

LEVEL

4<sup>th</sup>

True DUNGEON.

# BARBARIAN

HP

36

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 17

DEX: 13

CON: 15

INT: 11

WIS: 13

CHA: 11

### SAGA SKILL

**Odin's Fury:** Deal +5 damage instead of +4 while under the influence of your Rage Special Power

### SKILL TEST

A barbarian's main focus is to do massive damage to monsters with Melee (hand-to-hand) weapons. They are particularly effective when wielding a two-handed Melee weapon.

### SPECIAL POWERS

**Rage:** Barbarians are known for their great intensity in battle. However, once per adventure they can go into a state of Rage that lasts until the end of combat. During this period the barbarian gains +5 (normally +4) to damage with all Melee weapons. You may activate this Special Power at any time as a Free Action. The DM marks the above box when you use this Special Power. (1/game)

**Two-Handed Damage Bonus:** All successful attacks made with a two-handed Melee weapon deal +4 damage.

FORT: 6 REF: 2 WILL: 2

LEVEL

5<sup>th</sup>

True DUNGEON.

# BARBARIAN

HP

48

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 19

DEX: 13

CON: 15

INT: 11

WIS: 13

CHA: 11

### SAGA SKILL

**Odin's Fury:** Deal +7 damage instead of +6 while under the influence of your Greater Rage Special Power

### SKILL TEST

A barbarian's main focus is to do massive damage to monsters with Melee (hand-to-hand) weapons. They are particularly effective when wielding a two-handed Melee weapon.

### SPECIAL POWERS

**Damage Reduction** - Each time you take damage, deduct 1 pt from the amount dealt. This applies to everything except end-of-room "Push" damage and Eldritch damage.

**Greater Rage** - Barbarians are known for their great intensity in battle. However, once per adventure they can go into a state of Greater Rage that lasts until the end of combat. During this period the Barbarian gains a +7 (normally +6) to damage with all Melee weapons. You may activate this Special Power at any time as a Free Action. The DM marks the above box when you use this Special Power. (1/game)

**Two-Handed Damage Bonus** - All successful attacks made with a two-handed Melee weapon deal +4 damage.

FORT: 6 REF: 2 WILL: 2

LEVEL

4<sup>th</sup>

True DUNGEON.

# BARD

HP

18

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 13

CON: 11

INT: 11

WIS: 13

CHA: 17

## SAGA SKILL

**Baldur's Blessing:** Access to the new Spell **Song of Bravery** which allows you to remove all existing Fear effects from one of your allies. It does not inoculate them against future Fear effects.

## SPECIAL POWERS

❖ **Bardsong:** While singing, +1 to hit (all attack slides) and +1 damage (all attacks) for entire party

❖ **Monster Lore:** As a Standard Action, gain useful info about a monster (Skill ✓)

## SPELLS

Level  
Casts  
Per Day:

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

0  
LV

**Bolster:** Target gains +1 to AC for room  
**Resistance:** Target gains +1 to all saves for room  
**Song of Bravery:** Removes Fear effect(s) from target ally  
**Sonic Dart:** Does 2 pts of Sonic damage to target

1  
LV

**Muse:** Instantly allows spell caster a re-try of failed skill test  
**Song of Heroism:** Target gains +2 to AC & all Saves for room  
**Song of Refuge:** 1 ally cannot be targeted by monster for 1 round

2  
LV

**Inspire:** Removes all active Charm, Fear, & Hold effects from group  
**Soundburst:** Does 8 pts of Sonic damage to all monsters

FORT: 1 REF: 5 WILL: 5

LEVEL

5<sup>th</sup>

True DUNGEON.

# BARD

HP

24

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 15

CON: 11

INT: 11

WIS: 13

CHA: 17

## SAGA SKILL

**Baldur's Blessing:** Access to the new Spell **Song of Bravery** which allows you to remove all existing Fear effects from one of your allies. It does not inoculate them against future Fear effects.

