

LEVEL

4th

True DUNGEON.

HP

BARBARIAN

36

HP
(10s)

90

80

70

60

50

40

30

20

10

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STR: 17

DEX: 13

CON: 15

INT: 11

WIS: 13

CHA: 11

SAGA SKILL

Blessing of St. Hopp: Gain +2 to Fortitude saves for the duration of the adventure.

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: Once per adventure the Barbarian can go into a state of Rage to gain +4 to damage with Melee weapons until the end of combat. This Special Power can be activated at any time as a **Free Action** by alerting the DM. (1/game)

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

FORT: 6 REFX: 2 WILL: 2

HP
(1s)

09

08

07

06

05

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LEVEL
4th

True DUNGEON.

BARD

HP
18

HP
(10s)

90

80

70

60

50

40

30

20

10

00

HP
(1s)

09

08

07

06

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STR: 11

DEX: 13

CON: 11

INT: 11

WIS: 13

CHA: 17

🦇 SAGA SKILL 🦇

Blessing of St. Wilton: Gain +2 to Will saves for the duration of the adventure.

❖ SPECIAL POWERS ❖

❖ **Bardsong:** While the Bard is singing, +1 to hit and +1 damage for entire party.

❖ **Monster Lore Check:** See Skill Test section below.

❖ SKILL TEST ❖

Once per combat as a Standard Action, the Bard may attempt to correctly identify a Glyph of the DM's choosing to gain useful monster information.

❖ 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
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 REFX: 5 WILL: 5

LEVEL
4th

True DUNGEON.

CLERIC

HP
20

HP
(10s)

90

80

70

60

50

40

30

20

10

00

HP
(1s)

09

08

07

06

05

04

03

02

01

00

STR: 11

DEX: 11

CON: 11

INT: 11

WIS: 17

CHA: 15

🦇 SAGA SKILL 🦇

Blessing of St. Raya: Gain +4 to saves vs Poison & Undead touch attack effects.

❖ 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 cannot target themselves with Restore Power or Restore Spell.

❖ SPELLS ❖

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

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

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

❖ SKILL TEST ❖

To maximize the effectiveness of abilities with (Skill ✓) next to their description, Clerics must memorize the names and shapes of 14 prayer beads.

FORT: 4 REFX: 1 WILL: 7

LEVEL
4th

True DUNGEON.

DRUID

HP
22

HP
(10s)

90

80

70

60

50

40

30

20

10

00

HP
(1s)

09

08

07

06

05

04

03

02

01

00

STR: 11

DEX: 15

CON: 15

INT: 11

WIS: 19

CHA: 15

SAGA SKILL

Blessing of St. Gubb: Gain +3 to your total Retribution damage for the duration of the adventure.

SPECIAL POWERS

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

☐ **Spell Surge:** Use a Free Action to double the base damage or healing of one spell you cast. (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

SKILL TEST

To maximize the effectiveness of abilities with (Skill ✓) next to their description, Druids must memorize the names of 14 different leaf silhouettes.

FORT: 6 REF: 3 WILL: 8

LEVEL

4th

True DUNGEON.

HP

DWARF FIGHTER 30

HP
(10s)

90

80

70

60

50

40

30

20

10

00

HP
(1s)

09

08

07

06

05

04

03

02

01

00

STR: 13

DEX: 13

CON: 13

INT: 11

WIS: 11

CHA: 9

 SAGA SKILL 

Blessing of St. Bullo: Gain +1 to your To-Hit with Melee attacks.

— **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 REF: 2 WILL: 1

LEVEL
4th

True DUNGEON.

HP
15

ELF WIZARD

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 🦋

Blessing of St. Fokce: Gain +1 to Ranged Damage Resistance.

✦ 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 ✓)
LV **Shocking Grasp:** Does 3 or 6 pts of Shock to 1 target (Skill ✓)

- 1 **Alertness:** +10 to Initiative rolls (cast before DM announces Init.)
LV **Instant Safeguard:** Static AC 16; instantly cast, may take other actions
 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
LV **Invisibility:** You are invisible until you make a hostile action (1 room)
 Ray of Shock: Hit AC 15 to do 18 pts of Shock to 1 target

FORT: 2 REF: 2 WILL: 4

HP
(1s)

09

08

07

06

05

04

03

02

01

00

LEVEL
4th

True DUNGEON.

HP
26

FIGHTER

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

Blessing of St. Bullo: Gain +1 to
Melee damage.

SKILL TEST

A Fighter's main focus is to be an
effective Melee (hand- to-hand)
warrior.

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

HP
(1s)

09

08

07

06

05

04

03

02

01

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LEVEL
4th

True DUNGEON.

MONK

HP
22

HP
(10s)

STR: 15

🦇 SAGA SKILL 🦇

HP
(1s)

90

DEX: 15

Blessing of St. Valla: Gain +2 to Reflex saves for the duration of the adventure.

09

80

CON: 15

❖ SKILL TEST ❖

08

70

INT: 13

Monks must rapidly slide two pucks in quick succession with the same hand. The 2nd puck must leave the player's hand before the 1st puck stops moving. If not using a Flurry of Blows-compatible weapon they slide only one puck instead.

07

60

WIS: 17

06

50

CHA: 11

05

❖ SPECIAL POWERS ❖

40

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

04

30

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

03

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

20

Deflect Missiles: Immune to non-magical missile attacks

02

10

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

01

00

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

00

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
4th

True DUNGEON.

HP
24

PALADIN

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 🦋

Blessing of St. Stern: Gain +1 to your Armor Class for the duration of the adventure.

HP
(1s)

09

08

07

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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 REFX: 5 WILL: 5

LEVEL
4th

True DUNGEON.

RANGER

HP
24

HP
(0s)

90

80

70

60

50

40

30

20

10

00

STR: 13

DEX: 17

CON: 13

INT: 11

WIS: 13

CHA: 13

SAGA SKILL

Blessing of St. Fleck: Gain +1 to your To-Hit with Ranged attacks for the duration of the adventure.

SKILL TEST

When attacking in Melec, instead of sliding one puck Rangers simultaneously slide two pucks—one in each hand.

SPECIAL POWERS

Dual-Wielding Fighting Style: When a Ranger slides a Melec attack, they do so by sliding two weapon pucks at the exact same time—one in each hand. Their main Melec weapon can be any one-handed Melec weapon marked usable by a Ranger, but their off-hand Melec 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

REFX: 7

WILL: 2

HP
(1s)

09

08

07

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LEVEL
4th

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 🦇

Blessing of St. Lorca: You may gain both the treasure and the clue from a successful skill check. (1/game)

🎒 SKILL TEST 🎒

In puzzle rooms, Rogues will have an opportunity to perform a test of dexterity by tracing a winding path without lifting the stylus or touching the sides of the path. If successful, you may choose either a clue to help your party or a random treasure token to keep 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 REFX: 7 WILL: 1

HP
(1s)

09

08

07

06

05

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LEVEL
4th

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

WIZARD SAGA SKILL

Blessing of St. Fokee: Gain +1 to Focus for the duration of the adventure.

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 REFX: 1 WILL: 4

HP
(1s)

09

08

07

06

05

04

03

02

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