



# PLAYER'S HANDBOOK



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# Introduction: What is True Dungeon?

True Dungeon is a live, immersive, walk-through role-playing experience. It combines elements of escape rooms, haunted houses, and its rules are very loosely based on the third edition of Dungeons & Dragons. Individual players test their gaming skills in an adventure where they battle monsters, solve puzzles, and overcome mental and physical tests of skill. All of these challenges come together to make the True Dungeon experience unique in the gaming industry.

Playing True Dungeon is all about teamwork. It's you and your teammates against the game rather than player vs. player. True Dungeon is not a Live Action Role Playing (LARP) game. It does not require players to assume a persona or act in character. The focus is not on how well a person can stay in character. That said, players are welcome to get into a character as much or as little as they want.

There are 12 character classes available to play: barbarian, bard, cleric, druid, dwarf fighter, elf wizard, fighter, monk, paladin, ranger, rogue, and

wizard. The character classes have been crafted to allow each player to have some unique ability that by itself may not seem special, but as part of a team allows each player to contribute to the success of the group. Primarily, True Dungeon is about you, your actual real-world self, testing your wits in a gaming environment. It is you finding the traps, you solving the puzzles, and you "fighting" monsters in mortal combat.

## What Does That Word Mean?

While reading this guide, if you come across a term you're not familiar with, look it up in the [glossary](#) at the end of this handbook. If you find an unfamiliar term that's not in the glossary and you think it should be added, please drop us a note on the [TD forums](#).

## Community

The [TD forums](#) are a great place to meet other players, form adventuring parties, ask questions, and trade tokens. Unlike some on-line communities, our forums are very welcoming to newcomers.

# Character Class Overview

In very general terms, the 12 character classes can be broken down into two basic types: physical combat and spellcaster.

## Combat Characters

The combat character classes in the game are barbarian, dwarf fighter, fighter, monk, paladin, ranger, and rogue. Their primary role in the game is to engage the enemy in physical weapon attacks.

Combat-oriented characters are especially well suited for those with good hand-eye coordination but can be enjoyed by anyone. All players may participate in combat encounters if they wish, but those players who choose a combat-oriented character are allowed more training time with the combat board and are likely to focus more on the combat aspect of the game than those who pick a spellcaster.

## Rogues

Rogues are combat-oriented characters, but playing a rogue requires even more real-life dexterity.

Rogue players need steady hands to successfully navigate their skill challenge. Similar to a classic mock-surgery game, the rogue skill test simulates the difficulty faced when looking for, finding, and disarming traps or discovering treasure.

## Spellcasters

The spellcaster character classes in the game are bard, cleric, druid, elf wizard, and wizard. Players who select a spellcaster have memorization tests that can augment the effect of the actions they are trying to take. For spellcaster players, memory and associative skills are helpful.

## Bards

Bards are spellcasters, but their role is primarily to support the rest of the party with their *bardsong* ability and *monster lore* skills.

## No Duplicate Classes in a Party

Within a given party, character classes cannot be duplicated. E.g., a party cannot have two clerics.

# Class Card Introduction

Once you decide whether you want to play a combat-focused character (requiring hand-eye coordination), or a spellcaster character (requiring memorization), it is time to take a look at the character card. Below are two examples: a combat-focused class (barbarian)

and a spellcaster class (cleric). In this case, the barbarian card is that of a 4<sup>th</sup>-level barbarian (red and tan) and the cleric card shows a 5<sup>th</sup>-level cleric (purple and violet). There is a third (green) variant, but we'll discuss those [later](#).

LEVEL		True DUNGEON		HP	
4 <sup>th</sup>		BARBARIAN		36	
HP (10s)		STR: 17	<b>SKILL TEST</b> A Barbarian's main focus is to do lots of damage to monsters with melee (hand-to-hand) weapons—especially two-handed melee weapons. While all players use the same system to try to strike the monster, Barbarians are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.	HP (1s)	
90		DEX: 13		09	
80		CON: 15		08	
70		INT: 11		07	
60		WIS: 13		06	
50		CHA: 11		05	
		<b>SPECIAL POWERS</b> <input type="checkbox"/> <b>Rage</b> – Barbarians are known for their great intensity in battle. However, once per adventure they can go into a state of Rage that lasts until the end of combat. During this period the Barbarian gains a +4 to damage with all melee weapons. You may activate this Special Power at any time as a Free Action. The DM will check the above box when you use this Special Power.  <b>Two-Handed Damage Bonus</b> – All successful attacks made with a two-handed melee weapon deal +4 damage.			
40				04	
30				03	
20				02	
10				01	
00				00	
		FORT: 6 REF: 2 WILL: 2			

LEVEL		True DUNGEON		HP	
5 <sup>th</sup>		CLERIC		26	
HP (10s)		STR: 13	<b>SKILL TEST</b> To maximize the effectiveness of abilities with (Skill ✓) next to their description, Clerics must memorize the names and shapes of 14 prayer beads.  <b>SPECIAL POWERS</b> <input checked="" type="checkbox"/> <b>Improved Turn Undead</b> : Deals 9 or 12 pts to all undead, 1/combat (Skill ✓) <input type="checkbox"/> <b>Restore Power</b> : Another player must re-use a used Special Power on next turn <input type="checkbox"/> <b>Restore Spell</b> : Another player must re-cast a used Spell on next turn	HP (1s)	
90		DEX: 11		09	
80		CON: 11		08	
70		INT: 11		07	
60		WIS: 17		06	
50		CHA: 15		05	
		<b>SPELLS</b> 0 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Cure Minor Wounds</b> – Heals target 1 pt of damage <input type="checkbox"/> <b>Guidance</b> – 1 player gains +1 to attack slides for room  1 <input type="checkbox"/> <b>Bless</b> – All players gain +1 to attack slides & +1 vs. Fear for room <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Cure Light Wounds</b> – Heals 5 or 8 pts (Skill ✓) <input type="checkbox"/> <b>Spiritual Hammer</b> – Hit AC 15 (or better) for 8 pts of Force damage  2 <input type="checkbox"/> <input type="checkbox"/> <b>Cure Moderate Wounds</b> – Heals 13 or 16 pts (Skill ✓) <input type="checkbox"/> <b>Prayer</b> – Party gains +2 to attack slides & Fear immunity for room  3 <input type="checkbox"/> <input type="checkbox"/> <b>Cure Serious Wounds</b> – Heals 21 or 24 pts (Skill ✓) <input type="checkbox"/> <b>Scaring Light</b> – 20 pts Divine damage to 1 evil creature (+10 pts to Undead)			
40				04	
30				03	
20				02	
10				01	
00				00	
		FORT: 4 REF: 1 WILL: 7			

Notice the following items of information, standard on each class card.

In the upper right-hand corner, you' see the starting hit points (HP), which in this case are 36. Along the sides are a series of numbers, the ones digits on the right and tens digits on the left. These are your HP counters. You move a clip-on indicator along the sides of the card if your hit point count changes. Since this particular character's base hit points are 36, you would start by placing a clip on the "30" on the left and the "06" on the right. Each column has that character's starting hit points highlighted.

On the left, in the upper panel, are the character's base ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

At the bottom of the card are the bonuses you add to your saving throw attempts (Fortitude, Reflex and Will).

Don't worry, we'll discuss HP, ability scores, and saving throws a little later.

The back of the card gives you a brief tutorial on how to play the character. More granular information on class abilities is featured in the [Character Classes in Detail](#) section.

Character Level

Base Ability Scores

Hit Point Counters (Tens Column)

Saving Throw Bonuses

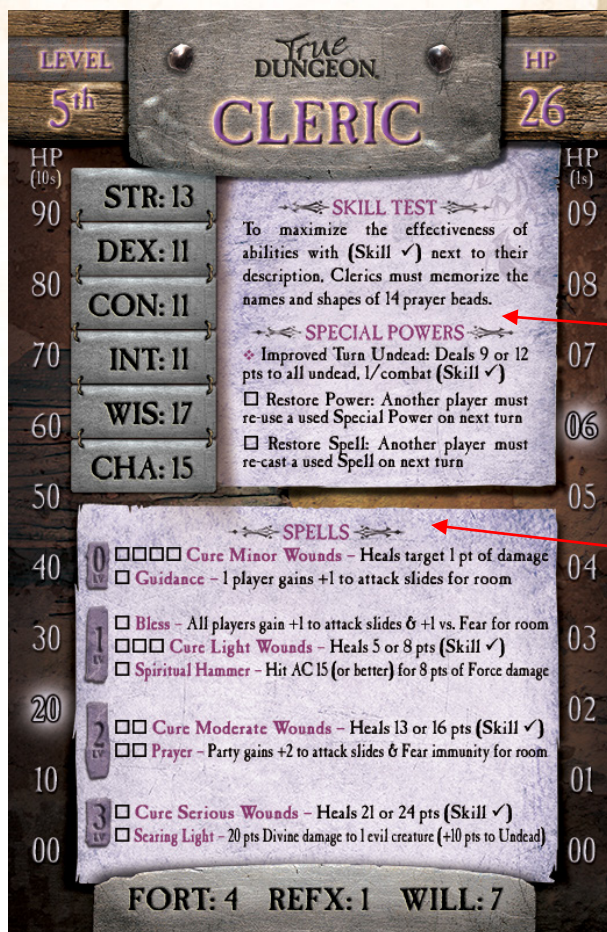
Starting Hit Points

Hit Point Counters (Ones Column)

Special Powers

Next, there are two main information boxes on each character card. The upper box describes the real-world skill required to play this character in the game, whether it is hand-eye coordination or a memory test.

The lower text field describes any special powers, abilities, or spells the character may have. For combat classes, it might be a unique fighting ability or battle prowess as in the barbarian shown previously. For a spellcaster, this area lists the spells they can cast along with a short description of what each spell does. A 5<sup>th</sup>-level cleric's card is shown to the right to illustrate. When a spell requires a test to boost its efficacy, it shows "(Skill ✓)" at the end of the spell's description.



Skill Test and Special Powers

Spell List

## Sub-Classes



The owner of a completed ROD OF SEVEN PARTS or a SKULL OF CAVADAR token may play a sub-class character once per season per token. The sub-class variations are not superior to the core 5<sup>th</sup>-level classes, they're just different. That's why we don't call them "prestige" classes. Sub-class character cards are green on green, as shown here. The primary class name is printed at the top and the sub-class name is printed directly below that. Other than the aforementioned name and color differences, the sub-class cards are laid out just like the core class cards. All sub-class characters are 5<sup>th</sup> level by

default—no other level-boosting tokens are required. (+Level effects do not stack.)

A party cannot be comprised of a sub-class character and its standard class equivalent. E.g., a party cannot have both a wizard and a sorcerer.



# Where do I start? A Newbie's Dilemma

You have your ticket and you're eager to play this awesome game you've heard so much about, but you have no idea where you're supposed to go and what you're supposed to do. Not to worry, we'll guide you through the process.

Your ticket indicates a very specific start time. Something like 08:24 or 17:49. That's the time your game officially starts. However, we highly, **highly** recommend arriving early! Getting to the True Dungeon area 30–45 minutes before your ticketed start time is exceptionally wise. Is arriving early required? Technically no, but keep reading to see why we think you'll find it advantageous.

At or very near the entrance to the True Dungeon play area, is the registration desk. Before you do anything else, read and sign the play waiver. You must sign a waiver each and every time you play, even if you're playing more than once on the same day. If you don't sign the waiver, you are not allowed to play.

Exchange your signed waiver and your ticket for a wristband. Make sure the time written on your wristband matches the exact time on your ticket. You also receive your complimentary bag of tokens. These tokens are what you use to equip your character, so make sure you hold onto them!

The innkeeper at the registration area directs you to your coaching room. You may sit in your coaching room up to 30 minutes before the time on your wristband. If it's more than 30 minutes before your start time, take a stroll through the storyscape—the themed entrance area just beyond the innkeepers' area. Observant players may occasionally find clues that help them in the adventure.

Once it's 30 minutes or less before the start time on your wristband, proceed to your designated coaching room. The rooms correspond to the last two digits of your start time. E.g., if your wristband says you start at 13:48, you would enter the room marked “:48”. If you started at 09:37, you would enter the coaching room marked “:37”. Signs hanging near the doors indicate the start time designations.

Take a seat at the table and start to look at the available class cards. If you're the first to arrive,

you'll see all 12 class cards in a stack near the front of the room, along with lights, lanyards, and clips.

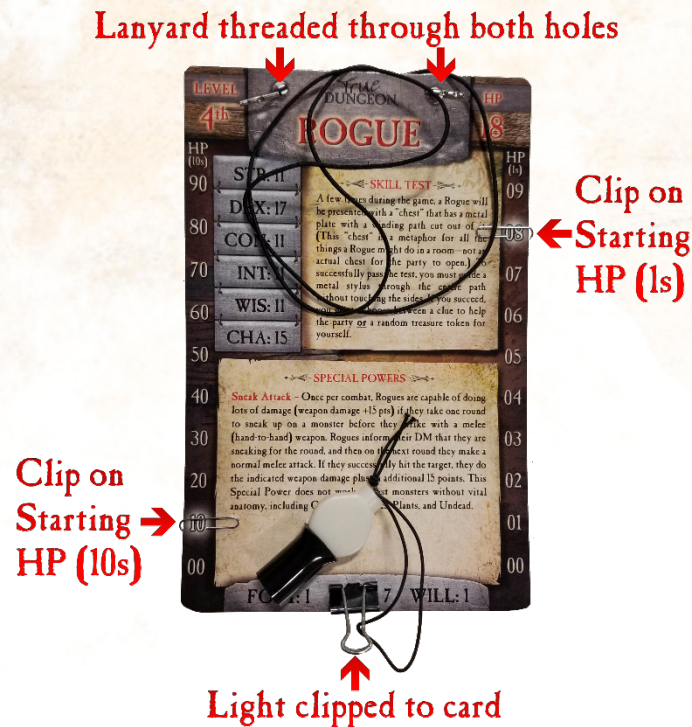
If you haven't opened your complimentary bag of tokens by the time you sit at your assigned table, do so. Look over what you got and equip your character as best you can. It's a great idea to trade with your party members to make sure everyone is as well-equipped as possible. If you're playing the barbarian and you got a nice wand, see if the wizard can use it. Maybe that person pulled a weapon they can't use but you can.

Trading is a great way to equip your party and to get to know the people you'll be spending the next two hours with. That said, once the coach has started recording your stats, the trading should stop. If the coach has to keep re-writing your stats, you won't make it into the training room—and possibly the dungeon—on time.

From the pile of unselected class cards, select the class you think you'll enjoy most. The back of each card has a verbose description of what each class does. Reading that may help you understand each class's role in the game. The tokens you got in your free bag might also influence your class choice. (If you drew a bunch of heavy armor and weapons, maybe don't play a wizard.) Character selection is first come, first picks. If more than one person wants to play a class, work with your teammates to determine who might be a superior choice. If the individuals can't settle their disagreement like grown-ups, roll a die to determine who gets a disputed class.

Once you have selected your character, place each tip of the lanyard through the holes at the top of your class card. Take two clips and place each one on your starting hit points (the starting numbers are highlighted for your convenience) along the side of the card. The tens digits are on the left side and the ones digits are on the right. E.g., if your starting HP is 18, place one clip on the 10 and the other clip on the 08. Then, take one of the player lights and clip it to the bottom of your card. Once that's all complete, hang the card around your neck with the stat side facing away from you.

This is what a ready-to-play character card should look like:



This particular character has a starting HP of 18, but other classes have different starting HP numbers. If you have a [token that modifies your maximum HP](#), place your clips on the modified total.

## Pick a Difficulty Level

Your party needs to decide what difficulty level (sometimes called challenge rating or challenge mode) you want to run. The default level is Normal. Playing on any other difficulty level requires a unanimous vote by the entire party. The difficulty levels are:

**Non-lethal:** This is for those who just want to enjoy the True Dungeon adventure without having to worry about their character dying. If your character dies, they get resurrected with 1 HP when you enter the next room.

**Normal:** By default, all parties play their adventure on the Normal difficulty level. Characters can die on this difficulty, but a good party can emerge victorious with only basic equipment as long as they work well together and think on their feet.

**Hardcore:** This is for people who have some TD experience and at least three bags of tokens. Monsters hit harder, have more health, and are more likely to resist your spells.

**Nightmare:** This is only for people who have lots of TD experience, moxie, and plenty of tokens. Monsters hit much harder, have a lot more health, and are far more likely to resist your spells. Sometimes puzzle and combat mechanics are changed to make the encounters even more challenging. This is a very difficult event!

**Epic:** This turns the difficulty up to 11. All bets are off when you play on Epic. Assume your character will die!

## Ready, Set...

After your group has selected their classes, donned their character cards, and chosen a difficulty level, your coach spends 24 minutes with your party recording all your stats. When those 24 minutes are up, you head to the training room where you'll be shown the basics of combat and skill checks. 12 minutes later you head into your adventure where thrills, spills, and chills await you!

## Newbie Quick Tips

- Do your best to arrive at least 30 minutes before your scheduled start time.
- Wear comfortable shoes. You'll be on your feet for nearly two hours.
- Go to the bathroom immediately before the official start of your run, as shown on your wristband. Seriously! Venue layouts vary, but there are often restrooms close by.
- Be prepared to use multiple senses when solving a puzzle. Not all clues are visual. There have been tactile, audible, and even scent-based puzzles. But don't worry, we won't make you lick anything.
- Your character can become injured and can die. Just getting to the final room without dying is an impressive accomplishment on your first run.
- DMs don't know about your conditional bonuses. Be sure to inform them if your character deals extra damage to clowns when you're fighting a clown or any kind of relevant conditional bonus.

# Equipment (tokens)

## General Token Guidelines

Tokens are a valuable supplement to the True Dungeon experience. They allow players to customize their characters and add dimension to the game.

Tokens fall into several general categories (not an exhaustive list): armor (including robes), clothing, gear, miscellaneous magical items, potions, scrolls, wands, and weapons. Many tokens are restricted to certain classes. The bottom of the token indicates who can use it. If there are no classes listed at the bottom, it's usable by everyone.

Coaches work with players to equip characters, calculate the total bonus effects for your character, and then record those bonuses on the Party Card for easy reference by the DMs.

Because the Party Card is difficult to change mid game, restrictions are placed on most items preventing them from being changed mid-game. **All worn items (equipped tokens) must be worn by your character for the entire adventure** and cannot be swapped out for different pieces. However, hand-held items may be swapped during the adventure. “Hand-held” refers to things you would **hold in** your hand like weapons, wands, shields, and other [off-hand items](#). (Don't confuse “hand-held” with things that are **worn on** the hands like gloves or rings.) Swapping a hand-held item requires a Free Action to perform.

There is no hard limit on the number of tokens a player can carry into the dungeon, but practically, you (as a real person, not your character) can only carry so much.

There are restrictions on the numbers of items that a character can “equip” (wear.) For the most part, all the tokens your character uses occupy a particular “slot” on the body. In most cases, each slot only allows one token to be equipped, but there are some exceptions.

The extra slot granted by a Follower token stacks with other differently-named slot-expanders for that particular slot. E.g., if you equipped a HAND OF GLORY, a Follower token that gives you an extra Ring slot would allow you to equip four rings.

Max #	Body Slot
1	Back
3	Bead
3	Charm <sup>†</sup>
2	Ear
1	Eyes
1	Feet
1	Figurine
2	Finger
1	Hands
1	Head
5	Ioun Stone <sup>†</sup>
1	Legs
1	Mainhand* (weapon)
1	Neck
1	Offhand
1	Runestone
1	Shins
1	Shirt
1	Spirit Pet
1	Torso (armor or robe)
1	Tattoo (coming Soon <sup>TM</sup> )
1	Waist
1	Wrist
∞	slotless

<sup>†</sup>There are several items which can increase the number of charms and/or ioun stones you may equip, but you may not equip more than 10 charms nor more than 9 ioun stones.

\*You may carry and use more than one weapon, but unless you're playing a ranger or monk, you may only use one weapon at a time.

## Consumable Tokens

Certain tokens are used up when activated and must be permanently surrendered (you won't get them back) when you use them. They are either turned in at the beginning of the adventure (e.g., runestones) or during an encounter (e.g., potions). Any token marked with "One use" is a consumable. Even if the token's text doesn't explicitly say so, all potions and scrolls are turned-in to the DM when used.

Under certain circumstances, the use of a permanent (non-consumable) item for a creative solution may require it to be turned in as a condition of use. The DM warns the player of the situation and the player has the choice of turning in the item to use it in a creative way, or not using it and keeping it.

On rare occasions, events in a room may render permanent (non-consumable) items unusable for the rest of the adventure (e.g., magical negation, "destruction" from acid, etc.). Players do not have to surrender those tokens, but may be prevented from using them for the remainder of the adventure. This situation is driven by the module design and not the whim of an individual DM.

## Duplicate Tokens

Other than [weapons](#) and [Runestones](#) on a [Base](#), which have no uniqueness restriction, you may not equip more than one token with the same name. E.g., a cleric could equip a RING OF FOCUS and a RING OF GREATER FOCUS, but not two GREATER RINGS OF FOCUS.

Equipping an item that [expands your available slots](#) does not change this restriction. E.g., wearing a CHARM NECKLACE allows you to equip three additional charms, but each of the six charms you can now equip must still be unique.

Tokens that are not equipped aren't generally restricted in this way. You may carry and use multiple potions, scrolls, wands, and nearly all other consumable items. Their quantity is only limited by the number of tokens you can physically carry with you into the adventure space.

There are some tokens which are not equipped per se, but are [limited to one per person](#). Many, but not all, of these can be used only once per adventure. E.g., ASH'S DEATH POUCH lets you escape death once per game. Even if you happen to own more than one ASH'S DEATH POUCH token, you cannot benefit from that life-restoring effect more than once per game.

## What to Bring

Since tokens represent what items your character is using, you are required to bring **all** the tokens your character uses into the dungeon. This rule doesn't mean you need to bring your entire collection (though if you own few tokens, it very well could be your entire collection), but if your character is wearing or intends to benefit from a token, you must be able to show that token to the DM upon request. For more details see the [Keep Out vs. Stow](#) section.

## What Are My Tokens Worth?

This is a very difficult question to answer because there are numerous variables that influence the value of a token. However, we can offer some **very general approximations** on the relative value of various token rarities.

Token Rarity	Value can be measured in...
Common	Cents
Uncommon	Dimes
Rare	Single dollars
Ultra Rare	Tens of dollars
Relic (★)	Hundreds of dollars
Legendary	Thousands of dollars

There are many, **many** variations on these tiers and this table is nowhere near complete. **In no way should this table be considered the authority on token pricing!** E.g., URs often go for over \$100, but are almost always worth less than Relics.

If you pull a token from a chest and someone offers to buy it from you on the spot, **always** get a second, if not a third and fourth opinion on its value. If the title of the token is purple, blue, or orange; or if the back of the token is dark blue, green, or orange; that token is probably quite valuable—especially orange! Token traders can usually be found at the trading tables in the True Dungeon storyline.

## More Token Info

The best place to get a token question answered is on the Token Database (aka TDb): [tokendb.com](http://tokendb.com)

If you'd like information on visually interpreting the different parts of tokens, see [Appendix 2: Identifying Tokens](#).

The TDb also shows [errata](#): when a token's function has been altered significantly from what's printed on the token. Errata is generally only issued after a change in the way the game is played.

# Character Classes in Detail

Unless you have a token or set bonus that increases your character's level, you play as a 4<sup>th</sup>-level character. In this section, abilities in **red** are only applicable to 4<sup>th</sup>-level characters, abilities in **purple** are only available to 5<sup>th</sup>-level characters, and abilities in **green** are only available to sub-class characters. See [Appendix 1: Class Cards](#) for images of all the class cards.

There are quite a few class abilities that have restrictions on how and when the ability may be used. Sometimes, a token may contradict or alter those restrictions. Whenever a token contradicts an established rule, go with what the token says. Though it never hurts to check the TDb for verification.

Unless specifically stated otherwise—no matter what the source is—all “buff” or “debuff” effects last until the end of the room. Unless specifically stated otherwise, all Spells require a Standard Action to cast.

## Barbarian

Want to pound your enemies into a soupy mush? Then the barbarian is for you. As a heavy melee class, a barbarian is strong, tough, good with a variety of weapons, and doesn't have any memorization tasks to perform.

As a barbarian, your focus is melee combat. Like all weapon-combat classes, you need to use your own manual dexterity at the combat table, sliding your weapon tokens to hit the monsters. (You'll be able to practice combat sliding in the training room.) You get bonuses to hit and to damage on your melee attacks, because of to your high strength. Hit the monsters and don't worry too much about taking damage—you have the highest starting hit points in the game. You may not be as skilled with ranged weapons (e.g., bows or slings), but definitely use them when necessary.

### Rage

The barbarian has a special power that allows the character to *rage* during combat. Entering this combat state allows the character to inflict +4 points of damage (**+6 at 5<sup>th</sup>-level**) on every successful **melee** attack during that combat. This special power can be

used once per adventure and requires a Free Action to activate.

### Two-Handed Damage Bonus

Barbarians are particularly adept at wielding large, heavy weapons—ones that require two hands to use. When doing so, they deal +4 Damage when they hit. If you have a two-handed weapon, you're probably better off using that as opposed to a weapon and shield (aka “sword and board”). You can tell when a weapon requires two hands to wield because the token has two black hands at the bottom, like this:



### 4<sup>th</sup> vs. 5<sup>th</sup>

Advantages a 5<sup>th</sup>-level barbarian has over a 4<sup>th</sup>-level barbarian include:

- +12 Hit Points
- +2 to Strength
- +2 to *rage* damage
- *Damage reduction*

**Sub-class: Berserker**

### Damage Reduction

Just about any time you take damage, you get to reduce the damage you actually take by 1 point. This applies to monster attacks, Spells, traps, puzzles, falling, etc.

There are only two kinds of damage-types this ability can't reduce: [Push](#) and Eldritch.

### Fight After Death

Once per adventure, berserkers can push themselves past the brink of death and continue fighting after falling below 0 HP. As long as your HP doesn't fall below -48 HP, you may continue to fight. However, if you drop below -48 HP (even if your starting HP was not 48) at any time, you immediately die.

You must keep track of how far below 0 HP you reach. If all the negative HP is not healed before the end of the room, your character dies.

Standard means of resurrection/revival may be used (if available) should your character die while under the influence of *fight after death*.

While under the influence of *fight after death*, you're only “mostly dead” until either reaching -49 HP (or lower) or you're Pushed into the next room while at

or below 0 HP. [Effects that are triggered by or rely on death](#) do not work until you are completely dead. Therefore, items like POTION DEATH'S DOOR or MYSTIC MUSHROOM cannot be used until you are dead-dead.

When used to revive a dead-dead character, the life-restoring item must be administered by another living character. All life-restoring items must be used in the room where the character died—before moving into the next room.

Tokens like ELIXIR OF LIFE or FALLEN STAR MUSHROOM can be used either to restore a dead character to life (and full HP) or to fully heal a living character, so you may consume them yourself any time you're not dead-dead.

## Bard

The bard is a magical jack-of-all-trades. The bard can use many different melee and ranged weapons, but the bard's major contribution to the team is lore-based knowledge and team motivation.

Unlike other spellcasters, bards have a pool of Spells from which they can cast and are not restricted to casting a specific Spell a limited number of times. E.g., bards can cast each of their 1<sup>st</sup>-level Spells once, one 1<sup>st</sup>-level Spell three times, or any combination of 1<sup>st</sup>-level Spells up to a total of three. The checkboxes next to the Spell level on the character card indicate how many times that level of Spell may be cast.

### Skill Check: Runes

Players choosing the bard character are given the opportunity to learn a series of runes (symbols) and their associated names. Once per combat encounter, the bard may utilize their *monster lore* to gain an advantage for the party. All you need to do is inform the DM you wish to use your *monster lore* power. If you correctly name the symbol the DM shows you, you gain information about the party's foe that may aid in combat. If there are unusual circumstances, e.g., more than one monster, that room's DM has instructions on how to handle the *lore* for them.

### Bardsong

Bards can motivate their party by performing a rousing chant or tune. This action prevents the bard from directly engaging in combat unless they play certain [musical instruments](#). Instead, they "cheer on" the party from the sidelines. Performing *bardsong* during combat bestows a +1 To Hit and +1 Damage

(+2/+2 if the bard is 5<sup>th</sup> level) bonus to every person in the party. Unless specifically stated otherwise, a *bardsong* bonus affects both melee and ranged attacks—including all damage Spells (not scrolls or items.) *Bardsong* bonuses affect the whole party, including the bard.

Bard players are highly encouraged to actually do some kind of performance to represent their character's action. Most bard players sing a song, but playing an instrument (keep it to a reasonable volume, please!), dancing, reciting poetry, or some other form of audible and/or visible performance is acceptable. However, a literal performance by the bard player is not required.

One may not benefit from more than one *bardsong* effect at a time.

[Appendix 3](#) has a list of all bard instruments.

### Song of Support

Bard-troubadours may perform *song of support*. This power grants each party member (including the troubadour) +2 to AC and +2 to all saving throws.

*Song of support* is not compatible with *bardsong* instruments.

### 4<sup>th</sup> vs. 5<sup>th</sup>

Advantages a 5<sup>th</sup>-level bard has over a 4<sup>th</sup>-level bard include:

- +6 Hit Points
- +2 to Dexterity
- *Bardsong* bonuses increase to a total of +2 To Hit and +2 Damage
- May cast one additional 1<sup>st</sup>-level Spell
- Access to *soothe wounds*, a mass-healing Spell

### Sub-class: Troubadour

### Bard Spell List

#### 0-Level (5 spell slots)

*Bolster*: Target gains +1 to AC for the rest of the room

*Resistance*: Target gains +1 to all saving throws for the rest of the room

*Sonic Dart*: Deals 2 points of Sonic damage to target

#### 1<sup>st</sup>-Level (3 spell slots at 4<sup>th</sup>-level, 4 slots at 5<sup>th</sup>)

*Muse*: Instantly allows the target spellcaster (cleric, druid, elf wizard, wizard, or self) to re-try a failed skill check. This Spell must be cast immediately after the skill check failure. Unlike most Spells, this Spell is cast as an Instant Action, thus allowing the bard to

perform both a Standard Action and a Free Action in the same round this Spell was cast.

*Song of Heroism:* Target gains +2 to AC and +2 to all saving throws for the rest of the room (this Spell stacks with *bolster* and/or *resistance*)

*Song of Refuge:* Target ally cannot be targeted by the monster(s) for one round. Bards cannot cast this Spell on themselves.

## 2<sup>nd</sup>-Level (2 spell slots)

*Inspire:* Removes all active *charm*, *fear*, and *hold* effects from the entire party. This Spell does not prevent those conditions, it can only be used to remove them.

*Soothe Wounds:* Every party member heals 3 HP

*Soundburst:* Deals 8 points of Sonic damage to all monsters in the room

*Enhance Bardsong:* This Spell enhances the *bardsong* (not *song of support*) ability. It adds +2 To Hit and +2 Damage on top of whatever the troubadour's current *bardsong* bonuses are. E.g., if the troubadour were using the default lute, the total *bardsong* bonus would be +4 To Hit and +4 Damage. If the troubadour were using LYRE OF RAGE, the total bonuses would be +5 To Hit and +4 Damage.

*Taunt:* After using this Spell on a single monster, that monster's next attack must include the *taunter*—assuming it's possible to do so. The monster may still use area-of-effect abilities.

If the monster is *taunted* by more than one character (e.g., a bard troubadour and a dwarf fighter) in the same round, the monster's next attack must target at least one of its *taunters*, but the monster may choose to target either *taunter* or use an ability that affects both of them. However, a better strategy might be to communicate with any other *taunters* in your group and not *taunt* on the same round as one another.

*Taunt* overrides the paladin's *guard* special ability.

In game terms, *taunt* is not an offensive action.

If the *tauntee* cannot see or in some other way perceive the *taunter*, *taunt* cannot be used. E.g., if the troubadour is invisible and the monster cannot see invisible things, *taunt* is not possible.

## Cleric

The cleric is the most powerful healer of the party. Wielding a variety of restorative powers, clerics can be the difference between party success and failure.

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Clerics may only wield blunt (non-edged) weapons in combat, but more than make up for that in Special Powers.

## Skill Check: Beads

For their magical skill check, cleric players must memorize the association between a set of 14 beads and their corresponding virtues.

When casting a healing Spell, the DM asks the cleric to identify a particular bead/virtue combination. If the player is successful, the Spell restores an additional 3 HP. If the player fails the test, the Spell heals the base amount of damage.

Only those healing Spells whose descriptions on the class card end with "(Skill ✓)" require a skill check.

## Turn Undead

Clerics can channel holy energy and deal 5 damage (9 @ 5<sup>th</sup>-level) to every Undead creature in the room by using their *turn undead* special power. This ability requires a Standard Action to perform and is subject to the same bead/virtue skill check as healing Spells. As always, there is no penalty for failing the skill check, but success deals an extra 3 points of damage.

Special [holy symbols](#) can enhance or alter a cleric's *turn undead* ability. A cleric player may only bring one holy symbol token with them on their adventure. The examples below feature a 4<sup>th</sup>-level cleric who passed their *turn undead* skill check:

- [Holy Symbol of Pelor](#) deals +2 turning damage to each Undead. Thus, each Undead monster in the room takes 10 (8+2) damage.
- [Greater Holy Symbol of Pelor](#) doubles the amount of turning damage each Undead takes. Thus, each Undead monster in the room takes 16 (8×2) damage.
- [Acolyte Holy Symbol](#) deals +1 turning damage to each corporeal undead. Incorporeal Undead take standard damage, even if there is a mix of corporeal and incorporeal Undead in the room. Thus, each skeleton in the room takes 9 (8+1) damage but each ghost only takes 8 damage.
- A cleric using [Haven Holy Symbol](#) deals the full amount of turning damage to every Undead and every Evil Outsider and every Aberration in the room. Thus, each and every vampire, demon, and mind flayer in the room takes 8 damage.

