



DUNGEON MASTER'S GUIDE



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Greetings True Dungeon Masters!

By receiving this packet, count yourself among a unique, elite class of Gen Con volunteers: a True Dungeon (TD) Dungeon Master (DM). The DM plays a significant role in TD's success as they directly influence how each room operates and therefore on the players' overall experience. True Dungeon hopes you are excited to have been selected for this role and wants to thank you for helping make TD Gen Con's most popular event!

Goal of This Guide

Please realize that this guide wasn't put together in an effort to create mindless DM drones, but rather as a means to create a consistent foundation for everyone's enjoyment of True Dungeon. As much as True Dungeon is a game, we cannot ignore the fact that people pay good money to play. This DOES NOT, however, mean a DM must go easy on a group, nor does "giving them their just reward" necessarily mean treasures.

Most of us are experienced DMs, both within TD and other various role-playing games. Some might even be reading this and saying, "But I know how to DM, I've been doing it for years". Even so, it is important that a common understanding is established for the sake of consistency. A True Dungeon DM already has some unique issues when compared to standard table-top sessions.

You get a new party, with new dynamics, every 12 minutes. This isn't your close group of friend and gaming pals you've grown accustomed to over many sessions of gaming. Each group has people with varying levels of gaming and TD experience.

TD is a Dungeons & Dragons variant. Many rules have been simplified due to the nature of a live, interactive, strictly-timed environment.

Every moment counts! There's no time for long winded discussions on rules or theory.

The DM is not the focus of the room. A TD-DM supports the surroundings, answers questions, in-

teracts with the party as necessary, but shouldn't monopolize their time. The point of TD is for the party to interact with the environment as much as possible and the DM as little as possible.

The story has been carefully crafted by Jeff Martin and the rest of his creative team. It is not up to the DMs to change it without permission. In addition, if changes need to be made to improve game play or adjust to some issue, make sure Jeff is consulted and approves. The last thing we want is for Jeff to describe the way a room was supposed to function during the Riddle Reveal or on-line only to have 20 people argue that was not the way it was played during their run.

The biggest complaint we receive is inconsistent DMing. You can be an awesome DM, but if you don't follow this DM Guide your party will be confused, and it will cause problems later for another DM. Our number one goal this year is to make sure everyone is on the same page—and that we all follow the rules exactly.

Let's be honest, DMing has always been a difficult aspect for TD and an area of complaints over the years. Well why not, we are the ones who play judge to their questions and in many cases, kill them off. Players have little issue with good, consistent, creative DMing. The complaints come from inconsistency they perceive between rooms or runs. It is for this reason the TD DMG was created.

Combat

Let's get right to it. Every true adventurer gets excited by the anticipation of combat. Their hearts pound with excitement, pulses quicken, and adrenaline rises. So make sure the ensuing combat doesn't feel like a game of shuffle board with octogenarians. Here are some guidelines.

Keep it moving

Combat will quickly use up precious minutes of a room's strict 12-minute time limit. Help adventurers be efficient with their use of time. Just remember, you're in charge as soon as combat is called, so keep them moving.

- Call out for actions even while you're setting up the table. Players can be readying their initial actions, pulling out tokens and stepping into place.
- Don't allow copious discussion or planning during combat, or between rounds. They wouldn't be able to do so if it were real!
- If someone is delaying, move on to a different player then come back to the first one later.
- Let spellcasters declare actions, and then give them time to collect any required tokens. Meanwhile you can have someone else sliding.
- Use every moment!

Keep it interesting

As well as keeping things moving, you need to make combat interesting as well. You're not just referee. A good DM is part color-commentator as well. Like a good bard, intriguing descriptions can enhance the experience for everyone. The DM's descriptions can set the tone.

Once a combat situation is initiated, try to follow these steps:

1. Paint the picture in a vivid yet concise manner.
 - Example of how not to say it: "A portal opens up and a drider steps out."
 - Preferred style: "The air grows cold as a swirling vortex forms in the corner of the room. Within its shadowy depths you see a strange silhouette and realize you only have a few moments before the portal will be fully open. (Should be beginning to set up table) What do you do? As the portal opens, a large spider with the twisted torso of a dark elf crawls out. A drider!"
 - Multi-task. Setup the table as you weave the tale.
2. Call for the players to declare their actions once during your description. This helps them focus on the situation at hand.
 - Pay particular attention to spellcasters and bards who have means of enhancing other characters. Single them out once if you need too.

- Most fighters will simply "draw weapons."
3. If the situation allows, any players who have a ranged weapon (spear, hand-axe, dagger, bow, crossbow, or sling) may take a free attack before initiative. No spell attacks, wands, or scrolls are allowed in the "surprise round." This will be noted in the room description on the module if it is allowed.
 4. Roll initiative.
 5. Conduct combat. It is totally up to you to make the combat fun and exciting. Your running comments will have a dramatic effect on how well your players will enjoy the experience.
 6. As with the setup, close the combat with an interesting description. (These can be generally worked out ahead of time with fellow room DMs.) Again, which would you rather hear?
 - "Umm... okay the paladin and the wizard do 12 points of damage and kill it."
 - "As the Ogre was about to take a massive swing at the paladin, the wizard was able to send several Magic Missiles streaking straight at its thick neck—knocking it backwards and bringing to an end its evil life."

A few miscellaneous hints:

- Don't be afraid to get excited at good hits—either theirs or yours! You're part color commentator!
- Don't be afraid to taunt the players a bit if the creature would. Have fun with them.
- Don't tell players what AC they need to hit the monster. Use descriptive terms like "slow and easy to hit" or "its thick skin looks like it might be very hard to penetrate."
- Remember, combat is not just facts and figures.

Pre-initiative Attacks (Surprise Round)

If the module allows for it in the room description, anyone carrying a ranged weapon token gets to make a free combat attack before initiative is rolled. There is no mechanism for players to declare what weapon they are currently carrying, so if they have the weapon token on their person, they may use it.

If it's allowed, after a DM describes the monster and how it enters the area, the DM then announces that anyone with a missile weapon gets a free slide with a missile token. Tokens are placed into pucks and then normal slides are made. Please note the following:

- Pre-init attacks are **limited to ranged weapons only**. No spells, scrolls, or spell-like powers are allowed.
- **There is no time penalty for players to switch to a melee weapon for the first normal round of combat.** Thus, a player can attack with a long bow during the pre-initiative attack round, and then draw his rapier for a swing during the first round of the combat.

Initiative

Note, please pay particular attention to this area as it is often inconsistent between DMs.

At the start of combat both the DM and one party-designated player roll the d20 and compare results. The higher roll wins initiative. Here are the possible scenarios:

- **The party's roll is higher than that of the monster:** If the party's roll is higher they win and all players may attack the monster or perform an action. Once they have all taken a full action or attack, it is the monster's turn to strike back. (See "Playing the Monster" below.)
- **The monster's roll is higher than that of the party's:** Monster attacks first. The DM will make the monster's attacks in accordance to what is written in the module description.
- **The monster and the party roll the same initiative:** In this case, have both sides re-roll until a winner is declared. Don't spend time discussing it, just quickly inform the players that the initiative check needs to be re-rolled.

NOTE: Players' Dexterity scores have no effect on the initiative rolls. Only raw rolled numbers will be compared unless otherwise specified. As of this writing, there are only two exceptions:

- **CHARM OF AWARENESS** - This token grants a +1 to initiative for each equipped CHARM OF AWARENESS in the party. So if four people in the

party had a CHARM OF AWARENESS equipped, the total initiative bonus would be +4. The total bonus from all the party's CHARMS OF AWARENESS should be noted on the party card. No more than one CHARM OF AWARENESS can be equipped by a single character.

- **Alertness** - This elf wizard spell grants a +10 initiative bonus if it is cast before initiative is called for.

Only one initiative roll is made at the beginning of combat. The party and monster will simply take turns attacking until combat is complete. The wizard spell Lesser Maze requires initiative to be re-rolled. See the Class Abilities section later in this document for detailed mechanics on Lesser Maze.

The Pre-Initiative Attacks description above has further information about rules for attacks before initiative is rolled.

Keeping Track of Monster Damage

Keep a running tally. There are many ways to keep score, however we suggest you keep a running tally of the total damage delivered by the party on the side of the battle board, when the total reaches the HP listed on the crib notes for the room, declare the monster dead. You should also provide color commentary. For example, "The Troll looks only partially damaged from your combined attacks." Or, "The Troll appears to be devastated by your assault, and though he is severely wounded he presses his attack."

Don't adjust HP or AC. Remember not to adjust the stats of the monster beyond what is printed for Non-Lethal, Normal, or Nightmare modes on the room's Crib sheet. If any changes are necessary they should be made in consultation with Jeff.

Conceal the Max HP. The monster's maximum hit points should be concealed by the DM. You can make a tiny note in the corner of the combat board, but after a while you will have the monster's starting hit points well memorized. We conceal the starting HP to make combat more exciting. Instead of point totals, give a short description of the monster's current status at the end of each round as noted above.

Melee Attacks

Weapon tokens will be placed in a slider and fired away with a mighty slide down the combat board. All of the party is required to make an attack attempt before hits are scored and damage is tallied. This allows for both strategic and purposeful tapping of poorly slid pucks into hit areas, as well as the potential of a hit being knocked off the board by the careless slide of an overeager party member.

Token Backstop

Combat boards have a raised “lip” at the end to stop pucks from flying off of the table.

SPECIAL NOTE: Any puck that hits the backstop is considered a miss for that combat round.

Ranged Attacks

Ranged attacks are done the same as melee. Place the token in the slider and slide it down the table. Ranged attacks are sometimes called missiles or projectiles. These include:

- **Launchers:** bows (fire arrows), crossbows (fire bolts), and slings (hurl either bullets or sling stones)
- **Thrown Weapons:** spears, hand-axes, daggers (all daggers can be thrown as well as used in melee)
- **Miscellaneous:** THUNDERSTONE, HOLY WATER, ALCHEMIST FIRE, WEIGHTED NET
- **No penalty for firing into combat:** Players may freely fire into melee combat without fear of hitting a party member.

Ammunition

Infinite Mundane Ammo

- Characters are assumed to have an unlimited supply of mundane arrows, bolts, and sling bullets/stones. Only specialized ammunition requires tokens to be turned in. These may include, masterwork, +X, sleep, madness, slaying, etc. Specialized ammunition tokens must be collected on either a hit or a miss. Ammo is not recoverable in TD.

Masterwork & Magical Arrows, Bolts, and Bullets

MASTERWORK ARROW damage stacks with a +2 FLAMING SHORTBOW (as well as all other bows), adding +1 to Damage. Magical arrows (+1 or +2) add their bonus to both To Hit and Damage.

Bolts shot from crossbows and bullets/stones launched from slings work the same way—specialized ammo always (other than *sleep*, see below) adds their bonus to the weapon they’re fired from.

Sleep Arrows

Upon successful hit, the monster must make a DC 12 Will save or fall asleep for one round.

The affects are NOT cumulative. So if the monster is hit by two SLEEP ARROWS in the same round and fails both saving throws, it will not sleep for two rounds. However, a clever party may use multiple SLEEP ARROWS round after round to try and keep the monster unconscious. Each SLEEP ARROW that hits requires a separate saving throw.

Some monsters will get a bonus on their save roll. See room description for details.

Also, SLEEP ARROWS will not affect monsters such as undead, constructs, jellies, or anything that doesn’t sleep.

SLEEP ARROWS do not deal physical damage. If they hit and the monster fails the save, the monster falls asleep and takes zero damage from that SLEEP ARROW attack.

Stat Bonuses

Strength affects melee weapon To Hit & Damage as well as thrown weapon damage. Dexterity affects all types of physical ranged attack slides, but never affects damage. The following table illustrates which stats affect which modifiers:

Stat	Melee		Launchers		Thrown & Misc.	
	To Hit	Damage	To Hit	Damage	To Hit	Damage
Strength	Y	Y	N	N*	N	Y
Dexterity	N	N	Y	N	Y	N

*Bows & slings with the “Mighty” descriptor add the character’s Strength bonus to damage.

Hiding

Some players may use a CLOAK OF ELVENKIND to hide from an attacking monster. If they do, standard monsters will ignore them during that round, so long as the player takes no other action other than hiding. This means the player may not attack, move, talk, cast spells, play bardsong, or pretty much anything besides stand still & breathe. The CLOAK OF ELVENKIND works equally well when submerged underwater or on characters on the water's surface provided the wearer does nothing other than tread water in place. If they take any actions, such as attacking or going to the aid of fellow party members, they risk an attack just like any other living party member.

Critical Hits

If a player slides a natural 20, the damage inflicted by the weapon is doubled. "Bonus" damage from special weapons (e.g., +2 SLING OF IMPACT vs. big foes) as well as "vulnerable" damage (e.g., cold vs. red dragon) is also doubled on a natural 20 (or 19–20 if the weapon has an extended crit range.)

Sneak Attack (Backstabbing)

A rogue's stealth gives him the unique ability to make one sneak attack (aka "backstab") per room and only with a melee weapon. A successful sneak attack by a 4th-level rogue deals an additional 15 points of damage on top of the indicated weapon damage. A 5th-level rogue deals an additional 20 points of damage instead of 15. Rogues must spend one melee round to "sneak behind" the enemy before they can make their sneak attack at the start of the next round.

