



CLASS GUIDE



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True Dungeon Character Class Guide

In 2011 a major overhaul to the True Dungeon character classes was completed. For the first time ever, all characters are 4th-level. Through the power of certain tokens, some characters may be 5th-level. In addition, two new character class variations—Dwarf Fighter and Elf Wizard—have been added and are available to all players.



4th-level character cards have a red & yellow color scheme



5th-level character cards have a purple & navy color scheme

Parts of the Card

- 1 **Level:** Indicates whether a character is 4th or a 5th level.
- 2 **Class:** Cleric, Fighter, Rogue, Wizard, etc.
- 3 **Base Hit Points:** This is where your character's Base Hit Points are displayed. Base HP can be modified by tokens.
- 4 **Current Hit Point Tracker:** The left column is the tens digit and the right column is the ones digit. Each player is responsible for tracking their current Hit Points with a movable clip which highlights one set of numbers on each column. So if a character has 28 hit points, the player would highlight the "20" on the left and the "08" on the right. A character with only three hit points remaining would highlight the "00" on the left and the "03" on the right.
- 5 **Base Attributes:** Used to calculate character abilities. Hit Points, Saving Throws, and other stats already account for bonuses granted by high Base Attribute scores. E.g., if the character card lists 16 CON, do not add +3 to max Hit Points—it's already been factored in. Same goes for DEX and AC, STR and To Hit, etc. Additional attributes granted by tokens will be calculated and noted on the party card when applicable.
- 6 **Skill Test:** If the character has a specialized Skill Check, it will be detailed here.
- 7 **Special Powers/Skills:** Abilities associated with this specific class.
- 8 **Spells/Special Abilities:** Spellcasters will have their spells and abilities detailed here. Melee classes have their combat abilities detailed here.
- 9 **Spells/Special Abilities Used:** Any spell power, or special ability with limited uses will have one tick box for each time it can be used. DMs will tick the box next to the description each time it's used. Once all the boxes for a particular spell/power/ability are ticked, the character may not use it again. (The cleric spells *restore spell* or *restore power* could grant an additional use.)
- 10 **Base Saving Throws:** These are based on the class and base attributes of each character.



HP at 4th
30

Barbarian

HP at 5th
40

Skill Test: Barbarian players get to practice combat sliding in the training room.

Special Power for 4th-Level Barbarians

□ **Barbarian Rage:** Once per adventure, the barbarian can enter into a state of *rage* which causes her to deal +4 damage with all melee weapons. The *rage* damage bonus can be used with Compound weapons, but only when they are used in melee—not thrown. A *raging* barbarian may use ranged or thrown weapons without breaking *rage*, but the bonus damage does not apply. *Rage* lasts until the end of combat or the when the player chooses to end it. It can be entered into at any time as a free action and ceased at any time as a free action.

Special Powers for 5th-Level Barbarians

Damage Reduction: Whenever the barbarian takes damage, reduce the damage taken by 1 point. This affects every kind of damage except “Push Damage” from not completing a room.

□ **Greater Rage:** Once per adventure, the barbarian can enter into a state of rage which causes her to deal +6 damage with all melee weapons. The *greater rage* damage bonus can be used with Compound weapons, but only when they are used in melee—not thrown. A raging barbarian may use ranged or thrown weapons without breaking *greater rage*, but the bonus damage does not apply. *Greater rage* lasts until the end of combat or the when the player chooses to end it. It can be entered into at any time as a free action and ceased at any time as a free action.

HP at 4th
18

Bard

HP at 5th
24

Skill Test: Once per combat as a full round action, the bard may tell the DM she wants to perform a *monster lore* skill check. If the player correctly names the glyph presented by the DM, the bard learns some useful information about the monster.

Bard Special Powers

Bardsong: All party members, including the bard, gain +1 To Hit and +1 Damage (+2/+2 at 5th) on all physical weapon attacks. Spells are unaffected by *bardsong*. The bard must continuously sing for the bonus to remain in effect. The bard may choose to stop singing (stopping is a free action) and perform another action that round, but the bonuses immediately cease. The bard may resume singing, but the bonuses will not resume until the next round. A bard may not perform any other actions

while singing unless she possesses a WIDSETH'S MYSTICAL LUTE. (See the Token Guide for a full description of WIDSETH'S MYSTICAL LUTE's powers.)

