGGRESSIVE - DISLOYAL - GREEDY  
IMPATIENT - LAZY - MOODY - SUPERSTITIOUS

### UPGRADES (COST 1 GOLD)

- **Adept:** Can cast a single tier 2 spell per cycle.
- **Equipped:** Have a defense of your choice.
- **Expendable:** Automatically re-recruited without spending gold or taking a downtime action.
- **Fluent:** Speak the light tongue with an accent.
- **Mindset:** Fearless - loyal - zealous - make one up.
- **Strapped:** Have 1 supply slot from your supply.
- **Trained:** Take +1d on one downtime action type.
- **Versatile:** Have extra actions (2d, 1d, 1d).

## GEAR & SUPPLY

- **Gear:** The 4 items you carry on you at all times. These items as a whole provide you with a defense.
- **Supply:** Items that can fit into a backpack and sometimes carry on you. You have two supply slots and when you mark one of them, you can declare that you're carrying one of the items you have listed in supply. These slots refresh during recovery.

## GOLD

Gold is an abstract measure of wealth. It doesn't have to represent actual gold.

- You can control a max of three gold at a time. Any extra goes into the hoard.
- Generally gained through loot rolls.

### PAY GOLD FOR:

- A vile friend or faction to help you.
- Minions to perform a downtime action.
- Minions to join you on a raid.
- Recruiting a minion pack.
- Attracting a creature.
- Upgrade a minion pack.

## FLOW OF INFORMATION

- Simply ask the GM a question about the world when you want to learn something. Anything known by normal people living in an area should be told to the players. Everything else is hidden information.
- You can act on any knowledge you have, even if your character doesn't know it.

## HIDDEN INFORMATION

When you successfully learn hidden information, it is revealed through one of the following methods (GM's choice):

- **Ask Questions:** You ask, GM answers.
- **Establish Facts:** You decide the info.
- **Reveal Secrets:** GM reveals something.

# DARK ARTS

## LAWS OF MONSTER SCIENCE

Monster science is based on how pseudoscientifically possible or how dangerous it is to create. The tech level of a dungeon tends to be “shoddy steampunk,” but it can be defined differently by your group. Monster science is judged as follows:

- **Tier 1:** Simple / Safe
- **Tier 2:** Complex / Risky
- **Tier 3:** Convoluted / Dangerous

## EDGES

- Tier 2 project to add an edge.
- Edges improve on existing functionality.
- Example edges: *camouflaged, hidden, light, terrifying, trusty, pulverizing, or powerful.*

## CONCOCTIONS

- **Brewing:** Always a tier 1 project, no matter the tier you make. One downtime action makes 2 doses, which become volatile on a mixed. You take -1d for a tier 2 and -2d for a tier 3.

### TIER 1

- Glowstick
- Stink Bomb
- Sneezing Powder
- Itching Dust
- Firedancer
- Wide-Eye Tablets
- Blistermaker
- Fire Oil
- Darkwater
- Painkiller
- Beastlure
- Shrieker

### TIER 2

- Stonemelt
- Tarbomb
- Nervewrecker
- Thunderstone
- Zoner
- Metalshards
- Firebomb
- Quicksleep
- Suregrip
- Friendmaker
- Dreadfood
- Outburst Draught

### TIER 3

- Bottled Fury
- Lightbender
- Quickfreeze
- Zombiejuiice
- Heartstop
- Essence of Night
- Quickrust
- Kaboom
- Anti-Gravity Torch
- Magnetizer
- Unarcana Stone
- Tremorbead

## Alchemical Reagents (no mechanical benefit)

- |                  |                   |             |
|------------------|-------------------|-------------|
| • black powder   | • mold spores     | • qusilver  |
| • brimstone      | • moon dew        | • realgar   |
| • cold iron      | • mugwort extract | • saltpeter |
| • ginger extract | • myrrh           | • sea salt  |
| • gold flakes    | • nightshade      | • silver    |
| • magnesium      | • phosphorus      | • thistle   |

## CONTRAPTIONS

- Contraptions always have a *volatility*. Tier 1 contraptions gain an additional *volatility* on a mixed.

