True DUNGEON®

Player Guide

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Introduction

True Dungeon is a life sized interactive gaming experience. Individual players test their gaming skills against the walk-through adventure against monsters, puzzles, and skill challenges which all come together to make the True Dungeon experience unique in the gaming industry. Playing True Dungeon is all about team work and you the individual against the game rather than player versus player. True Dungeon is also not a Live Action Role Playing (LARP) game, in the sense of requiring players to assume a persona or "act." While players are welcome to get into a character as much as they want, the focus is not on how well a person can stay in character. There are character classes, loosely based on the archetypical early Dungeon & Dragons™ character set. The

available character classes are: Barbarian, Bard, Cleric, Druid, Fighter, Dwarf Fighter, Monk, Paladin, Ranger, Rogue Wizard, and Elf Wizard. The character classes have been crafted to allow each player to have some unique ability that by itself may not seem special, but as part of a team will allow each player to contribute in some special way. Primarily, True Dungeon is about you, your actual real world self, testing your wits in a gaming environment. It is you finding the traps, you solving the puzzles, and you "fighting" monsters in mortal combat. So welcome to the world of True Dungeon. This guide will hopefully give you an idea of how the game is structured and what you, the player can expect from your True Dungeon experience.

Character Classes

The twelve character classes can be broken down into two basic types, combat and magical. Combat oriented characters focus on skills and the interactive combat skill challenge. Combat oriented characters (e.g., Fighter, Barbarian, etc.) are especially well suited for those with good hand-eye coordination, but can be enjoyed by anyone. All players may participate in combat encounters if they wish, but players who choose combat oriented characters will be allowed more training time with the combat board and will likely focus more on the combat aspect of the game than those who pick magical oriented characters. Players who select a character with a magical

orientation (e.g., Wizard, Druid, etc.) will face more of a mental game. The characters that are magically oriented usually have some sort of memory challenge that will augment the effect of the actions they are trying to take. For magical characters, in general, memory and associative skills are helpful. There is one character class that stands out from the rest, defying being categorized into a basic group, and that is appropriately the Rogue. Not exactly a combat oriented character, the Rogue does require quite a bit of real dexterity and hand eye coordination to master the Rogue skills challenge, steady hands are what is required to successfully play the rogue.

Combat Characters

The combat character classes in the game are: Barbarian, Fighter, Dwarf Fighter, Monk, Paladin, and Ranger. Their main real world skill is good hand-eye coordination. Their primary role in the game is to protect the party by engaging the enemy.

Magical Characters

The magical oriented character classes in the game are: Bard, Cleric, Druid, Wizard and Elf Wizard. The main real world skill for this type of character is memorization and association. Spells or magical abilities for the magical classes are often enabled or augmented by a skill test involving association or memorized patterns and runes.

The Rogue

The Rogue character has a unique skill challenge which requires good hand-eye coordination. Similar to the old game of "Operation" players navigate a special puzzle, simulating the difficulty faced when looking for, finding, and disarming traps or discovering treasure.

Character Card Introduction

Once you decide whether you will play a Rogue, Combat character (requiring dexterity and hand-eye coordination), or a Magical character (requiring study memorization), it is time to take a look at the character card. Below are two examples, a Combat class character (Barbarian) and a Magical class (Cleric) character example. In this case the Barbarian card is that of a 4th level Barbarian (tan background) and the Cleric card shows a 5th level Cleric (purple background).

Notice the following items of information, standard on each character card. In the upper right hand corner you will find the starting baseline hit points (in this case 36). Along the sides you will find a series of numbers, ones on the right and tens on the left. These are your hit point counters. You will move a clip-on indicator along the sides of the card if you hit point count changes. On the left, in the upper panel, you will find the base statistics (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.) At the bottom of the card you will find the standard bonuses added to saving throw attempts (Fortitude, Reflex and Will).

Starting Hit Points

Base Characteristics

Hit Point Counters

Saving Throw Bonuses

Special feats or powers
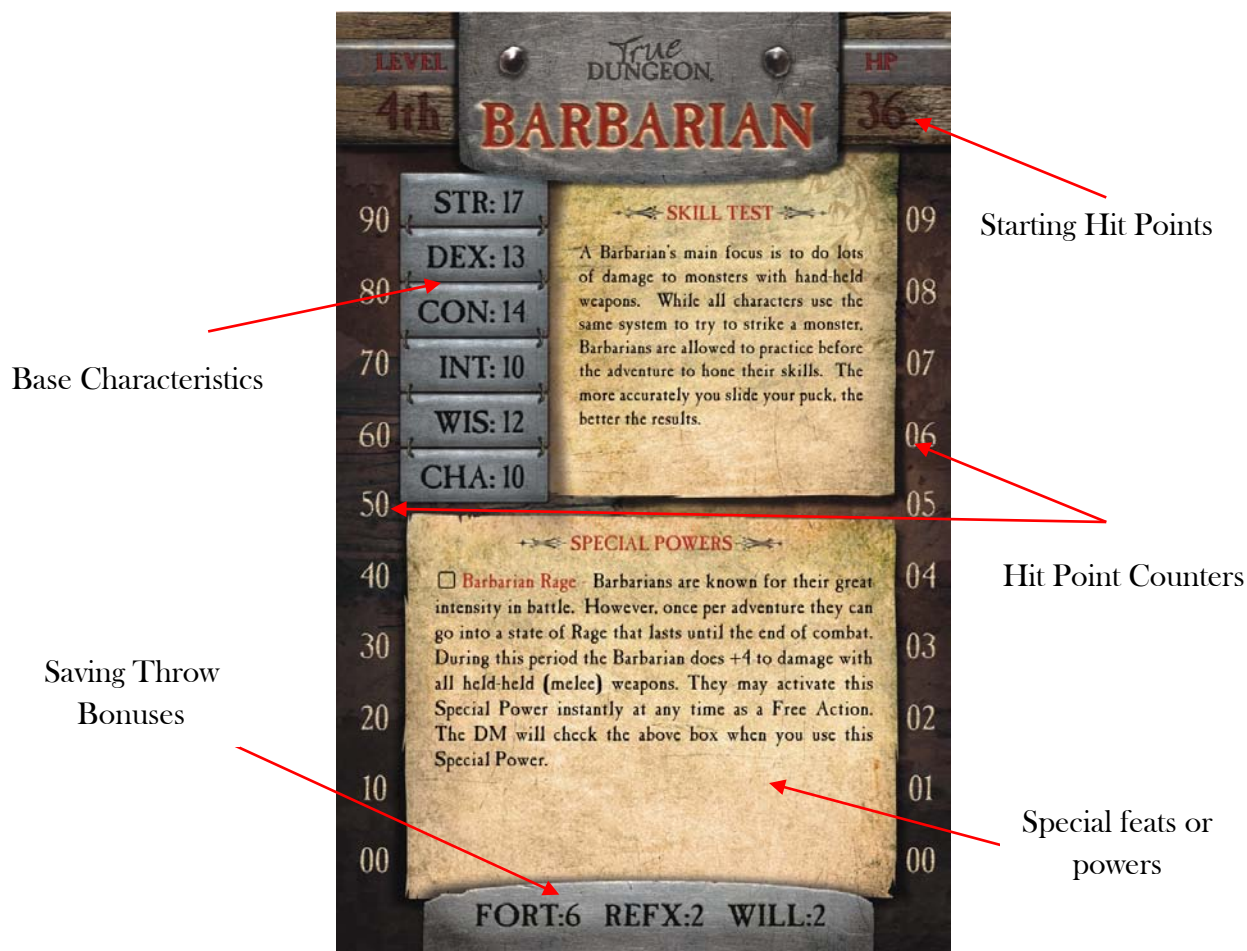
Next, there are two main information boxes on each character card, the upper box describes the real world skill required to play this character in the game, whether it is dexterity or a memory test. The lower text field describes any special powers or attributes the character may have. For combat classes it might be a special feat of strength or battle prowess as in the Barbarian shown previously. For a magical character, this area will list any spells they may be able to cast along with a small description, as with the Cleric's card shown below.

Skill test and special powers

Boxes indicate the number of times a spell may be cast

Listing of Spells

Character Classes

Barbarian

The Barbarian is the team's heavy melee hitter. Armed with great strength and the ability to use almost any melee weapon, the Barbarian poses a damage threat to most monsters the party will encounter.

Differences between a 4th and 5th level Barbarian include an increase in Hit Points, an increase in the damage bonus for the **Rage** feat (Greater Rage) to an additional six (+6) points of damage for each successful melee attack, and the addition of a **Damage Reduction** of one (-1) point to the total damage taken.

The Barbarian's main skill requirement is martial in nature. The player will have additional time to practice at sliding on the combat boards during team training which ideally will represent the additional martial advantage held by this melee fighter. The Barbarian has one special power that allows the character to "rage" during combat. Entering this combat state will allow the player to inflict an additional four (+4) points of damage for every successful melee attack during the entire combat encounter. This special power can be used once per adventure.