The tables on the following page detail which instruments grant which bonuses. The first table applies to 4th-level bards, the second table applies to 5th-level bards. “None” refers to a bard playing the default lyre instead of a special instrument which grants additional perks. If you have a special instrument token, be prepared to show it to the DM.

Spell Use: Unlike other casters which get a specific number of uses of each spell, bards get a pool of spells per spell level. A bard may cast any spell on the list, assuming she has not yet used up her available “slots” for that spell level.

Scroll Use: “All”, “Divine”, and “Arcane”

4 th : Special Instrument	Melee		Saving Throws	Ranged	
	To Hit	Damage		To Hit	Damage
<i>none</i> (default instrument)	+1	+1		+1	+1
LYRE OF LUCK	+1	+1	+1	+1	+1
MASTERWORK BARD'S INSTRUMENT	+1	+2		+1	+1
LYRE OF RAGE	+2	+1		+2	+1
LYRE OF THE SIREN	+1	+1		+1	+1
WIDSETH'S MYSTICAL LUTE	+1	+2		+1	+2

5 th : Special Instrument	Melee		Saving Throws	Ranged	
	To Hit	Damage		To Hit	Damage
<i>none</i> (default instrument)	+2	+2		+2	+2
LYRE OF LUCK	+2	+2	+1	+2	+2
MASTERWORK BARD'S INSTRUMENT	+2	+3		+2	+2
LYRE OF RAGE	+3	+2		+3	+2
LYRE OF THE SIREN	+2	+2		+2	+2
WIDSETH'S MYSTICAL LUTE	+2	+3		+2	+3

Spells for 4th-Level Bards

0-Level Bard Spells:

Any combination of up to five 0-level spells

Daze: If the monster fails a DC 12 Will save, monster loses 1 melee attack on its next turn. If the monster only had one melee attack per round to begin with, it cannot melee attack at all. *Daze* lasts one round.

Flare: If the monster fails a DC 12 Reflex save, its To Hit rolls are -1 for the rest of the room. No combination of this or other effects can reduce a target's To Hit rolls by more than -6.

Resistance: One character, chosen by the bard, gets +1 to all their saves for the entire room.

1st-Level Bard Spells:

Any combination of up to three 1st-level spells

Cause Fear: If the monster fails a DC 12 Will save, it may not attack for one round.

Mute: If the monster fails a DC 12 Fort save, it cannot cast spells or speak for the rest of the room.

Protection from Evil: The bard gains +2 to AC and +2 to all saves for the rest of the room. (does not affect other characters)

2nd-Level Bard Spells:

Any combination of up to two 2nd-level spells

Inspire: Removes all *charm* and *fear* effects from the entire group.

Suggestion: If the monster fails a DC 12 Will save, the next round its only action is to deal 6 points of damage to itself. It has no effect on mindless monsters.

Spells for 5th-Level Bards

0-Level Bard Spells:

Any combination of up to five 0-level spells

Daze: If the monster fails a DC 12 Will save, monster loses 1 melee attack on its next turn. If the monster only had one melee attack per round to begin with, it cannot melee attack at all. *Daze* lasts one round.

Flare: If the monster fails a DC 12 Reflex save, its To Hit rolls are -1 for the rest of the room. No combination of this or other effects can reduce a target's To Hit rolls by more than -6.

Resistance: One character, chosen by the bard, gets +1 to all their saves for the entire room.

□□□□1st-Level Bard Spells:

Any combination of up to four 1st-level spells

Cause Fear: If the monster fails a DC 12 Will save, it may not attack for one round.

Mute: If the monster fails a DC 12 Fort save, it cannot cast spells or speak for the rest of the room.

Protection from Evil: The bard gains +2 to AC and +2 to all saves for the rest of the room. (does not affect other characters)

□□2nd-Level Bard Spells:

Any combination of up to two 2nd-level spells

Inspire: Removes all *charm* and *fear* effects from the entire group.

Soothe Wounds: Heals 2 points of damage to all party members.

Suggestion: If the monster fails a DC 12 Will save, the next round its only action is to deal 6 points of damage to itself. It has no effect on mindless monsters.

HP at 4th
20

Cleric

HP at 5th
26

Skill Test: Cleric players must identify a prayer bead to *turn undead* or cast healing spells. A failed check results in lower damage/healing but the effect still works. Spells with a [✓] require this test.

Cleric Special Powers

Healing: Clerics have the most powerful healing spells. Undead are not damaged by healing spells cast upon them.

Turn Undead: Once per room, clerics can cause either 5 or 8 [✓] points of damage to all undead foes in the room.