### TIER 1

- Lighter
- Gas Mask
- Monocle Spyglass
- Rapid-Reload X-Bow
- Candlehelm
- Rope Launcher
- Snorkel
- Spring-Loaded Dagger
- Concoction Launcher
- Bear Trap
- Corner Mirror
- High Pitch Whistle

### TIER 2

- Parachute
- Shockstick
- Portable Trampoline
- Welding Torch
- Escape Balloon
- Spring Boots
- Glider
- Mining Drill
- Sticky Gloves
- Two-Wheeler
- Electromagnet
- Retract-o-Claw

### TIER 3

- Rocket Pack
- Night-Vision Goggles
- Chainsaw
- Rocket Boots
- Flamethrower
- Waterbreather
- Auto-Lockpick
- Backpack Catapult
- Clockwork Servant
- Laser Eye
- Robotic Limb
- Boomstick

## LAWS OF SPELL MAGIC

Spell magic is based on what a spell can accomplish compared to what can be accomplished with another action.

- **Tier 1:** Equal to a normal action.
- **Tier 2:** Equal to a quick team effort or a solo effort over time.
- **Tier 3:** Equal to a team effort over time or normally impossible.

## ESSENTIAL RULES

- **Tier 1:** Can be cast by anyone with a proper magic focus.
- **Tier 2:** Take -1d on INVOKE.
- **Tier 3:** Take -2d on INVOKE.
- Each spellcasting path has unique limitations. Additional limitations might also be added by the GM and player.
- Confer action rating: Spell tier equals the new action rating.
- Confer ability: Requires a tier 3 spell.

## SUMMONING SPELLS

- **Tier 1:** A minion that performs a single task, disappearing, falling apart, or dying afterwards.
- **Tier 2:** A minion pack with no upgrades that lasts a scene.
- **Tier 3:** A minion pack with either a single upgrade or an extra 3d action that lasts a scene.

## POTIONS

- **Brewing:** Always a tier 1 project, no matter the tier you make. One downtime action makes 2 doses, which become volatile on a mixed. You take -1d for a tier 2 and -2d for a tier 3.

### TIER 1

- Blowfish
- Sticky
- Firefly
- Lies
- Mixed Visions
- Cowardice
- Illusory Form
- Slipperiness
- Blinding
- Giantvoice
- Strength
- Speed

### TIER 2

- Terror
- Firebreath
- Spiderlegs
- Portable Doorway
- Blur
- Dalgeth's Brew
- Squallsight
- Turnheart
- Wizardwick
- Mindwall
- Snakejaw

### TIER 3

- Invisibility
- Tongues
- Ratsize
- Mimic
- Earbug
- Freeshade
- Animal Form
- Quickmend
- Mooncurse
- Expertise
- Intangible
- Ironskin

## Ingredients (no mechanical benefit)

- |                     |                    |                 |
|---------------------|--------------------|-----------------|
| • bat wings         | • fool's gold      | • rabbit foot   |
| • beetle bugs       | • frog spit        | • rose thorns   |
| • bent ring         | • four-leaf clover | • rusty key     |
| • broken mirror     | • owl feather      | • scorpion tail |
| • crushed pine cone | • poison ivy       | • seashells     |
| • curdled goat milk | • pumpkin seeds    | • snake teeth   |

- **Special Ingredients:** Take +1d brewing when you sacrifice a valuable item such as fairy dust, a lion's tail, mermaid scales, prince tears, or unicorn blood.

## LAWS OF RITUAL MAGIC

Ritual magic is based on how much impact it will have on the story, especially its impact on NPCs.

- **Tier 1:** Minor impact on the story.
- **Tier 2:** Moderate impact on the story
- **Tier 3:** Major impact on the story

At the GM's discretion, a blowback roll can be made just before a ritual is completed to see if anyone intervenes.

## RITUAL REQUIREMENTS (1 PER TIER):

- |                      |                     |
|----------------------|---------------------|
| • Blood magic        | • Sacrifice         |
| • Fasting            | • Secret knowledge  |
| • Intimate materials | • Special focus     |
| • Place of power     | • Timing            |
| • Rare ingredients   | • Trial             |
| • Ritual Cleansing   | • Come up with one! |

## RITUAL EXAMPLES

- **Tier 1:** All milk in town goes rancid, causing paranoia.
- **Tier 2:** A large wall of ice is conjured, blocking the pass.
- **Tier 3:** A blight descends upon the region, destroying farmland for miles around.

## MAGIC ITEMS

- Requires a ritual of a tier equal to the item being enchanted.
- Measured in tier in the same way as a ritual, based on its impact on the story.
- One of the special requirements is a special focus, which is the item to be enchanted.

A magic item might need to be balanced. You can do so with one (or more) of the following:

- **Activation:** You must activate it in some way, such as by taking stress or paying cost. After activation, it might only be usable once or for a short time.
- **Limited Use:** It only has a certain number of uses before it becomes completely unusable or needs to be recharged in some way.
- **Volatile:** It's *volatile*, having some negative effect on the user when used.