If a cleric has a Spell Damage bonus, the extra damage from that gets added as a pool to the cleric's *turn undead* damage. If a cleric has a Spell Damage

bonus, everything mentioned above is still true. It is only the extra damage from their Spell Damage bonus that gets pooled. Holy symbols that increase turning damage increase it for each recipient, but the holy symbol's bonus damage does not get added to the pool. For the examples below, we feature a "skillful" 5<sup>th</sup>-level cleric who has a Spell Damage bonus of +10.

- [Holy Symbol of Pelor](#) deals +2 turning damage to each Undead. Thus, each Undead monster in the room takes 14 (12+2) damage and the cleric has a pool of 10 (not 12) additional damage to divvy up.
- [Greater Holy Symbol of Pelor](#) doubles the amount of turning damage each Undead takes from the turn itself, but the Spell Bonus damage is not doubled. Thus, each Undead monster in the room takes 24 (12×2) damage and the cleric has a pool of 10 (not 20) additional damage to divvy up.

### Restore Power

Once per adventure, you can allow another character to re-use a Special Power they have used previously. Be sure the player actually wants to use that power again because if they don't do it as their next action, *restore power* is wasted and you may not select a different target.

In most cases, the player must have used their Special Power on a previous round. Special Powers generally require either a Standard Action or Free Action to execute. A player may only perform one Standard and one Free Action per round. Therefore, it's probably not possible to use a Special Power twice in the same round—but hypothetically, it's permissible.

Clerics may not use *restore power* on themselves.

### Restore Spell

Once per adventure, you can allow another character to re-cast a Spell they have cast previously. Be sure the player wants to use that Spell again because if they don't do it as their next action, *restore spell* is wasted and you may not select a different target.

In most cases, the player must have used their Spell on a previous round. Spells generally require a Standard Action to execute. A player may only perform one Standard Action per round. Therefore, it's probably not possible to use a Spell twice in the same round—but hypothetically, it's permissible.

Clerics may not use *restore spell* on themselves.

### Righteous Might

Any time the templar player slides a natural 18–20 on an attack slide, that attack counts as a critical hit—even against creatures normally immune to crits.

*Note:* This ability does not turn a natural 18 or 19 into a natural 20.

#### 4<sup>th</sup> vs. 5<sup>th</sup>

Advantages a 5<sup>th</sup>-level cleric has over a 4<sup>th</sup>-level cleric include:

- +6 Hit Points
- +2 to Strength
- *Turn undead* deals +4 Damage
- Access to 3<sup>rd</sup>-level Spells

### Sub-class: Templar

### Cleric Spell List

The circled number indicates how many times that Spell may be cast per adventure.

#### 0-Level

④ *Cure Minor Wounds*: Target heals 1 HP

① *Guidance*: One player gains a +1 to their attack slides for the rest of the room\*

#### 1<sup>st</sup>-Level

① *Bless*: Everyone in the party (including the cleric) gain a +1 to their attack slides and a +1 to Will saves vs. *fear* for the rest of the room\*

③ *Cure Light Wounds*: Target heals 5 HP, or 8 HP if the skill check is successful

① *Spiritual Hammer*: Slide an empty puck (or insert an upside-down token), if you hit at least AC 15, deal 8 points of Force damage to the target

#### 2<sup>nd</sup>-Level

② *Cure Moderate Wounds*: Target heals 13 HP, or 16 HP if the skill check is successful

② *Prayer*: Everyone in the party (including the cleric) gain a +2 to their attack slides and a +2 to Will saves vs. *fear* for the rest of the room\*

① *Spiritual Maul*: Slide an empty puck (or insert an upside-down token), if you hit at least AC 15, deal 12 points of Force damage to the target

① *Sunburst*: Deals 6 points of Divine damage to all enemies in the room. Any Undead in the room suffer an additional 3 points of damage (9 points total to each Undead)

#### 3<sup>rd</sup>-Level

① *Cure Serious Wounds*: Target heals 21 HP, or 24 HP if the skill check is successful

① *Searing Light*: Evil target suffers 20 points of Divine damage. This Spell cannot be cast on non-Evil creatures. If you try to cast it on a non-Evil target, the Spell does not go off, is not marked off your class card, and your action is not wasted. If the target is both Evil and Undead, the Spell deals +10 damage, for a total of 30.

\*All these Spells stack with each other, but multiple castings of the same Spell on the same target do not stack. E.g., after casting both *bless* and *prayer*, the entire party would have a +3 bonus to attack slides and *fear* saves. But if you cast *bless* twice in the same room (or *guidance* twice on the same target), the second casting would be wasted.

## Druid

Drawing on the forces of nature, this magical character wields powerful magic to support the party and vanquish foes.

### Skill Check: Leaves

Players who choose the druid should expect to study, memorize, and be able to recall leaf shape/name combinations. For most of their offensive Spells and some of their healing Spells, the DM requests the druid identify a leaf/name combination. If successful, the Spell deals 3 more damage/heal 3 more HP. If the attempt is unsuccessful, the Spell still works, it just doesn't receive the +3 bonus.

Only those Spells whose descriptions on the class card end with "(Skill ✓)" require a skill check.

### Communicate with Animals

Druids may communicate with natural animals at any time. A creature is considered "natural" if it exists in the real world. A rattle snake, hummingbird, or a honey badger all exist in the real world and therefore a druid could communicate with them. The ability to communicate does not imply the creature is friendly toward the druid. Snake-men, rocs, and dire badgers do not exist in the real world and therefore the druid's *communicate with animals* Special Power would not work on them.

### Polymorph

When a [polymorph potion](#) is consumed, the drinker is transformed into a creature. The transformation from human(oid) to creature, or vice versa, is instantaneous. However, since drinking a potion

requires a Standard Action, unless the character can drink the potion as a Free Action, the character may not attack the same round the potion is consumed. The effect lasts until the end of the room or until ended by the player—whichever comes first.

Characters cannot use Spells or any physical items while polymorphed. They do, however, retain their Armor Class, Hit Points, and any combat bonuses or penalties recorded on the party card, but also including items with conditional bonuses not recorded on the party card (e.g., BLISS AXE, DWARVEN DIRK, STAFF OF STRIKING, etc.) When polymorphed, melee stats are used to calculate combat modifiers. The polymorph token is used in the combat slider for attacks. The token gets collected by the DM after combat is concluded.

Creature-form attacks may be considered either one-handed or two-handed, but not both. The handedness bonuses recorded on the party card are used when you are transformed. If your stats on the party card include bonuses for one-handed melee attacks/damage, you retain those when you transform. If your stats on the party card include bonuses for two-handed melee attacks/damage, you retain those when you transform. You may not simultaneously benefit from 1H and 2H bonuses.

The transformation ends when the character wills it or when time is up in that room, whichever comes first. Once the character has transformed back into their natural humanoid form, another polymorph token must be used if the player wants to transform again. (To put it in parking garage terms, no in-and-out privileges.)

If the player chooses to revert into their original form before the end of the room, they would need to use another identical polymorph potion or magic item to change again. No character may polymorph into more than one creature type per room. Assuming the player has the means to do so, they may transform into and out of the same creature type more than once per room.

### Keen Polymorph

When polymorphed, all the druid's melee attack forms deal +5 Damage and crit on a 19–20. This Special Power immediately ceases after the druid returns to human form.

## Spell Surge

Once per game, a druid may evoke a *spell surge*, which doubles the effect of any one damage or healing Spell (not a scroll or magic item) cast by the druid. Only damage-inflicting or HP-restoring Spells can be *surged*.

*Spell surge* only doubles base damage of the Spell, including the skill check bonus, but nothing else.

## Summoning

By turning in a polymorph token, a summoner calls forth that creature to fight on their behalf.

*Summoning* a creature uses a Free Action. As long as the creature is called, the druid may not attack with a weapon, but may slide the polymorph token (the creature's attack) on the same round they cast a Spell or use a Special Ability.

The *summoned* creature has no To Hit or Damage bonuses, but always hits if the player slides a natural 16 or higher, no matter what the monster's AC happens to be. The damage the creature deals is determined solely by the token's damage wheel, but a natural 20 does double damage if the target is capable of being critically hit.

*Summoned* creatures do not have AC or HP. They cannot be buffed, healed, or targeted by monsters. AoEs do not affect *summoned* creatures.

Druids must dismiss a *summoned* creature if they want to attack with a weapon. Dismissing a creature is an at-will instantaneous action. (I.e., it can be done any time and it does not use up their one Free Action per round.) However, if the druid has already made an attack slide with the creature, they must wait until the next round to attack with a weapon because they can't attack with a creature and a weapon in the same round.

Druids may call as many creatures as they like, but only one may be active at a time. The previous creature must be dismissed before *summoning* a replacement. A new polymorph token must be used each time, even if the druid *summons* the same type of creature. Polymorph potion tokens used to *summon* creatures are not returned to the player.

Polomorphed forms do not persist between rooms.

A summoner may not summon an elemental via [IKTOMI'S SHAPER NECKLACE](#). However, an Iktomi's-wearing summoner may summon a creature without having to turn in the polymorph potion token. A

polymorph potion must still be presented to the DM and is used in the puck when the summoned creature makes an attack slide.

When an Iktomi's-wearing druid polymorphs into an elemental, the druid automatically returns to their normal form when the room ends—assuming they haven't done so already. I.e., the elemental form does not persist through rooms.

A summoned creature returns from whence it came when the room ends or when the summoner dismisses it; whichever comes first. No matter when the creature returns home, the polymorph potion token is collected—unless the druid is wearing an IKTOMI'S SHAPER NECKLACE. Thus, if a non-Iktomi's-wearing summoner wants to summon a creature in all seven rooms, they must use a total of seven polymorph potion tokens to do so.

### 4<sup>th</sup> vs. 5<sup>th</sup>

Advantages a 5<sup>th</sup>-level druid has over a 4<sup>th</sup>-level druid include:

- +8 Hit Points
- +2 to Strength
- *Keen Polymorph*
- Access to 3<sup>rd</sup>-level Spells

### Sub-class: Summoner

## Druid Spell List

The circled number indicates how many times that Spell may be cast per adventure.

### 0-Level

③ or ④ *Cure Minor Wounds*: Target heals 1 HP

① *Detect Poison*: The druid can see the location of all Poisons in the room.

① *Resistance*: Target gains +1 to all saving throws for the rest of the room.

### 1<sup>st</sup>-Level

② *Cure Light Wounds*: Target heals 5 HP, or 8 HP if the skill check is successful

③ *Freezing Orb*: Target suffers 5 points of Cold damage, or 8 damage if the skill check is successful

### 2<sup>nd</sup>-Level

① *Cure Moderate Wounds*: Target heals 13 HP, or 16 HP if the skill check is successful

② *Firebolt*: Target suffers 11 points of Fire damage, or 14 damage if the skill check is successful

① *Neutralize Poison*: If cast immediately after a party member is poisoned, the target suffers no ill

effects from that Poison. Therefore, if the target would have taken HP damage, the target takes no HP damage. If the Poison had some other instantaneous effect (e.g., nausea, paralysis, death), that effect would be negated.

If not cast on the same round (or the first available turn after the Poison was administered), an instantaneous Poison effect cannot be undone, but a lingering effect (e.g., vomiting or paralysis) could be removed.

The power of this Spell cannot mitigate future Poison effects—an additional casting of neutralize poison or some other Poison remedy would need to be used.

This Spell has a secondary, possibly more strategic use. It can be cast on a poisonous monster. When used in this manner, all Poison in that monster is nullified and it can no longer Poison other creatures.

*Note:* This Spell cannot be cast on an inanimate object. The only eligible target is a party member or a monster—including a monster that is a construct.

① *Pixie Shield:* After casting this Spell, the next successful melee attack against the druid is completely negated. If the monster hits the druid multiple times, only the first one is negated. If the target makes a melee attack but misses the druid, the shield is not dissipated—only a successful hit triggers it.

### 3<sup>rd</sup>-Level

② *Call Lightning:* Target suffers 17 points of Shock damage, or 20 damage if the skill check is successful

① *Protection from Energy:* Target is immune to Cold, Fire, or Shock damage

① *Summon Swarm:* As long as the target is capable of being critically hit, the target is Dazed on its next turn. Dazed creatures cannot move or take any actions, but its AC is not altered. Items or abilities which overcome natural crit-immunities do not bypass this Spell's crit restriction. E.g., wearing an AMULET OF THE TINKERER does not allow you to affect constructs with *summon swarm*.

## Dwarf Fighter

Similar to, but shorter and stouter than their human counterpart, the dwarf fighter specializes in melee combat. But unlike human fighters, they can coerce monsters into attacking them.

## Taunt

After using a Free Action to invoke this ability on a single monster, that monster's next attack must include the *taunter*—assuming it's possible to do so. The monster may still use area-of-effect abilities.

If the monster is *taunted* by more than one character (e.g., a dwarf fighter and a bard troubadour) in the same round, the monster's next attack must target at least one of its *taunters*, but the monster may choose to target either *taunter* or use an ability that affects both of them. However, a better strategy might be to communicate with any other *taunters* in your group and not *taunt* on the same round as one another.

*Taunt* overrides the paladin's *guard* special ability.

In game terms, *taunt* is not an offensive action.

If the *tauntee* cannot see or in some other way perceive the *taunter*, *taunt* cannot be used. E.g., if the dwarf fighter is invisible and the monster cannot see invisible things, *taunt* is not possible.

## Weapon Focus

Dwarf fighters get a +2 To Hit bonus every time they attack with a melee weapon. This ability is always active and “baked into” your stats on the party card, so you don't need to remind your DM to add it in.

### 4<sup>th</sup> vs. 5<sup>th</sup>

Advantages a 5<sup>th</sup>-level dwarf fighter has over a 4<sup>th</sup>-level dwarf fighter include:

- +10 Hit Points
- +2 to Strength
- *Enhanced critical*

### Sub-class: Defender

## Enhanced Critical

Any time a 5<sup>th</sup>-level dwarf fighter slides a natural 20 and the result is a critical hit, the attack deals triple damage instead of double damage.

This power does not trigger if the dwarf fighter slides an 18 or 19 using a weapon with an expanded crit range—it only triggers on a natural 20.

## Aura of Devotion

Whenever a dwarven defender is hit (see note) with a physical attack (melee or ranged, but not wholly magical effects or spells), all party members heal 2 HP—including the dwarf. This affects every eligible attack (it's not limited to 1/room), but it's the dwarf player's duty to remind the rest of the party when it

happens. This power pairs particularly well with *taunt*.

*Note:* To trigger this power, the dwarven defender need only be hit with a physical attack. If the dwarven defender has Damage Reduction (from equipment or buffs) that negates all the damage the attack dealt, *aura of devotion* still triggers.

### Shield Focus

Gain +2 AC when equipping a shield—in addition to the shield's inherent AC bonus. This bonus is noted on the party card if a shield is equipped during coaching.

When switching to a two-handed weapon or if the shield is unequipped for any reason, the dwarf defender loses at least 3 AC (2 from the *shield focus* bonus and at least 1 from the shield itself.)

## Elf Wizard

Choosing to play an elf wizard is a decision to play a quintessential magical character, albeit with a slightly sylvan flair.

### Skill Check: Planar Chart

Players are faced with a skill check for several of the Spells they cast from their class card. The player must memorize a chart of the Planes of Existence. When casting a Spell with a skill check, the DM either requests the player identify the location of the requested plane of existence from a masked (covered) diagram or the DM points to a hidden plane and asks the player to name it. If successful, the Spell deals +3 damage. If not successful, the Spell still works, but the damage is not increased.

Only those Spells whose descriptions on the class card end with “(Skill ✓)” require a skill check.

### Polymorph

When a [polymorph potion](#) is consumed, the drinker is transformed into a creature. The transformation from human(oid) to creature, or vice versa, is instantaneous. However, since drinking a potion requires a Standard Action, unless the character can drink the potion as a Free Action, the character may not attack the same round the potion is consumed. The effect lasts until the end of the room or until ended by the player—whichever comes first.

Characters cannot use Spells or any physical items while polymorphed. They do, however, retain their Armor Class, Hit Points, and any combat bonuses or penalties recorded on the party card, but also

including items with conditional bonuses not recorded on the party card (e.g., BLISS AXE, DWARVEN DIRK, STAFF OF STRIKING, etc.) When polymorphed, melee stats are used to calculate combat modifiers. The polymorph token is used in the combat slider for attacks. The token is collected by the DM after combat is concluded.

If the player chooses to revert into their original form before the end of the room, they need to use another identical polymorph potion or magic item to change again. No character may polymorph into more than one creature type per room. Assuming the player has the means to do so, they may transform into and out of the same creature type more than once per room.

Creature-form attacks may be considered either one-handed or two-handed, but not both. The handedness bonuses recorded on the party card are used when you are transformed. If your stats on the party card included bonuses for one-handed melee attacks/damage, you retain those when you transform. If your stats on the party card included bonuses for two-handed melee attacks/damage, you retain those when you transform. You may not simultaneously benefit from 1H and 2H bonuses.

### Focused Polymorph

When polymorphed, all your melee attack slides gain +3 To Hit. Even if you have a token that allows you to cast Spells while polymorphed, Spell slides are unaffected by *focused polymorph*.

### 4<sup>th</sup> vs. 5<sup>th</sup>

Advantages a 5<sup>th</sup>-level elf wizard has over a 4<sup>th</sup>-level elf wizard include:

- +6 Hit Points
- +2 to Dexterity
- *Focused polymorph*
- Access to 3<sup>rd</sup>-level Spells

### Sub-class: Illusionist

### Elf Wizard Spell List

The circled number indicates how many times that Spell may be cast per adventure.

#### 0-Level

- ③ or ④ *Acid Splash*: Target suffers 3 points of Acid damage, or 6 damage if the skill check is successful
- ② *Shocking Grasp*: Target suffers 3 points of Shock damage, or 6 damage if the skill check is successful
- ② *Gaze Reflection*: Target character is immune to gaze attacks (e.g., looking at a medusa)

④ *Glow Orb*: Target suffers 3 points of Force damage, or 6 damage if the skill check is successful

### 1<sup>st</sup>-Level

① *Alertness*: Party gains +10 to Initiative. This must be cast before the DM calls for the Initiative roll. This effect from this Spell dissipates as soon as the first initiative contest in the room is resolved. (If the first roll-off results in a tie, the +10 bonus still applies to the tie-breaker re-roll[s].) If for any reason a second initiative contest is rolled in the same room, the +10 bonus is not included in that roll. This Spell is cast as a Free Action.

① *Instant Safeguard*: No matter what it was previously, your AC becomes 16. This Spell is cast as an Instantaneous Action.

② *Magic Missile*: Target suffers 8 points of Force damage, or 11 damage if the skill check is successful

① *Chromatic Orb*: Slide a puck (either empty or with an upside-down token in it) and if you hit at least AC 15, you'll deal it 12 points of Force damage.

② *Color Spray*: The target must succeed on a DC 15 Will saving throw or its attack rolls suffer a -4 penalty.

### 2<sup>nd</sup>-Level

① *Bull's Strength*: Target gains +4 to Strength (thus +2 To Hit in melee and +2 Damage with melee and thrown weapons)

① *Invisibility*: You become Invisible until you take an offensive action. An offensive action is defined as doing at least one of the following:

- Attempting to cause damage, whether or not the attempt is successful
- Using an effect that requires a magic/Spell resistance check
- Using an effect that requires a saving throw

① *Ray of Shock*: Slide a puck (either empty or with an upside-down token in it) and if you hit at least AC 15, you'll deal it 18 points of Shock damage.

① *Horrid Vision*: The target must succeed on a DC 15 Will saving throw or it cannot attack more than once per round. (Don't waste this Spell on a monster that only attacks once per round.)

① *Hypnotic Pattern*: Targets must succeed on a DC 20 Will saving throw or their attack rolls suffer a -4 penalty. This Spell affects all the monsters in the room.

### 3<sup>rd</sup>-Level

① *Fireball*: Deals 20 points of Fire damage to all monsters in the room.

① *Ironskin*: All damage (except Eldritch and Push) inflicted upon the target is reduced by 5 per attack/effect.

① *Improved Invisibility*: You become Invisible until you perform a second offensive action. An offensive action is defined as doing at least one of the following:

- Attempting to cause damage, whether or not the attempt is successful
- Using an effect that requires a magic/spell resistance check
- Using an effect that requires a saving throw

① *Prismatic Spray*: Deals 10 points of Force damage to all monsters and all monsters are Dazed on their next turn. Dazed creatures cannot move or take any actions, but their AC is not altered.

## Fighter

Players choosing the fighter character are the martial expert of the party. Excelling in melee weapons, the fighter character is allowed focused time to practice on the combat board before the adventure. Players need to hone their ability to accurately slide their weapon puck on the combat board.

### Weapon Focus

The fighter has a natural bonus of +2 To Hit on every melee attack. This ability is recorded on the party card and is added to each melee combat slide.

### 4<sup>th</sup> vs. 5<sup>th</sup>

Advantages a 5<sup>th</sup>-level fighter has over a 4<sup>th</sup>-level fighter include:

- +10 Hit Points
- +2 to Strength
- *Weapon specialization*

### Sub-class: Duelist

### Weapon Specialization

Weapon Specialization allows you to immediately re-slide your melee attack during the first round of combat. If you decide you want to re-slide, you must do it immediately after making your initial slide, before anyone else make another slide. (This doesn't mean you need to be the first person to slide that round, it just means you need to decide immediately after you make your slide.) The result of the re-slide must be taken, even if it was a poorer result than the first slide. This ability may be used in the first round of every combat.

## Twist the Blade

Once per combat, after a successful melee attack, you may choose to leave your slider on the combat board. After the subsequent round of attacks by other players, if your puck is still in a position that counts as a hit, it deals damage a second time. If the puck gets bumped into a zone that no longer counts as a hit, it does not deal damage a second time. Whether or not it did damage on the extra round, the puck is cleared from the board, but you are free to slide again.

## Monk

The monk is adept at fighting without weapons or armor. If you don't have a lot of equipment and like making attack slides, the monk may be a good choice for you. A monk also brings a host of Special Powers to the combat arena. A monk player focuses on developing their hand-eye coordination on the combat board during pre-game training. Players should also pay special attention to the numerous Special Powers a monk has at their disposal.

The monk is the only class that doesn't need a melee weapon token. Their sliders have a built-in damage wheel.



### Combat Prowess

The monk starts with an AC of 16 due to martial training. A 5<sup>th</sup>-level monk starts with a 17 AC.

### Dazing Fist

The first time you slide a natural 20 with a *flurry of blows* attack, the victim is Dazed on its next turn. Dazed creatures cannot move or take any actions, but their AC is not altered.

*Dazing fist* cannot be used more than once per combat.

### Deflect Missiles

Monks are immune to non-magical missiles. "Non-magical missiles" include all mundane ammunition and mundane thrown weapons. (See [What Makes a](#)

[Weapon Magical](#) later in this guide for more specific information regarding magical weapons.)

## Evasion

When monks make a successful Reflex saving throw against an effect (breath weapon, spell, trap, etc.) that would have dealt half damage on a successful save, they take no damage instead.

## Feather Fall

Monks never take damage from falling as long as the drop was 60' or less.

## Flurry of Blows

When fighting bare-handed or with a [flurry of blows-compatible weapon](#), monks make two attacks per round, in immediate succession, with the same hand. You must slide the second puck before the first puck stops moving. Be sure to practice this unique attack method in the training room. When wielding a hand-held item that's not *flurry of blows-compatible*, monks only make one melee attack slide per round.

Bare-handed monks cannot apply a [weapon oil](#) to their bare hands, but may apply a weapon oil to weapons they wield.

Monks may throw up to two shurikens per round as a ranged attack. (All other classes are limited to one shuriken per round.) However, doing so is not a *flurry-of-blows* attack. Monk-thrown shurikens cannot benefit from effects that only affect *flurry-of-blows* attacks.

## Diamond Body

5<sup>th</sup>-level monks are immune to all types of Poison.

## Dragon Strike

*Flurry of blows* attacks are treated as +4 magic weapons when it comes to overcoming a monster's weapon immunity. E.g., if a monster can only be damaged by at least a +4 weapon, 5<sup>th</sup>-level monks are able to hit it with their *flurry of blows* attacks—even if using a bare-handed attack. *Dragon strike* does not grant a +4 To Hit bonus nor does it grant a +4 Damage bonus. *Dragon strike* does not “downgrade” a +5 or higher *flurry of blows-compatible* weapon to a +4 weapon.

## Improved Evasion

When monks make a successful Reflex saving throw against an effect that would have dealt half damage on a successful save (breath weapon, spell, trap, etc.),

they take zero damage instead of half. If the saving throw fails, they take half damage instead of full.

The following table illustrates the differences between *evasion* and *improved evasion*:

Special Effect	Reflex Saving Throw	
	Succeeded	Failed
without evasion	half damage	full damage
Evasion	no damage	full damage
Improved Evasion	no damage	half damage

## Stunning Fist

The first time you slide a natural 20 with a *flurry of blows* attack, the victim is Stunned on its next turn. Stunned creatures cannot move or take any actions and suffer a –2 AC penalty.

*Stunning fist* cannot be used more than once per combat.

## 4<sup>th</sup> vs. 5<sup>th</sup>

Advantages a 5<sup>th</sup>-level monk has over a 4<sup>th</sup>-level monk include:

- +8 Hit Points
- +2 to Strength
- +1 to AC
- *Diamond body*
- *Dragon strike*
- *Improved evasion*
- *Stunning fist*

## Sub-class: Drunken Master

### Imbiber's Breath

When you slide a natural 20, a *flurry of blows* attack critically hits any type of monster—including creatures that are normally immune to being critically hit. Examples include, Constructs, Oozes, Plants, and Undead.

*Imbiber's breath* does not affect non-*flurry of blows* attacks. If you attack with a non-*flurry of blows-compatible* weapon, *imbiber's breath* does not overcome crit immunity.

*Imbiber's breath* has absolutely no effect on ranged attacks—not even “melee for ranged” attacks.

### Imbiber's Luck

Grants a +3 to your party's initiative. This is an “always on” ability and is recorded on the party card, so it's not necessary to remind your combat DMs that you have an initiative modifier. However, it's fine to politely remind your coach to include it on the party card if they accidentally overlook it.

## Imbiber's Skill

Once per combat, you may drink a [potion](#) as a Free Action.

*Note:* Only one Free Action may be executed per round.

## Paladin

Players choosing the paladin find themselves playing a predominately combat-based character with some extra divine bonus powers that do not require a skill check.

### Detect Evil

Three times per adventure, you may detect the location(s) of Evil in the room.

### Guard

You have the heroic ability to *guard* another character. This essentially means you interpose yourself between a selected party member and an attacking monster. If the DM determines the monster would attack the *guarded* character (targeted melee only) the monster attacks the paladin instead. If the *guarded* character is the target of more than one melee attack within a given round, all the melee attacks that had targeted the *guarded* character get redirected to the paladin. Redirected attacks are made against the paladin's stats, not the stats of the character that was being *guarded*. *Guard* does not redirect missiles, area of effect damage, or wholly magical effects.

Declaring *guard* takes no time whatsoever.

The ability to *guard* is suspended if the paladin is physically incapacitated. Once the incapacitation ends, the paladin is free to resume *guarding*. E.g., paladins can't *guard* while they're *stunned*.

You must declare the character you're *guarding* at the beginning of combat. Once declared, you may not select a different character—even if that character dies.

While *guarding* a character, you gain Melee Damage Reduction 3 against attacks that were redirected to you from the character you are *guarding*. If the melee attack originally targeted you, this DR does not apply.

If a paladin is *guarding* a character that uses *taunt*, *taunt* overrides *guard*. I.e., the *taunted* attack is not redirected to the paladin.

*Guard* can only be used on someone in the same party as the paladin. (Sometimes there are special events where more than one party simultaneously fights an opponent.)

### Immunity to Disease

Paladins are completely immune to disease—both normal and magical varieties.

### Lay on Hands

As a Standard Action, you may heal an ally or yourself by touch. The amount of damage you can heal depends on your level. 4<sup>th</sup>-level paladins may heal a total of 12 points of damage. 5<sup>th</sup>-level paladins may heal a total of 15 points of damage. Each point of healing used is marked off on your character card.

You may use any or all of your remaining healing per application. Here are just some examples of what you could heal if you had 12 points of *lay on hands* healing remaining:

- One character anywhere between 1 and 12 points of damage
- Yourself anywhere between 1 and 12 points of damage
- Two characters 6 points each\*
- One character 3 points and another character 4 points\*
- Ten characters 1 point each\*

\*Because each use requires a Standard Action, only one person can be healed per round. However, when not actively engaged in combat, rounds are not generally tracked, so as long as you still have time in the room (the 12 minutes have not expired) and you're not in combat, you can just inform the DM you're healing one or more characters so they can mark it off your card.

*Lay on Hands* and *Restore Power*: Clerics may use *restore power* to give paladins another use of *lay on hands*. However, a restored *lay on hands* cannot be used piecemeal. You must use the entire compliment of healing (either 12 or 15 points) on a single target. *Restoring lay on hands* does affect how many points of *lay on hands* you had used previously. E.g., if you had used 5 points (and have five tick boxes marked off on your character card), you would still have 5 marked off after the cleric *restored* your *lay on hands* ability.

## Remove Disease

Once per game (twice at 5<sup>th</sup>-level), you may cure one other character of all diseases (magical or mundane) currently affecting them. Paladins are immune to disease, so they'll never need to do this on themselves.

This ability only affects diseases currently affecting the victim. It does not "inoculate" the target from getting a disease in the future.

## Sacrifice

As an Instant Action, you may save the life of another character (you cannot target yourself) who would have otherwise died. When activated, both you and your target's current hit points are set to 5—no matter what either of your current hit points were before you used *sacrifice*.

*Sacrifice* may only be used once per game.

### 4<sup>th</sup> vs. 5<sup>th</sup>

Advantages a 5<sup>th</sup>-level paladin has over a 4<sup>th</sup>-level paladin include:

- +9 Hit Points
- +2 to Strength
- +3 healing with *lay on hands*
- One additional use of *remove disease*
- *Sacrifice*

### Sub-class: Cavalier

## Immunity to Fear

Instead of being immune to disease, you are immune to *fear* effects.

## Remove Charm/Fear/Sleep

Three times per game, instead of *remove disease*, you may remove *charm*, *fear*, and/or *sleep* effects on a single target. A single use of this power removes any or all of the aforementioned maladies.

This ability only affects *charm/fear/sleep* effects currently affecting the victim. It does not "inoculate" the user from being affected by them in the future.

## Righteous Wrath

Instead of *sacrifice*, cavaliers gain the ability to deal devastating damage to creatures that just dealt them damage.

Once per room, when you are hit with a melee (not missile or spell) attack from a monster, your next attack gains +5 To Hit and +10 Damage if you attack the same monster that hit you. This power may not be used against a monster that didn't hit you.

Use of this power must be declared before making your attack slide.

This power must be activated on the turn immediately following the melee attack upon you. I.e., you may not "bank" the bonuses to use on a later round.

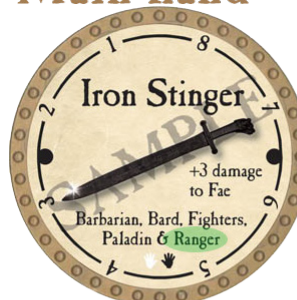
## Ranger

Players selecting the ranger play a combat-oriented character with a twist. The ranger is ambidextrous and thus is one of the two classes that can perform two attacks per combat round.

### Dual-Wielding Melee Fighting Style

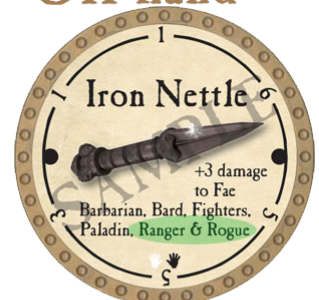
Players choosing the ranger practices a special double weapon slide representing the ranger's two weapon melee attack. Both pucks are slid at the same time, one in each hand. (Players who are unable to use both hands may slide both pucks in the same hand, but they must be slid at the same time.)

#### Main-hand ✓



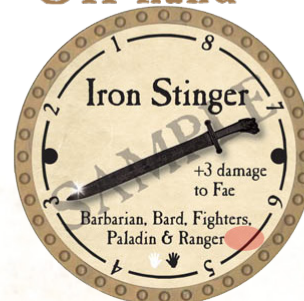
Lists Ranger

#### Off-hand ✓



Lists both Ranger & Rogue

#### Off-hand ✗



Lists Ranger, but not Rogue

During the adventure, if for any reason a ranger loses one of their melee weapons and doesn't have access to a suitable back-up, the ranger may attack with one weapon, but must still slide two pucks—one of which is empty. The empty puck cannot deal damage. The empty puck slide is not considered an attack and does not trigger things that are triggered by attacks. It can, and is very likely to, bump other pucks.

*Note:* Ranger players use one weapon puck when making ranged attacks.

### Ranger Melee Weapon Requirements

A ranger's main-hand weapon can be any melee weapon a ranger can use. However, a ranger's off-hand melee weapon must be usable by both ranger and rogue.

During coaching, if you don't have a second melee weapon that fits this criterion, notify your coach so they can get one for you.

### Favored Enemy

Rangers hold Undead creatures with special disdain. Thus, rangers deal +1 Damage (+2 at 5<sup>th</sup>-level) when attacking Undead creatures. This bonus applies to all physical forms of attack made by rangers against Undead.

### Sharpshooter

Rangers have exceptional skill with all forms of missile weapons, thus rangers deal +2 (+4 at 5<sup>th</sup>-level) Damage when using a missile weapon. This ability is always active and "baked into" your stats on the party card, so you don't need to remind your DM to add it in.