Scroll Use: "All" and "Divine"

Spells for 4th-Level Clerics

0-level Cleric Spells:

□□□□**Cure Minor Wounds:** heals 1 point of damage on one character

□**Guidance:** targeted character gains +1 To Hit (any melee, ranged, or spell attack requiring a To Hit slide) for one room; stacks with *bless*

1st-level Cleric Spells:

□**Bless:** All characters gain +1 To Hit (any melee, ranged, or spell attack requiring a To Hit slide) and +1 to saving throws vs. *fear* for one room; stacks with *guidance*

□□□**Cure Light Wounds:** heals 5 or 8 [✓] points of damage on a single character

□**Spiritual Hammer:** hit at least AC 15 to deal 8 points of force damage to a single target

2nd-Level Cleric Spells:

□□**Cure Moderate Wounds:** heals 13 or 16 [✓] points of damage

□ **Restore Power:** Another character must re-use an expended Special Power on their next turn. (Special Powers include anything other than spells listed in the Special Power section on the class cards.)

□**Restore Spell:** Another character must re-cast a used spell (of any level) on their next turn. (cannot restore spells cast from scrolls or items)

Spells for 5th-Level Clerics

0-level Cleric Spells:

□□□□**Cure Minor Wounds:** heals 1 point of damage on one character

❑ **Guidance:** targeted player gains +1 To Hit (any melee, ranged, or spell attack requiring a To Hit slide) for one room; stacks with *bless*

1st-level Cleric Spells:

❑ **Bless:** All characters gain +1 To Hit (any melee, ranged, or spell attack requiring a To Hit slide) and +1 to saving throws vs. *fear* for one room; stacks with *guidance*

❑❑❑ **Cure Light Wounds:** heals 5 or 8 [✓] points of damage on a single character

❑ **Spiritual Hammer:** Hit at least AC 15 to deal 8 points of force damage to a single target

2nd-Level Cleric Spells:

❑❑ **Cure Moderate Wounds:** heals 13 or 16 [✓] points of damage

❑ **Restore Power:** Another character must re-use an expended Special Power on their next turn. (Special Powers include anything other than spells listed in the Special Power section on the class cards.)

❑ **Restore Spell:** Another character must re-cast a used spell (of any level) on their next turn, cannot restore spells cast from scrolls or items

3rd-Level Cleric Spells:

❑ **Cure Serious Wounds:** heals 21 or 24 [✓] points of damage

❑ **Searing Light:** deals 20 points of Divine damage to a single Evil target, no To Hit roll required, no Saving Throw allowed to avoid damage; +10 damage (for a total of 30) if the target is also undead

HP at 4th
22

Druid

HP at 5th
30

Skill Test: Druid players must identify the silhouette of one of ten leaves in order to cast most healing or damage-inflicting spells. A failed check results in lower healing/damage but the effect still works. Spells with a [✓] require this test.

Special Powers for 4th & 5th Level Druids

Communicate with Animals: can mentally converse with any animal at will. This does not always mean the animal will like the druid.

Healing: Druids have a powerful arsenal of healing spells. Undead are not damaged by healing spells cast upon them.

❑ **Spell Surge:** once per game, doubles the healing or damage (before any other modifiers are applied) from one spell cast by the druid, must be used prior to initiating their skill check (if that spell requires a skill check)

Scroll Use: “All” and “Divine”

Additional Power for 5th-Level Druids

Improved Polymorph: +2 damage while polymorphed. This ability automatically activates when the druid assumes an alternate form.

Spells for 4th-Level Druids

0-level Druid Spells:

❑❑❑ **Cure Minor Wounds:** heals 1 point of damage on one character

❑ **Detect Poison:** reveals all poisons in the room, only the druid can see this effect

❑ **Resistance:** targeted player gains +1 to all saving throws for the rest of the room

1st-level Druid Spells:

❑❑ **Cure Light Wounds:** heals 5 or 8 [✓] points of damage on a single character

❑❑❑ **Freezing Orb:** deals 8 or 10 [✓] points of cold damage to a single target

2nd-Level Druid Spells:

❑ **Cure Moderate Wounds:** heals 13 or 16 [✓] points of damage

☐☐**Firebolt:** deals 10 or 14 [✓] points of fire damage to a single target

☐**Neutralize Poison:** removes all poison from a monster (preventing it from poisoning anyone else) or character. Once a character fails their Fort save vs. the poison effect, the druid has 10 seconds to decide whether to cast this spell on that character. After that interval, the poison cannot be neutralized. Using this against a monster does not require a slide or skill check, nor does it allow a saving throw to avoid the effect.