Bard

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

Player's choosing the Bard character will be given the opportunity to learn a series of symbols and their associated names. Once per combat encounter, the Bard will be able utilize their Monster Lore to gain an advantage for the party. The Bard will inform the DM they wish to use their Monster Lore skill and if they can name the symbol the DM shows them, will be provided with special information about the party's foe that may aid in combat.

Bards may also choose to motivate their party by performing a rousing chant or tune. This action requires (in most cases) the Bard not engage in combat, rather they "cheer on" the party from the sidelines. Performing Bardsong during combat will add one point (+1) to both attack attempts and damage dealt for each party member.

Due to their knowledge of language and lore, Bards may use any scroll regardless of the classification (All, Arcane, or Divine). Bards also have a small arsenal of spells and magical abilities at their command. Unlike other spell casters, Bards have a set number of times spells of a particular level may be cast. So a Bard may choose to cast **Daze** five times, or a combination of **Daze, Flare,** and **Resistance** equal to five total zero level spells. See the Spell Supplement or the Bard Character Card for more information.

BARD — 5th — HP 24

STR: 11
DEX: 14
CON: 10
INT: 10
WIS: 12
CHA: 17

SKILL TEST
Once per combat in place of an action, the Bards may tell the DM that they want to take their Monster Lore skill test. Naming the symbol shown by the DM yields useful monster info.

SPECIAL POWERS
- Bardsong:+2 to hit & damage (weapon) for party
- Monster Lore Skill Test
- Scroll Use: "All", "Arcane" and "Divine"

SPELLS
May cast any combination of spells at each level equal to the number of boxes on the left

0 LV:
- Daze - Will DC-15 or target subtracts 1 from # of swings / 1rd
- Flare - Reflex DC-15 or target is -1 "to hit" for rest of room
- Resistance - Target is +1 to all saves for room

1 LV:
- Muse - Instantly allows spell caster a re-try of failed skill test
- Mute - Fort DC-15 or target cannot cast nor speak for rest of room
- Song of Heroism - Target gains +2 to AC & all Saves for room

2 LV:
- Inspire - Removes all active Charm and Fear effects from group
- Soothe Wounds - Heals all players 3 pts of damage
- Soundburst - Does 8 pts of Sonic damage to all monsters

FORT:1 REFX:6 WILL:5

CLERIC — 4th — HP 20

STR: 11
DEX: 11
CON: 11
INT: 11
WIS: 17
CHA: 14

SKILL TEST
In order to perform Cure spells and "Turn Undead" well, Clerics will have to memorize the names and shapes of 10 prayer beads.

SPECIAL POWERS
- Scroll Use: "All" and "Divine"
- Spells (see below)
- Turn Undead (causes 5 or 8 pts) (once per combat)

SPELLS

0 LV:
- Cure Minor Wounds - Heals target 1 pt of damage
- Guidance - 1 player gains +1 on "to hit" slides for room

1 LV:
- Bless - All players +1 to hit (weapons/spells) & +1 vs. Fear for room
- Cure Lt. Wounds - Heals 5 or 8 pts depending on Skill Test
- Spiritual Hammer - Hit AC-15 (or better) for 8 pts of force damage

2 LV:
- Cure Mod. Wounds - Heals 13 or 16 pts depending on Skill Test
- Restore Power - Another player must re-use a used Special Power on next turn
- Restore Spell - Another player must re-cast used spell on next turn

FORT:4 REFX:1 WILL:7

Differences between 4th and 5th level Bards are an increase in the effect of Bardsong from one (+1) to two (+2) points, an increase in hit points, being able to cast more of the listed 1st level spells, and the addition of the 2nd level spell Soothe Wounds.

Cleric

The Cleric is the most powerful healer of the party. Wielding a variety of restorative powers, Clerics can be the difference between party success and failure. Clerics may only wield blunt (non-edged weapons in combat) but more than make up for that in special powers. For their magical skill test, players will have to memorize the association between a set of ten beads and their corresponding virtues.

When casting a healing spell, the DM will ask the cleric to identify a particular bead/virtue combination. If the Cleric is successful, she will heal a party member the maximum

amount the spell indicates, if she fails the healing will be at a reduced amount. Clerics also may make use of scroll tokens marked "All" or "Divine." As a final special power Clerics can use the special power of **Turn Undead**. This power will essentially allow the Cleric to cause wounds to undead creatures. This special power is used in place of the Cleric's normal attack in a combat round and is subject to the same bead/virtue skill test as healing spells.

For a detailed discussion of the Cleric's spell abilities, see the Spell Supplement section or the Cleric Character Card for more information.

Differences between 4th and 5th level Clerics are an increase in the number of hit points, **Improved Turn Undead** (higher damage), and the addition of two 3rd level spells **Cure Serious Wounds** and **Searing Light**.
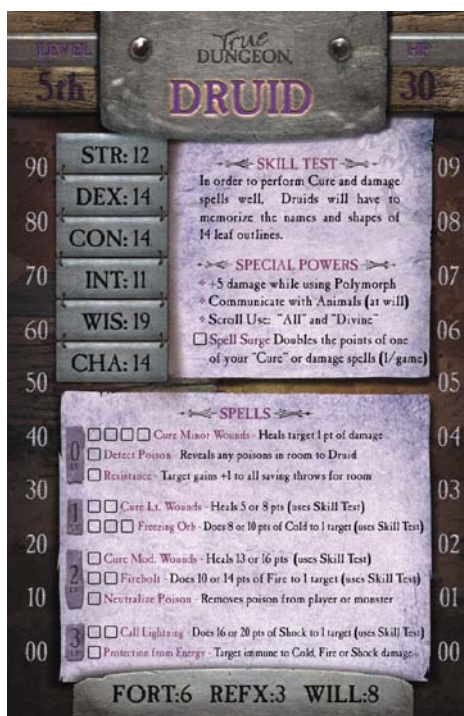
Druid

Drawing on the forces of nature, this magical character wields powerful magic to support the party. Players who choose the Druid should expect to study, memorize, and be able to

recall leaf shape/name combinations.

For many of the offensive and some healing spells, the DM will request the Druid identify a leaf/name combination. If successful the spell will have a maximum effect, if the attempt is unsuccessful, the spell will have a diminished effect.


Druid special powers include the ability to communicate with basic (Note: if it exists in our reality, it is an animal for the purposes of TD) animals (at any time), and the ability to evoke **Spell Surge** which doubles the effect of any one spell, (not items, scrolls, or potions; may be used once per adventure), cast by the Druid. Druids may use scrolls marked "All" or "Divine." For a detailed discussion of the Druid's spell abilities, see the Spell Supplement section or the Druid Character Card for more information. Differences between 4th and 5th level Druids are an increase in the number of hit points, a change in the number of particular levels of spells that can be cast, the addition of

enhanced damage (+5) when utilizing a polymorph potion, and the addition of two 3rd level spells Call Lightning and Protection From Energy.

Fighter

Players choosing the Fighter character will be the martial expert of the party. Excelling in hand-to-hand weapons, the Fighter character is allowed focused time to practice on the combat board before the adventure. Players will need to focus on their ability to accurately slide the weapon "pucks" on the combat board.
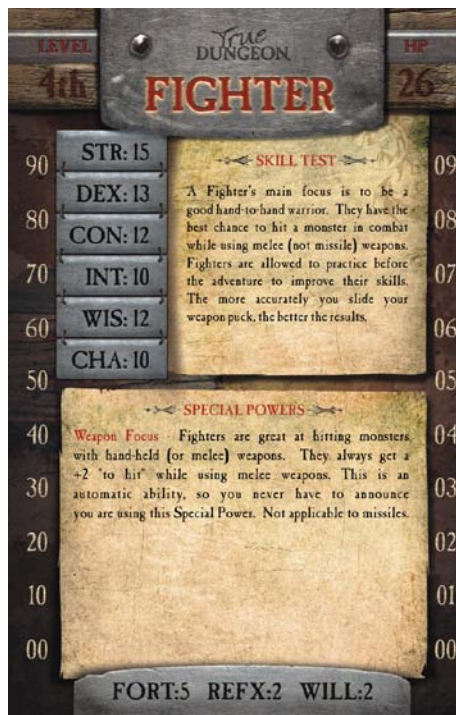
Fighters will also have a natural bonus (**Weapon Focus**) of two (+2) points to every melee attack. This is a passive ability and will be added to each melee combat slide.

Differences between 4th and 5th level Fighters are an increase in the number of hit points and the addition of **Weapon Specialization**, which allows an immediate "re-slide" once per combat. The results of this second re-slide must be taken.

