

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

SKILL TEST

A Barbarian's main focus is to do lots of damage to monsters with melee (hand-to-hand) weapons—especially two-handed melee weapons. While all players use the same system to try to strike the monster, Barbarians are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.

HP
(1s)

09

08

07

06

05

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03

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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 a +4 to damage with all melee weapons. You may activate this Special Power at any time as a Free Action. The DM will check the above box when you use this Special Power.

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.

HP

18

BARD

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 13

CON: 11

INT: 11

WIS: 13

CHA: 17

HP
(1s)

09

08

07

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SKILL TEST

Once per combat in place of an action, Bards may tell the DM they want to make a Monster Lore skill test. Correctly naming the symbol shown by the DM will yield useful monster info.

SPECIAL POWERS

- ❖ Bardsong: While singing, +1 to hit (all attack slides) and +1 damage (physical weapons only) for entire party
- ❖ Monster Lore Skill Test

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

□ □ □ □ □

- 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.

HP

20

CLERIC

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 11

CON: 11

INT: 11

WIS: 17

CHA: 15

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.

SPECIAL POWERS

- Restore Power: Another player must re-use a used Special Power on next turn
- Restore Spell: Another player must re-cast a used Spell on next turn
- ❖ Turn Undead: Deals 5 or 8 pts to all undead, 1/combat (Skill ✓)

HP
(1s)

09

08

07

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04

03

02

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SPELLS

- Cure Minor Wounds** - Heals target 1 pt of damage
- Guidance** - 1 player gains +1 to attack slides for room

- Bless** - All players gain +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 8 pts of Force damage

- 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

LEVEL

4th

True
DUNGEON

HP

22

DRUID

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 15

CON: 15

INT: 11

WIS: 19

CHA: 15

SKILL TEST

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

SPECIAL POWERS

- ❖ Communicate with Animals (at will)
- Spell Surge: Doubles the points of one of your Cure or damage spells (1/game)

HP
(1s)

09

08

07

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05

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03

02

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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

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: 09

True
DUNGEON

SKILL TEST

A Dwarf Fighter's main focus is to be an effective melee (hand-to-hand) warrior. They have the best chance to hit a monster in combat while using melee weapons. While all players use the same system to try to strike the monster, Dwarf Fighters are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.

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 weapons. They always get a +2 to their attack slides when using any melee weapon. This is an automatic ability, so you never need to announce that you are using this Special Power.

FORT: 7 REFX: 2 WILL: 1

HP
(1s)

09

08

07

06

05

04

03

02

01

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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

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

❖ Spell use (see below)

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)

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

SKILL TEST

A Fighter's main focus is to be an effective melee (hand-to-hand) warrior. They have the best chance to hit a monster in combat while using melee weapons. While all players use the same system to try to strike the monster, Fighters are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.

HP
(1s)

09

08

07

06

05

04

03

02

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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 an automatic 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

4th

True
DUNGEON

HP

22

MONK

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 15

DEX: 15

CON: 15

INT: 13

WIS: 17

CHA: 11

SKILL TEST

A Monk's main focus is to use two attacks per combat round to help the group. Instead of using weapons, Monks can use their two fists to make melee (hand-to-hand) attacks. Instead of sliding one puck like most other players, Monks quickly slide two pucks with the same hand—one puck after the other. The second puck must leave the Monk's hand before the first puck stops moving. Monks slide only one puck when not using a Flurry of Blows-compatible weapon.

HP
(1s)

09

08

07

06

05

04

03

02

01

00

SPECIAL POWERS

Combat Prowess – Base AC is 16 due to martial training

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 against damage from spells, traps, or breath

Feather Fall – Take no damage from falls 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

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

SKILL TEST

A Paladin's main focus is to help the group in combat by attacking monsters. While they also have some useful Special Powers, a Paladin must attack well to be effective. While all players use the same system to try to strike the monster, Paladins are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.

HP
(1s)

09

08

07

06

05

04

03

02

01

00

SPECIAL POWERS

Detect Evil - Reveals the location(s) of Evil in the room

Guard - At the start of combat, the Paladin may designate another character to Guard for the whole combat. The Paladin will be attacked instead of the Guarded character if the DM determines the Guarded character should be attacked by the monster with a **melee** (hand-to-hand) attack. Guard does not 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

4th

True
DUNGEON

HP

24

RANGER

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 13

DEX: 17

CON: 13

INT: 11

WIS: 13

CHA: 13

SKILL TEST

A Ranger's main focus is to help the group in combat by attacking monsters. For your character to be effective, you must be able to slide well with both hands. Instead of sliding one puck like most other players, Rangers simultaneously slide two pucks—one in each hand. Rangers are allowed to practice before the adventure to hone their unique combat skills. The more accurately you slide your weapon pucks, the better the results.

HP
(1s)

09

08

07

06

05

04

03

02

01

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SPECIAL POWERS

Dual-Wielding Fighting Style – When Rangers make melee (hand-to-hand) attacks, 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 an automatic ability, so you never need to announce that you are using this Special Power.