## SPECIAL POWERS

❖ **Bardsong:** While singing, +2 to hit (all attack slides) and +2 damage (all attacks) for entire party

❖ **Monster Lore:** As a Standard Action, gain useful info about a monster (Skill ✓)

## SPELLS

Level  
Casts  
Per Day:

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

0  
LV

**Bolster:** Target gains +1 to AC for room  
**Resistance:** Target gains +1 to all saves for room  
**Song of Bravery:** Removes Fear effect(s) from target ally  
**Sonic Dart:** Does 2 pts of Sonic damage to target

1  
LV

**Muse:** Instantly allows spell caster a re-try of failed skill test  
**Song of Heroism:** Target gains +2 to AC & all Saves for room  
**Song of Refuge:** 1 ally cannot be targeted by monster for 1 round

2  
LV

**Inspire:** Removes all active Charm, Fear, & Hold effects from group  
**Soothe Wounds:** Heals all characters 3 pts of damage  
**Soundburst:** Does 8 pts of Sonic damage to all monsters

FORT: 1 REF: 6 WILL: 5

LEVEL

4<sup>th</sup>

True DUNGEON.

# CLERIC

HP

20

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 11

CON: 11

INT: 11

WIS: 17

CHA: 15

## ⚔ SAGA SKILL ⚔

**Thor's Strike:** Spiritual Hammer's base damage is **16** instead of 8

## ⚡ SPECIAL POWERS ⚡

❖ **Turn Undead:** Deal 5 or 8 pts to all Undead as a Standard Action (Skill ✓) [once per combat]

**Restore Power:** Willing ally\* must re-use a used Special Power as next action

**Restore Spell:** Willing ally\* must re-cast a cast Spell as next action

\*A cleric can't target themselves with Restore Power or Restore Spell.

## ⚡ SPELLS ⚡

0  **Cure Minor Wounds:** Heals target 1 pt of damage  
 **Guidance:** 1 ally gains +1 to hit for rest of room

1  **Bless:** Party gains +1 to attack slides & +1 vs. Fear for room  
 **Cure Light Wounds:** Heals 5 or 8 pts (Skill ✓)  
 **Spiritual Hammer:** Hit AC 15 (or better) for 16 pts of Force damage

2  **Cure Moderate Wounds:** Heals 13 or 16 pts (Skill ✓)  
 **Prayer:** Party gains +2 to attack slides & Fear immunity for room

FORT: 4 REF: 1 WILL: 7

LEVEL

5<sup>th</sup>

True DUNGEON.

# CLERIC

HP

26

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 13

DEX: 11

CON: 11

INT: 11

WIS: 17

CHA: 15

## ⚔ SAGA SKILL ⚔

**Thor's Strike:** Spiritual Hammer's base damage is **16** instead of 8

## ⚡ SPECIAL POWERS ⚡

❖ **Turn Undead:** Deal 9 or 12 pts to all Undead as a Standard Action (Skill ✓) [once per combat]

**Restore Power:** Willing ally\* must re-use a used Special Power as next action

**Restore Spell:** Willing ally\* must re-cast a cast Spell as next action

\*A cleric can't target themselves with Restore Power or Restore Spell.

## ⚡ SPELLS ⚡

0  **Cure Minor Wounds:** Heals target 1 pt of damage  
 **Guidance:** 1 ally gains +1 to hit for rest of room

1  **Bless:** Party gains +1 to attack slides & +1 vs. Fear for room  
 **Cure Light Wounds:** Heals target 5 or 8 pts (Skill ✓)  
 **Spiritual Hammer:** Hit AC 15 (or better) for 16 pts of Force damage

2  **Cure Moderate Wounds:** Heals target 13 or 16 pts (Skill ✓)  
 **Prayer:** Party gains +2 to hit & Fear immunity for room

3  **Cure Serious Wounds:** Heals target 21 or 24 pts (Skill ✓)  
 **Scaring Light:** 20 pts Divine damage to 1 evil creature (or 30 pts. to Undead)

FORT: 4 REF: 1 WILL: 7

LEVEL

4<sup>th</sup>

True DUNGEON.