Dwarf Fighter

Similar to the human counterpart, the Dwarf Fighter's focus is hand-to-hand (melee) weapon combat. The Dwarf Fighter gets the same melee weapon bonus (**Weapon Focus**) of two (+2) points to every melee attack attempt. However, racial characteristics give the Dwarf Fighter additional bonuses.
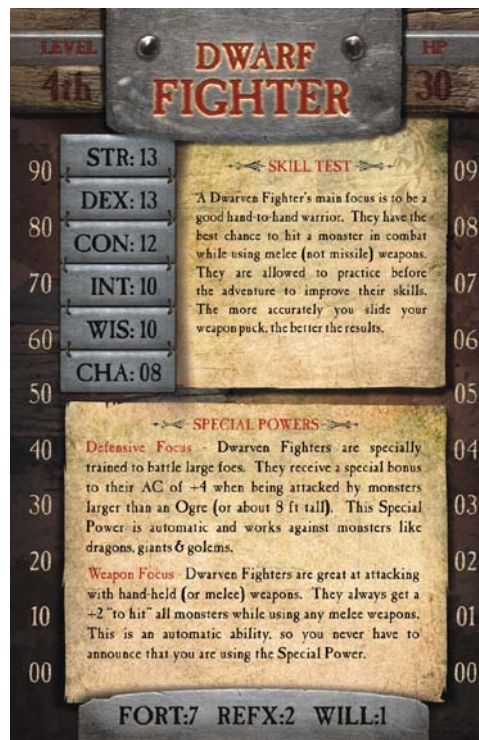
Players choosing the Dwarf Fighter, also get the benefit of the ability **Defensive Focus**. This ability stems from specialized training in fighting large foes (8' and over). When being attacked by large monsters, the Dwarf Fighter will receive an additional four (+4) points to their **Armor Class**.

Monk

The Monk is the weaponless combat expert of the party. Weaponless, the monk is allowed two attacks (**Flurry of Blows**) per combat round. The Monk also brings a host of special physical powers to the combat arena. Being a non-magical character, players choosing the Monk will focus on developing their hand-eye coordination on the combat board during pre-game training. Players should also pay special attention to the numerous special combat powers the Monk character has at his disposal.

Differences between 4th and 5th level Dwarf Fighters are an increase in the number of hit points and the addition of **Enhanced Critical** Whenever the Dwarf Fighter slides a natural 20 and scores a critical hit, the damage is tripled instead of doubled. The monster being attacked must be vulnerable to critical hits, otherwise normal damage is dealt.

Preferring to fight unencombered, Monks have developed **Combat Prowess**, which increases their base armor(less) class to sixteen (16). Monks also have the ability to **Deflect Missiles**, essentially making them immune to physical missile attacks. **Evasion** is another special feat that allows the monk to make a Reflex save against spell or monster

breath attacks that allow for a saving throw, and if successful, suffer no damage. The Monk also has developed the cat like ability (**Feather Fall**) to land safely from any fall under 60', taking no damage. **Flurry of Blows** is the ability to slide two pucks (combat sliders) on the Battle Board in succession (i.e., the second puck must leave the players hand before the first stops moving.)

Unless a specific weapon token allows use with the Monk's **Flurry of Blows**, this attack is limited to open handed (weaponless) attacks. Finally the Monk has the ability to use **Stunning Fist** once (2X) per adventure to stun a target for one round. This feat is used in conjunction with **Flurry of Blows.** If the player announces he is using Stunning Fist, and the first of the two sliders hits the monster, the monster is stunned for one round. (Stunned creatures cannot attack, cast spells, and they suffer a –2 AC penalty.)

Differences between 4th and 5th level Monks are an increase in the number of hit points, increase in **Combat Prowess** to seventeen (17), the addition of one additional attempt of **Stunning Fist** (total of two) per adventure, the feat of **Dragon Strike** which augments the **Flurry of Blows** attack for the combat encounter and overrides up to ten (10) points of the targets damage reduction (for the Monk only), **Improved Evasion** allows the Monk to make a Reflex save against all forms of attack (that allow for a saving throw and suffer no damage if successful, if the saving throw attempt fails, the Monk will take half damage), and the special power **Diamond Body** which renders the Monk immune to all types of poison.

Paladin

Players choosing the Paladin will find themselves playing a predominately combat based character with some extra divine bonus powers (that do not require a skill test).

Paladins are immune to disease both of normal and magical origin. Paladins are able to **Remove Disease** and **Detect Evil** (3X) as divinely granted powers. They are also able to use any scroll with the "All" designation. Paladins also have the ability to heal other players (or themselves) at will up to a certain maximum (depending on level). The Paladin my draw from a total maximum healing pool and use all or some of the total allotment until the sum of all healing efforts equals the total listed on the player card (12/15). There is no skill test with this feat, the effect is immediate and the amount is solely controlled by the Paladin.

Paladins have the heroic ability to **Guard** another player, this essentially means they are placing themselves between a selected party member and an attacking monster. If the DM determines the monster would attack the guarded player (melee only) the monster will attack the Paladin instead. The Paladin must declare they are Guarding another player at the beginning of combat, and will be committed to doing so until the end of combat, death of the

player being guarded, or death of the Paladin, whichever comes first. This feat does not protect against missile attacks or area effect attacks or spells. Both the player being guarded and the Paladin may perform any other action without breaking the **Guard**.

Differences between 4$^{\text{th}}$ and 5$^{\text{th}}$ level Paladins are an increase in the number of hit points, an increase in the number of times they can **Remove Disease** (2X), additional healing, and the addition of the ability to Sacrifice themselves to save another player from death. This feat must be initiated at the point the other player is about to die. Each player's hit point counters will be reset, leaving both alive with five (5) Hit Points. Sacrifice is not dependant or conditional of any other action.

Ranger

Players selecting the Ranger will play a combat oriented character with a twist. The Ranger is ambidextrous and thus is one of the two players that can make two melee attacks per combat round. Players choosing the Ranger will practice a special double "weapon puck" slide representing the Ranger's two weapon melee attack (both pucks are slid at the same time, one in each hand). [Note: the Ranger uses one "weapon puck" when attacking with ranged based weapons such as bows]

Rangers are able to use scrolls with the "All" designation. Rangers hold Undead creatures with special distain (**Favored Enemy**) as they represent the antithesis to all things living. As such they gain one (+1) point additional damage against Undead creatures due to the zeal with which they engage them in combat. Rangers also have exceptional skills with bows, crossbows, and slings; **Sharpshooter** gives them an additional two (+2) points of damage when using these weapons in combat.

Differences between 4th and 5th level Rangers are an increase in the number of hit points, an increase in the amount of damage caused by **Favored Enemy** (+2) and **Sharpshooter** (+4), and the addition of two 1st level spells **Cure Lesser Wounds** and **Barkskin**. See the Spell Supplement section or the Ranger Character Card for more information.

Rogue

Players choosing the Rogue should have good hand-eye coordination. The Rogue is often utilized to look for clues or treasure. To simulate this activity, some rooms will have a Rogue Challenge device. The player may choose to attempt to navigate this device to try and gain a clue for the room or treasure for themselves (you are a Rogue, after all). Players will spend their training time practicing this unique skill prior to the adventure.

Rogues also have the ability to slide away during combat and set themselves up to **Sneak Attack** the monster, (does not work against monsters without vital anatomy or that cannot be surprised), striking a vital area to cause an additional fifteen (+15) points of damage above and beyond their normal weapon damage. Note: this bonus damage is not subject to doubling for a critical hit, unless Nightshade's +2 Short Sword is used. This special attack is usable once per combat, regardless of success or failure on the combat board. Failure to successfully hit the monster during **Sneak Attack** will attract the attention of the monster and prevent any further attempt.

ROGUE

LEVEL 5th — HP 24

STR: 11
DEX: 18
CON: 10
INT: 11
WIS: 11
CHA: 14

SKILL TEST

A few times during the game a Rogue will be faced with a chest that has a metal plate with a winding path cut out of it. In order to successfully open the chest, which yields a clue OR token (choose 1), a Rogue must guide a metal stylus through the entire path without touching the sides. Success means you get to choose a clue or a random treasure token from the chest.

SPECIAL POWERS

Flank Attack - Once per combat, instead of attacking during a combat round, Rogues can place a combat slider anywhere on the combat board with an upside down token in it. The Rogue can leave the slider there until the end of the combat, but it cannot be adjusted once it is placed. Even if the slider is later removed mid-round, Rogues may not attack that round.

Improved Sneak Attack - Once per combat, Rogues are capable of doing lots of damage (weapon damage +20 pts) if they take one round to sneak up on a monster before they strike with a melee (or hand-held) weapon. If they do hit successfully, then Rogues do the indicated weapon damage plus an additional 20 points.