FORT: 5 REFX: 7 WILL: 2

LEVEL

4th

True
DUNGEON.

HP

18

ROGUE

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 17

CON: 11

INT: 11

WIS: 11

CHA: 15

SKILL TEST

A few times during the game, a Rogue will be presented with a "chest" that has a metal plate with a winding path cut out of it. (This "chest" is a metaphor for all the things a Rogue might do in a room—not an actual chest for the party to open.) To successfully pass the test, you must guide a metal stylus through the entire path without touching the sides. If you succeed, you get to choose between a clue to help the party or a random treasure token for yourself.

HP
(1s)

09

08

07

06

05

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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

4th

True
DUNGEON.

HP

16

WIZARD

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 11

CON: 13

INT: 19

WIS: 11

CHA: 11

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.

SPECIAL POWERS

❖ Spell use (see below)

SPELLS

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

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

- 2 LV **Cat's Grace** - Target receives +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

01

00

LEVEL

5th

True
DUNGEON.

HP

48

BARBARIAN

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 19

DEX: 13

CON: 15

INT: 11

WIS: 13

CHA: 11

SKILL TEST

A Barbarian's main focus is to do lots of damage to monsters with melee (hand-to-hand) weapons—especially two-handed melee weapons. While all players use the same system to try to strike the monster, Barbarians are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.

HP
(1s)

09

08

07

06

05

04

03

02

01

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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 +6 to damage with all melee weapons. You may activate this Special Power at any time as a Free Action. The DM will check the above box when you use this Special Power.

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

FORT: 6 REFX: 2 WILL: 2

LEVEL

5th

True
DUNGEON.

HP

24

BARD

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 15

CON: 11

INT: 11

WIS: 13

CHA: 17

SKILL TEST

Once per combat in place of an action, Bards may tell the DM they want to make a Monster Lore skill test. Correctly naming the symbol shown by the DM will yield useful monster info.

SPECIAL POWERS

- ❖ Bardsong: While singing, +2 to hit (all attack slides) and +2 damage (physical weapons only) for entire party
- ❖ Monster Lore Skill Test

HP
(1s)

09

08

07

06

05

04

03

02

01

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

- 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

<input type="checkbox"/>
<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
- Soothe Wounds** - Heals all characters 3 pts of damage
- Soundburst** - Does 8 pts of Sonic damage to all monsters

FORT: 1 REFX: 6 WILL: 5

LEVEL

5th

True
DUNGEON

HP

26

CLERIC

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 13

DEX: 11

CON: 11

INT: 11

WIS: 17

CHA: 15

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.

SPECIAL POWERS

- ❖ Improved Turn Undead: Deals 9 or 12 pts to all undead, 1/combat (Skill ✓)
- Restore Power: Another player must re-use a used Special Power on next turn
- Restore Spell: Another player must re-cast a used Spell on next turn

HP
(1s)

09

08

07

06

05

04

03

02

01

00

SPELLS

- Cure Minor Wounds** - Heals target 1 pt of damage
- Guidance** - 1 player gains +1 to attack slides for room

- Bless** - All players gain +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 8 pts of Force damage

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

- Cure Serious Wounds** - Heals 21 or 24 pts (Skill ✓)
- Scaring Light** - 20 pts Divine damage to 1 evil creature (+10 pts to Undead)

FORT: 4 REFX: 1 WILL: 7

LEVEL

5th

True
DUNGEON.

HP

30

DRUID

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 13

DEX: 15

CON: 15

INT: 11

WIS: 19

CHA: 15

SKILL TEST

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

SPECIAL POWERS

- ❖ Communicate with Animals (at will)
- ❖ Keen Polymorph: When polymorphed, your melee attacks deal +5 damage and can crit on 19-20
- Spell Surge: Doubles the points of one of your Cure or damage spells (1/game)

HP
(1s)

09

08

07

06

05

04

03

02

01

00

SPELLS

- 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

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

- 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

- 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 REFX: 3 WILL: 8

LEVEL

5th

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: 09

True
DUNGEON

SKILL TEST

A Dwarf Fighter's main focus is to be an effective melee (hand-to-hand) warrior. They have the best chance to hit a monster in combat while using melee weapons. While all players use the same system to try to strike the monster, Dwarf Fighters are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.

HP
(1s)

09

08

07

06

05

04

03

02

01

00

SPECIAL POWERS

Enhanced Critical - Any time Dwarf Fighters slide 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 hand-held (melee) weapons. They always get a +2 to their attack slides when using any melee weapon. This is an automatic ability, so you never need to announce that you are using this Special Power.

FORT: 7 REFX: 2 WILL: 1

LEVEL

5th

True
DUNGEON.