# DRUID

HP

22

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 15

CON: 15

INT: 11

WIS: 19

CHA: 15

### SAGA SKILL

**Freyja's Fury:** Once per game, you may change the damage type of any Spell (not a scroll or item) you cast to Shock

### SPECIAL POWERS

❖ **Speak with Natural Animals:** Druids can communicate with natural animals (animals that exist in the real world) at will

**Spell Surge:** Doubles the points of one of your Cure or damage spells (1/game)

### SPELLS

0 LV  **Cure Minor Wounds:** Heals target 1 pt of damage  
 **Detect Poison:** Reveals any Poisons in room to Druid  
 **Resistance:** Target gains +1 to all saving throws for room

1 LV  **Cure Light Wounds:** Heals 5 or 8 pts (Skill ✓)  
 **Freezing Orb:** Does 8 or 11 pts of Cold to 1 target (Skill ✓)

2 LV  **Cure Moderate Wounds:** Heals 13 or 16 pts (Skill ✓)  
 **Firebolt:** Does 11 or 14 pts of Fire to 1 target (Skill ✓)  
 **Neutralize Poison:** Removes Poison from 1 character or monster

FORT: 6 REF: 3 WILL: 8

LEVEL

5<sup>th</sup>

True DUNGEON.

# DRUID

HP

30

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 13

DEX: 15

CON: 15

INT: 11

WIS: 19

CHA: 15

### SAGA SKILL

**Freyja's Fury:** Once per game, you may change the damage type of any Spell (not a scroll or item) you cast to Shock

### SPECIAL POWERS

❖ **Keen Polymorph:** When polymorphed, your Melee attacks deal +5 damage and can crit on a natural 19-20

❖ **Speak with Natural Animals:** Druids can communicate with natural animals (animals that exist in the real world) at will

**Spell Surge:** Doubles the points of one of your Cure or damage spells (1/game)

### SPELLS

0 LV  **Cure Minor Wounds:** Heals target 1 pt of damage  
 **Detect Poison:** Reveals any Poisons in room to Druid  
 **Resistance:** Target gains +1 to all saving throws for room

1 LV  **Cure Light Wounds:** Heals 5 or 8 pts (Skill ✓)  
 **Freezing Orb:** Does 8 or 11 pts of Cold to 1 target (Skill ✓)

2 LV  **Cure Moderate Wounds:** Heals 13 or 16 pts (Skill ✓)  
 **Firebolt:** Does 11 or 14 pts of Fire to 1 target (Skill ✓)  
 **Neutralize Poison:** Removes Poison from 1 character or monster

3 LV  **Call Lightning:** Does 17 or 20 pts of Shock to 1 target (Skill ✓)  
 **Protection from Energy:** Target immune to Cold, Fire, or Shock damage

FORT: 6 REF: 3 WILL: 8

LEVEL

4<sup>th</sup>

# True DUNGEON. DWARF FIGHTER

HP  
30

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 13

DEX: 13

CON: 13

INT: 11

WIS: 11

CHA: 9

### 🐉 SAGA SKILL 🐉

**Sindri's Skill:** When you successfully attack a monster with an axe (Melee or Thrown), you deal +1 damage. It may be either a 1-handed axe or a 2-handed axe, but the weapon must have the word "Axe" in its name.

### — SPECIAL POWERS —

**Taunt:** Target's next attack must include the Dwarf Fighter. Target could still use an area-of-effect ability. Requires a Free Action to activate. (1/room)

**Weapon Focus:** Dwarf Fighters are great at hitting with Melee attacks. They always get a +2 to their attack slides when using a Melee attack. This is a passive ability, so you never need to announce that you are using this Special Power. Weapon Focus does not affect Ranged attacks.

