

**True Dungeon Guide for Beginners  
and  
Spell Supplemental Guide**

*From Your Helpful Tavern Wench*

**Version 2.0**

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## Greetings Traveler!

Though you may be green and fresh from your folks' farm, I can see in your eye the gleam of an adventurer. But before you go running off in search of glory and treasure, allow me to share a few words of wisdom.

Here in the Tavern, and Town, you are in a family oriented environment, so please do bear this in mind. And please supervise any children with you during the event. However, dungeons can be dangerous places, and death lurks to claim those who die. So adventurers must be at least 14 years old. Anyone who is under 18 years of age *must* have a parent, or guardian sign the waiver before they can play. Speaking of waivers; you may want to talk to a staff member if you have concerns from effects that may be used inside the event (strobe lights, water, smoke created chemically, and/or by means of dry ice on occasion, loud noises, or perhaps fragrances). Your health and safety are of concern to us. Please arrive 20 minutes before the start of your event to register. Adventures have a running time of two hours with no bathroom breaks! So go before hand, because if you can't hold it you will forfeit your character's life to leave.

Also, for safety, and security reason there are items you will not be allowed to take with you into the event. These include, but are not limited to:

**1:** Food, and Beverages, so please finish these before entering into the Event.

**2:** Bags, Backpacks, Purses, or items of this nature. There is a bag check area available outside of the event with a small fee for your convenience.

And please refrain from photography, or use of cell phones, pagers, or two way radios as these things are disruptive to the created fantasy environment.

Adventure Parties are composed of 7 players. A person from Stand-by can be used to fill in for any missing players. Some players consider it best to experience True Dungeon with old friends; however some gamers look forward to new friendships formed through a challenging adventure, and melded in the forge of adversity.

One of the objectives of True Dungeon is to encourage teamwork, so it makes sense to divide and share treasure equally. Of course, some players enjoy the thrill of chance and prefer to use the highest die roll method, or other scheme to determine treasure divvying. It will be up to the group, and the individuals in the group to decide how you do this.

The character you play will also be determined by whatever means your group decides. So why don't we go over those roles briefly to assist you in perhaps deciding what you may be most adept at.

## Pick Me! Pick Me! - Character Classes

### Bard: Spendric

**Race:** Human **Gender:** Male **Alignment:** Chaotic Good

Might I suggest; that if you have a flair for the dramatic and a mind for memorization you consider the Bard. Ever the collector of knowledge; the Bard will have Runes and other lore



to memorize, and look out for on the adventure. Bards have some spells memorized that they can call on, and abilities they can use: Detect Magic, Read Magic, Ghost Sound, Mending, Detect Secret Doors, and Feather Fall. Their vast knowledge also gives them the unique ability to use the following Token Classes of Scrolls: Divine, Arcane, and All.

Bards are renowned for their great tales of being in the fray; yes they too can be involved in combat. Or perhaps be asked to perform an impromptu song, or rhyme when they choose to "inspire" the party during combat, resulting in a +1 damage bonus to all other party members. (Whether to role play this bard song is completely optional). Bards who acquire the Token Item: Masterwork Bard Instrument are said to be endowed with a beautifully crafted musical instrument that increases the effect of a Bard's Inspiring

performance power which then adds a +2 damage bonus to every party member. The Bard is great for the person who likes to do it all.

### Cleric: Sulla

**Race:** Human **Gender:** Female **Alignment:** Lawful Good

Might I suggest; if you are clear of mind, and quick to recall, you may have the calling of a Cleric. Ever devout, and true to their vows, the Cleric will have beads representing virtues to memorize. When successful in recalling a virtue asked for by the DM, it will maximize their effectiveness. On their player cards Clerics have listed some memorized spells that they can call upon and abilities they can use: Cure Minor Wounds, Detect Poison, Command, Cure Light Wounds, Cure Moderate Wounds, Silence, and Turn Undead.

Their designation gives them the ability to use the following Token Classes of Scrolls: Divine and All. Clerics who acquire the Token Item: Masterwork Holy Symbol are said to be endowed with an enhanced Holy Relic that adds +1 damage to any successful attempt to turn undead.



Indeed! Heaven help those who get between the cleric, and their quest.

**Barbarian: Grog**

**Race:** Half Orc **Gender:** Male **Alignment:** Chaotic Good



Might I suggest: if you want to be the group's most melee oriented character (at the expense of some defense) then you may wish to be a Barbarian! Their upbringing in often extreme climates has honed their bodies to be very hearty – and they are as fierce as any wildcat.

Indeed, they have the ability to once per adventure work themselves into such a fierce fury they are taken by a "Berserker Rage" becoming a formidable foe. The Rage increases their melee attacks to hit +2 and damage +2! As mysterious and powerful in presence as any mountain stands the Barbarian and little stands a chance against them!

**Fighter: Auld the Bold**

**Race:** Human **Gender:** Male **Alignment:** Chaotic Good

Might I suggest; if you possess the warrior's courage and you can perform under pressure, in you beats the heart of a Fighter! A smooth hand and skill with sliding pucks at the combat table can make you a very powerful member of your party -- especially when combined with the feat of Power Attack. This feat can be used three times in the adventure, and must be declared at the beginning of the combat round. To be successful as the price of throwing all effort into the attack, the Fighter must slide a "19" to receive an added +5 to the damage, or a "20" to receive + 10 to damage from the power attack! Anything less than a "19" or "20" however is an automatic miss.



Huzzah for the heavy hitter!

### Paladin: Chevaron

Race: Human Gender: Male Alignment: Lawful Good



Might I suggest; if you find yourself torn between the warrior's spirit, and the piety of a cleric, that a Paladin is your true calling! The Paladin is crucial during battle, but also has several holy abilities that can greatly assist the party should they have the sense to use them when the time is right.