Spells for 5th-Level Druids

0-level Druid Spells:

☐☐☐☐**Cure Minor Wounds:** heals 1 point of damage on one character

☐**Detect Poison:** reveals all poisons in the room, only the druid can see this effect

☐**Resistance:** targeted character gains +1 to all saving throws for the rest of the room

1st-level Druid Spells:

☐☐**Cure Light Wounds:** heals 5 or 8 [✓] points of damage on a single

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3rd-Level Druid Spells:

☐☐**Call Lightning:** deals 16 or 20 [✓] points of shock damage to a single target

☐**Protection from Energy:** gives immunity to either fire, cold, or shock damage to one character for one room; caster declares energy type when spell is cast

HP at 4th
28

Dwarf Fighter

HP at 5th
38

Dwarf Fighters have the same armor and weapon restrictions as Fighters.

Skill Test: Dwarf Fighter players get to practice combat sliding in the training room.

Powers for 4th-Level Dwarf Fighters

Defensive Focus: +4 to AC when attacked by Large creatures. Even though this ability is technically always “on”, it may not be reflected on the party card because it’s circumstantial. Players would be wise to politely remind the DM of their increased AC when fighting monsters of Large size or greater. Large monsters are generally over eight feet tall/long.

Weapon Focus: +2 To Hit when using melee weapons. (does not apply to ranged or thrown weapons) This is a passive ability and will be reflected on the party card.

Powers for 5th-Level Dwarf Fighters

Defensive Focus: +4 to AC when attacked by Large creatures. Even though this ability is technically always “on”, it may not be reflected on the party card because it’s circumstantial. Players would be wise to politely remind the DM of their increased AC when fighting monsters of Large size or greater. Large monsters are generally over eight feet tall/long.

Enhanced Critical: Whenever the dwarf fighter slides a natural 20 and scores a critical hit, the damage is tripled instead of doubled. The monster being attacked must be vulnerable to critical hits, otherwise normal damage is dealt.

Note: *Enhanced critical* does not expand the crit range of a weapon. Therefore it does not

deal triple damage if the player lands a natural 19 when using a weapon with an expanded crit range. (e.g., MORNINGSTAR OF SMITING or KEEN HAND AXE)

Weapon Focus: +2 To Hit when using melee weapons. (does not apply to ranged or thrown weapons) This is a passive ability and will be reflected on the party card.

HP at 4th
16

Elf Wizard

HP at 5th
21

Elf Wizards have the same armor and weapon restrictions as Wizards.

Skill Test: Elf Wizard players must memorize locations on the planar chart. A failed check results in lower damage but the effect still works. Spells with a [✓] require this test.

Elf Wizard Special Powers

Scroll Use: “All” and “Arcane”

Spells for 4th-Level Elf Wizards

0-level Elf Wizard Spells:

☐☐☐ **Acid Splash:** deals 3 or 6 [✓] points of acid damage to a single target

☐☐ **Detect Magic:** reveals all magic in the room to the caster. It's up to the caster to share that information with the party, if desired.

1st-level Elf Wizard Spells:

☐ **Alertness:** party gets +10 to initiative rolls for one room; must be cast before the initiative roll is called for or before the “surprise round”, if applicable.

☐ **Instant Safeguard:** The caster's AC is reset to 16 (may not be cast on others) for one room. It's a Free Action to cast so the character can take another action in the same round. While in effect, this spell absolutely guarantees the caster will have AC 16 which no other modifier can change, be it positive or negative, temporary or permanent. Secondary

penalties/benefits could still apply. E.g., drinking a POTION CAT'S GRACE (+4 to DEX) would still improve her aim and saving throws, but it would not change her AC.

☐☐ **Magic Missile:** deals 8 or 11 [✓] points of force damage to a single target

2nd-Level Elf Wizard Spells:

☐ **Invisibility:** caster is visually undetectable unless she attacks or casts a spell, lasts for one room

☐ **Lightning Strike:** If the caster hits AC 13, this spell deals 16 points of shock damage to one target.

☐ **Ray of Enfeeblement:** If the caster hits AC 15, all the victim's melee attacks suffer a -2 to damage for the rest of combat, stacks up to -6 from any form of *enfeeblement* (including the scroll & bolt.)