FORT:1 REFX:8 WILL:1

Differences between 4ᵗʰ and 5ᵗʰ level Rogues are an increase in the number of hit points, an increase in the amount of damage caused by **Sneak Attack (Improved) (+20)**, and the addition of **Flank Attack** which allows the player to place her combat slider on the board, anywhere she chooses. The token will be placed face down to indicate she is "Flanking," essentially creating a diversion for the monster. This stationary, placed combat slider can be used by other players as a backstop or deflection point for slides. The combat slider may get moved during the combat round, but it must be left alone, once placed, for the entire time she wishes to be in "Flanking" mode. She may remove her slider at any time to attack, but the consequence of which is that the **Flank Attack** maneuver is done for that combat encounter.

Wizard

Selection of the Wizard is a decision to play the quintessential magical character. Players will be faced with a skill test for most of the spells they cast (from the player Character Card). This skill test takes the form of memorization of a chart of the Planes of Existence.

WIZARD

LEVEL 4th — HP 16

STR: 11
DEX: 11
CON: 12
INT: 18
WIS: 11
CHA: 10

SKILL TEST

In order to increase the damage Wizards do with certain spells they have to memorize the location of different Planes on a chart.

SPECIAL POWERS
❖ Scroll Use: "All" and "Arcane"
❖ Spell Casting (see below)

SPELLS

0 LV
Fire Ray - Does 3 or 6 pts of Fire to 1 target (uses Skill Test)
Ray of Frost - Does 3 or 6 pts of Cold to 1 target (uses Skill Test)

1 LV
Burning Hands - Does 6 or 9 pts of Fire to all targets (uses Skill Test)
Instant Safeguard - Static AC 16, instantly cast, may take other action
Magic Missile - Does 8 or 11 pts of Force to 1 target (uses Skill Test)

2 LV
Bull Strength - Target receives +4 to STR for combat
Ray of Shock - Hit AC 15: does 18 pts of Shock to one target
Scorching Ray - Hit AC 15: does 18 pts of Fire to one target

FORT:2 REFX:1 WILL:4

When casting most spells, the DM will request the player identify the location of the requested plane of existence from a masked diagram. If successful, the spell will have maximum effect (e.g., maximum damage), if not successful, the spell still works but the effect is reduced.

Wizards are able to use scrolls with the "Arcane" and "All" designations. See the Spell Supplement section or the Wizard Character Card for more information on specific spells.

Differences between 4th and 5th level Wizards are an increase in the number of hit points, an increase in the number of times spells can be cast, the addition of 3rd level spells Lesser Maze and Lightning Storm, and the substitution of Acid Ray for Instant Safeguard.

Elf Wizard

Similar to the human Wizard character, the Elf Wizard is a magical character with spell casting as the main combat arsenal. Elf Wizards have a different array of spells, some of which are subject to the same Wizard's Planar test. (See Wizard for description).

See the Spell Supplement section or the Elf Wizard Character Card for more information on specific spells. Like their human counterparts, Elf Wizards can also use scrolls designated as "Arcane" and "All."

Differences between 4th and 5th level Elf Wizards are an increase in the number of hit points, an increase in the number of times spells can be cast, the addition of 3rd level spells Fireball and Stoneskin, and the substitution of Acid Ray for Instant Safeguard..

Equipment (tokens)

General Token Usage (guidelines)

Tokens were an accidental but valuable supplement to the True Dungeon experience. They allow players to customize (to some extent) their characters and add a new dimension to the game.

Tokens fall in to several general categories (not exhaustive list): Gear, Armor, Weapons, Scrolls, Potions (liquids), Misc. Magical Items, Rings, Wands, and Clothing. Refer to the token guide for specific restrictions for individual tokens and character classes.

True Dungeon does not restrict the number of tokens a player can carry into the dungeon (practicality does need to apply) but there are restrictions on the numbers of items that can be "in play" at any one time.

Other than weapons, shields, wands, and items held in (not worn on) the hand, all items must be worn for the entire adventure. Therefore, all other "worn" equipment including armor, rings, gloves, ioun stones, charms, etc. may not be swapped once the adventure begins.

To expedite game play, our Player Coaches will work with players to equip characters and calculate the total magical or physical bonus effect for a character, recording it on the Party Card for easy reference by the room DMs. Because the Party Card is difficult to change mid game, there are restrictions placed on some equipped items preventing them from being exchanged mid game.

Restricted items:

- When a set contains a weapon, shield, orb, or anything held in (not worn on) the hand, the hand-held item must be used when engaging in its respective mode of combat. E.g., players using a melee weapon to fulfill a set bonus may only use that specific weapon if they choose to engage in melee combat. Players using a ranged weapon to fulfill a set bonus may only use that specific weapon if they choose to make a physical ranged attack. Players using a shield to fulfill a set bonus may not use any other shield. Multiple sets may be utilized provided all the requisite pieces may be worn without violating physical limits.

- Charms are limited to a total number of three. Up to six may be carried with a Charm Necklace.

- A maximum of five (5) Ioun Stones may be in play per character at any one time, multiple copies of any one stone do not add to the effect.

- Runestones are limited to one with general effects and up to two additional may be applied to a specific weapon or one each to two different weapons (with Runestone Fitting Base) with the effects applying to just that weapon.

Certain items are "consumable" (i.e., one time use) and must be surrendered either at the beginning of the adventure (e.g., Runestones), or during an encounter (e.g., potions), to use.

In certain circumstances the use of a non consumable item (for a creative solution) may require it to be turned in, as a condition of the

use. The DM will warn the player of the situation and the player will have the choice of turning in the item to use it in a creative way, or not using it and keeping it for a future use.

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

Otherwise, feel free to mix, match, share, and use tokens to enhance your gaming experience. You may even "discover" a new item to use at the end of your quest as the spoils of adventure.

Combat

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

Combat Boards

The combat board has a black and white diagram representing the attacking monster, these images are specific to the room and monster, and the **Attack Scoring Regions** change based on a monster's stats and difficulty to hit. Players place their weapon tokens in the **Combat Sliders** or **"Pucks"** The weapon tokens are designated by a damage wheel scoring indicator around the circumference of the token.

The weapon token is placed face up in the **Combat Slider** and the player slides the **Puck** down the combat board attempting to have the slider come to rest in an **Attack Scoring Region** high enough to represent a successful attack. Once the **Combat Slider** comes to rest on the board, the number on the damage wheel pointing closest to the

Damage Scoring Indicator

Attack Score Regions

Combat Slider "Puck"
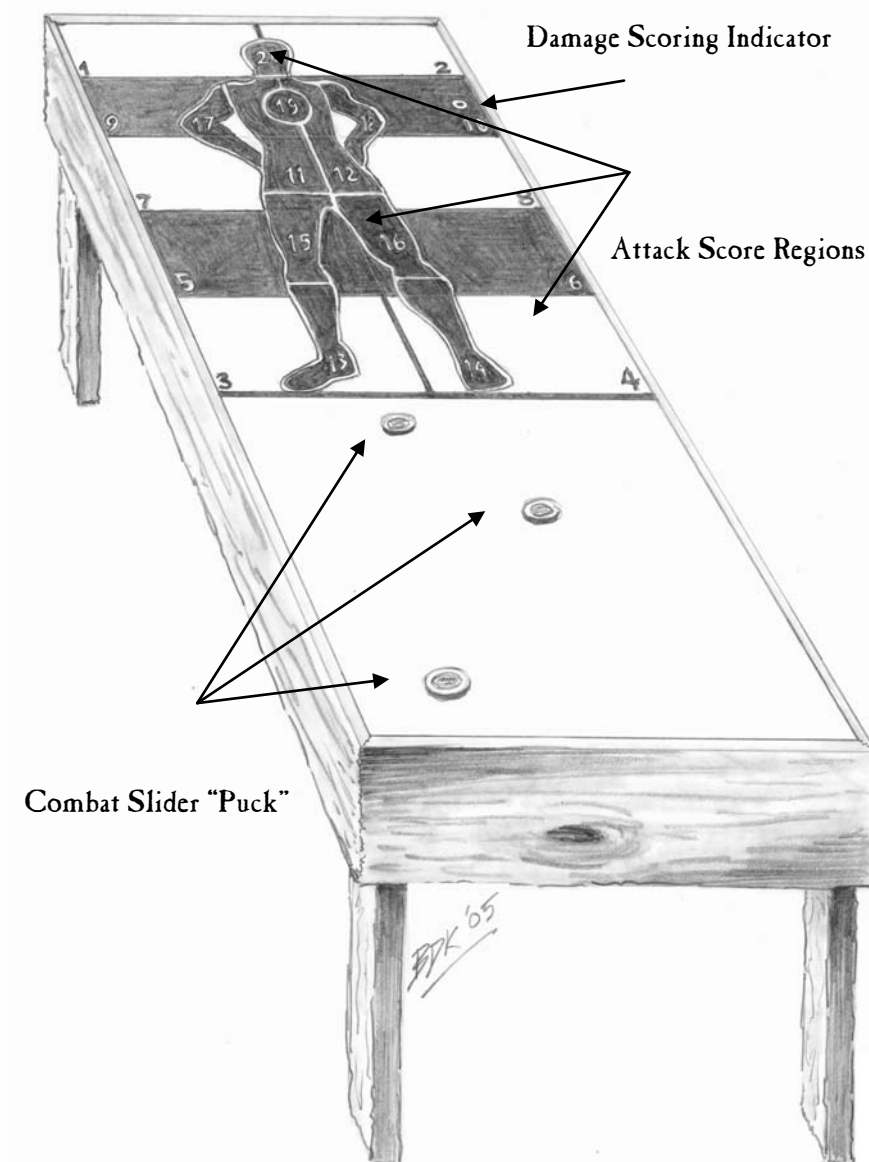
Damage Scoring Indicator (on the board) is the amount of damage that attack would do, provided the slider landed on an **Attack Score Region** high enough to score a hit on the monster. The DM will allow each player to slide their weapon tokens (in the **Combat Sliders**) on the combat board in turn. Damage to the monster will only be calculated after <u>all players</u> participating in combat have "attacked" by sliding their respective slider(s). This action, in and of itself, can represent a level of strategy, since a well placed shot can bump a non scoring slider into a scoring position. In fact some lower damage capable players (e.g., Wizard, generally 1-4 points of damage with a weapon) may elect to sacrifice their attack attempts in order to change the outcome of a player with a higher damage potential (e.g., Barbarian, who can do up to 12 points of damage with certain weapons). Finally, any magical bonuses to hit or for damage are calculated in after all other physical factors have been accounted for. All this and more make up the strategy that is True Dungeon combat.