### TIER 1

- Bag of Luck
- Driftcloak
- Ember Ring
- Marionette
- Waterstep Boots
- Spidersilk Lute
- Bouncy Boots
- Grasping Shield
- Vision Helm
- Snake Lock
- Tracking Jewel
- Soul Falk

### TIER 2

- Displacement Arrows
- Immovable Armor
- Spiteskull
- Endless Bottle
- Bag of Devouring
- Lookout Cap
- Thundering Mace
- Dancebox
- Eye of Melawa
- Cursed Coin
- Blink Boots
- Bloodstone

### TIER 3

- Goldmonger's Tooth
- Rust Shield
- Werepelt
- Cursed Mirror
- Stasis Ring
- Covensworn Tome
- Mind Distillery
- Cloak of Invisibility
- Cube of Knowledge
- Harvesting Axe
- Storm Orb
- Withering Staff

# RAIDING & BLOWBACK

## RAIDING PROCESS

1. The players choose a **goal and a target**.
2. The GM sets **the raid scene**, focusing on the goal, the approach, or the getaway.
3. The GM asks the PCs some questions to **set details** about the raid and the target.
4. The GM rolls **engagement** and starts the raid with the first step already in progress.
5. The group **reviews the raid plan** and the GM rolls **blowback**.

## GOAL

Players come up with a goal to pursue. When indecision or disputes arise, use a power struggle to resolve it. Some example goals:

- ♦ Acquire materials for a room
- ♦ Aid or hinder a faction
- ♦ Further your master plan
- ♦ Fulfill ritual requirements
- ♦ Get your revenge
- ♦ Pillage for the hoard
- ♦ Press minions into service
- ♦ Pressure a faction to act
- ♦ Stop a troublesome clock
- ♦ Subjugate a faction
- ♦ Wrangle powerful beasts
- ♦ Just for the fun of it!

## TARGET

- ♦ Players look for a target that makes sense for their goal.
- ♦ Targets belong to factions, being one small part of the overall faction.
- ♦ You are on equal footing with factions at your tier.
- ♦ Hitting equal or higher tier targets gives more loot.

## SET THE RAID SCENE

The GM decides what type of raid scene makes sense. Most raids are focused on fulfilling **the goal** itself. When the goal is not very challenging, it can focus on:

- ♦ **The Approach:** Difficulty in getting to the target.
- ♦ **The Getaway:** Difficulty in getting out of the area.

## CHOOSE A RAID PLAN, SET SOME DETAILS

**Ambush:** hit them when they least expect it, making sure they don't take any of you down in the process. Example questions:

- ♦ *Why is their guard down?*
- ♦ *Where are you waiting?*
- ♦ *What's the signal?*

**Assault:** bring full force to bear, driving off or killing all those who stand against you. Example questions:

- ♦ *Where does the assault begin?*
- ♦ *Who leads the way?*
- ♦ *Do you avoid any targets?*

**Negotiation:** talk it out, tell lies, or offer something to get what you want, spilling as little blood as possible. Example questions:

- ♦ *Where's the meeting spot?*
- ♦ *What are you offering?*
- ♦ *Are you there in good faith?*

**Stealth:** slip in, find what you're after, and slip out quietly, being noticed as little as possible. Example questions:

- ♦ *Where do you slip in?*
- ♦ *What time of day is it?*
- ♦ *Do you split up?*

**Strike:** bust in, get what you want, and run out quickly, without deviating from your goal. Example questions:

- ♦ *How do you get in?*
- ♦ *Who signals to get out?*
- ♦ *What guards your prize?*

**Trickery:** confuse, lure, or trick them into doing what you want, without letting on until it's too late. Example questions:

- ♦ *What do you want them to do?*
- ♦ *Why would they do that?*
- ♦ *Does it matter if they know after?*

## THE RAID

The GM rolls **engagement**, considering the following factors:

- ♦ The dungeon's tier vs. the target's faction's tier
- ♦ The target is particularly strong/weak against the chosen plan
- ♦ The PCs are working with good/bad information
- ♦ The faction has been hit by the dungeon before or they're caught unaware
- ♦ Recent events in the sandbox has the faction on the lookout for trouble

## LOOT FROM A RAID

During a raid, you start at 0d and take +1d to your loot roll for each of the following:

- ♦ Target belongs to a faction at least equal to the dungeon tier.
- ♦ Each tier the target faction is above the dungeon tier.
- ♦ Each source of good loot you grabbed.
- ♦ Each adventurer taken out.

