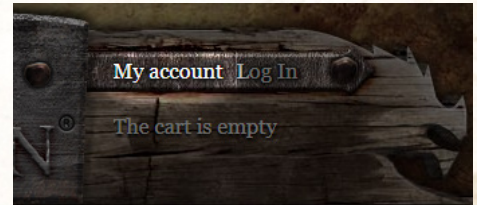


# How to Enter True Dungeon XP

Now that you've completed a True Dungeon adventure, it's time to record your hard-earned experience. To do so, you'll need to have a True Dungeon account. In Section I, we'll show you how to make an account. If you already have a True Dungeon account, skip to Section II.

## Section I: Account Creation

- 1) From any page at [truedungeon.com](http://truedungeon.com), click the "My Account" link in the upper right.



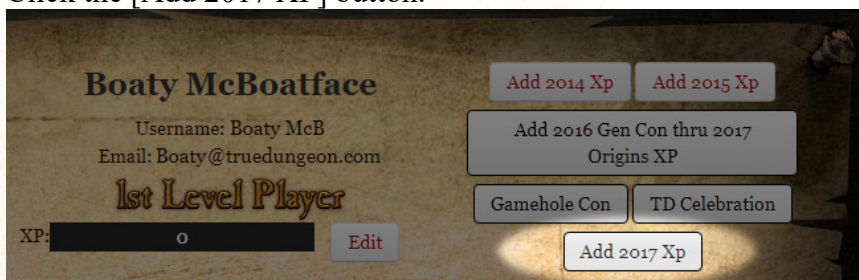
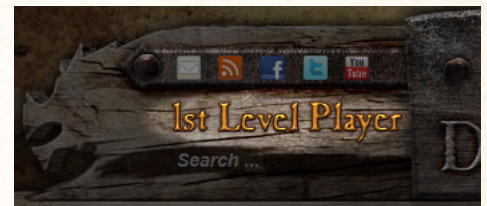
- 2) Click "Create an account"
- 3) Enter the following in the appropriate boxes:
  - Name
  - Username (this can be the same as your name or different, whichever you prefer)
  - Password
  - Confirm Password
  - Email address
  - Confirm email
  - Signature (this is optional)
- 4) Complete the Captcha
- 5) Click [Register]
- 6) On the next page, log in with the username & password you just created.
- 7) Review your account. If needed, you can make changes by clicking [Edit Profile].

## Section II: Entering Experience

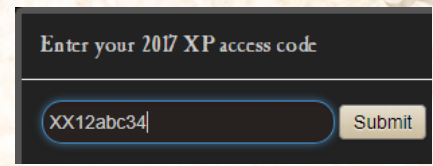
- 1) From any page at [truedungeon.com](http://truedungeon.com), click the "1st Level Player" link in the upper left.

*Note:* If you're a TD veteran, your level may be higher, but the link is always in the same place.

- 2) Click the [Add 2017 XP] button.



3) Enter the unique access code on the XP Card you received after your TD adventure, then click [Submit].

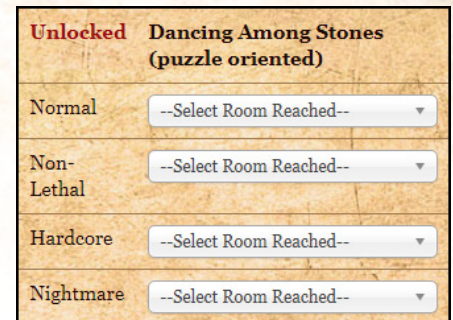


4) Locate the name of the adventure you completed.

*Note:* The first time you do this, there will only be one section unlocked. But if you have registered more than one adventure, more than one section will be unlocked. Be sure to select the correct one.

5) Open the drop-down box next to the difficulty level your party played:

- Normal
- Non-Lethal
- Hardcore
- Nightmare



6) Select last the room that your character entered alive. Your character didn't need to survive that room, it just needed to enter the room alive.

7) Click [Save]

8) You will be given an opportunity to enter another code. If you have another XP code, enter it. Otherwise, click [Take Me back]

## Benefits

So why bother to track your XP? You get some cool rewards:

**1st 0–999 XP:** No benefit

**2nd 1,000–2,999 XP:** Ability to enter certain special events like True Grind

**3rd 3,000–5,999 XP:** You get first pick of character class before 1st and 2nd level players. (All 3rd level or higher players will roll off for order of choosing\*.)

**4th 6,000–9,999 XP:** No extra benefit at this time

**5th 10,000–14,999 XP:** Gain title of “Lord” or “Lady” in the official TD website, access to a private section of the Forum, and the exclusive Medallion of Nobility token.

**6th 15,000–20,999 XP:** Gain one extra Treasure Chip at the end of your adventure

**7th 21,000–29,999 XP:** Receive a specially designed True Dungeon convention badge holder

**8th 30,000–39,999 XP:** Receive a specially designed True Dungeon lapel pin

**9th 40,000–59,999 XP:** Receive a specially designed Badge of Nobility token that bestows +1 AC and membership in the Adventurers' Guild

**10th 60,000–79,999 XP:** To be announced in 2018

\*If two or more 3rd-level or higher players can't amicably decide who gets to play a disputed class, roll a die. Whomever rolls highest may play that character class. Re-roll ties. If nobody in your group has a die, ask a TD volunteer if they can get one for you.

*Note:* Being a higher player level than 3rd does not bestow any bonus to this roll. E.g., if a 6th-level player and a 3rd-level player are rolling-off against each other, they both have an equal chance at getting the character they want.