### 4<sup>th</sup> vs. 5<sup>th</sup>

Advantages a 5<sup>th</sup>-level ranger has over a 4<sup>th</sup>-level ranger include:

- +9 Hit Points
- +2 to Dexterity
- *Favored enemy* damage increases to +2
- *Sharpshooter* damage increases to +4
- Spells

### Sub-class: Warden

### Ranger Spell List

The circled number indicates how many times that Spell may be cast per adventure.

Rangers (including wardens) may target themselves or another character with their Spells.

#### 1<sup>st</sup>-Level

- ① *Barkskin*: Target gains +2 to AC for one combat
- ① *Cure Lesser Wounds*: Target heals 5 HP
- ① *Thornskin*: Target gains +2 to AC and +2 Retribution Damage for one combat
- ① *Warden's Boon*: Target gains +4 to Strength or +4 to Dexterity, thus gaining the following benefits:
  - +2 To Hit in melee

- +2 Damage with melee and thrown weapons
- or
- +2 To Hit with ranged attacks
- +2 to AC
- +2 to Reflex saving throws

### Free Movement

Wardens are immune to *hold*, *paralyze*, and *slow* Spells or effects, as well as a spider's webbing or similar sticky substances.

### Returning Ammo

Any time you use an [ammunition](#)\* (aka ammo) token and miss your target, the ammo token is returned to you after that round of combat has been resolved. However, if the attack hits, the ammo is expended and is not returned.

*Note:* This ability only returns your missed ammo shots. Ammo tokens used by other players are collected when used.

\*Ammo: A projectile (e.g., arrow, bolt, etc.) propelled by a ranged weapon. Neither [alchemical](#) (e.g., HOLY WATER, THUNDER STONE, etc.) nor [thrown](#) weapons are considered ammo.

## Rogue

Players choosing the rogue should have good hand-eye coordination. Rogues are often utilized to look for clues or treasure.

### Skill Check: Labyrinthine Path

To simulate how a rogue might meticulously search a room for clues/treasure, some rooms have a rogue challenge device. It looks like a small chest with a metal plate on the top. A labyrinthine trough winds across this metal plate. To successfully pass the test, the player must guide a metal stylus throughout the path without touching the sides of the trough. If you ever played a certain surgery-based tabletop game, you have an idea how this mechanic works.



Successfully navigating this maze test gives the rogue the choice between either: a clue for the room's puzzle which benefits the party or a treasure pull to keep for themselves. (They're a rogue, after all!) Rogue players spend their training time practicing this unique skill prior to the adventure.

*Note:* Though it may bear a cosmetic resemblance to a treasure chest, the rogue skill check box is an abstraction of the intricate examinations a rogue might perform in a room, not a literal chest a character would open. It cannot be bashed open and spells that open locks do not function on it.

### **Rogue Skill Check Etiquette**

You are perfectly within your rights to take the treasure for yourself instead of the clue for the party. But keep in mind, you are part of a team. Don't let greed lead to your party's demise. Maybe take a quick poll of the party to see if they need the clue?

### **Rogue Skill Check FAQ**

Over the years, we've gotten quite a few questions regarding the rogue skill check. Here are some of the "greatest hits."

**Q)** May any other class besides the rogue attempt the Rogue Test?

**A)** The emphatic answer is "NO!"

**Q)** May anyone else in the party open the box?

**A)** No. Only the rogue can attempt the rogue test and physically open the box.

**Q)** May the rogue start from either end?

**A)** Yes.

**Q)** May rogues stop mid-way through a rogue test and choose not to open the box?

**A)** Yes. But if they decide to open it later, they must start back at the beginning.

**Q)** What is EKTDAR'S TINKERING TOOL?

**A)** It's a token that allows a rogue to cut the rogue test in half. Players need to show the DM this token to use this tool in the dungeon.

**Q)** May a rogue use EKTDAR'S TINKERING TOOL on every box?

**A)** Yes, but only once per box.

**Q)** When using EKTDAR'S TINKERING TOOL, do you start at the middle and go to the end or at an end and go to the middle?

**A)** Player's choice, just tell your DM before starting.

**Q)** What happens if the rogue fails the rogue test?

**A)** Other than shame and derision from the rest of the party, nothing. Once upon a time it would cause damage, but unless the room's description specifically indicates otherwise, no damage is dealt.

**Q)** If the rogue sets off the trap, does the box open?

**A)** No, it doesn't represent a real box in the room.

**Q)** If the rogue sets off the trap, is the box destroyed?

**A)** No, it doesn't represent a real box in the room.

**Q)** If they fail the rogue test, may rogues make a second attempt at opening the box?

**A)** Not unless the rogue has MASTERWORK THIEVES' TOOLS token. That allows for one mulligan per adventure, not per room.

**Q)** What is the MASTERWORK THIEVES' TOOLS token?

**A)** It's a token that allows a rogue one rogue test do-over per adventure. Players must show the DM this token to use this tool in the dungeon.

**Q)** When rogues use their MASTERWORK THIEVES' TOOLS to get a do-over, do they have to start from the beginning or can they start from their fail point?

**A)** They must start at the beginning.

**Q)** May a rogue use the MASTERWORK THIEVES' TOOLS on every box?

**A)** No. The MASTERWORK THIEVES' TOOLS are only usable once per adventure. Once the MASTERWORK THIEVES' TOOLS have been used, the rogue keeps the MASTERWORK THIEVES' TOOLS token but may not use it again on that adventure. This rule applies no matter how many copies of that token the player may possess.

**Q)** Didn't there used to be a MASTERWORK THIEVES' TOOLS checkbox on the party card?

**A)** Use of the MASTERWORK THIEVES' TOOLS is no longer tracked on the party card. Much like HP, its use is left up to the player's honor.

**Q)** May rogues use both the MASTERWORK THIEVES' TOOLS and EKTDAR'S TINKERING TOOL on the same box? Does it matter in which order they use them?

**A)** Yes and yes. They may use both the MASTERWORK THIEVES' TOOLS and EKTDAR'S TINKERING TOOL. EKTDAR'S TINKERING TOOL must be used first.

**Q)** If EKTDAR'S TINKERING TOOL is used to go only halfway, and then the MASTERWORK THIEVES' TOOLS to get a do-over, does the rogue have to go half-way or the entire way on the second attempt?

**A)** The entire way.

**Q)** If the rogue succeeds at the rogue test, what do they get?

**A)** They get to choose between taking a token or looking at the clue.

**Q)** What does LIBRAM OF LOOTING do?

**A)** It allows rogues to take the token as well as get the clue if they pass the rogue test. It does nothing if they fail the test.

**Q)** How often may a LIBRAM OF LOOTING be used?

**A)** It is "always on" and functions if the test is passed with or without aid from a MASTERWORK THIEVES' TOOLS and/or EKTDAR'S TINKERING TOOL.

**Q)** How much time do rogues have to decide between taking the clue or the token?

**A)** As long as they like, up to the maximum time allotted for the room.

**Q)** May the rogue discuss with the party whether to take the clue or the token?

**A)** Yes.

**Q)** How long can the party examine the clue?

**A)** As long as they want, up to the maximum time allotted for the room.

**Q)** Is the rogue player the only one allowed to see the clue?

**A)** The rogue player may show the clue to the party, if desired, but they are not required to do so.

**Q)** May the rogue read the clue out loud?

**A)** Yes. In fact, it's recommended.

**Q)** What changes happen to the rogue test when it's attempted on Hardcore or Nightmare?

**A)** There is a thicker stylus for Hardcore or Nightmare runs. On rare occasions, failing the rogue test may trigger a trap, but that's determined by dungeon design, not DM whim.

## Sneak Attack

Rogues have the ability to slink around a monster during combat and set themselves up to perform a special melee attack which targets the monster's vital areas. Monsters without vital anatomy (examples include Constructs, incorporeal creatures, Oozes, Plants, and Undead) or monsters that cannot be surprised cannot be *sneak attacked*.

The rogue must take one round to prepare this special strike, unless the rogue has equipped [a token that allows an immediate sneak attack](#). During this prep round, no other actions are permitted. If the melee attack hits (it does not need to be a critical hit) it deals +15 (+20 at 5<sup>th</sup> level) points of damage above and beyond their normal weapon damage.

*Note:* The +15 (+20 at 5<sup>th</sup> level) damage bonus from a *sneak attack* is not subject to doubling on a critical

hit, unless a Nightshade's weapon or a Viper Strike fang under the influence of the Viper Strike Set bonus is used. (If a Viper Strike fang is used while not under the Viper Strike set effect, the extra damage is not doubled.)

*Sneak attack* can be attempted only once per combat, whether or not the *sneak attack* was successful. In essence, the monster becomes wise to your skulky shenanigans.

The **prep-round** for a *sneak attack* is not an offensive action, but the actual *sneak attack* itself most definitely is.

## Flank Attack

Once per combat, instead of attacking during a combat round, a rogue can place a slider anywhere on the combat board with an upside-down token in it. The rogue may remove the slider at any time a slider is not in motion (it may not be removed while someone is sliding), but it cannot be manually adjusted once placed. Even if the slider is removed mid-round, the rogue may not attack that same round.

*Flank* may be initiated on any round of combat.

The *flanking* puck may be left on the combat board as long as the rogue wants—even the whole combat, if desired.

If at any time the *flanking* puck hits the edge of the combat board or falls off the combat board, the *flanking* ends. The puck is removed from the combat board and may not be placed back on the combat board.

*Flank* cannot be performed if the rogue cannot reach the monster. If the monster is behind bars, flying, levitating, or some other form of hindrance that would prevent the rogue from physically maneuvering around all sides of the monster, *flank* is not possible. Tokens that permit a rogue to *sneak attack* with a ranged weapon (e.g., LENSES OF VITAL INSIGHT) do not bypass this restriction on *flank*. In most cases, this restricts *flank* to melee combat only. However, if some day there's a token that allows a rogue to fly, a rogue could potentially *flank* a flying creature. That said, as of this writing, there are no tokens that allow a rogue to fly.

*Note:* Though this ability is called *flank* “attack”, it is not considered an attack. It does not damage the monster (though it could help other players deal damage) and cannot trigger any damage effects. However, *flank* is considered an offensive action and

its use breaks HAT OF ESCAPE and any other effect cancelled by initiating an offensive action.

## 4<sup>th</sup> vs. 5<sup>th</sup>

Advantages a 5<sup>th</sup>-level rogue has over a 4<sup>th</sup>-level rogue include:

- +6 Hit Points
- +2 to Dexterity
- *Flank*
- Improved *sneak attack* damage

## Sub-class: Assassin

### Assassinate

When making a melee attack, if you slide a natural 20 and a 6 is closest to the damage dot on the combat board, your target is instantly slain. This ability works on creatures normally immune to *sneak attacks* and/or critical hits.

*Note:* To use *assassinate*, the weapon's damage wheel must land on a 6. Not 16, not 26, just plain 6. Whether or not 6 is the highest number on the weapon's damage wheel is irrelevant. If a weapon does not have a 6 on it, it cannot be used to *assassinate*. If the weapon has more than one “pure” 6 on it (e.g., [+1 IRON NETTLE](#)), any of the 6s will do.

### Poison Resistance

All Poison damage inflicted on you is reduced by 5. Anytime the DM tells you to take Poison damage (unless it's Push Damage from not completing the room in time), reduce the amount by 5. Every player tracks their own hit points, so unless specifically asked, it's not necessary to remind your DMs you have this power—they have enough to keep track of already.

## Wizard

Selection of the wizard is a decision to play the quintessential magical character. Players are faced with a skill check for most of the Spells they cast from their character card.

### Skill Check: Planar Chart

Players are faced with a skill check for several of the Spells they cast from their class card. The player must memorize a chart of the Planes of Existence. When casting a Spell with a skill check, the DM either requests the player identify the location of the requested plane of existence from a masked (covered) diagram or the DM points to a hidden plane and asks the player to name it. If successful, the Spell deals +3

damage. If not successful, the Spell still works, but the damage is not increased.

Only those Spells whose descriptions on the class card end with “(Skill ✓)” require a skill check.

## Polymorph

When a [polymorph potion](#) is consumed, the drinker is transformed into a creature. The transformation from human(oid) to creature, or vice versa, is instantaneous. However, since drinking a potion requires a Standard Action, unless the character can drink the potion as a Free Action, the character may not attack the same round the potion is consumed. The effect lasts until the end of the room or until ended by the player—whichever comes first.

Characters cannot use Spells or any physical items while polymorphed. They do, however, retain their Armor Class, Hit Points, and any combat bonuses or penalties recorded on the party card, but also including items with conditional bonuses not recorded on the party card (e.g., BLISS AXE, DWARVEN DIRK, STAFF OF STRIKING, etc.) When polymorphed, melee stats are used to calculate combat modifiers. The polymorph token is used in the combat slider for attacks. The token is collected by the DM after combat is concluded.

If the player chooses to revert into their original form before the end of the room, they would need to use another identical polymorph potion or magic item to change again. No character may polymorph into more than one creature type per room. Assuming the player has the means to do so, they may transform into and out of the same creature type more than once per room.

Creature-form attacks may be considered either one-handed or two-handed, but not both. The handedness bonuses recorded on the party card are used when you are transformed. If your stats on the party card included bonuses for one-handed melee attacks/damage, you retain those when you transform. If your stats on the party card included bonuses for two-handed melee attacks/damage, you retain those when you transform. You may not simultaneously benefit from 1H and 2H bonuses.

## 4<sup>th</sup> vs. 5<sup>th</sup>

Advantages a 5<sup>th</sup>-level wizard has over a 4<sup>th</sup>-level wizard include:

- +6 Hit Points
- +2 to Dexterity

- *Wand mastery*
- Access to 3<sup>rd</sup>-level Spells (not applicable to sorcerers)

## Sub-class: Sorcerer

## Wand Mastery

When you use a wand that deals HP damage, it deals +2 Damage per use. If the wand affects more than one target, you get a 2-point pool of additional damage to divvy as you see fit, not +2 damage per target.

Wands that do not cause HP damage are unaffected by this power. E.g., WAND OF SNAKEBIND penalizes the victim's To Hit rolls, so *wand mastery* could not affect it.

## Wizard Spell List

4<sup>th</sup>- and 5<sup>th</sup>-level wizards cast their Spells in the standard manner: each Spell has a set amount of times it can be cast. The circled number indicates how many times that Spell may be cast per adventure.

### 0-Level

③ *Fire Dart*: Target suffers 3 points of Fire damage, or 6 damage if the skill check is successful

② or ③ *Frost Dart*: Target suffers 3 points of Cold damage, or 6 damage if the skill check is successful

### 1<sup>st</sup>-Level

① *Acid Ray*: Slide a puck (either empty or with an upside-down token in it) and if you hit at least AC 15, you'll deal it 12 points of Acid damage.

① *Burning Hands*: All monsters suffer 6 points of Fire damage, or 9 damage if the skill check is successful

① *Instant Safeguard*: No matter what it was previously, your AC becomes 16. This Spell is cast as an Instant Action.

② or ③ *Magic Missile*: Target suffers 8 points of Force damage, or 11 damage if the skill check is successful

### 2<sup>nd</sup>-Level

① *Cat's Grace*: Target gains +4 to Dexterity (thus adding +2 To Hit with ranged attacks, +2 to AC, and +2 to Reflex saving throws)

① *Ray of Shock*: Slide a puck (either empty or with an upside-down token in it) and if you hit at least AC 15, you'll deal it 18 points of Shock damage.

① *Scorching Ray*: Slide a puck (either empty or with an upside-down token in it) and if you hit at least AC 15, you'll deal it 18 points of Fire damage.

### 3<sup>rd</sup>-Level

① *Lesser Maze*: When *lesser maze* is cast, the target monster is teleported to a pocket dimension for one turn (in this specific case, "next turn" is defined as the monster's next action). For creatures in the pocket dimension, time is frozen and they can take no actions—not even mental/psychic. The time-freeze effect also applies to a character if that character is engulfed/held/swallowed by the monster. On the round in which the monster is in the maze (pocket dimension), party members can take their next turn (action) to buff, heal, or whatever they like, but cannot directly affect the monster in any way. When the monster returns, a new combat begins. This includes rolling a new initiative and clearing any effects which last until the end of combat.

*Lesser maze* always takes effect at the end of the turn it is cast.

This Spell has caused some consternation regarding how it actually works; therefore we've provided some examples below. (These examples happen to show *lesser maze* being cast on round 1, but it can be cast on whichever round you desire.)

#### ❧ *Scenario One: Monster Wins First Initiative* ❧

**Round 1, Monster Phase:** Monster monsts\*

**Round 1, Player Phase:** Players play and can affect the monster, *lesser maze* cast

**Round 2, Monster Phase:** Monster spends its turn time-frozen in the pocket dimension

**Round 2, Player Phase:** Players play, but can't do anything that directly affects the monster

**Round 3:** Roll new initiative, winning side acts first, opposing sides can once again affect each other

\*If a plumber is one who plumbs, clearly a monster is that which monsts. ;-)

#### ❧ *Scenario Two: Players Win First Initiative* ❧

**Round 1, Player Phase:** Players play and can affect the monster, *lesser maze* cast

**Round 1, Monster Phase:** Monster spends its turn time-frozen in the pocket dimension

**Round 2, Player Phase:** Players play, but can't do anything that directly affects the monster

**Round 3:** Roll new initiative, winning side acts first, opposing sides can once again affect each other

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The net result is the party essentially gets to take two turns in a row, initiative is then re-rolled, and regular combat resumes. If the players win the new initiative, they effectively get three turns in a row.

① *Lightning Storm*: Deals 20 points of Shock damage to all monsters. No combat slide is required and there is no saving throw that can mitigate the damage, but standard Shock resistances/immunities would apply if the target possessed them.

### Sorcerer Spell List

Sorcerers cast Spells like a bard. They have a pool of Spells from which they cast and are not restricted to casting a specific Spell a specified number of times. E.g., sorcerers could cast each of their 2<sup>nd</sup>-level Spells once, one 2<sup>nd</sup>-level Spell three times, or any combination of 2<sup>nd</sup>-level Spells up to a total of three.

#### 0-Level (⓪ spell slots)

*Fire Dart*: Target suffers 3 points of Fire damage, or 6 damage if the skill check is successful

*Frost Dart*: Target suffers 3 points of Cold damage, or 6 damage if the skill check is successful

#### 1<sup>st</sup>-Level (Ⓛ spell slots)

*Acid Ray*: Slide a puck (either empty or with an upside-down token in it) and if you hit at least AC 15, you'll deal it 12 points of Acid damage.

*Burning Hands*: All monsters suffer 6 points of Fire damage, or 9 damage if the skill check is successful

*Magic Missile*: Target suffers 8 points of Force damage, or 11 damage if the skill check is successful

#### 2<sup>nd</sup>-Level (Ⓜ spell slots)

*Elevate Damage*: The next damage-Spell you cast from your character card (not from an item, scroll, or a spell "cast as a scroll") deals +15 damage.

*Elevate damage* may not be cast more than once per room.

This Spell requires a Standard Action to cast.

If a Spell under the influence of *elevate damage* can affect more than one target, you get a total of 15 extra points of damage—not +15 points of damage per target. You choose the recipient(s) of the extra points and may allocate them as you see fit among the eligible recipients.

*Ray of Shock*: Slide a puck (either empty or with an upside-down token in it) and if you hit at least AC 15, you'll deal 18 points of Shock damage to that creature.

**Stone Storm:** Deals 15 points of Force damage to all monsters. No combat slide is required and there is no saving throw that can mitigate the damage, but standard Force resistances/immunities would apply if the target possessed them.

## Combat

When negotiation or trickery cannot get you out of a fight with a monster, combat often ensues. Combat can take two main forms: ranged or melee. These two distinctions are in play regardless of whether the attacks are magical (spells) or physical (weapons). Combat in True Dungeon is conducted on a combat board. This shuffleboard-like concept allows players a level of skill and strategy while controlling the level of activity to a safe, containable level. Yes, some would like live action with “boffer” swords, but trust us, it wouldn’t be pretty for staff, players, or the sets.

### Combat Board

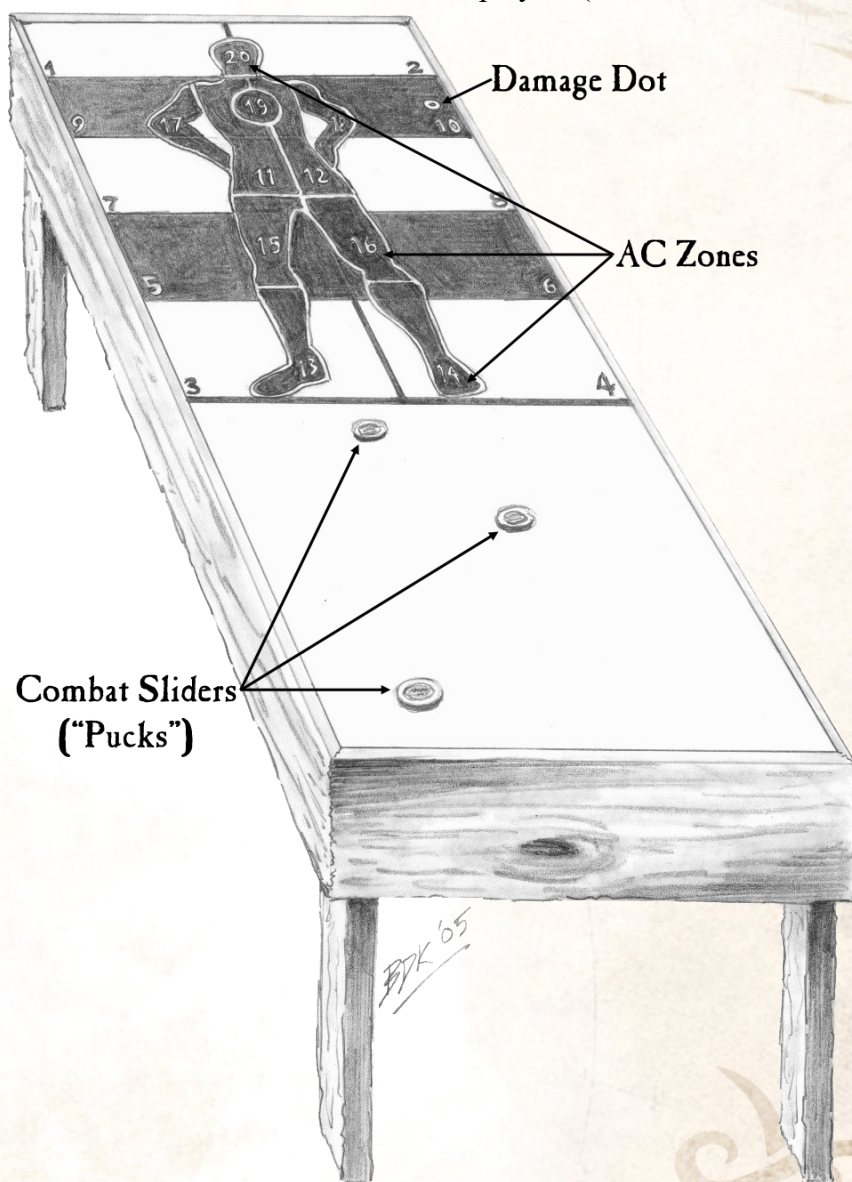
The combat board has a black and white silhouette representing the opposing monster, these images are specific to the room and monster, and the attack scoring regions change based on a monster’s stats and difficulty to hit. Players place their weapon tokens in the combat sliders, aka “pucks.”

Every combat board has pucks for each character class, so be sure to select the puck that corresponds to your class. Monks and rangers have two pucks each.



Weapon tokens are designated by their damage wheel—the ring of numbers around the circumference of the token.

The weapon token is placed face up in the combat slider. A strong magnet keeps it in place. (Be sure to keep the puck away from any personal items which might be adversely affected by magnets.) The player slides the puck down the combat board, attempting to have the slider come to rest in an AC zone high enough to represent a successful attack. Once the slider comes to rest on the board, the number on the damage wheel pointing closest to the Damage Dot (on the board) is the amount of damage that attack would do, provided the slider landed on an AC zone high enough to score a hit on the monster. DMs wait for all players to slide their weapon tokens (in the sliders) on the combat board because damage is not calculated until after all players (or at least all who



have chosen to make a slide that round) have slid their respective puck(s). This action, in and of itself, can represent a level of strategy since a well-placed shot can bump a non-scoring slider into a scoring position. In fact, some lower damage capable players (e.g., wizard, generally 1–4 points of damage with a weapon) may elect to sacrifice their attack attempts in order to change the outcome of a player with a higher damage potential (e.g., barbarian, who can do upwards of 20 points of damage with certain weapons). Finally, any magical bonuses affecting to hit or damage are calculated in after all other physical factors have been accounted for. All this and more make up the strategy that is True Dungeon combat.

Landing a puck on the 20 zone is a guaranteed hit. We call that a natural 20, as opposed to a modified 20 which is when you hit AC 20 after your combat bonuses are added to the zone your puck landed on. Conversely, landing a puck on the 1 zone is a guaranteed miss, no matter what your bonuses are.

When a puck comes to rest on the border between two or more AC zones, the highest number it touches counts. E.g., as seen below, if your puck stops on the border between 13 and 15, it counts as a 15.



Every combat room has its own set of sliders. **Do not take the sliders out of the room!** It's fine to keep them in hand when actively engaged in combat, but when combat ends, you must return them to the table.

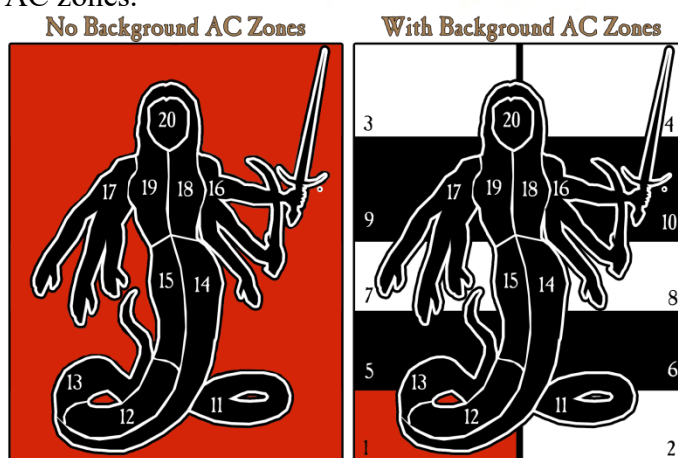
## Off-Silhouette Slides

Some combat boards feature the silhouette of the monster on a plain, un-numbered background while other boards have low-numbered AC zones “behind” the monster (seen on the right board below). As long as a puck lands in or touches a zone that has an AC value, if the player's bonus is high enough, it can hit

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the monster if the AC zone is 2 or higher. However, if the puck lands in a zone with no AC value or a value of 1, that slide is a miss—no matter what the player's To Hit bonus is. This rule applies to all attack slides, including melee, ranged, spell, thrown, scroll or item.

In the illustration below, because the left board has no background AC zones, any slider that winds up completely outside the monster's silhouette is an automatic miss. This area is shown here in red for emphasis, but the real boards are just black and white. However, on the board on the right, if the player's To Hit bonus is high enough, a slide anywhere other than 1 (also emphasized here in red) has the potential to be a hit because there are no null AC zones.



## Damage Timing

All the damage the party deals to a monster in a given round occurs simultaneously. It's too cumbersome and time-consuming to debate over what specific character's damage occurred before or after another specific character's damage within a single round. However, players are free to determine when healing occurs during their turn. E.g., during a single turn, a cleric may choose to heal a wizard after the wizard uses MAD EVOKER'S CHARM.

## Monster's Turn

The monster's attack is not carried out on the combat board. It would be unfair to have a DM who has been sliding all day (and thus can hit the 20 spot at will) to slide against the party. Therefore, the DM rolls a twenty sided die (d20) to represent the monster's attack attempts.

## Initiative

At the start of a combat encounter, the DM and one representative party member roll off for initiative. The higher of the two scores establishes who attacks first, the party or the monster. Sometimes the way a room is laid out gives the monster the advantage. If that is the case, the DM informs the party there is no initiative roll because the monster got the drop on the party. This is driven by module design, not DM whim.

As of 2023, there are only two tokens that augment the party's initiative roll: CHARM OF AWARENESS and CHARM OF AWAKENED SYNERGY. There are no modifiers that only affect a specific character. Dexterity does not affect initiative.

Don't waste precious time determining who should roll the initiative die. The person physically closest is the best choice. You have better things to do than debate about who is the "luckiest" roller.

## Melee

Melee combat is close-up, hand-to-hand fighting. In general, think of melee as a sword-and-shield, fist-on-face style of fighting. Melee weapons are hand-held, not released or thrown as part of the attack. If the weapon leaves your character's hand when striking, it's not a melee attack.

Unless an implied gap (e.g., chasm or cell bars) or some other obstacle separates the monster from the party, characters are always considered in melee range of the monster. However, players have the option of declaring a melee or ranged attack, and monsters may be equipped with melee or ranged attack capability as well.



### Retribution Damage

When a melee attack deals damage to a target possessing [Retribution Damage](#) (RD), the attacker takes damage equal to the target's total RD. Ranged

attacks do not trigger RD. If an attack would have caused damage but is completely negated (e.g., CLOAK OF SHADOWSKIN) or the attack's damage is reduced to zero (e.g., [melee damage reduction](#)), RD is not triggered. E.g., if a character wearing CLOAK OF SHADOWSKIN and AMULET OF THORNS is hit with a monster's melee attack and the CLOAK OF SHADOWSKIN negates all the damage, the monster does not suffer any RD because that attack did not damage the character. Similarly, if the attack's damage is reduced to zero, it does not trigger RD. However, if the victim of the melee attack takes at least one point of damage, the Retribution effect triggers.

Multiple differently named sources of RD stack, unless specifically stated otherwise.

Spell Resistance cannot negate RD. Damage Reduction (DR) can mitigate RD, as long as the RD covers the damage type. E.g., a barbarian's DR can mitigate any kind of RD other than Eldritch. But if a character has Fire DR, that cannot reduce Cold RD. RD may or may not have a specific damage type. This is determined by the room's description.

Retribution Damage is triggered *by* an attack, but RD itself is not considered an attack. RD cannot trigger effects that trigger on an attack. E.g., let's say you have a token that covers your attacker in purple polka dots when you get attacked. You're fighting a monster that happens to have RD. If you attack the monster with a melee attack and take damage from its RD, the monster does not get covered in purple polka dots because the monster was not attacking you.

## Ranged

Ranged weapons are those that involve either ammunition (e.g., arrow or sling stone) launched from a weapon or a projectile thrown by hand during an attack (e.g., javelin, shuriken, or throwing axe.) Unless the room's description says otherwise, ranged combat can occur anywhere, even in a tight room. Characters are considered proficient enough to be able to "thread the needle" during combat and make ranged strikes on the monster without hitting another party member—even if it misses the monster.

Unless specifically stated otherwise, all Spells are considered ranged attacks—whether or not the Spell requires an attack slide. Spells benefit from ranged bonuses and *bardsong*.

Ranged combat is conducted on the combat board, exactly the same as melee, by sliding the weapon token in the slider. Melee and ranged attacks occur at the same time.

Ranged attacks may be the only option available in some cases. E.g., if the monster is on the other side of a chasm, behind cell bars, flying, or levitating. In this case, a bow or sling may be just the thing to turn the tide of combat.

Ammo-firing ranged weapons are assumed to have an infinite supply of mundane ammo. Under normal conditions, no counting of shots is necessary. Most [ammunition tokens](#) augment the To Hit and/or Damage from ranged weapons, but sometimes they have other effects (e.g., *sleep* or *slow*.) Ammo tokens are consumables and must be turned in when used.

Ranged To Hit, not Damage, bonuses affect Spells cast from the character card which require a slide.

*Note:* Scroll tokens that require a slide to function are not affected by ranged attack bonuses. Scrolls or Spells “cast as a scroll” may not be duplicated or modified unless a token specifically says otherwise.

### Extra Damage Ammunition

Ammunition that deals HP damage always adds its bonus to the weapon it’s fired from. E.g., MASTERWORK ARROW damage stacks with a +2 FLAMING SHORTBOW (as well as all other bows), adding +1 to Damage. Magical bolts (+1 or +2) add their bonus to both To Hit and Damage. Slugs fired from blunder guns and bullets/stones launched from slings work the same way.

### Non-HP Damage Ammunition

Some ammunition causes a harmful effect to befall its victim instead of dealing HP damage. E.g., BOLT OF DEEPHOLD, HAND CROSSBOW BOLT OF MADNESS, and HAND CROSSBOW BOLT OF ENFEEBLEMENT can all produce a harmful magical effect. When this type of special ammo is used, the attack deals 0 HP damage. The success or failure of the saving throw is irrelevant—not even a natural 20 roll deals damage in this case.

### Thrown

Though thrown weapons are a ranged attack, they’re a little different from weapons that mechanically launch a projectile in that a thrown weapon’s damage is modified by the thrower’s Strength bonus.

Each individual thrown weapon can only be used once per combat. After combat concludes, your thrown weapon token(s) is returned to you.

[Not all hammers can be thrown.](#)

### Alchemical Weapons

[Alchemical weapons](#) are portable concoctions of volatile ingredients that burst and damage their target on impact. Instead of dealing blunt, piercing, or slashing damage, alchemical weapons deal some kind of energy damage (Cold, Fire, Shock etc.) The energy type is indicated on the token.

When attacking with an alchemical weapon, place the token in the weapon puck and slide your attack the same way you would a standard weapon. All alchemical weapons are single-use and are collected by the DM after they are used.

Though alchemical weapons are thrown (and use the combat bonuses for ranged attacks), they do not benefit from the thrower’s Strength score. Their damage is based on chemical reactions, not the force at which the item was thrown. However, they can crit if the attack slide scores a natural 20 and the victim is vulnerable to critical hits.

[Weapon oils](#) may be applied to both alchemical as well as the more traditional types of weapons.

### Compound Weapons

Some weapons can function as either ranged or melee weapons (e.g., daggers and spears). These are called [compound weapons](#). Be sure to tell your DM whether you’re using it as a melee or ranged weapon before you make the attack slide.