First, their designation gives them the ability to use the following Token Classes of Scrolls: "All" but not Divine or Arcane. Also, Paladins have the limited ability to cure a certain amount of hit points which can be split between themselves and others in their group along the way. The Paladin may also call on the ability to Detect Evil up to three times during the adventure. Once per adventure the Paladin can use a power attack when they declare they wish to "Smite" an evil monster. A successful hit will add +3 to their total damage. Praise be to the Paladin.

### Ranger: Winstron

Race: Human Gender: Male Alignment: Lawful Good

Might I suggest; if you have a touch of ambidexterity, then you are one of the rare individuals that can be a powerful force in their party by being a Ranger. If the added challenge is to your calling then I take it as a sign you are a Ranger.

The Ranger is the one class with the unique advantage of being able to slide two pucks in Melee, one with each hand at the same time during combat. This double-attack can quickly turn the tide of battle. They can choose from the following for their right hand: Dagger, Short Sword, Long Sword, Heavy Mace, Hand Axe, or Battle Axe. And for their left hand: Dagger, Hand Axe or Short Sword. Rangers revere the living and loath the abomination of the Living Dead, therefore Rangers gain a special bonus +1 against undead as representation of their desire to vanquish the world of these vile creatures. Rangers are also allowed to use scroll tokens with the designation "All" Whether with Bow, or Blade, the Ranger will be in the Fray!



**Druid: Solaria**

**Race:** Elven **Gender:** Female **Alignment:** Neutral Good

Might I suggest: if you find inspiration in the beauty in the natural world around you, and like the Cleric are clear of mind, and quick to recall, then the life a Druid must beckon. The calling of the Druid provides for healing ability and the ability to command elements for offensive action.

Druids will be asked to show there mastery of the natural world and it's lore and recall that knowledge when requested by the DM as required to enhance, or successfully cast, some spells. Successful recollection/identification of the requested item will maximize a spell's effectiveness. On their player cards Druids have listed some memorized spells that they can call upon and abilities they can use: Cure Minor Wounds, Detect Magic, Detect Poison, Cure Light Wounds, Produce Flame, Bull's Strength, and Flame Blade. See the spell supplemental for a description of the spells case by the Druid class.

Their designation gives them the ability to use the following Token Classes of Scrolls: Divine and All.

Beware, as the forces of nature stand on the side of a Druid with a mission.

## **Monk: Brother Thorn**

**Race:** Human **Gender:** Male **Alignment:** Lawful Good **Base AC:** 15

Might I suggest: if the piety and focus of a spiritual devotee entices you, but the desire to master the world inside, both physical and spiritual provide a stronger challenge, then the simple but profound path of the monk is what you seek.

The monk is unique among the character classes due to the focus on honing the body as a weapon rather than relying on steel for protection and extension of the martial inner self. While the Monk is a superior martial artist and can handle many weapons, his preference will be to use his own body as a weapon taking advantage of many learned secrets of his calling and the effectively honed weapon he has created within himself. As a honed physical weapon, you will note that the Monk's starting Armor Class is 15 and not the normal 10 of his companions.

The Monk has many special abilities at his disposal. The Monk can choose to fight not weaponless, but without physical weapons, using instead a special attack known to the enlightened as "Flurry of Blows" this open TWO handed attack utilizes two combat sliders cast in rapid succession to imitate the "one-two" nature of this mighty blow. Another physical martial skill known only to the Monk is that of "Stunning Fist". Once per adventure a Monk can declare he wishes to stun. If the next attack is successful, the monster is stunned for one round and can not take action during that round. Failure to make a successful attack will not remove the attack from the Character's card, but will prevent the stun from being tried again during that combat.

The Monk has also perfected the skill of "Evasion" allowing the monk to take no damage from a spell's damage effect provided the player makes the required reflex save. Similar to the Ring of Evasion this skill can be used once per combat. Expanding the quickness of body required to evade has allowed the Monk the ability to deflect small missile weapons. This ability can be used once per combat round.

The Monks discipline in spiritual focus allows for the skill of "Still Mind" allowing him to save versus any mental attack at +2 to the player rolled number.

A monk is proof that shiny weapons and armor are not everything.



**Rogue: Speedwell**

**Race:** Halfling **Gender:** Male **Alignment:** Neutral Good

**DOB:** May 13

Might I suggest; if you are known for your stealth, and steady hand, you may have the tools of the trade to be a Rogue. Those traits lend themselves naturally to use the Sneak Attack ability, and it is the skill to back-stab a monster for +10 damage (once per encounter/room, constructs and undead cannot be back-stabbed). Your steady hand and nerve will also allow you to disarm traps that await your party. In addition, Rogues who acquire the Token Item: Masterwork Thieves Tool are said to possess a superior set of picks, files, and other fine instruments. Once per dungeon run it will allow them to re-try disarming a trap that was triggered during a disarming attempt.



They are ever the enterpriser of the group, knowing how to prosper even while others seem to suffer loss. Ahh the Rogue, a shady but charming fellow all the same. Just keep an eye on your coin purse around them.

**Wizard: Sutton**

**Race:** Human **Gender:** Male **Alignment:** Chaotic Good

**DOB:** July 30

Might I suggest; if you have a strong mind for memorization, and possess understanding of the Arcane, you have the makings for a mighty Wizard. During their training they are given a chart of the Planes of Existence to memorize. Later when they cast an offensive spell, they have a chance to do extra damage (or be harder to resist) if the proper plane is identified. On their player cards Wizards have listed some memorized spells that they can call on, and abilities they can use: Detect Magic, Ray Of Frost (deals automatic damage), Read Magic, Erase, Magic Missile (deals automatic damage), Continual Flame (provides a light source), and Melf's Acid Arrow (used on combat board to determine if hits, requires an AC of 15 or higher). Because of their designation they have the ability to use the following Token Classes of Scrolls: Arcane and All. Being listed last is not because the Wizard is late, for they arrive precisely when they mean to!