- **BOOTS OF ELVENKIND** - Rogues must be wearing these to make a *sneak attack during the first round*.
- **BOOTS OF THE UNDERDARK** - In addition to allowing a rogue to *sneak attack* during the first round, when they make a *sneak attack*, they gain a +2 To Hit. This bonus does not apply to other attack modes.
- **Critical Hits** - The +15/+20 bonus is NOT doubled in the case of a critical hit!

- **No To Hit Bonus** - Unlike traditional D&D, rogues do not get a bonus to hit when *sneak attacking*. Combat is still up to the skill of the player. A successful hit deals additional damage (+15 or +20) on top of the regular damage from the weapon.

NOTE: A rogue can only *sneak attack* living creatures with vital anatomical structures. Some monsters including constructs, incorporeal creatures, oozes, plants, or undead cannot be wounded in this way.

Attacks of Opportunity

There are no attacks of opportunity for either players or monsters. The attack of opportunity rules in D&D tend to complicate combat too much for True Dungeon.

Actions in a Round

Free Actions

These effectively take no time to perform. However, a character may only perform one Free Action in a single round. Here are a few examples of Free Actions:

Activating *guard*, casting *instant safeguard*, *sacrifice*, or other spells classified as "instants"

- Moving
- Retrieving something (potion, oil, misc. gear, etc.) from a pack
- Swapping weapons (except between two HEAVY CROSSBOWS, see below)

Standard Actions

Only one Standard Action may be performed in a single round without magical assistance:

- Applying an oil/salve or drinking a potion (note that while retrieving the item takes no time, using it does)
- Attacking
- Casting a spell (other than "instants" or ones which specifically say they require a full-round to cast)

Action Combinations

Here are a few combinations of things characters could perform in a single round (not a comprehensive list):

- Moving and attacking
- Moving and taking a full round action
- Moving and using an item
- Switching weapons and attacking in the round
- Taking out a potion, item, or gear and using it in the same round

Full Round Actions

These take the entire round to complete:

- Monster lore checks (bard)
- Performing bardsong (see below)
- Reloading a Heavy Crossbow
- Setting up a sneak attack
- Switching between two Heavy Crossbows

Exceptions:

- *Bardsong*: Technically speaking, a bard can attack (or some other standard action) and play her bardsong in the same round, but unless the song is sung from the beginning of the round it has no effect. Widseth's Mystical Lute allows a bard to perform and attack (but not cast a spell) in the same round. See the Token Guide's entry on Widseth's Mystical Lute for full details.
- **BOOTS OF ELVENKIND** allow a rogue to attempt a sneak attack on the first round. Without Boots of Elvenkind, he must take a full round to set up the *sneak attack*.
- Re-loading 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 (e.g., sword, axe, etc.) does NOT require a round to do so. For instance, a player may fire a Heavy Crossbow in one round, then attack with a Heavy Mace the next round.

Playing the Monster

Play the level of intelligence of the monster! A creature of low intelligence may simply attack the nearest person, or the person who dealt it the most damage. A more intelligent creature may select a target based on other reasons, such as attacking the player it thinks is the biggest threat, easiest kill, or someone the monster dislikes the most. For instance, a demon might attack a paladin first, or a wizard might attempt to charm the fighter first to negate his attacks.

Do not allow your meta-game knowledge to inappropriately influence how you play the monster. You may know that rangers do extra damage to undead, but a mindless skeleton does not. If you're playing a mindless undead, don't pick on the ranger unless she gives the monster a reason to do so. You may know that 5th-level monks are extremely hard to damage with spells allowing Refx saves, but the low-level evil wizard casting a lightning bolt probably doesn't. So don't automatically pass over the monk as a lightning bolt target unless you have a logical, in-character reason to do so. Conversely, highly-intelligent, experienced monsters may indeed know about the strengths & weaknesses of the various classes and may be able to determine who is who on sight. A 2,000 year old vampire has probably come across scores of adventurers and can pick out a cleric from miles away. If you're playing Duke Straub, it's appropriate to have him know who his biggest threats are and for him to try to take them out first. Additionally, even low-intelligence monsters can learn on the fly. If the fire elemental keeps getting hit by ice spells, it's going to take out the source of its agony ASAP.

When all else fails just attack one of the heavy melee (barbarian, dwarf fighter, fighter, paladin) classes.

Be smart. If the creature has innate or special abilities, use them to its advantage.

Monsters that can attack more than once per round may choose to attack one player with all their attacks or “spread the love” to multiple players. Monsters may also have bonuses To Hit and special resistances to Damage. Monsters do not use the battle board to attack; rather they use a d20 to determine hit attempts. Monsters do not deal double damage on a natural 20 roll. Due to the confined space within most dungeon rooms, no character is considered to be out of the range of a possible attack.

Tokens

This guide will not go into great detail on tokens as an excellent guide exists. It is important that you are very familiar with the token guide. Even though most tokens have the core effect printed on their face, the token guide offers a great explanation and details the finer mechanics. Feel free to print a copy of the token guide and make your own notes in it.

Tokens with a high potential for controversy have been detailed in the DM Token Quick Reference and may also be listed in abbreviated form on the DM Crib notes.

It should also be noted that tokens shouldn't be necessary to complete a room, but they can certainly add to the experience. Be prepared for some creative token use attempts by players. When preparing your room before the convention, think out of the box for unusual ways you might try to use tokens. There's a good chance someone else will try it. Talk these ideas over with your fellow room DMs so that you can rule consistently. DMs are encouraged to contact a Director over the radios anytime they need a ruling. It is **absolutely imperative** that your fellow DMs be informed of any rulings made at Gen Con. We will have a special DM notice board in the volunteer break room where you can post any approached token uses.

Set Bonuses

When at least three items from a set are worn, additional effects come into play. Some players will claim to possess benefits granted by set bonuses, so it's important to know exactly what they do.

Some set pieces include items held in the hand. If needed, a character may temporarily swap one or both held-held items for a ranged (not melee) weapon and maintain the set bonus. However, any bonuses specifically granted by the abandoned item(s) no longer apply. E.g., if a character is using both the DRAGONSCALE SHIELD and SCEPTER OF MIGHT, that character can swap them both out to use a ranged weapon if needed. The same would hold true if the character were wielding the ORB and SCEPTER OF MIGHT. Otherwise, all the items in the set must be worn for the entire dungeon.

Assuming all the pieces can be equipped simultaneously, players may benefit from more than one set bonus at the same time. In the case of the Mithral Quintet, the wearer also gets the Mithral Trio bonus. Benefits from **Might** sets do not stack with each other but may stack with other set bonuses.

The Celestial Set

When all three items are worn/used, the character gains immunity to melee and mental attacks from evil outsiders. Melee attacks are defined as all melee weapon attacks as well as natural weapons such as claws or teeth. Mental attacks are things like *charm*, *sleep*, or anything which affects the mind of the victim. The Celestial set bonus does not grant immunity from missile weapons or damage-inflicting spells cast by undead. The items that comprise the Celestial set are as follows:

- CELESTIAL BRACERS
- CELESTIAL GIRDLE
- +1 CELESTIAL KEEN LONG SWORD

The Might Trio

When three items are worn/used, the character gains +1 level.

The Might Quartet

When four items are worn/used, the character gains +1 level and +2 to melee Damage. (does not stack with the Trio bonus)

The Might Quintet

When five items are worn/used, the character gains +1 level and +4 to melee Damage. (does not stack with either the Trio or Quartet bonus) The items that comprise the Might Set are as follows:

- BOOTS OF MIGHT
- CROWN OF MIGHT
- GIRDLE OF MIGHT
- ORB OF MIGHT
- SCEPTER OF MIGHT

The Dragonscale Set

When all three Dragonscale (not to be confused with Dragonhide) items are worn, damage from any kind of fire (magical or mundane) is reduced by 10. This bonus supersedes the individual fire damage reduction granted by each item. The items that comprise the Dragonscale set are as follows:

- DRAGONSCALE ARMOR
- DRAGONSCALE HELMET
- DRAGONSCALE SHIELD

The Mithral Trio

When three items are worn/used, the character takes only half damage from breath weapons.

(There is no Mithral Quartet bonus, but the character would still get the effect from the Trio.)

The Mithral Quintet

When all five items are worn/used, in addition to the Trio bonus, the character gains *Deadbane*: any successful melee attack from an undead monster to the wearer inflicts 10 points of damage to that undead monster. The items that comprise the Mithral Set are as follows:

- MITHRAL BOOTS
- MITHRAL CAP
- MITHRAL CHAINMAIL
- MITHRAL GAUNTLETS
- +1 MITHRAL LONG SWORD
- WIDSETH'S +2 DANCING SWORD
(a unique artifact available to only one player)

Character Abilities Overview

Also enclosed in your DM packet will be a Class Guide. Please read it carefully as most every class has at least one unique ability to be aware of. For instance, if a barbarian is about to attack a Troll that is chewing up the party, ask her if she has used her *rage* ability yet.

New players tend to forget these abilities on their cards. It never hurts to remind anyone as they may rarely, if ever, play such characters.

NOTE: The table on the following page is a quick-glance summary of character abilities. Abilities in **purple** are only available to 5th-level characters. **Do not make rulings based on the descriptions in that section** as it deliberately omits details for the sake of brevity. For detailed descriptions and rule clarifications, see the next section "Character Abilities In Depth".

Don't make rulings based on the descriptions in the table below.

Class	Special Ability
Barbarian	<i>Rage</i> : once per adventure, +4 Damage (+6 @ 5 th) with melee weapons until end of combat @5 th <i>Damage Reduction</i> : all damage except Push is reduced by 1 point
Bard	<i>Bardsong</i> : +1 To Hit and +1 to Damage (+2/+2 @ 5 th) with all weapons for entire party
Cleric	<i>Turn Undead</i> : once per combat, deals 5 or 8 points of damage to all undead in the room
Druid	<i>Communicate with Animals</i> : can mentally converse with any animal at will <i>Spell Surge</i> : doubles the healing or damage from one spell cast by the druid @5 th <i>Improved Polymorph</i> : +2 Damage when polymorphed
Dwarf Fighter	<i>Defensive Focus</i> : +4 to AC when attacked by Large creatures <i>Weapon Focus</i> : +2 To Hit when using weapons in melee (not ranged or thrown) @5 th <i>Enhanced Critical</i> : triple damage instead of double on a natural 20
Elf Wizard	none—but some powerful spells
Fighter	<i>Weapon Focus</i> : +2 To Hit when using weapons in melee (not ranged or thrown weapons) @5 th <i>Weapon Specialization</i> : During the first round of combat, may re-slide a melee attack
Monk	<i>Combat Prowess</i> : natural base AC of 16 (instead of 10) <i>Deflect Missiles</i> : immune to non-magical missile attacks, not missiles launched by traps <i>Evasion</i> : take no damage on a successful Refx save that normally deals half damage <i>Feather Fall</i> : take no damage from falling 60 feet or under <i>Stunning Fist</i> : after declaring use, if the first <i>flurry of blow</i> attack hits, target is Stunned for one round @5 th <i>Diamond Body</i> : immune to all types of poison @5 th <i>Improved Evasion</i> : take half damage on failed Reflex saves @5 th <i>Magic Strike</i> : all <i>flurry of blow</i> attacks are +2 To Hit & +2 Damage, count as +2 weapons
Paladin	<i>Detect Evil</i> : reveals all sources of evil in the room <i>Guard</i> : intercepts all melee attacks directed at another player <i>Healing</i> (Lay on Hands): a healing pool of 3 points per level (12 @ 4 th / 15 @ 5 th) <i>Immunity to Disease</i> : total immunity to normal as well as magical diseases <i>Remove Disease</i> : removes all diseases from a single character @ 5 th <i>Sacrifice</i> : paladin and one other character's hit points are both re-set to 5
Ranger	<i>Favored Enemy</i> : +1 (+2 @ 5 th) Damage with melee or ranged weapon (not spell) attacks against Undead <i>Sharpshooter</i> : +2 (+4 @ 5 th) Damage with a bow, crossbow, or sling (not thrown projectiles)
Rogue	<i>Sneak Attack</i> : once per combat, +15 (+20 @ 5 th) to Damage on a successful hit @ 5 th <i>Flank Attack</i> : instead of attacking, player places a combat puck on the board to act as a bumper
Wizard	none— but some powerful spells

Character Abilities In Depth

Class abilities are color-coded to indicate what character level they apply to. Abilities in **black** are possessed by both 4th and 5th level characters. Abilities in **red** are specific to 4th-level characters. Abilities in **purple** are specific to 5th-level characters.

Barbarian

Rage (4th-level)

Once per adventure, the barbarian can enter into a state 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 she would not receive the bonus to damage. *Rage* lasts until the end of combat or the when the player chooses to end it. It can be

entered into at any time (assuming she's not used it before) as a free action and ceased at any time as a free action. Once *rage* is ceased, the barbarian may not *rage* again.

Damage Reduction (5th-level only)

Whenever a 5th-level 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 (5th-level)

Once per adventure, the barbarian can enter into a state 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 *greater raging* barbarian may use ranged or thrown weapons without breaking *greater rage*, but she would not receive the bonus to damage. *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 (assuming she's not used it before) as a free action and ceased at any time as a free action. Once *greater rage* is ceased, the barbarian may not do it again.