HP

21

ELF WIZARD

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 15

CON: 13

INT: 17

WIS: 11

CHA: 11

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:** When you are Polymorphed, your melee (hand-to-hand) 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 REFX: 3 WILL: 4

HP
(1s)

09

08

07

06

05

04

03

02

01

00

LEVEL

5th

True
DUNGEON

HP

36

FIGHTER

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 17

DEX: 13

CON: 13

INT: 11

WIS: 13

CHA: 11

SKILL TEST

A Fighter's main focus is to be an effective melee (hand-to-hand) warrior. They have the best chance to hit a monster in combat while using melee weapons. While all players use the same system to try to strike the monster, Fighters are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.

HP
(1s)

09

08

07

06

05

04

03

02

01

00

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 an automatic 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, Fighters 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

5th

True
DUNGEON.

HP

30

MONK

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 17

DEX: 15

CON: 15

INT: 13

WIS: 17

CHA: 11

SKILL TEST

A Monk's main focus is to use two attacks per combat round to help the group. Instead of using weapons, Monks can use their two fists to make melee (hand-to-hand) attacks. Instead of sliding one puck like most other players, Monks quickly slide two pucks with the same hand—one puck after the other. The second puck must leave the Monk's hand before the first puck stops moving. Monks slide only one puck when not using a Flurry of Blows-compatible weapon.

HP
(1s)

09

08

07

06

05

04

03

02

01

00

SPECIAL POWERS

Combat Prowess – Base AC is 17 due to martial training

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 falls 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 AC

FORT: 6 REFX: 6 WILL: 9

LEVEL

5th

True
DUNGEON.

HP

33

PALADIN

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 13

DEX: 13

CON: 11

INT: 11

WIS: 13

CHA: 17

SKILL TEST

A Paladin's main focus is to help the group in combat by attacking monsters. Even though they have some useful Special Powers, a Paladin must attack well to be effective. While all players use the same system to try to strike the monster, Paladins are allowed to practice before the adventure to hone their skills. The more accurately you slide your weapon puck, the better the results.

HP
(1s)

09

08

07

06

05

04

03

02

01

00

SPECIAL POWERS

Detect Evil - Reveals the location(s) of Evil in the room

Guard - At the start of combat, you may designate another 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 REFX: 5 WILL: 5

LEVEL

5th

True
DUNGEON.

HP

33

RANGER

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 13

DEX: 19

CON: 13

INT: 11

WIS: 13

CHA: 13

SKILL TEST

A Ranger's main focus is to help the group in combat by attacking monsters. For your character to be effective, you must be able to slide well with both hands. Instead of sliding one puck like most other players, Rangers simultaneously slide two pucks—one in each hand. Rangers are allowed to practice before the adventure to hone their unique combat skills. The more accurately you slide your weapon pucks, the better the results.

HP
(1s)

09

08

07

06

05

04

03

02

01

00

SPECIAL POWERS

Dual-Wielding Fighting Style - When Rangers make melee (hand-to-hand) attacks, 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 an automatic ability, so you never need to announce that you are using this Special Power.

SPELLS

Barkskin - Target gets +2 to AC for combat

Cure Lesser Wounds - Heals 5 pts of damage to target

FORT: 5 REFX: 8 WILL: 2

LEVEL

5th

True
DUNGEON.

HP

24

ROGUE

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 19

CON: 11

INT: 11

WIS: 11

CHA: 15

SKILL TEST

A few times during the game, a Rogue will be presented with a "chest" that has a metal plate with a winding path cut out of it. (This "chest" is a metaphor for all the things a Rogue might do in a room. It is not an actual chest for the party to open.) To successfully pass the test, you must guide a metal stylus through the entire path without touching the sides. If you succeed, you get to choose between a clue to help the party or a random treasure token for yourself.

HP
(1s)

09

08

07

06

05

04

03

02

01

00

SPECIAL POWERS

Flank Attack - Once per combat, instead of attacking during a combat round, Rogues can 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 that round.

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 (hand-to-hand) 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 REFX: 8 WILL: 1

LEVEL

5th

True
DUNGEON.

HP

21

WIZARD

HP
(10s)

90

80

70

60

50

40

30

20

10

00

STR: 11

DEX: 13

CON: 13

INT: 19

WIS: 11

CHA: 11

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.

SPECIAL POWERS

Wand Mastery: When you use a wand that deals HP damage, it deals +2 damage. If the wand affects more than one target, you get a 2 point pool of additional damage to divvy as you see fit, not +2 damage per target.

SPELLS

0
LV

Fire Dart - Does 3 or 6 pts of Fire to 1 target (Skill ✓)

Frost Dart - Does 3 or 6 pts of Cold to 1 target (Skill ✓)

1
LV

Acid Ray - Hit AC 15 to do 12 pts of Acid to 1 target

Burning Hands - Does 6 or 9 pts of Fire to all monsters (Skill ✓)

Magic Missile - Does 8 or 11 pts of Force to 1 target (Skill ✓)

2
LV

Cat's Grace - Target receives +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

3
LV

Lesser Maze - Removes monster for 1 rd; players get 1 action; re-roll Init.

Lightning Storm - Does 20 pts of Shock to all monsters

FORT: 2 REFX: 2 WILL: 4

HP
(1s)

09

08

07

06

05

04

03

02

01

00