## PILLAGING

- ♦ Must perform a setup raid, which makes the pillaging raid possible.
- ♦ Pillaging raid must be against a target belonging to a faction higher tier than your dungeon.
- ♦ The setup raid can be against a target from a different faction than the pillaging raid.
- ♦ Make a loot roll after the setup raid.
- ♦ Drops the target faction a tier after a successful pillaging raid.

## SETUP / PILLAGING EXAMPLES

- ♦ **Stealth (setup):** Sneak into a river town, steal some ships, and float downriver.
- ♦ **Strike (pillaging):** Use the boats to launch a strike from the river against a larger town.
- ♦ **Trickery (setup):** Light buildings on fire to make those in the arcane college leave.
- ♦ **Negotiation (pillaging):** Use bombs to force them into negotiating when they return.

## BLOWBACK

Blowback is a consequence that your dungeon suffers, caused by not following your plan closely enough. It can be something that is immediately accepted and resolved or you can jump into a scene to try to deal with the fallout of the situation.

- ♦ The GM decides what form blowback takes.
- ♦ It can sometimes result in dungeon invasions.
- ♦ It can't be resisted.
- ♦ It can be pocketed by the GM and brought out at an opportune time later.
- ♦ **Minor blowback** is an inconvenience, but one that you're likely equipped to ignore or handle.
- ♦ **Major blowback** is an immediately pressing concern that must be dealt with.

## REVIEW THE RAID PLAN

After the raid, review the raid plan together and how well you followed it. The GM is the final judge.

- ♦ **Ambush:** Minimize your own losses.  
1d: You took heavy damage.  
2d: There were a few injuries.  
3d: Nobody in your group was injured.
- ♦ **Assault:** Kill or drive off all opposing you.  
1d: Significant forces remained when you left.  
2d: Most on the scene fled or were killed.  
3d: It was a complete slaughter, crushing all.
- ♦ **Negotiation:** Avoid conflict.  
1d: It devolved into a bloody fight.  
2d: Things were tense, but nobody died.  
3d: You maintained control throughout.
- ♦ **Stealth:** Avoid being noticed.  
1d: You were clearly spotted and identified.  
2d: You were spotted, but recovered.  
3d: They had no idea of your presence.
- ♦ **Strike:** Stick to the path and get out quickly.  
1d: You got caught up in other endeavors.  
2d: There were a few distractions.  
3d: You didn't diverge from the plan once.
- ♦ **Trickery:** Don't let on until it's too late.  
1d: They saw right through your intentions.  
2d: They did as you wanted, but were suspicious.  
3d: They did exactly as you wanted.

## BLOWBACK ROLLS

How did the raid plan go?

1D	2D	3D
Off the rails	A little awry	Perfectly

**Failure:** You suffer major blowback!  
**Mixed:** You suffer minor blowback!  
**Success:** Each PC gains a dark heart.  
**Critical:** Also, a faction takes the blame.

## RANDOM BLOWBACK

1 Dungeon inv. (weak)	4 Travel trouble
2 Dungeon invasion	5 Factions / Sandbox
3 Dungeon inv. (strong)	6 Ambush / Capture



# LURKING & CALAMITY

## LURKING PROCESS

1. The PCs go through **recovery**, healing up and resetting abilities.
2. The players make a **loot roll**, counting their loot from the last raid.
3. The dungeon tier increases if a pillaging raid was successfully pulled off.
4. The players perform their **downtime** action(s) and can pay minions to do so, too.
5. The GM performs the **imps' downtime** action.
6. The group **reviews dungeon logic** and the GM rolls **calamity**.

## RECOVERY

At the beginning of each lurking phase, the following happens:

- All stress clears.
- Shock clears.
- Bloodied condition clears.
- Used supply slots clear.
- Used defenses clear.
- Once per cycle abilities, items, and rooms refresh.
- Your dungeon attracts a creature if you have an empty lair, filling lower tier lairs first.

## LOOT ROLLS

Roll dice equal to the amount of loot in the last raid / invasion.

**Failure:** Enjoy revelry and gain a dark heart, but possibly overdo it.

**Mixed:** Gain 1 gold.

**Success:** Gain a valuable item of the player's choice.

**Combine two successes:** Gain a powerful item of the GM's choice.

## COUNTING LOOT

When you count loot, each die rolled gives you something according to its result.

- **Overdo it:** If you gain more dark hearts than your max from loot, you suffer a consequence depending on your choice of revelry.
- **Valuable item:** Tier 1, has an edge, or is something quite rare.
- **Powerful item:** Tier 2, tier 3, or something very rare.
- If you find something consumable, you usually gain a few doses or a shared supply of it.
- Invasions from blowback add to the loot from raids.
- Invasion from calamity are rolled on their own.