Barbarian Combat Example

Grak and the rest of her party [all of whom are 5th-level] enter the guest chambers of Duke Straub, the notorious vampire. "Grak no like blood-suckers!" she screams. [Giselle, the player controlling her, informs you she's activating *greater rage*. Now all of her melee attacks automatically deal an additional +6 compared to what's listed on the party card. If she was 4th-level, the bonus would be +4.] The fight seems relatively even but then the vampire turns into a bat and flies out of melee range. The party leader calls for ranged weapons to try and force it to land. Giselle does not want to "waste" her damage bonus if the vamp ever comes down, so while still under the influence of *greater rage*, she pulls out her +1 MIGHTY LONGBOW and fires at the airborne nosferatu. Even though she's still technically in her *greater rage* state, any damage she inflicts with her bow will not receive the +6 *greater rage* bonus because it's not a melee weapon.

During one of the vampire's turns, it swoops down and claws Grak for 3 points of damage. However, her *damage reduction* causes it to only deal 2 points of damage. You are responsible for informing the player what the base damage is. It's up to the player to remember her *damage reduction* and subtract one point.

Unfortunately the party is not able to do enough damage to the powerful vamp before time runs out and every player in the party takes four points of "Push damage" as they move into the next room. Giselle may not reduce that amount because it's the one type of damage she can't mitigate with her *damage reduction*. (If she was 4th-level, *damage reduction* wouldn't be a factor because only 5th-level barbarians have *damage reduction*.)

Bard

Monster Lore/Rune Skill Check

Once per combat as a full round action, the bard player may tell you she wants to perform a *monster lore* skill check. If the player correctly names the glyph you present her, tell her some useful information about the monster. The information you give the player regarding the monster will be provided for you in the room notes. *Monster lore* checks may only be made in combat.

Bardsong

- The bard can boost the spirits all her fellow teammates through rousing song. While the bard sings, all party members get a bonus To Hit and Damage on attacks made with weapons. *Bardsong* affects both melee and ranged To Hit slides (including things like HOLY WATER and THUNDERSTONES, though these types of miscellaneous projectiles would not get a damage bonus from *bardsong*), but not spells of any kind. While not a requirement, it is highly recommended that the player be made to sing! This adds a fun element to the game. The bard may do nothing else during a round in which she is performing *bardsong*. The bard may not attack, drink a potion, or use a scroll if she is singing. The only exception to this rule is if the bard has a WIDSETH'S MYSTICAL LUTE. That instrument plays itself and allows a bard to

make non-verbal actions; this includes making an attack or applying an oil or salve. She may not cast spells, drink a potion, or anything which would require her to stop singing.

- NOTE: It's a good idea to ask a new, inexperienced bard at the beginning a round what she intends to do.

The following tables detail which instruments grant which bonuses, depending on the level of the bard. "None" refers to a bard playing the default lyre instead of a special instrument which grants additional perks. Always ask players to show you their special instrument token if they say they are playing one, but do not collect it.

4th: Special Instrument	Melee		Saving	Ranged	
	To Hit	Damage	Throws	To Hit	Damage
none	+1	+1		+1	+1
LUCK	+1	+1	+1	+1	+1
MASTERWORK	+1	+2		+1	+1
RAGE	+2	+1		+2	+1
SIREN	+1	+1		+1	+1
WIDSETH'S	+1	+2		+1	+2

5th: Special Instrument	Melee		Saving	Ranged	
	To Hit	Damage	Throws	To Hit	Damage
none	+2	+2		+2	+2
LUCK	+2	+2	+1	+2	+2
MASTERWORK	+2	+3		+2	+2
RAGE	+3	+2		+3	+2
SIREN	+2	+2		+2	+2
WIDSETH'S	+2	+3		+2	+3

Bard Combat Example

Volaris and her companions stepped into a courtyard filled with incredibly detailed statues of humanoids, all of which had expressions of horror on their faces. Before they could react, a beautiful woman with snakes for hair jumped out and attacked Borhamer the dwarf. He was instantly turned into stone. As the party took up arms against this insidious monster, Volaris paused to remember where she had heard of such a creature

before. [Valerie, the bard player, informed the DM she was making a *monster lore* check and correctly identified the rune she was asked to name. The DM told her this is a medusa. Merely gazing into her eyes will turn you to stone, but if you look at her through a mirror, you'll be safe.] Volaris remembered an elven bard used to sing a tale about a creature matching this description. She quickly shared her knowledge with her companions so they could take the necessary defensive precautions.

Volaris pulled out her lucky lyre because she figured she and her friends could use a bit of luck in avoiding the monster's gaze. As she played, the notes and inspirational lyrics emboldened her companions and they felt like they would be able to overcome this foe without meeting the same fate as poor Borhamer. Hakari issued a stirring mass of blows against the ophidian-haired maiden and almost looked into her eyes. Fortunately, he looked away at the very last second. [Since he was attacking the medusa, the DM instructed the monk to make a Fort saving throw to avoid the *petrification* attack. The DC of the save was 13. Hank rolled a 6. Monks get +6 to Fort saves, for a total of 12—not good enough! Were it not for the additional +1 from the LYRE OF LUCK, he would have turned to stone.]

As the fight progressed, Volaris was not sure if the party could overcome the monstrosity. She weighed the pros & cons then decided she would attack the medusa just once before resuming her singing. The instant her song ceased, the party lost their confidence. Volaris lunged at the medusa, pierced its leg, and severed a major artery. Volaris immediately dropped her weapon and took out her instrument [a free action] to resume playing but the disorientation of combat caused her to pause momentarily before she "got back into the groove." [Not only had Valerie already taken her action for the round when she swung the rapier, but once *bardsong* is stopped, even if the bard starts singing the same round, the bonuses it grants won't resume until the next round.]

Cleric

Prayer Bead Skill Test

Whenever a cleric wants to cast a healing spell (other than *cure minor wounds*) or *turn undead*, present the prayer beads to the player and ask him to identify a specific virtue. If the player answers correctly, the healing spell or *turn undead* attempt has full effect. If the guess was incorrect (no matter how close), the healing spell or turning attempt will have a diminished effect.

Note for veteran DMs: Either the player guesses correctly or he doesn't. There is no longer a sliding scale of healing based on how far the guess was off the mark.

Turn Undead

Once per room, a cleric may declare he wants to *turn undead*. Based on the result of the skill check (see above) the cleric will deal either 5 or 8 points of damage to all undead in the room. All clerics are assumed to have a mundane holy symbol. No token is required when a standard *turning* check is made. If a player possesses a MASTERWORK HOLY SYMBOL, add +1 for a total of 6 or 9 damage. If a player possesses a HOLY SYMBOL OF PELOR, add +2 Damage for a total of 7 or 10 damage. If a player possesses a GREATER HOLY SYMBOL OF PELOR, double the base damage for a total of 10 or 16 damage. Holy symbol effects may not be combined! Do not collect a player's holy symbol when he uses it; just ask him to show it to you. A cleric does not need to be able to speak to *turn undead*.

Note: In True Dungeon, undead are not damaged when healing spells are cast upon them. This applies to any type of healing from any character class.

Cleric Combat Example

Dovan and the rest of his party [all of whom are 5th-level] have at long last reached the lair of Straub, the infamous and charismatic vampire. Dovan knows this will be a tough fight, so he immediately casts *bless* on the party. [You should note on the combat board that all players are now +1 To Hit on all combat slides and they get a +1 bonus to saving throws vs. *fear* effects. Don't forget to

mark off *bless* on the cleric's card.] Dovan knows Ja'Taral has an undead-slaying sword [+2 SHORT SWORD OF THE SUN] and wants to make extra sure she hits when striking at her favored enemy. Dovan casts *guidance* on her as soon as he can. [the next round] Because Ja'Taral is under the effects of both *bless* and *guidance*, all her attacks will be at +2 To Hit. [*bless* and *guidance* stack with each other.]

While Dovan was casting *guidance* on the ranger, Andrasa the pointy-eared wizard, cast a *fireball* at Straub. It did a sizeable amount of damage to him, so Andrasa asks Dovan to *restore* that spell for her. Dovan obliges [on round three] and right after he casts the spell, Andrasa's memory of the spell returns to her mind. Andrasa then immediately recasts her *fireball*. [Had she chosen to attack or cast a spell she hadn't forgotten as her next possible action, the cleric's use of *restore spell* would have been wasted.] Straub is furious at the elven mage and makes a beeline for her.

Dovan knows that if they don't finish Straub off quickly, his friend will be a vamp snack. Mustering a strong prayer to Pelor, Dovan summoned a blinding column of pure holy light directly on Straub and the undead duke crumbled to dust. [Between the *fireballs* and the other attacks made by the rest of the party, Straub only had 22 hit points left. *searing light* normally deals 20 points of damage to any evil creature. Straub was definitely evil, but since he was also undead, *searing light* did an additional 10 points of damage for a total of 30. *Searing light* does not require a slide and there is no saving throw to reduce its damage.]

Druid

Leaf Skill Test

Whenever a druid wants to cast a healing spell (other than *cure minor wounds*) or a damage-inflicting spell, show the player a specific leaf card and ask him to identify it. If the player answers correctly, the spell has full effect. If the guess was incorrect, the spell will have a partial effect.

Communicate with Animals

Druids can mentally converse with any animal at will. This does not always mean the animal will like the druid. As a rule of thumb, an “animal” is defined as any creature which exists in the real world.

Spell Surge

Once per game, this ability will double the healing or damage from one spell cast by the druid. It cannot be used to boost other casters' spells. The damage is doubled before any other modifier is applied. If the spell to be augmented requires a skill check, *spell surge* must be used prior to initiating the skill check.

Improved Polymorph (5th-level only)

The druid gains +2 to Damage while he is polymorphed. This ability automatically activates when the druid assumes an alternate form.

Druid Combat Example

Sendrulin and his powerful companions [they're all 5th-level] were attacked by a giant spider as they walked through the dense woods of Rooksperch Forest. Poor Volaris never saw the hairy fangs plunge into her shoulders. She only felt a tearing sensation and her body immediately stiffened. She could feel the blood pouring down her back but was helpless to do anything about it. [The spider's fangs dealt 8 points of physical damage and the poison dealt another 8 for a total of 16 points of damage to the bard. Had the bard succeeded on the Fort save to resist, the poison portion of the damage would have been negated.] Sendrulin saw the green venom bubbling in Volaris' wounds so he cast *neutralize poison* on the bard. [This type of poison deals an additional 4 points of damage every round until the victim is dead. *Neutralize poison* removes all the poison currently in the body, but it does not heal damage that's already been dealt. It does not prevent further poisonings.]

Sendrulin knew the overgrown arachnid would continue to poison his friends, but the memory of how to cast *neutralize poison* had faded from his mind. He called out for the cleric's help. A golden wisp of light shot from Dovan to Sendrulin and he

immediately remembered how to cast *neutralize poison*. [The druid had the cleric to cast *restore spell* on him. As long as the druid hasn't already taken an action that round, he can cast it right away. Otherwise he'll have to wait until the next round.] When he saw the verdant fluid dripping off of the spider's fangs turn clear, he knew they wouldn't have to worry about being paralyzed by the big bug. [When used against a monster, *neutralize poison* prevents a creature from poisoning anyone. No skill check or To Hit slide is required and the monster gets no saving throw—it just works.]

Since the cleric was busy tending to other injured people, Sendrulin wanted to get his bard friend healed as quickly and fully as possible. Unfortunately, he had already expended his big heals on a previous fight. He mentally plunged the depths of his soul and as he cast a relatively low-power heal, the restorative energies surged through his body and healed all of Volaris' wounds. [The druid used his *spell surge* power to double the healing of *cure light wounds*. The player passed the leaf test, so *cure light wounds*, which normally heals 8 HP, got doubled to 16 HP.]

Note: *Spell Surge* only works on the druid's own spells. It could also work on a *restored* spell.

The party was not out of the woods though. Even without its envenomed fangs, the spider's bite was quite destructive. Sendrulin quaffed a potion and turned into an especially ferocious bear. In the span of a dozen heartbeats, the party squished the arachnid of unusual size. [The druid drank a POTION POLYMORPH BEAR. Normally a bear deals between 2 and 12 points of damage per attack. But this 5th-level druid's *improved polymorph* power automatically increased the damage of each attack by 2. This extra “fire power” enabled the party to kill the spider in two rounds. Be sure make a note for to include the additional damage from *improved polymorph* as it won't be on the party card or the polymorph potion token.]

Dwarf Fighter

Defensive Focus

Dwarven fighters automatically gain +4 to their AC when they are attacked by Large (or bigger) creatures. Though this ability is technically always “on”, it may not be reflected on the party card because it’s circumstantial. You will need to factor that in when attacking dwarf fighters. Large monsters are generally over eight feet tall/long, but your room’s description should note when a creature is classified as larger than man-size.

Weapon Focus

Dwarven fighters gain +2 To Hit when using melee (not ranged or thrown) weapons. This is a passive ability and will be reflected on the party card.

Enhanced Critical (5th-level only)

Whenever the dwarf fighter slides a natural 20 (melee or ranged) 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. It does not deal triple damage if the player lands a natural 19 when using a weapon with an expanded crit range. (e.g., a +1 Keen Axe or +1 Morningstar of Smiting)

Dwarf Fighter Combat Example

Borhamer’s blood started to boil the instant he saw the frost giant swing his club. Fortunately for him, he was accustomed to dodging the lumbering attacks of such creatures and easily shifted out of the way. [*defensive focus*; +4 AC vs. creatures of Large size or bigger. You will need to add this in because it probably won’t be reflected on the party card.]