Monster's Turn

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

Initiative

At the start of a combat encounter (each individual monster attack if multiple) the DM and one representative party member will roll off for initiative. The higher of the two scores establishes who attacks first, the party or the monster. Being surprised or sometimes the way a room is laid out will give the monster the advantage. If that is the case, the DM will inform the party there is no initiative roll because the monster has the advantage on the party. This is driven by module design not DM discretion. There are a few tokens that augment a party's initiative role but there are no individual character modifiers and a high Dexterity score does not affect party initiative.

Melee

Melee combat is close in, hand-to-hand fighting. In most cases, the rooms represent a life sized environment. Unless physical space (e.g., chasm) or intervening players separate the monster and players, most players are considered in melee range of the monster. However, players have the option of declaring a melee or ranged attack, and monsters may be equipped with melee or ranged attack capability as well. In general, think of melee as sword and shield, axe and buckler style of fighting. A player is fully exposed to be attacked by a monster in this condition. Melee weapons are hand held, not released or thrown as part of the attack. This also defines the limitations of some bonuses that apply to melee combat specifically. If it leaves your hand when striking, it is not strictly a melee weapon.

Ranged

Ranged combat can occur, even in a tight room. Characters are considered proficient enough with bows and the like to be able to "thread the needle" during combat and make a successful strike on the monster, without hitting another party member in the back of the head (thrown tokens not withstanding...). Ranged combat is conducted on the combat board, exactly the same as melee, by sliding the

weapon token in the slider. Melee and ranged attacks occur at the same time if part of the party is so engaged. Ranged attacks may be the only option available if the physical confines of the room prevent melee combat (e.g., a chasm or cell bars separating the monster and party). In this case a bow or sling may be just the thing to turn the tide of combat. As previously mentioned, in tight quarters, it may be that a monster can make a movement and attack in the same turn, so those players hanging back behind melee combat may still be at risk for attack. This is all up to how the DM has been instructed or allowed to play the room and monster. Ranged weapons also are assumed to have an inexhaustible mundane ammo supply, so under normal conditions, no counting of shots is necessary. There are special projectile tokens that augment to hit and damage from ranged weapons. Those are considered consumable and are turned in to use as a special "one-off" event. Conversely to melee weapons, ranged weapons are those that involve a projectile or are thrown or released during an attack. Thrown weapons may not be retrieved until combat is over (unless the weapon specifically allows for it.) Some weapons can function as either ranged or melee weapons (e.g., spears). Players will announce to the DM when using these "Compound" weapons in a ranged vs. melee attack.

Special Environments

There may be, from time to time, special environments in the dungeon (e.g., underwater). Those physical situations may serve to augment combat rules or enforce an entirely different set of circumstances. Special supplements will be supplied to detail these environments and will be available online or at the event.

Special States or Combat Considerations

Certain physical situations may also influence combat mechanics. A list of those states (e.g., under the influence of a "Slow" spell) and their effects are listed in the table below

Combat States and Considerations

State	Effects
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 (See Victim Action table below) †
Cursed	Effect varies, but often reduces the victim's combat modifiers or saving throws; amount varies by spell.
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, the effect can continue beyond the encounter (room).
Fear	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

State	Effects
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 he suffers the effects of the poison.
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, she 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 attack 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 throw attempts.
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).

State	Effects
Silence	When silence is in effect for a room, spells, scroll, and wands with a verbal component cannot be used
Slow	Victim may only take actions every other round; –2 to AC
Sleep	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.
Stunned	Victim drops whatever is in its hands; cannot attack or cast spells (including **Bardsong**); –2 AC penalty.

† States of Confusion

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)

Stats for Combat

Combat will focus on many numbers or stats. Your (and the monster's) Armor Class represents the difficulty to be hit or damaged by an opponent. Think of it as both the toughness to resist attack and the ability to avoid an attack (as it comprises an influence of both). A player's (or monster's) armor class is the number that must be scored (equal to or above) to successfully hit your foe. This value can be adjusted upward or downward depending on the situation, skill of the combatant, or other outside influences such as **Bardsong**. For Armor Class, think the higher,

the better. The base (unmodified) armor class for each character (except the Monk) is ten (10).

Saving Throws are attempts to use skill, fortitude, strength, or willpower to overcome the effects of an attack both magical and physical. Each player rolls a twenty (20) sided die. The DM then and adds to the roll any bonus the player has listed on the party card to the total number hoping to exceed some numerical threshold value. Above or equal to that value equals success and can negate or reduce the effects of an attack or spell. Below represents failure and usually unpleasant consequences, so always roll high! The DM will roll the same twenty sided die for the monster's saving throw attempts.

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

Death

Once a character's (or monster's) hit points drop to zero or below, they are considered dead. In certain circumstances the party may be able to resurrect a party member to some living state and that player can continue as if they never died. However, if the party does not have the resources to resurrect the player in the span of one encounter (room duration), that party member becomes a ghost. The party card is marked as such, and the room the player died in will be noted for experience point calculation at the end of the game. Being a ghost allows the player to continue to see the

rest of the dungeon with his party, but he will not be able to interact with the party, unless the party is equipped with magic that allows conversing with the dead. Resurrection may also be possible as a feature of a room, in which case the player will be allowed to continue as if nothing had happened.

Withdrawal from the Game

A player may choose to leave the game at any time, for any reason. If they have died and do not want to spoil the rest of the adventure for a future run, or just need to leave for some reason, players can request an escort from the game at any time by speaking to the room DM. "Callings of Nature" if they cannot be avoided, are understood, but if a player elects to (or must) leave the game for that or any reason, they will not be allowed to return. Finding the abandoned party and navigation of a dark "behind the scenes environment" is a daunting task, that from a safety perspective, poses too much of a risk to staff and players. We appreciate your understanding.

Example Combat

We have prepared the following transcript for you as an example of combat in the dungeon.

A party has wandered cautiously into a cavern in search of their missing comrade. They have heard his screams, so they are worried about his, and their, safety. As they turn a corner they see a giant spider on the far wall – preparing to eat their web-enclosed friend. The monster sees the party and hisses as it begins to charge. At this time, the DM announces that anyone who is carrying a missile (ranged) weapon may get one free attack before melee fighting begins. The Fighter is carrying a Long Bow, and the Monk is carrying a Sling. Both of them elect to take the free shot, so they each take a slide at the nearby combat board. The characters can choose whatever order they wish, so the Fighter steps up and puts his Long Bow token into the combat slider labeled "Fighter," and he slides the slider at the target at the end of the table. He slides into the disappointing "14" area, which he thinks is probably not good enough to hit this monster. When it is the Monk's turn to insert his Sling token in the puck, he does so and makes a careful slide. As luck would have it, his slider ricochets off of the Fighter's slider in the "14" area, and both sliders move. The Fighter's slider comes to rest in the "16" area, while the Monk's lands in the "12" area.

The DM then checks the Party Card and sees the Monk gets a +1 to hit with ranged weapons because of his high Dexterity score. The DM then checks the Armor Class of the Giant Spider (AC=15), and he tells the Monk that his modified score of "13" does not hit, but he says the Fighter's "16" does hit. He then closely looks at the Fighter's Long Bow token inside the slider, and he sees that the number "5" is the closest number toward the Combat Board's damage indicator dot. He asks the Fighter if he has anything that would raise the damage from the "5," and the Fighter reminds the DM that the Cleric cast a "Bless" spell as soon as they entered this new encounter room. So, he says, he gets +1 to damage. The DM then subtracts 6 Hit Points from the Giant Spider, and announces it is time to roll initiative.