FORT: 7 — REFX: 2 — WILL: 1

LEVEL

5<sup>th</sup>

# True DUNGEON. DWARF FIGHTER

HP  
40

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 15

DEX: 13

CON: 13

INT: 11

WIS: 11

CHA: 9

### 🐉 SAGA SKILL 🐉

**Sindri's Skill:** When you successfully attack a monster with an axe (Melee or Thrown), you deal +1 damage. It may be either a 1-handed axe or a 2-handed axe, but the weapon must have the word "Axe" in its name.

### — SPECIAL POWERS —

**Enhanced Critical:** Any time a dwarf fighter slides a natural "20" and the result is a critical hit, the attack does triple damage instead of double damage.

**Taunt:** Target's next attack must include the dwarf fighter. Target could still use an area-of-effect ability. Requires a Free Action to activate. (1/room)

**Weapon Focus:** Dwarf fighters are great at hitting with Melee attacks. They always get a +2 to their attack slides when using a Melee attack. This is a passive ability, so you never need to announce that you are using this Special Power. Weapon Focus does not affect Ranged attacks.

FORT: 7 — REFX: 2 — WILL: 1

LEVEL

4<sup>th</sup>

True DUNGEON.

# ELF WIZARD

HP

15

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 13

CON: 13

INT: 17

WIS: 11

CHA: 11

### SAGA SKILL

**Freyr's Fend:** Shock damage inflicted on you is reduced by 3 points per attack or effect

### SKILL TEST

To maximize the effectiveness of abilities with (Skill ✓) next to their description, elf wizards must memorize the locations of different Planes on a chart.

### SPELLS

- 0  **Acid Splash:** Does 3 or 6 pts of Acid to 1 target (Skill ✓)
- 0  **Shocking Grasp:** Does 3 or 6 pts of Shock to 1 target (Skill ✓)

- 1  **Alertness:** +10 to Initiative rolls (cast before DM announces Init.)
- 1  **Instant Safeguard:** Static AC 16; instantly cast, may take other actions
- 1  **Magic Missile:** Does 8 or 11 pts of Force to 1 target (Skill ✓)

- 2  **Bull's Strength:** Target receives +4 to STR for the rest of the room
- 2  **Invisibility:** You are invisible until you make a hostile action (1 room)
- 2  **Ray of Shock:** Hit AC 15 to do 18 pts of Shock to 1 target

FORT: 2 REF: 2 WILL: 4

LEVEL

5<sup>th</sup>

True DUNGEON.

# ELF WIZARD

HP

21

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 15

CON: 13

INT: 17

WIS: 11

CHA: 11

### SAGA SKILL

**Freyr's Fend:** Shock damage inflicted on you is reduced by 3 points per attack or effect

### SKILL TEST

To maximize the effectiveness of abilities with (Skill ✓) next to their description, elf wizards must memorize the locations of different Planes on a chart.

### SPECIAL POWERS

❖ **Focused Polymorph:** While you are Polymorphed, your Melee attack slides gain +3 to hit

### SPELLS

- 0  **Acid Splash:** Does 3 or 6 pts of Acid to 1 target (Skill ✓)
- 0  **Shocking Grasp:** Does 3 or 6 pts of Shock to 1 target (Skill ✓)

- 1  **Acid Ray:** Hit AC 15 to do 12 pts of Acid to 1 target
- 1  **Alertness:** +10 to Initiative rolls (cast before DM announces Init.)
- 1  **Magic Missile:** Does 8 or 11 pts of Force to 1 target (Skill ✓)

- 2  **Bull's Strength:** Target receives +4 to STR for the rest of the room
- 2  **Invisibility:** You are invisible until you make a hostile action (1 room)
- 2  **Ray of Shock:** Hit AC 15 to do 18 pts of Shock to 1 target

- 3  **Fireball:** Does 20 pts of Fire to all monsters
- 3  **Ironskin:** Target ignores first 5 pts of damage per hit or effect (1 room)

FORT: 2 REF: 3 WILL: 4

LEVEL

4<sup>th</sup>

True DUNGEON.

