

LEVEL
4th

True DUNGEON.

HP
36

BARBARIAN

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



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:** 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

HP
(1s)

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LEVEL
4th

True DUNGEON.

BARD

HP
18

HP
(10s)

90

80

70

60

50

40

30

20

10

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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 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 ✓)

Level
Casts
Per Day:

SPELLS

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

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LV

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☐

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

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☐
☐

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
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

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 can't target themselves with Restore Power or Restore Spell.

SPELLS

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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 REFX: 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

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

SPELLS

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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

HP
(1s)

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FORT: 6 REF: 3 WILL: 8

LEVEL
4th

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 ♠

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

HP
(1s)

09

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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

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

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LV

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

1
LV

- ☐ **Alertness:** +10 to Initiative rolls (cast before DM announces Init.)
- ☐ **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
LV

- ☐ **Bull's Strength:** Target receives +4 to STR for the rest of the room
- ☐ **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

HP
(1s)

09

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FORT: 2 REFX: 2 WILL: 4

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

SAGA SKILL

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

HP
(1s)

09

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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 🦇

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

❖ 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 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

HP
(1s)

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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 ▶

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

HP
(1s)

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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



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

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

REFX: 7

WILL: 2

HP
(1s)

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LEVEL
4th

True DUNGEON.

ROGUE

HP
18

HP
(10s)

90

80

70

60

50

40

30

20

10

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STR: 11

DEX: 17

CON: 11

INT: 11

WIS: 11

CHA: 15

SAQA SKILL

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

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

HP
(1s)

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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 REF: 1 WILL: 4

HP
(1s)

09

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