Spells for 5th-Level Elf Wizards

0-level Elf Wizard Spells:

☐☐☐☐ **Acid Splash:** deals 3 or 6 [✓] points of acid damage to a single target

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❑ **Lightning Strike:** If the caster hits AC 13, this spell deals 16 points of shock damage to one target.

❑ **Ray of Enfeeblement:** If the caster hits AC 15, all the victim's melee attacks suffer a -2 to damage for the rest of combat, stacks up to -6 from any form of *enfeeblement* (including the scroll & bolt.)

3rd-Level Elf Wizard Spells:

❑ **Fireball:** deals 30 points of fire damage to all monsters (not party members); a successful DC 12 Refx save reduces the damage by half

❑ **Stoneskin:** caster ignores the first 5 points of damage per hit or spell effect (but not "Push" damage), lasts one room

HP at 4th
26

Fighter

HP at 5th
36

Skill Test: Fighter players get to practice combat sliding in the training room.

Special Power for 4th-Level Fighters

Weapon Focus: +2 To Hit when using weapons in melee. (does not apply to ranged or thrown weapons) This is a passive ability and will be reflected on the party card.

Special Powers for 5th-Level Fighters

Weapon Focus: +2 To Hit when using weapons in melee. (does not apply to ranged or thrown weapons) This is a passive ability and will be reflected on the party card.

Weapon Specialization: During the first round (not any other round) of combat, fighters may choose to immediately re-slide a melee (not ranged) attack, but they must take the second result—even if it's lower.

HP at 4th
22

Monk

HP at 5th
30

Skill Test: Monk players may practice their *flurry of blows* double-puck combat technique in the training room. Monks may use weapons designated usable by monks on the token, but if they use an actual weapon, they only use one puck. Bracers which modify monk hand attacks (e.g., +1 BRACER OF THE DRAGONFIST or BRACER OF QUIVERING PALM) do not have this restriction unless otherwise specified.

Special Powers for 4th-Level Monks

Combat Prowess: base 16 armor class instead of 10

Deflect Missiles: immune to non-magical missile attacks, does not affect missiles launched by traps

Evasion: If the monk makes a successful Refx saving throw against any attack that normally deals half damage on a successful save, take no damage instead.

Feather Fall: take no damage from falling 60 feet or under

Flurry of Blows: When making weaponless melee attacks, slide two pucks with one hand very quickly—one immediately after the other. The second puck must leave the player's hand before the first puck stops moving.

☐Stunning Fist: Before making a *flurry of blows* attack, the monk may declare he's using *stunning fist*. If the first attack hits, in addition to dealing damage, the target is Stunned for one round. (Stunned creatures may not attack, cast spells, and suffer a –2 AC penalty.) The second attack does not affect the stun—if it hits it deals normal damage and if it misses, the stun still happens as long as the first attack hit. Generally speaking, any type of monster can be Stunned.

Special Powers for 5th-Level Monks

Combat Prowess: base 16 armor class instead of 10

Deflect Missiles: immune to non-magical missile attacks, does not affect missiles launched by traps

Diamond Body: immune to all types of poison

Feather Fall: take no damage from falling 60 feet or under

Flurry of Blows: When making weaponless melee attacks, slide two pucks with one hand very quickly—one immediately after the other. The second puck must leave the player's hand before the first puck stops moving.

Improved Evasion: If the monk makes a successful Refx saving throw against any attack that normally deals half damage on a successful save, take no damage instead. If the saving throw fails, take half damage instead of full.

Magic Strike: All *flurry of blow* attacks gain +2 To Hit & +2 Damage and count as +2 weapons for all purposes.

☐☐Stunning Fist: Before making a *flurry of blows* attack, the monk may declare he's using *stunning fist*. If the first attack hits, in addition to dealing damage, the target is Stunned for one round. (Stunned creatures may not attack, cast spells, and suffer a –2 AC penalty.) The second attack does not affect the stun—if it hits it deals normal damage and if it misses, the stun still happens as long as the first attack hit. Generally speaking, any type of monster can be Stunned.

HP at 4th
24

Paladin

HP at 5th
33

Skill Test: Paladin players get to practice melee combat in the training room.