# FIGHTER

HP

26

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 15

DEX: 13

CON: 13

INT: 11

WIS: 13

CHA: 11

### 🐉 SAGA SKILL 🐉

**Baldur's Bolster:** Your Melee attacks deal +1 damage while you have a shield equipped in your Melee offhand slot

### — SPECIAL POWERS —

**Weapon Focus:** Fighters are great at hitting with Melee attacks. They always get a +2 to their attack slides when using a Melee attack. This is a passive ability, so you never need to announce that you are using this Special Power. Weapon Focus does not affect Ranged attacks.

FORT: 5 — REFX: 2 — WILL: 2

LEVEL

5<sup>th</sup>

True DUNGEON.

# FIGHTER

HP

36

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 17

DEX: 13

CON: 13

INT: 11

WIS: 13

CHA: 11

### 🐉 SAGA SKILL 🐉

**Baldur's Bolster:** Your Melee attacks deal +1 damage while you have a shield equipped in your Melee offhand slot

### — SPECIAL POWERS —

**Weapon Focus:** Fighters are great at hitting with Melee weapons. They always get a +2 to their attack slides when using any Melee weapon. This is a passive ability, so you never need to announce that you are using this Special Power. Weapon Focus does not affect Ranged attacks.

**Weapon Specialization:** Once per combat, a fighter may immediately re-slide a Melee attack, but they must take the second result—even if the first slide would have been a better result. This does not affect Ranged attacks. Other pucks that were hit with the initial slide are not set back to their pre-initial-slide positions if you choose to re-slide your puck.

FORT: 5 — REFX: 2 — WILL: 2

LEVEL

4<sup>th</sup>

True DUNGEON.

## MONK

HP

22

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 15

DEX: 15

CON: 15

INT: 13

WIS: 17

CHA: 11

## SAGA SKILL

**Surtr's Fist:** If you hit with a Flurry of Blows attack while not using a weapon, each hand deals +1 damage as Fire. Both hands must be bare. If you use either a handheld or a bracer weapon in either hand, this bonus does not apply.

## SKILL TEST

Instead of sliding one puck like most other players, monks slide two pucks with the same hand in quick succession. The 2<sup>nd</sup> puck must leave the player's hand before the 1<sup>st</sup> puck stops moving. Monks slide only one puck when not using a Flurry of Blows-compatible weapon.

## SPECIAL POWERS

**Combat Prowess:** +4 AC from Martial Training (Total AC 16)

**Dazing Fist:** Your first natural 20 slide using Flurry of Blows Dazes\* target for 1 round. (1/combat)

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

**Deflect Missiles:** Immune to non-magical missile attacks

**Evasion:** Take no damage if you succeed on a required Reflex saving throw that would otherwise reduce the damage by ½

**Feather Fall:** Take no damage from falling 60 feet or less

**Flurry of Blows:** Use two pucks with Melee attacks made with your bare hands or Flurry of Blows-compatible weapons

FORT: 6 REF: 6 WILL: 9

LEVEL

5<sup>th</sup>

True DUNGEON.

## MONK

HP

30

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 17

DEX: 15

CON: 15

INT: 13

WIS: 17

CHA: 11

## SAGA SKILL

**Surtr's Fist:** If you hit with a Flurry of Blows attack while not using a weapon, each hand deals +1 damage as Fire. Both hands must be bare. If you use either a handheld or a bracer weapon in either hand, this bonus does not apply.

## SKILL TEST

Instead of sliding one puck like most other players, monks slide two pucks with the same hand in quick succession. The 2<sup>nd</sup> puck must leave the player's hand before the 1<sup>st</sup> puck stops moving. Monks slide only one puck when not using a Flurry of Blows-compatible weapon.