Each character adds something unique to the experience. You can play the event multiple times and try a different character each time if you like. Or choose to "specialize" in one class when the opportunity is presented for you to play. Each way can be fun.

Character classes are listed with gender and race for in-game nuance only. Races and gender listed do not imply that a player must play up to that designation as the game is truly about the player's abilities not the characters.

Finally, you will gain Experience Points each time you play a True adventure (True Dungeon or True Heroes), and these points translates to higher Player Levels for you. Higher level players gain certain advantages, and you personally get the experience points, not an individual character.

### **Putting On My Best Duds! - Equipping**

There are multiple ways you might acquire Tokens. First; at the beginning of your adventure, you will receive a free treasure token bag of ten tokens. This will allow you to trade amongst your fellow adventurers, or a wandering trader, to equip your party as best as possible. You will have the opportunity for one last trade in the training room where you might be able to upgrade weapons, armor, or make a special constructed (combo) token. In addition, you can find tokens in your dungeon exploits as treasure gained from monsters and puzzles that were overcome. Finally, you can further your token collection by purchasing treasure token bags at the Registration Desk or inside the tavern. However the latter is not necessary to participate in the event or to complete the Dungeon.

Tokens are supplementary to represent the things you might wish to take along. Some tokens represent Gold, Gems, Gear, Items, Scrolls, Weapons, Armors, Wands, Rings, Wondrous Items, and Potions. It would be completely up to you if you choose to further equip yourself. Groups have gone through the dungeon and survived without purchasing further tokens. And likewise, groups have gone through with many tokens, and still failed to emerge triumphant. For as you will soon learn, there is much more to the game than just tokens.

Do you have tokens that augment your AC? If so, please display them, perhaps in your badge holder. Or if you have Mage Armor, you will want to cast it in the first room of the Dungeon. Staff in the admin and training room will mark your character cards with your AC and any bonuses prior to the start of the adventure.

So you've got your weapon in hand, and your shield strapped to your arm. Now what?

## So You Think You're Ready To Fight Now?! - Combat

Ah yes, what would any adventure be without *Combat!* After all that's why you traded in your dad's old pickaxe on the farm for a battleaxe! Or whatever other weapon you randomly drew at the start of the event or acquired through trade be it with a shop, or fellow adventurer in town, and tavern. Combat is simulated on a shuffleboard with the board having a general outline of your foe that is divided up into 20 numbered areas. Your weapon token is placed inside a puck-like token holder, and it is slide down the table. The highest the number you slid, the better the chance you hit the monster.



On the combat board there are two types of attack: *Melee* and *Ranged* attacks.

### **Melee:**

Your weapon token will be placed in a slider for you to take aim, and fire away with a mighty slide down the combat board. All of your party will be required to make an attack attempt before hits are scored and damage is tallied. This could be a place for excellent team strategy as poorly slid puck may be tapped into a hit area by the skilled slide of a fellow party member. Conversely, many a critical hit has been knocked off the board by the careless slide of an over-eager party member.

### **Ranged:**

If melee has not started yet, players with ranged weapons will get a special pre-melee attack (assuming the monster did not surprise the party) ranged attacks are simulated by simply placing your ranged weapon token in the slider, and taking your shot. For game play it is assumed that no party members are in front of you to complicate your shot.

Be sure to gather up your weapon tokens from the sliders at the end of combat -- lest a wandering rust monster come across them after you've departed, and consider them a tasty snack.