The DM and the Monk being the elected "lucky man with the dice" roll off for initiative. The Monk rolls a "17" and points out to the DM he is wearing a "Charm of Awareness" giving the party one (+1) additional point to their initiative roll for a total of "18" points. The DM then rolls for the monster and does so miserably with a "12". Winning the initiative, the party will always attack first in following combat rounds. (If there was a tie, then the dice are re-rolled until there is a winner.) Note - there are no individual initiative modifiers in True Dungeon. In this example the party rolled a "17", and with the "Charm of Awareness" raised the initiative roll to "18", while the monster rolled at "12," so this allows the party to swing first in this round and all following rounds.

It is now the party's turn, so they talk quickly amongst themselves to see what order they should attack in. The Wizard announces that he is casting a Magic Missile spell at the monster, and the DM asks him to point to the location of the Plane of Fire. The Wizard steps up to the Planes Chart, pointing to his guess as to the location of that plane of existence. Luckily, the Wizard is proven correct, the DM flips the chart over showing the Wizard did select the correct plane, and

the DM asks him how much damage his spell does. The Wizard says that his Magic Missile does 8 points of damage, but he adds an extra 3 points of damage because he correctly located the requested plane. The DM then immediately takes the damage off of the monster's current Hit Point total.

The Ranger decides to go first since his two slides are harder to control, and he does not want to accidentally hit another player's slider. Both of his sliders go off course, and they land in the "10" and the "11" areas. Next, the Paladin attacks with her +1 Battle Axe, and she slides a "13," while the Rogue announces he is going to take this round to sneak behind the monster to make a Sneak Attack next round. The Monk, who used his Sling during the pre-melee round, decides that he will keep attacking with his Sling, so he slides his slider again. The Monk suffers no penalties for firing into combat, nor is there a chance to hit a fellow party member. The Monk then slides, and he is excited to score a "natural 20," which is known as a "critical hit" any slide that lands in that region doubles the damage nearest the damage indicator dot plus any other damage modifiers. The Barbarian goes next and slides a "12." She remembers that this is probably a miss.

The Fighter is the last to go, and he carefully weighs his options. He decides to drop the Long Bow and draws his +1 Long Sword this round. He feels that the extra damage his Strength gives him to melee attacks, but not ranged attacks, makes it the wiser choice. He readies his token and makes a mighty effort, but he can see immediately that his slider went wild and missed the monster all together.

Now that everyone has taken an action, the DM examines the combat board to see what numbered areas the sliders have landed in. He notes that the Monk has rolled a "natural 20," so he looks to see what number on his token is facing the damage dot. He sees that a "4" is closest so he doubles the 4 points of damage, for a total of 8 points of damage. He then checks the Party Card and double checks with the Monk for any damage modifiers, and the Monk reminds him about the Bless spell. So, the final total is "10" points of damage. That total is immediately deducted from the monster.

Next, he looks at the slider resting in the "13" area and he sees it is labeled "Paladin." He then checks the Party Card to see To Hit modifiers the Paladin has. The DM takes her slid "13" and then adds two to get a final score of "15," which is just good enough to hit! He then looks at her token to see which number is close to the damage dot, and he sees that it is a "3." He then checks the Party card for damage modifiers, and sees that she gets +2 to damage and remembers the Bless spell. So, her total damage is "6" points. The DM now deducts that damage from the spider.

That concludes the players' attack round, so the DM moves the sliders back to the players. The DM also has the Rogue player stand near the back of the Combat Board to remind him that the Rogue is maneuvering for a Sneak Attack.

Now it is the Giant Spider's attack. The DM looks at the monster's stats on the combat board, and he sees that the spider gets three attacks per round. He then decides that it will attack the character that presents the most present threat the Monk who shot it for 10 points of damage. Because the room is so small, the spider can move and attack anyone in the room, so there is no penalty when it

scurries along the wall and attacks the Monk. The DM now checks to see what the Monk's Armor Class (AC) is, and he sees it is "16." The DM now rolls his large d20, and the results are a "7" and a "16," which is good enough to hit once since the Monk's AC is "16," and even with the Spider's "+3" To Hit bonus, only one attack, is successful. The DM then looks at the monster's stats again, and he sees that each attack does a fixed "6" points of damage. He tells the Monk the damage, and the Monk adjusts his hit point counter to reflect the damage. The DM also notes that the spider has a special poison attack, so he asks the Monk to roll a Fortitude saving throw of "15" or better to resist the effects of the poison. The Monk rolls the DM's d20 and gets a "8," to which he adds +6 due to his character's hardiness (this is noted on the character card) to get a final total of "14." This is not enough to resist the poison, so the DM informs the Monk that he is paralyzed until the end of the combat. The Paladin however steps in and requests that she be able to use her Remove Paralysis scroll. The DM says he will allow it at the start of the next round. Because the Cleric and Barbarian are standing next to the Monk, the DM rolls a 20 sided die and randomly picks the Barbarian to attack for the third and final attack. The DM checks the Party Card for the Barbarian's armor class, and sees she has an Armor Class of "19." The DM rolls a "15," and adds the spider's "+3" bonus To Hit; however, the spider's total score of "18" is still a miss.

It is now time to start another round of combat. Since the party won the first initiative, they get to go first again. The Paladin steps up and uses her scroll to remove the effects of the paralyzing poison from the Monk as her action

this combat round. They are both occupied for this combat round and will not be able to attack.

The Wizard again decides to lead the combat round off with a spell attack. This time he says he is casting "Acid Ray," which is not an automatic hit like "Magic Missile." The Wizard then takes his empty slider and tries to hit AC 15 or better on the monster. He slides a "16," which is a hit, but he must wait until everyone has taken their turn to be sure the slider will remain inside the "16."

This time the Fighter says he wants to swing next. He steps up to the board and makes his slide landing only an inch in front of the "17" area inside the "15" area. He missed! The Fighter can only hope that someone can nudge his token into the "19" area.

Next the Ranger slides again, and he managed to slide a "5" and a "9." It is now up to the sneaky Rogue to make the final attack. He used last round to get behind the monster, so this round he is eligible to make his special **Sneak Attack**. He puts his Short Sword token into his slider, and he carefully takes aim. He slides, and his slider knocks into the Wizard's "16" slider, then ricochets off and into the Fighter's "17" slider. When the dust is settled, everyone now sees that the Wizard's slider has been moved into the "10" area (not good), that the Fighter's slider now rests on the "17" area (good), and the Rogue's slider sits on the "18" area. The Wizard's attack is a miss, but the DM tells the Fighter that his Attack now hits. The DM then checks the token, and he finds that the "5" is pointing at the damage indicator. He then checks the Party Card for all the Fighter's damage modifiers. He sees the Fighter gets +2 because of his high Strength and +1 from the Bless for a total of "8" points of

damage. The spider looks very ticked off at the Fighter, and the Fighter knows who will get attacked next. The Fighter does not like the looks of those dripping fangs!

It is up to the Rogue to win the day, as his "18" attack also hits. The DM says the damage indicator scores the slide at "5" Hit Points of damage, and he checks the Party Card for the Rogue's damage modifiers. The Rogue gets +1 from the Bless and +15 for making a successful Sneak Attack... for a total of "21" points of damage!

The DM tells the group that they see the Rogue jump upon the spider from behind and strike a deadly blow with his Short Sword, killing the monster before it can react.

Thus the fight ends, but the debate begins on if they should actually free the bumbling Bard still trapped in the spider's web.

Other Information of Note:

Experience

Any quintessential role playing game awards experience. In many cases experience comes from monsters slain, treasure found, and skill in adventuring. Implementing this in a game like True Dungeon would be a daunting if not impossible task. We did want players to have some bragging rights however, so players receive experience points for the number of rooms reached (either complete survival or prior to death) and a successful adventure outcome. Players can accumulate experience points for each unique adventure they play. Players can also increase the total number of experience points accumulated if they play the adventure at a more difficult level (e.g., nightmare). Experience points do not have an in-game benefit. There are some out of game benefits which are being added as time goes on (and more people reach new levels), current benefits are:

Experience Level	Cumulative Benefit
First	No benefit.
Two (1,000 XP)	Ability to enter special TD events like True Grind.
Three (3,000 XP)	Player is allowed to pick his character before other players of lower level.
Four (6,000 XP)	None Currently.
Five (10,000 XP)	Title of "Lord" or "Lady" in the True Dungeon Forums, access to the special forum section, and special titular token **Medallion of Nobility** to commemorate the attainment of Fifth level.
Six (15,000 XP)	On additional treasure pull at the end of the adventure.
Seven (21,000 XP)	Receive a specially designed TD convention badge holder.
Eight† (28,000 XP)	To Be Determined
Nine† (40,000 XP)	To Be Determined

† Note: the target XP for 8th and 9th level may change depending on how the game evolves.