## Critical Hits

If a player slides a natural 20 (not when a monster rolls a natural 20), the damage inflicted is doubled. Other than *sneak attack* damage (see note below), any and all forms of additional damage, as well as “vulnerable” damage (e.g., Cold vs. red dragon) is also doubled on a natural 20. If a Spell can crit ([RING OF WIZARDRY](#)), the same principle applies.

*Note:* The only time *sneak attack* damage is doubled is when the rogue attacks with a Nightshade weapon or one of the Viper Strike fangs in conjunction with the [Viper Strike set bonus](#).

### Multiple Damage Multipliers

If damage is ever doubled twice, the net result is triple damage. E.g., if a THUNDER STONE hits a

construct, it deals double damage. If the thrower is wearing AMULET OF THE TINKERER and crits, the stone deals  $\times 3$  damage, not  $\times 4$ . Similarly, if damage is doubled three times, the resulting damage would be  $\times 4$ , not  $\times 8$ . Currently there is no way to get triple-doubled damage in TD, but just in case there ever is, follow this pattern.

## Expanded Crit Range

Some weapons can crit on more than just a natural 20. Such weapons are said to have an [expanded crit range](#). When it's a Piercing or Slashing weapon, the term we use is "keen." If it's a blunt weapon, we use the term "smiting." You'll see either "*keen*" or "*smiting*" in the weapon's title.

There are spells, scrolls, and oils that can expand a weapon's crit range. Make sure you match the weapon's damage type. You can't cast *keen* on a blunt weapon nor can you put a *smiting* effect on an edged weapon.

Expanded crit effects do not stack. E.g., applying OIL OF SMITING to a +2 HAMMER OF SMITING has no effect and wastes a perfectly good oil.

Some weapons have an even greater enhanced crit range and can crit on 18–20. These tokens often have a superlative in their name in addition to *keen* or *smiting*. E.g., IO'S +4 ULTRA KEEN SLAYER BOW.

## Only Natural 20s Automatically Hit

No matter what the crit range of the weapon is, **only a natural 20 is an automatic hit**. Even if the weapon has an expanded crit range, if it lands anywhere other than the 20 zone, you must still check to see if the attack succeeds before assigning damage.

## Crit Immunity

In role-playing terms, a critical hit means the victim has been struck in a vital part of its anatomy. A creature lacking any discernible vital anatomy cannot be critically hit. Constructs, incorporeal creatures, Oozes, Plants, or Undead are all examples of creatures without vital anatomy. If a monster is immune to being *sneak attacked*, it's almost certainly immune to critical hits as well. The room's description specifies if a monster is immune to crits/*sneak attacks*. There are [tokens which override this restriction](#). E.g., CHARM OF FINAL REPOSE allows the wearer to crit/*sneak attack* Undead and AMULET OF THE TINKERER allows the wearer to crit/*sneak attack* constructs. Keep in mind, those items allow the one specific character using the item to crit that

one specific creature type. They do not bestow their abilities to other characters or other creature types. E.g., a rogue wearing CHARM OF FINAL REPOSE cannot *sneak attack* a construct.

## Crit Examples

*Example 1:* A paladin uses a +2 HOLY GREAT SWORD (+3 damage vs. evil creatures) to attack an evil red dragon (+5 damage from Cold sources). Her sword has been coated with OIL OF THE YETI (+3 Cold damage). The player slides a natural 20 and the "10" is closest to the damage dot on the combat board. The total damage dealt is 42. The base damage (10) gets doubled to 20, the bonus from hitting an evil creature (3) gets doubled to 6, the Cold damage from the OIL OF THE YETI (3) gets doubled to 6, and the red dragon's Cold vulnerability (5) gets doubled to 10.

*Example 2:* A 4<sup>th</sup>-level rogue is using a +2 DAGGER OF VENOM (+5 poison damage on a natural 20) to *sneak attack* a red dragon. The dagger has been coated with OIL OF THE YETI. The player slides a natural 20 and the "6" is closest to the damage dot on the combat board. The total damage dealt is 53. The base damage (6) gets doubled to 12, the Poison damage (5) gets doubled to 10, the Cold damage from the OIL OF THE YETI (3) gets doubled to 6, the red dragon's Cold vulnerability (5) gets doubled to 10, but the *sneak attack* damage (15) is not doubled. (The +15/+20 *sneak attack* bonus damage is only doubled on a crit if the *sneak attack* is made with a NIGHTSHADE'S +2 SHORT SWORD or a Viper Strike fang under the influence of the Viper Strike set bonus.)

*Note:* Viper Strike fang attacks do not always double *sneak attack* damage. For that to happen, the rogue must attack with a Viper Strike fang and be under the influence of the Viper Strike set bonus.

*Example 3:* A wizard wearing a RING OF WIZARDRY casts *scorching ray* (18 Fire damage) at an ice demon (+5 damage from Fire) and slides a 20. The total damage dealt is 46. The base damage gets doubled to 36 and the vulnerability damage gets doubled to 10.

## Spells

When a spellcaster in True Dungeon wants to cast a Spell (sorry non-spellcasters, you don't get to cast spells), inform the DM. The Spell is marked off your class card. If applicable, the DM gives you your skill check. Don't worry about failing the skill check.

Your Spell still works—the skill check just gives your Spell a three-point boost.

Some Spells require the caster to make an attack slide. If that's the case, you may either slide an empty puck or a puck with an upside-down token in it. (Some players prefer the feel of the extra weight a token gives.) Your attack slide must hit the specified AC (usually 15) or higher. If you fail to hit the required AC, the Spell fails and is marked off your class card.

Casting a Spell or scroll requires the caster to perform gestures with their hands. A shield may be actively used in the off-hand, but the caster's main-hand must be free. The only exception to this is a [Focus weapon](#). The enchantment on a Focus weapon allows the wielder to cast a Spell (not a scroll) while the weapon is being held. Focus weapons do not bestow the ability to cast and physically attack at the same time.

## Spell Resistance

Some monsters have an inherent resistance to magic. Spell Resistance is a percentage chance for monsters to ignore spells cast by characters (from their character card), scrolls, or wands. It does not negate magic which is not "cast." E.g., Spell Resistance does not prevent a +1 SHORT SWORD from damaging a monster, does not prevent the special ability of a +2 ROD OF DISJUNCTION from functioning, nor does it negate magical Retribution Damage.

To make a Spell Resistance check, the DM rolls a d20. If the result is equal to or higher than the target's Spell Resistance as shown in the table below, the spell fails to affect the target.

SR %	d20 Roll
100%	*
95%	19
90%	18
85%	17
80%	16
75%	15
70%	14
65%	13
60%	12
55%	11

SR %	d20 Roll
50%	10
45%	9
40%	8
35%	7
30%	6
25%	5
20%	4
15%	3
10%	2
5%	1

\*A monster with SR 100% cannot be affected by spells; no d20 roll is made.

*Note:* Spell Resistance is sometimes called Magic Resistance. Those terms are completely synonymous.

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However, don't confuse either of those with [Combat Magic Resistance](#) with is something very different.

## Casting Times

Most spells require a Standard Action to cast, but there are a few exceptions. The following table shows the casting times for all the character-cast spells that have a casting time other than a Standard Action.

- FA=Free Action
- Ins=Instantaneous

Lvl	Name	Class	Cast Time
1	Alertness	Elf Wiz	FA*
1	Instant Safeguard	Elf Wiz	Ins
1	Instant Safeguard	Wizard	Ins
1	Muse	Bard	Ins

\*Alertness technically requires a Free Action to cast, but since it can only be cast before combat starts—a time when rounds aren't typically tracked—its casting time is generally irrelevant.

## Damage Modifiers

Sometimes a monster takes more, less, or zero damage, depending on what kind of damage is being dealt.

### Vulnerable

When a monster is vulnerable to X, it takes extra damage from X attacks. E.g., a red dragon takes extra damage from Cold attacks. Generally, a vulnerability means the monster suffers +5 Damage from that type of attack. E.g., if a wizard fired (pun intended) a *frost dart* at a red dragon and succeeded on the skill check, instead of only dealing 6 damage, it deals 11 damage.

### Resistant

When a monster is resistant to X, it takes less damage from X attacks. E.g., a red dragon takes less damage from Fire attacks. Generally, a resistance means the monster suffers -5 Damage from that type of attack. E.g., if a wizard fired (we love puns) a *fire dart* at a red dragon and succeeded on the skill check, instead of dealing 6 damage, it would only deal 1 damage.

### Immune

When a monster is immune to X, it takes zero damage from X attacks. E.g., an efreeti (a creature composed almost entirely of flames) takes no damage whatsoever from Fire attacks.

## Darkrift

Energy-draining Undead (vampire, lich, etc.) are immune to Darkrift energy, but other Undead take normal damage from it.

## Sacred

Undead suffer double damage from any source of Sacred energy, but Good-aligned outsiders are immune to it.

## Multiple Damage Types in a Single Attack

It's not uncommon for a single attack to be comprised of more than one damage type. E.g., a +2 SACRED SLING has two points of Sacred damage "baked into" its damage wheel. All slings deal Blunt damage, therefore, that particular weapon deals two types of damage. If a Good-aligned outsider was attacked with a +2 SACRED SLING, it wouldn't be immune to the entire attack, it would only be immune to the Scared portion of the damage. This means the DM would subtract 2 points of damage whenever the Good-aligned outsider was attacked by a +2 SACRED SLING.

The stat block in the [TDb](#) tells you the weapon's damage type(s).

## End of Room vs. End of Combat

Sometimes a spell or effect indicates it lasts until the end of the room whereas others might say until the end of combat. End-of-room effects always last until the DM ushers you out of the room. End-of-combat effects end when that particular combat ends. These termination points often wind up being the same thing. However, there is a difference. Sometimes an effect causes a new combat to be initiated. E.g., the wizard Spell *lesser maze* takes the monster out of combat for one round. At that time, all "until the end of combat" effects cease to function. When it returns, a new initiative is rolled and a new combat begins.

If the description of the spell or effect doesn't specify when it ends, it lasts until the end of the room.

## Don't Forget Your Weapon!

When combat ends, don't forget to take your weapon token with you. However, make sure the slider stays in the room!



At first glance, it may seem like removing your weapon token from the puck is an impossible task. Fortunately, that's not the case. Simply press down on one edge of the token. That raises the opposite edge, enabling you to easily slide it away from the magnet.

## Recovery

After a killer combat or a problematic puzzle, one or more of your party members may have taken HP damage or be suffering from a malady. Sure, characters might eventually recover with bedrest, but each room in TD only lasts 12 minutes. That's not quite long enough to recover from a sword wound. (And who wants to role-play a hospital visit!) Therefore, magical healing is called for.

If your party defeated the monster or solved the puzzle and there's still time remaining in the room, see if anyone needs healing. If there isn't time in your current room, as soon as you enter the next room, check with that DM to see if you have time to do some healing.

If you're the one who's damaged, inform your party's healer(s). If you're a cleric or druid (other classes have some limited healing capabilities, but clerics & druids do the bulk of HP restoration), ask who is injured and do triage. A barbarian who's down 8 HP can wait a little bit, but if a wizard is down 8 HP, that's a lot more serious because that's half their total HP.

Outside of combat, rounds are not usually tracked, but the room's clock is always ticking. Don't worry about how many rounds it takes to do the necessary healing, but be quick or you'll run out of time.

Your healer does not have an infinite supply of healing potions. If you're wounded and you have a [consumable healing item](#), you should probably use it. But use them wisely. If you have a potion that restores 10 HP and you're only down 2 HP, that's probably a waste of resources.

It's wise to coordinate healing options to maximize healing efficiency. For small heals, a paladin is a good choice. Their *lay on hands* ability is great for "topping off" HP. 5<sup>th</sup>-level bards have the *soothe wounds* Spell that restores 3 HP to the entire party. That's a great option if everyone is down a small amount of HP.

Recovery isn't limited to out-of-combat situations. Sometimes healing is necessary during combat. Your healer may be engaged in fighting the monster, so make sure you notify them if you've suffered a grievous injury—they may not have heard the DM announce your near-fatal wound.

Sometimes you need to heal yourself. During combat, healers are pretty much limited to healing one person per round. Use your best judgement, if you have a healing potion and you may not survive the next round if you get hit again, drink it! Sometimes it's better to spend a round healing rather than attacking. You can't damage the monster if you're dead.

HP loss isn't the only thing that requires tending to. Paralysis, disease, *charm*, and other non-HP-reducing maladies can severely hamper your party's ability to function. A paladin can *remove disease* and a bard can get rid of *charm*, *fear*, and *hold*. For other ill-effects, you may have to rely on tokens. When you need them, use them—that's why they exist.

## Push Damage

If your party fails to overcome the room's challenge within the allotted time, everyone in the party takes damage before moving into the next room. The generic term for this is Push Damage (usually just called Push). Sometimes Push is described as the party getting beat up by a bunch of roaming guards or perhaps a device blowing up, but no matter what the "flavor text" says, it's still Push and it cannot be resisted by any means.

All that said, there is one token that kind of helps with Push. If you would have died from taking Push, FIGURINE OF POWER: CRICKET sets your HP to 1. Its power is only triggered if you would have died. If you are still alive after taking Push, this figurine does nothing.

### Recovering from Push

Though it cannot be resisted, Push Damage on surviving characters can be healed and characters who died from Push can be revived. However, resurrections must be dealt with in the same room in which the character died. To that end, if a character who died from Push can be revived right away (usually within 10 seconds), the DM may accept the resurrection token (or allow the effect) and the character may be revived. But if you or your party takes more than 10 seconds to search through your belongings to locate a resurrection token, the DM is required to inform you that you have run out of time and you must progress into the next room without reviving your fallen companion.

*Side Note:* [RAY'S RING OF REMEMBRANCE](#) does not affect Push in any way. It only affects puzzle damage. Even if the room describes the Push Damage as emanating from the puzzle or a puzzle-related contraption in the room, this ring does not mitigate Push at all.

## Special Environments

From time to time there may be special environments in the dungeon (e.g., underwater). Those physical situations may serve to augment combat rules or enforce an entirely different set of circumstances. Special supplements are supplied to detail these environments and are available [online](#).



Adventuring in the lower planes might be considered a special environment.

## Condition Summary

Whether or not one is physically damaged, certain physical or mental conditions may influence combat mechanics, as shown below.

### Charmed

The victim attacks former allies or whatever else the caster tells the victim to do.

### Confused

Each turn, the victim's actions are determined by rolling a d20 and consulting the table below:

d20 Roll	Action
1–2:	Attack* caster (source of <i>confusion</i> ) with a weapon, if possible
3–4:	Cower in a corner, unable to act (per Feared)
5–10:	Act normally
11–14:	Do nothing but babble incoherently
15–20:	Attack* nearest ally (player physically closest)

\*The DM makes the d20 roll for all *confused* attacks.

### Cursed

Effects vary, but they often reduce the victim's combat modifiers or saving throws

### Dazed

Victim cannot move or take any actions, but AC is not altered.

### Diseased

The specific effect can vary, but Disease often debilitates the victim in some way, possibly even inflicting HP damage. Unless cured, a Disease continues beyond the encounter (room).

### Feared

The victim cowers in a corner, unable to act. There is no AC penalty.

### Held

The victim can take no actions and suffers –4 to AC.

### Helpless

The victim is unconscious and unaware. Standard attacks get a +4 To Hit. As a Full Round Action (no other action can be taken), each foe may perform a single melee attack which automatically hits and counts as a critical (slide only to determine base damage). Rogues may *sneak attack* Helpless victims, even if they have already done so that combat.

### Incorporeal

All attacks (physical and magical) made against an incorporeal target have a 50% miss chance—even on a natural 20. If the attack slide is successful—but before damage is determined—a coin-flip or a die roll determines whether the attack hit. Attacks made with the [Ghost Touch](#) attribute as well as all Eldritch and Force damage do not suffer the 50% miss chance. Attacks that do not require an attack slide do not suffer the 50% miss chance.

Incorporeal targets can't be critted or *sneak attacked*.

### Invisible

Gain +2 To Hit on attacks made against sighted creatures, though attacking immediately cancels the Invisibility. Attacks made against an Invisible creature suffer a –4 To Hit.

### Nauseated

Victims are unable to attack, cast spells (including *bardsong*), or anything else requiring attention. The victim may move.

### Paralyzed

The victim is Helpless, but may take purely mental (e.g., [psychic](#)) actions. If the victim is underwater, they drown without a magical means to breathe.

### Poisoned

Effects vary by toxin, but generally only one saving throw is allowed. Either a PERIAPT OF PROOF AGAINST POISON or ANTI-TOXIN (not both) allows one more saving throw to be rolled if the first save failed. Either SCROLL SLOW POISON or the druid Spell *neutralize poison* removes the poison from the victim. These re-save attempts and remedies can potentially be applied to victims before they suffer the ill effects.

### **Petrified**

The victim has been turned to stone and is considered unconscious. Victims are not technically dead, but unless SCROLL STONE TO FLESH is cast on them, they may as well be dead. Unlike reviving the dead which must be done in the same room the death occurred, Petrified victims may be carried further into the dungeon in hopes of removing their “stoned” state later on.

When a character gets turned to stone, ALL of their carried, equipped, and worn items turn to stone with them—including any scrolls they might be carrying. The SCROLL STONE TO FLESH scroll itself is not immune to petrification.

### **Pinned**

The victim is immobile but not Helpless.

### **Prone**

The victim is on the ground. Melee attacks they make suffer a –4 To Hit and they may not use ranged weapons other than crossbows or blunder weapons (no To Hit penalty with the crossbow). When attacked, a prone defender gains +4 AC vs. ranged attacks but suffers –4 AC vs. melee attacks.

### **Shaken**

The victim suffers a –2 To Hit on all attack slides and all saving throws.

### **Sickened**

The victim suffers a –2 To Hit on all attack slides, –2 to all saving throws, and –2 Damage when using a physical weapon. (A successful hit always deals at least 1 point of damage, unless negated by the target’s Damage Reduction.)

### **Silenced**

When an area or individual is affected by magical Silence, *bardsong*, scrolls, spells, wands, and miscellaneous magic items which require a command word cannot be used.

### **Slowed**

The victim may only take actions every other round and suffers a –2 AC penalty.

### **Sleep**

The victim is Helpless until an ally spends a full round to wake them up.

When sounded, a MINOTAUR HORN OF ALERT instantly awakens all Sleeping characters and they may make a Standard and Free Action the same round.

## Stunned

The victim drops whatever is in hand(s), cannot move, cannot take any actions, and suffers a -2 AC penalty. Certain magic items [prevent](#) Stun or [can negate it](#).

## Stats for Combat

### Armor Class (AC)

Your (and the monster's) Armor Class represents the difficulty to hit or damage an opponent. Think of it as both toughness to resist an attack and the ability to avoid an attack (it's a combination of the two). AC is the number that must be scored (equal to or above) to successfully hit a foe. This value can be adjusted upward or downward depending on the situation, skill of the combatant, or other outside influences such as *bardsong*. When it comes to AC, the higher, the better. The base (unmodified) armor class for each character (except monk) is 10.

### Saving Throws

Saving Throws are attempts to use skill, fortitude, reflexes, or willpower to overcome certain effects. Each affected player rolls a d20. The DM adds the applicable bonus for that character, as shown on the party card. If a player has a token which gives a conditional bonus to their save, it's up to the player to show the DM. Rolling above or equal to the effect's Difficulty Class (DC) means success and effects are mitigated—either completely negated or partially reduced. Rolling below the target number represents failure and usually unpleasant consequences, so always roll high! The DM rolls a d20 for the monster's saving throw attempts.

When making a saving throw roll, if the 20 comes up on the die (aka, a natural 20), the saving throw succeeds no matter what. Conversely, no matter what your saving throw modifier is, a result of 1 on the d20 roll is an automatic failure.

### Group Saving Throws

If there is an effect that affects the entire party (e.g., *fireball*), rather than wasting the time to have ten people each step up to roll a die, a single group saving throw is rolled. When this happens, an individual from the party rolls a single d20. The d20 result is applied to each individual's saving throw modifiers to determine whether each individual succeeded or failed the save.

## Group Saving Throws & Mulligans

When a group saving throw is rolled, a specific individual's mulligan may not be used to re-roll the group save. I.e., the mulligan only affects the individual.

When one or more players want to utilize their personal mulligan to re-roll their individual result from a group saving throw result, a single mulligan re-roll is done and its results are applied to only those individuals who used a mulligan. (Essentially, it's a second group saving throw, but restricted to specific persons.)

Unless the token or the TDb specifically says a mulligan effect affects the whole group's saving throw (e.g., WIDSETH'S LEGENDARY LUTE), a mulligan only affects the individual with the token.

### Hit Points (HP)

Hit Points represent a measure of "life" for both the monster and you. Damage done during combat reduces this Hit Point count. Healing spells, scrolls, and potions can bolster a dying party member. It is always good to keep track of, and let your party know of your Hit Point status. Don't wait until you are at zero to announce you needed a heal.

## Slider Colors

In addition to having the class name printed on the top, each slider's outer edge is color-coded. You won't be quizzed on this, but in case you were curious, this is what each color means:

- Bard: Gold for the coins they get from singing
- Barbarian: Tan to match the hide armor they wear
- Cleric: Aqua like deep pools of holy water
- Druid: Brown as the bark of the trees they like to hug protect
- Dwarf Fighter: Orange as the color of their beards
- Elf Wizard: Shocking Blue for the lightning they often cast
- Fighter: Silver to match their shiny plate mail
- Monk: Black to match their belts
- Paladin: Snow as pure as their souls
- Ranger: Green like the grass where they hunt
- Rogue: Deep Blue as the sapphires they love to ~~steal~~ find laying around
- Wizard: Red for the fireballs they cast

A photo of all the puck colors is on the next page.

## Actions in a Round

Up to one Standard Action and one Free Action per character may be performed in a single round. You may not substitute one action for another. E.g., you can't perform two Free Actions in one round if you don't perform a Standard Action. You're not required to use both of them, but they are effectively a "use 'em or lose 'em" resource. Should you choose to perform more than one action type, you may perform them in whatever order you like—assuming one action is not dependent on the first action. E.g., if there was a token that allowed you to re-cast a Spell you just cast, but the re-cast uses a Free Action, you would have to cast the "source" Spell before the Free Action re-cast.

### Standard Actions

These take a fair amount of time to perform—nearly all your turn. Here are just a few examples of Standard Actions:

- Applying an oil/salve or drinking a potion (retrieving the item is a Free Action, using it takes longer)
- Attacking
- Casting a spell (other than instant-casts)
- *Monster lore* checks (bard)
- Performing *bardsong* (see below)
- Reloading a heavy crossbow
- Setting up a *sneak attack* (without magical aid)
- Switching between two heavy crossbows
- Using most (check the TDb for exceptions) magic items, including wands

### Free Actions

These take very little time to perform, but are not quite instantaneous. Here are just a few examples of Free Actions:

- Activating *spell surge* or "instant" ability
- Retrieving a potion, oil, miscellaneous gear, etc. (retrieving the item takes very little time, but using an item takes a bit longer)
- Swapping a [slotted item](#) (except between two heavy crossbows, see [Unusual Timing Rules](#))



## Instant Actions

This isn't a true action, but under certain circumstances—typically as a reaction to another event and often not on your turn—you can perform something that takes no time whatsoever. Generally speaking, you can't perform an Instant Action without the use of a spell or a token. Here are a few examples of Instant Actions:

- Activating a Figuring of Power
- Declaring *guard*
- Polymorphing
- Swapping or retrieving a non-slotted item

## Action Combinations

Here are a couple combinations of actions characters could perform in a single round (this is not a comprehensive list):

- Swapping one weapon for another and then attacking with the new weapon
- Taking out a potion, item, or gear and using it

## Unusual Timing Rules

- *Bardsong* is a Standard Action. Under most circumstances, bards cannot execute any non-Free Actions while playing, with the following exceptions:
  - **AMORGEN'S AMAZING OCARINA** allows a bard to perform *bardsong* and cast a scroll (but not attack, cast a Spell from their character card, or perform a monster lore check) in the same round.
  - **BRIANO'S BLESSED BODHRÁN** allows a bard to perform *bardsong* and cast a Spell (but not attack, cast a scroll, or perform a monster lore check) in the same round.
  - **+1 FAE BLOWGUN FLUTE** is both a missile weapon and a *bardsong* instrument. A bard can attack with it (not any other weapon) and perform *bardsong* at the same time.
  - **LYRE OF ECHOES** allows a bard to perform *bardsong* every other round while maintaining the effect continuously. Bards may play a different instrument during the "off-rounds" but if they do so, the current instrument's effect

would overwrite the LYRE OF ECHOES' effect for that round.

- **LYRE OF LORE** allows a bard to perform a *monster lore* check while simultaneously performing *bardsong*. This instrument does not allow any other simultaneous action to be performed.
- **WIDSETH'S LEGENDARY LUTE** allows a bard to perform *bardsong* and one other Standard Action in the same round.
- **WIDSETH'S MYSTICAL LUTE** allows a bard to perform *bardsong* and attack with a weapon (but not cast a Spell from their character card, cast a scroll, or perform a *monster lore* check) in the same round.

- [Some tokens](#) allow rogues to attempt a *sneak attack* without the standard one-round delay. Rogues not wearing such an item must take one complete round to set up a *sneak attack*.

*Note:* The benefit granted by those items may be utilized on any round of combat—not just the first. The wording on the face of some of those tokens may lead one to think they only function if the *sneak attack* is attempted on round one of combat, but that is not the case.

- Reloading a heavy crossbow, as well as switching from one heavy crossbow to another, requires a one-round penalty. Switching from a heavy crossbow to another weapon (sword, axe, etc.) does not require a round to do so (e.g., a player may fire a heavy crossbow in one round, then attack with a HEAVY MACE the next round).

## Attacks of Opportunity?

Some D&D veterans ask us if True Dungeon uses attacks of opportunity. The answer is no, there are no attacks of opportunity for either characters or monsters. The rules governing attacks of opportunity slow combat down too much for TD.

## Ability Scores and Their Effects

The six Ability Scores that all classes have are: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each character's Base Ability Scores are printed on the character card in the upper-left quadrant. PC ability scores are somewhere between 9 and 19. All Base Ability Scores start as odd numbers, but may be augmented by tokens. Each Ability Score is shown below, along with what stats it affects. The numbers shown below are just

examples. Your character's Ability Scores will almost certainly be different.

<b>STR: 09</b>	<b>Strength:</b> Melee To Hit, Melee Damage, and (if applicable) Thrown Damage
<b>DEX: 11</b>	<b>Dexterity:</b> Melee AC, Missile AC, Missile To Hit, and Reflex Saves
<b>CON: 13</b>	<b>Constitution:</b> Fort Saves and Hit Points Coaches don't calculate or record HP, you need to calculate it yourself. Each point of CON <u>Bonus</u> (not score) increases your character's base HP by 1 per level. E.g., a 4 <sup>th</sup> -level character gets +4 HP for every +1 CON Bonus.
<b>INT: 15</b>	<b>Intelligence:</b> It doesn't affect the party card, but may be required for some items
<b>WIS: 17</b>	<b>Wisdom:</b> Will Saves
<b>CHA: 19</b>	<b>Charisma:</b> Doesn't directly affect the party card, but if your character has a CHA of 16 or higher, you may equip up to two Figurines of Power. Without a high CHA, you can only equip one.

Some tokens require a minimum Ability Score (not Ability Score Bonus) to be equipped. If a token requires a minimum Ability Score, that fact is always printed on the token. Such prerequisites must be met by equipping permanent items, not via potions or other temporary buffs.

## Ability Score and Ability Score Bonus Table

Ability Score Range	Ability Score Bonus
8–9	–1
10–11	0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
and so on...	

## The Math

Ability Score Bonuses (not to be confused with Ability Scores) are derived this way: take the Ability Score, subtract 10, then divide by 2. Round down if it doesn't divide evenly. E.g., if a character has a 15 Dexterity, that character's DEX Bonus is +2.

$$15 - 10 = 5$$

$$5 \div 2 = 2.5$$

2.5 rounds to 2

Ability Score Bonuses can sometimes be negative. If a character has a Strength of 9, that character's STR Bonus is -1.

$$\begin{aligned}9 - 10 &= -1 \\ -1 \div 2 &= -0.5 \\ -0.5 &\text{ rounds down to } -1\end{aligned}$$

*Note:* When the quotient is a negative number that ends in .5, don't forget that rounding down means go to the next lower (more negative) number. E.g., -2.5 rounds down to -3, not -2.

## The Party Card

Filled out by coaches prior to the adventure, this handy sheet tracks the basic stats needed to streamline combat and other interactions. When the DM first greets your party, hand them your party card immediately. It tells your DM what classes comprise your party and other pertinent information.

The party card may also have areas that indicate factors relevant to the current year's adventure (e.g., in 2012 there was info on Cold Climate preparedness).

As a player, you don't need to memorize any of this, but in case you're curious, the detailed information on the party card includes:

- Your party's total initiative modifier
- Your party's difficulty level
- Date and start time of your run
- To Hit & Damage bonuses for melee & missile
  - Including damage type (e.g., Fire)
- AC for melee and missile (ranged)
- Additional AC bonus if the character is being attacked by a monster using a missile weapon
- Saving throw modifiers
- Total Retribution Damage dealt
- Surprise immunity
- Free Movement
- Psychic potential
- Spell Bonuses (including [Cabal](#))
- Extra spaces for effects specific to that character

The Special Abilities section may vary from year to year.









### Reading the Party Card

- The "Initiative Mod." number is added to your party's initiative rolls.
- The DM Use Only boxes are for... you guessed it, DM use only.
- "AC Bonus if monster attacks with a missile" is the number the DM **adds** to a character's AC (melee or ranged, depending on the attack mode)

if the monster makes a ranged attack against the character. Don't confuse this with Missile AC—the character's AC if the character's most recent attack was with a ranged weapon. This column is blank most of the time, but has stats if a character equips [an item that adds "AC vs. ranged attacks."](#)

*Note:* This is the only stat on the party card which must be added to something else. All other stats are arithmetically complete.

- Spell Bonuses generally come from either Focus items or [Cabal Bonuses](#). Cabal items are a little complicated, so be sure to familiarize yourself with what they do if you are wearing one or more Cabal items. Cabal items are synergistic, so they increase in power when more people in the group wear them. Here is a breakdown of what each line refers to:
  - **Heal + \_\_\_**: Only heal-capable spellcasters have this line. All heal Spells they cast from their character card (not scrolls) gain the healing bonus indicated.
  - **Dmg + \_\_\_**: All damage-inflicting Spells they cast from their character card (not scrolls) gain the damage bonus indicated.
- The party card indicates when a character can deal a specific type of damage. The icons and their respective types are:

 Cold	Fire 
 Shock	Eldritch 
 Sonic	Poison 
 Darkrift	Sacred 

When a character's damage total (either melee or missile) includes a particular damage type, that icon is circled. In the sample party card on the next page, the ranger's Melee Damage includes Sacred and their Missile Damage includes Darkrift. As always, the damage shown in the box is the grand total—inclusive of all applicable damage types.

**Retribution Damage** comes from tokens like AMULET OF THORNS, NECKLACE OF BITING, the Elemental Command Rings, and some scrolls. Any time the monster deals melee damage to a character with a number in this cell, the monster takes damage equal to that number. If the melee damage is completely negated (not just partially reduced), the Retribution effect does not trigger.

- If a box is checked in the “Special Abilities” section, the character possesses that ability. If the box is unmarked, they do not possess it.
- Free Movement means the character is immune to *hold*, *paralyze*, and *slow* Spells or effects, as well as a spider’s webbing or similar sticky substances.
- The short, pre-printed numbers in the top of some cells shows that class’s default bonus due to base stats.
- If a cell has two short, pre-printed numbers in the top, the first number is for 4<sup>th</sup>-level characters and the second number is for 5<sup>th</sup>-level characters.
- The total number of TREASURE CHIPS a player receives is recorded. This includes the base number (3) all players get.

- If a character dies, the DM writes the number of the room they died in the column marked “Died In Room #” This party’s wizard died in room 6.

## What’s Not Recorded On The Party Card

- Hit Points. You track these yourself.
- Circumstantial bonuses (things that only apply in specific or limited situations) E.g., a saving throw bonus vs. Fear saves or a Melee Damage Bonus vs. giants would not be recorded because those things only apply in very specific circumstances.