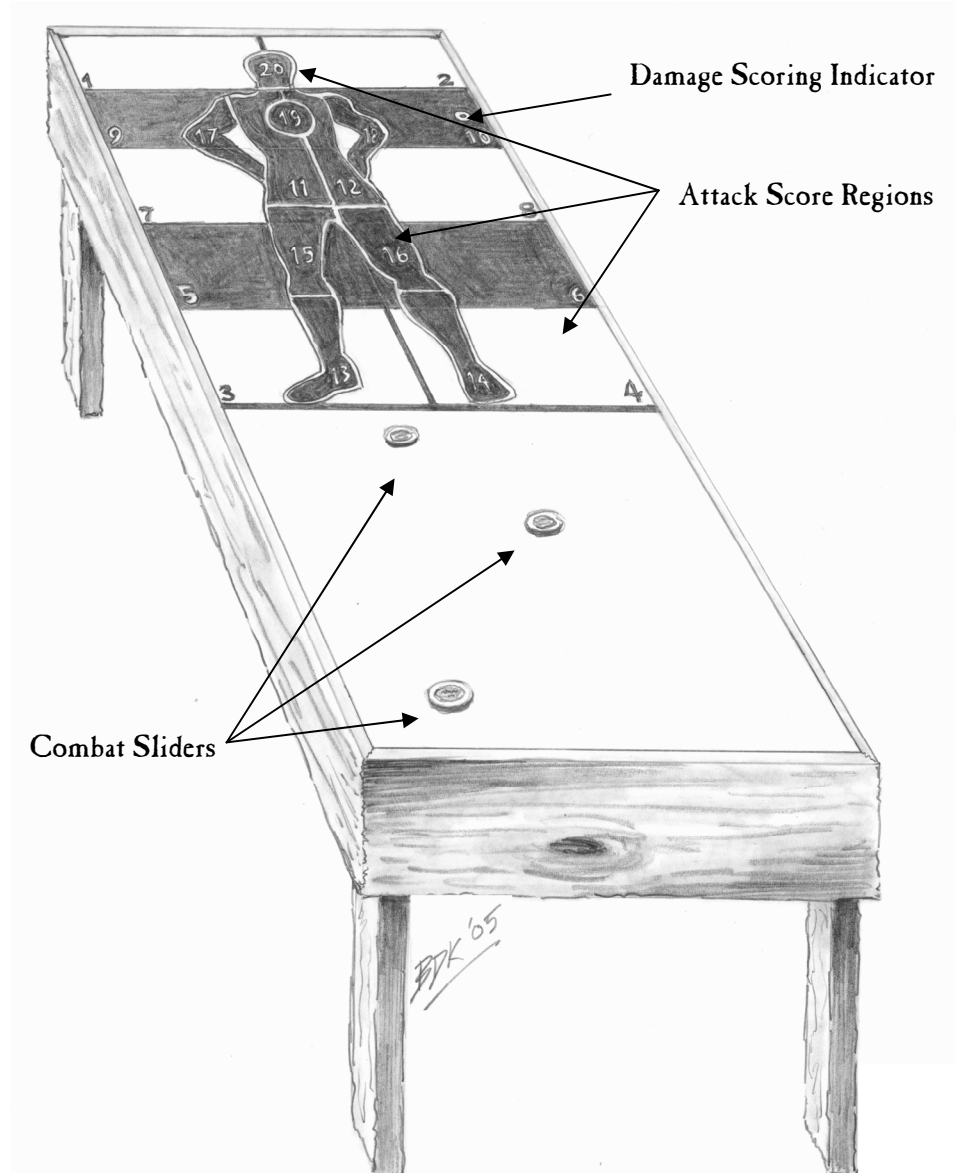
### **Shielding:**

A party member can declare they are shielding another player. This might be useful if another player is low on hit points, or shielding the Wizard from harm might be the best course of action for future encounters. Shielding has its negative side however, as person declaring they are shielding will suffer a -2 point penalty on their attacks due to their divided attention. If a person declares they are shielding, they must do so at the start of a combat round, and they can stop the action at the beginning of the next combat round with no penalty. Therefore, once Shielding is stopped the action can only be started at the beginning of a new combat round. Shielding lasts the entire round.

## Tally Up The Monster's Damage!

As I previously mentioned, all party members involved in combat will take their turn sliding their puck(s) prior to the final outcome. Once all the party attack attempts for that round have been completed, then the damage from each weapon will be tallied based on each puck's final resting spot, and the monster/foe's AC.

So if your puck initially landed in a zone designated 12, but it got bumped over so that it broke the plane of a zone designated 18, the determination of whether the puck "hits" will be based on the 18 and not the original 12. The damage will also be determined from the slider's final resting spot. Weapon tokens have numbers around their rim to represent the damage value - much like a clock face. The number closest to a special dot located on the battle board will determine the total damage for that weapon (plus any modifiers you may have.) Remember the dot on the board may be in different locations for different foes and that they each may have different Armor Class, and Hit Points.



Other non-weapon tokens can also have an effect! For instance, if you use a Token: Scroll: Keen Edge, it can be used to cause a 19 to have the same effect as a 20. Also, some Token Scrolls deal automatic damage, while others may need to be used in a slider to be used in battle. For a more in depth look at tokens, and what they can do, please refer to the True Dungeon Token Guide.

### **The Monster's Turn**

Yes we know it seems very unfair, but the monsters do have the opportunity for counter attack. Monsters may have one or many attacks (depending on the monster) and may choose to attack one player with all attacks, or spread the love to all players, so to speak. Monsters may also have bonuses to hit and special resistances to damage. Monsters will not use the battle board to attack; rather they will use a d20 to determine hit attempts. Monsters will not do double damage on a roll of a natural twenty, however. Due to the confined space within MOST dungeon rooms, no character is considered to be out of the range of possible attack. Player's can, if they choose, declare they are shielding a fellow player against attack, with the understanding that any attempt to attack the shielded player will be directed at the player who is providing cover.

### **Example Combat**

We have prepared the following transcript for you as an example of combat in the dungeon.

A party has wandered cautiously into a cavern in search of their missing comrade. They have heard his screams, so they are worried about his, and their, safety. As they turn a corner they see a giant spider on the far wall – preparing to eat their web-enclosed friend. The monster sees the party and hisses as it begins to charge. At this time, the DM announces that anyone who is carrying a missile weapon may get one free attack before melee fighting begins. The Fighter is carrying a Long Bow, and the Monk is carrying a Sling. Both of them elect to take the free shot, so they each take a slide at the nearby combat board. The characters can choose whatever order they wish, so the fighter steps up and inserts his Long Bow token into the combat slider labeled “Fighter”, and he slides the slider at the target at the end of the table. He slides into the disappointing “14” area – which he thinks is probably not good enough to hit this monster. When it is the Monk's turn to insert his Sling token, he does so and makes a careful slide. As luck would have it (or skill as the Monk player would tell you) his slider ricochets off of the Fighter's slider in the “14” area, and both sliders continue to move. The Fighter's slider comes to rest in the “16” area, while the Monk's lands in the “12” area.

The DM then asks them if they have any “plusses” to hit, and the Monk says that he gets a +1 to hit with Ranged weapons because of his high Dexterity score. The DM then checks the Armor Class of the Giant Spider (AC=15) and he tells the Monk that his modified score of “13” does not hit, but he says the Fighter's “16” does it. He then closely looks at the Fighter's Long Bow token inside the slider, and he sees that the number “5” is the closest number toward the combat board's damage indicator “dot”. He asks the Fighter if he has anything that would raise the damage from the “5”, and the Fighter replies that the Cleric cast a “Bless” spell as soon as they entered this new encounter room. So, he says, he gets +1 to damage. The DM then subtracts “6” points from the Giant Spider's hit, and announces it is time to roll group initiative.

At this time, someone from the player's group rolls a 20-sided die, and the DM does likewise. The two numbers are compared, and whichever side has the highest number will get to swing first every round in the combat. If there is a tie, then the dice are re-rolled until there is a winner. Note: there are no individual initiative modifiers in True Dungeon. Everyone goes together. In this example the party rolled a "12" while the monster rolled a "10", so this allows the party to swing first in this round – as well as all other rounds. The Barbarian takes this time to inform the DM that she will be shielding the Cleric, as the Cleric has used his healing and is low on hit points. The DM acknowledges her sacrifice and reminds the Barbarian that she will have to take "-2" to her attacks while shielding.