Borhamer returned the favor by swinging his magically sharp axe [+1 KEEN HAND AXE; crits on a 19 or 20] at his chilly foe. Borhamer was particularly adept at hand-to-hand combat [*weapon focus*; +2 To Hit when using melee weapons] and executed a near perfect attack which almost hamstringed the giant. [He slid a natural 19. Since he’s using a *keen* weapon, it counts as a crit and does

double damage.]

The giant tried once again to attack the little man running between his legs but was not having any luck. Borhamer girded his loins, plunged his axe squarely into the lower spine of the giant, and instantly slayed it. [On the second attack he slid a 20. Not only is this a crit, but since it was a natural 20 and the monster is vulnerable to critical hits, the weapon damage is tripled because of *enhanced critical*. The attack on the first round did not invoke *enhanced critical*. Yes, it was a critical hit due to the *keen* weapon, but it was not a natural 20 and that’s required for *enhanced critical* to affect damage.]

Unbeknownst to Borhamer, the giant was imbued with dark necromantic magic. Six heartbeats after it died, it rose again as a giant zombie! Though Borhamer felt like he was dodging the club swings and swinging his axe just as skillfully as before, he wasn’t able to inflict the same level of damage against his risen foe. [The dwarf continued to slide 19s and 20s against the giant zombie, but undead are not vulnerable to critical hits so the damage is neither doubled nor tripled. He does, however, still get the bonuses from *defensive focus* and *weapon focus*. An undead giant is still Large and his axe is still a +1 melee weapon.]

Elf Wizard

Planar Chart Skill Test

Whenever an elf wizard wants to cast a damage-inflicting spell which does not require a slide, ask the player to point to a specific plane of existence on the planar chart. If the player answers correctly, the spell will deal full damage. If the guess is incorrect, the spell will deal diminished damage.

Elf Wizard Combat Example

Andrasa and the rest of her party [all of whom are 5th-level] have entered what appears to be the “bed” room of Straub, the vampire lord of Rook-sperch Castle. But the famous blood-sucker is nowhere to be seen. Andrasa feels she and her companions would benefit from a heightened state of awareness, so she casts *alertness*. [The party now has a +10 bonus to their initiative roll. If she wait-

ed until combat started or even if the DM merely called for an initiative check, it would have been too late. *Alertness* does not grant the ability to go back in time.]

Faster than they can say “Duffy”, a cloud of smoke streams into the room from a vent near the ceiling and Straub coalesces before them. Straub may be evil incarnate, but he’s been around the block a few thousand times so he tries to take out the wizard first. Andrasa sees Straub fixate on her and thinks her lovely but flimsy robes could use a little reinforcing. In the blink of an eye, she *safeguards* herself then immediately lobs a *magic missile* at Straub. [*Instant safeguard* gives wizards a flat, unmodifiable AC 16—significantly better than the AC 10 she had with her robes. Since that’s an instant-cast spell, she can perform another action in the same round. She chose to cast another spell, but she could have performed any other Standard Action instead.]

During the course of the fight, Andrasa catches a glimpse of what looks like an old arcane text on a table in the corner of the room. She thinks it could contain useful information, but knows Straub won’t let her saunter over there to read it. After invoking a veil of *invisibility*, she goes to the opened parchment and reads it in stealth. [She casts *invisibility*. As long as she doesn’t attack or cast another spell, she should be able to read the text in relative peace.]

Fighter

Weapon Focus

Fighters gain +2 To Hit when using melee (not ranged or thrown) weapons. This is a passive ability and will be reflected on the party card.

Weapon Specialization (5th-level only)

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.

Fighter Combat Example

Kathy is playing the party’s fighter. Per an arrangement the group made in the training room, Kathy

will always go last in combat because she’s their best slider. In the first round of combat against the giant spider, Kathy (going last) slides a 17. She knows that will hit the monster’s AC, but the rogue’s puck is resting just outside the 20 zone. If she can knock his puck into the 20, it will probably place her puck in the 19 zone. The rest of the party encourages her to go for it. True to her reputation, Kathy scores a critical for the rogue, a solid hit for herself, and the overgrown arachnid goes to the big web in the sky. [Had Kathy flubbed the slide, they would be stuck with it because the re-slide result is final.]

Later on in the dungeon, the party has been fighting a fiendish dire were-flumph for several rounds. Caught up in the excitement of battle, Kathy wants to use her *weapon specialization* ability again. The DM reminds her that since this is not the first round of combat, she will not be able to re-slide and must keep the result of her current attack.

Monk

Combat Prowess

Monks have a base armor class of 16 instead of 10. This will be reflected on the party card.

Deflect Missiles

Monks are immune to non-magical missile attacks made by monsters. This ability does not grant immunity to missiles launched by traps.

Evasion (4th-level)

If the monk makes a successful Refx saving throw against an attack that would have dealt half damage on a successful save, he takes no damage instead.

Feather Fall

Monks take no damage from falls 60 feet or less.

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

Once per adventure (or twice at 5th-level) when 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 cannot attack, cast spells, and they suffer a –2 AC penalty.) The second attack does not affect the stun in any way—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. Your room's description should indicate if the monster has special immunities.

Diamond Body (5th-level only)

Upon reaching 5th-level, monks gain immunity to all types of poison—magical and non-magical.

Improved Evasion (5th-level only)

If the monk makes a successful Refx saving throw against an attack that would have dealt half damage on a successful save, he takes no damage instead of half. If the saving throw fails, he takes half damage instead of full.

The following table illustrates the differences between *Evasion* and *Improved Evasion*:

Special Ability	Reflex Saving Throw	
	Succeeded	Failed
<i>none/normal</i>	half damage	full damage
<i>Evasion</i>	no damage	full damage
<i>Improved Evasion</i>	no damage	half damage

Magic Strike (5th-level only)

All Flurry of Blows attacks gain +2 To Hit, +2 Damage, and count as +2 weapons.

Monk Combat Example

Hakari's nose twitched from the dank odors emanating from the moss-covered catacomb walls of Rookspereh Castle. After five seasons of adventuring together, Hakari knew his companions also sensed trouble was afoot. Just then, Hakari's foot triggered a pressure plate which in turn launched

a volley of missiles at him from both sides. After spending a few minutes removing the tiny metal spines, the party continued down the hallway. [*Deflect missiles* does not protect against traps. So even though these were non-magical missiles, he was not immune to them.]

Eventually the long, winding corridor opened up into a larger room. A statue of a primitive warrior holding a spear butted up against the right side of the room. On the left side of the room there was a statue of a witch-doctor. The rest of the room was lined with shelves upon which were stacked hundreds of scrolls. Before they could read a single parchment, the statues came to life and attacked the party.

The warrior threw his spear at Hakari, but the monk waved his hand and the spear fell harmlessly to the floor. [This was a non-magical weapon, so this time his *deflect missiles* power protected him.] Then the witch-doctor barked out some unintelligible words and arcs of electricity filled the room. Hakari's fine-tuned reflexes allowed him to dodge and weave around the chaotic energies and he emerged unscathed from the electrical storm. "You've gotta show me how you do that Hakari!" shouted Borhamer as he smiled at his nimble friend. He and everyone else in the party got hit by the seemingly inescapable shock field. [Hank, the player controlling the monk, made the saving throw. Normally a successful Refx saving throw reduces the damage from *lightning storm* by half. *Evasion* (either version) reduces the damage to zero on a successful Refx save.]

Borhamer made a beeline to the warrior and Hakari targeted the witch-doctor. Hakari got in a couple good licks but as soon as he was able to do so, the witch-doctor hit the party with another blast of electricity. Hakari dodged and weaved again, but this time he got hit—not too severely though. [Hank failed the Refx save but *improved evasion* reduced the damage to half.] "Don't let that bastard do that again!" shouted Borhamer "My beard can't take any more of it."

Hakari focused his mental energies and pummeled the witch-doctor with a furious blow so strong it briefly knocked the shaman out. [Hank told the DM he was going to use *stunning fist*

against the witch-doctor. Since the first *flurry of blows* attack hit, the witch-doctor was Stunned until the monk's next turn.]

As the rest of the party finished off the primitive spell-flinger, Hakari saw Borhamer had not even scratched the warrior. "Need my help again Borhamer?" cracked Hakari.

"By Goldforge's whisker's, this one is immune to my axe!" They both knew this was odd because Borhamer was using a magical axe. He was striking the monster but didn't seem to be damaging it. However, Hakari's bare hands were able to both strike and damage it. [This particular monster required weapons with at least a +2 enchantment to hit it. Since the dwarf's axe was only +1, it was ineffective. As a 5th-level monk, *magic strike* makes Hakari's *flurry of blows* attacks count as +2 weapons.]

Paladin

Detect Evil

The use of this power reveals all sources of evil in the room. It may be used up to three times per adventure.

Guard

As a Free Action at the start of combat, the paladin may designate a character to protect for that entire combat. *Guard* may not be initiated if the paladin has taken other actions in that combat. The paladin will be attacked (using the paladin's AC and defenses) instead of the protected character should you 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 she 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.

Heal (Lay on Hands)

A paladin may heal up to three points of damage per level per adventure by placing her hands upon the damaged character. Thus 4th-level paladins can heal up to 12 points of damage and 5th-level paladins can heal up to 15 points of damage. 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. Each application of *lay on hands* requires an action. If a paladin wanted to heal three different characters, it would take her three rounds to do it and she could not attack or take other actions those rounds other than move or talk. You must mark off each point of healing the paladin uses on her character card. Undead are not damaged by healing magic.

A cleric may cast *restore power* on a paladin who wanted to re-use *lay on hands*. It will work, but the paladin must use *lay on hands* as her next action (either the same round if the paladin has not taken an action or the paladin's next turn if she's already acted that turn) or that application of *restore power* will be wasted. In addition, the healing effect from a *restored lay on hands* must be used in a single application on just one person, but the paladin gets the full complement of healing (12 @ 4th or 15 @ 5th) regardless of how much she's already used. If, for example, a 4th-level paladin had 6 points of healing remaining and a cleric *restored* her *lay on hands* power, the paladin's next action must be to use *lay on hands* which will heal 12 points of damage. The paladin will still have 6 points of *lay on hands* healing to dole out as she sees fit because the *restore* neither resets nor wipes out unused *lay on hands* healing potential. The cleric's *restore power* will fail if the paladin has not already used at least one point of *lay on hands* healing. Clerics cannot *restore* that which has not been expended.

Immunity to Disease

Paladins are immune to normal as well as magical diseases.

Remove Disease

Once per adventure a paladin can remove all diseases, magical or mundane, from a single character she touches. *5th-level paladins can remove disease up to two times in a single adventure.*

Sacrifice (5th-level only)

A paladin may immediately save one character from death. Both characters' current hit points are reset 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 taken an action that round. If a monster has multiple actions and the paladin interrupts those actions with a *sacrifice*, resolve the *sacrifice* before continuing on with the monster's other actions.

Paladin Combat Example

Laracil always looked after her little brother Madrashul. Nowhere was that more evident than when they adventured together. When monsters tried to attack him, she'd always find a way to interpose herself between him and an incoming sword or claw and still get her own attacks in. This gave Madrashul the freedom to cast spells at their enemies. Though she had the speed and agility of a great cat, she was never able to move quickly enough to intercept arrows or spells fired in his direction. Even when Laracil was exhausted from long battles, she somehow found the mettle to protect him. [As long as the recipient of *guard* is stated at the beginning of combat before the paladin takes any other actions, all melee attacks made against the *guarded* character will be redirected to the paladin. Spells & missiles are not subject to this redirection. *Guard* lasts for the entire combat. No matter the circumstances, a different target may not be selected.]

The church of Pelor asked Laracil and Madrashul to seek out the evil necromancer Nimrel. For good measure, they sent Dovan along with them as Nimrel was known to be protected by countless undead minions. The trio fought many battles as they made their way up Nimrel's well-protected tower. By the time they reached the apex, they had nearly exhausted their magical resources. Laracil was holding her own fairly well, but Madrashul

and Dovan had taken quite a bit of damage from the necromancer's dark sorcery. Nimrel pointed his bony finger at the cleric, uttered profane words, and a bolt of crackling black energy shot toward the holy man. His body shuddered and began to collapse. Laracil instantly uttered a quick prayer to Pelor and asked the Sun Father to spare is faithful servant by taking her instead. The Shining One heard her prayer and Dovan stood back up. He looked over to the paladin who now looked as bad as he did. But at least they were both alive. [*Sacrifice* sets the hit points of both the paladin and the player about to die to 5. *Sacrifice* must be performed the instant the other character is about to die. Unlike other spells or abilities, it may be performed when it's not the paladin's turn. As an instant spell, *sacrifice* is cast as a Free Action and the paladin may perform or may have already performed another action the same round.]

Annoyed his *finger of death* had not slain anyone, Nimrel summoned a skeleton behind the wizard. Laracil knew she could protect her brother from the skeleton's attacks, but not for very long given her current state. Her full complement of healing had been exhausted on the way up the tower. She turned to Dovan and said, "I need to *lay on hands* one more time!" Dovan nodded and a golden wisp of light shot from him to Laracil. "Would that I could heal you as well brother, but I need this to keep you safe." She said just before using the full dose of healing power on herself. [The paladin used the restored healing on herself because *guard* was still in effect and her brother most certainly would have been attacked by the skeleton. She could have used the *restored lay on hands* on either the cleric or the wizard, but not both because each use of *lay on hands* requires a standard action. Any *restored* ability must be used right away or it's lost.]