**Initiative Mod.**  
0 3

Non-Lethal ☐

Normal ☐

Hard-core ☐

Night-mare ☒

DM Use Only

8/3/16  
Date (M/D/Y)  
or MM/DD/YY, if applicable

13:13  
Event Time (HH:MM)

	WHEN USING MELEE WEAPON			WHEN USING MISSILE WEAPON			AC BONUS if monster attacks with a missile	THE DUNGEON PARTY CARD			Special Abilities						Exit Room		
	To Hit	Damage	AC	To Hit	Damage	AC		FORT	REFX	WILL	Retribution Damage	Cannot Be Surprised	Free Movement	Psychic	Spell Bonuses	Other Notes	Other Notes	Total Treasure	Died In Room #
Barbarian	3/4	8 ⚡ 6 ⚡ 16	11	1	4 ⚡ 2 ⚡ 16	11	+	6	2	2	⚡	⚡	⚡	⚡	⚡	⚡	⚡	3	03
Bard	0	2 ⚡ 18	11/12	1/2	1 ⚡ 17	11/12	+	1	5/6	5	⚡	⚡	⚡	⚡	Heal +2 Dmg +2 % Spell Res +15 % Spell C.U.R.			3	03
Cleric	0/1	4 ⚡ 21	10	4	0 ⚡ 19	10	+	4	1	7	⚡	⚡	⚡	⚡	Heal +2 Dmg +2 % Spell Res +15 % Spell C.U.R.			3	06
Druid	0/1	0 ⚡ 12	12	2	0 ⚡ 12	12	+	6	3	8	⚡	⚡	⚡	⚡	Heal +2 Dmg +2 % Spell Res +15 % Spell C.U.R.			3	
Dwarf Fighter	3/4	7 ⚡ 8 ⚡ 26	11	1	1 ⚡ 22	11	+	7	2	1	⚡	⚡	⚡	⚡	⚡	⚡	3	03	
Elf Wizard	1	0 ⚡ 13	11/12	1/2	0 ⚡ 12	11/12	+	2	2/3	4	⚡	⚡	⚡	⚡	Dmg +2 % Spell Res +15 % Spell C.U.R.			3	03
Fighter	4/5	2/3 ⚡ 11	11	1	0 ⚡ 11	11	+	5	2	2	⚡	⚡	⚡	⚡	⚡	⚡	3		
Monk	2/3	5 ⚡ 5 ⚡ 21	16/17	2	0 ⚡ 21	16/17	+	6	6	9	⚡	⚡	⚡	⚡	⚡	⚡	3	03	
Paladin	0/1	11 ⚡ 8 ⚡ 22	11	1	8 ⚡ 3 ⚡ 19	11	+2	7	5	8	⚡	⚡	⚡	⚡	⚡	⚡	3	03	
Ranger	1	4 ⚡ 3 ⚡ 16	13/14	3/4	11 ⚡ 7 ⚡ 20	13/14	+	5	7/8	2	⚡	⚡	⚡	⚡	⚡	⚡	3	03	
Rogue	3	2 ⚡ 18	13/14	3/4	4 ⚡ 1 ⚡ 18	13/14	+	1	7/8	1	⚡	⚡	⚡	⚡	⚡	⚡	3	10	
Wizard	0	0 ⚡ 11	10/11	0/1	0 ⚡ 11	10/11	+	2	1/2	4	⚡	⚡	⚡	⚡	Dmg +1 % Spell Res +15 % Spell C.U.R.			3	03 6

## Bonus for Pre-Generated Stats

Want more HP? Of course you do! Here's a super-easy way to help yourself survive the adventure. When you present your coach with pre-generated stats **and** a verified token list, you get a +1 bonus to your max HP. The list below shows the only acceptable stat generators:

- [Cranston's iOS or Android app](#): It'll run you a measly three bucks (US), but it installs on your phone—thus making it easily portable. It does not require an internet connection to use.

- [Amorgen's Excel spreadsheet](#): It's free, but it requires at least Microsoft Excel 97, OpenOffice 4.1.2, or LibreOffice 5.2. It's also compatible with Office for mobile devices, just make sure you use the “unlocked” version of the spreadsheet.
- [TD Character Creator](#): This web-based generator is free, but it requires an internet connection.

We urge you to try all of them out so you can determine which version works best for you.

## Death

Once a character's (or monster's) HP drop to zero or below, they are considered dead. In certain circumstances the party may be able to resurrect a party member to some living state and that player can continue as if their character never died. Life-restoring effects must be performed in the same room the character died. This is a very important point that a lot of people forget, so it's worth saying again:

**Life-restoring effects must be performed in the same room the character died.**

When a character dies, the room they died in is noted on the party card. If a character actually dies (not nearly dies or uses an effect that cancels the death) and is resurrected or raised, any temporary negative effects are cleared but beneficial temporary effects remain. E.g., if the fighter dies while under the effects of a *hold* Spell and is subsequently raised, after being brought back to life, the *hold* effect no longer affects the fighter. That does not mean the fighter is immune to future *hold* effects, it just means that particular instance of *hold* is removed. If that same fighter was also under the effect of POTION BULL'S STRENGTH, after being raised that potion's effect is still in place (until the end of the room) because it's a beneficial effect and “the good stuff” is not wiped on death.

### The Ghost Rule

If the party does not have the resources to resurrect a fallen character in the span of one encounter (room duration), that character becomes a ghost. Ghosts follow their party along for the rest of the adventure. In rare cases there may be a chance they can be resurrected later.

**Ghost players may not interact with or assist the party in any way without magical intervention.**

Unless the party uses magical means to speak with the ghost character, the ghost's player may not speak, play charades, use sign language, or in any way communicate with anyone in the party. However, if there is more than one ghost in the party, the ghost players may speak to each other as long as they do it in a manner which cannot be discerned by the non-ghost party members.

Being a ghost allows players to continue to see the rest of the dungeon with their party, but they are not be able to interact with the party—unless the party is equipped with magic that allows conversation with the dead. Resurrection is occasionally possible as a feature of a room, in which case the player is allowed to continue as a living character.

*Side Note:* Don't confuse [Ghosting](#) with being a ghost character. Their names are quite similar, but they mean very different things.

If a character dies while wearing a SHIRT OF SPIRITWARD, that player may participate in combat by sliding an empty puck or a puck with an upside-down token, if desired. Spiritwarded ghosts cannot damage the monster, but their empty puck can be used to bump or be bumped by other pucks. SHIRT OF SPIRITWARD does not allow the ghost's player to talk.

The table on the next page details some tokens which affect ghost characters.

Item	Effect
<a href="#">+3 ROD OF NILTONGUE</a>	Allows the owner to speak to the party if the owner has died. Owner need not have been wielding this weapon at the time of death.
<a href="#">SCEPTER OF THE DEAD</a>	Effect lasts for one room. All ghosts may speak. Cleric takes 5 points of damage per use.
<a href="#">SCROLL SPEAK WITH DEAD</a>	Lasts for one room. One ghost per scroll may speak.
<a href="#">SHADE CLOAK</a>	Allows the wearer (and <u>only</u> the wearer) to speak with any ghost PC at-will.
<a href="#">SHIRT OF SPIRITWARD</a>	Though they may partially participate in combat, this shirt does <u>not</u> grant ghosts the ability to communicate with the living.
<a href="#">SHIRT OF THE VALIANT</a>	If slain by a melee attack, the wearer may fight for 2 more rounds in the same combat.

## Treasure

We all love getting a big ol' pile of loot at the end of an adventure! At the conclusion of your True Dungeon adventure, you are given three TREASURE CHIP tokens or a single 3× TREASURE CHIPS token. You can redeem your chips by going to the treasure generator station. There you are presented with a special chest containing hundreds of hidden tokens, none of which are visible to you. You may remove one token from the box for each TREASURE CHIP you redeem.

True Dungeon does not put Common tokens in the treasure generators. However, sometimes players mistakenly drop Common tokens in there. Should you pull a Common token from the treasure generator, inform the volunteer running the station and you may pull again.

## Treasure-Enhancing Tokens

Some tokens can [increase the amount of TREASURE CHIPS your character earns](#). These are referred to as Treasure Enhancers, or simply TEs. Like all tokens your character utilizes, you must show these tokens to your coach in the coaching room. In addition to that, for added security:

- 1) Persons may not enter any training room unless they're wearing a wristband for that specific event slot or they are the trainer for that shift.
- 2) Persons may not enter the epilogue room through the exit door. Only players coming out of Room 7 may enter that area.
- 3) When players arrive at the Epilogue Room, they need to present their Party Card to the volunteer who uses the totals on the Party Card to award TREASURE CHIPS. All players who used TEs must present their TEs in the Epilogue Room for authentication. You are **required** to remove all your TEs from any kind of enclosure (including binders, holders, sashes, etc.) and allow the volunteer to both visually and tactilely inspect your TE tokens. The volunteer checks each player, one at a time.
- 4) The loaning of TEs is permissible, but only between people within a single group on the same run together. The loaning player must have the same date & time on their wristband as the loanee.

Why all this fuss? Unfortunately, some players decided to cheat the system and try to get more treasure than they were entitled to. When this abuse became too widespread, we were forced to enact more draconian security measures. We realize removing tokens from enclosures can be a pain, but we hope you realize the necessity of this ruling.

## Miscellaneous Rules

- If a token contradicts a general rule, go with what the token says.
- If two tokens seem to contradict each other, look them up in the TDb to see if the conflict has been addressed. E.g., MEDALLION OF HEROISM says you can't wear any rings and GLOVES OF GLORY says you can wear 1 extra ring. The TDb entry for MOH specifically says its limitation cannot be bypassed by effects which grant additional ring slots.

In more general terms, if one token says you can't do a thing and another token says you can do the thing, the "can't" takes precedence. But again, check the TDb.

- No player may slide or re-slide another player's weapon puck. Of course, players can and do bump each other's pucks—that's part of combat. *Note:* This does not preclude a player from utilizing an otherwise unused puck for some sort of

specialty slide. E.g., if the party doesn't have a barbarian, a wizard player could slide a DAGGER OF ARCANES LUCK in the designated wizard puck, then slide the unused barbarian puck for the follow-up slide.

- When consuming multiple quantities of a specific food/herb/potion which has both a positive and negative effect, with the exception of healing items, only the negative effects are cumulative. (Don't forget the [Cumulative Penalty Limitation](#).)
  - *Example 1:* If a character eats four ORCISH RATIONS (heal 1 HP and suffer a -2 To Hit on attack slides), that character heals 3 HP (healing effects are cumulative) and suffer a -6 To Hit on all attack slides (negative effects are cumulative, but are capped at -6).
  - *Example 2:* If a character with 1 HP remaining eats three DWARVEN RATIONS (heals 1 HP if the character's current HP total is below 10 and +1 to Fortitude saves), the character heals 3 HP but the Fortitude bonus cannot go above +1 (Fortitude saving throw bonuses are a positive non-healing effect and are not cumulative.)
- [Charm-removing](#) potions (e.g., POTION FEYBANE or POTION SIREN WINE) must be administered by another (living) character whose only action that round is to force the victim to drink the potion. *Charmed* individuals do not get a saving throw to resist having the cure administered to them. The former victim gains self-control and is free to act the same round the potion was administered.  
*Note:* The person administering the cure must be in

possession of the cure before attempting to force-feed it to the victim.

- Polymorph transformations, no matter what triggers them, are instantaneous—no Free Action required. However, drinking a potion requires a Standard Action. Therefore, unless you can drink a potion as a Free Action, you may not attack the same round a polymorph potion is consumed.
  - Using a CORONET OF THE ARCH-DRUID to polymorph into a dire bear does not require a Standard Action. Druids may attack the same round the transformation occurred, assuming they haven't already used a Standard Action that round.
  - One may not polymorph into more than one creature per room, but transforming into and out of the same creature more than once per room is allowed—assuming one has the means to do so.
- A player may choose to leave the game at any time, for any reason. If they are experiencing a biological imperative, or just need to leave for any reason, players can request an escort from the game at any time. Just let the room DM know. We understand that when nature calls, you can't let it go to voicemail, but if a player elects to (or must) leave the game for any reason whatsoever, they are not allowed to return. (Players are strongly encouraged to "use the facilities" before starting their adventure.) Simply locating the abandoned party, not to mention navigating through the dark backstage areas, is too much of a risk to staff and players. We appreciate your understanding.

# Psychic Power



Players wishing to use a Psychic Power must unlock their Psychic Potential by equipping a token that awakens this latent talent. In 2015, IOUN STONE AMETHYST OVOID was the only “mind-expanding” token, but since then there have been [others](#). The coach notes on the party card when a character has awakened Psychic Power. If a player possesses at least one of the Teeth of Cavadar (ToC) tokens, the player totals the number of unique ToC tokens they have equipped. During the adventure, the player may choose to activate one of the Psychic Powers listed below, so long as the

player has enough unique ToC equipped to qualify for that Power’s tier. Without any ToC equipped, only *cell repair* may be used. A Psychic Power can only affect the individual who manifests it.

By default, only one Psychic Power may be used per person per adventure. Equipping more ToC does not grant you additional manifestations of powers, it grants you access to a higher tier’s power. E.g., if you have three ToC equipped, you have access to the tier 3 power, thus you could manifest *ESP*, or *control mass*, or *adjust mass*, or *cell repair*; not all four, not three, not two.

Power Tier	Power	Description (no more than one power from this list may be used per game)	Duration*	1 <sup>st</sup> Year Available
0	Cell Repair	Heal 4 HP (once)	instant	2015
1	Adjust Mass	Walk on water as if it were solid ground	full room	2015
2	Control Mass	Greatly slow your fall(s) for no damage	full room	2016
3	ESP	Monsters cannot Surprise you. If the DM tells you you’re Surprised, this retroactively negates <b>your</b> Surprise.	full room	2017
4	Planar Vision	Ignore the 50% miss chance when attacking incorporeal targets	full room	2018
5	Mind Shield	Negate the effects of a failed Will saving throw (once)	instant	2019
6	Energy Adjustment	Negate 5 points of Cold, Fire, Shock, or Sonic damage (once)	instant	2020
7	Energy Control	Negate 10 points of Cold, Fire, Shock, or Sonic damage (once)	instant	2021
8	Astral Projection	Gain access to special event <sup>†</sup>	n/a	2021

\*All Psychic Powers require a Free Action to activate.

<sup>†</sup>Details to be announced at a later date. This will be a very cool one-time event, possibly held in 2022, but definitely after it becomes safe to attend in-person events.

## How to Access Higher Power Psychic Tiers

As of 2022, the only items that can improve what tier of powers you have access to are the 1<sup>ST</sup> – 7<sup>TH</sup> TOOTH OF CAVADAR tokens. A ToC was a free bonus given to all token collectors for each \$1K in token purchases made during each token cycle—typically November through October. Like nearly all tokens, you may not equip more than one same-named token. E.g., in 2016 you could have equipped the 1<sup>st</sup> and 2<sup>nd</sup> Tooth tokens (and gain access to *control mass*), but not more than one 1<sup>st</sup> Tooth nor more than one 2<sup>nd</sup> Tooth.

Every year from 2015–2021, a new TOOTH OF CAVADAR token was made available to token buyers. Now that all seven teeth have been released, they can be transmuted into the SKULL OF CAVADAR, a powerful Eldritch token that provides access to all tiers of Psychic Powers as well as other benefits



# Other Information of Note

## Experience

Nearly all role-playing games award experience. In most other games, experience comes from monsters slain, treasure found, and skill in adventuring. Implementing this in a game like True Dungeon would be a daunting, if not impossible task. However, we want players to have some bragging rights, so players receive experience points for the number of rooms they enter alive (it doesn't matter if you die in the room, as long as you were alive when you entered the room) and a successful adventure outcome. Players can accumulate experience points and advance their player level by playing differently-named adventures. (Puzzle and combat versions of the same adventure count as a single adventure.)

Players can also increase their experience points by playing an adventure at a more difficult level (e.g., Hardcore or Nightmare rather than Normal), as shown below:

**Non-Lethal:** 650 XP

**Normal:** 650 XP + 50 XP/room

**Hardcore:** 1650 XP + 50 XP/room

**Nightmare:** 1650 XP + 50 XP/room

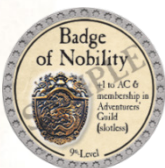
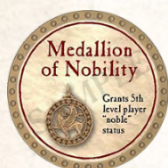
**Epic:** 1650 XP + 50 XP/room

### Player Level vs. Character Level.

Character level is determined by your tokens. Player level has absolutely no bearing on your character level. Even if you've played 500 TD adventures and you've accumulated hundreds of thousands of experience points, unless you have a token or a set bonus that gives you a +1 level, you play as a 4<sup>th</sup>-level character—the lowest level.

Player level doesn't generally have an in-game benefit, but it does bestow some cool perks, including tokens that are only available from achieving a particular player level.

The MEDALLION OF NOBILITY can be claimed when you reach 5<sup>th</sup> level. The BADGE OF NOBILITY can be claimed when you reach 9<sup>th</sup> level.



The current player level benefits are:

Level XP Range†	Benefit
1 <sup>st</sup> 0–999	No benefit
2 <sup>nd</sup> 1,000–2,999	Ability to enter special TD events like True Grind
3 <sup>rd</sup> 3,000–5,999	Supporter Badge is available on the TD forums, after any Store purchase
4 <sup>th</sup> 6,000–9,999	Gain a Level Badge on the TD forums
5 <sup>th</sup> 10,000–14,999	Access to the special Lords and Ladies section of the TD forum and a MEDALLION OF NOBILITY token
6 <sup>th</sup> 15,000–20,999	Gain one additional TREASURE CHIP at the end of your adventure
7 <sup>th</sup> 21,000–27,999	An exclusive TD convention badge holder.
8 <sup>th</sup> 28,000–39,999	An exclusive 8 <sup>th</sup> -level True Dungeon lapel pin
9 <sup>th</sup> 40,000–69,999	An exclusive <a href="#">BADGE OF NOBILITY</a> token. It bestows +1 AC and Adventurers' Guild membership*
10 <sup>th</sup> 70,000–99,999	A hand-crafted 10 <sup>th</sup> -level Amulet & Lanyard
11 <sup>th</sup> –15 <sup>th</sup> 100,000–?	A bauble that fits in your 10 <sup>th</sup> -level Amulet

**Note:** The “pick first” reward that was formerly bestowed upon 3<sup>rd</sup>-level or higher players is permanently revoked. If two or more people want the same class and can't amicably decide who gets to play it, flip a coin or roll a die. Whomever calls the coin toss correctly or rolls highest number on the die (reroll ties) may play that character class. If nobody in your group has a coin or die, ask a TD volunteer if they can get one for you.

\*See the [TDb](#) for details.

## Participation Tokens

Players earn a cool limited-edition [participation token](#) (sometimes called a completion token) just for playing a TD adventure. The combat- and puzzle-oriented versions of a same-named adventure reward the same participation token. The Hardcore/Nightmare versions of the same-named adventure have their own special participation tokens. If you play on Nightmare, you get both the Normal and Hardcore/Nightmare tokens! True Grind has its own unique limited-edition participation token.

## Survivor Buttons

At some conventions (typically the bigger ones), players can earn a unique button if they complete a TD adventure without dying. They're handed out at the conclusion of your adventure, at the same time you get your completion token(s) and TREASURE CHIPS. Not all TD events offer survivor buttons. Playing at the Non-Lethal difficulty level does not reward a survivor button.

## The TD Season

For many years, True Dungeon was only presented once a year at [Gen Con in Indianapolis](#). In recent years, we have expanded our locations to include conventions scattered around the country and calendar.

The first part of our adventure season starts at Origins. At that show, we premiere a brand new adventure. Then in late Summer at Gen Con, we premier all our new adventures for that season.

After Gen Con we visit other conventions throughout the season, and at most of these conventions we mix and match old and new adventures. Sometimes we swap in a brand-new room or two in an adventure to make it more fun for gamers who may have played that adventure before at an earlier con. Be sure to check the individual con descriptions for more details. You can find links to them on the [Upcoming Events](#) page.

## Rooms and Walls

While True Dungeon strives to make the most realistic experience possible, the environment is still very temporary and not designed to be sturdy. Walls cannot resist the weight of even a small child, so please do not lean against them. Avoid stylistic combat moves that might result in your person

leaving the room via a collapsed wall and entering the next area—much to the surprise of the party in front of you. There are no bonus points for “Shatner Style” so do not bother trying to impress your DM, or that cute paladin...

## Props

Most props in a room are meant to be handled (gently!), and you are free to look them over for clues or ideas for a room's solution. In some rare cases, props may be permanently attached to the set, or you may be asked not to touch or move them by the DM. In these cases, they need to be examined with eyes only. Also, pretty baubles or trinkets may seem like nice mementos of the adventure, but removing items from the dungeon only ruins the effect for all other players. Please leave what you find in the room (this includes combat sliders!) unless explicitly told you may take an item with you. As pretty as that wheel of fake cheese may seem, it may just be balancing out the table, its removal may be hazardous to your health—or at least your adventure.

## Time Management

To make sure as many people can enjoy the event as possible, True Dungeon is on a strict timetable. Each room encounter lasts 12 minutes. You are kept informed of the time by the use of special sound effects and the aptly titled “Better Get Your A\*\* Moving” soundtrack. Please respect the DM and when asked to cease activity and move on, do so as efficiently as possible to ensure all get to enjoy the dungeon. Good time management is your best friend and poor time management is your worst enemy. Always have an ear open to the music.

## Teamwork

True Dungeon is designed to be a group exercise. You may be the smartest gamer in the world, but if you can't work with other people you will most certainly fail. The groups that seem to have the most difficulty are those filled with individuals out to show their adventuring prowess, rather than their ability to work with others to get things done in time-sensitive situations.

Each person and character class has something to contribute. Working together and looking out for each other assists you in successfully completing your adventure and makes the game more enjoyable for everyone.

Puzzles can be especially challenging, and they require team members to work well together. Some may need contributions from all members and others are best solved by one person at a time, while the others sit patiently aside, watching a fellow party member make an attempt to solve a puzzle.

As mentioned earlier, time management is very crucial. We cannot emphasize this enough, so we'll say it again. The time for each room in the dungeon is only 12 minutes long. This time passes very quickly when you are immersed in the adventure. You must focus to work quickly and effectively. Actual time to complete a room can quickly decrease to a short 10 minutes when accounting for traveling between rooms, a short introduction by a room DM to "set the stage," and the last minute used to resolve any final rewards or damage before sending you to the next room. There is usually only one DM in a room, so you must coordinate your actions. Remember: teamwork involves communication. If you are low on your Hit Points make sure to let your healers know. And likewise, those who can heal, you can be proactive to keep your party members healthy. Talk to each other, and always let the DM know what you are going to do.

In addition to looking out for each other, also look around your environment. You may spot a useful clue, such as an early warning sign of impending danger. Also, being aware of your environment can save you from making a foolish or perhaps even lethal mistake.

## Token Text Takes Precedence

When the text on a token contradicts a general rule, go with what the token says. If you're still not sure, look up the token on the [TDb](#).

## Cumulative Penalty Limitation

After entering the adventure, other than current HP, no single statistic can be reduced by more than 6 points. This limit applies to spells or effects that affect Ability Scores, Saving Throws, Armor Class, Maximum Hit Points, To Hit modifiers, Damage modifiers, etc. No matter how many temporary effects or spells have been used, no single stat/ability on a specific victim can be reduced more than 6 points. This applies to PCs and monsters.

However, this does not apply to permanent items used by the character before beginning the adventure. If you have equipped various items that result in

more than a 6-point penalty, you must endure the full penalty. Additional temporary penalties may be incurred in the adventure, but those additional penalties cannot further reduce you more than 6 more points. E.g., if you equipped the following items you would suffer a -8 to your Reflex saving throws:

- HELM OF THE BOAR (-4 Reflex)
- OAKSKIN MEDALLION (-1 to all saves)
- REDOUBT MAIL (-2 Reflex)
- WICKED CHARM (-1 to all saves)

Once inside the adventure, the character in the aforementioned example could suffer additional Reflex penalties, up to a grand total of -14. Some item effects have stricter stacking limits or may not stack at all. Please see the individual token's description in the [Token Database](#) for details.

Reaching the cap on one stat does not prevent a different stat from being reduced.

This cap can sometimes negate a drawback. E.g., if you drank three Creeper Stout potions (heal 5 HP, -2 AC) in a single room, you would heal 15 HP and suffer a -6 AC penalty. If you drank a fourth Creeper Stout, you would heal another 5 HP, but your AC would not decrease any further. The AC penalty stacks each time you drink a Creeper Stout, but once you hit the cumulative penalty cap for AC, any additional Creeper Stouts you consume in that room would effectively be standard 5 HP heal potions. Additionally, no other effect could reduce your AC any further—in that room.

# What Makes a Weapon “Magical”?

Some tokens indicate they only affect “magical” weapons while others indicate they only affect “non-magical” weapons. To determine which weapons are or are not “magical” for this purpose, follow this rule:

**Other than Masterwork or “plain” Silver weapons/ammunition (which are the only exceptions), if a weapon has any kind of + To Hit, + Damage, or × Damage printed on the token, it counts as “magical”.**

Here are some examples of the aforementioned rule:

Weapon Type	Non-Magical	Magical
<a href="#">Alchemical</a> (HOLY WATER, SACRED HAND GRENADE, etc.)	✓	
Ammunition with a + To Hit, + Damage, or × Damage <sup>†</sup>		✓
Racial weapons (Dwarven, Elven, etc.) that deal extra damage to a creature type		✓
Energy damage “baked-in” to damage wheel (e.g., SHURIKEN OF SHOCK)	✓	
Masterwork	✓	
Mighty	✓	
Runestone (only if it gives a + To Hit, + Damage, or × Damage)		✓*
Silver with a +X in front of the name		✓
Silver without a +X in front of the name	✓	
Weapons that grant To Hit or Damage bonuses to Spells. (e.g., STAFF OF FOCUS)		✓

<sup>†</sup>including when it’s launched by a non-magical weapon

\*meaning, the weapon it’s modifying becomes magical

You can view all the [non-magical weapons in the Token Database](#).

## Volunteering

True Dungeon exists because of the work of a lot of great people who volunteer their time to help other people have fun. Many volunteers got involved because they played True Dungeon and then fell in love with it. They wanted to contribute to something that they think is pretty cool, and they wanted to work so others could experience the fun. Everyone owes them a big thank you for making True Dungeon possible. So please take any opportunity you have to thank them at the event. Your thanks make all the effort worthwhile.

### Benefits of Volunteering

There are several different levels of volunteering, depending on how many hours you can contribute. The perks vary from year to year. They typically include a free convention badge, a spot in a 4-person

hotel room, meal stipends, cool staff t-shirts, and exclusive, valuable limited-edition tokens.

Many people opt to volunteer full- or part-time in Admin outside the event. That way they can help out a worthy event while not spoiling the dungeon experience for themselves. This is a great way to make even more out of your True Dungeon experience. All fans of True Dungeon should consider this option.

If you wish to volunteer, we can find a place for your skills. We need DMs, coaches, prop handlers, administrative staff, security, and customer service help. If you have electronic or technical skills, please join our ranks because we have many engineers, programmers, and tech geeks who could use your help. If you are interested in volunteering full- or part-time, please visit [www.tdvols.com](http://www.tdvols.com).

# Scrolls and Wands

## Spell vs. Scroll

When referring to magic cast from a Spell listed on a character card, we use the term “Spell” with a capital S. Many Spells require a skill check. Some Spells can be affected by other magical enhancements.

We refer to magic contained in scrolls, as “scroll.” This magic is pre-cast, stored energy. It is not subject to a skill check and is almost never subject to modification by other magics or abilities. When a token breaks this general rule, the text on the token itself says so. When in doubt, look it up in the [TDb](#).

A magical effect that is in some way cast, but not necessarily from a character card is often referred to as a “spell” with a lower-case s. This use is more of a generic term.

When reading tokens, you may occasionally run into the phrase “cast as a scroll” or sometimes just “as a scroll.” That phrase means the spell being cast is not subject to modification. It cannot be duplicated, enhanced, and is not subject to a skill check. We use the phrase “cast as a scroll” because there simply isn’t enough room on the tokens to print all those restrictions out.

## Classes of Scrolls

Prior to 2012, there were three classes of scroll tokens: All, Arcane, and Divine. From 2012 onward, all scroll tokens specify exactly which classes are able to cast them. Should you happen to run across one of these older scrolls, the aforementioned designations refer to:

- **All:** all spellcasters, specifically bard, cleric, druid, elf wizard, paladin, ranger, and wizard. The “All” designation refers to all spellcasters, it does not mean the scroll can be cast by all 12 classes.
- **Arcane:** bard, elf wizard, and wizard
- **Divine:** bard, cleric, and druid

## Wands

Wands also contain stored magical energy. Wands are not subject to skill checks and are almost never subject to further magical augmentation.

Wands require a verbal command word to be spoken when activated, so they cannot be used in certain situations. E.g., under the effects of a *silence* spell, if the wielder’s ability to speak is compromised, underwater (without magical aid), etc.

Using a wand requires a Standard Action, though there are a few tokens that enable them to be activated more quickly.

### Wand Use History

Wands printed before 2018 had a limited number of charges. The token was collected when the last charge was expended.

Chargeless wands were printed in 2018.

Unfortunately, chargeless wands proved to be unbalanced.

As of 2019, all wands (old and new) are consumable, but do not have a fixed number of charges. When a player wants to use a wand (no matter when the wand token was printed), they hand the wand token to the DM. Actions permitting, the player may use this wand as much as they desire for the rest of the room. At the end of the room, any wand token used is collected by the DM.

# Tokens: Keep Out vs. Stow

After their stats have been recorded on the party card, many players ask their coach which tokens should be put away and which tokens should be kept handy. The answer is somewhat complicated, but we can at least provide some general guidelines.

## Keep at the Ready

**Primary Weapon:** Your primary weapon(s) should be kept in a front pocket or some other place where you can remove it quickly and easily. Do not keep any other tokens in the same pocket/container. When it's time to start combat, the last thing you want to do is waste time fumbling around in a bag for your weapon!



Do you really want to search through all this to find your weapon?

## Keep Handy

These can be kept in a bag, but try not to bury them. If you have a bag with compartments, these should be kept near the top or in a place that's easily accessed.

**Consumables:** These are things like potions, scrolls, and other one-time-use items.

**Circumstantial Benefits:** Items that aid in skill checks (rogue box helpers, [holy symbols](#), [bard instruments](#), etc.) and other items that aid only in certain circumstances need to be shown to the DM when used. E.g., CHARM OF STILL MIND gives a +2 to

Will saves vs. *dominate*. Since that bonus would not apply to all Will saves, the +2 bonus is not recorded on the party card. You'd need to show that token to the DM if a *dominate* saving throw is called for.

Sometimes a token has a bonus that's recorded on the party card and a circumstantial bonus. E.g., THRALL SCALE ARMOR gives +5 to AC and +1 to Will saves vs. *charm*. The AC bonus would be recorded on the party card, but the *charm* save bonus would not. Therefore, unlike most armor tokens, you should keep this token handy.

**Gear:** If you have a miscellaneous item like a rope, mirror, or flint & steel, you must show it to the DM when you want to use it.

**Secondary Weapons:** Sometimes you may want to have a backup weapon to use only under a particular circumstance. E.g., you may want to have a silver weapon to wield only when fighting were-creatures or a +1 MITHRAL LONG SWORD to use when attacking ghosts.

## Stow and Forget

**Recorded Items:** In most cases, this refers to armor and other worn equipment. If it only affects Ability Scores, AC, general saving throws (Fort, Reflex, Will, or all), or other things already noted on the party card, you probably won't need to show the token in the dungeon.

**HP Bonuses:** Players track their own HP, so the DM won't need to see a token that affects your HP unless that token also has a non-HP effect.

## Gotta Bring 'Em All

Don't forget, whether it's your weapon token in a front pocket or your armor token buried deep in your backpack, if your character is wearing or intends to benefit from a token, you must bring that token with you and be able to show that token upon request. This also includes [tokens that give you additional treasure](#).

This doesn't necessarily mean you are required to bring your entire collection—you only need to bring the ones you're currently taking advantage of or the ones you may utilize in the adventure.

# Event Rules and Policies

## Cameras and Gadgets

Photography of any kind is strictly prohibited within the dungeon, training rooms, and backstage areas without explicit permission from a Director. When photography is allowed in the aforementioned areas, all photos must be taken without a flash.

If there is a designated photo opportunity area, photographers in these specific areas are permitted to use a flash, but nowhere else.

Phones, pagers, PDAs, portable gaming systems, and all other handheld electronic devices must be silenced and stowed while in the dungeon, training rooms, and backstage areas. Other than the official radio devices used for TD communications, this rule also applies to volunteers. However, it is permissible to look up tokens in the [Token Database](#) if there is time.

Non-emergency calls and texting are prohibited.

## Light Sources

Players may not use non-TD-issued devices to illuminate elements of the game or the gaming environment. This does not mean other light sources are forbidden in emergencies or to locate a lost item—as long as doing so does not disrupt the game. E.g., players may not whip out their phone so they can see the runes on the walls in a blackout room. But if a weapon token flies off the board during combat, it's fine to use more powerful illumination to locate it as long as it does not detract from anyone's gaming experience—this includes other groups. Tromping into another room while wielding a 10K candlepower flashlight is not okay.

## Players with Special Needs

Players come in all shapes & sizes and many levels of mental & physical abilities. True Dungeon tries very hard to make adventures accessible and enjoyable to all players. While such players are likely have teammates to help them along the quest, don't be afraid to inform your DM if you or a member of your party needs assistance. We want everyone to have fun playing our game.

Some adventures may feature blackout rooms, "jump scares" (sudden surprises), fog effects, tight spaces, or simulated creepy-crawlies. If you have an allergy,

phobia, or health issue we might need to know about, please inform your coach before entering the adventure.

## Non-Character Equipment

Small or medium size backpacks are allowed in the dungeon. For safety reasons, large backpacks are prohibited. Any kind of wheeled carrier should be avoided as they impede movement in the dungeon.

Large props and/or big costumes are a nuisance for you and your fellow players. Don't bring them with you on your TD adventure.

Canes, wheelchairs, and other mobility-assisting devices are absolutely fine to bring into the dungeon, as are other medically necessary items.

## Non-Player Character Interactions

Verbally interacting with NPCs and other volunteers is highly encouraged, but verbally harassing or the unwanted touching of a volunteer is not acceptable behavior. Similarly, TD personnel may not touch or harass you. Breaking this rule is grounds for immediate removal with no refund.

## Notes

Players may not record any kind of notes, other than mental, during the adventure or in the training rooms.

Players may not consult notes that would allow them to cheat. E.g., if a wizard somehow managed to skirt the rules and took a photo of the planar chart, that player may not look at it in the dungeon.

However, if players want to bring in notes summarizing what powers their class can use or what perks their equipment grants, that's perfectly fine. E.g., if a player running a cleric has note card that says, "Don't forget about *turn undead*" or "your armor lets you regenerate 3 HP at the beginning of each room," that's not cheating and is permitted.

## Age Restriction

To play a True Dungeon adventure, one must be at least 13 years old. Each person on the run must have a ticket and wristband. Non-ticketed "observers" are not permitted without written permission from an Executive Director. Please do not bring young children or infants with you on your adventure.

## Emergencies

In case of emergency, notify your DM. They can immediately radio for assistance.