It is now the party's turn, so they talk quickly amongst themselves to see what order they should attack in. The Wizard announces that he is firing a "Magic Missile" at the monster, and the DM asks him to reveal the location of the Plane of Fire. The Wizard steps up to the Planes Chart, and he removes the cover over his guess as to the location of that plane of existence. Luckily, the Wizard is proven correct once the covering disk is removed, and the DM asks him about much damage does his spell do. The Wizard says that all "Magic Missiles" do 4 points of damage, but he does an extra 3 points of damage because he correctly located the requested plane. The DM then immediately takes the damage off of the monster's current hit point total.

The Ranger decides to go first since his two slides are harder to control, and he does not want to accidentally hit another player's slider. Both of his sliders go off course, and they land in the "10" and the "11" areas. Next, the Paladin attacks with his +1 Battle Axe, and he slides a "13", while the Rogue announces he is going to take this round to sneak around behind the monster to make a Sneak Attack next round. The Monk, who used his Sling during the pre-melee round, decides that he will keep attacking with his Sling, so he slides his slider again. The Monk suffers no penalties for firing into combat, nor is there a chance to hit a fellow party member. The Monk then slides, and he is excited to score a "20" which is known as a "critical" – as any slide that lands in that region does the double damage pointing at the damage dot PLUS any other damage modifiers (not doubled). The barbarian goes next and slides a 16, however she realizes that while shielding, she must take "-2" on her attacks and this results in a miss.

The Fighter is the last to go, and he carefully weighs his options. He could drop his Long Bow and draw his +1 Long Sword, but he would lose a round of attack to do so – as it takes one round to switch weapons between melee and ranged. He could just keep firing with the Long Bow – and he would not lose the round lost to switching weapons. He decides that he would be better off to drop the Long Bow and draw his +1 Long Sword this round. He feels that the extra damage his Strength gives him to melee attacks (but not ranged attacks) will make it the wiser choice.

Now that everyone has taken an action, the DM examines the combat board to see what numbered areas the sliders have landed in. He notes that the Monk has rolled a "natural 20" or a "critical", so he looks to see what number on his token is facing the damage dot. He sees that a "4" is closest so he multiplies 4 points of damage by 2 which equals 8 points of damage. He then asks the Monk for any damage modifiers, and the Monk reminds him about the Bless spell. So, the final total is "9" points of damage. That total is immediately deducted from the monster. As the Barbarian noted, her score of "16" would have hit, but the "-2" penalty for shielding the Cleric makes her attempt a miss at "14".

Next, he looks at the slider resting in the "13" area and he sees it is labeled "Paladin". He then asks the Paladin what "to hit" modifiers she has, and the player tells him that she is wearing "Gauntlets of Ogre Power" which give her "+1" to hit and damage, and she says she is using her +1 Battle Axe that gives the same bonuses. The DM takes her slid "13" and then adds two to get a final score of "15" – which is just barely good enough to hit! He then looks at her token to see which number is close to the damage dot, and he sees that it is a "3". He then asks for all her damage modifiers, and she says that she gets +3 to damage because of her gauntlets, her magical battle axe and because of the Bless spell. So, her total damage is "6" points. The DM now deducts that damage from the spider.

That concludes the player's attack round, so the DM moves the sliders back to the players, and he has the Fighter switch his +1 Long Sword token with his old Long Bow token. The DM also has the Rogue player stand near the back of the combat board to remind him that the Rogue is maneuvering for a Sneak Attack.

Now...it is the Giant Spider's attack. The DM looks at the monster's stats on the combat board, and he sees that the spider gets three attacks per round. He then has to decide who the monster will attack. Since the monster is not a very intelligent beast, the DM decides that it will attack the character that presents the most present threat – the Monk who shot it for "11" points of damage. Because the room is so small (and to keep things simple) the spider can move and attack anyone in the room, so there is no penalty when it scurries along the wall and attacks the Monk. The DM now asks the Monk what his Armor Class (AC) is, and the Monk says it is a feeble "15". The DM now rolls his large d20, and the results are a "7" and a "16" – which is good enough to hit once since the Monk's AC is "15", and even with the Spider's "+3" to hit, only one attempt is successful. The DM then looks at the monster's stats again and he sees that each attack does a fixed "6" points of damage. He then tells the Monk the damage, and he erases the current hit point total on the Monk's card, deducts 6 points, and then he writes the new total. The DM also noted on the combat board that the spider has a special attack of poison, so he asks the Monk to roll a Fortitude saving throw of "15" or better to resist the effects of the poison. The Monk rolls the DM's d20 gets a "9" to which he adds +5 due to his character's hardiness (this is noted on the character sheet) to get a final total of "14". This is not good enough to resist the poison so the DM informs the Monk that he is paralyzed until the end of the combat. Because the Cleric and Barbarian are standing next to the Monk, the DM rolls a 20 sided die and randomly picks the Cleric to attack for the third and final attack. The Barbarian reminds the DM she is shielding the Cleric who is desperately low on hit points. The DM then transfers the intended attack on the Cleric to the Barbarian. The DM asks the Barbarian for her armor class, she states she has an armor class of "19" The DM rolls a "15" and checks the spider's bonus to hit which is "3", however the spider's total score of "18" is still a miss.

It is now time to start another round of combat. Since the party won the first initiative, they get to go first again.

The Wizard again decides to lead things off with a spell attack. This time he says he is casting "Melf's Acid Arrow" which is not an automatic hit like "Magic Missile". The Wizard then takes his empty slider and tries to hit AC-15 or better on the monster. He slides a "16", which is a hit, but he must wait until everyone has taken their turn to be sure the slider will remain inside the "16".