Ranger

Favored Enemy: Undead

When attacking undead with either ranged or melee weapons, rangers deal +1 Damage. This does not affect spell damage. *At 5th-level the bonus damage increases by one for a total of +2.*

Sharpshooter

Rangers gain +2 to Damage with a bow, crossbow, or sling (not thrown projectiles). You will need to include this when applicable because it will probably not be reflected on the party card. **At 5th-level the bonus damage increases by two for a total of +4.**

Barkskin (5th-level only)

This spell gives the ranger a +2 AC bonus. The ranger may only cast it on herself. Once cast, it lasts for one room.

Cure Lesser Wounds (5th-level only)

This spell heals 5 points of damage on one character. If cast on an undead monster it will not cause damage.

Ranger Combat Example

Ja'Taral considers herself the protector of Rook-sperch Forest. She's been quite busy ever since the castle on the hill became a nesting ground for the not-so-dearly departed. During one of her regular patrols, Ja'Taral spots two ghouls searching for fresh meat. They don't notice her, so she draws her favorite long bow (a gift from the church of Pelor for five seasons of service to the lands) and fires into one of the vile abominations. As is usually the case, her aim is true and the ghoul explodes in a burst of holy light and black ichor. [The bow is a +2 LONG BOW OF THE SUN, so that grants a +2 To Hit. As a 5th-level ranger, she gets +2 to Damage because undead are her favored enemy. She is using a bow, so *sharpshooter* gives her another +4 to Damage. The damage bonus for being a +2 weapon is built into the damage wheel, but since she is attacking undead, it gives an additional +3 to Damage. All totaled, that's +2 To Hit and +9 to Damage. The 8 is closest to the damage dot on the combat board, so she does 17 points of damage with a single shot. The ghoul only has 15 hit points so it is obliterated.]

Rogue

To pass their skill test, the player must guide a metal stylus through the entire path of the rogue box without touching the sides. If the party is running in Nightmare mode, give the rogue the thicker stylus. Success means the player gets to choose either a clue to help the whole party or a random treasure token. He does not get both unless he shows you he has a LIBRAM OF LOOTING. You should be supplied with a cache of tokens specifically for the rogue skill test. Radio if you run out. Giving the rogue an expendable token a previous party turned in to you should be avoided. The rogue skill 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 the rogue skill test "chest".

Sneak Attack (a.k.a. Backstab)

Once per combat, a rogue may take one full round to sneak up on a monster before he strikes with a melee weapon. The player must inform you 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 a player scores a critical hit when making a *sneak attack*, the weapon's damage is doubled but the sneak attack damage 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.

Flank Attack (5th-level only)

Once per combat, instead of attacking during a combat round, the rogue player can place a combat puck with an upside-down token inside it anywhere on the combat board. He may leave the slider there until the end of combat. The puck may not be manually adjusted once it is placed but will almost certainly be knocked around by other pucks. The player may remove the puck if so desired and attack the same round, but that would cancel the flank for that combat. The rogue can take no other action while he is flanking. A round spent flanking

does not count as a setup round for a sneak attack. A *flank* can be initiated at any time in combat (if the rogue has not already performed a Standard Action that round), but not more than once per room.

Enhanced Sneak Attack (5th-level only)

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 you 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 20 plus whatever is indicated on the weapon token. If a player scores a critical hit when making an *enhanced sneak attack*, the weapon's damage is doubled but the enhanced sneak attack damage is **not** doubled.

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

Rogue Combat Example

Cavisi just wanted to have dinner, throw back some ale, and maybe flirt with the wenches in the tavern. While he was eating, Ruus—a distant cousin and occasional “business” partner—sidled up and asked if he was interested in some work. Cavisi pointed out he was not “dressed” for the occasion, but Ruus said it didn’t matter and surreptitiously palmed him a dagger. Cavisi quickly finished his meal (were a halfling to leave with food still on his plate it would cause suspicion) and the two headed out.

As they walked to the docks, Ruus explained the job. Ruus would be the front man and Cavisi was only there as insurance in case something went wrong. Cavisi knew full well Ruus’s schemes never went according to plan, but he owed Ruus a favor.

After arriving at the appointed location, Ruus spotted his contact and motioned for Cavisi to stay in the shadows. Cavisi couldn’t hear what Ruus was saying to the human, but it looked like things were going okay and the exchange was made. Just as Ruus started to walk away the man tried to renege on the deal. Cavisi cursed himself for not wearing those boots the nice elven lady “gave”

him. (If you thought he stole them, you’d be correct.) While that longshanks was busy shiving his cousin, Cavisi crept out of the shadows, snuck up behind the human, and planted the dagger firmly in the base of the man’s spine. The human let out a terrible scream and but kept his attention on Ruus. [The rogue was able to get behind his foe to set up an enhanced sneak attack, but it took him a round to do so. Were he wearing his **BOOTS OF ELVENKIND**, he could have done it the first round. Carl is a good slider and scored a natural 20 on his attack. As a 5th-level rogue, Carl’s enhanced sneak attack does an additional 20 points of damage. However, sneak stack damage is never doubled on a crit. The weapon indicated it did 3 points of damage. That gets doubled to 6 for being a crit. Adding in the 20 from the enhanced sneak attack, he did a total of 26 points of damage in one shot.]

“Gimme an opening!” Ruus shouted. Cavisi pursed his lips, let out a sharp whistle, and began taunting the double-crossing human. Right after implying his mother has questionable virtues, the human whipped around and glared at the halfling. Ruus struck the human and the man turned back around. Cavisi had to break out his best insults and distractions to get him to turn around once again. Ruus got in one more solid blow then gave Cavisi the signal to engage in a direct attack. [Instead of attacking on those rounds, Carl placed an upside-down token in his puck and manually set it on the combat board. This allowed the other player to use it as a “bumper” for his attacks. As long as he was *flanking*, Carl could not perform any other actions. After two rounds, the other player decided it would be better if they both attacked, so Carl picked up his puck, placed the weapon token in face up, and the two attacked normally.]

Wizard

Planar Chart Skill Test

Whenever a wizard wants to cast a damage-inflicting spell which does not require a slide, name a specific plane of existence. Then ask the player to point to it on the planar chart. If the player answers correctly, the spell will deal full damage. If the guess is incorrect, the spell will deal partial damage.

Wizard Combat Example

Madrashul's and his friends' jaws dropped when they saw the multi-armed snake-lady drop down on them. She was able to set all six of her swords upon the shocked adventurers before they could react. [The marilith won initiative.] The battle had gone on for several minutes and they were having a hard time dealing with all her attacks. He thought a few extra heartbeats to catch their breath might do them some good. Madrashul uttered the amazing words, waved his hands, and the she-demon vanished. "Hurry my friends, she will be back quickly. Do what you can to gird yourselves!" Dovan & Laracil both administered some healing, Sendrulin drank a potion then turned into a viper, and Borhamer & Grak each applied oils to their weapons. Madrashul drank a potion which imbued him with the grace of a feline. Just as he swallowed the last of the mystical draught, the demoness reappeared in the same spot where she had vanished. This time they surprised her and were able to banish her back to the Abyss within a dozen heartbeats. [The wizard cast *lesser maze*. This gives the players one round to perform any actions they see fit. When the affected creature returns the next round, initiative is re-rolled. Other than being transported to an extra-dimensional space for one round, the affected monster incurs no penalty as a result of the *lesser maze*. The monster can also act during that round—it just can't affect the players because it's not on the same plane. So if it wanted to heal itself, drink a potion, or cast a spell upon itself, the party might be in for a surprise when it returns.]

Customer Service

Argumentative Players

Sometimes things don't go the way some players think they should. Sometimes players have a choice either to accept that they are not super intelligent after all or that the True Dungeon event has screwed them over. (They usually take the latter.) It is not always easy to be nice to rude players—especially if it is Saturday and you are bone tired. Please try to keep in mind that for most players their ONE True Dungeon run is the highlight of

the convention. If they have a bad TD experience, it could ruin the whole weekend for them. Sure... players can be a bit difficult at times, but please remember that so much is riding on their TD experience and that is why they can be somewhat "intense" sometimes. Please cut them some slack, realize that they are being pushy because their TD event is so important to them, and give them the benefit of the doubt if they have a complaint.

Remind them that they only have 12 minutes in the room. Suggest a logical, fair, (hopefully established) solution. Try to address it as best you can, but if you cannot make them happy feel free to radio for a Director. It is their fun job to deal with the jerks. Just politely tell them that you have radioed for a Director who can help them further.

Do not engage in arguments with players regarding rules or token use. If you are certain you are correct, then you are the authority, however if you really are not sure and the issue is really not going to make a huge difference, then allow the player to use it. If you do not know, or are not sure, and the differences would upset the balance of play, call a Director. Most of the tokens have use limitations on them so these types of issues should not arise too much, but you could have players using older tokens which do not list limitations.

Examples:

1. The party's rogue insists that he can cast **SCROLL WATER BREATHING** because it says "All" at the bottom and because rogues in AD&D can read magic. Scenarios:

- You politely inform the player that only spellcasting classes (bard, cleric, druid, paladin, ranger, and the wizards) may cast scrolls. You politely inform the player that in True Dungeon, rogues cannot cast spells from scrolls.
- You aren't 100% sure if "All" means any class can cast that scroll so you radio a Director for a ruling.

2. The party is now in room 6, they are dragging a player along that died in room 4. The puzzle is hard and the ghost seems to be jumping up and down with excitement because they see the answer. The party has no SPEAK WITH DEAD tokens, so the cleric decides to burn their ELIXIR OF LIFE to resurrect the now ghostly party member.

- You remember the guide says the elixir must be used in the room where the party member died, and politely inform the player they cannot use the token. They are adamant about the fact they can use it and they're becoming belligerent. Call a Director.
- In rare cases, you may make exceptions. For example, the player dies at the very end of a room and does not have time to use the token even though they intended too. Use common sense and work with the player, TD is only once per year.
- You don't remember if it can be used at all or not. Since this really affects game play (bringing back a dead member), call a Director.

Players with Special Needs

Players come in all shapes, sizes, and mental and physical abilities. True Dungeon is working hard to make it accessible and enjoyable to those with special needs. While such players will have teammates to help them along the quest, a DM may need to assist them with accessing the props (e.g., a rogue's trap). Do what you can to help. If you are unable to, uncomfortable with, or uncertain of how to handle a situation, call a TD Director for assistance.

Your Specific Room

Talk with your fellow DMs!!!

Each room in each adventure track will have one Head DM and 1 regular DM. DMs are assigned to only one room in the adventure. This helps to reduce your stress, makes for a better presentation for the players, and often leads to vital improvements to the room.

The DMs for a room should work closely together, both before and during the convention, to discuss the nuances of the room.

Take time to share thoughts, strategies, rules, and even possible token uses. The more you talk to one another the more prepared everyone will be. And of course, discussion is important for creating consistency with fellow room-DMs! Head DMs with an identical room in the other module must communicate with each other before and during Gen Con to make sure both rooms are run in the same manner, and Head DMs should also communicate with their DM-mate before and during the Con to make sure the room is as good as possible.

The room's Head DM will be responsible for making sure all DMs for the room approach scenario and rulings consistently.

They also have the responsibility of approaching Jeff with any potential changes and informing Jeff of any deviations from norms with rulings necessary during the event. Remember Jeff and the Directors will watch your back during the event and most of time will support your decisions as DM, but they have to know what those decisions are so they are not blindsided by an angry party.

Everybody screws up on occasion. No worries, we all will during the crazy week of Gen Con. But if you do, please give Jeff or another Director a heads up over the radio so they might work out a solution while you are busy running your room.

For instance, you might radio and say, "Hey, I forgot to have the cleric in the next room save for half damage for that Fireball. Can you take care of it?" To which, someone will go into the next room and automatically give the player back 5 hit points.

Theatrics

If you were a player, would you rather have Al Pacino or Ben Stein as a DM? One of the reasons you were selected is not only your skill at the game, but you possess a touch of the dramatic that can be used to enhance the mood of the room. Now this doesn't mean everyone has to give Oscar-worthy performances, but a DM's energy can tip a room from being good to great, or great to fantastic. Please look for dramatic opportunities where a cool description or a "pat on the back" for a job well done could be used well.

Party Management

Keep them focused

With ten players in a party it is easy for the party to become unfocused when in a room. Be sure to get all of the undivided attention at the start to deliver any information. After that point, it is the party's own teamwork that should drive discovery.

Let players go off on wild goose-chases. If a party splits, weight your attention to those who seem to be exploring the correct path so that you do not miss anything pertinent to the success or failure of the room.


New Players


Some parties are more experienced than others. While we don't want to hold their hands, we also face the fact that some players have little to no idea of the character types special abilities that most possess. Firm reminders for them to look at their card can go a long way. In other words, you don't necessarily have to tell the barbarian to use her *rage* ability, you might hint that she look at her card for some options at the start of a melee.


The Party Card

This handy sheet tracks the basic items needed to streamline combat and other interactions. When greeting a party, this should be one of the first things you ask to see. A quick review will designate which mode they are running, Non-Lethal, Normal, or Nightmare; what classes comprise the party; and a sense of their overall experience or strength based on adjustments through tokens. The information you'll find on the Party Card includes:

- To Hit & Damage bonuses for both melee and ranged
- Adjusted AC for melee and ranged (generally this equates to w/shield and w/out shield, but not always)
- A place to mark if rogues have used their MASTERWORK THIEVES' TOOL
- Saving Throw modifiers
- Boxes for treasure stamps. If the party overcomes the obstacle in designated a treasure room, **be sure to stamp their party card!** A sure way to upset players is to deny them their hard-earned spoils.
- Other designations such as "Nightmare" or "Goblins" (newbies)







True DUNGEON™

Initiative Mod.

