

DUNGEONS & LASERS[®]

RPG SUPPLEMENT

**GAME MASTER
TERMINOLOGY
GUIDE**

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ABOUT THE SUPPLEMENT



Throughout the book, every story element is explained in a system-agnostic way. When a mechanic is needed or its mention can be helpful to the GM, such as a creature’s statistics or information about the difficulty of an action, we provide variants for a few often used systems or general terms that can be adapted to particular systems using the table descriptions below.

In this particular book, we include alternative options for three RPG systems designed for high and dark fantasy settings: Dungeons and Dragons 5E, Pathfinder 2, and Daggerheart. For any other systems, GMs need to adjust the mechanics according to their own judgment.



TEST DIFFICULTIES

Whenever the difficulty of a test is mentioned, consult the table below to check the needed results for each test.

| TEST DIFFICULTY | THE DIFFICULTY CLASS (DC) | | |
|-------------------|---------------------------|--------------|-------------|
| | D&D 5e / SRD 5.1 | Pathfinder 2 | Daggerheart |
| Very Easy | 5 | 10 | 5 |
| Easy | 10 | 15 | 10 |
| Medium | 15 | 20 | 15 |
| Hard | 20 | 25 | 20 |
| Very Hard | 25 | 30 | 25 |
| Nearly impossible | 30 | 40 | 30 |

"NdX" MENTIONED IN THE TEXT

It refers to rolling an N number of dice with X sides. For example, 2d6 means rolling 2 six-sided dice.

ADVANTAGES AND DISADVANTAGES

If some actions done alongside the tests are supposed to give the one doing it an edge or make it harder, there will also be information about doing it with 'advantage' or 'disadvantage.' For systems based on the SRD 5.1 it means doing it with an additional die and choosing the better or worse result from two used dice. For Pathfinder 2, you can replace them with Fortune and Misfortune effects for this particular test. With Daggerheart, roll an additional D6 and either add or subtract the result, depending on whether it was an advantage or a disadvantage.



TABLES OF ENCOUNTERS

Sometimes, when the party encounters enemies in a group, you will be provided with information about the enemy composition presented in a table. For such an encounter, the GM needs to choose creatures listed in a specific column depending on the chosen system. These tables are designed to balance encounters for a standard 4-person party as specified in the description levels. If your group is playing this campaign with a different number of players or this fight happens later than anticipated and they are stronger, use the row below to add extra enemies to the encounter. Each creature's name refers to a specific monster from one found in this book or one from the Desulair setting (in that case, there will be information on where you can find its statistics).

Additionally, if during the encounter you, as the GM, feel that the threat of enemies is lacking because of the excellent performance by your players, you can use information from the "Reinforcement" section to increase the difficulty of the battle in the middle of the fight. Unpredictable actions and clever strategies of players are part of any RPG session, so in any fight, GMs need to be flexible with how the battle proceeds. Using reinforcement doesn't count as anyone's action and is free for the GM.

| ENCOUNTER WITH CREATURES A, B, AND C | | | |
|---|--|-----------------------|-----------------------|
| Name of the Creature | Setup for level X | Setup for level X + 1 | Setup for level X + 2 |
| A / B | x number of creatures | x number of creatures | x number of creatures |
| C | x number of creatures | x number of creatures | x number of creatures |
| FOR EACH LEVEL ABOVE / ONE PARTY MEMBER MORE, ADD: | | | |
| A / B | x number of creatures | x number of creatures | x number of creatures |
| REINFORCEMENT | | | |
| Event's name or names of the creatures that help the enemies. | Description containing how the reinforcements arrive and what they do. These can be a group of creatures, a volley of attacks from enemies stationed outside of the battle, or perhaps a natural event—depending on the nature of these "Reinforcements," they will have different effects on the fight. | | |

For each encounter flow and decision of the creatures, refer to the tactic section near each group's description or design your own tactics based on the creature's goals, abilities and habits.



ENCOUNTER ACTIONS

Some creatures in this book use an additional system for extra actions called “Encounter Actions.”

In each round, the creature or group of creatures on the same side in the encounter can do a number of Encounter Actions, choosing from the options listed in that section in their statistics. Only one Encounter Action option can be used at a time and only at the end of another creature’s turn. Some options might cost more than one Point. Each option can be used by any creature fighting on the same side, unless the description specifically points out who can use it. The number of the Encounter Actions Points available in each round are listed in the bracelets like this: Encounter Actions (3).

Before the combat begins, combine the list of Encounter Actions and pool the Encounter Action Points from each of the creatures fighting on the same side and round it down to full digits. The spent Encounter Actions Points are regained at the start of the round or if the system doesn’t use the round system, after a number of turns equal to the current number of creatures in the combat. When a creature dies or falls unconscious, the next time you are regaining these points, they do not contribute their Points to the encounter pool—lowering the total available points in the encounter.

For bosses and bigger creatures, this system works similarly to Legendary Actions in *Dungeon and Dragons 5e*. So people familiar with it can think of them as similar mechanics with small differences—the Actions Points are shared, they also show up on lower-level creatures and in many cases involve multiple creatures working together on these actions.

LEVELING DURING SESSIONS

Given that not every situation in sessions will be resolved through combat, we recommend using a milestone system instead of traditional experience points for most of the systems. For *Dungeon and Dragons 5e* and *Pathfinder 2*, we recommend granting each party member one more level for passing each significant juncture in the story’s progression, like finishing a mission given to the party that stretched for several sessions or beating a large boss. Meanwhile, finishing between 2 to 4 smaller side missions should be worth getting enough experience for one level. Adjust these numbers according to the expected length of the campaign or the pace at which you want the players to progress.



NOTES:

