

LEVEL

4th

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

HP
(1s)

09

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🐉 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

REFX: 2

WILL: 2

LEVEL

4th

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 ✓)

HP
(1s)

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Level
Casts

Per Day:

SPELLS

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

0
LV

<input type="checkbox"/>
<input type="checkbox"/>
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<input type="checkbox"/>

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

<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

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

<input type="checkbox"/>
<input type="checkbox"/>

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

4th

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

1 LV ☐ **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 LV ☐☐ **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

HP
(1s)

09

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LEVEL

4th

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

HP
(1s)

09

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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

REFX: 3

WILL: 8

LEVEL

4th

HP

30

True DUNGEON DWARF FIGHTER

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 13

DEX: 13

CON: 13

INT: 11

WIS: 11

CHA: 9

HP
(1s)

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🐉 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

4th

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 ✓)
- 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 — REFX: 2 — WILL: 4

HP
(1s)

09

08

07

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LEVEL

4th

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

HP
(1s)

09

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🐉 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 — REF: 2 — WILL: 2

LEVEL

4th

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 2nd puck must leave the player's hand before the 1st 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 1/2

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

HP
(1s)

09

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LEVEL

4th

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.

HP
(1s)

09

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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
(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

HP
(1s)

09

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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

☐ **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.

HP
(1s)

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FORT: 1 REF: 7 WILL: 1

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

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

HP
(1s)

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