Rooms and Walls

While True Adventures strives to make the most realistic experience possible, the environment is still very temporary, and often not structural. Walls will not hold your weight, so please do not lean on them. Try to avoid stylistic combat moves that might result in your person leaving the room via a collapsed wall and entering the next area to the surprise of the party in front of you. There are no bonus points for "Shatner Style" so do not bother trying to impress your DM, or that cute Paladin...
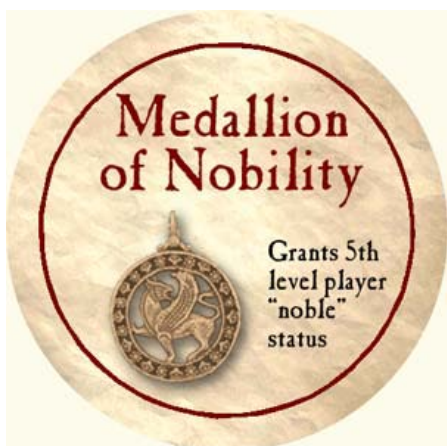
Props

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

Time

To make sure as many people can enjoy the event as possible, True Dungeon is on a strict time table. Each room encounter lasts 12 minutes. You will be kept informed of the time by the use of special sound effects and the aptly titled "Better Get You A** Moving" soundtrack. Please respect the DM and when asked to cease activity and move on, do so as efficiently as possible to ensure all get to enjoy the dungeon. Time management will be your best friend and worst enemy, so someone in the party keeping the passage of time in mind could just be that make or break bit of teamwork that saves the day.

Teamwork

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

Each person and character class has something to contribute. Working together and looking out for each other will assist you in getting further in the event, and will make it more enjoyable for everyone.

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

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

Besides looking out for each other, also look around your environment. You may spot a

useful clue, such as an early warning sign of impending danger, or you may spot treasure. Also, being aware of your environment can save you from making a foolish or perhaps even lethal mistake.

Volunteering

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

Benefits of Volunteering

There are several different levels of volunteering, depending on how many hours you can contribute. The perks vary from year-to-year. They may range from free Gen Con admission/badge reimbursement to accommodations, cool staff t-shirts, and maybe even some SWAG.

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

If you wish to volunteer, we can find a place for your skills. We need DMs, prop handlers, administrative staff, security, and customer service help. If you have electronic or technical skills, please join our ranks because we have many engineers, programmers, and tech geeks who could use your help. If you are interested in volunteering full or part-time, please contact our volunteer coordinator at volunteer@truedungeon.com.

For more information, you can visit the event's website at: http://www.truedungeon.com/

Spell Supplement

Bard

The Bardic Lore of Spells and Functions (Back to Bard Description), **note:** numbers of spells and damage indicated in (purple) apply to 5ᵗʰ level characters.

The following three zero (0) level spells can be used in any combination up to 5 total spells cast.

Daze – This stunning spell will cause the monster to lose one (1) melee attack, if the monster has only one attack, it will not be able to attack that round. The effect lasts only one round. The monster may make a Will save (DC 15) for no effect.

Flare – The effects of this spell will reduce the monster's attack rolls by one (-1) point effectively making it harder for the monster to hit party members. The effects of the spell last for the entire combat. The monster may make a Reflex save (DC 15) for no effect. (Note: no combination of this spell or other affects can reduce a monster's total "to hit" penalty more than six (-6) points.

Resistance – When applied to a party member of the Bard's choosing (including the Bard), the chosen character receives an additional point (+1) to all saving throw attempts. The effect lasts for the entire room.

The following three first (1st) level spells can be used in any combination up to 3 (4) total spells cast.

Muse – Casting this spell will immediately allow the caster to re-try a failed skill test.

Mute – This spell causes the target monster to be silent (cannot cast magic, speak, or sound alarm) for the remainder of the encounter (room). The monster may make a Fortitude save (DC 15) for no effect.

Song of Herosim – Evoking this spell grants the Bard, or a targeted comrade, two (+2) additional points to their Armor Class (AC) and all Saving Throw attempts. The effect lasts for an entire encounter (room).

The following two second (2nd) level spells can be used in any combination up to 2 total spells cast.

Inspire – Casting this spell will remove all Charm and/or Fear effects from the entire party. The effect lasts the entire encounter (room).

Soundburst – This powerful offensive spell will cause eight (8) points of sonic damage to all monsters in a room.

The following second (2nd) level spell is available to fifth level Bards only and may be used as part of the two total second level spells allotted.

Sooth Wounds – This spell will heal all party members three (3) Hit Points.

Cleric

The Cleric's Divine Gifts Granted ([Back to Cleric Description](#)), **note:** numbers of spells and damage indicated in (purple) apply to 5th level characters.

Spells may be cast once (no multiple), twice (2X), thrice (3X), and quadruple (4X) depending on the spell.

Cure Minor Wounds – (4X) This cures 1 hit point when invoked through laying hands on the wounded person.

Guidance – Evoking direction from a higher power, the Cleric may enable one party member (or himself) to gain one (+1) point to attack attempts (weapon and magical). The effect lasts for the entire encounter (room).

Bless – The Cleric may beseech blessings on his entire party the effects of which are to grant all party members one additional (+1) point to attacks (weapon and spell) as well as one additional (+1) point when saving versus Fear. The effect lasts for the entire encounter (room).

Cure Light Wounds – (3X) This spell has the ability to cure 5 or 8 hit points. However, laying hands on the wounded person is not enough. The Cleric shall have to prove their faith by identifying a bead as a focus item demanded by their deity for the gift. Although the spell will always succeed, if the identified bead is not the correct one the healing will be less effective.

Spiritual Hammer – When evoked this spell causes a hammer shaped object of force to hurl toward his opponent. Provided an attack of at least fifteen (15) or better can be achieved on the Battle Board, this force attack will cause eight (8) points of damage.

Cure Moderate Wounds – (2X) This has the ability to cure 13 or 16 hit points. However, laying hands on the wounded person is not enough. They shall have to prove their faith and studies by identifying a bead as a focus item demanded by their deity for the gift. Although the spell will always succeed, if the identified bead is not the correct one the healing will be less effective.

Restore Power – This spell grants the Cleric the ability to restore another character's used Special Power. The effects, however only last one turn, so the character must use his restored power in the next action or the effect dissipates.

Restore Spell – This spell grants the Cleric the ability to restore another character's used

spell (character card only, no scrolls or wands.) The effects, however only last one turn, so the character must use his restored spell in the next action or the effect dissipates.

Cure Serious Wounds – This has the ability to cure 21 or 24 hit points. However, laying hands on the wounded person is not enough. They shall have to prove their faith and studies by identifying a bead as a focus item demanded by their deity for the gift. Although the spell will always succeed, if the identified bead is not the correct one the healing will be less effective.

Searing Light – Channeling divine energy, the Cleric can release a beam of light that will cause twenty (20) points of damage to an evil foe (or a total of 30 points of damage to undead).

Turn Undead – (once per encounter/room) The Cleric may cast this spell to invoke holy energy directed against all undead targets in the room. Yielding 5 (9) or 8 (12) points of damage, to invoke this holy energy to be directed against one target the caster must prove their Faith. The turn always succeeds; however, if the focus item bead demanded by their deity for the gift is not the correct one, the attack will be less effective.

Druid

Nature's Blessings for the Druid (Back to Druid Description), **note**: numbers of spells and damage indicated in (purple) apply to 5th level characters.

Spells may be cast once (no multiple), twice (2X), thrice (3X), and quadruple (4X) depending on the spell.

Cure Minor Wounds – (3X) (4X) This cures 1 hit point when invoked through laying hands on the wounded person.

Detect Poison – This will cast a special illumination that will last for 30 seconds. It will reveal the presence of poison anywhere visible to the Druid in the wake of this light.

Resistance – When applied to another party member of the Druid's choosing (or the Druid), the chosen character receives an additional point (+1) to all saving throw attempts. The effect lasts for the entire room.

Cure Light Wounds – (2X) This has the ability to cure 5 or 8 hit points. However, laying hands on the wounded person is not enough. They shall have to prove their knowledge by identifying the required focus item. Although the spell will always succeed, if the identified item is not the correct one the healing will be less effective.

Freezing Orb – (3X) Conjuring this frozen sphere and hurling it toward a monster will cause 8 or 10 points of cold damage. The Druid shall have to prove their knowledge by identifying the required focus item. Although the spell will always succeed, if the identified item is not the correct one the damage will be less effective.

Cure Moderate Wounds – This has the ability to cure 13 or 16 hit points. However, laying hands on the wounded person is not enough. They shall have to prove their knowledge by identifying the required focus item. Although the spell will always succeed, if the identified item is not the correct one the healing will be less effective.

