

LEVEL  
4<sup>th</sup>

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:** 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

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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 ♠

**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 Skill Test** (see Skill Test section below)

HP  
(1s)

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Level  
Casts  
Per Day:

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:** 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

❖ SKILL TEST ❖

Once per combat in place of a Standard Action the Bard may attempt a Monster Lore check. Correctly naming a glyph of the DM's choosing will yield useful monster information.

FORT: 1   REF: 5   WILL: 5



LEVEL  
4<sup>th</sup>

True DUNGEON.

# CLERIC

HP  
20

HP  
(10s)

90

80

70

60

50

40

30

20

10

00

HP  
(1s)

09

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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  
LV

□□□□ **Cure Minor Wounds:** Heals target 1 pt of damage

□ **Guidance:** 1 ally of your choosing gains +1 to hit for rest of room

1  
LV

□ **Bless:** Party gains +1 to attack slides & +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  
LV

□□ **Cure Moderate Wounds:** Heals 13 or 16 pts (Skill ✓)

□□ **Prayer:** Party gains +2 to attack slides & 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  
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 🦋

**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 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

HP  
(1s)

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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 🦇

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

HP  
(1s)

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— 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  
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

**Blessing of St. Fokee:** 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  
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

FORT: 2   REF: 2   WILL: 4

HP  
(1s)

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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

**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   REF: 2   WILL: 2

HP  
(1s)

09

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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 🐉

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

## ❖ SKILL TEST ❖

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

## ❖ 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  
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

**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  
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



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

## SKILL TEST

When attacking in Melee, 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 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)

09

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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 🦇

**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   REF: 7   WILL: 1

HP  
(1s)

09

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02

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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

## 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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