### Groups with Less Than 10 Players

In most circumstances, when the full complement of 10 players has not arrived before the official start time, we attempt to fill the group. However, some groups prefer to play their adventure with less than 10 people but still maintain a “full” party. This is colloquially known as “ghosting.” Ghosting is permissible at all TD-attended conventions as long as all of these parameters are adhered to:

- 1) All 10 hard tickets must be purchased by one or more players in the group. They may not pay for the runs with generic tickets. A hard ticket is a single ticket that specifies the exact date and time of the event the participant paid for. A hard ticket isn’t necessarily a physical item. At some conventions, electronic tickets are utilized.  
*Note:* The aforementioned rule for hard tickets only applies to groups deliberately running with less than 10 people.
- 2) All 10 hard tickets must be turned in.
- 3) All 10 wristbands must be put on members of that group. E.g., if a group chooses to run their adventure with eight people, two players would each wear two wristbands or one player would wear three wristbands. Determining which player(s) wear the extra wristband(s) is decided by the hard ticket holder(s).
- 4) Up to 10 bags of tokens are distributed to the group, as determined by who is wearing the extra wristband(s). E.g., if a group chooses to run their adventure with eight people, two players would each receive two bags of tokens or one player would receive three bags of tokens. It’s up to the hard ticket holder(s) to allot the extra bags.  
*Note:* Even if the party is comprised of more than five Ghost players, no more than five token bags are given to Ghost characters.
- 5) No matter how many wristbands a player is wearing, no person may play more than one character. So yes, someone could buy all 10 slots and solo the dungeon, but that person may only play a single character, not ten.
- 6) Only [Treasure-Enhancing](#) (TE) or [Synergistic](#) tokens may be “equipped” on Ghost characters.  
*Note:* Ghost characters cannot duplicate a class

currently being played by a real person. E.g., if the party contains a Bard, Cleric, Druid, Elf Wizard, and Wizard, no Ghost character can equip a Cabal item because none of the remaining classes are eligible to equip a Cabal item.

- 7) Even though the maximum number of Ghost characters on a run is nine, no more than five Ghost characters may receive any tangible bonus. All Ghost characters can equip TEs if they wish, but only five Ghost characters receive any TREASURE CHIPS, token bags, completion tokens, or other real-world items.

*Example 1:* If one person buys out the slot of all 10 tickets, five of the Ghost characters can have a number entered in the Total Treasure calls on the Party Card, but four are left blank. The real player’s TE bonus is, of course, that of the actual solo player. Synergistic TEs on non-eligible Ghosts count towards the synergy bonus on the eligible Ghosts. E.g., if someone solos the dungeon with 10 CHARMS OF AVARICE, only five Ghosts get TREASURE CHIPS, but the COA bonus for those five Ghosts is at its max.

*Example 2:* The party consists of five real players and five Ghost players. In this case, all 10 characters can have a number entered into Total Treasure on the Party Card.

- 8) If the game is being played on Nightmare or Epic difficulty, up to five Ghosts can earn both the Uncommon **and** Rare Completion Tokens. For all other difficulties, up to five Rare **or** Uncommon Completions Tokens—as dictated by that particular difficulty’s reward for a real person—are awarded to Ghost characters.
- 9) Ghost characters never earn Survivor Buttons. Survivor Buttons are only rewarded to real people.
- 10) Since Ghosts players have no level, they cannot earn an extra TREASURE CHIP via the 6<sup>th</sup>-level bonus—only real players who are at least 6<sup>th</sup>-level can claim that bonus. E.g., a 6<sup>th</sup>-level player soloing the dungeon would receive +1 TREASURE CHIP for being 6<sup>th</sup>-level, in addition to whatever other bonuses that person was entitled to. (This rule was amended in 2019.)

Ghosting is permitted at all TD events.

TLDR: Each party is limited to a maximum of 5 Ghost characters and 5 sets of Ghost rewards. This includes token bags, TREASURE CHIPS, and Completion Tokens. Ghosts do not receive Survivor Badges or 6<sup>th</sup>-level treasure bonuses.

# Parting Wisdom

- The volunteers are here for you. If you have a concern, don't hesitate to ask any volunteer to call for a lead. These supervisors can address your issue and very much appreciate feedback—be it positive or negative. If we don't know you're having a problem, we can't fix it. Conversely, if you really loved something or someone, we'd love to hear about that too.
- If you are not sliding on the combat board, stay clear of the combat board. If you are sliding, once you have made your slide for that round, immediately step aside so the next person can perform their slide. The mantra of a good team member in combat is, "Slide and Move."
- Many parties find it useful to have a pre-determined slide order. Seconds count! An orderly combat could net your party an extra round of combat and could make the difference between defeating the monster and having to take Push damage. Some folks find it useful to have their more inexperienced sliders go first and their most skilled sliders slide last. Other groups like to have a fighter with *weapon specialization* (one re-slide per combat) go first to get a feel for how slick the combat board is. Ultimately, it's up to each group to decide who slides first.
- Every combat board is different. Some are very slick which causes the pucks to slide very easily (a "fast" board) whereas other are less slippery which means more "oomph" is required to slide (a "slow" board). You may find it helpful to have the first slider call out the relative speed of the board after their initial slide. This allows the rest of the group to adjust how hard they slide their pucks.
- DMs have only two eyes and two ears. If you want to interact with anything in the room, get the DM's attention before touching anything.
- Listen to the DM. We're not just saying this just to encourage politeness, the DM has important information to impart.
- Don't be intimidated by folks with high-powered tokens. Players with basic tokens are just as capable of having fun and overcoming challenges as the tokenholics. In the words of Smakdown, a TD forum veteran, "There will never be a token equal to a good brain!"

## Appendix 1: Class Cards

Larger versions of these cards can be viewed at <https://truedungeon.com/resources>.

# Barbarian

LEVEL 4 <sup>th</sup>	True DUNGEON	HP 36	LEVEL 5 <sup>th</sup>	True DUNGEON	HP 48	LEVEL 5 <sup>th</sup>	BARBARIAN BERSERKER	HP 48
HP (10%)	STR: 17	09	HP (10%)	STR: 19	09	HP (10%)	STR: 19	09
	DEX: 13	08		DEX: 13	08		DEX: 13	08
	CON: 15	07		CON: 15	07		CON: 15	07
	INT: 11	06		INT: 11	06		INT: 11	06
	WIS: 13	05		WIS: 13	05		WIS: 13	05
	CHA: 11	04		CHA: 11	04		CHA: 11	04
	◀◀ SKILL TEST ▶▶	03		◀◀ SKILL TEST ▶▶	03		◀◀ SKILL TEST ▶▶	03
	A Barbarian's main focus is to do lots of damage to monsters with melee (hand-to-hand) weapons—especially two-handed melee weapons. While all players use the same system to try to strike the monster, Barbarians are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.	02		A Barbarian's main focus is to do lots of damage to monsters with melee (hand-to-hand) weapons—especially two-handed melee weapons. While all players use the same system to try to strike the monster, Barbarians are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.	02		Berserkers are the heartiest class. A Berserker's main focus is to do lots of damage to monsters with melee (hand-to-hand) weapons—especially two-handed melee weapons. While all characters use the same system to try to strike the monster, Berserkers are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.	02
	◀◀ SPECIAL POWERS ▶▶	01		◀◀ SPECIAL POWERS ▶▶	01		◀◀ SPECIAL POWERS ▶▶	01
	□ <b>Rage</b> – Barbarians are known for their great intensity in battle. However, once per adventure they can go into a state of Rage that lasts until the end of combat. During this period the Barbarian gains a +4 to damage with all melee weapons. You may activate this Special Power at any time as a Free Action. The DM will check the above box when you use this Special Power.	00		<b>Damage Reduction</b> – Each time you take damage, deduct 1 pt from the amount dealt. This applies to everything except end-of-room "push" damage and Eldritch damage.	00		<b>Damage Reduction</b> – Each time you take damage, deduct 1 pt from the amount dealt. This applies to everything except end-of-room "push" damage and Eldritch damage.	00
	<b>Two-Handed Damage Bonus</b> – All successful attacks made with a two-handed melee weapon deal +4 damage.			□ <b>Greater Rage</b> – Barbarians are known for their great intensity in battle. However, once per adventure they can go into a state of Greater Rage that lasts until the end of combat. During this period the Barbarian gains a +6 to damage with all melee weapons. You may activate this Special Power at any time as a Free Action. The DM will check the above box when you use this Special Power.			□ <b>Fight After Death</b> – You do not die until the end of the room or until reaching –48 HP, whichever comes first. You can be healed back up to stay alive, but you must keep track of how much damage below 0 you go for such healing. If not restored to at least 1 HP before leaving the room, you will die.	
	FORT: 6 REF: 2 WILL: 2			<b>Two-Handed Damage Bonus</b> – All successful attacks made with a two-handed melee weapon deal +4 damage.			<b>Two-Handed Damage Bonus</b> – All successful attacks made with a two-handed melee weapon deal +4 damage.	
				FORT: 6 REF: 2 WILL: 2			FORT: 6 REF: 2 WILL: 2	

## Bard

LEVEL 4 <sup>th</sup>	True DUNGEON <b>BARD</b>	HP 18	LEVEL 5 <sup>th</sup>	True DUNGEON <b>BARD</b>	HP 24	LEVEL 5 <sup>th</sup>	True DUNGEON <b>BARD TROUBADOUR</b>	HP 24
HP (10)	STR: 11		HP (10)	STR: 11		HP (10)	STR: 11	
90	DEX: 13		90	DEX: 15		90	DEX: 15	
80	CON: 11		80	CON: 11		80	CON: 11	
70	INT: 11		70	INT: 11		70	INT: 11	
60	WIS: 13		60	WIS: 13		60	WIS: 13	
50	CHA: 17		50	CHA: 17		50	CHA: 17	
Level Casts Per Day:	<p>◆ SKILL TEST ◆</p> <p>Once per combat in place of an action, Bards may tell the DM they want to make a Monster Lore skill test. Correctly naming the symbol shown by the DM will yield useful monster info.</p> <p>◆ SPECIAL POWERS ◆</p> <ul style="list-style-type: none"> <li>◆ Bardsong: While singing, +1 to hit (all attack slides) and +1 damage (physical weapons only) for entire party</li> <li>◆ Monster Lore Skill Test</li> </ul>		Level Casts Per Day:	<p>◆ SKILL TEST ◆</p> <p>Once per combat in place of an action, Bards may tell the DM they want to make a Monster Lore skill test. Correctly naming the symbol shown by the DM will yield useful monster info.</p> <p>◆ SPECIAL POWERS ◆</p> <ul style="list-style-type: none"> <li>◆ Bardsong: While singing, +2 to hit (all attack slides) and +2 damage (physical weapons only) for entire party</li> <li>◆ Monster Lore Skill Test</li> </ul>		Level Casts Per Day:	<p>◆ SKILL TEST ◆</p> <p>Once per combat in place of an action, Troubadours may tell the DM they want to make a Monster Lore skill test. Correctly naming the symbol shown by the DM will yield useful monster info.</p> <p>◆ SPECIAL POWERS ◆</p> <ul style="list-style-type: none"> <li>◆ Bardsong: +2 to hit (all attack slides) and +2 damage (physical weapons only) for entire party</li> <li>◆ Monster Lore Skill Test</li> <li>◆ Song of Support: +2 to AC &amp; +2 to saves for party; not compatible with Bardwork instruments.</li> </ul>	
Level Casts Per Day:	<p>◆ SPELLS ◆</p> <p>May cast any combination of spells at each level equal to the number of boxes on the left</p> <p><b>Bolster</b> - Target gains +1 to AC for room</p> <p><b>Resistance</b> - Target gains +1 to all saves for room</p> <p><b>Sonic Dart</b> - Does 2 pts of Sonic damage to target</p>		Level Casts Per Day:	<p>◆ SPELLS ◆</p> <p>May cast any combination of spells at each level equal to the number of boxes on the left</p> <p><b>Bolster</b> - Target gains +1 to AC for room</p> <p><b>Resistance</b> - Target gains +1 to all saves for room</p> <p><b>Sonic Dart</b> - Does 2 pts of Sonic damage to target</p>		Level Casts Per Day:	<p>◆ SPELLS ◆</p> <p>May cast any combination of spells at each level equal to the number of boxes on the left</p> <p><b>Bolster</b> - Target gains +1 to AC for room</p> <p><b>Resistance</b> - Target gains +1 to all saves for room</p> <p><b>Sonic Dart</b> - Does 2 pts of Sonic damage to target</p>	
40	0		40	0		40	0	
30	0		30	0		30	0	
20	1		20	1		20	1	
10	2		10	2		10	2	
00	0		00	0		00	0	
FORT:1 REF:5 WILL:5			FORT:1 REF:6 WILL:5			FORT:1 REF:6 WILL:5		

# Cleric

LEVEL	True DUNGEON	HP	LEVEL	True DUNGEON	HP	LEVEL	CLERIC	HP
4th	CLERIC	20	5th	CLERIC	26	5th	CLERIC	26
HP (10s)		HP (1s)	HP (10s)		HP (1s)	HP (10s)		HP (1s)
90	STR: 11	09	90	STR: 13	09	90	STR: 13	09
80	DEX: 11	08	80	DEX: 11	08	80	DEX: 11	08
70	CON: 11	07	70	CON: 11	07	70	CON: 11	07
60	INT: 11	06	60	INT: 11	06	60	INT: 11	06
50	WIS: 17	05	50	WIS: 17	05	50	WIS: 17	05
40	CHA: 15	04	40	CHA: 15	04	40	CHA: 15	04
30		03	30		03	30		03
20		02	20		02	20		02
10		01	10		01	10		01
00		00	00		00	00		00
	FORT: 4 REFX: 1 WILL: 7			FORT: 4 REFX: 1 WILL: 7			FORT: 4 REFX: 1 WILL: 7	

# Druid

LEVEL	True DUNGEON	HP	LEVEL	True DUNGEON	HP	LEVEL	DRUID	HP
4th	DRUID	22	5th	DRUID	30	5th	DRUID	30
HP (10s)		HP (1s)	HP (10s)		HP (1s)	HP (10s)		HP (1s)
90	STR: 11	09	90	STR: 13	09	90	STR: 13	09
80	DEX: 15	08	80	DEX: 15	08	80	DEX: 15	08
70	CON: 15	07	70	CON: 15	07	70	CON: 15	07
60	INT: 11	06	60	INT: 11	06	60	INT: 11	06
50	WIS: 19	05	50	WIS: 19	05	50	WIS: 19	05
40	CHA: 15	04	40	CHA: 15	04	40	CHA: 15	04
30		03	30		03	30		03
20		02	20		02	20		02
10		01	10		01	10		01
00		00	00		00	00		00
	FORT: 6 REFX: 3 WILL: 8			FORT: 6 REFX: 3 WILL: 8			FORT: 6 REFX: 3 WILL: 8	

# Dwarf Fighter

LEVEL	HP	STR	DEX	CON	INT	WIS	CHA	HP	LEVEL	HP	STR	DEX	CON	INT	WIS	CHA	HP	LEVEL	HP	STR	DEX	CON	INT	WIS	CHA	HP
4th	30	13	13	13	11	11	09	30	5th	40	15	13	13	11	11	09	40	5th	40	15	13	13	11	11	09	40
<b>DWARF FIGHTER</b> True Dungeon HP (10s) 90 80 70 60 50 40 30 20 10 00 STR: 13 DEX: 13 CON: 13 INT: 11 WIS: 11 CHA: 09 SKILL TEST A Dwarf Fighter's main focus is to be an effective melee (hand-to-hand) warrior. They have the best chance to hit a monster in combat while using melee weapons. While all players use the same system to try to strike the monster, Dwarf Fighters are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results. SPECIAL POWERS <b>Taunt</b> - Target's next attack must include the Dwarf Fighter. Target could still use an area-of-effect ability. Requires a Free Action to activate. (1/room) <b>Weapon Focus</b> - Dwarf Fighters are great at hitting with melee weapons. They always get a +2 to their attack slides when using any melee weapon. This is an automatic ability, so you never need to announce that you are using this Special Power. FORT: 7 REFX: 2 WILL: 1									<b>DWARF FIGHTER</b> True Dungeon HP (1s) 90 80 70 60 50 40 30 20 10 00 STR: 15 DEX: 13 CON: 13 INT: 11 WIS: 11 CHA: 09 SKILL TEST A Dwarf Fighter's main focus is to be an effective melee (hand-to-hand) warrior. They have the best chance to hit a monster in combat while using melee weapons. While all players use the same system to try to strike the monster, Dwarf Fighters are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results. SPECIAL POWERS <b>Enhanced Critical</b> - Any time Dwarf Fighters slide a natural "20" and the result is a critical hit, the attack does triple damage instead of double damage. <b>Taunt</b> - Target's next attack must include the Dwarf Fighter. Target could still use an area-of-effect ability. Requires a Free Action to activate. (1/room) <b>Weapon Focus</b> - Dwarf Fighters are great at hitting with hand-held (melee) weapons. They always get a +2 to their attack slides when using any melee weapon. This is an automatic ability, so you never need to announce that you are using this Special Power. FORT: 7 REFX: 2 WILL: 1									<b>DWARF FIGHTER DEFENDER</b> True Dungeon HP (1s) 90 80 70 60 50 40 30 20 10 00 STR: 15 DEX: 13 CON: 13 INT: 11 WIS: 11 CHA: 09 SKILL TEST A Dwarf Defender's main focus is to be an effective defensive warrior. They have powers that are defensive in nature. While all players use the same system to try to strike the monster, Dwarf Defenders are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results. SPECIAL POWERS <b>Aura of Devotion</b> - Whenever the Defender is hit with a physical weapon (melee or missile) in combat, all party members are healed 2 HP—including the Defender. <b>Shield Focus</b> - Defenders are great at wielding shields. They always get a +2 bonus to their AC when equipped with a shield. This is an automatic ability, so you never need to announce to the DM that you are using this Special Power, but be sure to gently remind your coach to include it on the party card. <b>Taunt</b> - Target's next attack must include the Defender. Target could still use an area-of-effect ability. Requires a Free Action to activate. (1/room) FORT: 7 REFX: 2 WILL: 1								

# Elf Wizard

LEVEL	HP	STR	DEX	CON	INT	WIS	CHA	HP	LEVEL	HP	STR	DEX	CON	INT	WIS	CHA	HP	LEVEL	HP	STR	DEX	CON	INT	WIS	CHA	HP
4th	15	11	13	13	17	11	11	15	5th	21	11	15	13	17	11	11	21	5th	21	11	15	13	17	11	11	21
<b>ELF WIZARD</b> True Dungeon HP (10s) 90 80 70 60 50 40 30 20 10 00 STR: 11 DEX: 13 CON: 13 INT: 17 WIS: 11 CHA: 11 SKILL TEST To maximize the effectiveness of abilities with (Skill ✓) next to their description, Elf Wizards must memorize the locations of different Planes on a chart. SPECIAL POWERS ♦ Spell use (see below) SPELLS 0 <input type="checkbox"/> Acid Splash - Does 3 or 6 pts of Acid to 1 target (Skill ✓) 0 <input type="checkbox"/> Shocking Grasp - Does 3 or 6 pts of Shock to 1 target (Skill ✓) 1 <input type="checkbox"/> Alertness - +10 to Initiative rolls (cast before DM announces Init.) 1 <input type="checkbox"/> Instant Safeguard - Static AC 16; instantly cast, may take other actions 1 <input type="checkbox"/> Magic Missile - Does 8 or 11 pts of Force to 1 target (Skill ✓) 2 <input type="checkbox"/> Bull's Strength - Target receives +4 to STR for the rest of the room 2 <input type="checkbox"/> Invisibility - You are invisible until you make a hostile action (1 room) 2 <input type="checkbox"/> Ray of Shock - Hit AC 15 to do 18 pts of Shock to 1 target FORT: 2 REFX: 2 WILL: 4									<b>ELF WIZARD</b> True Dungeon HP (1s) 90 80 70 60 50 40 30 20 10 00 STR: 11 DEX: 15 CON: 13 INT: 17 WIS: 11 CHA: 11 SKILL TEST To maximize the effectiveness of abilities with (Skill ✓) next to their description, Elf Wizards must memorize the locations of different Planes on a chart. SPECIAL POWERS ♦ Focused Polymorph: When you are Polymorphed, your melee (hand-to-hand) attack slides gain +3 to hit SPELLS 0 <input type="checkbox"/> Acid Splash - Does 3 or 6 pts of Acid to 1 target (Skill ✓) 0 <input type="checkbox"/> Shocking Grasp - Does 3 or 6 pts of Shock to 1 target (Skill ✓) 1 <input type="checkbox"/> Acid Ray - Hit AC 15 to do 12 pts of Acid to 1 target 1 <input type="checkbox"/> Alertness - +10 to Initiative rolls (cast before DM announces Init.) 1 <input type="checkbox"/> Magic Missile - Does 8 or 11 pts of Force to 1 target (Skill ✓) 2 <input type="checkbox"/> Bull's Strength - Target receives +4 to STR for the rest of the room 2 <input type="checkbox"/> Invisibility - You are invisible until you make a hostile action (1 room) 2 <input type="checkbox"/> Ray of Shock - Hit AC 15 to do 18 pts of Shock to 1 target 3 <input type="checkbox"/> Fireball - Does 20 pts of Fire to all monsters 3 <input type="checkbox"/> Ironskin - Target ignores first 5 pts of damage per hit or effect (1 room) FORT: 2 REFX: 3 WILL: 4									<b>ELF WIZARD ILLUSIONIST</b> True Dungeon HP (1s) 90 80 70 60 50 40 30 20 10 00 STR: 11 DEX: 15 CON: 13 INT: 17 WIS: 11 CHA: 11 SKILL TEST To maximize the effectiveness of abilities with (Skill ✓) next to their description, Elf Illusionists must memorize the locations of different Planes on a chart. SPECIAL POWERS ♦ Focused Polymorph: When you are Polymorphed, your melee attack slides gain +3 to hit SPELLS 0 <input type="checkbox"/> Gaze Reflection - Target is immune to gaze attacks 0 <input type="checkbox"/> Glow Orb - Does 3 or 6 pts of Force to 1 target (Skill ✓) 1 <input type="checkbox"/> Chromatic Orb - Hit AC 15 (or higher) to do 12 pts of Force to target 1 <input type="checkbox"/> Color Spray - Will DC 15 or target is -4 to its attack rolls for combat 1 <input type="checkbox"/> Magic Missile - Does 8 or 11 pts of Force to 1 target (Skill ✓) 2 <input type="checkbox"/> Horrid Vision - Will DC 15 or target cannot attack more than 1/round 2 <input type="checkbox"/> Hypnotic Pattern - Will DC 20 or all monsters -4 to attack rolls for combat 2 <input type="checkbox"/> Invisibility - You are invisible until you make a hostile action (1 room) 3 <input type="checkbox"/> Improved Invisibility - After 2nd hostile action, you become visible (1 room) 3 <input type="checkbox"/> Prismatic Spray - Does 10 pts of Force to all monsters and Dares them on next turn *Victim cannot move nor take any actions, but AC is not altered FORT: 2 REFX: 3 WILL: 4								

# Fighter

LEVEL	True DUNGEON	HP	LEVEL	True DUNGEON	HP	LEVEL	FIGHTER DUELIST	HP
4 <sup>th</sup>	FIGHTER	26	5 <sup>th</sup>	FIGHTER	36	5 <sup>th</sup>	FIGHTER DUELIST	36
HP (10s)	STR: 15	90	HP (1s)	STR: 17	09	HP (1s)	STR: 17	09
	DEX: 13	80		DEX: 13	08		DEX: 13	08
	CON: 13	70		CON: 13	07		CON: 13	07
	INT: 11	60		INT: 11	06		INT: 11	06
	WIS: 13	50		WIS: 13	05		WIS: 13	05
	CHA: 11	40		CHA: 11	04		CHA: 11	04
	SKILL TEST			SKILL TEST			SKILL TEST	
	A Fighter's main focus is to be an effective melee (hand-to-hand) warrior. They have the best chance to hit a monster in combat while using melee weapons. While all players use the same system to try to strike the monster, Fighters are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.			A Fighter's main focus is to be an effective melee (hand-to-hand) warrior. They have the best chance to hit a monster in combat while using melee weapons. While all players use the same system to try to strike the monster, Fighters are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.			A Duelist's main focus is to be an effective melee (hand-to-hand) warrior. They have the best chance to hit a monster in combat while using melee weapons. While all players use the same system to try to strike the monster, Duelists are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.	
	SPECIAL POWERS			SPECIAL POWERS			SPECIAL POWERS	
	Weapon Focus - Fighters are great at hitting with melee weapons. They always get a +2 to their attack slides when using any melee weapon. This is an automatic ability, so you never need to announce that you are using this Special Power. Weapon Focus does not affect ranged attacks.			Weapon Focus - Fighters are great at hitting with melee weapons. They always get a +2 to their attack slides when using any melee weapon. This is an automatic ability, so you never need to announce that you are using this Special Power. Weapon Focus does not affect ranged attacks.			Twist the Blade - Once per combat, you may leave a successful melee slide on the combat board for one extra round. If it's still in a position that counts as a hit after everyone else has slid on that extra turn, you will deal damage a second time. After that one extra round, your puck may not be left on the board.	
				Weapon Specialization - Once per combat, Fighters may immediately re-slide a melee attack, but they must take the second result—even if the first slide would have been a better result. This does not affect ranged attacks. Other pucks that were hit with the initial slide are not set back to their pre-initial-slide positions if you choose to re-slide your puck.			Weapon Focus - Duelists are great at hitting with melee weapons. They always get a +2 to their attack slides when using any melee weapon. This is an automatic ability, so you never need to announce that you are using this Special Power. Weapon Focus does not affect ranged attacks.	
	FORT: 5 REFX: 2 WILL: 2			FORT: 5 REFX: 2 WILL: 2			FORT: 5 REFX: 2 WILL: 2	

# Monk

LEVEL	True DUNGEON	HP	LEVEL	True DUNGEON	HP	LEVEL	MONK DRUNKEN MASTER	HP
4 <sup>th</sup>	MONK	22	5 <sup>th</sup>	MONK	30	5 <sup>th</sup>	MONK DRUNKEN MASTER	30
HP (10s)	STR: 15	90	HP (1s)	STR: 17	09	HP (1s)	STR: 17	09
	DEX: 15	80		DEX: 15	08		DEX: 15	08
	CON: 15	70		CON: 15	07		CON: 15	07
	INT: 13	60		INT: 13	06		INT: 13	06
	WIS: 17	50		WIS: 17	05		WIS: 17	05
	CHA: 11	40		CHA: 11	04		CHA: 11	04
	SKILL TEST			SKILL TEST			SKILL TEST	
	A Monk's main focus is to use two attacks per combat round to help the group. Instead of using weapons, Monks can use their two fists to make melee (hand-to-hand) attacks. Instead of sliding one puck like most other players, Monks quickly slide two pucks with the same hand—one puck after the other. The second puck must leave the Monk's hand before the first puck stops moving. Monks slide only one puck when not using a Flurry of Blows-compatible weapon.			A Monk's main focus is to use two attacks per combat round to help the group. Instead of using weapons, Monks can use their two fists to make melee (hand-to-hand) attacks. Instead of sliding one puck like most other players, Monks quickly slide two pucks with the same hand—one puck after the other. The second puck must leave the Monk's hand before the first puck stops moving. Monks slide only one puck when not using a Flurry of Blows-compatible weapon.			A Drunken Master's main focus is to use two attacks per combat round to help the group. Instead of using weapons, Drunken Masters can use their two fists to make melee (hand-to-hand) attacks. Instead of sliding one puck like most other players, Drunken Masters quickly slide two pucks with the same hand—one puck after the other. The second puck must leave the Drunken Master's hand before the first puck stops moving. Drunken Masters slide only one puck when not using a Flurry of Blows-compatible weapon.	
	SPECIAL POWERS			SPECIAL POWERS			SPECIAL POWERS	
	Combat Prowess - Base AC is 16 due to martial training			Combat Prowess - Base AC is 17 due to martial training			Combat Prowess - Base AC is 17 due to martial training	
	Dazing Fist - Your first natural 20 slide using Flurry of Blows Dazes* target for 1 round. (1/combat)			Deflect Missiles - Immune to non-magical missile attacks			Feather Fall - Take no damage from falls 60 feet or less	
	Victim cannot move or take any actions, but AC is not altered			Diamond Body - Immune to all types of Poison			Flurry of Blows - Use 2 pucks with fists/FoB-compatible melee weapons	
	Deflect Missiles - Immune to non-magical missile attacks			Dragon Strike - Flurry of Blows attacks are treated as +4 weapons with regards to a target's weapon immunity defense			Imbiber's Breath - Flurry of Blows can critically hit any monster that is normally immune to critical hits	
	Evasion - Take no damage if you succeed on a required Reflex saving throw against damage from spells, traps, or breath			Feather Fall - Take no damage from falls 60 feet or less			Imbiber's Luck - Party gains +3 to Initiative rolls	
	Feather Fall - Take no damage from falls 60 feet or less			Flurry of Blows - Use 2 pucks with fists/FoB-compatible melee weapons			Imbiber's Skill - 1/combat, can drink 1 Potion as a Free Action	
	Flurry of Blows - Use two pucks with melee attacks made with your bare hands or Flurry of Blows-compatible weapons			Improved Evasion - Take no damage if you succeed on a required Reflex saving throw; take ½ damage if you fail that roll			Improved Evasion - Take no damage if you succeed on a required Reflex saving throw; take ½ damage if you fail that roll	
	Stunning Fist - Your first natural 20 slide using Flurry of Blows Stuns* target for 1 round. (1/combat)			Stunning Fist - Your first natural 20 slide using Flurry of Blows Stuns* target for 1 round. (1/combat)			Stunning Fist - Your first natural 20 slide using Flurry of Blows Stuns* target for 1 round. (1/combat)	
	Victim cannot move or take any actions; -2 AC			Victim cannot move or take any actions; -2 AC			Victim cannot move or take any actions; -2 AC	
	FORT: 6 REFX: 6 WILL: 9			FORT: 6 REFX: 6 WILL: 9			FORT: 6 REFX: 6 WILL: 9	

## Ranger

<div>LEVEL</div> <div>4<sup>th</sup></div>		<div>True DUNGEON</div> <div>PALADIN</div>		<div>HP</div> <div>24</div>	<div>LEVEL</div> <div>5<sup>th</sup></div>		<div>True DUNGEON</div> <div>PALADIN</div>		<div>HP</div> <div>33</div>	<div>LEVEL</div> <div>5<sup>th</sup></div>		<div>True DUNGEON</div> <div>PALADIN CAVALIER</div>		<div>HP</div> <div>33</div>					
HP (10s)		STR: 11	◀◀ SKILL TEST ▶▶		HP (10s)		STR: 13	◀◀ SKILL TEST ▶▶		HP (10s)		STR: 13	◀◀ SKILL TEST ▶▶						
90		DEX: 13	<p>A Paladin's main focus is to help the group in combat by attacking monsters. While they also have some useful Special Powers, a Paladin must attack well to be effective. While all players use the same system to try to strike the monster, Paladins are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.</p>		90		DEX: 13	<p>A Paladin's main focus is to help the group in combat by attacking monsters. Even though they have some useful Special Powers, a Paladin must attack well to be effective. While all players use the same system to try to strike the monster, Paladins are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.</p>		90		DEX: 13	<p>A Cavalier's main focus is to help the group in combat by attacking monsters. Even though they have some useful Special Powers, a Cavalier must attack well to be effective. While all players use the same system to try to strike the monster, Cavaliers are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.</p>						
80		CON: 11			80		CON: 11			80		CON: 11							
70		INT: 11			70		INT: 11			70		INT: 11							
60		WIS: 13			60		WIS: 13			60		WIS: 13							
50		CHA: 17			50		CHA: 17			50		CHA: 17							
		◀◀ SPECIAL POWERS ▶▶					◀◀ SPECIAL POWERS ▶▶					◀◀ SPECIAL POWERS ▶▶							
40		<div>□□□ Detect Evil</div> <div>Reveals the location(s) of Evil in the room</div>		40		<div>□□□ Detect Evil</div> <div>Reveals the location(s) of Evil in the room</div>		40		<div>Guard</div> <div>At the start of combat, the may designate another character to Guard for the whole combat. The Paladin will be attacked instead of the Guarded character if the DM determines the Guarded character should be attacked by the monster with a <b>melee</b> (hand-to-hand) attack. Guard does not redirect ranged or spell attacks. Paladins gain Damage Resistance 3 (each source of damage dealt is reduced by 3 pts) against <b>melee</b> attacks redirected from your Guarded ally.</div>		40		<div>Guard</div> <div>At the start of combat, you may designate another character to Guard for the whole combat. You will be attacked instead of the Guarded character if the DM determines that character should be attacked by the monster with a <b>melee</b> attack. You gain DR 3 (each source of damage dealt is reduced by 3 pts) against <b>melee</b> attacks redirected from your Guarded ally.</div>		40		<div>Guard</div> <div>At the start of combat, you may designate another character to Guard for the whole combat. You will be attacked instead of the Guarded character if the DM determines that character should be attacked by the monster with a <b>melee</b> attack. You gain DR 3 (each source of damage dealt is reduced by 3 pts) against <b>melee</b> attacks redirected from your Guarded ally.</div>	
30		Immunity to Disease - Normal or magical		30		Immunity to Disease - Normal or magical		30		Immunity to Fear - Normal or magical		30		Immunity to Fear - Normal or magical					
20		<div>Lay on Hands</div> <div>Heals a total of 12 pts—divide any way you like</div> <div>□□□□ □□□□ □□</div>		20		<div>Lay on Hands</div> <div>Heals a total of 15 pts—divide any way you like</div> <div>□□□□ □□□□ □□□□</div>		20		<div>Lay on Hands</div> <div>Heals a total of 15 pts—divide any way you like</div> <div>□□□□ □□□□ □□□□ □□□□</div>		20		<div>Lay on Hands</div> <div>Heals a total of 15 pts—divide any way you like</div> <div>□□□□ □□□□ □□□□ □□□□</div>					
10		Remove Disease - Eliminates all diseases in target		10		<div>Remove Disease</div> <div>Eliminates all diseases in target</div>		10		<div>Remove Charm/Fear/Sleep</div> <div>Removes any or all of these effects from target: Charm, Fear, and Sleep</div>		10		<div>Righteous Wrath</div> <div>When the Cavalier is successfully hit with a <b>melee</b> attack (including one redirected via Guard), the Cavalier's next attack slide against that attacker gains +5 to hit and +10 damage. (1/room)</div>					
00				00		<div>Sacrifice</div> <div>Paladin may immediately save one character from death. Both characters' hit points are re-set to 5 HP.</div>		00				00							
FORT: 7 REF: 5 WILL: 5					FORT: 7 REF: 5 WILL: 5					FORT: 7 REF: 5 WILL: 5									