Firebolt – (2X) evoking this spell causes a concentrated amount of flame to attack a target and cause 10 or 14 points of fire damage. The Druid shall have to prove their knowledge by identifying the required focus item. Although the spell will always succeed, if the identified item is not the correct one the damage will be less effective.

Neutralize Poison – This special healing will allow the Druid to remove poison from a character (if poisoned) or monster (effectively removing its ability to poison anyone). This does not heal damage already done, it just removes the effects or prevents further damage. If used against a monster, there is no save.

Call Lightning – (2X) This spell will cause a directed bolt of lightning to strike a single target causing 16 or 20 points of damage. The Druid shall have to prove their knowledge by identifying the required focus item. Although the spell will always succeed, if the identified item is not the correct one the damage will be less effective.

Protection from Energy – Casting this spell on another character (or the Druid) will render the target immune to fire, cold, or shock damage. The effect lasts for the entire encounter (room). The caster, however, must declare the type of energy to be blocked when the spell is cast.

Ranger

Nature's Blessings for the Ranger (Back to Ranger Description), **note:** Ranger only gains spells at 5th level.

Barkskin – Casting this spell will grant the caster (only) incredibly tough skin like the bark of a stout tree effectively increasing the Armor Class by two (+2) points. Unlike the scroll and potion of the same name, this transformation does not require a round of inactivity during the transformation.

Cure Lesser Wounds – This spell has the ability to cure five (5) points of damage to one character (or Ranger.)

Wizard

The Arcane Skills of Wizardry (Back to Wizard Description), **note:** numbers of spells and damage indicated in (purple) apply to 5th level characters.

Spells may be cast once (no multiple), twice (2X), thrice (3X), and quadruple (4X) depending on the spell.

Fire Ray – (3X) Casting this spell causes beam of heat to emanate from the Wizard's hands. The spell will seek out a single target and strike automatically, causing three (3) points of damage. If the correct plane is revealed on the Wizard's Focus Board as requested by the DM, three additional points of damage are added for a total of six (6) HP of damage. Failing the attempt will result in the base damage of the spell.

Ray of Frost – (2X) (3X) This causes a beam of cold to emanate from the Wizard's hands. Straight and true it flies to it hit its target automatically, causing three (3) points of damage. If, the correct region of the Wizard's Focus Board is revealed when requested by the DM, three additional points of damage are added, for a total of six (6) HP damage. Failing the attempt will not affect the base damage of the spell.

Burning Hands – When cast, this melee attack causes flames to emanate from the Wizard's hands causing six (6) HP damage to all monsters in the room not immune to fire or flame. If the correct region of the Wizard's Focus Board is revealed when requested by the DM, three additional points of damage are added, for a total of nine (9) HP damage. Failing the attempt will not affect the base damage of the spell.

Instant Safeguard – Casting this magical barrier fixes the caster's Armor Class to 16, regardless of what it might have been previous to the spell being cast. This new armor class ensures the caster will have an armor class of 16 and is not affected by other magic that might be in the room that would lower or raise his Armor Class. The spell lasts for the entire encounter (room), and can only be cast on the Wizard. The Wizard is allowed to take an additional action in the same round the spell is cast.

Acid Ray – This spell is not subject to the skill test, but requires a successful attack on the Battle Board (target AC 15.) Casting this spell and successfully sliding, will cause a stream of acid to hit a single target causing 12 points of acid damage.

Magic Missile – (2X) (3X) This spell creates a force of energy that materializes into the physical shape of a dart or crossbow bolt to emanate from the Wizard's hands. Straight and true it flies to hit its target automatically and causes 8 points of damage. If, the correct region of the Wizard's Focus Board is revealed when requested by the DM, three additional points of damage are added, for a total of 11 hp damage. Failing the attempt will not affect the base damage of the spell.

Bull Strength – Casting this spell allows the Wizard (or target) to receive the benefits of an additional four (+4) points of strength (STR). The effect lasts the entire encounter (room).

Ray of Shock – Not subject to the skill test, but requiring a successful attack on the Battle Board (target AC 15), casting this spell and successfully sliding, will cause a beam of electricity to hit a single target causing 18 points of shock damage.

Scorching Ray – Not subject to the skill test, but requiring a successful attack on the Battle Board (target AC 15), casting this spell and successfully sliding, will cause a beam of heat to hit a single target causing 18 points of fire damage.

Lesser Maze – Initiating this conjuration instantly transports the target to an extra-dimensional space where the monster remains for one round giving the party a chance to act before the monster returns. Initiative is re-rolled upon the monster's return.

Lightning Storm – Unleashing this powerful magic initiates a multitude of lightning strikes attacking all monsters in the room (does not affect party members). The attack causes 30

points of shock damage to all monsters present, however the monsters may make a Reflex save attempt (DC 12) to reduce the damage by half.

Elf Wizard

The Arcane Skills of Wizardry ([Back to Elf Wizard Description](#)), **note:** numbers of spells and damage indicated in (purple) apply to 5th level characters.

Spells may be cast once (no multiple), twice (2X), thrice (3X), and quadruple (4X) depending on the spell.

Acid Splash – (3X) (4X) The use of this spell causes a spray of acid to engulf the target monster, causing three (3) HP damage from the effects of acid. If the correct region of the Wizard's Focus Board is revealed when requested by the DM, three additional points of damage are added for a total of six (6) HP damage. Failing the attempt will not affect the base damage of the spell.

Detect Magic – (2X) This spell will cast a special illumination that will last for 30 seconds. The presence of magical writing, items, glyphs, or the like will be revealed in the wake of this light.

Alertness – This spell increases the Party's initiative roll by ten (+10) points. The spell must be cast before the initiative roll is called for.

Instant Safeguard – Casting this magical barrier fixes the caster's Armor Class to 16, regardless of what it might have been previous to the spell being cast. This new armor class ensures the caster will have an armor class of 16 and is not affected by other magic that might be in the room that would lower or raise his Armor Class. The spell lasts for the entire encounter (room), and can only be cast on the Elf Wizard. The Elf Wizard is allowed to take an additional action in the same round the spell is cast.

Acid Ray – This spell is not subject to the skill test, but requires a successful attack on the Battle Board (target AC 15.) Casting this spell and successfully sliding, will cause a stream of acid to hit a single target causing 12 points of acid damage.

Magic Missile – (2X) (3X) This creates a force of energy that materializes into the physical shape of a dart or crossbow bolt to emanate from the Wizard's hands. Straight and true it flies to hit its target automatically and cause 8 points of damage. If, the correct region of the Wizard's Focus Board is revealed when requested (by the DM), three additional points of damage are added, for a total of 11 hp damage. Failing the attempt will not affect the base damage of the spell.

Cat's Grace – This magical enchantment imbues the caster (or target) with an additional four (+4) points to their dexterity (DEX) score and the bonuses that go with the increase. The spell lasts for the entire encounter (room).

Invisibility – This magical enchantment allows the caster to remain invisible unless she attacks or casts a spell. The effect lasts for an entire encounter (room) or until broken by the caster.

Ray of Shock – Not subject to the skill test, but requiring a successful attack on the Battle Board (target AC 15), casting this spell and successfully sliding, will cause a beam of electricity to hit a single target causing 18 points of shock damage.

Fireball – Releasing this destructive magic will cause a ball of fire to roll from the caster's hands toward its target, growing in size as is moves. The effect will target or encompass all monsters in the room (not party members) and cause 30 points of fire damage to each monster that can be affected by fire. The monster may make a Reflex save (DC 12) to take half damage.

Stoneskin – Similar to the salve of the same name, this enchantment hardens the caster's skin allowing it to absorb five (5) points of damage per successful attack or other form of damage (e.g., trap) against the caster (weapon or magic). The effect lasts for the entire encounter (room).

Scrolls and Wands

The Classes of Scroll Spells

Note: when referring to magic cast as a spell listed on a character card, we use the term "spell." Many spells require a skill test. Some spells are affected by other magical enhancements. We refer to magic contained in scrolls, as "scroll." This magic is pre-cast, stored energy. It is not subject to a skill test, and is not subject to modification by other magics or abilities such as **Bardsong** or **Bless** or artifacts such as Ring of Wizardry.

Prior to 2012 there were 3 Classes of Scroll Tokens: Divine, Arcane, and All. From 2012 onward, all scrolls specify which classes are able to cast them.

Divine Scroll Tokens may be used by the Cleric, Druid, and the Bard.

Arcane Scroll Tokens may be used by the Wizard, Elf Wizard, and the Bard.

All Scroll Tokens may be used by the Wizard, Elf Wizard, Paladin, Cleric, Druid, Ranger, and Bard.

Please see the True Dungeon Token Guide for an in-depth look at the various tokens and their uses.

Wands

Wands also contain stored magic energy, they are not subject to skill tests, nor are they subject to further magical augmentation. Wands have a specific number of discharges and will not function after the last charge is used. Wands require a verbal "command" word to be spoken when activated so they cannot be used in certain situations (e.g., under the effects of a silence spell.)

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