## DUNGEON TIER INCREASES

When your dungeon tier increases from a raid, the following happens:

- The GM makes a discovery roll (usually 2d) and adds it to your dungeon.
- Add a creature lair of a tier equal to the current dungeon tier. This also immediately attracts a creature.
- PCs and dungeon denizens grow in power, being able to stand on equal footing with factions at their new tier.

Dungeon tier also contributes to engagement rolls and how much loot you gain from raids.

## DISCOVERY ROLLS

How likely is a good discovery?

1D	2D	3D
Unlikely	Toss-up	Likely

**Failure:** Clearly hurts the dungeon.

**Mixed:** Light impact, not good or bad.

**Success:** Clearly improve the dungeon.

**Critical:** Two "success" discoveries.

### RANDOM DISCOVERY

1 Earth formation	4 Resource / Stockpile
2 Liquid formation	5 Creature / NPC
3 Forgotten structure	6 Magic / Science

## DOWNTIME

- Each player gets one downtime action, plus any extra from calling abilities.
- You can pay a minion 1 gold to perform a downtime action.
- Downtime actions are usually made with **dominant** position.
- Torture doesn't have **dominant** position.
- The GM rolls the dungeon tier for the imps' downtime action.
- **Risk It:** You can reroll any downtime action that has a **dominant** position with normal position instead.

### PROJECT TIERS

Tier 1	Tier 2	Tier 3
1 Action*	4-Seg Clock	8-Seg Clock

Tier 1: A mixed means you pay cost. A critical gives something extra.

## DOWNTIME PROJECTS

- **Brew** a concoction or potion. Project tier = tier 1, regardless of the concoction or potion tier. Makes 2 doses. On a mixed, it becomes volatile.
- **Build** a lock, room, trap, or trick. Project tier = the tier of what you're building.
- **Contact** a vile friend, faction, or other npc. Project tier = depends on how much assistance you ask for.
- **Craft** an item, edge, or contraption. Project tier = tier 1 for mundane items, tier 2 for edges, or the tier of the contraption.
- **Incant** a ritual. Project tier = the tier of the ritual. Also requires one special requirement per tier.
- **Recruit** a pack of minions or attract a creature. Project tier = tier 1. It's only possible if you have an open minion slot / lair.
- **Torture** a prisoner. Project tier = tier 1 to learn a secret or equal to their tier to break them and force them to do your bidding. You learn one secret and prisoners know a number of secrets equal to their tier. Torture does not have **dominant** position by default.

## CALAMITY

Calamity is a consequence that your dungeon suffers, caused by not following dungeon logic. It can be something that is immediately accepted and resolved or you can jump into a scene to try to deal with the fallout of the situation.

- The GM decides what form blowback takes.
- It can sometimes result in dungeon invasions.
- It can't be resisted.
- It can be pocketed by the GM and brought out at an opportune time later.
- **Minor calamity** is an inconvenience, but one that you're likely equipped to ignore or handle.
- **Major calamity** is an immediately pressing concern that must be dealt with.

## REVIEW DUNGEON LOGIC

After the raid, review the raid plan together and how well you followed it. The GM is the final judge.

- **Atmosphere:** Does the layout feel like a dungeon and do the minions enjoy living there? They want your dungeon to make sense, feel like a dungeon, and have at least some rooms that they can enjoy. They desire a place that feels evil and dungeony.
- **Growth:** Has the dungeon been steadily growing, increasing in tier and adding rooms and discoveries? They yearn for power as much as their masters do because belonging to a strong dungeon means greater raids and more revelry.
- **Hierarchy:** Are weaker creatures likely to face adventurers before stronger ones? Powerful monsters, such as upgraded minions, think it's beneath them to face the enemy first.
- **Loot and Revelry:** Has there been a steady flow of loot into the dungeon and has the dungeon survived your revelry intact? Making sure you go out of your way to increase loot rolls helps keep grumbling down.
- **Worthy Masters:** Have you formulated a solid master plan and garnered a reputation of evil? You have to present a strong front and any chinks in that armor quickly become apparent to those below you.

## CALAMITY ROLLS

How much are denizens grumbling?

1D	2D	3D
Heavily	As usual	Not at all

**Failure:** You suffer major calamity!

**Mixed:** You suffer minor calamity!

**Success:** Minions gain morale and join the next raid for free.

**Critical:** Also, a "success" discovery.

### RANDOM CALAMITY

1 Dungeon inv. (weak)	4 Denizen trouble
2 Dungeon invasion	5 Structural problem
3 Denizen trouble	6 Outside interference



# DUNGEON DEFENSE

## INVASION PROCESS

1. Roll the **starting location** of minions.
2. Minions start unaware until invaders enter an adjacent room or they have good reason to suspect an invasion.
3. Wicked Ones can't leave the sanctum.
4. Adventurers enter at the entrance unless they know another way.
5. They follow **pathing rolls** to move through the dungeon, eventually arriving at the sanctum.
6. Players roll and narrate anything on their dungeon duties list.
7. When invaders enter the sanctum, roll engagement and begin the final battle.