4

	Melee			Missile						Exit Room		
	To Hit	Damage	AC	To Hit	Damage	AC	FORT	REFX	WILL	RoR ?	HoP ?	Room Died?
Barbarian	³ 10	³ 8	¹ 19	¹ 3	7	¹ 18	⁶ 8	² 19	² 9	✓		
Cleric	7	7	21	1	3	20	⁴ 7	¹ 12	⁷ 8			
Rogue	7	7	³ 19	³ 6	2	³ 17	¹ 4	⁷ 9	¹ 21		✓	

Masterwork Used: ☐

The preceding page showed a sample party card . The Party Card is filled out by coaches at the start of the adventure.

- Notes on reading a Party Card:
- The blank area near the top will be used by the coaches to write notes such as, Non-Lethal, Nightmare, Goblins, etc. If neither Nightmare nor Non-Lethal are specified, run the room on Normal level.
- The three boxes in the upper left are for treasure stamps. **Do not forget to stamp the card if the party earned the right to treasure for your room!** This particular party succeeded on their first and third treasure-earning challenges but failed their second.
- The “Initiative Mod.” number is added to the party’s initiative rolls.
- The numbers in the upper left corner of cells shows that class’s natural bonus due to stats for that column. If the box is blank, use the number in the upper left, otherwise use the taller number. Do not add the numbers together.
- The rogue class includes a box to track the use of the MASTERWORK THIEVES’ TOOL. Note: coaches should never check this box! It is for the DM to check once the player has used their one re-try with the token. If the box is already checked this indicates they have already used the token.
- RoR and HoP stand for RING OF RICHES and HORN OF PLENTY. If a player wants to benefit from either of these tokens, it must be worn for the entire adventure. Generally this won’t concern DMs since treasure is handed out after players exit the dungeon. However, if a player claims to be wearing a DRAGONTOOTH AMULET (or any other neck-slot item) and their HoP column is checked, you may want to discuss the situation with that player.
- If a character dies, write the number of the room they died in the column marked “Room Died?”

The Ghost Rule

When a character dies during an adventure the player becomes a “ghost.” The ghost follows their party along for the rest of the adventure. In rare cases there may be a chance they can be resurrected later.

As a ghost, the player may not interact with or assist the party in any way, unless the party uses magical means to communicate with the ghost member. Some spells and scrolls allow the living party members to speak with the “ghost” members.

Items	Effect
SPEAK WITH DEAD (scroll)	Divine type. Lasts for one room only. One ghost per scroll.
SCEPTER OF THE DEAD (item)	Cleric only. Lasts for one room only. All ghosts are affected. Cleric takes 5 points of damage per use

Tips on TD DMing

Top 10 Rules to Being a TD DM

1. Be prepared. Read all the reference materials available and know the rules.
2. Be consistent so that players have the same set of rules in every room.
3. Know your room! Become comfortable with its plot and try to imagine all the possible ways players might try to solve your room.
4. Answer questions, but don’t give hints.
5. Look for opportunities for dramatic descriptions to pump up your players.
6. Give praise when the players do well.
7. Don’t be afraid to kill a party member in rooms 5, 6, and 7.
8. When in doubt, make the call, appear in control.
9. Be clear and concise with players.
10. Do your best to make a room’s challenges interesting and exciting.

Part Lawyer. Part role-player. All fun.

Unlike table-top gaming with your regular group, here you get less than 12 minutes to size up a group and help everyone enjoy the adventure, including yourself.

Play the rules fairly and let the outcome fall where it may. If a party destroys the room's creature in one round due to exceptional slides and intelligent token use, all the more power to them. If they don't, well, be consistent and be challenging.

Along with everything else... have fun! Your excitement and enjoyment will show through your DMing.

Physical and Mental Wellness

Volunteering with TD can be both physically and mentally draining over the four days. We aren't expecting you to begin a workout regimen, but the small things during the convention can make your experience more enjoyable.

Wear comfortable shoes! You will be on your feet your whole shift, not to mention what you do at the convention outside of TD. For your own benefit it is suggested that you wear cushion inserts in your shoes.

Dress comfortably! Volunteer t-shirts will be provided to you at the beginning of the convention. Please wear either this t-shirt or a costume. Above all, be comfortable.

Eat well! Ok, it's a convention, no one is expecting perfect nutrition, but eat what you'll need to keep up your energy.

Drink water! Water is available in the volunteer lounge. Keep a bottle with you while on your shift and drink whenever you get a chance. Staying hydrated is a great way to battle fatigue.

Get plenty of rest! It is tough to want to sleep while all that gaming is going on down in the lobby, but please try to get at least seven hours of sleep a night. There are very effective ear plugs available in the Volunteer Break Room (Denver Room) so please grab a pair to help you sleep.

True Dungeon DM Philosophy

(adapted from Kismet's Gamer Gathering website)

Fairness: Be as fair as possible to everyone at the game, including oneself. Try not to pick on players or ignore others. Make fair rulings when they are called for.

Consistency: Be consistent about TD's rules, the dungeon's rules, and your particular room's rules. TD doesn't want its players to feel that the rules aren't reliable. Consistent rules help players to have an idea of the boundaries of the TD world.

Entertainment: TD DMs have the challenge of balancing between officiating and entertaining. DMs should do what they can to enhance the entertainment value of the room without overshadowing it. We want players to have fun. But remember, entertainment takes on many shades: comedy, tragedy, romance, and so on. Use as many shades as are called for according to the room.

Keeping It Going: We have all heard of, or sat through, games where things seemed to drag on. A room lasts a short 12 minutes, so there is little spare time.

- **Rules Arguments:** Don't let things grind to a halt over rules arguments. Know the rules, set down the rule for the player, and move on. If the disagreement is not critical to game play (i.e., doesn't break the room's dynamic) give it to the player. In the worst case, use your radio to call a Director for a final ruling.
- **Combat:** Don't waste any time. Take charge and keep pushing the players to act. Call out characters who haven't acted and keep the player's focused. The pressure can add to the excitement as well as keep things moving. However, if they suffer from decision paralysis, combat consequences are not off limits.

Communication: Talk to your fellow room DMs. Share experience you had during your session. This will help prepare them should a similar situation arise during their shift. Talk to the Directors if you have concerns or praise on any topic. Talk

to the players if time is available at the end of the room or after your shift. Use the information to help improve the experience for everyone.

Accept Responsibility: We will all make mistakes. When a mistake arises, simply accept responsibility, apologize, and fix the error. No need to dwell, just do what you can to remedy it help and then move on. If the player can't seem to accept it, call a Director to the room, and continue DMing for the rest of the party.

The DM is Not a Servant: It is not the DM's duty to cater to the players' every whim. Be creative, but keep within the scenario of the room.

The Game Matters: Hopefully the game means a lot to the players and it should to you. While some players will be unhappy no matter what, don't take things personally. Do what you can to help the player, and remember it is a group event where a number of people are there to play the game.

Sample Room

[The action starts with the previous group leaving the room through the exit door's black curtain. The DM then quickly scans the room for anything out of place like a dropped token bag or a moved prop. After the DM is sure everything is where it should be, she then moves to the Entry Door, and she pokes her head through the curtain into the holding hallway.]

DM: [warmly] May I have your Party Card? [She takes it and quickly scans the list. She sees the whole party is still alive and that the Coach noted they are Goblins (newbie players).]

DM: Please enter.

[The DM then steps back into the room and goes into the far corner. She does this so the players are not distracted by her presence, and this allows them to experience the room in a more firsthand manner. Only when the players have all entered the room and had a chance to look around does she step forward to speak. Note that some rooms don't require the DM to relate any kind of introduction for the room. This room does require an introduction.]

DM: [After raising her hand to get everyone's attention] Your party is very happy to have gained entrance into the Duke's tomb, but your delight is cut short soon after you enter. The entire room is filled with the stench of rotting corpses, and it's only because you are adventuring veterans that you can stomach this chamber's foul odor. You quickly look for an exit and immediately find a large gold door that blocks further progress into the tomb. [The DM points to the black curtained exit door.] Perhaps a method can be found to open the tightly sealed door.

Cleric: I would like to exit the way we came in.

DM: [remembering the "Goblin" mark on the card] I'm sorry, I forgot to tell you that a huge stone fell in behind you as the last person entered the room, your character can tell it is quite impassable even with magical intervention. The spells that block that way must be set by a very high level wizard.

[At this time the DM then steps back into the shadows and she tries to remain as invisible as possible. She wants the party to explore the room to find the clues on how to open the door. The party now looks around the room to find a rotting corpse on the floor and a Rogue Box in the corner. One sharp-eyed player notes that one of the wall stones next to the door way is white instead of gray.]

Paladin: DM, I will use my *detect evil* ability on the corpse. Is it evil?

DM: You scan the whole room and you find nothing that detects as evil—including the corpse. [She then walks over and marks off one of the checkboxes for the *detect evil* ability on the paladin's character card.]

Monk: Okay, since my saves are good, I will search the body. Do I find anything?

DM: Please go ahead and search the body for real. It is up to you to see what you can find.

Monk: Cool! Wish me luck guys. [The monk then drops to the floor and searches the body. While he is doing that, the wizard steps up and says he wants to use the token SCROLL DETECT MAGIC.]

DM: Okay, you guys see the wizard take out a scroll and cast a spell.

DM: [to wizard] Here is your *detect magic* light. You can use it to scan the room for 30 seconds to look for magical auras to appear. [The DM then hands the player a small UV light with the words “Detect Magic” written on it.]

Wizard: I just scan the whole room then?

DM: Yep, there may be some special UV ink that will glow if magic is around. Let me know if you find something.

Wizard: Sweet. [He then goes off to scan the door way.]

[While this was going on, the monk has finished searching the body. He found a strange wooden device that looks like a four inch plus sign but it has a two inch wooden square frame trapped between two opposite corners on the intersection. The monk shows it to everyone and they all gather to look at it closely—all the players except the detecting wizard and a now wayward rogue player who is moving over toward the Rogue Box.]

Monk: Hey DM, do we see anything on the wooden cross?

DM: In True Dungeon, you see what you see. [adding, since the party is new to the game] Please look at it closely and tell me if you notice anything.

Monk: [sheepishly] Oh yeah. Sorry. [All the players now train their light necklaces on the cross, and they discover that it has some writing on it.]

Cleric: [hurriedly] Wizard, quit screwing around over there at the door and check out this cross! [The wizard does so, and everyone can see that the cross glows blue, but the trapped wooden square frame does not.]

Fighter: Sweet! Well, at least we know the cross is magical.

Wizard: [giving the cleric a hard glance] We also know that there is a magical cross symbol in the middle of that white stone over by the door. While I was “screwing around” over there, I found an image that looks like this cross pressed up against the stone.

DM: By the way, wizard I need my *detect magic*

light back. Your scan time is over. [DM takes it back and places it back in her DM pouch.]

Cleric: Oh yeah, sorry. Do you think we should touch this cross against that stone?

Paladin: Sure... it must be a key! The guy was carrying it to enter further into the tomb!

Monk: Okay, let's do it! [Most of the players now walk over to the stone next to the door way. As they are walking over, the rogue announces that he is going to attempt to open the Rogue Box.]

Paladin: Wait! Should we see if the rogue can open the box first? Maybe it will have a good clue for us?

Monk: Nah. We don't have time. I say we keep going.

[The party now all unconsciously waits for the DM to say something. Since the DM knows this is a group of newbie players (the “Goblin” note on the party card), she decides to give them a little advice.]

DM: You know, many groups don't wait on the rogue, but either way is okay. Time is of the essence, but you need to decide as a group what you want to do.

Monk: [looking at the DM] Okay, we are touching the cross to the stone. Does anything happen? [The monk touches the corner of one leg to the stone.]

DM: Sorry, nothing happens. I will be right back. I have to get the rogue set up for his Skill Test. [The DM then quickly walks over to the Rogue Box and flips the switch to activate the lights and device. She then hands the stylus to the rogue, and tells him that he can start at either end, but he must slide the stylus through the pathway without touching the sides. The DM then side steps a few feet so the rogue will have some room, but still feel like the DM is watching him. The DM now puts her attention to the other party members while trying her best to keep an eye on the rogue.]

Monk: Hmmm... that sucks. What do you guys think?

Cleric: Wizard, you said the magical image looked like a big plus sign?

Wizard: Yep. It looked just like this except for that little wooden square around the center.

Cleric: Wait! What did the words on the cross say? [Again, everyone signs their lights on the cross. They see these words, “The Maelstrom shall free you of all burdens.”]

Druid: What the heck does that mean? What is a “maelstrom” exactly?

Wizard: Oh... it’s like a tornado or something.

Paladin: Does anyone see a maelstrom around here?

[Everyone immediately starts to re-search the room—all except the cleric. He retains the cross, and he starts to fiddle with it.]

Rogue: Um, DM? I blew it. I almost got it, but I messed up in the end. But I have a MASTERWORK THIEVES’ TOOLS so I want to try again. [DM looks at the presented token, and then he looks at the Party Card to see if that check box is marked. She sees that some previous DM already marked off that the rogue used his “re-try” ability once already in the dungeon.]