This time the Fighter says he wants to swing first, and it is permissible for the players to decide their order of attack. So, he announces that he is using his special ability called "Power Attack" which will do +5 points of damage if he slides a natural "19" or "20". He steps up to the board and makes his slide – landing only an inch in front of the "19" area inside the "17" area. He missed! Even though a "17" would normally hit, he was doing his Power Attack and he had to slide a natural "19" or "20" to be successful. The Fighter can only hope that someone can nudge his token into the "19" area.

Next the Ranger slides again, and he managed to slide a "5" and a "9", while the Paladin also missed with a slide of "8". It is now up to the sneaky Rogue to make the final attack. He used last round to get behind the monster, so this round he is eligible to make his special "Sneak Attack". He puts his Short Sword token into his slider, and he carefully takes aim. He slides... and he knocks into the Wizard's "16" slider, then ricochets off and into the Fighter's "17" slider. When all the dust is settled, everyone now sees that the Wizard's slider has been moved into the "10" area (not good), that the Fighter's slider now rests on the "19" area (great) and the Rogue's slider sits on the "18" area. The Wizard's attack is a miss, but the DM tells the Fighter that his Power Attack did hit! The DM then checks the damage dot, and he finds that the "5" is pointing at it. He then asks the Fighter for all his damage modifiers. The fighter says he gets +2 because of his high Strength, +1 from the magical sword, +1 from the Bless, and +5 from the Power Attack for a total of 14 points of damage! The spider looks very ticked off at the Fighter, and the Fighter knows who will get attacked on the spider's half of the round. The Fighter does not like the looks of those dripping fangs.

It is up to the Rogue to win the day, as his "18" attack also hit. The DM says the damage indicator scores the slide at 5 points of damage, and he asks the Rogue for damage modifiers. The Halfling replies that he gets +1 from the Bless and +10 for making a successful Sneak Attack...for a total of 16 points of damage! The DM tells the group that they see the Rogue jump upon the spider from behind and strike deadly with his Short Sword – killing the monster before it can react.

Thus ends the fight, but it begins the debate on how to divide up the treasure they found or if they should actually free the annoying Bard still trapped in the spider's web.

### **Make Room, Coming Through, Make Room! - Rooms & Props**

As soon as you begin your adventure, you will be immersed in the unique experience that is True Dungeon. It can be easy to lose yourself in the fun. So please bear a few things in mind:

**Walls:** These have not been made to support your weight, so remember you probably shouldn't lean against them! In the excitement of things I know it can be easy to forget.

**Chairs and Tables:** Please do not confuse these with ladders, they are not meant for you to climb, or stand on.



**Props:** For Rogues, and those Rogues at heart, props are very tempting. However, please remember these items are to be in a specific room for a reason! There is a strict policy: No taking props from anywhere in the event (whether Tavern, Town, or Dungeon). You rob not only the room, and the event, but everyone that follows behind you. So please leave props in their respective rooms. And while in the dungeon, remember before touching or doing anything always inform the DM first!

**Room Time:** The time you have in each room is 12 minutes, with a 1 minute warning sound included in the soundtrack being played in the background. At the end of the cycle you will be moved on to the next room.

Rooms can have a puzzle/challenge, or monster to combat, or perhaps both. In some instances combat may be a result of a failure to solve a challenge. Remember, try, Try, TRY to solve puzzles, and defeat monsters. If you don't overcome a challenge in a room there may be total party penalty damage at the end of the time cycle. It is generally assumed that the puzzle has a timed trap that goes off if it hasn't been solved (or attempted), resulting in everyone taking damage. And if the monster is still alive, it is assumed it gets to take a swipe at everyone as you flee to the next room. So EACH PERSON may take damage!

So to complete puzzles and battles remember this...

**-Teamwork is Everything!**

True Dungeon is designed to be a group teamwork exercise. You may be the smartest gamer in the world, but if you can't work with other people you will most certainly fail. The groups that seem to have the most difficulty are those filled with individuals out to show their adventuring prowess rather than their ability work with others to get things done in time-sensitive situations.

Each person, and character class, has something they can contribute. Working together, and looking out for each other will assist you in getting further in the event, and make it more enjoyable for everyone. Note that light sources have been limited to force groups to work together.

Puzzles are especially challenging, and they will require team members to work well together. Some may need contribution from all members and others are best solved by one person at a time, while the others sit patiently aside, watching a fellow party member make an attempt to solve a puzzle.

Time management is also very crucial. I cannot emphasize this enough, so I shall say it again. Each room in the dungeon is only 12 minutes long. This time passes very quickly when you are immersed in the adventure. You must focus to work quickly, and effectively. Actual time to complete a room can quickly dip to a short ten minutes when accounting for a short introduction by a room DM to "set the stage", and the final minute used to resolve any final rewards, or damage, before sending you to the next room. There is only one DM in a room so you must coordinate, and recall that Teamwork involves communication. If you are low on your Hit Points make sure to let your Cleric or Paladin know. And likewise Clerics and Paladins, you can be proactive to keep your party members health up. Talk to each other, and **always** let the DM know what you are going to do.

Besides looking out for each other, also look around your environment. You may spot a useful clue -- perhaps see an early warning sign of impending danger, or spot treasure. Also, being aware of your environment can save you from making a foolish or perhaps even lethal mistake. You'd hate to be known as the farmhand who fell to their death in a dark chasm simply because you foolishly ran across a wind-swept bridge. You wouldn't believe how many farm hands turned adventurers have met such sad fates. Speaking of which!

### **An Unfortunate Fate! - Death**

The Minor Death minion's Union Local 665 has decided the additional support effort required for all the lost souls of True dungeon was more than they could handle, so character death in the dungeon is now handled differently. When the player reaches zero hit points, and no one has an Elixir of Life token (Note: the Elixir can only be used in the room where a player's character meets his demise) to bring them back, the player becomes a ghost with the option to continue to follow the party through the dungeon.