## SPECIAL POWERS

**Combat Prowess:** +5 AC from Martial Training (Total AC 17)

**Deflect Missiles:** Immune to non-magical missile attacks

**Diamond Body:** Immune to all types of Poison

**Dragon Strike:** Flurry of Blows attacks are treated as +4 weapons with regards to a target's weapon immunity defense

**Feather Fall:** Take no damage from falling 60 feet or less

**Flurry of Blows:** Use 2 pucks with fists/FoB-compatible melee weapons

**Improved Evasion:** Take no damage if you succeed on a required Reflex saving throw; take ½ damage if you fail that roll

**Stunning Fist:** Your first natural 20 slide using Flurry of Blows Stuns\* target for 1 round. (1/combat)

\*Victim cannot move or take any actions; -2 to their AC

FORT: 6 REF: 6 WILL: 9



LEVEL

4<sup>th</sup>

True DUNGEON.

# PALADIN

HP

24

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 13

CON: 11

INT: 11

WIS: 13

CHA: 17

### SAGA SKILL

**Thor's Reprisal:** Gain +2 Retribution Damage\* as Shock when a Melee attack is redirected to you via Guard

\*Retribution Damage: When a Melee attack deals damage to a target possessing Retribution Damage (RD), the attacker takes damage equal to the target's total RD. Ranged attacks, whether physical or magical, do not trigger RD. If an attack would have caused damage but is completely negated, RD does not trigger.

### SPECIAL POWERS

☐☐☐ **Detect Evil:** Reveals the location(s) of Evil in the room

**Guard:** At the start of combat, you may designate one other character to Guard for the whole combat. You will be attacked instead of the Guarded character if the DM determines that character should be attacked by the monster with a **Melee** (hand-to-hand) attack. Guard cannot redirect Ranged or Spell attacks. Paladins gain Damage Resistance 3 (each source of damage dealt is reduced by 3 pts) against Melee attacks redirected from your Guarded ally.

**Immunity to Disease:** Normal or magical

**Lay on Hands:** Heals a total of 12 pts—divide any way you like

☐☐☐☐☐ ☐☐☐☐☐ ☐☐

☐ **Remove Disease:** Eliminates all diseases in target

FORT: 7 REF: 5 WILL: 5

LEVEL

5<sup>th</sup>

True DUNGEON.

# PALADIN

HP

33

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 13

DEX: 13

CON: 11

INT: 11

WIS: 13

CHA: 17

### SAGA SKILL

**Thor's Reprisal:** Gain +2 Retribution Damage\* as Shock when a Melee attack is redirected to you via Guard

\*Retribution Damage: When a Melee attack deals damage to a target possessing Retribution Damage (RD), the attacker takes damage equal to the target's total RD. Ranged attacks, whether physical or magical, do not trigger RD. If an attack would have caused damage but is completely negated, RD does not trigger.

### SPECIAL POWERS

☐☐☐ **Detect Evil:** Reveals the location(s) of Evil in the room

**Guard:** At the start of combat, you may designate one other character to Guard for the whole combat. You will be attacked instead of the Guarded character if the DM determines that character should be attacked by the monster with a **Melee** attack. You gain DR 3 (each source of damage dealt is reduced by 3 pts) against Melee attacks redirected from your Guarded ally.

**Immunity to Disease:** Normal or magical

**Lay on Hands:** Heals a total of 15 pts—divide any way you like

☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

☐☐ **Remove Disease:** Eliminates all diseases in target

☐ **Sacrifice:** Paladin may immediately save one other character from death. Both characters' hit points are re-set to 5 HP.

FORT: 7 REF: 5 WILL: 5

LEVEL

4<sup>th</sup>

True DUNGEON.

## RANGER

HP

24

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 13

DEX: 17

CON: 13

INT: 11

WIS: 13

CHA: 13

## SAGA SKILL

**Thor's Ferocity:** If you successfully hit with a Melee attack while wielding an axe in each hand, each axe deals +1 damage as Shock. To be compatible with this ability, both of your Melee weapons must have the word "Axe" in their name.