LEVEL 4 <sup>th</sup>	<i>True DUNGEON.</i> <b>RANGER</b>	HP 24	LEVEL 5 <sup>th</sup>	<i>True DUNGEON.</i> <b>RANGER</b>	HP 33	LEVEL 5 <sup>th</sup>	<i>True DUNGEON.</i> <b>RANGER WARDEN</b>	HP 33
HP (10s) 90 80 70 60 50 40 30 20 10 00	<b>STR: 13</b> <b>DEX: 17</b> <b>CON: 13</b> <b>INT: 11</b> <b>WIS: 13</b> <b>CHA: 13</b>	<b>SKILL TEST</b> A Ranger's main focus is to help the group in combat by attacking monsters. For your character to be effective, you must be able to slide well with both hands. Instead of sliding one puck like most other players, Rangers simultaneously slide two pucks—one in each hand. Rangers are allowed to practice before the adventure to hone their unique combat skills. The more accurately you slide your weapon pucks, the better the results.	<b>STR: 13</b> <b>DEX: 19</b> <b>CON: 13</b> <b>INT: 11</b> <b>WIS: 13</b> <b>CHA: 13</b>	<b>SKILL TEST</b> A Ranger's main focus is to help the group in combat by attacking monsters. For your character to be effective, you must be able to slide well with both hands. Instead of sliding one puck like most other players, Rangers simultaneously slide two pucks—one in each hand. Rangers are allowed to practice before the adventure to hone their unique combat skills. The more accurately you slide your weapon pucks, the better the results.	<b>STR: 13</b> <b>DEX: 19</b> <b>CON: 13</b> <b>INT: 11</b> <b>WIS: 13</b> <b>CHA: 13</b>	<b>SKILL TEST</b> A Warden's main focus is to help the group in combat by attacking monsters. For your character to be effective, you must be able to slide well with both hands. Instead of sliding one puck like most other players, Wardens simultaneously slide two pucks—one in each hand. Wardens are allowed to practice before the adventure to hone their unique combat skills. The more accurately you slide your weapon pucks, the better the results.	<b>STR: 13</b> <b>DEX: 19</b> <b>CON: 13</b> <b>INT: 11</b> <b>WIS: 13</b> <b>CHA: 13</b>	<b>SKILL TEST</b> A Warden's main focus is to help the group in combat by attacking monsters. For your character to be effective, you must be able to slide well with both hands. Instead of sliding one puck like most other players, Wardens simultaneously slide two pucks—one in each hand. Wardens are allowed to practice before the adventure to hone their unique combat skills. The more accurately you slide your weapon pucks, the better the results.
	<b>SPECIAL POWERS</b> <b>Dual-Wielding Fighting Style</b> – When Rangers make melee (hand-to-hand) attacks, they do so by sliding two weapon pucks at the exact same time—one in each hand. Their main melee weapon can be any one-handed melee weapon marked usable by a Ranger but their off-hand melee weapon must be usable by both Ranger and Rogue. When making ranged attacks, Rangers slide only one puck. <b>Favored Enemy</b> – +1 weapon damage against Undead <b>Sharpshooter</b> – +2 damage with all ranged attacks. This is an automatic ability, so you never need to announce that you are using this Special Power.		<b>SPECIAL POWERS</b> <b>Dual-Wielding Fighting Style</b> – When Rangers make melee (hand-to-hand) attacks, they do so by sliding two weapon pucks at the exact same time—one in each hand. Their main melee weapon can be any one-handed melee weapon marked usable by a Ranger, but their off-hand melee weapon must be usable by both Ranger and Rogue. When making ranged attacks, Rangers slide only one puck. <b>Favored Enemy</b> – +2 weapon damage against Undead <b>Sharpshooter</b> – +4 damage with all ranged attacks. This is an automatic ability, so you never need to announce that you are using this Special Power.		<b>SPECIAL POWERS</b> <b>Dual-Wielding Fighting Style</b> – When Wardens make melee (hand-to-hand) attacks, they do so by sliding two weapon pucks at the exact same time—one in each hand. When making ranged attacks, Wardens slide only one puck. <b>Free Movement</b> – Immune to Hold, Slow, Web, & similar sticky substances <b>Returning Ammo</b> – The Warden's ammo tokens are returned to Warden if they miss their target <b>Sharpshooter</b> – +4 damage with all ranged attacks.		<b>SPECIAL POWERS</b> <b>Dual-Wielding Fighting Style</b> – When Wardens make melee (hand-to-hand) attacks, they do so by sliding two weapon pucks at the exact same time—one in each hand. When making ranged attacks, Wardens slide only one puck. <b>Free Movement</b> – Immune to Hold, Slow, Web, & similar sticky substances <b>Returning Ammo</b> – The Warden's ammo tokens are returned to Warden if they miss their target <b>Sharpshooter</b> – +4 damage with all ranged attacks.	
	<b>SPILLS</b> <input type="checkbox"/> <b>Barkskin</b> – Target gets +2 to AC for combat <input checked="" type="checkbox"/> <b>Cure Lesser Wounds</b> – Heals 5 pts of damage to target		<b>SPILLS</b> <input type="checkbox"/> <b>Barkskin</b> – Target gets +2 to AC for combat <input checked="" type="checkbox"/> <b>Cure Lesser Wounds</b> – Heals 5 pts of damage to target		<b>SPILLS</b> <input checked="" type="checkbox"/> <b>Thornskin</b> – Target gets +2 to AC & +2 Retribution Damage* <input type="checkbox"/> <b>Warden's Boon</b> – Target gains +4 STR or +4 DEX *Successful melee attacks against the Warden deal 2 pts to the attacker.		<b>SPILLS</b> <input checked="" type="checkbox"/> <b>Thornskin</b> – Target gets +2 to AC & +2 Retribution Damage* <input type="checkbox"/> <b>Warden's Boon</b> – Target gains +4 STR or +4 DEX *Successful melee attacks against the Warden deal 2 pts to the attacker.	
	FORT:5 REF:7 WILL:2		FORT:5 REF:8 WILL:2		FORT:5 REF:8 WILL:2		FORT:5 REF:8 WILL:2	

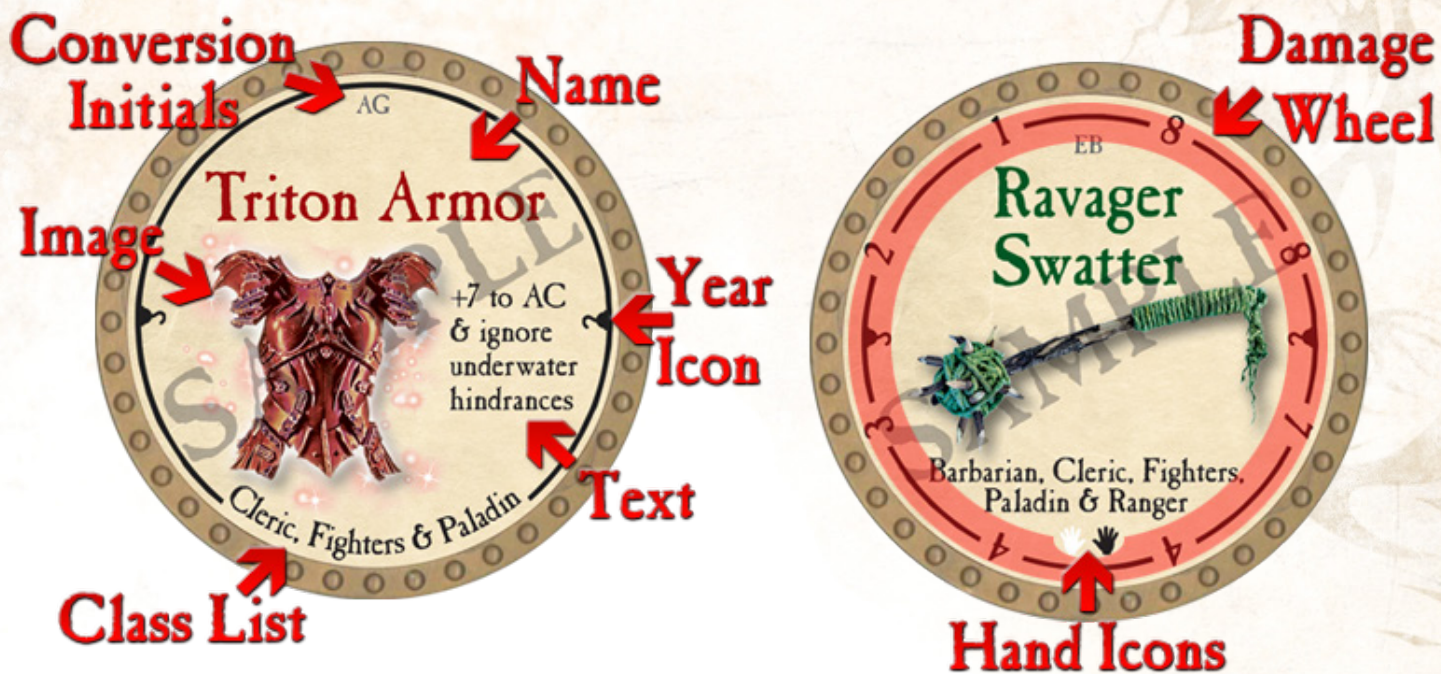
# Rogue

LEVEL	True DUNGEON	HP	LEVEL	True DUNGEON	HP	LEVEL	True DUNGEON	HP
4th	ROGUE	18	5th	ROGUE	24	5th	ROGUE ASSASSIN	24
HP (10s)		HP (1s)	HP (10s)		HP (1s)	HP (10s)		HP (1s)
90	STR: 11	09	90	STR: 11	09	90	STR: 11	09
80	DEX: 17	08	80	DEX: 19	08	80	DEX: 19	08
70	CON: 11	07	70	CON: 11	07	70	CON: 11	07
60	INT: 11	06	60	INT: 11	06	60	INT: 11	06
50	WIS: 11	05	50	WIS: 11	05	50	WIS: 11	05
40	CHA: 15	04	40	CHA: 15	04	40	CHA: 15	04
30		03	30		03	30		03
20		02	20		02	20		02
10		01	10		01	10		01
00		00	00		00	00		00
FORT: 1 REFX: 7 WILL: 1			FORT: 1 REFX: 8 WILL: 1			FORT: 1 REFX: 8 WILL: 1		

# Wizard

LEVEL	True DUNGEON	HP	LEVEL	True DUNGEON	HP	LEVEL	True DUNGEON	HP
4th	WIZARD	16	5th	WIZARD	21	5th	WIZARD SORCERER	21
HP (10s)		HP (1s)	HP (10s)		HP (1s)	HP (10s)		HP (1s)
90	STR: 11	09	90	STR: 11	09	90	STR: 11	09
80	DEX: 11	08	80	DEX: 13	08	80	DEX: 13	08
70	CON: 13	07	70	CON: 13	07	70	CON: 13	07
60	INT: 19	06	60	INT: 19	06	60	INT: 19	06
50	WIS: 11	05	50	WIS: 11	05	50	WIS: 11	05
40	CHA: 11	04	40	CHA: 11	04	40	CHA: 19	04
30		03	30		03	30		03
20		02	20		02	20		02
10		01	10		01	10		01
00		00	00		00	00		00
FORT: 2 REFX: 1 WILL: 4			FORT: 2 REFX: 2 WILL: 4			FORT: 2 REFX: 2 WILL: 4		

# Appendix 2: Identifying Tokens



## How to Read a Token

**Conversion Initials:** These initials indicate what exchange group the token belongs to. [Click here](#) for more information on the Token Exchange Program.

**Name:** The color of the token's name indicates its rarity. Generally speaking, the rarer the token the more powerful it is. These are the most frequently encountered rarities and the colors that go with them: Common (black), **Uncommon** (green), **Rare** (red), **Ultra Rare** (purple), **Transmuted** (blue, with three sub-tiers as indicated by the number of points on the star: Enhanced ▲, Exalted ♦, and Relic ★), and **Legendary** (orange).

**Image:** This shows you what the item the token represents looks like.

**Text:** This tells you what the token does. Because tokens are so small, sometimes the text can't fully describe a token's power. For detailed info on how a token works, look it up on [tokendb.com](http://tokendb.com). Not all tokens have text.

**Limited Use:** Scrolls and Potions must be turned in when used. In addition, any token that says "One use" must be handed over to the DM or Coach when used. Tokens that have [charge counters](#) (○○○○○) are punched each time they are used. When the last circle is punched, the token is collected.

**Class List:** If a token can only be used by certain classes, those classes are listed here. If a token does not have a class list, it can be used by all classes. If the list of classes that can use the item is particularly long, it might be written "All except \_\_\_\_". In those cases, the classes listed are the only ones that cannot use the item.

**Damage Wheel:** On a weapon token, the numbers circling the outer edge show how much damage the weapon deals. If the attack slide succeeds, the number closest to the damage dot on the combat board is the damage dealt. Your coach goes over combat in detail during your training phase.

**Year Icon:** Found on the left and right sides of chippy tokens, this small image tells you what year the token was printed. As shown above, the year icon for 2022 was a pirate hook.

**Hand Icons:** Two black hands at the bottom means the item (almost always a weapon or bard instrument) requires both hands to use. One black and one white hand means the item (typically a weapon or shield) requires only one free hand to use.

## Year Icons

To help determine which tokens were printed when, each year is given an icon. From 2003 to 2006, a single year icon was printed on the reverse of the token. From 2007 onward, year icons are printed on the left and right sides on the obverse side of each token. Each year's symbol is described below:

Year	Symbol	Description
2003	none	n/a
2004		Pentagram
2005a		Blowing Wind
2005b		Blowing Wind
*2005 URs	.com	.com
2006		Spider
2007		Beholder Tooth
2008		Grapes
2009		Oak Leaf
2010		Dragon Breath
2011		Shell
2012		Skeletal Hand
2013		Gear
2014		Snake Head
2015		Crystal Cluster
2016		Tentacles
2017		Full Moon
2018		Horned Helmet
2019		Volcano
2020		Crenelated Tower
2021		Upside-down "V"
2022		Pirate Hook
2023		Magnifying Glass

\*In 2005, some Ultra Rare (UR) tokens were printed using tokens with a ".com" back.

## Backing Colors

In 2007 tokens changed from silk-screened wood (affectionately known as "woodies") to resin cast chips with metallic cores (commonly referred to as "chippies") which allowed for full-color text and images. The resin material is cast in many hues and can be used to identify some classes of tokens.

- **Gold:** Default color of nearly every token\*
- **Copper:** Lore (2010 only)
- **Dark Blue:** Relic (★)\*  
*Note:* Under some lighting conditions, these are very hard to distinguish from black
- **Chocolate Brown:** Trade & Reserve
- **Dark Green:** Eldritch Relic
- **Light Blue:** Enhanced (▲) and Exalted (✦)\*
- **Light Green:** Premium\* (lagniappe for large token purchases)
- **Onyx:** Given away as a bonus option for very large token pre-orders
- **Orange:** Legendary
- **Platinum:** Chaser (1 of the Common, Uncommon, or Rare tokens in every 10-pack is platinum†)
- **Purple:** Artifact
- **Red:** Paragon\*\*
- **Yellow (three shades):** Treasure Chips††

\*As of 2016, the following types of tokens have the year they were printed embossed on the back of the token:

- Premium
- **Exalted** (✦)
- **Legendaries** (other than CHARM OF AVARICE)
- Paragon\*\*
- **Relic** (★)
- **Ultra Rare** (including Onyx)

\*\*The 2015 ORB OF DRAGONKIND (Hatchling) is the only paragon token with no year or tier stamp.

†Ultra Rare tokens are not printed on platinum backs.

††As of 2017, treasure tokens come in either 1×, 3×, or 10× denominations and are printed on one of three shades of yellow. 1× is light yellow, 3× is medium yellow, and 10× is dark yellow.

As of 2017, Exalted, Ultra Rare, 10× TREASURE CHIPS, BADGE OF NOBILITY, and CHARM OF AVARICE (the 2019 version) tokens have dimples that are shaped like ★ instead of round.

## Token Traits Table

Rarity	Rarity Symbol	Title Color	Back Color	Dimple Shape	Year Stamp
Common	n/a	Black, Brown <sup>5</sup>	Gold, Platinum, Onyx, Wood	●	No
Uncommon	n/a	Green	Gold, Platinum, Onyx, Wood	●	No
Rare	n/a	Red	Gold, Platinum, Onyx, Wood	●	No
Ultra Rare	n/a	Purple	Gold, Platinum, Onyx, Wood	●, ✱ <sup>7</sup>	Yes <sup>6</sup>
Paragon <sup>1</sup>	n/a	Black	Dark Red	●	Yes <sup>6</sup>
Combo-1C	■	Blue	Gold, Wood	●	No
Combo-2C	■■	Blue	Gold, Wood	●	No
Combo-3C	■■■	Blue	Gold, Wood	●	No
Combo-4C	■■■■	Blue	Gold, Wood	●	No
Trade Combo	■	Blue	Gold	●	No
Enhanced	▲	Blue	Gold, Light Blue <sup>6</sup>	●	No
Exalted	✦	Blue	Gold, Light Blue <sup>6</sup>	●, ✱ <sup>7</sup>	Yes <sup>6</sup>
Relic	★	Blue	Gold, Dark Blue <sup>6</sup>	●	Yes <sup>6</sup>
Eldritch Relic <sup>2</sup>	★	Black	Dark Green	●	Yes <sup>7</sup>
Grand Eldritch <sup>3</sup>	n/a	Black	Dark Green	●	Yes <sup>7</sup>
Premium <sup>1</sup>	n/a	Purple	Gold, Light Green <sup>6</sup>	●	Yes <sup>6</sup>
Legendary	n/a	Orange	Orange	●	Yes <sup>6</sup>
Artifact	n/a	Purple	Purple	●	No
Lore	n/a	Black	Copper	●	No
Reserve (old)	n/a	Maroon	Gold	●	No
Reserve (Tier 2)	n/a	Brown <sup>7</sup>	Chocolate Brown <sup>7</sup>	●	Tier 2 <sup>8</sup>
Reserve (Tier 3)	n/a	Brown <sup>7</sup>	Chocolate Brown <sup>7</sup>	●	Tier 3 <sup>8</sup>
Reserve (Tier 4)	n/a	Brown <sup>7</sup>	Chocolate Brown <sup>7</sup>	●	Tier 4 <sup>8</sup>
Trade (old)	n/a	Maroon	Gold	●	No
Trade (Tier 1)	n/a	Brown <sup>7</sup>	Chocolate Brown <sup>7</sup>	●	Tier 1 <sup>8</sup>
10× Trade (Tier 1)	n/a	Brown	Peanut Butter Tan	●	Tier 1 <sup>8</sup>
Trade (Tier 2)	n/a	Brown <sup>7</sup>	Chocolate Brown <sup>7</sup>	●	Tier 2 <sup>8</sup>
Trade (Tier 3)	n/a	Brown <sup>7</sup>	Chocolate Brown <sup>7</sup>	●	Tier 3 <sup>8</sup>
Trade (Tier 4)	n/a	Brown <sup>7</sup>	Chocolate Brown <sup>7</sup>	●	Tier 4 <sup>8</sup>
Monster Trophy	n/a	Black	Gold	●	No
(1×) Treasure Chip	n/a	Black	Gold, Light Yellow <sup>7</sup>	●	Yes <sup>6</sup>
3× Treasure Chips	n/a	Black	Medium Yellow	●	Yes
5× Treasure Chips	n/a	Black	Platinum	●	No
10× Treasure Chips	n/a	Black	Dark Yellow	✱	Yes
BADGE OF NOBILITY	n/a	Black	Platinum	✱	Yes

<sup>1</sup>Free with very large token orders

<sup>2</sup>Transmuted tokens whose recipes require multiple (usually four) thematically similar Ultra Rare tokens

<sup>3</sup>Transmuted tokens whose recipes require multiple (usually seven) thematically similar Premium tokens

<sup>5</sup>Common woody tokens had brown text

<sup>6</sup>Only on tokens printed in or after 2016

<sup>7</sup>Only on tokens printed in or after 2017

<sup>8</sup>The post-2017 chocolate brown-backed Trade and Reserve tokens don't have year stamps on the back, they have a Tier stamp instead. There are no Tier 1 Reserve Bar tokens.

# Appendix 3: Bard Instruments

These numbers show the total modifier. Don't add these figures to the base bonus—the math has been done for you. Other tokens may be musical instruments, but unless listed below, it cannot be used to perform *bardsong*.

	Instrument	Melee		Ranged		Darkrift	Fear	Sonic	Fort	Reflex	Will
		To Hit	Damage	To Hit	Damage	Damage	Immunity	Damage	Saves	Saves	Saves
4th-Level Bard	<i>default lute</i>	+1	+1	+1	+1						
	+1 Fae Blowgun Flute	+1	+1	+1	+1						
	Amorgen' Amazing Ocarina	+1	+3	+1	+3						
	Antressor Lute	+1	+1	+1	+1						+4
	Briano's Blessed Bodhrán	+1	+3	+1	+3						
	Conch Horn of Courage	+1	+3	+1	+1*		yes				
	Harp of the Angels	+1	+1	+1	+1	-2					
	Lute of Free Fury	+2	+2	+2	+2						
	Lute of Fury	+2	+2	+2	+2						
	Lute of Muting	+1	+1	+1	+1			-2			
	Lyre of Echoes	+1	+1	+1	+1						
	Lyre of Lore	+1	+3	+1	+3						
	Lyre of Luck	+1	+1	+1	+1				+1	+1	+1
	Lyre of Rage	+2	+1	+2	+1						
	Lyre of the Siren	+1	+1	+1	+1						
	Magnificent Bard's Instrument	+1	+3	+1	+3						
	Masterwork Bard's Instrument	+1	+3	+1	+1*						
	Pirate Concertina	+1	+1	+1	+1				+4		
	Pixie Lyre	+1	+2	+1	+2						
	Trouper's Lute	+1	+1	+1	+1					+4	
	Widseth's <b>Legendary</b> Lute	+3	+3	+3	+3						
	Widseth's <b>Mystical</b> Lute	+1	+3	+1	+3						

	Instrument	Melee		Ranged		Darkrift	Fear	Sonic	Fort	Reflex	Will
		To Hit	Damage	To Hit	Damage	Damage	Immunity	Damage	Saves	Saves	Saves
5th-Level Bard	<i>default lute</i>	+2	+2	+2	+2						
	+1 Fae Blowgun Flute	+2	+2	+2	+2						
	Amorgen' Amazing Ocarina	+2	+4	+2	+4						
	Antressor Lute	+2	+2	+2	+2						+4
	Briano's Blessed Bodhrán	+2	+4	+2	+4						
	Conch Horn of Courage	+2	+4	+2	+2		yes				
	Harp of the Angels	+2	+2	+2	+2	-2					
	Lute of Free Fury	+3	+3	+3	+3						
	Lute of Fury	+3	+3	+3	+3						
	Lute of Muting	+2	+2	+2	+2			-2			
	Lyre of Echoes	+2	+2	+2	+2						
	Lyre of Lore	+2	+4	+2	+4						
	Lyre of Luck	+2	+2	+2	+2				+1	+1	+1
	Lyre of Rage	+3	+2	+3	+2						
	Lyre of the Siren	+2	+2	+2	+2						
	Magnificent Bard's Instrument	+2	+4	+2	+4						
	Masterwork Bard's Instrument	+2	+4	+2	+2*						
	Pirate Concertina	+2	+2	+2	+2				+4		
	Pixie Lyre	+2	+3	+1	+2						
	Trouper's Lute	+2	+2	+2	+2					+4	
	Widseth's <b>Legendary</b> Lute	+4	+4	+4	+4						
	Widseth's <b>Mystical</b> Lute	+2	+4	+2	+4						

\*CONCH HORN OF COURAGE and MASTERWORK BARD'S INSTRUMENT only apply their damage bonus to melee attacks.

# Appendix 4: Set Bonuses

When the specified number of unique items from a set are worn, additional effects come into play. Most sets have only three items, but others may be comprised of quite a few eligible tokens.

Assuming all the required pieces can be equipped simultaneously, characters may benefit from more than one set bonus—either from different sets or within the same set. E.g., a character enjoying the Might Quintet bonus also gains the Trio and Quartet bonuses. (Remember, +level effects never stack.)

When a set bonus is achieved by equipping a weapon, shield, orb, or anything held **in** (not worn **on**) the hand, the hand-held item is “locked in” for that mode of combat. Therefore:

- If you equip a hand-held item in a melee slot to fulfill a set bonus, you must keep that specific hand-held item equipped if you choose to engage in melee combat.
- If you equip a hand-held item in a ranged slot to fulfill a set bonus, you must keep that specific hand-held item equipped if you choose to engage in physical ranged combat.

You may temporarily swap one or both hand-held set-piece items (either melee for ranged or ranged for melee) and maintain the set’s bonus. However, the bonuses granted by the individual “lost” item(s) won’t apply. E.g., a ranger using SCEPTER, ORB, and BOOTS OF MIGHT to gain a level may swap out the scepter and orb to use a ranged weapon, but may not use any other melee weapons. During the swap-out, the ranger loses the +2 Strength bonus granted by the ORB OF MIGHT, but maintains the +1 level granted by the Might set.

## Set Bonuses and Duplicate Weapons

To qualify for a set bonus, the set’s quota must be filled with unique items if the items are Ultra Rare or lower in rarity. E.g., a ranger may wield two +1 MITHRAL LONG SWORDS, but they only count as one when it comes to qualifying for the Mithral set bonus. However, if both of the set weapons are either Relics (★) or **Legendaries**, they count as two items toward the set’s quota.

## Arcane Set

When all three items are equipped, the first 0, 1<sup>st</sup>, or 2<sup>nd</sup>-level Spell the wearer casts is not marked off their character card. This ability may be used **once per game**—not once per Spell, not once per Spell level.

- ARCANE BELT
- ARCANE BRACELETS
- ARCANE EARCUFF

## Cabal Set

When all three items are equipped, the character may cast two Spells in one round, once per room. Unlike the effect from [BRACELETS OF THE ZEPHYR](#), the bonus Spell is not cast as a scroll and can be modified.

- BRACELETS OF THE CABAL
- CHARM OF THE CABAL
- GLOVES OF THE CABAL

## Celestial Set

When all three items are equipped, character gains immunity to melee and mental attacks from evil outsiders.

- CELESTIAL BRACERS
- CELESTIAL GIRDLE
- +1 CELESTIAL KEEN LONG SWORD

## Charming Trio

When at least three items are equipped, character gains +1 level. There is no four-piece bonus.

- CHARMING CROWN
- CHARMING EARCUFF
- CHARMING RING
- IOUN STONE CHARMING CABOCHON

## Darkthorn Set

When all three items are worn, melee attackers take 2 points of piercing damage when they successfully hit the character.

- DARKTHORN ARMOR
- DARKTHORN HELMET
- DARKTHORN SHIELD

## Deadshot Set

When all three items are equipped, character gains +1 level.

- BELT OF THE DEADSHOT
- GLOVES OF THE DEADSHOT
- GOGGLES OF THE DEADSHOT

## Death Knight Set

When three items are equipped, character gains +4 Darkrift Retribution Damage. There is no 4-piece bonus.

- DEATH KNIGHT ARMOR
- DEATH KNIGHT BOOTS
- DEATH KNIGHT GAUNTLETS
- DEATH KNIGHT MAIL

## Defender Set

When all three items are worn, character gains Free Movement (immunity to *hold*, *paralyze*, and *slow* Spells or effects, as well as a spider's webbing or similar sticky substances) and +1 to AC in addition to the AC granted by the individual items.

- DEFENDER HELM
- DEFENDER PLATEMAIL
- DEFENDER SHIELD

## Dragonhide Trio

When at least three items are worn, character automatically makes saving throws vs. dragon breath weapons and gains +3 to all saving throws. (Do not confuse Dragonhide with Dragonscale. They are not interchangeable. But if three items from each set are equipped, both set bonuses are bestowed.)

- DRAGONHIDE ARMOR
- DRAGONHIDE BELT
- DRAGONHIDE BOOTS
- DRAGONHIDE BRACERS
- DRAGONHIDE CLOAK
- DRAGONHIDE SHIRT

There is no additional set bonus for equipping more than three Dragonhide items.

## Dragonscale Set

When all three items are worn, Fire damage inflicted upon the character is reduced by 10. This bonus supersedes the bonuses granted by the individual items in this set. (Do not confuse Dragonscale with Dragonhide. They are not interchangeable. But if three items from each set are equipped, both set bonuses are bestowed.)

- DRAGONSACLE ARMOR
- DRAGONSACLE HELMET
- DRAGONSACLE SHIELD

## Elemental Eldritch Set

When at least two items are equipped, the character gains +1 level as well bonuses to healing and/or damage Spells they cast, and weapon attacks. The bonuses gained are as follows:

Tier	Level	Healing*	Damage*
2-piece	+1	+4	+1
3-piece	+1	+6	+2
4-piece	+1	+8	+3
5-piece <sup>†</sup>	+1	+10	+4

\*Affects melee, missile, and spells (not special powers, scrolls, wands, etc.) A "special power" is not a "spell."

*Rule of Thumb:* if it's not printed on the character card under a section titled "Spells", it's not a Spell.

<sup>†</sup>Available after the 7TH TOOTH OF CAVADAR has been printed in 2021

*Multi-Target Note:* Multi-target attacks/heals get a pool of bonus damage/healing which may be allocated among the eligible recipients as the attacker/caster sees fit. It does not grant the full bonus to each target.

Elemental Eldritch tokens have black titles and dark green backings.

- BOOTS OF THE FOUR WINDS
- KILT OF DUNGEONBANE
- ROD OF SEVEN PARTS (Complete)
- SKULL OF CAVADAR
- SUPREME RING OF ELEMENTAL COMMAND

## Footman Set

When all three items are worn, character gains +2 to AC and Cold damage inflicted upon the character is reduced by 1.

- FOOTMAN CHAINMAIL
- FOOTMAN CAP
- FOOTMAN SHIELD

## Lucky Set

When at least 2 items are worn, the character's maximum HP increases by 5. There is no additional bonus if a character somehow manages to equip all three items.

- LUCKY CHARM
- LUCKY CLOAK
- LUCKY LIGHT MAIL
- LUCKY PLATE ARMOR
- LUCKY SHIELD

## Might Trio

When 3 items are equipped, character gains +1 level.

## Might Quartet

When 4 items are equipped, in addition to the Trio bonus, the character's melee attacks do +2 Damage (for a total of +1 level and +2 Damage)

## Might Quintet

When 5 items are equipped, in addition to the Trio and Quartet bonuses, the character's melee attacks do +2 Damage (for a total of +1 level and +4 Damage)

- BOOTS OF MIGHT
- CROWN OF MIGHT
- GIRDLE OF MIGHT
- ORB OF MIGHT
- +2 SCEPTER OF MIGHT

## Mithral Trio

When three items are equipped, take only half damage from breath weapons. There is no Mithral Quartet bonus

## Mithral Quintet

When five items are equipped, in addition to the Trio bonus, the character gains *Deadbane*: when an Undead monster deals melee damage to the wearer, the Undead attacker suffers 10 points of damage. (i.e., Retribution Damage, but only vs. Undead)

## Mithral Sextet

When six items are equipped, in addition to the Trio and Quintet bonuses, the +1 MITHRAL LONG SWORD instantly kills a dragon on a natural 20 if the 8 or 9 on its damage wheel is closest to the damage dot on the combat board.

- MITHRAL BOOTS
- +2 MITHRAL BRACERS
- +3 MITHRAL BRACERS
- MITHRAL CAP
- MITHRAL CHAINMAIL
- MITHRAL GAUNTLETS
- +1 MITHRAL LONG SWORD
- TAMOR'S +4 MITHRAL BRACERS
- WIDSETH'S +2 DANCING SWORD

## Mountain Dwarf Set

When all three items are worn, Cold damage inflicted upon the character is reduced by 1.

- MOUNTAIN DWARF ARMOR
- MOUNTAIN DWARF BOOTS
- MOUNTAIN DWARF MITTS

## Redoubt Set

When at least three items are worn, the character gains +2 to Strength and +5 to max HP. There is no additional set bonus for equipping more than three Redoubt items.

- BLESSED REDOUBT HELM
- BLESSED REDOUBT MAIL
- BLESSED REDOUBT PLATE
- BLESSED REDOUBT SHIELD
- BYR'S ANOINTED REDOUBT PLATE
- GILN'S REDOUBT SHIELD
- PERN'S REDOUBT HELM
- REDOUBT HELM
- REDOUBT MAIL
- REDOUBT PLATE
- REDOUBT SHIELD
- SILL'S ANOINTED REDOUBT MAIL

## Silver Elf Set

When at least three items are equipped, the wearer is immune to underwater Hindrances. No additional bonus is gained from equipping more than three Silver Elf items.

- SILVER ELF ARMOR
- SILVER ELF CAP
- SILVER ELF HELM
- SILVER ELF SHIELD
- SILVER ELF SHOES

## Templar Set

When all three items are worn, character regenerates 3 Hit Points upon entering a room.