## PATHING ROLLS

GM asks for the desired path and rolls 1d to see if invaders follow it.

**Failure:** They go the other way.  
**Mixed:** They take the desired path.  
**Success:** They take the desired path.

- ♦ The GM narrates their movements.
- ♦ Being in close proximity activates traps and tricks and creature lairs pull in nearby invaders.
- ♦ Repeated defenses (not only traps) take a -1d penalty on the roll.
- ♦ Adventurers recover a heart slash when they first leave a tier 3 room.

## CREATURE ROLLS

Roll the creature's tier.

**Failure:** Slain or flees the dungeon.  
**Mixed:** Damage an adventurer of the GM's choice and is knocked out.  
**Success:** Damage an adventurer of your choice. Roll again.  
**Critical:** Damage two adventurers of your choice. Roll again.

- ♦ Cannot damage the same adventurer twice in a row unless they're alone.

## STARTING LOCATION ROLLS

Roll 1d for your minion pack.

**Failure:** Start in a terrible situation.  
**Mixed:** Start in a less than ideal situation.  
**Success:** Start in a good situation.

## MINION AWARENESS

Minions can't act on player knowledge until they become aware of invaders. They only become aware when invaders enter rooms directly adjacent to them or they are alerted by some other means.

## LOCK ROLLS

Roll the lock's tier.

**Failure:** They move through the door.  
**Mixed:** They go another way.  
**Success:** An adventurer wastes a move, then they go another way.  
**Critical:** Each adventurer wastes a move, then they go another way.

- ♦ When there is no other way forward, they will try the lock again.
- ♦ They eventually overcome locks, even if they have no moves remaining.

## TRAP ROLLS

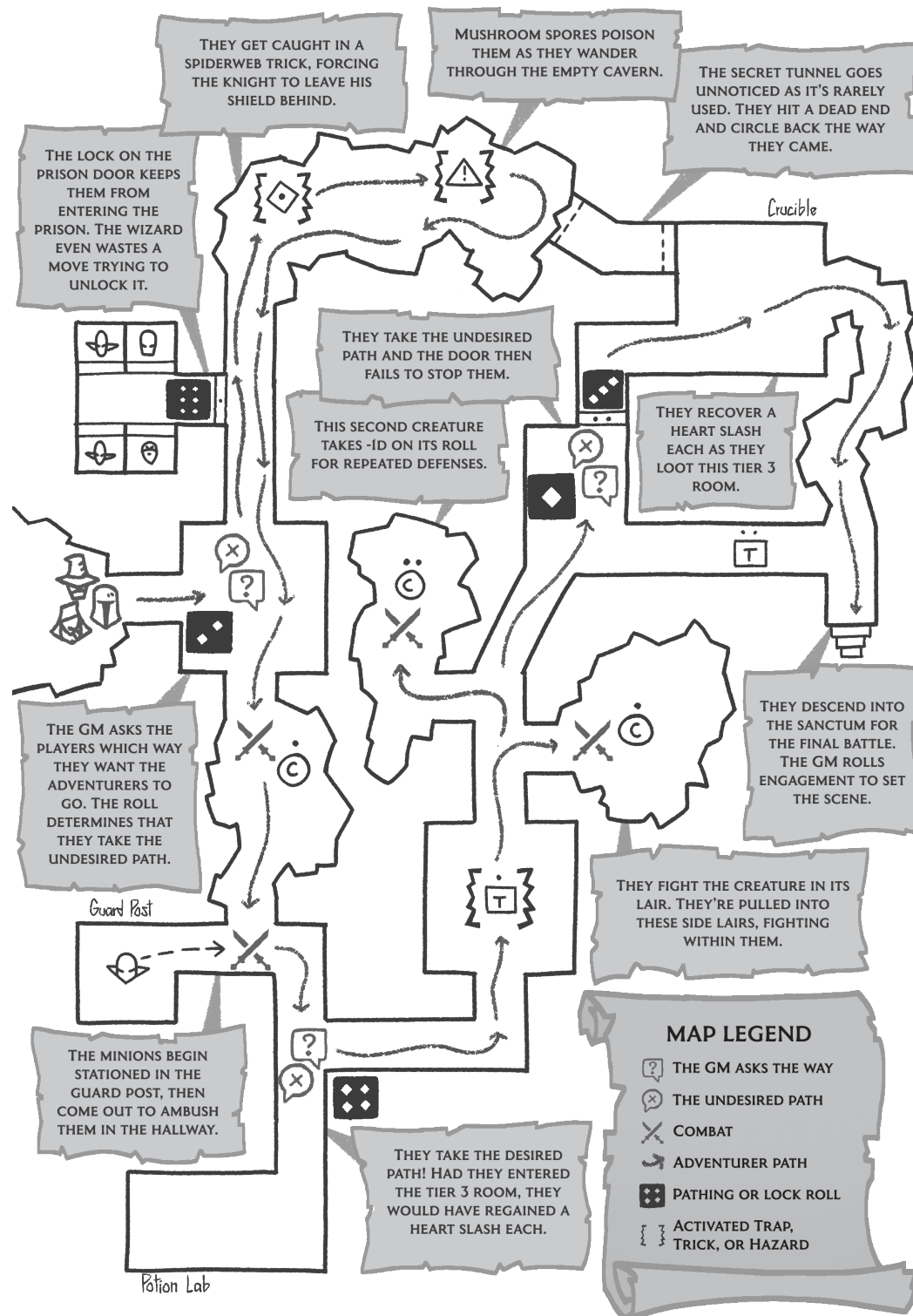
Roll the trap's tier.