Scroll Use: “All” (not “Divine” or “Arcane”)

Special Powers for 4th-Level Paladins

☐☐☐Detect Evil: use of this power reveals all sources of evil in the room

Guard: As a Free Action at the start of combat (not after she has taken another action), the paladin may designate a character to protect for the entire combat. The paladin will be attacked (using the paladin's AC and defenses) instead of

the protected character should the DM decide the other character ought to be attacked by the monster with a melee attack. *Guard* does not redirect missiles, area of effect damage, or spells. Once initiated, the paladin must *Guard* the selected character until the end of combat or until the paladin dies, whichever comes first. If the protected character dies, the paladin may not select another character to *Guard* in the same room. Both the protected character and the paladin may perform any action they like without fear of breaking *Guard*. Other than intercepting all melee attacks directed at the protected character, *Guard* does not “penalize” the paladin by reducing her To Hit slides, AC, damage, etc.

☐×12 Heal (Lay on Hands): A paladin may heal up to three points of damage per level per adventure. A paladin may use all of this healing at once on a single character or divide it among multiple recipients throughout the adventure. A paladin may also heal herself. Undead are not damaged by healing spells cast upon them.

Immunity to Disease: immunity to normal as well as magical diseases

☐Remove Disease: removes all diseases, magical or mundane, from a single character

Special Powers for 5th-Level Paladins

☐☐☐Detect Evil: use of this power reveals all sources of evil in the room

Guard: As a Free Action at the start of combat (not after she has taken another action), the paladin may designate a character to protect for the entire combat. The paladin will be attacked (using the paladin's AC and defenses) instead of the protected character should the DM decide the other character ought to be attacked by the monster with a melee attack. *Guard* does not redirect missiles, area of effect damage, or spells. Once initiated, the paladin must *Guard* the selected character until the end of combat or until the paladin dies, whichever comes first. If the protected character dies, the paladin may not select

another character to *Guard* in the same room. Both the protected character and the paladin may perform any action they like without fear of breaking *Guard*. Other than intercepting all melee attacks directed at the protected character, *Guard* does not “penalize” the paladin by reducing her To Hit slides, AC, damage, etc.

☐×15 Heal (Lay on Hands): A paladin may heal up to three points of damage per level per adventure. A paladin may use all of this healing at once on a single character or divide it among multiple recipients throughout the adventure. A paladin may also heal herself. Undead are not damaged by healing spells cast upon them.

Immunity to Disease: total immunity to normal as well as magical diseases

☐☐Remove Disease: removes all diseases—magical or mundane—from a single character

☐Sacrifice: A paladin may immediately save one character from death. Both characters' current hit points are re-set to 5. *Sacrifice* may only be used the instant the other character is about to die. *Sacrifice* may be performed even if the paladin has already used her actions for that round and even if it's not the paladin's turn. Due to the immediate timing required to use it, *sacrifice* cannot be rejuvenated by a cleric's *restore power*.

HP at 4th
24

Ranger

HP at 5th
33

Skill Test: Ranger players may practice their unique two-handed combat technique in the training room. When rangers make melee attacks, they do so by sliding two weapon pucks simultaneously, one in each hand. In their main hand they may use any 1-hand melee weapon usable by rangers. The off-hand weapon must also be 1-handed and useable

by both rangers *and* rogues. Rangers firing missile weapons slide only one puck.

Scroll Use: “All” (not “Divine” or “Arcane”)

Special Powers for 4th Level Rangers

Favored Enemy: +1 damage with any melee or ranged weapon (not spell) attack made against Undead monsters

Sharpshooter: +2 damage with a bow, crossbow, or sling (not thrown projectiles)

Special Powers for 5th Level Rangers

Favored Enemy: +2 damage with any melee or ranged weapon (not spell) attack made against Undead monsters

Sharpshooter: +4 damage with a bow, crossbow, or sling (not thrown projectiles)

Spells for 5th Level Rangers

☐ **Barkskin:** +2 to AC, lasts for one round, caster only

☐ **Cure Lesser Wounds:** heals 5 points of damage on one character. Undead are not damaged by healing spells cast upon them.

HP at 4th
18

Rogue

HP at 5th
24

Skill Test: Rogue players will be presented with a “chest” with a winding path cut into the top. To pass the skill test, the player must guide a metal stylus through the entire path without touching the sides. Success means the player gets to choose *either* a clue to help the whole party or a random treasure token—not both. This test is an abstraction of the various operations a real rogue might perform, not a literal representation of the obstacles in the room. Therefore, a *knock* spell will not unlock this “chest”.