- TEMPLAR ARMOR
- TEMPLAR HELMET
- TEMPLAR SHIELD

## Viper Strike Set

When at least three items are equipped, all characters gain +2 To Hit on all attack slides (including spells.) In addition to the aforementioned To Hit bonus, monks and rogues gain an additional benefit:

**Monks:** If their Viper Strike weapon critically hits, it deals +5 Poison damage—which is doubled to 10 because it's a critical hit. (If you prefer to think of this as +10 Poison damage which is not doubled, that's fine.)

**Rogues:** When making a *sneak attack* with a Viper Strike weapon, the bonus damage from the *sneak attack* (+15 if the rogue is 4<sup>th</sup> level or +20 if the rogue is 5<sup>th</sup> level) is doubled if a critical hit is scored. Under normal circumstances, only the non-bonus damage from a *sneak attack* is doubled on a crit.

- ASHER'S +5 VIPER STRIKE FANG
- +2 VIPER STRIKE FANG
- +3 VIPER STRIKE FANG
- VIPER STRIKE BELT
- VIPER STRIKE PANTS
- VIPER STRIKE SHIRT

There is no additional set bonus for equipping more than three Viper Strike items. The monk and rogue set bonuses require a VS fang to be wielded.

## Wind Set

When all three items are worn, the character gains *feather fall* (effective immunity to falling dangers) and immunity to non-magical physical missiles.

- AMULET OF THE WIND
- CLOAK OF THE WIND
- EARCUFF OF THE WIND

*Note:* BOOTS OF THE NORTH/SOUTH/EAST/WEST WIND are not part of the Wind set.

## Zealot Set

When at least three items are equipped, Darkrift damage inflicted upon the character is reduced by 1 point per attack/effect. There is no additional set bonus for equipping more than three Zealot items.

- ZEALOT ARMOR
- ZEALOT CHARM
- ZEALOT HELM
- ZEALOT LARGE SHIELD
- ZEALOT PLATE ARMOR

# Appendix 5: Magical Damage Resolution

A step-by-step process to resolve magical damage mitigation

Please note:

- This process only applies to magic that deals hit point damage. Effects like *sleep*, *paralyzation*, *hold*, *petrification*, etc., do not follow this procedure unless the spell/item also causes damage.
- These steps apply to an individual character, not the group as a whole. Unless otherwise specified, magical protections only help the character wearing them. This could result in a single character emerging completely unscathed from an effect which one-shot the rest of the party.
- Any divisions which result in fractions should be rounded down to the nearest whole number.
- This is laid out from the perspective of a monster attacking a character, but the steps are the same when a character attacks a monster.

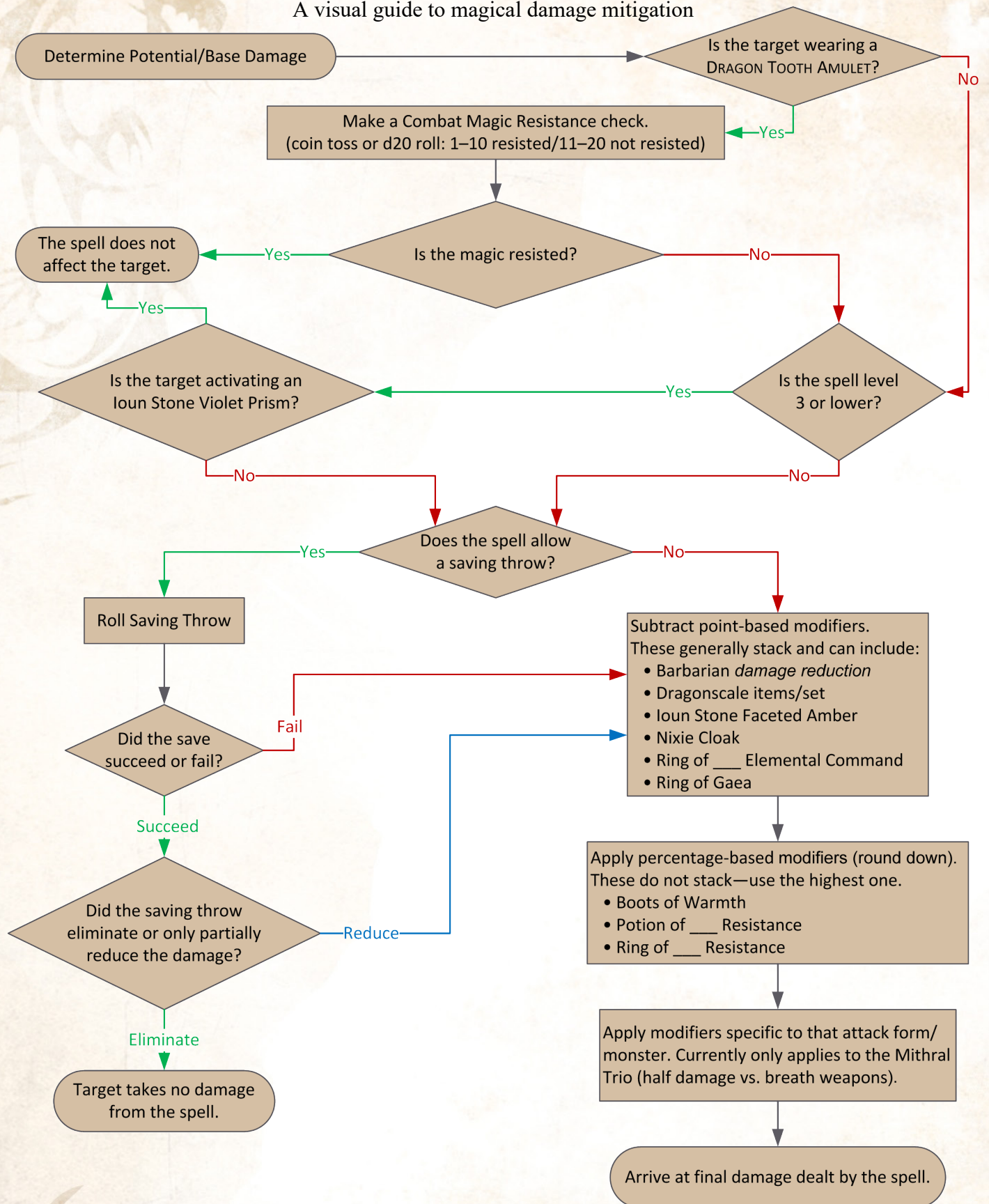
Go through these steps, in this order. Not all of them apply in every circumstance. If the character doesn't have that specific item or form of protection, skip that step.

1. Start with the potential damage. This is usually just the standard damage, but if the victim is exceptionally vulnerable to that attack (e.g., Fire Elementals to Cold) or the effect is benefiting from bonus damage (e.g., a Focus ring), add it in here.
2. Check to see if the spell fails to affect the target.
  - a. If the character has a DRAGON TOOTH AMULET, roll a Combat Magic Resistance check (50/50):
    - i. **Magic Resisted:** the spell does not affect that character. (It would still affect other characters without DRAGON TOOTH AMULETS.)
    - ii. **Magic Not Resisted:** proceed
  - b. If the spell is 3<sup>rd</sup>-level or lower and the character uses an IOUN STONE VIOLET PRISM, the spell does not affect them. The Violet Prism token is punched, and this process stops here. The player has the option to allow the spell to function. If that's the case, the token isn't punched. Go to Step 3.
3. Make a saving throw, if applicable.
  - a. If the saving throw eliminates all the damage, proceed no further.
  - b. If the save halves or subtracts damage, make the adjustment then proceed to Step 4.
4. Subtract point-based modifiers. In general, these stack if they come from different sources. Point-based modifiers include but are not limited to:
  - Barbarian *damage reduction*
  - Dragonscale items/set (Fire)
  - IOUN STONE FACETED AMBER
  - RING OF \_\_\_\_ ELEMENTAL COMMAND (specific to the energy of the ring)
  - RING OF GAEA (Fire/Cold/Shock)
5. Apply percentage-based modifiers (round down). These do not stack—use the highest one. Percentage-based modifiers include but are not limited to:
  - BOOTS OF WARMTH (Cold)
  - POTION OF \_\_\_\_ RESISTANCE
  - RING OF \_\_\_\_ RESISTANCE
6. Apply modifiers specific to that attack form/monster.
  - a. Currently, this only applies to breath weapons vs. the Mithral Trio set bonus (half damage), but that could change in the future.

If you prefer your information to be laid out visually, the following page's flow chart illustrates the process.

# Magical Damage Resolution Flow Chart

A visual guide to magical damage mitigation



# Glossary

**Armor Class (AC):** This number represents how difficult it is to hit something. The higher the number, the harder the target is to hit.

**Alchemical Weapon:** A single-use, thrown, chemical concoction that explodes on impact, dealing some kind of energy damage.

**Ammunition/Ammo:** Projectiles launched by a physical ranged weapon. E.g., arrow, bolt, needle, slug, slingstone.

*Note:* Ammo tokens are entirely optional. All projectile-launching weapons are assumed to have an infinite supply of mundane ammo.

**Area of Effect (AoE):** A spell or effect which hits all the monsters in the room or all the player characters in the room—rarely both. The elf wizard Spell *fireball* is an AoE because it damages all the monsters in the room. The cleric Spell *bless* is an AoE because it buffs the entire party.

**Blunt Weapon:** A weapon that deals bludgeoning damage. E.g., club, fist, mace, staff.

**Buff:** Magic that bestows a positive effect. E.g., *cat's grace* is a buff that gives the target a +4 to their Dexterity score.

**Cast as a scroll:** Because space on tokens is so limited, the phrase “cast as a scroll” or “as a scroll” is used to indicate the spell cannot be modified, duplicated, or enhanced.

*Note:* Spells that are “cast as a scroll” are not actually scrolls. If an effect says it modifies scrolls, Spells “cast as a scroll” are not modified by that effect.

**Character Card (Class Card):** The card you wear around your neck which not only informs everyone what class you're playing, it details all the unique things your character can do, and tracks your HP.

**Class List:** The part of a token that indicates which classes can use that item. Most of the time the list simply shows all the classes that can use it (e.g., Bard, Cleric, Druid). But when that would result in a ridiculously long list, it shows the classes that can't use that item (e.g., “all except Cleric”). If a token doesn't have a class list, it's usable by all classes.

**Cold:** Energy that causes freezing damage. It comes in natural and magical varieties. Being outside in bitter snow could cause natural Cold damage. Being

hit with a *freeze ray* would cause magical Cold damage.

**Combat Magic Resistance:** Bestowed by the DRAGON TOOTH AMULET, it's a 50% chance to avoid combat damage from Spells, spell-like abilities, scrolls, or wands. If the CMR check succeeds, no damage is dealt. CMR does not stack with anything else—either the magic works or it doesn't. That said, if the CMR check fails and the spell works, any other damage-mitigating effects the wearer may have would still apply. See [Magical Damage Resolution](#) for details.

**Completion (Participation) Token:** A free token you get for simply participating in a TD adventure. They're awarded at the conclusion of your game. Completion tokens change every season and may vary depending on the difficulty level played and convention attended.

**Compound Weapon:** A weapon that can be used either as a melee attack or as a ranged (usually thrown) attack. E.g., dagger, javelin, throwing hammer, hand axe, spear.

**Consumable (Single-Use) Token:** Any token that is “used up” when utilized. It does not necessarily mean your character eats/drinks the item in question. E.g., if you want to cast a scroll or drink a potion, you must turn the scroll/potion token into the DM. The act of casting a scroll or drinking a potion expends the item and therefore you may not keep the token.

**Critical Hit (Crit):** When your attack slide lands on the 20 spot, you not only automatically hit (regardless of the target's AC), you may also score a critical hit and deal double damage. Other than bonus damage from a *sneak attack*, **all** damage gets doubled on a crit. Some weapons or effects (*keen* for slashing and piercing, *smiting* for blunt) can extend the crit range to 19–20 or even 17–20. Some monsters are immune to crits, including (but not limited to) creatures without a vital anatomy, Constructs, incorporeal creatures, Oozes, Plants, and Undead.

If a monster attacks a player and the DM rolls a 20, it's a guaranteed hit, but never a crit because monsters don't crit players in TD.

**d20:** A 20-sided die. The DM rolls this to determine whether a monster's attack hits a character. Players roll a d20 to make saving throws.

**Damage Resistance (Reduction):** This special ability absorbs (nullifies) a certain amount of damage. It's typically written as DR X, where X is the quantity of damage absorbed. Sometimes it absorbs all forms of damage, sometimes it's restricted to a specific type of damage. DR 5 means that the first 5 points of damage from any source (except Eldritch or Push) are negated. DR 5 Fire means that the first 5 points of Fire damage are negated, but all other forms of damage are unaffected.

**Damage Type:** The kind of damage an attack deals. The three types of weapon-damage that exist in TD are: Blunt, Piercing, and Slashing. Some weapons can deal more than one type of damage. E.g., daggers can deal either Piercing or Slashing damage. Most of the time, the type of damage your weapon deals is irrelevant, but you may occasionally encounter monsters that are resistant or vulnerable to a particular form of damage.

**Damage Wheel:** The outer ring of numbers on a weapon token. This wheel determines how much damage the weapon deals.

**Darkrift:** An Evil-infused form of energy, often associated with undeath. Energy-draining undead (vampire, lich, etc.) are immune to Darkrift energy, but other undead take normal damage from it.

**Debuff:** Magic that bestows a negative effect, including ability score penalties, movement penalties, AC-lowering, or a baneful condition like *paralysis* or *silence*.

**Difficulty Class (DC):** The number, with modifiers, that you need to roll on a d20 to succeed on a saving throw. The higher the DC, the harder it is to resist the effect.

**Difficulty Levels:** Determines how difficult your adventure is. The levels are Non-Lethal, Normal (default), Hardcore, Nightmare, or Epic. Changing the difficulty level from Normal to anything else requires a unanimous party vote.

**DM:** Short for Dungeon Master, this is the person who guides your group while in an adventure room. In combat rooms, the DM controls the monster and totals all your combat damage. In a room with a puzzle, the DM lets you know when you got

something right. Some rooms may have more than one DM.

**Eldritch:** An ancient form of druidic magic lost to the ages. There is no known way to resist its effects.

**Elemental (Monster) Type:** A creature from one of the four elemental planes. These creatures are literally composed of one of the basic four types of elements: Air, Fire, Ice, Earth (Rock). They are immune to Poison, *sleep*, *paralysis*, *daze*, and *stun*. They cannot be critically hit or *sneak attacked*.

**Energy Type:** Though perhaps not always what we in the real world would think of as "energies", these are the types of non-weapon damage that exist in TD: Acid, Cold, Darkrift, Eldritch, Fire, Force, Poison, Sacred, Shock, and Sonic.

**Epic:** The most challenging of the five different difficulty levels your True Dungeon adventure can be played on. Assume your character will die. Seriously.

**Equip:** In general, an equipped item is one that your character is wearing and/or in an assigned slot. If you've equipped your armor, you're wearing it. If you've equipped an ioun stone, it's orbiting your head. If you've equipped a weapon, you're wielding it. In nearly all cases, the process of equipping your items is done in the coaching room where the stats of the items you've equipped can be recorded on the party card.

**Fire:** Energy that causes heat damage. It comes in natural and magical varieties. Standing too close to a furnace could cause natural Fire damage. Being hit with a *scorching ray* Spell would cause magical Fire damage.

**Focus:** For each point of Focus a character has:

- Damage Spells they cast deal +1 Damage.
- Healing Spells they cast heal +1 HP.
- While polymorphed, they deal +1 Damage when they physically attack.
- Turn Undead deals +1 Damage. (cleric only)

Focus has no effect on magic emanating from items, scrolls, or Spells cast by the character which neither reduce nor restore HP.

If a Spell under the influence of a Focus-effect can affect more than one target, the caster gets a total of X extra points of healing/damage, not +X points per target. The caster chooses the recipient of the extra points and may allocate them as they see fit to an eligible recipient.

Unless specifically noted otherwise, all sources of Focus stack as long as they come from differently named sources.

**Forums:** A place for the TD community to talk about all things True Dungeon. It's free to join. Check it out at [truedungeon.com/forum](https://truedungeon.com/forum)

Want to discuss how a token works? Go to the forums. Want to form or get into an existing group to play TD? Go to the forums.

**Free Action:** An action that takes very little (but not zero) time to execute. On your turn, you may perform no more than one Standard Action and one Free Action.

**Free Movement:** Immunity to *hold*, *paralyze*, and *slow* Spells or effects, as well as a spider's webbing or similar sticky substances. It also negates underwater movement penalties. It does not prevent the character from being constricted or swallowed. Free Movement used to be called Free Action, but it was changed to avoid having the same term mean two different things.

**Gear:** Miscellaneous pieces of adventuring equipment. In most cases, the function of gear is determined by player creativity and the DM's approval, though some gear tokens have very specific functions.

**Green:** Slang term for an Uncommon token. It's a reference to the color of an Uncommon token's title.

**Hardcore:** One of the five different difficulty levels your True Dungeon adventure can be played on. It's more difficult than Normal, but easier than Nightmare.

**Healing:** The restoration of lost HP. Healing generally takes the form of a spell, power, potion, food, or scroll. One cannot heal more HP than one started with and any healing over a character's full HP total is wasted. E.g., if you started with 20 HP, took 5 damage, and then drank a potion that restores 8 HP, your HP would be back to 20. The extra 3 points of healing the potion provided are wasted. You cannot "bank" the extra 3 healing for later.

**Hit Points (HP):** A number that represents the total damage a character can take before dying. The higher your HP, the more damage you can take. A change in your Constitution score affects your base HP [if it changes your CON bonus](#).

**Hostile Action:** See Offensive Action; they are synonymous terms.

**Immune:** Some monsters are incapable of being damaged by a particular Energy Type. If an attack form, typically a weapon, deals more than one form of damage, only the form of damage that the creature is immune to is negated. E.g., a fire elemental is Immune to Fire damage. If a fire elemental were attacked with a *fireball*, that Spell would deal 0 damage. But if the fire elemental were attacked with a +2 FLAMING SHORT BOW, only the 2 points of Fire damage would be negated; the rest of the damage (Piercing) would still apply.

**Initiative:** The d20 roll-off done at the beginning of most combats to determine whether the monster or the players get to act first. On occasion, the room's description pre-determines which side goes first.

**Instantaneous Action:** An act (not a true Action) that takes absolutely no time to execute. In some cases, it can be performed when it's not your turn.

**Ioun Stone:** A small stone that imbues its user with a beneficial effect. When in use, an ioun stone orbits just above your head. You may equip up to five ioun stones.

**Magic Resistance:** See Spell Resistance. (They're synonymous, but don't confuse either of them with Combat Magic Resistance, q.v.)

**Magical Attack:** An attack from something other than a physical weapon; typically a spell, scroll, or wand. Unless specified otherwise, magical attacks are also considered ranged attacks.

**Magical vs. Non-Magical Weapon:** To determine which weapons are or are not "magical" for this purpose, follow this rule: Other than "plain" Silver or Masterwork weapons/ammunition (which are the only exceptions), if a weapon has any kind of + To Hit or + Damage printed on the token, it counts as "magical". For details, [review "What Makes a Weapon 'Magical'"](#).

**Melee Attack:** A close-range attack made with a hand-held weapon or bare hands. Strength increases both the chances of landing a blow with a melee attack as well as the damage dealt.

**Melee Weapon:** Any physical weapon that is held in one's hand(s) or a [monk's bracer](#) used to make a melee attack.

**Missile:** A physical ranged weapon or ammunition launched by a physical ranged weapon, as well as

thrown weapons. When you see a token that says it affects “missiles,” it only affects physical items.

The Spell *magic missile* does indeed launch a magical projectile, but it’s a Spell and is not affected by things that affect “missiles” unless the effect also works on spells.

**Natural:** Fantasy role-playing games often deal with fanciful creatures, but occasionally you may run into mundane creatures as well. If a thing exists in the real world, it is said to be Natural. A wolf is something that exists in the real world, so we would call wolves Natural creatures. A werewolf, even if shape-changed to look like a real wolf, does not exist in the real world, so that would not be a Natural creature.

Objects can also be Natural. Bat guano is a Natural substance that might be used in the recipe for a magical potion. “Dragon essence” does not exist in the real world, so that would not be considered a Natural ingredient for a potion.

Some damage types can be natural. A hand placed over a typical campfire could take natural Fire damage, but a person hit by a *fireball* takes magical Fire damage. Mundane snow might deal natural Cold damage to exposed flesh, but a *frost dart* Spell deals magical Cold damage.

**Natural 20:** Making an attack slide and landing your puck on the 20 spot. The slide is only a natural 20 if the puck literally rests on the 20 spot. Attack bonuses can raise the value of a slide to 20 or higher, but that’s a modified 20. Natural 20s are often a critical hit, but even if the target is immune to crits, a natural 20 attack is always a hit. Modified 20s are not necessarily a hit.

If a monster attacks a player and the DM rolls a 20, it’s always a guaranteed hit, but never a crit because monsters don’t crit players in TD.

**Nightmare:** It’s the second most challenging of the five different difficulty levels your True Dungeon adventure can be played on. There’s a very good chance your character will die.

**Non-Lethal:** The easiest of the five different difficulty levels your True Dungeon adventure can be played on. It’s technically the same adventure you would face on the Normal difficulty level, but if your character dies, it is resurrected with 1 HP when you enter the next room.

**Normal:** One of the five different difficulty levels your True Dungeon adventure can be played on. It’s

the default level. Another difficulty level can be selected, but only if the entire party votes to do so.

**NPC (Non-player Character):** Some rooms feature an actor portraying a character or monster. NPCs can be friendly, unfriendly, or have ambiguous attitudes toward the party. Sometimes the NPC in a combat room directs the DM to attack a specified character. Verbally interacting with NPCs is highly encouraged, but harassing or touching the actor is not acceptable behavior. Similarly, the NPCs are not to touch you.

**Offensive Action:** The list below contains all types of offensive actions. It doesn’t matter whether the action successfully affects its target, merely attempting any of the following actions is considered offensive:

- Attempting to cause damage
- Doing something that requires a Magic/Spell Resistance check
- Using an effect that requires a saving throw

*Taunt* is not considered an offensive action.

**Outsider:** A being native to a different plane of existence. Sometimes they can be comprised of material from their native plane. E.g., an efreeti is native to the Elemental Plane of Fire and is partially composed of flames.

**Party Card:** This legal-size card summarizes all the relevant stats for each character on a single sheet. You carry the party card with you as you move through the adventure. The first person to enter a room should be holding the party card and they should hand it to the DM immediately.

**Piercing Weapon:** A weapon that deals pointy/stabby damage. E.g., arrow, dagger, rapier, spear.

**Player Character (PC):** A character run by a player, as opposed to an NPC which is played by an actor.

**Poison:** An “energy” type caused by swallowing, inhaling, or being injected with a toxic substance. It comes in natural and magical varieties. Being bit by a standard cobra could cause natural Poison damage. Being bit by one of the snakes from a medusa’s “hair” would cause magical Poison damage.

**Potion:** A liquid infused with a magical effect. When the liquid is orally consumed, the imbiber gains the effect(s) granted by the potion. Unless specifically stated otherwise, all non-instantaneous potion effects last until the end of the room.

**Projectile Weapon:** A device that propels ammunition through the air. Projectile weapons do not have any stat-based damage bonus, but Dexterity increases your chance of hitting your target with a projectile. All projectile weapons are assumed to have an unlimited supply of mundane ammunition, but a specialized ammo token may be used if desired. E.g., bow, crossbow, blowgun, sling, blunder.

**Puck:** The round plastic object weapon tokens are inserted into before making an attack slide. It's sometimes called a slider.

**Purp:** Short for purple, this is a slang term for an Ultra Rare token. It's a reference to the color of a UR's title.

**Push Damage:** The irresistible damage everyone in the party takes if the room's challenge is not overcome within the allotted time.

**PYP (Pick Your Purple):** You probably won't hear this term used in-game, but if you visit the [TD forums](#), you'll encounter it sooner or later. It refers to the bonus Ultra Rare token you get to choose if you purchase \$250 in tokens.

**Ranged Attack:** A long-range attack made with a thrown or propelled physical weapon as well as a damage-inflicting Spell cast from the character card. Dexterity increases the chances of landing a blow with a ranged attack that requires an attack slide. Dexterity does not increase the damage dealt with any ranged attack. Strength increases the damage with a thrown attack only—not a projectile or spell.

**Ranged Weapon:** Any physical object (not a spell or wholly magical effect) used to make a ranged attack. This includes both projectile and thrown weapons. E.g., bow, dagger (only when thrown), sling.

**Red:** Slang term for a Rare token. It's a reference to the color of a Rare token's title.

**Regeneration:** The ability to automatically heal X amount of HP damage when entering a new room. Regeneration cannot bring a dead character back to life, but as long as the character has at least 1 HP remaining, Regeneration heals them.

**Resistant:** When a monster takes less damage from a particular form of damage or energy. E.g., a skeleton might be Resistant to Piercing and Slashing damage because they lack squishy internal organs.

**Resurrection (Rez):** The effect or act of bringing a dead character back to life or a [token that brings a dead character back to life](#).

**Retribution Damage (RD):** Any time an attacker deals melee damage to a target with RD, the attacker takes damage equal to the target's RD. You can think of RD as magical thorns. If you punch a rose bush, you damage the roses, but the thorns damage you as well.

If the melee damage is completely negated (not just partially reduced), the Retribution effect does not trigger.

**Round:** A chronological unit of combat. A round is made up of two phases: when the monster does its thing and when the players do their thing. The players and monsters don't act at the same time—the two sides alternate with each other. At the beginning of combat, Initiative is usually rolled to determine which side goes first. Combat typically consists of several rounds.

**Sacred:** A Good-infused form of energy, often associated with angelic outer-planar creatures. Undead suffer double damage from any source of Sacred energy, but Good-aligned outsiders take no damage from Sacred energy.

**Saving Throws (Saves):** These give a character a chance to avoid something negative. There are three types of saving throws: Fortitude, Reflex, and Will. To perform a saving throw, roll a d20. If the result is equal to or higher than the Difficulty Class (DC) of the save, you succeed. Sometimes a successful Save eliminates all the damage or ill effects, other times it just reduces them. The DM informs you.

**Scroll:** Magical energy long ago infused into parchment. At the time of casting, all the reader does is release the dormant energy within the scroll. Therefore, scrolls are generally not affected by anything that modifies the caster's chance to hit or damage. (e.g., *bardsong*, *POTION CAT'S GRACE*) Scrolls also are not augmented by the caster's skill check (if any). E.g., a Wizard cannot increase the damage of *SCROLL SHOCKING GRASP* by correctly performing a skill check. Unless specifically stated otherwise, all non-instantaneous scroll effects last until the end of the room.

**Season:** The True Dungeon season begins with [Origins](#) in mid-Summer.

**Shock:** Electricity-based energy

**Skill Check (Skill Test):** Some character actions require the player to perform a mental (casters) or

physical (rogue) skill check to determine the action's level of success. A failed memorization skill check does not mean the Spell fails, it just means the caster does not get the bonus damage/healing, so don't sweat it if you're not great at memorizing.

- Bards memorize runes.
- Clerics memorize prayer beads.
- Druids memorize leaves.
- Rogues manually navigate an electric puzzle.
- Wizards (both) memorize a planar chart

**Slashing Weapon:** A weapon that deals damage by making long cuts in its target. E.g., axe, scythe, sword.

**Slider:** The round plastic object weapon tokens are inserted into before making an attack slide. It's sometimes called a puck.

**Slot:** An assigned spot for equipment, usually a particular spot on the body. Boots are worn on the feet slot, rings are worn on the finger slots, etc. Most slots accommodate just one item, but there are exceptions. See the [General Token Guidelines](#) section for details. Some tokens can [increase cap restrictions for a given slot](#).

**Sneak Attack:** A special high-damage attack that only rogues can make. See [the rogue section](#) for details.

**Sonic:** Energy caused by sound waves. Sonic energy is negated in areas of magical *silence*. Crystalline creatures sometimes suffer extra damage from Sonic attacks. The DM informs you when this is the case.

**Soulforged:** Some tokens, mostly [Artifacts](#), are unique and intrinsically tied to their creators/owners. Only the original owner of a soulforged item can use it. When the real-life owner of a soulforged token dies, that token can never be used again. Soulforged does not imply the in-game item is physically bound to the character's body. E.g., the character Taborlin could give his namesake [Coin](#) token to some other character, but only Taborlin can use that coin and Patrick Rothfuss is the only player who can ever equip it.

**Spell:** A magical effect cast by a character from the character card. When cast, its use is marked off by the DM. All spellcasters have a finite number of Spells they can cast, so be sure to save some Spells for the end of the adventure where you face your biggest challenge.

**Spell Resistance:** A percentage chance for a monster to ignore Spells cast by characters, scrolls, or wands. It does not negate magic that is not "cast." E.g., *spell resistance* does not prevent a +1 SHORT SWORD from damaging a monster, it does not prevent the special ability of a +2 ROD OF DISJUNCTION from functioning, nor does it negate Retribution Damage.

A monster with SR 100% cannot be affected by spells. However, there are [tokens that reduce SR](#) or eliminate it entirely.

**Stacking:** When two effects can combine with one another, they are said to "stack." In general, if the effect comes from a differently named source (often a token), the effects stack. E.g., the Strength bonus from GIRDLE OF HILL GIANT STRENGTH and GLOVES OF THE BRUTE stack with one another because they come from different sources. There are very few differently named effects that don't stack. The token itself or the [TDb](#) explains when effects do not stack.

**Standard Action:** One's major activity for the round. E.g., making a weapon attack, casting a spell, drinking a potion. On your turn, you may perform no more than one Standard Action and one Free Action.

**Storyscape:** The themed entryway at the beginning of the True Dungeon play area. It sometimes contains clues that can be valuable once you're inside the adventure, so it never hurts to arrive early to do a little exploration. It's also where token traders tend to congregate.

**Survivor Button:** At some conventions, if your character survives the entire adventure without dying, you earn a specially designed button to show off your status. Survivor Buttons, where applicable, are free and are awarded at the conclusion of your adventure when you get your TREASURE CHIPS and Completion Token.

**Synergistic:** A token that gains additional power if more than one person in the group has it equipped. Each person equipping the token must have their own copy of the token.

**Target:** The subject of an attack, effect, or spell. "Target" (singular) always means the attack/effect/spell can affect one individual. E.g., if you're fighting three monsters and your spell says it deals damage to a target, your spell only affects one monster. If "targets" (plural) is used, more than one individual can be affected.

**Thrown Weapon:** A weapon designed to be hurled through the air by hand as opposed to being launched by a mechanical device. Thrown weapons deal extra damage based on the thrower's Strength score. Because the weapon leaves your possession when you throw it, each specific thrown weapon token can only be used once per combat. You may retrieve them at the end of combat. Multiple thrown weapon tokens can be used during a single combat encounter. E.g., dagger (if thrown), shuriken, dart.

Some hammers can be thrown, while others are too big to be thrown effectively. Only hammers whose titles explicitly state they can be thrown are throwable. In most cases, the word "Throwing" is used, but if the word "Returning" is used, it means not only can it be thrown, it comes back automatically and may be used again the next round.

**Token Database (TDb):** The go-to place for token use questions. <http://tokendb.com/>

**Tokenholic:** An affectionate nickname given to those players who have amassed a very large token collection.

**Trap, Magical:** A hazard which relies on a magical effect (either to trigger and/or as a result of triggering) that gets sprung on the party as they advance through the adventure. E.g., if you step on a pressure plate and you're hit with 10 points of Cold damage, you've just triggered a magical trap. "Push" damage [q.v.] as a result of not completing a room challenge in time is not a trap. Puzzle and/or Push damage might sometimes be described as a "trap" for flavor purposes, but their damage is not mitigated by items that affect trap damage.

**Trap, Mechanical:** A physical (non-magical) hazard that gets sprung on the party as they advance through the adventure. E.g., the old-fashioned mouse trap we use in the real world is a mechanical trap. Puzzles are not traps. "Push" damage [q.v.] as a result of not completing a room challenge in time is not a trap. Puzzle and/or Push damage might sometimes be described as a "trap" for flavor purposes, but their damage is not mitigated by items that affect trap damage.

**True Grind:** An advanced, all-combat version of True Dungeon intended for highly experienced players who can outfit themselves with high-powered tokens. It all takes place in a single room. You fight many, many monsters. Grind has its own special set of rules, some of which change from year to year.

This guide does not discuss the nuances and special rules for True Grind.

**Undead Touch Attacks:** Either in addition to or instead of physical damage, some Undead attacks can have lasting baneful effects; typically a disease, *paralysis*, or some other non-damage malady. Don't confuse this with the D&D combat term Touch Attack.

**UR:** An Ultra Rare token.

**Vulnerable:** Some monsters are exceptionally weak to certain Energy or Damage types. E.g., a fire elemental is Vulnerable to Cold damage. Typically, the Vulnerable damage form deals +5 Damage per attack, but the monster's description (which is not player-visible) dictates when and how much it's Vulnerable to something.

**Wand:** A spell-flinging stick. As of 2019, all wands are consumable, but no longer have a fixed number of charges. When a player wants to use a wand (this affects all wands, no matter what year they were printed), they hand the wand token to the DM who places the wand token on the combat board. Actions permitting, the player may use that wand as much as they desire for the rest of the room. At the end of the room the wand gets collected by the DM.

A wand does not work in magical *silence* because its command word cannot be uttered. Wands do not function underwater without magical aid.

**Weapon Oil:** A liquid that bestows a beneficial effect when it's applied to a weapon. Unless specified otherwise, oils can be applied to any physical weapon, including alchemical weapons and monk bracer weapons. Weapon oils cannot be applied to flesh, including a monk's bare-handed & bracerless attacks or a polymorphed character. However, if a character applies an oil to their weapon prior to polymorphing, the oil's effect is still in place after the transformation. Without magical aid, applying oil to a weapon requires a Standard Action.