**Failure:** Trap is disabled or avoided.  
**Mixed:** Damage an adventurer of the GM's choice.  
**Success:** Damage an adventurer of your choice. Roll again.  
**Critical:** Damage two adventurers of your choice. Roll again.

- ♦ Cannot damage the same adventurer twice in a row unless they're alone.

## TRICK ROLLS

Roll the trick's tier as a fortune roll to determine its effectiveness.



# GAMEMASTER

## CYCLE OF PLAY

### LURKING

RECOVERY  
LOOT ROLL  
DOWNTIME

### CALAMITY

DUNGEON LOGIC REVIEW  
CALAMITY ROLL  
CALAMITY

### RAIDING

GOAL + TARGET  
PLAN + DETAILS  
ENGAGEMENT ROLL

### BLOWBACK

RAID PLAN REVIEW  
BLOWBACK ROLL  
BLOWBACK

## SETTING POSITION AND EFFECT

### Modify P/E when the PCs:

- Have the upper hand.
- Are in a tight spot.
- Are in a very bad situation.

Default P/E is left unsaid if the PCs are on equal footing.

### Consider these circumstances:

- Action being used
- Scale of each side
- Quality of equipment
- Skill level of opponent
- Defenses and resistances
- Magic potency
- Environmental conditions
- Specific situations

### POSITION

**DOMINANT**  
(LIGHT RISK)

**DEFAULT**  
(SOME RISK)

**DIRE**  
(HEAVY RISK)

**DEADLY**  
(EXTREME RISK)

### EFFECT

**STRONG**  
(GREAT RESULTS)

**DEFAULT**  
(NORMAL RESULTS)

**WEAK**  
(LIGHT RESULTS)

**ZERO**  
(NO RESULTS)

## ENGAGEMENT

Rolled by the GM when the circumstances in a scene are unclear. Consider factors such as these:

- **Knowledge** of the target or lack thereof
- **Tier**, whether it is higher or lower
- **Outside help** from their side or the enemy's
- **Environment** helping or hindering them
- **Plan**, whether it's a good choice or not.

## ENGAGEMENT ROLLS

### How likely are they to start off well?

ID	2D	3D
Unlikely	Toss-up	Likely

**Failure:** Start in a tight spot, with consequences already being inflicted.  
**Mixed:** Start on equal footing.  
**Success:** Start with the upper hand.  
**Critical:** Also, get a lucky turn of events!

## FORTUNE ROLLS

### How likely are they to get lucky?

ID	2D	3D
Unlikely	Toss-up	Likely

**Failure:** It's not good at all.  
**Mixed:** It's good, but not perfect.  
**Success:** It's an ideal situation.  
**Critical:** Also, they get more than they were hoping for!

- Clarify which party you're rolling for before the roll as the results are from that party's perspective.