Special Power for 4th-Level Rogues

Sneak Attack: Once per combat, a rogue may take one round to sneak up on a monster before they strike with a melee weapon. The player must inform the DM he is sneaking that round then on the next round he makes a normal attack slide. If the target is hit, the attack deals damage equal to 15 plus whatever is indicated on the weapon token. If the attack is a critical hit, the weapon damage is doubled but the +15 bonus damage from *sneak attack* is not doubled.

Note: A rogue can only *sneak attack* living creatures with vital anatomical structures. It will not work against constructs, incorporeal creatures, oozes, plants, or undead.

Special Powers for 5th-Level Rogues

Flank Attack: Once per combat, instead of attacking during a combat round, the player can place a combat puck with an upside-down token inside it anywhere on the combat board. The player may leave the slider there until the end of combat but it may not be adjusted once it is placed. This may be helpful to other players as a backstop for their slides. The puck may be knocked around by other pucks. The rogue player may remove the puck if so desired and attack that round, but that would cancel the flank for that combat. The rogue can take no other action while he is flanking.

Enhanced Sneak Attack: Once per combat, a rogue may take one round to sneak up on a monster before he strikes with a melee weapon. The player must inform the DM he is sneaking that round and then on the next round he makes a normal attack slide. If the target is hit, the attack deals damage equal to 20 plus whatever is indicated on the weapon token. If the attack is a critical hit, the weapon damage is doubled but the +20 bonus damage from *enhanced sneak attack* is not doubled.

Note: A rogue can only use *enhanced sneak attack* against living creatures with vital anatomical structures. It will not work against constructs, incorporeal creatures, oozes, plants, or undead.

HP at 4th
15

Wizard

HP at 5th
20

Skill Test: Wizard players must memorize locations on the planar chart. A failed check results in lower damage but the effect still works. Spells with a [✓] require this test.

Special Powers

Scroll Use: “All” and “Arcane”

Spells for 4th-Level Wizards

0-level Wizard Spells:

☐☐☐**Fire Ray:** deals 3 or 6 [✓] points of fire damage to a single target

☐☐**Ray of Frost:** deals 3 or 6 [✓] points of cold damage to a single target

1st-level Wizard Spells:

☐**Burning Hands:** deals 6 or 9 [✓] points of fire damage to all targets

☐**Instant Safeguard:** The caster's AC is reset to 16 (may not be cast on others) for one room. It's a Free Action to cast so the character can take another action in the same round. While in effect, this spell absolutely guarantees the caster will have AC 16 which no other modifier can change, be it positive or negative, temporary or permanent. Secondary penalties/benefits could still apply. E.g., drinking a POTION CAT'S GRACE (+4 to DEX) would still improve his aim and saving throws, but it would not change his AC.

☐☐**Magic Missile:** deals 8 or 11 [✓] points of force damage to a single target

2nd-Level Wizard Spells:

☐**Bestow Curse:** lowers target's saving throws by 4 (does not stack with itself or any other saving throw-reducing effects)

☐**Lightning Strike:** If the caster hits AC 13, this spell deals 16 points of shock damage to a single target.

☐**Scorching Ray:** If the caster hits AC 15, deals 18 points of fire damage to that one target (no save)

Spells for 5th-Level Wizards

0-level Wizard Spells:

☐☐☐**Fire Ray:** deals 3 or 6 [✓] points of fire damage to a single target

☐☐☐**Ray of Frost:** deals 3 or 6 [✓] points of cold damage to a single target

1st-level Wizard Spells:

☐**Burning Hands:** deals 6 or 9 [✓] points of fire damage to all targets

☐**Instant Safeguard:** The caster's AC is reset to 16 (may not be cast on others) for one room. It's a Free Action to cast so the character can take another action in the same round. While in effect, this spell absolutely guarantees the caster will have AC 16 which no other modifier can change, be it positive or negative, temporary or permanent. Secondary penalties/benefits could still apply. E.g., drinking a POTION CAT'S GRACE (+4 to DEX) would still improve his aim and saving throws, but it would not change his AC.

☐☐☐**Magic Missile:** deals 8 or 11 [✓] points of force damage to a single target

2nd-Level Wizard Spells:

☐**Bestow Curse:** lowers target's saving throws by 4 (does not stack with itself or any other saving throw-reducing effects)

☐**Lightning Strike:** If the caster hits AC 13, this spell deals 16 points of shock damage to a single target.

