

Donjon

MASTER SCREEN

Table 3-1: Item and Service Worth

Worth	Item or service
Damage Rating	Weapon or armor
0	Cheap stuff (a beer, a night in a stable or common room, a meal)
3	Moderate cost (a 10-mile coach ride, a room for a week, decent information, a silver ornament)
6	Expensive stuff (a trip on board a ship, good information, a cart and horse, a ruby-encrusted gold ring)
9+	Very pricey stuff (a small house, a team of horses, some cows, a pound of rare spice)
The GM may feel free to assign Worth to an object that is between the values above. If an object could be considered of more than moderate cost, but not truly expensive - a fighting dog, for example - you could assign a Worth of 6 or 7 to it.	

Table 3-3: Provisions Roll

3 dice	Automatic
+x dice	Item's Worth (see Table 3-3: Item and Service Cost)
+1-4 dice	or Item's Ability score (Abilities and Worth do not add together; choose the larger value of the two.)
+3 dice	The item isn't something you'd usually carry (a troll with a lute, for example) or is too large for your Provisions.

Table 3-2: Weapons and Armor

Damage Rating	Example of weapon or armor
Melee weapons	
-1	Fists and feet
0	Small weapon (sap, dagger)
1	Medium weapon (short sword, mace, hammer, club)
2	Large weapon (broadsword, longsword, warhammer)
3	Huge weapon (halberd, two-handed sword)
+1	Sharp weapon (swords, axes)
Missile weapons	
1	Thrown items
2	Short bow, hand crossbow
3	Long bow, light crossbow
4	Composite bow, heavy crossbow
Armor	
1	Leather or padded armor, shield
2	Studded leather, chain shirt
3	Scale mail, chain armor
4	Plate armor

Table 4-1: Attribute Appropriateness

<i>Attribute</i>	<i>Common tasks</i>
Virility	Lifting heavy things Breaking open doors Pulling someone out of a river Climbing a wall or cliff Damaging someone
Cerebrality	Remembering a monster's weakness Solving a puzzle, riddle or math problem Deciphering another language
Discernment	Noticing things Resisting mind-affecting magic Empathizing with someone or something Perceiving intentions
Adroitness	Dodging Running a short distance Jumping out of a trap's path Picking locks or pockets Hitting someone
Where-withal	Resisting damage, body-affecting magic, poison, or disease Running a long distance
Sociality	Convincing a monster not to eat you, a bandit not to rob you, or a king to grant you passage Getting a good deal on your equipment

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Table 6-1: Spell Effects

<i>Number of Words used (effects)</i>	<i>Spell Dice</i>
1 Word	Free
2 Words	1 die
3 Words	2 dice
4 Words	4 dice
5 Words	8 dice
<i>Number of people affected</i>	<i>Spell Dice</i>
1 person	Free
A small group (around 5)	1 die
A large group (around 25)	2 dice
A city block	4 dice
Crazy numbers of people	8 or more dice
<i>Time affected</i>	<i>Spell Dice</i>
Instantaneous	Free
One flurry	Free
On e scene or combat	1 die
One day	2 dice
One week	4 dice
One month	8 dice
Longer	A whole lot of dice

Table 6-2: Magic Bonus Worth

<i>Type of bonus</i>	<i>Worth</i>
Magic Attribute score bonus	4/bonus die
General magic bonus	2/bonus die
Specific magic bonus	1/bonus die
One time magic bonus	1/bonus die
Mundane Ability	1/Ability die
Magic curse	-1/penalty die