## DETERMINING CONSEQUENCES

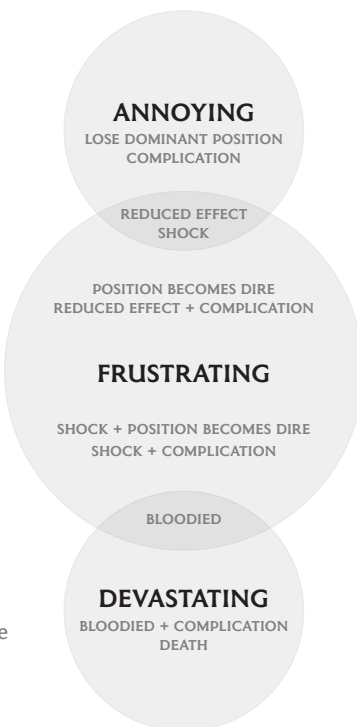
The severity of a consequence is based on its position or the situation within the fiction.

DOMINANT ↓ <b>ANNOYING</b>	DEFAULT ↓ <b>FRUSTRATING</b>	DIRE / DEADLY ↓ <b>DEVASTATING</b>
----------------------------------	------------------------------------	--

- You can mix and match different types of consequences.
- The harshness depends on the overall tone of the game.
- The severities have overlap, so a "harsh" frustrating consequence and a "light" devastating consequence might be the same.
- Don't pull your punches. The PCs have a lot of defenses at their disposal. Make them use them.

### TYPES OF CONSEQUENCES

- **Reduced effect:** Represents impaired performance and is handed out on some mixed actions. It is best used sparingly.
- **Worse Position:** Represents losing control or slipping into a more dangerous situation.
- **Shock:** Represents temporary mental or physical conditions and ailments.
- **Bloodied / Death:** Represents severe injury. If suffered while already bloodied, they die instead.
- **Complication:** Represents changing situations, likely creating additional challenge, starting/ticking a clock, or modifying position and effect for upcoming actions. Some examples:
  - Lose an item
  - Gear malfunctions
  - Lose the opportunity
  - Environment changes
  - Something bad arrives
  - Obstacle in the way
  - Magic backfires
  - Directly hindered



## ADVENTURERS

Every adventurer has the following characteristics:

- **Class**, which defines their equipment, role in an adventuring party, and what moves they can make.
- **Hearts** equal to their tier + 1. Each heart takes two slashes to take out and an adventurer is knocked out, killed, or forced to flee when all hearts are gone.
- **Passive**, which represents something that is always true about them.
- They can make three **moves**, decided on the fly. **Offensive moves** inflict consequences. **Defensive moves** resist PC actions.
- **Traits** and **motivations** can give them more depth and might affect position and effect.

### POSITIVE TRAITS

- Clever
- Confident
- Generous
- Helpful
- Honest
- Optimistic
- Persistent
- Steady

### NEGATIVE TRAITS

- Brash
- Cocky
- Dishonest
- Dumb
- Greedy
- Impatient
- Indecisive
- Stubborn

### MOTIVATIONS

- Challenge
- Exploration
- Justice
- Respect
- Riches
- Thrills
- Vengeance

### ADVENTURER CLASSES

- Academic
- Alchemist
- Amazon
- Aristocrat
- Assassin
- Barbarian
- Bard
- Buccaneer
- Centurion
- Chaos Mage

- Cleric
- Death Knight
- Defender
- Druid
- Eldritch Warrior
- Illusionist
- Inquisitor
- Knight
- Lancer
- Mage Hunter

- Monk
- Occult Slayer
- Ranger
- Scout
- Shadowdancer
- Slinger
- Spellbow
- Templar
- Weaponsmith
- Wildling

## DEFENSIVE MOVE ROLLS

### Roll the adventurer's tier.

**Failure:** They resist nothing.  
**Mixed:** They partially resist it.  
**Success:** They fully resist it.  
**Critical:** Also, they immediately make a free offensive move.

- Can't be used against a critical.

## HIRELINGS

Hirelings are like a mini-adventurer. They have 1 heart and can either make 1 move or have a passive. Example hirelings:

- |                |              |               |
|----------------|--------------|---------------|
| • Archer       | • Footpad    | • Priest      |
| • Boatman      | • Forester   | • Rat catcher |
| • Burglar      | • Guard      | • Rider       |
| • Butcher      | • Guide      | • Sailor      |
| • Carpenter    | • Inventor   | • Sawbones    |
| • Cartographer | • Linguist   | • Scholar     |
| • Chronicler   | • Locksmith  | • Scribe      |
| • Cook         | • Lumberjack | • Singer      |
| • Driver       | • Mercenary  | • Spelunker   |
| • Farmhand     | • Messenger  | • Swordsman   |
| • Fisherman    | • Miner      | • Trader      |
| • Footman      | • Pathfinder | • Trapfinder  |

## IMP DOWNTIME ACTION

Each lurking phase, the imps take a downtime action rolling the dungeon tier.