DM: Okay, first you take 4 points of damage for failing the open the Rogue Box. And second, I am sorry rogue, I see that you have already used a MASTERWORK THIEVES’ TOOLS token once this adventure. You can only use it once during an adventure.

Rogue: [upset] No! That was this token! I have another MASTERWORK THIEVES’ TOOLS, so I can do it again.

DM: No, sorry the token guide is clear on the fact that you may only use one of these tokens per adventure, I am sorry for the confusion. Regardless of how many MASTERWORK THIEVES’ TOOLS tokens you have, you can only use the ability once during the dungeon.

Rogue: [very upset] That is bullshit! I did it that way last year! I get to do it once per token!

DM: [trying to stay calm] You know, DM’s make mistakes too, so I do not doubt you were allowed

to do this last year, but we went over this rule carefully in training. You can check the Token Guide. This is the correct ruling.

Rogue: [now pissy] That’s stupid! Why can’t I use all my tokens?

[The DM sees now that the other party members want his attention. He decides that it is best to call for some back up so the room does not come to a screeching halt.]

DM into radio: I need a Director to Puzzle Room 6. Over.

Director: Copy that. You need a Director to Puzzle Room 6. Be there ASAP. Over.

DM: [as nice as possible] I have radioed a Director to come and sort this out for you. He will be here as soon as possible. I hope it is OK, I am going to keep running the room for the rest of your group in the meantime. Thanks.

Cleric: Hey guys! I think I have figured something out! We gotta get this wooden frame off of this cross, so that we can then put the cross flush up against the stone. I bet that will open the door.

Monk: Cool idea. Sounds good to me. But how do we get that frame off of there?

Cleric: Well, the legs of the cross do wiggle a bit, but I can’t get them apart. Here you try monk.

Monk: Hmm... this looks like one of those mind puzzles I have seen on the Internet. There has got to be some trick way to get the frame off.

Druid: Well, what do the words say again?

Monk: They say, “The Maelstrom shall free you of all burdens.”

Druid: Hmm... what about spinning the cross? That might work. We need to free the wooden frame from the cross. It’s a burden right? Spinning it would be like make a tornado.

Monk: [walks over to open pedestal and spins the device] Nothing happened. See!

Druid: [Taking the cross] Hang on. Be careful. Let me try it. [The druid then spins it again and

carefully lifts it up. He jiggles with the legs of the cross to discover they now come apart! After a few seconds of experimenting, he is able to dismantle it into three pieces—two legs and a wooden square frame.

Monk: Now what?

Druid: Hang on. I think I can put it back without the wooden frame. [The druid now puts the two pieces back together to form the cross again.]

Druid: There! Now we can try the door. Wizard, where was the cross symbol on the stone?

Wizard: Here. Let me have it. I can do it. [The wizard then grabs the cross and walks toward the white stone block on the doorway. The DM realizes that the wizard will probably correctly place the cross on the stone, so she grabs the wireless remote control in her DM pouch. She places her thumb on the ON button so she can most dramatically activate the special effect when the cross is put on the stone.]

Wizard: Okay, here I go.

Cleric: I am standing way over here!

Druid: Me, too!

Fighter: Wussies!

[The wizard then correctly places the cross flush up against the white stone on the wall next to the doorway. At that precise time, the DM pushes the ON button to activate the special effect. While the players' attention is on the stone, the DM walks over to the fire exit curtain and she begins to bring the combat board into the room. The players see the white stone glow red (lit from behind) and then they hear the loud sound of a large metal door creaking open.]

Druid: Sweet! We did it. Damn, I am good!

[The celebration is cut a bit short when the Party then hears the otherworld growl of an ogre as it attacks!]

DM: Congratulations! You figured out how to open the door. Unfortunately, the magic of the door also gated in an ogre and it attacks.

[The players now look behind them to see the DM standing next to a combat board with the image of an ogre on it. The DM then activates the combat light, and a strong white spotlight illuminates the combat board.]

DM: Since it takes some time for the ogre to completely recover from the summoning, anyone with a ranged weapon token can make one free attack before we roll initiative. Please line up at the board and make any one missile attack you can. Place your ranged weapon token into your class slider and make a good slide. [DM looks around to see the rogue standing by the box.] Rogue, while we wait on the Director, do you want to get in on the combat?

Rogue: Damn right, I do.

[The DM looks around the room and she notes that the monk player looks a little confused. She quickly approaches him.]

DM [to Monk]: Have any questions?

Monk: Yeah... well... what is a ranged weapon?

DM: That is any weapon that is launched through the air—like an arrow or spear.

Monk: Oh... well... I have a HEAVY CROSSBOW. Will that work?

DM: Yes, you can, but please keep in mind that HEAVY CROSSBOWS are special weapons, and you must take one round of combat to re-load it if you want to shoot it again during normal combat.

Monk: Nah. I will just shoot it and then go into melee with my two BRACERS OF THE DRAGONFIST.

Bard: Hey! Can I start singing now?

DM: Good idea, but during pre-initiative attacks the bard can't sing fast enough to have an effect before the missile attacks are made. You can declare now that you will be singing for regular combat, however.

Bard: Okay, I just thought I would ask.

DM: Okay, everyone we need to keep moving. Please come up and make a slide with a missile weapon if you have one. This ogre looks pretty

hearty, so you may need to slide extra well to hit him. [It's okay to give the players a vague clue as to what the monster's AC is, but do not tell them the actual number they need to hit.]

[Some of the players now go up to the table and start to fish around in their pockets for their missile weapons.]

DM: You guys might want to store your weapon tokens in a specific place like your right front pocket so you can quickly find them.

[As the players begin to slide, the DM takes up position near the top of the combat board. This way she can watch combat and be visible to all the players. Three players make pre-initiative missile attacks, and they slide a 15, 16, and one player hit the back of the board but his slider bounced back into the 19 zone.]

DM: Okay, has everyone who could make a missile attack slide?

Monk: Yes.

DM: [The DM now readies the Party Card and locates where the ranged weapon tokens landed.] Okay, now we can determine if your weapons hit the ogre. First, the monk; you slid a 15 and [glancing at the party card] you have a +2 To Hit at range. Your crossbow bolt just whizzes by the ogre.

Second, fighter, you slid a 16 and your missile bonus is also +2. You did 5 points of damage as your arrow plows into the shoulder of the ogre. [The DM then notes the damage on the side of the combat board.]

Third, barbarian your HEAVY CROSSBOW token hit the back of the combat board. That's counted as a miss regardless of where the puck eventually stops.

[At this point the DM slides back all the sliders & tokens then she digs out her large d20.]

DM: The ogre moans hungrily as it closes upon you. It rolls an initiative of [DM rolls d20] 15, and now one of you must roll for your whole group. [The DM then tosses the d20 near the end of the table. The monk picks up the d20 and rolls it. It comes up a 10, and the whole group moans.]

DM: Okay, the ogre manages to move a little faster than you thought. He decides to attack the cleric since you [pointing to the cleric player] are the first character it comes to.

[The DM now looks at the Party Card to see that the cleric has an AC of 18.]

DM: Okay, cleric. The ogre swings both its mighty arms at you. [DM rolls twice], and it has managed to tear at you twice with its muddy claws for 10 points of damage. [The DM knows that the ogre does 5 points of damage per hit]. Please mark off 10 points of damage.

Cleric: Ack! I hate ogres.

DM: Okay, it is your turn to attack.

Bard: I'm singing! And I have a MASTERWORK BARD'S INSTRUMENT so everyone gets +1 To Hit and +3 to Damage.

DM: Sorry, that is not how the MASTERWORK BARDS INSTRUMENT works. The *bardsong* ability augments weapon attacks & damage. The MASTERWORK BARD'S INSTRUMENT only adds +1 Damage to melee weapons. So you get a total of +1 To Hit with all weapons, +1 Damage with ranged weapons, and +2 Damage with melee weapons.

Bard: Oh, okay. Remember that everyone! [The bard now starts to hum the "Battle Hymn of the Republic".]

Rogue: I want to sneak attack the ogre.

DM: Are you wearing either BOOTS OF ELVENKIND or BOOTS OF THE UNDERDARK?

Rogue: No I don't. Does that matter?

DM: Yes. If you aren't wearing either of those boots you must spend one round to sneak around behind the ogre. So you can't attack this round. You are sneaking this round.

Rogue: Okay.

DM: Okay, everyone, please try to hurry. Slide away.

[At this time the players start to line up at the foot of the combat board. The DM will keep an eye out

for sliders that hit the backstop as well as sliders that land in the “20” area. She will try to build excitement during the sliding by making comments on how the sliding is going. If someone bumps another slider into a good area, the DM should make a positive comment.]

DM: Excellent slide ranger. It looks like both of your attacks may hit this round!

Wizard: I want to cast a *magic missile* spell at the ogre.

DM: Okay, please come over to the Planes Chart and point to the Plane of Shadow.

[The wizard then walks over to the chart, pauses for a few seconds, and then points to the spot representing the Plane of Shadow!]

DM: Well done, wizard! Your spell would normally do 8 points of damage, but now it will do a total of 11 points of damage. Anyone else want to cast a spell?

Cleric: Yeah! I am going to let the physician heal himself! I am going to throw *cure light wounds* on myself.

DM: Okay. [The DM digs out the Cleric Beads from her pouch, and she holds up on specific bead.] Please tell me the name of this bead.

Cleric: I think that's called “Beauty”.

[The DM now consults her reference sheets and sees that the cleric is wrong.]

DM: I'm afraid that's not correct. You heal yourself 5 points of damage. Please update your hit points on your character card.

[The DM sees that no one else is going to take an action so she sets the Party Card down on the combat board so she can quickly check all the To Hit bonuses.]

DM: Okay, your attacks are over. You fought bravely in the face of this mad creature, now let's see if you hit it.

[The DM then examines any sliders that have any part of their piece within the 18–20 sections. These are all automatic hits because the monster

has an AC of 18. The DM sees that the only slider in these areas is the fighter slider. She looks closely and sees the number 6 on the token's damage wheel is closest to the Damage Indicator Dot on the combat board. She then looks quickly at the Party Card to see that the fighter has a total of +3 to Damage, so she adds that in. Lastly, she knows that the bard is singing so she adds another two points of damage.]

DM: Okay fighter. You managed to score a big slash across the chest of the ogre and you do 11 points of damage to it.

Bard: Did you count my 2 points of damage?

DM: Yep.

Monk: Nice one!

[The DM now scans the board for any sliders that have a chance of hitting—say anything above a 13. She sees that the druid and the monk may have hit. She then looks at each player's To Hit bonus on the Party Card and adds that to the number slid.]

DM: Monk, your flying fist just missed the ogre, but the druid managed to slice the ogre with her scimitar for 6 points of damage. It howls in anger and still advances. It is time for a new round. The ogre seems locked single-mindedly on attacking the cleric, so it slashes twice again with its nasty claws.

[The DM now checks the cleric's AC on the Party Card, and she twice rolls her d20 on the combat board. It comes up as a 13 and a 16—which might hit the cleric. The DM looks at the monster stats on the table and she sees that the ogre gets to add plus six to its attacks. She checks the Party Card to see that the cleric has an AC of 21, so she knows that the ogre managed to hit once.]

DM: The ogre launches two more attacks on the cleric as it tries to rip out the throat of your healer. The ogre managed to hit once for 5 points of damage. Please mark off the damage cleric. Party, it is now your turn to attack.

Rogue: Okay... I want to *sneak attack* this round! I moved around last round so here I go.

Druid: Don't choke dude.

[The rogue carefully aims and slides a natural 20! The cheers rise up from his team mates.]

Rogue: How's that for not choking?!

Druid: You did good dude, nice one.

DM: Yes, rogue... as it looks now you will do 23 points of damage. [Rogue slid 4 points of damage from his **SHORT SWORD** multiplied by two because it is a critical hit (AC 20) which equals 8 points of damage. But because the rogue was *sneak attacking* he also adds +15 to the damage for a total of 23 points. The +15 from *sneak attack* does not get doubled.]

Monk: Okay, DM I am going to use my *stunning fist* ability this round so he can't attack on his turn!

Rogue: Watch out! [But it is too late, the glory hungry monk slides straight for the "20" spot on the combat board and he hits the rogue's slider resting there. The monk manages to slide his first attack into the small "20" zone and his second into the "19" zone. But in doing so he knocks the rogue's slider into the "15" spot.]

Rogue: Arrgh! Newbies!

Monk: Oops. Um... sorry about that guys.

Druid: It's cool dude. At least you criticised too!

DM: That's right. Unless one of your pucks get knocked out by someone else, you will do a total of 25 points of damage and the ogre will be stunned! [The DM calculates the damage by adding the numbers indicated on the damage wheels (7 & 5) and the bonus listed on the party card (2 for each) a total of 16. She then doubles the first attack—the one that landed on 20—for a total of 25 points of damage. *Flurry of blows* attacks are doubled with critical hits, but the bonus from a *sneak attack* is not.]

[At this time the Director enters the area to talk to the rogue about his **MASTERWORK THIEVES' TOOL** complaint. The Director will wait until combat is over.]

[The rest of the party now attacks and the DM concludes that all the damage kills the ogre.]

DM: Good job group. The helpless ogre falls over backwards, unable to speak or move as the last breath of air leaves his body. You have won the fight! Congratulations, you get a treasure stamp. Please collect your tokens and let me know if there's anything else you'd like to do before you leave this room.

[The DM places a treasure stamp on the appropriate box on the party card and she takes care of some healing the cleric and druid wish to do. When she is finished the Director steps up and the DM briefly tells him about the issue.]