Ghosts will not be allowed to speak with the party or interact with the environment in any way, unless special conditions within the room allow the party to speak with the dead or enable the party to resurrect the deceased party member back to full health. Players who can not abide by this simple policy will be asked to leave by the DM and enforced by the Director staff. As continued participation, or potential resurrection is an option, players may choose to remain as a ghost (on good behavior). However, for players that intend to play again, and wish to preserve the mystery of the dungeon for their next round, the option exists to be escorted out and leave the adventure. As before, callings of nature or other real life emergencies will prevent the player from returning to the game and their character is effectively dead with no chance of resurrection.

Speaking of concern, are you concerned about True Dungeon, if so...?

### **Lending A Hand - Volunteering**

True Dungeon is made possible because of sponsors such as Gen Con, and Wizards of the Coast. In addition, True Dungeon also exists because of the work of a lot great people who volunteer their time to let other people have fun. Many volunteers got involved because they played True Dungeon, and then they fell in love with it. They wanted to contribute to something that they think is pretty cool, and they wanted to work so others can experience the fun. Everyone owes them a big thank you for making True Dungeon possible. So please take any opportunity you have to thank them at the event. Your thanks make all the effort worthwhile.

### **Benefits of Volunteering:**

There are several different levels of volunteering depending on how many hours you can contribute, and the perks vary from year-to-year. They may range from a free run through the event, free Gen Con admission/badge reimbursement, accommodations, cool staff t-shirts, and maybe even some SWAG. These are subject to change, however.

Many people opt to volunteer part-time inside the Tavern (or Town) area within the event. That way they can help out a worthy event, while not spoiling the dungeon experience for themselves. This is a great way to make even more out of your True Dungeon experience. All fans of True Dungeon should consider this option.

If you wish to volunteer, we can find a place for your skills. We need DMs, prop hands, admin people, security, and customer service help. If you have electronic or technical skills, please join our ranks because we have many engineers, programmers, and tech geeks, who could use your help. If you are interested in volunteering full, or part-time, please contact Heidi Neff at [heidi@truedungeon.com](mailto:heidi@truedungeon.com). If you are interested in volunteering inside the tavern only, please indicate that preference, but still contact Heidi Neff at [heidi@truedungeon.com](mailto:heidi@truedungeon.com). You can also visit the event's website at: <http://www.truedungeon.com/>

I thank thee for indulging me and hearing this maid's words. And until we meet again my brave adventurer-to-be, I bid thee good fortune, and safe journeying.

*Illustrations by Brian D. Kelley*

## True Dungeon Guide For Character Spells:

Greetings Brave Adventurer!

Welcome to this humble establishment. I thank thee for taking a few moments of your time to hear my message for you. I must confess I was worried you would not hear of it in time before you left. My spirit is greatly lifted, as are my hopes for your success in your future endeavor. The future of many shall soon be resting in your hands.

I received your request regarding information on the nature of the spells for the Cleric, Bard and Wizard. I must confess, as a wench, I knew little. However, I have consulted with experts on the function, and nature of the magiks wielded by your mysterious colleagues. Perhaps you may have even heard of them! In the Ten Deities Temple, Grimwood, Cleric of the Western Forest assisted me with questions for those aspiring Clerics. And from the local shop of mystics and magiks, the Turquoise Dragon, Master Barrix, your menacing Magely Merchant permitted me some time to consult for the benefit of Wizards and Bards alike. Mistress of the Temple of Bridget, Sydelle of the Standing Stones has provided her kind advice. However remember these are closely guarded secrets of the trade. To learn the keys that will unravel these mysteries you must offer an oath of silence. If you can guard your tongue as well as you have other towns your exploits tell of, I'm sure you can be trusted.

First, I shall address the abilities of the Bard, the Wizard, the Cleric, and then the Druid. Lastly, I shall address who can use what Token Scroll Classes. I shall try to be brief as I know you must soon depart.

Bards being the keepers of knowledge I'm sure will be most anxious for me to share that their spells are memorized. They require no semantic (physical) components to be cast Master Barrix did inform me.

***The Bardic Lore of Spells and Functions:***

*The following four spells can be used in any combination up to 6 total spells cast.*

***Detect Magic*** – This will cast a special illumination that will last for 30 seconds to search an area with. In the wake of this light, it will reveal the presence of magical writing, items, glyphs, or the like.

***Read Magic*** – The caster can use this spell to decipher any magical writings either visible or revealed by magical detection.

***Ghost Sound*** – This will cause a sound to emanate from anywhere visible to the caster. Perhaps useful in causing a distraction on the other side of the room.

***Mending*** – If a magical weapon or magical item is damaged, the Bard may call upon this spell to repair, and make it whole once more.

*The following two spells can be used in any combination up to 2 total spells cast.*

***Detect Secret Doors*** – Bards know that they cannot always trust their eyes. This spell may be cast to reveal the presence of secreted doorways or trapdoors that lie hidden to the naked eye.

***Feather Fall*** – Most will assure you, it is not the fall, but the sudden stop at the bottom that frightens them. However, with this you need not fear either! For when cast upon an object or individual, the effect of being almost neutral buoyant in the air slows the decent enough to recover from a fall (no additional save or check required).

Now the Wizards have a completely different set of information for me to disseminate. So listen with keen attention please that which I did hear from Master Barrix.

### ***The Arcane Skills Of Wizardry:***

*2X means it may be cast 2 times.*

***Detect Magic*** – This will cast a special illumination that will last for 30 seconds to search an area with. In the wake of this light, it will reveal the presence of magical writing, items, glyphs, or the like.

***Ray of Frost*** – (2X) this causes a beam of cold to emanate from the Wizard's hands. Straight, and true it flies to it hit its target automatically, and causes 2 points of damage. If, the correct region of the 'Planes of Existence' focus board is revealed when requested (by the DM), it will add three additional points of damage for a total of 5 hp damage. Missing the attempt will not affect the base damage of the spell

***Read Magic*** – The caster can use this spell to decipher any magical writings either visible or revealed by magical detection.