## SKILL TEST

When Melee attacking, instead of sliding one puck like most other players, rangers simultaneously slide two pucks—one in each hand.

## SPECIAL POWERS

**Dual-Wielding Fighting Style:** When a ranger slides a Melee attack, they do so by sliding two weapon pucks at the exact same time—one in each hand. Their main Melee weapon can be any one-handed Melee weapon marked usable by a ranger, but their off-hand Melee weapon must be usable by both ranger and rogue. When making Ranged attacks, rangers slide only one puck.

**Favored Enemy:** +1 weapon damage against Undead

**Sharpshooter:** +2 damage with all Ranged attacks. This is a passive ability, so you never need to announce that you are using this Special Power.

FORT: 5 REF: 7 WILL: 2

LEVEL

5<sup>th</sup>

True DUNGEON.

## RANGER

HP

33

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 13

DEX: 19

CON: 13

INT: 11

WIS: 13

CHA: 13

## SAGA SKILL

**Thor's Ferocity:** If you successfully hit with a Melee attack while wielding an axe in each hand, each axe deals +1 damage as Shock. To be compatible with this ability, both of your Melee weapons must have the word "Axe" in their name.

## SKILL TEST

When Melee attacking, instead of sliding one puck like most other players, rangers simultaneously slide two pucks—one in each hand.

## SPECIAL POWERS

**Dual-Wielding Fighting Style:** When a ranger slides a Melee attack, they do so by sliding two weapon pucks at the exact same time—one in each hand. Their main Melee weapon can be any one-handed Melee weapon marked usable by a ranger, but their off-hand Melee weapon must be usable by both ranger and rogue. When making Ranged attacks, rangers slide only one puck.

**Favored Enemy:** +2 weapon damage against Undead

**Sharpshooter:** +4 damage with all Ranged attacks. This is a passive ability, so you never need to announce that you are using this Special Power.

## SPELLS

- Barkskin:** Target ally gains +2 to their AC for combat
- Cure Lesser Wounds:** Heals 5 pts of damage to target

FORT: 5 REF: 8 WILL: 2

LEVEL

4<sup>th</sup>

True DUNGEON.

# ROGUE

HP

18

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 17

CON: 11

INT: 11

WIS: 11

CHA: 15

### SAGA SKILL

☐ **Loki's Stealth:** Once per game, you may perform a Sneak Attack without the standard prep round. This one specific Sneak Attack gains a +2 bonus to hit.

### SKILL TEST

Rogues may be presented with a "chest" with a winding path. This is a metaphor for rogue actions, not an actual chest for the party to open. You must carefully make your way through the entire path without touching the sides. If successful, you get either a clue to help the party or a random token for yourself.

### SPECIAL POWERS

**Sneak Attack:** Once per combat, Rogues are capable of doing lots of damage (weapon damage +15 pts) if they take one round to sneak up on a monster before they strike with a melee (hand-to-hand) weapon. Rogues inform their DM that they are sneaking for the round, and then on the next round they make a normal melee attack. If they successfully hit the target, they do the indicated weapon damage plus an additional 15 points. This Special Power does not work against monsters without vital anatomy, including Constructs, Oozes, Plants, and Undead.

FORT: 1 REF: 7 WILL: 1

LEVEL

5<sup>th</sup>

True DUNGEON.

# ROGUE

HP

24

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 19

CON: 11

INT: 11

WIS: 11

CHA: 15

### SAGA SKILL

☐ **Loki's Stealth:** Once per game, you may perform an Improved Sneak Attack without the standard prep round. This one specific Sneak Attack gains a +2 bonus to hit.

### SKILL TEST

Rogues may be presented with a "chest" with a winding path. This is a metaphor for rogue actions, not an actual chest for the party to open. You must carefully make your way through the entire path without touching the sides. If successful, you get either a clue to help the party or a random token for yourself.