Director: [to rogue] Hi, my name is Dave and I am one of the True Dungeon Directors. I understand we have a situation with your **MASTERWORK THIEVES' TOOLS**.

Rogue: [now much less mad since some time has passed] Yeah, I thought you could use each token once during the event. I did it last year.

Director: I am sorry for the confusion. It happens sometimes with so many different volunteers. If you read the Token Guide it is very clear that you can only make use of that token's power once per adventure, and can only use one token per adventure. If we did not do it that way, people would be trying 5–6 times per Rogue Box, and that would be silly.

Rogue: Alright, I guess. Kinda sucks that I traded in the tavern for all of these though.

Director: Ouch... that does hurt. I tell you what. What kind of weapon do you have?

Rogue: I just have a common **SHORT SWORD**.

Director: [Pulls out special stash of +1 weapons and rare artifacts, how about a +1 **SHORT SWORD** instead, on me. I am really sorry you traded for all of those **MASTERWORK THIEVES' TOOLS**. If you have time later, stop by in the tavern from 5–7 and I'll see if I can make you a trade for them.]

Rogue: Ah... cool. Thanks. I appreciate it.

Director: Well, have fun with the rest of your adventure. I'll let you get back into it.

[The DM can hear from the music that there is about 30 seconds left in the round.]

DM: Okay, the round is about over. You guys did well to finish so soon. Let's get over by the exit so you can get to your next room quickly. Make sure you did not leave anything behind.

Druid: Oh crap! I left my bag of tokens over there. Thanks.

[The DM now readies the room for the next party while keeping an eye on this group. As the end of the room gong rings, the DM opens the curtain and directs them forward.]

DM: Good luck guys.

Rule Updates

Veteran DMs may have noticed some rules have changed since from previous years. For your convenience, here's a compilation of what's new:

- *Bardsong* now affects the bard as well. Previously it affected every party member except the bard.
- Cleric's healing check results are now either correct or incorrect. Previously they had a sliding scale based on the proximity of the incorrectly guessed bead to the correct one.
- The damage to be doubled on critical hits includes "bonus" damage from specialized weapons and/or monster vulnerabilities. In a nutshell, all damage inflicted on a monster from a critical hit is doubled—with the exception of *sneak attack* damage. (The target must be susceptible to crits.) Previously it was unclear if/when "bonus" damage should be doubled on critical hits.

Example 1: A paladin is using 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 damage (5) gets doubled to 10.

Example 2: A 4th-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 damage (5) gets doubled to 10, but the *sneak attack* damage (15) is not doubled.

- Death (the costumed NPC) has been eliminated and dead characters will remain with the party as "ghosts" until the end of the run. Previously players had the option of being escorted out of the dungeon by an ominous black-robed character carrying a scythe.
- Non-traditional or alchemical weapons also inflict double damage on a natural 20 if the target is susceptible to critical hits. Things like THUNDER STONE, HOLY WATER, SLING BULLET/STONE OF CHAOS, or any other token with a damage wheel will do double damage on a critical hit. Previously it was unclear if these attack forms dealt double damage on critical hits.
- RING OF EVASION's effect now works exactly like the 4th-level monk ability *evasion*. Previously it only worked against spells.
- *Shielding* was eliminated and replaced with the paladin-only ability *guard*. Previously any class could *shield* another character but the mechanics were somewhat cumbersome and often inconsistently implemented.
- *Turn undead* affects all undead in the room. Previously it was ambiguous as to whether it affected a single target or all undead present.
- WIDSETH'S MYSTICAL LUTE now grants the same bonus to both melee and ranged weapon attacks. Previously it just increased melee weapon attacks.

Magical Damage Resolution

A step-by-step process to resolve magical damage mitigation

Please note:

- This only applies to magic which deals hit point damage. Effects like *sleep*, *paralyzation*, *hold*, *petrification*, etc. do not follow this procedure.
- 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 player 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 player, but the steps are the same when a player attacks a monster.

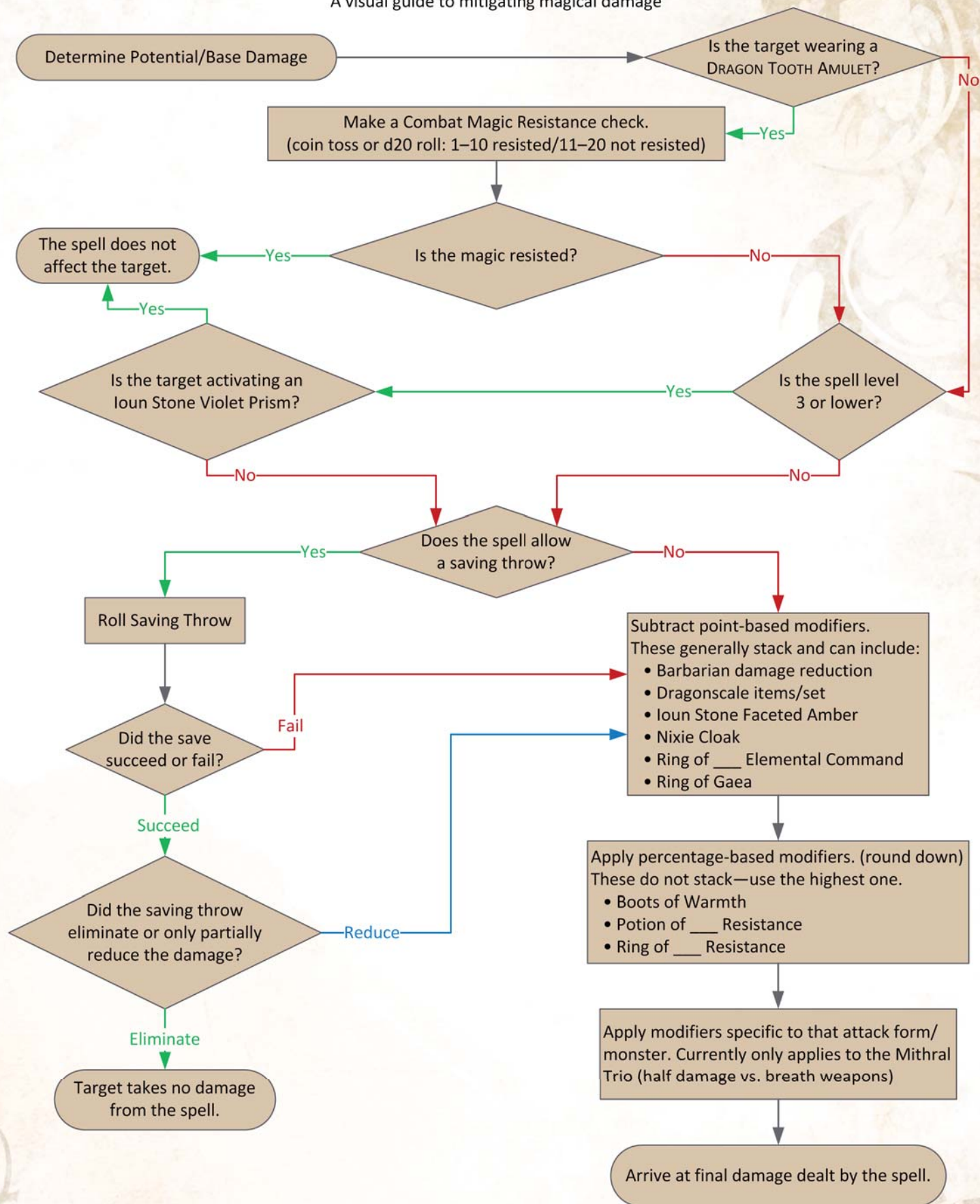
Go through these steps, in this order. Not all of them will apply in every circumstance. If the character doesn't have that specific item or form of protection, skip that step.

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), add it in here.
2. Check to see if the spell fails to affect the target.
 - a. Roll a Combat Magic Resistance check (50/50) if the player has a DRAGON TOOTH AMULET:
 - **Magic Resisted:** the spell ceases to affect that character. (It would still affect other characters without DTAs.)
 - **Magic Not Resisted:** proceed
 - b. If the spell is 3rd-level or lower and the character uses an IOUN STONE VIOLET PRISM, the spell does not affect him/her. Punch the token and proceed no further. (The player has the option to allow the spell to function. If that's case, don't punch the token, go to Step 2.)
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, so long as 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
 - NIXIE CLOAK (cold)
 - 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. As of 2011 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

A visual guide to mitigating magical damage



Condition Summary

Some attacks can inflict a particular state of being onto the victim. Occasionally these states can be an advantage. In these descriptions, “caster” refers to the entity causing the condition to come into being and “victim” refers to the recipient of the status change. Unless otherwise specified, the victim may only make one saving throw to avoid the effect—assuming a saving throw is allowed in the first place. You don’t have to memorize all of these. If a specific status change is relevant to your room, make sure you’re familiar with its details.

- **Blinded:** The victim suffers a –2 AC penalty, all attacks have a 50% miss chance, and Reflex saves automatically fail.
- **Charmed:** The victim will attack former allies or whatever else the caster tells the victim to do.
- **Confused:** The victim’s actions are determined by rolling a d20:

d20 Roll	Victim’s Action
1–2	attack caster with melee or ranged weapon, if possible
3–4	act normally
5–10	do nothing but babble incoherently
11–14	avoid caster at all costs, run away if possible
15–20	attack nearest ally (the player physically closest to the victim)

- **Cursed:** effect varies, but often reduces the victim’s combat modifiers or saving throws; amount varies by spell; check spell description for stacking rules
- **Dazed:** victim cannot move or take any actions but AC is not altered
- **Diseased:** effect varies, but often debilitates the victim in some way; can also cause damage; paladins are immune to all diseases
- **Feared:** victim cowers in a corner, unable to act; no AC change

- **Held:** victim can take no actions, –4 AC penalty
- **Helpless:** victim is unconscious and unaware; standard attacks get a +4 To Hit; as a full round action, each player may perform a single melee attack which will automatically hit and count as a critical (slide only to determine base damage); rogues may *sneak attack* a helpless victim, even if they have already done so that combat
- **Incorporeal:** all attacks (physical & magical) have a 50% miss chance; weapons with the Ghost Touch attribute do not have the 50% miss chance
- **Invisible:** victim gains +2 To Hit on attacks made against sighted creatures (though attacking will immediately cancel the *invisibility*); attacks made against the victim are –4 To Hit
- **Nauseated:** unable to attack, cast spells (including *bardsong*), or anything else requiring attention; victim may move
- **Paralyzed:** victim is Helpless but may take purely mental actions; victim will drown without a magical means to breathe if underwater
- **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) will allow one more saving throw to be rolled if the first save failed; either SCROLL SLOW POISON or the druid spell *neutralize poison* will remove the poison from the victim; these re-save attempts and remedies can potentially be applied to the victim before s/he suffers the effects of the poison; 5th-level monks are immune to all poisons
- **Petrified:** victim has been turned to stone and is considered unconscious; the victim is not technically dead, but unless SCROLL STONE TO FLESH is cast on the victim, s/he may as well be; petrified victims may be carried further into the dungeon in hopes of removing the “stoned” state later on
- **Pinned:** victim is immobile but not Helpless

- **Prone:** victim is on the ground; suffers a -4 on To Hit slides; may not use ranged weapons other than crossbows; gains a +4 AC vs. range attacks but suffers a -4 penalty to melee attacks
- **Shaken:** victim suffers a -2 penalty on attack slides and saving throws
- **Sickened:** victim suffers a -2 penalty on attack slides, saving throws, and weapon damage (though successful hits will always do at least 1 point of damage)
- **Sleeping:** victim is Helpless until an ally spends a full round to wake him/her up; when sounded, a MINOTAUR HORN OF ALERT will instantly awaken all Sleeping characters and they may take normal actions the same round
- **Slowed:** victim may only take actions every other round; -2 to AC
- **Stunned:** victim drops whatever is in its hands; cannot attack or cast spells (including *bardsong*); -2 AC penalty

Rules & Policies

Cameras & Gadgets

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

Cell phones, PDAs, and all other handheld electronic devices must be silenced and stowed while in the dungeon, training rooms, and backstage areas. Other than the official walkie-talkies used for TD communications, this rule applies to volunteers as well.

Phone calls and texting are strictly prohibited unless there's an emergency.

Light Sources

The only light sources permitted in the dungeon are the ones provided by TD. Players may not use personal devices for illumination.

Note-Taking

Players may not take any kind of notes (other than mental) during the adventure and in the training rooms.

Emergencies

In case of emergency, the DM should immediately radio the Directors and explain the nature of the emergency. The Directors will then decide whether to notify the entire volunteer staff or deal with the issue just within the DM's area of concern.

If a player refuses to comply with any of these rules, call a Director.

Additional Reading

The Resources page on the True Dungeon website contains other guides you are required to be familiar with as well as some which are quite helpful:

- Class Guide
- Token Guide
- 2011 DM's Token Quick Reference
- Underwater Rules Guide

Final Notes

Thank you for taking the time to review these training materials! We hope you enjoyed them, learned a few things, refreshed your memory, and are excited to DM!

Don't forget to visit the DM Chat area at the True Dungeon forum, at <http://www.truedungeon.com/> to review ongoing discussion, ask questions, or make comments.

Lastly, don't forget you must pass the required DM Training tests. Please see the forum for access to these online quizzes.

last updated July 28, 2011

Your Notes

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