❑ **Scorching Ray:** If the caster hits AC 15, deals 18 points of fire damage to that one target (no save)

❑ **Lightning Storm:** deals 30 points of shock damage to all monsters (not party members), a successful DC 12 Refx save reduces the damage by half

3rd-Level Wizard Spells:

❑ **Lesser Maze:** A single monster is temporarily transported to an extra-dimensional space. The party has one round to act before the monster returns and initiative is re-rolled.

What Stuff Can I Use?

Any token that lists one or more class name(s) at the bottom can only be used by the class(es) listed. If a token neither specifies (e.g., “bard & monk only”) nor negates (e.g., “all except cleric”) a class, it can be used by all classes.

Some weapons are so big and/or heavy they require the use of two hands to wield. Two-handed weapon tokens display 🖐🖐 at the bottom of their text. If your character is wielding a two-handed weapon, you may not equip a shield (unless the token specifically says otherwise) or hold anything else in either hand. Other weapons only require the use of one hand, freeing the other hand to hold a shield or something else designated for use in the off-hand. One-handed weapon tokens display 🖐👉 at the bottom of their text.

Scrolls can only be cast by “magic-using” classes. Because they are not magic-using classes, barbarians, dwarf fighters, fighters, monks, and rogues may not cast scrolls—not even ones labeled “All”. The magic-using classes may only cast the type of scroll(s) designated in their class descriptions or as illustrated in the chart below.

Scroll Type	Bard	Cleric	Druid	Elf Wizard	Paladin	Ranger	Wizard
Arcane	Yes	No	No	Yes	No	No	Yes
Divine	Yes	Yes	Yes	No	No	No	No
All	Yes	Yes	Yes	Yes	Yes	Yes	Yes

Spell Grid

Class	Level	Name	Caster Only	Touch	Ranged	Ranged Touch	Area of Effect	Skill ✓
Bard	0	Daze			R			
Bard	0	Flare			R			
Bard	0	Resistance			R			
Bard	1	Cause Fear			R			
Bard	1	Mute			R			
Bard	1	Protection from Evil	C					
Bard	2	Inspire					AoE	
Bard	2	Soothe Wounds					AoE	
Bard	2	Suggestion			R			
Cleric	0	Cure Minor Wounds		T				
Cleric	0	Guidance			R			
Cleric	1	Bless					AoE	
Cleric	1	Cure Light Wounds		T				✓
Cleric	1	Spiritual Hammer				RT		
Cleric	2	Cure Moderate Wounds		T				✓
Cleric	2	Restore Power		T				
Cleric	2	Restore Spell		T				
Cleric	3	Cure Serious Wounds		T				✓
Cleric	3	Searing Light			R			
Druid	0	Cure Minor Wounds		T				
Druid	0	Detect Poison			R			
Druid	0	Resistance			R			
Druid	1	Cure Light Wounds		T				✓
Druid	1	Freezing Orb			R			✓
Druid	2	Cure Moderate Wounds		T				✓
Druid	2	Firebolt			R			✓
Druid	2	Neutralize Poison			R			
Druid	3	Call Lightning			R			✓
Druid	3	Protection from Energy		T				

Spell Grid

Class	Level	Name	Caster Only	Touch	Ranged	Ranged Touch	Area of Effect	Skill ✓
Elf Wizard	0	Acid Splash			R			✓
Elf Wizard	0	Detect Magic					AoE	
Elf Wizard	1	Alertness					AoE	
Elf Wizard	1	Instant Safeguard	C					
Elf Wizard	1	Magic Missile			R			✓
Elf Wizard	2	Invisibility	C					
Elf Wizard	2	Lightning Strike				RT		
Elf Wizard	2	Ray of Enfeeblement				RT		
Elf Wizard	3	Fireball			R		AoE	
Elf Wizard	3	Stoneskin	C					
Paladin	n/a	Remove Disease		T				
Paladin	n/a	Sacrifice			R			
Paladin	n/a	Heal (Lay on Hands)		T				
Ranger	1	Barkskin	C					
Ranger	1	Cure Lesser Wounds		T				
Wizard	0	Fire Ray			R			✓
Wizard	0	Ray of Frost			R			✓
Wizard	1	Burning hands					AoE	✓
Wizard	1	Instant Safeguard	C					
Wizard	1	Magic Missile			R			✓
Wizard	2	Bestow Curse			R			
Wizard	2	Lightning Strike				RT		
Wizard	2	Scorching Ray				RT		
Wizard	3	Lesser Maze			R			
Wizard	3	Lightning Storm					AoE	