### SPECIAL POWERS

**Flank Attack:** Once per combat, instead of attacking during a combat round, a rogues may place a slider anywhere on the combat board with an upside down token in it. The rogue may remove the slider at any time, but it cannot be manually adjusted once placed. Even if the slider is removed mid-round, rogues may not attack the same round the puck is placed or removed.

**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 weapon. If they successfully hit, they do the indicated weapon damage plus an additional 20 points. This Special Power does not work against monsters without vital anatomy, including Constructs, Oozes, Plants, and Undead.

FORT: 1 REF: 8 WILL: 1

LEVEL

4<sup>th</sup>

True DUNGEON.

# WIZARD

HP

16

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 11

CON: 13

INT: 19

WIS: 11

CHA: 11

### SAGA SKILL

☐ **Valhalla's Glory:** Once per game, you may cast one uncast (not marked off) Spell after you die. This does not prevent you from being revived. The post-mortem cast Spell can be modified, but not by any effect that deals damage to the caster—you have no life force left to give. The post-mortem Spell may only be cast on the turn immediately after your demise.

### SKILL TEST

To maximize the effectiveness of abilities with (Skill ✓) next to their description, wizards must memorize the locations of different Planes on a chart.

### SPELLS

- 0 LV ☐☐☐ **Fire Dart:** Deals 3 or 6 pts of Fire to 1 target (Skill ✓)
- ☐☐ **Frost Dart:** Deals 3 or 6 pts of Cold to 1 target (Skill ✓)

- 1 LV ☐ **Burning Hands:** Deals 6 or 9 pts of Fire to all monsters (Skill ✓)
- ☐ **Instant Safeguard:** Static AC 16; instant cast, may take other actions
- ☐☐ **Magic Missile:** Deals 8 or 11 pts of Force to 1 target (Skill ✓)

- 2 LV ☐ **Cat's Grace:** Target gains +4 to DEX for the rest of the room
- ☐ **Ray of Shock:** Hit AC 15 to do 18 pts of Shock to 1 target
- ☐ **Scorching Ray:** Hit AC 15 to do 18 pts of Fire to 1 target

FORT: 2 REF: 1 WILL: 4

LEVEL

5<sup>th</sup>

True DUNGEON.

# WIZARD

HP

21

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 13

CON: 13

INT: 19

WIS: 11

CHA: 11

### SAGA SKILL

☐ **Valhalla's Glory:** Once per game, you may cast one uncast (not marked off) Spell after you die. This does not prevent you from being revived. The post-mortem cast Spell can be modified, but not by any effect that deals damage to the caster—you have no life force left to give. The post-mortem Spell may only be cast on the turn immediately after your demise.

### SPECIAL POWERS

**Mage Mastery:** When using a Wand or Mystic Staff that deals HP damage, deal +2 damage. If the item affects more than one target, you get a 2 point pool of damage to divvy as you see fit, not +2 per target.

### SPELLS

- 0 LV ☐☐☐ **Fire Dart:** Deals 3 or 6 pts of Fire to target (Skill ✓)
- ☐☐☐ **Frost Dart:** Deals 3 or 6 pts of Cold to target (Skill ✓)

- 1 LV ☐ **Acid Ray:** Hit AC 15 to do 12 pts of Acid to target
- ☐ **Burning Hands:** Deals 6 or 9 pts of Fire to all monsters (Skill ✓)
- ☐☐☐ **Magic Missile:** Deals 8 or 11 pts of Force to target (Skill ✓)

- 2 LV ☐ **Cat's Grace:** Target gains +4 to DEX for the rest of the room
- ☐ **Ray of Shock:** Hit AC 15 to deal 18 pts of Shock to target
- ☐ **Scorching Ray:** Hit AC 15 to deal 18 pts of Fire to target

- 3 LV ☐ **Lesser Maze:** Removes monster for 1 rd; players get 1 Action; re-roll Init.
- ☐ **Lightning Storm:** Deals 20 pts of Shock to all monsters

FORT: 2 REF: 2 WILL: 4