***Erase*** – When cast, this spell erases magical writings or glyphs.

***Magic Missile***– (2X) This causes a force of energy to materialize into the physical shape of a dart or crossbow bolt to emanate from the Wizard's hands. Straight, and true it flies to hit its target automatically, and cause 6 points of damage.

If, the correct region of the 'Planes of Existence' focus board is revealed when requested (by the DM), it will add three additional points of damage for a total of 9 hp damage. Missing the attempt will not affect the base damage of the spell

***Continual Flame***– Used at the beginning of the adventure, this spell normally provides the one source of guaranteed light for the party.

***Melf's Acid Arrow***– (10 pts) must hit AC 15)

This causes a force of energy to materialize into the physical form of an arrow. This arrow is then directed away from the Wizard at what ever target desired to hit. Upon impact the arrow then disintegrates into an acid which will cause 10 points of damage.

Unlike the energy spells this spell manifests itself as a physical object. This object falls under normal combat rules of attack for ranged weapons. In order to successfully hit, the caster must score an AC of 15 or higher on the Combat Board. This spell cannot be further enhanced by the "Planes of Existence" focus board.

Of course Adventurer, do not be forgetting the knowledge that the Cleric of the Western Forest did impart. Grimwood had much to share for those who have taken up the calling of a cleric.

***The Cleric's Divine Gifts Granted:***

*2X means it may be cast twice during an adventure. 3X means it may be cast thrice during thy adventures.*

***Cure Minor Wounds - (2X)*** This cures 1 hit point when invoked through laying hands on the wounded person.

***Detect Poison- (2X)*** This will cast a special illumination that will last for 30 seconds to search an area with. In the wake of this light, it will reveal the presence of poison anywhere visible to the Cleric.

***Command- (DC 14)*** A Cleric may invoke this ability to provide a single word command to a lesser being. A roll save check will be made, and they roll over a 14 they are not affected. Otherwise, the being will obey to the best of its ability at the earliest opportunity.

***Cure Light Wounds- (3X)*** This has the ability to cure from 1 to 8 hit points. However, laying hands on the wounded person is not enough. They shall have to prove their faith and studies by identifying the bead as a focus item demanded by their deity for the gift. Although the spell will always succeed, if the identified bead is not the correct one the healing will be less effective

***Cure Moderate Wounds - (2X)*** This has the ability to cure from 2 to 16 hit points. However, laying hands on the wounded person is not enough. They shall have to prove their faith and studies by identifying the bead as a focus item demanded by their deity for the gift. Although the spell will always succeed, if the identified bead is not the correct one the healing will be less effective

***Silence-*** When silence you need, silence you may cast! Invoking this will cause all sound to be eliminated in a 10 foot radius sphere around the caster. And effects will move with the caster.

***Turn Undead- (once per encounter/room)*** Yielding 1 to 8 points of damage, to invoke this holy energy to be directed against one target the caster must prove their Faith. The spell always succeeds, however if the bead as a focus item demanded by their deity for the gift is not the correct one, the attack will be less effective

Lastly, do not forget the Druid. Sydelle of the Standing Stones, our Druid of notoriety, has left me with this knowledge for those that wish to gain the wisdom and gifts that only nature can provide.

***Nature's blessings for the Druid:***

*2X means it may be cast twice during an adventure.*

***Cure Minor Wounds - (2X)*** This cures 1 hit point when invoked through laying hands on the wounded person.

***Detect Poison*** - This will cast a special illumination that will last for 30 seconds to search an area with. In the wake of this light, it will reveal the presence of poison anywhere visible to the Druid.

***Detect Magic*** - This will cast a special illumination that will last for 30 seconds to search an area with. In the wake of this light, it will reveal the presence of magical writing, items, glyphs, or the like.

***Cure Light Wounds- (2X)*** This has the ability to cure from 1 to 8 hit points. However, laying hands on the wounded person is not enough. They shall have to prove their faith and studies by identifying the required focus item. Although the spell will always succeed, if the identified item is not the correct one the healing will be less effective

***Produce Flame*** - This allows the caster to produce a sphere of flame they can hurl at their enemy. This flaming sphere will inflict 8 points of fire damage to the intended target, provided the caster can hit AC15 on the combat board. If successful, the caster may also increase the damage inflicted to 10 points of fire damage if requested focus item can be identified.

***Bull's Strength*** - Similar to the token of the same name, this spell adds +4 to the target character's strength (i.e. it is not limited to the caster, and can be projected onto any member of the party) for an entire encounter/room. This increase in strength manifests itself as +2 to hit and damage with melee weapons.

***Flame Blade*** - Allows the caster to create a "blade like" weapon composed of flame. This weapon will last an entire encounter/room and upon successful attack cause 6 points of fire damage each attack. This damage may be increased to 8 if the correct focus item is identified.



## The Classes of Scroll Spells

The use of spells is not limited to those learned abilities.

Through the acquiring, and use of token Scrolls some may be able to cast other Spells. There are 3 Classes of Token Scrolls: Divine, Arcane, and All.

Divine Scroll Tokens may be used by the Cleric, Druid, and the Bard.

Arcane Scroll Tokens may be used by the Wizard, and the Bard.

And All Scroll Tokens may be use by the Wizard, Paladin, Cleric, Druid, Ranger, and Bard.

Please see the True Dungeon Token Guide for an in depth look at the various Tokens, and their uses if you have time my brave adventurer. Alas, I did not have the time to gather all that knowledge. But I hope that I was able to impart some wisdom to you for your challenges ahead. And, until we meet again my brave adventurer, I bid then good fortune and safe journeying.

*Illustrations by Brian D. Kelley*

*True*  
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